



Unofficial Handbook
of the
MARVEL
UNIVERSE

REBOOT
EDITION

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FORWARD

Concept

The Marvel Universe has become too large and unwieldy. Over 1,000 main characters exist over countless titles, and there are ten times that many supporting characters. There is a near lack of permanent deaths, with some established long-dead characters returning to life without explanation. Some authors flat-out ignore character growth done by other authors. Complete revisions of characters' pasts through character rape and retcons exist in countless titles, and the line between hero and villain has often blurred to where people argue in comic shops over whether a certain protagonist is a hero or a villain (most notably Iron Man prior to *Secret Invasion*, and Cyclops ever since he ditched Jean Grey for Emma Frost, albeit much more pronounced since *Schism*).

These issues must be addressed. One attempt to limit the mutant population has left many wondering whether darts were thrown at a wall to determine who was left with powers and who wasn't. This is not a fix; *it is part of the problem*.

Can we fix the Marvel Universe without creating more problems? Yes. Can we do it and leave past continuity intact? *No*. Present authors and editorial teams have ensured that continuity is shattered beyond repair.

Reboot: The Final Solution

Clearly, the problems with the Marvel Universe are tremendous. But they are not insurmountable. To fix the Marvel Universe, it is the opinion of this author that Marvel must take a step once taken by the Distinguished Competition: Reboot the universe.

Scary concept, rebooting the Marvel Universe. Tossing out years of history, wiping the slate clean, and starting over fresh with no ties to prior publications; in essence, ignoring everything written prior to the reboot. This is not done lightly. However, the benefits are immediately visible:

First, characters can be redesigned. Marvel started with an almost entirely white European cast (a sizable percentage of their initial male protagonists were blond), and has slowly expanded to include protagonists who are Asian, black, and Hispanic. However, these characters are often at best little more than veiled political correctness, and at worst caricatures. In redesigning characters, characters can retain their individuality while undergoing a visual transformation.

Second, new readers can easily be brought into the comics. Having a simplified continuity can make it easier for new readers to catch up on what's happened in the past, without needing to delve into libraries of back issues.

Note: The bulk of the above was written around 2006, when Quesada was running the show at Marvel. A lot of it is still valid, hence the references to more recent offenses.

About the author

Ted Brock got his gaming start as an online Rifts GM (originally skipping playing altogether), and migrated into GURPS in the late 1990s, just a few years before 4e's release. He is a native Pennsylvanian who has lived in a number of states over the last 25 years, and currently resides in Laurens, South Carolina. He would like to thank the members of the Pyramid Write Club, but the first rule of Write Club is, "Don't talk about Write Club."

ABOMINATION

Villain

Real Name: Emil Blonsky.

Occupation: Former spy and research scientist.

Identity: Secret.

Legal Status: Naturalized citizen of the United States with no criminal record; secretly maintains his Slovakian citizenship.

Other Aliases: None.

Place of Birth: Bratislava, Slovakia.

Marital Status: Single.

Known Relatives: None

Group Affiliation: None.

Base of Operations: Mobile, formerly a research facility in Phoenix, Arizona.

First Post-Reboot Appearance: (as Blonsky) INCREDIBLE HULK #1; (as Abomination) INCREDIBLE HULK #2.

History: An immigrant from Slovakia (formerly part of Czechoslovakia) with a Western education in nuclear physics, Emil Blonsky was also secretly a spy for his native government. In this capacity, he was responsible for collecting information on classified projects and sending that information back to his native country.

Blonsky was working as a researcher at the same institution as Dr. Banner when the latter first became the Hulk (see *Hulk*). Ironically, Blonsky was one of those whom Banner first confided in regarding his condition. Intrigued that such an intense dose of radiation had not killed Banner, Blonsky used an electron microscope to scan both Banner's DNA, the "genetic blueprint" encoded in a person's cells, and his own, ultimately determining that both Banner and himself had a gene sequence which permitted such a transformation to occur.

A few days after discovering this, Blonsky increased the dosage of the gamma irradiator Banner had used to inadvertently trigger the mutation, and then turned it on himself, perhaps ironically unaware that the dosage Banner received had already exceeded the irradiator's design specifications. Blonsky was then transformed into a green-scaled creature which some people called an "abomination". Taking the name for himself, he rampaged through the facility, destroying months of research, before engaging in a battle with the Hulk.

Despite being stronger than the Hulk in his "calm" state, the Abomination was overpowered by an enraged Hulk. The Abomination fled the scene, only to be followed by both Banner and by the United States Army, after the path of destruction he left in his wake tore through a nearby military base.

At present, Blonsky is not known to be the Abomination. Banner suspects that Emil Blonsky and the Abomination are the same person, but is unaware of Blonsky's espionage activities.

Height: 6' 6".

Weight: 980 lbs.

Eyes: Green.

Hair: None.

Skin: Green.

Other Distinguishing Features: The Abomination has two toes on each foot, scaly skin, webbed ears, and a ridged brow.

Uniform: None.

Strength Level: The Abomination possesses superhuman strength, enabling him to lift (press) approximately 100 tons under optimal conditions.

Known Superhuman Powers: The Abomination possesses superhuman strength that surpasses that of the Hulk at the Hulk's normal "calm" functional level. However, where the Hulk's strength is tied to his adrenal gland, with his strength fluctuating with the amount



of adrenaline in his system, the Abomination's strength is "fixed". Hence, when the Hulk is angry, he can surpass the Abomination's strength.

Also unlike the Hulk, the Abomination's gamma radiation induced mutation has proven stable; while the Hulk is able to return to his non-mutated human state, the Abomination cannot.

In addition to his strength, the Abomination's body possesses a high degree of resistance to injury, pain, and disease. His skin is capable of withstanding tremendous heat without blistering (up to 3,500°F), great cold without freezing (down to -175°F), and great impacts without injury; he has survived direct hits from 120mm tank cannon and explosive rockets without significant injury. His physiology renders him immune to all terrestrial diseases, and he is probably resistant or immune to most if not all alien diseases as well.

Like the Hulk, the Abomination can use his superhumanly strong leg muscles to leap great distances. He has been observed covering close to 2 miles in a single bound.

Other Abilities: Emil Blonsky was trained in a number of espionage arts, and has proven to be a skilled if unsubtle hand to hand combatant. He is also knowledgeable in physics and biology.

1,646 points

Attributes: ST 33/354 [100*]; DX 12 [40]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 3d+2/6d (36d/38d); BL 218 lbs. (25,063 lbs./12.5 tons) ; HP 33 [0]; Will 11 [0]; Per 11 [0]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Accented) [4]; Slovakian (Native) (Native Language) [0].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Combat Reflexes [15]; Damage Resistance 50 (Can't Wear Armor, -40%) [150]; Enhanced ST +34 (Accessibility: Only With Super ST, -10%; Passive Biological, -5%) [232]; Flight (Accessibility: Cannot Maneuver Without Landing, -10%; Cannot Hover, -15%; Requires Surface, -20%; Passive Biological, -5%) [18]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Passive Biological, -5%) [22]; Immunity to Disease [10]; Immunity to Poisons [15]; Injury Tolerance (Damage Reduction, /100) (Passive Biological, -5%) [285]; Super ST +13/+300 (Passive Biological, -5%) [514]; Temperature Tolerance 260 [260].

Perks: Citizenship (Slovakia) [1]; Dirty Fighting [1]; Fearsome Stare [1]; Nonprotective Clothing [1]; Striking Surface [1].

Disadvantages: Appearance (Monstrous) [-20]; Bad Temper (9) [-15]; Disturbing Voice [-10]; Enemy (Hulk; Equal in Power) (9) [-10]; Enemy (US Army) (Large Group, 21-1000 at a time; 9 or less) [-30]; Ham-Fisted -1 [-5]; Loner (12) [-5]; On the Edge (9) [-22]; Overconfidence (9) [-7]; Secret: Spy for Slovakia (Imprisonment) [-20]; Secret Identity (Imprisonment) [-20]; Wealth (Poor) [-15].

Quirks: Cannot Float [-1]; Infatuated With His Powers [-1].

Skills: Acting (A) IQ+1 [4] – 12; Biology/TL8 (VH) IQ+1 [12] – 12; Brawling (E) DX+4 [12] – 16; Electronics Operation (Scientific) (A) IQ+1 [4] – 12; Forceful Blow (Unarmed) (VH) DX+1 [12] – 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 10; Observation (A) Per+1 [4] – 12; Penetrating Strike (Unarmed) (VH) DX+1 [12] – 13; Photography/TL8 (A) IQ+1 [4] – 12; Physics/TL8 (VH) IQ+1 [12] – 12; Research/TL8 (A) IQ+1 [4] – 12; Scrounging (E) Per+0 [1] – 11; Shockwave (Unarmed) (VH) DX+1 [12] – 13; Wrestling (A) DX-1 [1] – 11.

Starting Spending Money: \$4,000 (100% of Starting Wealth)

* Includes +13/+300 from Super ST and +34 from Enhanced ST.

Role-Playing Notes:

The Abomination is not as simple as he seems. While he's not a skilled tactician, he possesses an above-average intelligence and in moments of clarity (when he's not failing his Self-Control rolls for Bad Temper, On the Edge, and Overconfidence) will try to use every dirty trick in the book (and then some) and his environment to his advantage; this includes kicking up dust to obscure his location and bringing buildings and rock cliffs down on top of his foes. As a spy he's accustomed to hiding in plain sight, and may attempt to con the Hulk and the Army into thinking he's not a threat to let him go, using his Acting skill.

BRAWLING

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
–	Brawling Punch	3d+4 cr	C	12	–	–	33	
–	<i>Super ST</i>	36d+35 cr	C	12	–	–	354	
–	Brawling Kick	3d+5 cr	C, 1	n/a	–	–	33	
–	<i>Super ST</i>	36d+36 cr	C, 1	n/a	–	–	354	
–	Brawling Bite	3d+4 cr	C	n/a	–	–	33	
–	<i>Super ST</i>	36d+35 cr	C	n/a	–	–	354	

ABSORBING MAN

Villain

Real Name: Carl "Crusher" Creel

Occupation: Professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Houston, Texas.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

History: Crusher Creel was a small-time criminal serving a prison sentence for aggravated assault when he was made an unwitting pawn in one of the schemes cooked up by the Norse trickster god, Loki (see *Loki*). Posing as one of the inmates assigned to work the prison cafeteria, Loki laced Creel's food with a rare Asgardian herb, granting him superhuman powers. Creel used these new powers to break out of prison, after which he was manipulated into combat with the Norse thunder god, Thor (see *Thor*). He has since clashed with the thunder god on a second occasion.

It has recently come to light that the idea to transform Creel into the Absorbing Man was Sif's; Loki simply implemented it (see *Sif*).

Height: 6' 4"

Weight: 265 lbs.

Eyes: Brown

Hair: Bald; has brown facial hair.

Uniform: None.

Strength Level: Without changing his body, the Absorbing Man has the normal human strength of a man his age, height, and build who engages in intensive regular exercises. When using his powers, he can increase his strength to many times that, ultimately possessing the ability to lift (press) over 50 tons.

Known Superhuman Powers: By touching an item, the Absorbing Man can take on its physical properties. For example, by touching a steel bar, he can transform himself into solid steel.

Creel has also proven to be able to reattach limbs which are severed while in his transformed state by holding the limb in place and changing back to human. Whether or not he would be able to reassemble himself following a massive dispersal of his transformed body – such as if he was to be shattered while in a state resembling crystal or glass – is currently unknown.

Weapons: Creel wields his prison ball and chain, which he was wearing at the time of his first transformation, as a kind of flail. The ball and chain changes as he does, taking on the physical properties of whatever he touches, enabling him to wield it at his full enhanced strength.



1,252 points

Attributes: ST 13 (25/250*) [30]; DX 11 [20]; IQ 9 [-20]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1 (2d+2/5d-1; 26d/28d); BL 34 lbs (125 lbs/12,500 lbs); HP 13 (25) [0]; Will 12 [15]; Per 12 [15]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 5 [-5]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Enhanced ST +37 (Accessibility: Only With Super ST, -10%; Magical, -10%) [248]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10) (Accessibility: Only In Altered Body Form, -10%; Magical, -10%) [120]; Injury Tolerance (Independent Body Parts) (Accessibility: Only In Altered Body Form, -10%; Reattachment Only, -50%; Magical, -10%) [10]; Morph (Extra Morphing Capacity: +175; Accessibility: "Body of..." Meta-Traits Only, -10%; Cannot Memorize Forms, -50%; Needs Sample (Must Touch Subject), -5%; Retains Shape, -20%; Magical, -10%) [195]; Resistant to Disease (+8 to HT rolls) [5]; Resistant to Poisons (+3 to HT rolls) [5]; Signature Gear 3 (Magical Ball and

Chain) [3]; Super ST +12/+200 (Accessibility: Only In Altered Body Form, -10%; Magical, -10%) [456]; Unkillable 2 (Accessibility: Only In Altered Body Form, -10%; Magical, -10%) [80]; Very Fit [15].

Perks: Improvised Weapons (Flail) [1]; Supersuit [1].

Disadvantages: Code of Honor (Criminal's) [-5]; Greed (12) [-15]; Ham-Fisted -1 [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Truthfulness (9) [-7]; Wealth (Poor) [-15].

Quirks: Alcohol Intolerance [-1]; Dual Identity [-1]; Likes Fighting [-1].

Skills: Brawling (E) DX+3 [8] – 14; Climbing (A) DX+1 [4] – 12; Flail (H) DX+3 [16] – 14; Forced Entry (E) DX+1 [2] – 12; Intimidation (A) Will+1 [4] – 13; Musical Instrument (Drum Set) (H) IQ+1 [8] – 10; Running (A) HT+0 [2] – 12; Search (A) Per+0 [2] – 12; Streetwise (A) IQ+4 [16] – 13; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +12/+200 from Super ST and +37 from Enhanced ST.

Role-Playing Notes:

Crusher Creel is a career criminal mainly because he knows he's not much use at doing anything else. He was hired muscle even before his transformation, and is constantly looking to use his powers mainly to steal money.

Creel's biggest drawbacks are his Overconfidence and his IQ. He can be tricked into taking on the properties of a very brittle substance, such as glass or diamond, in which state he can be shattered (he will eventually pull himself back together).

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d cr	C	11	–	–	13	
–	<i>Transformed ST</i>	2d+3 cr	C	11	–	–	25	[1]
–	<i>Super ST</i>	26d+25 cr	C	11	–	–	250	[1]
–	Brawling Kick	1d+1 cr	C, 1	n/a	–	–	13	
–	<i>Transformed ST</i>	2d+4 cr	C, 1	n/a	–	–	25	[1]
–	<i>Super ST</i>	26d+26	C, 1	n/a	–	–	250	[1]

Notes:

[1] Only usable in altered states.

Absorbing Man's Ball and Chain

FLAIL

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
2	Ball and Chain	2d+2 cr	1-3	11U	\$30K	6	12	[1, 2]
	<i>Transformed ST</i>	5d+2 cr					25	[3]
	<i>Super ST</i>	26d+3 cr					250	[3]

Notes:

[1] Attempts to parry the ball and chain are at -4; attempts to Block it are at -2.

[2] Ball and chain enchanted to adapt to Absorbing Man's physical changes, including the ability to take full advantage of his Super ST damage.

[3] Only usable in altered states.

AIM (Advanced Idea Mechanics) is a subversive organization dedicated to creating a worldwide technocracy – or rule by scientists. As far as the public at large is concerned, AIM is a legitimate munitions corporation with a sizable research and development department for advanced experimental technology, albeit one that has a shady reputation for questionable ethics. In fact, the United States government agency SHIELD is a known client of theirs (see *SHIELD*).

Secretly, AIM is the number one supplier of advanced technology to the criminal element. A number of costumed villains have purchased technology from them. The most common piece of AIM-tech in use with the super-set is an advanced ballistic fabric which is often sold to government agencies and various costume shops, such as the one owned by Gladiator; it is estimated that the majority of superheroes and supervillains alike who don't wear uniforms made of the unstable molecules developed by Reed Richards have their uniforms made from AIM's ballistic fabric (see *Gladiator*; *Mister Fantastic*). Most supers are not aware their uniforms are made from AIM's ballistic fabric.

By all reports, AIM was founded in the aftermath of World War II by Dr. Arnim Zola, a German scientist who became disillusioned with what he saw as the limited vision of the future entertained by the Nazi elite and willingly defected to the United States during the final year of the war (see *Zola*, *Dr. Arnim*). Zola started AIM with the idea of creating a super-intelligent ruling elite. At first, Zola recruited fellow German scientists, most of whom had originally worked with him with the Nazi Hydra science division (see *HYDRA*). Other scientists were soon recruited from Soviet work camps and American universities, where their own ideas were considered too radical and/or impractical.

Most of AIM's projects netted the organization a good deal of money, legally and illegally, through patents and black market sales. Other projects were much more secretive. Several of these projects would have sparked an apocalypse, if it hadn't been for the timely intervention of espionage agents from various agencies worldwide. The most recent was a series of orbital seismic wave generators that would have caused earthquakes and volcanic eruptions all over the world; this attempt was thwarted by Nick Fury and Natasha Romanov, working for the CIA (see *Black Widow*; *Fury*, *Nick*).

Unknown to the world, Dr. Zola is still the Head Scientist of AIM, due to having transferred his mind into a younger cloned body. However, the recently created being code-named MODOK has assumed control of a number of AIM's plants and secret bases; Zola rightly fears that MODOK is after his position (see *MODOK*).

First Appearance:

Game-Mechanic Details:

AIM is the primary supplier of TL 9 and 10 weaponry and technology for not only governments and corporations, but also a number of other subversive organizations and villains – and the occasional anti-hero who doesn't question the ethics of who he's buying his guns from. The average TL of the equipment used by AIM's soldiers is TL 9 with some TL 10 equipment (particularly weaponry), with the occasional TL 11⁺ or even TL 12⁺ experimental device. As such, the TL of AIM's personnel is TL 9.

The ballistic fabric used in the creation of the majority of superhuman uniforms is Reflex armor (*Ultra-Tech*, p. 172), tailored off the Reflex Suit (DR 12/4*, full body, including head).

Typical AIM Soldier

The common soldier employed by AIM is a well-trained mercenary equipped with AIM's own laser or Gauss weaponry and enhanced armor, commonly deployed in squads of four to six men. Because AIM does not fully trust their own soldiers, the soldiers are implanted with a cortex bomb at the base of the skull to ensure their loyalty.

85 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Fit [5]; High TL +2 [10]; Military Rank 0 [0].

Perks: Energizer [1]; Full Tank [1]; Off-Screen Reload [1]; On Alert [1]; Suit Familiarity (NBC Suit) [1].

Disadvantages: Duty (to AIM; Involuntary (Cortex Bomb)) (15) [-20].



Skills: Beam Weapons/TL10 (Rifle) *or* Guns/TL10 (Rifle) (E) DX+2 [4] – 13; Boxing (A) DX+1 [4] – 12; Computer Operation/TL10 (E) IQ+0 [1] – 10; Driving/TL10 (Heavy Wheeled or Tracked) (A) DX+0 [2] – 11; Fast-Draw (Ammo) (E) DX+1 [1] – 12*; First Aid/TL10 (Human) (E) IQ+0 [1] – 10; Gunner/TL10 (Beams *or* Machine Gun) (E) DX+1 [2] – 12; Guns/TL10 (Grenade Launcher, Gyroc, or LAW) (E) DX+1 [2] – 12; Hiking (A) HT+0 [1] – 11; Knife (E) DX+1 [2] – 12; NBC Suit/TL10 (A) DX+0 [2] – 11; Savoir-Faire (Military) (E) IQ+1 [2] – 11; Soldier/TL10 (A) IQ+0 [2] – 10; Swimming (E) HT+0 [1] – 11; Throwing (A) DX+0 [2] – 11.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Other Traits (Not part of the package): Squad leaders would have Military Rank 1 [5]; higher ranking soldiers would have higher levels of Military Rank (see *Appendix: Rank and Status Tables*).

Typical Equipment: Laser Pulse/Beam Carbine or Rifle (UT116, UT118-9); Underbarrel EMGL, 25mm (UT141-2) or Underbarrel Gyroc, 15mm (UT144-5); Small Vibro-Knife (B272, UT164); Reflex Tacsuit (DR 20/10*; UT178); TL9 Combat Infantry Helmet (DR 18/12; UT180), w/ Hyperspectral Imaging Visor (×2 magnification, UT61), Small Radscanner (UT63), Memory Augmentation AR (UT56), and Visual Enhancement AR (UT56). All assigned by AIM.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Boxing	1d-1 cr	C	10	–	–	11

Typical AIM Scientist

These are the scientists and engineers employed by AIM to come up with new and exciting technologies. Most of these scientists were recruited through AIM's legitimate holdings; only a handful were recruited directly by the subversive faction.

85 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [-10]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Gadgeteer [25]; High TL +2 [10]; Mathematical Ability 2 [20]; Merchant Rank 1 [5]; Natural Scientist 2 [20]; Wealth (Comfortable) [10].

Disadvantages: Combat Paralysis [-15]; Obsession (Prove My Theories Right!) (9) [-15]; Pacifism (Reluctant Killer) [-5]; Secret (Subversive) (Imprisonment) [-20]; Workaholic [-5].

Quirks: Attentive [-1].

Skills: Beam Weapons/TL10 (Pistol) or Guns/TL10 (Pistol), both DX+0 [1] – 10; one of Bioengineering/TL10 (any) or Pharmacy/TL10 (Synthetic), both IQ+0 [4] – 12, or Engineer/TL10 (any) (H) IQ+2 [4] – 14*; Computer Operation/TL10 (E) IQ+0 [1] – 12; Electronics Operation/TL10 (Scientific) (A) IQ+0 [2] – 12; Electronics Operation/TL10 (Sensors) (A) IQ+0 [2] – 12; Mathematics/TL10 (Applied) (H) IQ+2 [1] – 14*†;

Physics/TL10 (VH) IQ+2 [2] – 14*†; Weird Science (VH) IQ-1 [8] – 12; Starting Spending Money: \$8,000 (20% of Starting Wealth).

Other Traits (Not part of the package): Scientists with more seniority or who have come up with even more bleeding edge technology will often be given higher levels of Merchant Rank, up to level 5 (see *Appendix: Rank and Status Tables*). The higher rank scientists will also have an increase in Wealth as well.

Typical Equipment: Laser Pulse/Beam Pistol (UT116, UT118-9); Reflex Vest (DR 12/4*; UT172); Memory Augmentation AR (UT56), and Visual Enhancement AR (UT56).

* Includes +2 from Mathematical Ability.

† Includes +2 from Natural Scientist.

Typical AIM Technician

These are the men and women hired by AIM to build and maintain the technologies developed by the scientists. Most of them are hired by AIM's public front, and only moved into the secret subversive organization should they pass a number of secret tests. The template below represents one who has made the shift to working for AIM's secret cause.

42 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Artificer 2 [10]; High Manual Dexterity +2 [10]; High TL +2 [10]; Merchant Rank 0 [0].

Disadvantages: Code of Honor (Professional's) [-5]; Combat Paralysis [-15]; Duty (AIM) (12) [-10]; Pacifism (Reluctant Killer) [-5]; Secret (Subversive) (Imprisonment) [-20]; Workaholic [-5].

Quirks: Attentive [-1]; Devout Believer (Technocratic Ideals) [-1].

Skills: Beam Weapons/TL10 (Pistol) or Guns/TL10 (Pistol), both DX+1 [2] – 12; Weird Science (VH) IQ-1 [4] – 10; Computer Operation/TL10 (E) IQ+1 [2] – 12. Four of the following: Armoury/TL10 (any), Electrician/TL10, Electronics Repair/TL10 (any), Machinist/TL10, or Mechanic/TL10 (any), all (A) IQ+3 [4] – 14*, or Forensics/TL10 (H) IQ+0 [4] – 11; *or* Mechanic! (WC) IQ+1 [12] – 10† and one of the previous 4-point skills.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Typical Equipment: Laser Pulse/Beam Pistol (UT116, UT118-9); Reflex Vest (DR 12/4*; UT172); Memory Augmentation AR (UT56), and Visual Enhancement AR (UT56). All have Portable Tool Kits suitable for their jobs; these tool kits often include laser cutting torches (UT80).

* Includes +2 from Artificer.

† Conditional +2 from Artificer when duplicating one of those skills.

ALLEN, LIZ

Supporting Cast

Real Name: Elizabeth "Liz" Allen.

Occupation: College student, no clear major.

Identity: Liz Allen does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Mark Raxton (alias Molten Man, stepbrother).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Liz Allen is a young woman attending Empire State University. Liz is on the school's cheerleading squad, and is enamored with Flash Thompson, who is one of the school's star athletes (see *Thompson, Flash*). She has also found herself involved in several of Spider-Man's escapades, and in fact once held her own against the Rhino, relying on her wits and gymnastic skills to avoid his blows while maneuvering him into a trap Spider-Man was laying (see *Rhino*; *Spider-Man*).

Of all of her circle of friends, who seem to encounter Spider-Man on a regular basis, Liz has perhaps the most personal experience dealing with the superhuman: her stepbrother, Mark Raxton, is the criminal Molten Man (see *Molten Man*).

Height: 5' 7".

Weight: 115 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Liz Allen possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Liz Allen is a skilled gymnast and cheerleader.



95 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Fit [5]; Hard to Subdue 2 [4]; Intuition [15]; Perfect Balance [15].

Disadvantages: Compulsive Carousing (12) [-5]; Enhanced Dodge 2 [30]; Honesty (12) [-10]; Pacifism (Reluctant Killer) [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Enamored of Flash Thompson [-1]; Proud [-1].

Skills: Acrobatics (H) DX+2 [8] – 13*; Area Knowledge (Manhattan) (E) IQ+0 [1] – 10; Breath Control (H) HT-1 [2] – 10; Connoisseur (Music) (A) IQ-1 [1] – 9; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 10; Dancing (A) DX-1 [1] – 10; Professional Skill (Cheerleading) (A) DX+1 [4] – 12; Skating (H) HT-2 [1] – 9.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +1 from Perfect Balance.

Role-Playing Notes:

Liz is a courageous young woman who doesn't realize the depth of her own courage. The world of the superhuman has intruded into her life, and she's not afraid to stand up to it. With guidance and training, she could one day become a respected hero in her own right, should she choose to go that route.

Should she find herself in combat, Liz will be constantly on the move, using Move, All-Out Defense (Determined), and Wait maneuvers, angling her opponent into making a mistake, using Acrobatic Dodge whenever possible.

DX

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
–	Punch	1d-3 cr	C	8	–	–	10
–	Kick	1d-2 cr	C, 1	–	–	–	10

AMPHIBIUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Amphibius's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance:
UNCANNY X-MEN #

History: The origins of the creature known as Amphibius are currently a mystery. He is – or was – apparently a human who was born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Amphibius has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Of all the Mutates, Amphibius is perhaps the most angry and short-tempered, probably because he resents the inhuman form he has been given.

Height: 6' (normally appears as smaller due to his stance).

Weight: 145 lbs.

Eyes: Black.

Hair: None.

Skin: Green with black spots.

Other Distinguishing Features: Amphibius has the form of a humanoid frog.

Uniform: White chest piece with water circulation tubes running to a water tank on the back; water tank is also held by a black belt around his waist.

Strength Level: Amphibius has the normal human strength of a man of his apparent age, height, and build who engages in regular exercise. His leg muscles are stronger than his build would suggest, giving him superhuman leaping and kicking ability.

Known Superhuman Powers: Amphibius possesses superhuman strength in his legs, enabling him to leap incredible distances and to kick with greater than human strength. In addition, his fingers and toes end in suction cups, enabling him to cling to most surfaces. His eyes have been adapted to see into the ultraviolet spectrum as well as the visual spectrum, enabling him to see fairly clearly underwater. His mutated form enables him to swim at speeds up to 30 miles per hour.

Limitations: Amphibius requires near-constant contact with water to avoid dehydrating; his uniform enables him to exist in most environments by supplying excess water. Under normal circumstances, his uniform's water tank will enable him to be active for up to twelve hours before needing to be refilled.

330 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 12 [10]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Water Move 7 [5]; Dodge 13.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].



Cultural Familiarities: Savage Land [0].

Advantages: Amphibious [10]; Catfall [10]; Clinging [20]; Combat Reflexes [15]; Enhanced Dodge 3 [45]; Enhanced Move (Water) 1 (Water Move 14/28 mph) [20]; Fit [5]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Natural Diver 2 [10]; Night Vision 5 [5]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Peripheral Vision [15]; Striking ST +9 (One Attack Only: Kicks, -60%) [18]; Super Jump 4 [40]; Ultravision [10].

Perks: Acrobatic Kicks [1]; Sanitized Metabolism [1]; Sea Legs [1]; Sure-Footed (Uneven) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Back (Mild) [-15]; Bad Temper (9) [-15]; Code of Honor (Pirate's) [-5]; Dependency (Water; Very Common; Hourly) [-20]; Disturbing Voice [-10]; Duty (to Patron) (12) [-10]; Hidebound [-5]; Jealousy [-10]; Low TL -8 [-40]; Selfish (12) [-5]; Semi-Upright [-5]; Sense of Duty (Fellow Mutates) [-5]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Attentive [-1]; Bowlegged [-1]; Yes-Man [-1].

Skills: Acrobatics (H) DX+3 [16] – 16; Area Knowledge (Savage Land) (E) IQ+2 [4] – 12; Armoury/TL0 (Melee Weapons) (A) IQ+0 [2] – 10; Astronomy/TL0 (Observational) (A) IQ+0 [2] – 10; Blowpipe (H) DX+0 [4] – 13; Boating/TL0 (Unpowered) (A) DX+0 [2] – 13; Brawling (E) DX+2 [4] – 15; Camouflage (E) IQ+4 [3] – 14*; Climbing (A) DX+2 [1] – 15†; Fast-Draw (Knife) (E) DX+1 [1] – 14‡; First Aid/TL0 (E) IQ+2 [4] – 12; Fishing (E) Per+2 [4] – 14§; Jumping (E) DX+3 [8] – 16; Knife (E) DX+0 [1] – 13; Mimicry (Animal Sounds) (H) IQ+2 [4] – 12§; Naturalist (Savage Land) (H) IQ+2 [4] – 12§; Navigation/TL0 (Land) (A) IQ+1 [1] – 11§; Observation (A) Per+0 [2] – 12; Running (A) HT+1 [4] – 12; Spear (A) DX+2 [8] – 15; Stealth (A) DX+1 [4] – 14; Survival (Jungle) (A) Per+2 [2] – 14§; Swimming (E) HT+5 [8] – 16#; Tactics (H) IQ+1 [8] – 11; Thrown Weapon (Spear) (E) DX+2 [4] – 15; Tracking (A) Per+2 [1] – 13§; Traps/TL0 (A) IQ+2 [8] – 12; Weather Sense (A) IQ+1 [4] – 11; Wrestling (A) DX+1 [4] – 14.

Features: High-Pressure Lungs [0].

Starting Spending Money: \$800 (20% of Starting Wealth).

* Defaulted from Survival (Jungle).

† Includes +3 from Flexibility.

‡ Includes +1 from Combat Reflexes.

§ Includes +2 from Outdoorsman.

Includes +2 from Natural Diver

Role-Playing Notes:

Amphibius is not the most pleasant of the Mutates; his mutated form greatly disturbs him, and he'll lash out at anyone that disturbs him or comments on his body. He's not a leader, however, and he knows it. He's loyal to the Mutates but not their Master, and if given the opportunity to be restored to a more human form without betraying his friends, he may leap (sorry for the pun) at the chance.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20	

Design Notes:

1. Amphibius, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

Real Name: Unrevealed.

Occupation: Sorcerer, former warrior monk.

Identity: The general public of Earth is unaware of the Ancient One's existence.

Legal Status: Citizen of China with no known criminal record.

Other Aliases: Sorcerer Supreme (former).

Place of Birth: A small village in Tibet, China.

Marital Status: Unrevealed, but presumably either single or widower (possibly several times over).

Known Relatives: None.

Group Affiliation: Mentor to Baron Mordo and Doctor Strange, member and later leader of an unnamed order of Buddhist sorcerer monks.

Base of Operations: Tibet, China.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

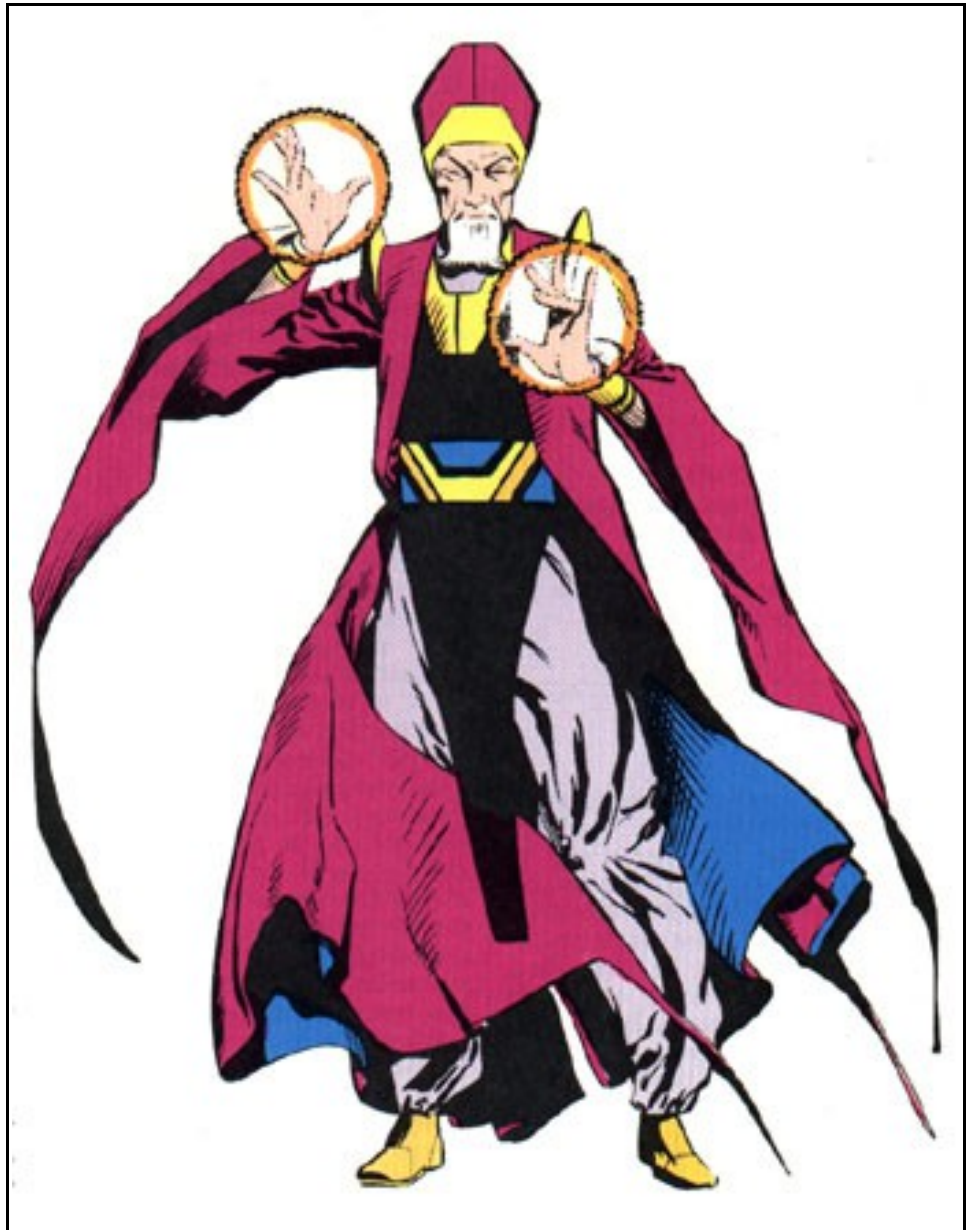
History: The origins of the sorcerer now known as the Ancient One are presently unknown. It is known that he has lived for several centuries, apparently since the time of Kublai Khan, whom he claims to have personally met as a youth. What is known is that he used a spell in his youth to greatly extend his lifespan, although he claims the cost was not worth it. So far, he has not given any details.

In his youth, the man who would become the Ancient One sought out an order of mystic monks in order to learn from them. This order was dedicated to preventing the invasion of the Earth by the extradimensional being Dormammu, the evil tyrant of the so-called Dark

Dimension who is composed of pure magical energy (see *Dormammu*; *Appendix: Other Dimensions: Dark Dimension*). The future Ancient One graduated after a century and a half to being the leader of the order, in recognition of his formidable magical prowess and his age. Over the centuries, however, the order dwindled until only a handful of monks were left.

Now an ancient, wizened old man, the Ancient One started looking for an heir, and surreptitiously cast a spell that would draw those with great potential for wielding magic but who were untrained in the mystic arts to him. The first was Baron Karl Mordo, an ambitious Austrian nobleman who sought power for its own sake (see *Baron Mordo*). The Ancient One accepted Mordo as a disciple in order to rehabilitate or at worst restrain him. The second to arrive, a few years later, was Dr. Stephen Strange, an American neurosurgeon who had recently lost fine motor control in his hands, preventing him from wielding a scalpel (see *Doctor Strange*). Mordo had at this point planned to kill the Ancient One, and Dr. Strange's arrival at the Ancient One's abode had given him what he felt was the perfect scapegoat. The Ancient One, well aware of Mordo's ambition, was able to turn Mordo's plan against him and immobilize the younger man by the time Strange came to warn him. The Ancient One then accepted Strange as a disciple, and Mordo left the Ancient One that same day.

The Ancient One has recently passed his position of Sorcerer Supreme of Earth to Doctor Strange and gone into what Strange has referred to as "retirement". He (probably rightfully) believes he has less than a century left to live, and is content to live those years in peace. He will occasionally consent to give advanced magical training to those he feels are worthy, usually those who have shown to have pure (or at least good-intentioned) hearts and some skill at wielding magical forces already. He has recently turned away Doctor Doom when the latter sought to increase his own magical knowledge (see *Doctor Doom*).



Height: 4' 10"

Weight: 95 lbs.

Eyes: Brown.

Hair: White, formerly black.

Uniform: Loose brown robes.

Strength Level: In his prime, the Ancient One possessed the normal human strength of a man his age, height, and build who engaged in intensive regular exercise. In his present state, he possesses the normal human strength of a man his age, height, and build who engages in very little exercise.

Known Superhuman Powers: The Ancient One is one of the world's foremost wielders of arcane magics. Strictly speaking, the Ancient One and other human sorcerers do not have superhuman powers; only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. As the former Sorcerer Supreme of Earth, the Ancient One possesses a greater knowledge and mastery of the arts than almost anyone else on Earth; it is believed he passed almost all of his knowledge to his latest disciple, Doctor Strange. He was born with a great talent for sorcery, and he has fulfilled that potential through long years of study and training.

The Ancient One's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells; either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. In his prime, he also employed a number of occult power objects which he wields by mental control; most of these artifacts he has either destroyed or passed on to Doctor Strange.

To begin with his personal powers, the Ancient One has mastered the art of astral projection, the mental ability to separate the astral self – the sheath of the soul, or the life essence – from his physical self, and in this form traverse through space unbounded by the physical laws but fully retaining human consciousness. This form is invisible, intangible, and incapable of being harmed except through the most rigorous of mystical means. The astral form only possesses those magical powers residing in the sorcerer's mind: thought-casting, psychokinesis, etc. The Ancient One is of such mastery that in his prime he could remain in his astral form for up to 48 hours before there is corporeal deterioration of his physical body; his current limit is probably a lot less. The physical form is quite vulnerable to attack when the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in the wraith-like state. While the astral form is absent, the physical form remains in an inert, death-like trance.

Although the Ancient One also has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his master over others' wills in so direct a way. He can cast his thoughts over short or vast distances in a manner virtually identical to telepathy. The entire Earth is within the reach of his mind, provided he knows where to contact the specific mind he is seeking. He can simultaneously communicate with up to a dozen minds at a time.

The Ancient One is also able to tap this universe's store of ambient magical energy and manipulate it for a variety of effects. He is able to form and hurl magical energy bolts with a high degree of potency and control. He is able to erect energy shields or screens with a high degree of imperviousness to both physical and magical damage. He is able to use local magical energy for the conjuration of small physical objects like money or rabbits, or for unusual luminescent effects. He is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Due to his centuries of activity as Earth's Sorcerer Supreme, the Ancient One has knowledge of a host of sorcerous spells and incantations invoking various extra-dimensional objects and beings of power. He is able to call upon these extra-dimensional power sources for very specific effects without taxing his own personal abilities.

Other Abilities: In his prime, the Ancient One was skilled at Shaolin Kung Fu. He retains much of the knowledge today, although he rarely utilizes it due to his failing health.

Paraphernalia: In the past, the Ancient One used the Amulet of Agamotto, which he has passed on to Doctor Strange (see *Doctor Strange: Paraphernalia*).

Dr. Strange: I don't understand. How am I supposed to hold the brushes?

Ancient One: That is between you and the brushes.

– **Doctor Strange: Sorcerer Supreme (animated movie)**

1,010 points

Attributes: ST 8 [-20]; DX 10 [0]; IQ 14 [80]; HT 8 [-20].

Secondary Characteristics: SM -1; Dmg 1d-3/1d-2; BL 13 lbs, HP 8 [0]; Will 14 [0]; Per 14 [0]; FP 8 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: Tibetan Chinese (Native) (Native Language) [0].

Cultural Familiarities: East Asian (Native) [0].

Advantages: Appearance (Attractive) (Impressive, +0%) [4]; Charisma 4 [20]; Claim to Hospitality (Other "White" Magicians) 2 [2]; Danger Sense [15]; Empathy [15]; Energy/3 [60]; Energy Reserve (Magical) 30 [90]; Extended Lifespan 3 (x8) [6]; Inner Balance 4 [60]; Magery 3 (Solitary Ceremonial, +10%) [38]; Matter/3 [60]; Mind/3 [60]; Pityable [5]; Reputation (Former Sorcerer

Supreme) 4 (All the Time; Small Class: Other Sorcerers) [6]; Social Regard (Venerated) 3 [15]; Space/3 [60]; Spirit/3 [60]; Time/3 [60]; Trained By A Master [30].

Perks: Autotrance [1]; Covenant of Rest [1]; Honest Face [1]; Style Familiarity (Shaolin Kung Fu) [1].

Disadvantages: Bad Back (Mild) [-15]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Charitable (12) [-15]; Chronic Pain (Mild) (Freq: 9 or less; Interval: 1 hour) [-2]; Discipline of Faith (Mysticism) [-10]; Hidebound [-5]; Low TL -4 [-20]; Pacifism (Cannot Harm Innocents) [-10]; Post-Combat Shakes (6) [-10]; Wealth (Poor) [-15].

Quirks: Always Gives the Vaguest Possible Answer to Questions [-1]; Ethnic Diet [-1]; Likes Tea [-1].

Skills: Acrobatics (H) DX+0 [4] – 10; Animal Handling (Equines) (A) IQ-1 [1] – 13; Artist (Calligraphy) (H) IQ+2 [12] – 16; Artist (Illusion) (H) IQ-2 [1] – 12; Autohypnosis (H) Will+5 [8] – 19*; Body Control (VH) HT+4 [8] – 12*; Breath Control (H) HT+6 [12] – 14*; Broadsword (A) DX+2 [8] – 12; Esoteric Medicine (H) Per+1 [8] – 15; Exorcism (H) Will+2 [8] – 16†; First Aid/TL4 (E) IQ+1 [1] – 15‡; Hypnotic Hands (H) IQ+1 [8] – 15; Hypnotism (H) IQ+1 [8] – 15; Immovable Stance (H) DX+5 [8] – 15*; Judo (H) DX+0 [4] – 10; Karate (H) DX+0 [4] – 10; Kiai (H) HT+1 [8] – 9; Meditation (H) Will+5 [8] – 19*; Mental Strength (E) Will+7 [8] – 21*; Occultism (A) IQ+6 [24] – 20; Packing (A) IQ-1 [1] – 13; Philosophy (Buddhism) (H) IQ+0 [4] – 14; Poetry (A) IQ-1 [1] – 13; Polearm (A) DX+2 [6] – 12§; Pressure Points (Human) (H) IQ+4 [20] – 18; Pressure Secrets (Human) (VH) IQ+4 [20] – 18; Pressure Secrets (Human) (VH) IQ+0 [8] – 14; Ritual Magic (Sorcery) (VH) IQ+6 [20] – 20§; Savoir-Faire (Dojo) (E) IQ+0 [1] – 14; Spear (A) DX+2 [1] – 12§; Staff (A) DX+4 [16] – 14; Survival (Mountain) (A) Per-1 [1] – 13; Teaching (A) IQ+5 [20] – 19; Teamster (Equines) (A) IQ-1 [1] – 13; Thaumatology (VH) IQ+11 [40] – 25#; Veterinary/TL4 (H) IQ-2 [1] – 12; Weather Sense (A) IQ+1 [4] – 15.

Magical Realm Skills: Energy (VH) IQ+6 [20] – 20#; Matter (VH) IQ+6 [20] – 20#; Mind (VH) IQ+6 [20] – 20#; Space (VH) IQ+6 [20] – 20#; Spirit (VH) IQ+6 [20] – 20#; Time (VH) IQ+6 [20] – 20#.

Starting Spending Money: \$800 (20% of Starting Wealth)

* Includes +4 from Inner Balance

† Defaulted from Ritual Magic (Sorcery)

‡ Defaulted from Esoteric Medicine

§ Defaulted from Staff

Includes +3 from Magery

Role-Playing Notes:

The Ancient One has lived lifetimes, and has forgotten more about the world and magic than most people could dream of knowing. This makes him extremely patient, with a sense of humor that seems odd to others. Think of Yoda when he was introduced in *The Empire Strikes Back*, but without the reverse grammar speech patterns, and you'll be close.

The Ancient One is also tired of living, and having trained Doctor Strange to be his successor is preparing to spend his final decades in peace. Attempts to disturb him for advanced training will likely be refused. Despite this, he is still willing, albeit not eager, to enter danger should the Earth itself be threatened by extradimensional forces.

In combat, the Ancient One's patience is paramount to his strategy. He will Concentrate, Evaluate, or Aim for as long as the situation will permit before making an attack or releasing a spell. He will willingly sacrifice himself if it means saving the world from invasion.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-3 cr	C	8	–	–	8	
–	Karate Kick	1d-2 cr	C, 1	n/a	–	–	8	

Design Notes:

1. The Ancient One's Magery as listed above is intentionally lessened when compared to Doctor Strange. This reflects his decreasing raw power due to advanced old age and a lack of practical skill; he still retains the knowledge, reflected in the points spent in the magical realm skills, but his highly advanced age makes it increasingly more difficult to actually cast advanced spells.
2. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 3 (Solitary Ceremonial, +10%) [33]. It just looked wrong when placing the two on the sheet together.

ANDROMEDA

Hero

Real Name: Andromeda Attumasen.

Occupation: Warrior.

Identity: Andromeda does not use a dual identity.

Legal Status: Citizen of Atlantis with no criminal record.

Other Aliases: Lady Andromeda, "Andi", "Rommey."

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Attuma (father), Lady Gelva (mother).

Group Affiliation: Atlantean Royal Guard.

Base of Operations: Atlantis.

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

History: Andromeda is the illegitimate daughter of the barbarian Atlantean warlord Attuma and the refined Lady Gelva, who had once been the barbarian's captive briefly two decades ago before being rescued by King Namor (see *Atlanteans*; *Attuma*; *Namor*). As Attuma's daughter, she was born with a portion of his enhanced strength. For years, however, Lady Gelva kept the fact that Attuma was Andromeda's father from her, stating that Andromeda's father died in action years ago. (Lady Gelva's husband had, in fact, died in combat with Attuma's forces trying to rescue her.)

A woman of action and far stronger than her male counterparts, Andromeda entered the Atlantean military, and distinguished herself in many battles against her father's forces. This brought her to the attention of King Namor, who inducted her as the only female member of the Atlantean Royal Guard.

Recent events, however, have revealed Andromeda's true parentage to both herself and her father. Attuma has since tried to kill her, without success. Andromeda is currently seeking to keep her heritage from becoming public knowledge; at present, only Namor suspects the truth.

Height: 5' 8"

Weight: 180 lbs.

Eyes: Green.

Hair: Auburn.

Skin: Blue.

Uniform:

Strength Level: Andromeda possesses superhuman strength, enabling her to lift (press) around 25 tons in air.

Known Superhuman Powers: In addition to her superhuman strength, which is a mutation inherited from her father, Andromeda possesses the normal attributes of a member of the offshoot human subspecies known as *Homo sapiens mermanus*, better known on the surface world as Atlanteans. She is able to breathe underwater indefinitely, although she is unable to live on the surface for more than a few minutes before suffocating.

Also, Andromeda possesses superhuman resilience and resistance to injury, traits she also inherited from her father.

Other Abilities: Andromeda is a highly skilled warrior who has been trained since birth in Atlantean martial arts, both armed and unarmed.

Weapons: Andromeda wields a bronze-headed spear of Phoenician design that has been passed down through her mother's family for millennia.

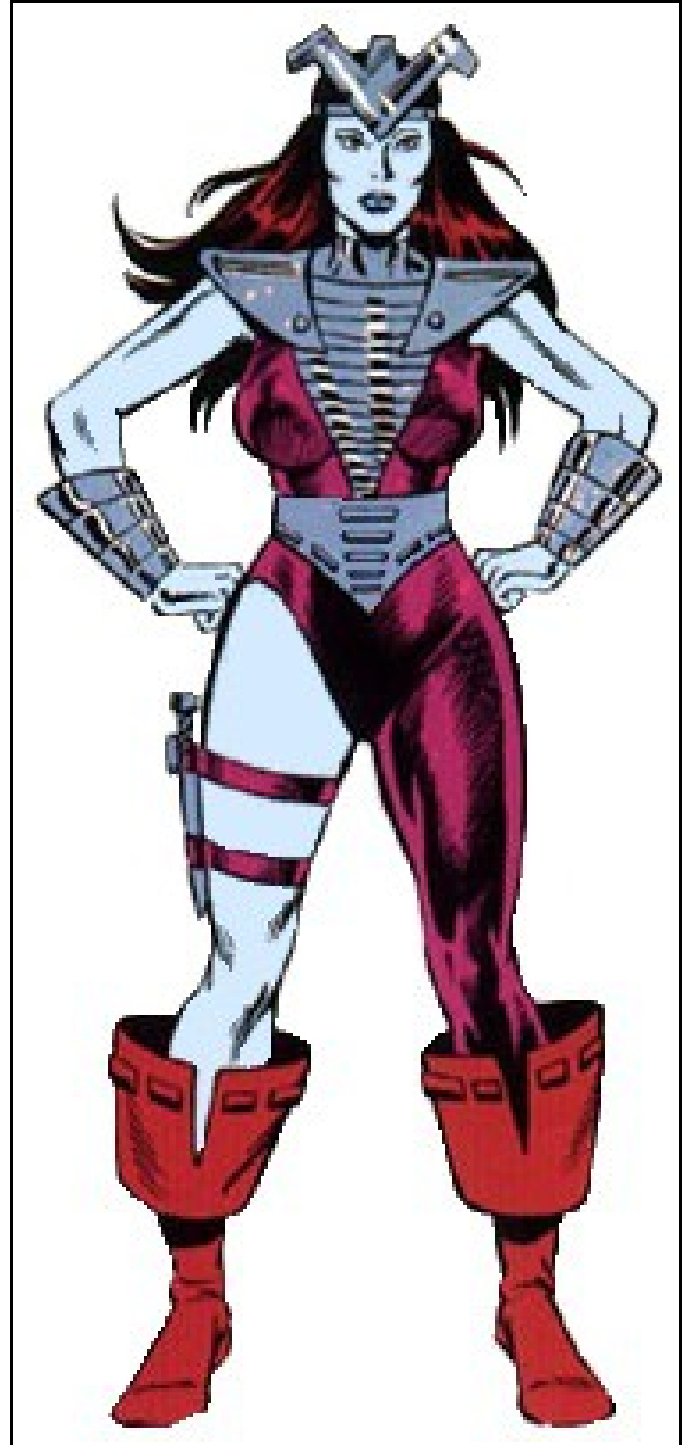
940 points

Attributes: ST 31/170 [0*+]; DX 13 [60]; IQ 11 [20]; HT 13 [10*].

Secondary Characteristics: Dmg 3d+1/6d-1 (18d/20d); BL 192 (5780) lbs; HP 31 [0]; Will 13 [10]; Per 14 [15]; FP 18 [15]; Basic Speed 6.50 [0]; Basic Ground Move 6 [0]; Basic Water Move 6 [0]; Water Move 18 (36 mph); Dodge 10.

Languages: Atlantean (Native) (Native Language) [0].

Cultural Familiarities: Atlantis (Native) [0].



Advantages: Appearance (Beautiful) [12]; Atlantean [135]; Combat Reflexes [15]; Enhanced Move (Water) 1.5 (Water Move 18) [30]; [Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction, /4) (Passive Biological, -5%) [95]; Status 3 [15]; Super ST +11/+150 (Super, -10%) [429]; Weapon Master: Spear [20].

Perks: Grip Mastery (Spear) [1]; Power Grappling [1]; Reach Mastery (Spear) [1]; Schtick: Weapon Twirl [1]; Weapon Adaptation (Spear to Staff) [1]; Weapon Bond (Spear) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty to Atlantis (15) [-15]; Enemy: Attuma (More Powerful Individual; Hunter) (9) [-20]; Impulsiveness (12) [-10]; Intolerance (Atlantean Barbarians) [-5]; On The Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Secret (Daughter of Attuma) (Utter Rejection) [-10]; Sense of Duty to Namor [-2]; Social Stigma (Minority Group) [-10].

Quirks: Horrible Hangovers [-1]; Proud [-1]; Unrequited Love for Namor [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+1 [4] – 12; Area Knowledge (North Atlantic) (E) IQ+1 [2] – 12; Camouflage (E) IQ+1 [1] – 12‡; First Aid/TL1 (Atlantean) (E) IQ+0 [1] – 11; Judo (H) DX+3 [16] – 16; Karate (H) DX+3 [16] – 16; Leadership (A) IQ+1 [4] – 12; Power Blow (H) Will+2 [12] – 15; Riding (Giant Sea Horses) (A) DX+1 [4] – 14; Soldier/TL1 (A) IQ+1 [4] – 12; Spear (A) DX+3 [12] – 16; Staff (A) DX+3 [8] – 16§; Survival (Open Ocean) (A) Per+0 [2] – 14; Swimming (E) HT+1 [2] – 14; Tactics (H) IQ+2 [12] – 13; Thrown Weapon (Spear) (E) DX+2 [4] – 15.

Techniques: Arm Lock (Judo) (A) def+4 [4] – 20; Armed Grapple (Spear) (H) def+2 [3] – 16; Cavalry Training (Spear) (H) def+2 [3] – 16; Combat Riding (Riding (Giant Sea Horses)) (H) def+4 [5] – 18; Counterattack (Spear) (H) def+5 [6] – 16; Disarming (Judo) (H) def+5 [6] – 21; Disarming (Spear) (H) def+5 [6] – 21; Evade (Judo) (A) def+5 [5] – 21; Kicking (Karate) (H) def+2 [3] – 16; Sweep (Spear) (H) def+3 [4] – 16.

Starting Spending Money: \$3,880 (20% of Starting Wealth, minus cost of spear)

* Includes +11/+150 from Super ST.

† Includes +10 to ST and +2 to HT from Atlantean.

‡ Defaulted from Survival (Open Ocean).

§ Defaulted from Spear.

Role-Playing Notes:

Andromeda is a woman isolated and alone in the crowd. She's stronger than all but one of the males around her in a male-oriented position, with a father she never knew 'till recently trying to kill her, and the only people she can relate to – Namor and Namora – are several social levels above her. Because she's a woman in a man's field, she feels she has to try three times as hard to be considered half as good when the truth is the men around her are intimidated by her. This leads her to taking chances others would consider suicidal.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+6 cr	C	12	–	–	31	
–	<i>Super ST</i>	18d+35 cr	C	12	–	–	170	
–	Karate Kick	3d+7 cr	C, 1	n/a	–	–	31	
–	<i>Super ST</i>	18d+36 cr	C, 1	n/a	–	–	170	

Andromeda's Spear

SPEAR

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Phoenician Spear	3d+9 imp	1*	12	\$120	4	9	[1]
	<i>two-handed</i>	3d+10 imp	1, 2*	12			9†	

STAFF

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Spear Pole: swung	6d-13 cr	1, 2	14	\$120	4	7†	[1]
	Spear Pole: thrust	3d+9 cr	1, 2	14			7†	

THROWN WEAPON (SPEAR)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
1	Phoenician Spear	3d+11 imp	2	31/46.5	4	1	T(1)	\$120	9	-6	[1]

Notes:

[1] Fine Quality.

ANGEL

Hero

Real Name: Warren Kenneth Worthington III.

Occupation: College student with a business curriculum, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Centerpoint, Long Island, New York.

Marital Status: Single.

Known Relatives: Warren Kenneth Worthington, Sr. (grandfather, deceased); Warren Kenneth Worthington, Jr. (father); Kathryn Worthington (mother); Burt Worthington (uncle).

Group Affiliation: X-Men.

Base of Operations: New York City, although he maintains residences in several cities nationwide.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Warren Kenneth Worthington the Third is the heir to the Worthington Industries fortune. Worthington Industries is a supplier of automobile, watercraft, and aircraft parts for much larger companies, including but not limited to General Motors, Boeing, Lockheed-Martin, and Stark Industries (see *Stark Industries*).

Warren's mutation, in the form of large feathered wings coming from his shoulder-blades, first appeared when he was twelve. For a long time, his father and uncle insisted that he keep his wings hidden from sight, fearing the controversy of having a mutant son; Warren's family had, up until that point, been decidedly against the mutant rights movement.

While attending a private school in Europe, Warren was instrumental in saving a number of lives on the school campus when a fire broke out in the dorms. Because he had gone out wearing a long, white nightshirt and hadn't cut his hair in months, he was mistaken by many for an angel from Heaven, particularly when he flew off and was, from the point of view of those on the ground, briefly surrounded by the halo of the full moon. Encouraged by this, he took the name Angel for whenever he had to use his wings in public.

When the Xavier Institute for Gifted Youngsters went public as a mutant high school, Warren, against the wishes of his family, immediately transferred (see *Xavier Institute*). Upon graduation, he shocked everyone by attending a social function held by his parents in a suit designed to let his wings show, thereby publicly revealing his status as a mutant. As a founding member of the X-Men, he wears a uniform which does not hide his face (see *X-Men*). His looks and charm, plus the fact that he is open about his identity, unlike most of the other X-Men, have made him the X-Men's unofficial spokesman to the press.

Lately, he has often been seen in the company of Candy Southern, a classmate who was one of the few women who turned down his initial advances (see *Southern, Candy*).

Height: 6'.

Weight: 150 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Red bodysuit with a white X on the front and back, white gloves, white boots, red headpiece that keeps the face open and the hair out of his eyes, yet covers the ears.

Strength Level: Angel possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His wings generate enough lift for him to carry aloft at least 200 lbs in addition to his own weight.

Known Superhuman Powers: Angel has the ability to fly via his large, feathered wings which generate lift by flapping, much as a bird does. He is able to fly at a regular cruising speed of around 70 mph until exhaustion forces him to land. With a good tail wind or on a dive, he has been clocked at around 150 mph. Despite reports, he cannot make a transatlantic or transcontinental flight under his own power without rest.



In addition, Warren possesses a number of other adaptations to aid in flight. His lungs are adapted to allow him to breathe in the thinner upper atmosphere, and his eyes permit him to make out details at four times the distance of a normal human's.

385 points

Attributes: ST 12 [20]; DX 14 [80]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29; HP 12 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Basic Air Move 12 [-4]; Dodge 13.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Handsome) [12]; Charisma 2 [10]; Combat Reflexes [15]; Enhanced Dodge 2 [30] Enhanced Move (Air) 1.5 (Air Move 36/72 mph) (Mutant Biology, -0%) [30]; Fashion Sense [5]; Flight (Winged, -25%; Mutant Biology, -0%) [30]; High Pain Threshold [10]; Independent Income 10 [10]; Nictitating Membrane 1 [1]; Status 2 [5] (includes +1 from Wealth); Striker (Crushing, Wings) (Weak, -50%; Mutant Biology, -0%) [3]; Telescopic Vision 2 (Mutant, -10%) [9]; Temperature Tolerance 2 [2]; Wealth (Wealthy; Heir to Multimillionaire 2) [60].

Perks: Air Jet [1]; Honest Face [1]; Photogenic [1]; Pressure-Tolerant Lungs (Thin) [1]; Style Familiarity (Epée Sport Fencing) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15].

Quirks: Dislikes Secrecy [-1]; Dual Identity [-1].

Skills: Administration (A) IQ-1 [1] – 10; Aerobatics (H) DX+2 [4] – 16*; Brawling (E) DX+2 [4] – 16; Computer Operation/TL8 (E) IQ+1 [2] – 12; Connoisseur (Literature) (A) IQ-1 [1] – 10; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 12; Dancing (A) DX+0 [2] – 14; Diplomacy (H) IQ-2 [1] – 9; Economics (H) IQ-2 [1] – 9; Flight (A) HT+1 [4] – 14; Games (Epée Fencing) (E) IQ+0 [1] – 11; Heraldry (Business Logos) (E) IQ+0 [1] – 11; Judo (H) DX+1 [8] – 15; Law (American Business) (H) IQ-1 [2] – 10; Literature (H) IQ-2 [1] – 9; Public Speaking (A) IQ+1 [1] – 12†; Rapier Sport (A) DX-1 [1] – 13; Savoir-Faire (High Society) (E) IQ+1 [2] – 12;

Techniques: Attack From Above (Brawling) (A) def+2 [2] – 16; Attack From Above (Judo) (A) def+2 [2] – 15.

Starting Spending Money: \$210,000 (20% of Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +2 from Charisma.

Role-Playing Notes:

Angel is slightly spoiled due to his upbringing. He is a consummate ladies' man; his looks and charm, as well as his wallet, do not hinder this at all. Despite this, he is a good man at heart, and one of the more well-adjusted people among the super-set who genuinely tries to do what he feels is the right thing because it's the right thing to do.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	12	–	–	12	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	12	
–	Wing Striker	1d cr	C	12	–	–	12	

The Ani-Men are an organization of superhuman criminals who each have an animal theme to their identities and powers. While they have operated on their own from time to time, the Ani-Men appear to be content to hire themselves out as superhuman muscle for other criminals.

The Ani-Men were all serving prison sentences for various crimes when they were given the option of undergoing scientific experiments in exchange for early parole. This experimentation was performed for the benefit of Wilson Fisk, the self-proclaimed Kingpin of Crime, although the test subjects were never informed who was funding the lab (see *Kingpin*). Upon discovering that the experiments were to be "terminated" and the test subjects "disposed of", the five test subjects broke free and escaped the lab to discover themselves underneath Hell's Kitchen.

At first, the Ani-Men tried to take over one of the gangs in Hell's Kitchen, but this was foiled by Daredevil and the Ani-Men were sent back to prison (see *Daredevil*).

Some time later, the Ani-Men had either escaped or were freed from prison to become employees of the superhuman criminal called the Owl in his attempt to unseat the Kingpin (see *Owl*). During this altercation, they came into conflict with both Daredevil and the Kingpin's newest enforcer, Elektra, but escaped (see *Elektra*).

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

Membership Roster

Ape-Man – Founding member. The muscle of the group, but not the brightest thinker.

Bird-Man – Founding member. Bird-Man tends to take the lead when the group is operating on their own.

Cat-Man – Founding member.

Dragonfly – Founding member. Dragonfly has also been seen operating solo from time to time.

Frog-Man – Founding member.

 APE-MAN (Gordon Keefer) Founding Member	 BIRD-MAN (Henry Hawk) Founding Member
 CAT-MAN (Townshend Horgan) Founding Member	 DRAGONFLY (Veronica Dultrey) Founding Member
 FROG-MAN (Francois LeBlanc) Founding Member	

ANNIHILUS

Villain

Real Name: Annihilus (English translation of his chosen name).

Occupation: Conqueror, despot.

Identity: Publicly known in the Negative Zone, unknown to the people of Earth.

Legal Status: Citizen of Arthros, a planet in Sector 17A of the Negative Zone (as charted by Reed Richards).

Other Aliases: None.

Place of Hatching: Arthros, Sector 17A, Negative Zone.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Leader of the Annihilation Wave.

Base of Operations: Arthros, Sector 17A of the Negative Zone.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Annihilus is an insectoid being who was hatched on the planet Arthros, a barren, desolate planet in the antimatter universe known as the Negative Zone (see *Negative Zone*). Though barren, Arthros had ruins from an ancient star-faring civilization, and at some point in the distant past Annihilus sought out these ruins, seeking power. He found the power he was looking for in the Cosmic Control Rod, which he claimed as his scepter of power. Annihilus used the Rod to conquer his people, and then set them to re-discovering and restoring the rest of the technology from the ancient ruins.

Dubbing his army the Annihilation Wave, Annihilus set about conquering the rest of the Negative Zone. Over the next few hundred years, Annihilus carved out an interstellar empire to support his growing conquests. Those who did not submit themselves to his rule were often subject to genocide if the planets had readily-available resources he could make use of, or simply had their planets destroyed if the desired resources were buried deep within.

Then one day his scouts reported a strange craft appearing through a warp gate deep inside his empire. Curious, Annihilus himself investigated; the craft was called the *Fantastic*, and its strange crew called themselves the Fantastic Four (see *The Fantastic*; *Fantastic Four*). Using a universal translator previously obtained from the Skrull Empire, the Fantastic Four explained to him how they had come from another universe, one with slightly different laws of physics, on a mission of exploration (see *Skrulls*). (The gateway to the Negative Zone used by the Fantastic Four instantly converts any matter passing from Earth into antimatter, and vice versa, so as to avoid their own destruction when passing through.) Learning about their homeworld, Annihilus desired its resources as well as the resourceful natives there known as "hyoo-mons" as slaves, and attempted to take the *Fantastic* and its crew for himself, attempting to use its knowledge and technology. Although the Fantastic Four managed to free themselves and defeat Annihilus before he could bring the Annihilation Wave to Earth, they were unable to capture or depose him.

Annihilus later followed the Fantastic Four back to Earth through their Negative Zone portal. He was driven back through the portal, but not before stealing some of the FF's technology.

Annihilus continues to be a threat to both the Negative Zone and to Earth.

Height: 5' 11".

Weight: 200 lbs.

Eyes: Green.

Hair: None.

Skin: Green.

Other Distinguishing Features: Large leathery wings emerging from his shoulder-blades.

Uniform: Green and red body armor.

Strength Level: Annihilus possesses superhuman strength enabling him to lift (press) around 50 tons.

Known Superhuman Powers: Most of Annihilus's powers come from his alien insectoid biology. His body is able to withstand both the rigors of space and pressures up to those found in the deepest trenches of the ocean floor. He apparently either does not need to breathe or he can breathe the trace amounts of hydrogen (or anti-hydrogen in the Negative Zone) found in space and most atmospheres.



His leathery wings permit him to fly at speeds of up to 150 miles per hour; he is capable of even greater speeds thanks to the Cosmic Control Rod (see below).

Weapons: Annihilus wields the so-called Cosmic Control Rod, which has extended his lifespan to the point where he has not aged since claiming it. The Cosmic Control Rod is also capable of projecting energy for a variety of purposes. It can project a protective force field which has shrugged off the Thing's superhuman blows (see *Thing*). It is also capable of firing a beam of destructive energy which can disintegrate almost any matter (or in the Negative Zone's case, antimatter) it comes into contact with. The Rod is also impervious to damage, and can be used as a melee weapon. The Rod may also be used as a propulsion source, permitting spaceflight at incredible speeds.

3,722 points

Attributes: ST 62/250* [100]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 7d+1/9d+2 (26d/28d); BL 769 lbs (12,500 lbs/6.25 tons); HP 62* [0]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 9.

Languages: Arthrian (Native) (Native Language) [0]; English (Accented) [4].

Cultural Familiarities: Negative Zone (Native) [0].

Advantages: Damage Resistance 20 (Semi-Ablative, -20%) [80]; Doesn't Breathe [20]; Enhanced Move (Air) 2.5 (Air Move 72/144 mph) [50]; Flight (Space Flight, +50%; Winged, -25%) [50]; High TL +3 [15]; Injury Tolerance (Damage Reduction /10; No Blood; No Vitals) [160]; Military Rank 11 (Rank Replaces Status) [110]; Pressure Support 3 [15]; Social Regard (Feared) 4 [20]; Ultravision [10]; Vacuum Support [5]; Vibration Sense [10]; Wealth (Multimillionaire 4) [150].

Cosmic Control Rod: Corrosion Attack 7d×5 (Cosmic: Irresistible Attack (ignores DR), +300%; Gadget, -55%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Requires Beam Weapons (Pistol) Roll, +0%) [1,313]; Crushing Attack 6d×2 (Armor Divisor (10), +200%; Gadget, -55%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Requires Beam Weapons (Pistol) Roll, +0%; Alternative Attack ×1/5) [40]; Damage Resistance 200 (Force Field, +20%; Gadget, -55%) [650]; Extra ST +30 (Gadget, -55%) [135]; Immunity to Metabolic Hazards (Gadget, -55%) [30]; Super ST +12/+200 (Gadget, -55%) [414]; Unaging (Gadget, -55%) [7]. As a melee weapon, the Cosmic Control Rod acts as a BATON (p. B273) with no minimum or maximum ST score, doing *sw cr* or *thr cr* damage, essentially a 0-point feature.

Perks: Striking Surface [-1].

Disadvantages: Intolerance (Total) [-10]; Megalomania [-10]; Obsession (Stave Off Own Death) (9) [-15]; Paranoia [-10]; Selfish (6) [-10]; Terminally Ill (Up to One Year) (Mitigator: Cosmic Control Rod, -60%) [-40].

Quirks: Careful [-1]; Sexual Orientation (Asexual) [-1]; Third Person [-1].

Skills: Aerobatics (H) DX+0 [4] – 12; Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 14; Electronics Operation/TL11 (Communications) (A) IQ+0 [2] – 14; Electronics Operation/TL11 (Electronic Warfare) (A) IQ+0 [2] – 14; Electronics Operation/TL11 (Sensors) (A) IQ+0 [2] – 14; Flight (A) HT+0 [2] – 12; Intelligence Analysis/TL11 (H) IQ+0 [4] – 14; Intimidation (A) Will+0 [2] – 14; Inventor! (WC) IQ+0 [24] – 14; Karate (H) DX+2 [12] – 14; Leadership (A) IQ+0 [2] – 14; Mathematics/TL11 (Applied) (H) IQ+0 [4] – 14; Shortsword (A) DX+0 [2] – 12; Strategy (Interstellar) (H) IQ+0 [4] – 14; Strategy (Land) (H) IQ+0 [4] – 14; Strategy (Space) (H) IQ+0 [4] – 14; Weird Science (VH) IQ+0 [8] – 14; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$4,000,000,000 (20% of Starting Wealth), albeit in Annihilation Wave currency (worthless on Earth).

* Includes +30 from Extra ST and +12/+200 from Super ST.

Role-Playing Notes:

Annihilus is not the most subtle of characters. He's in charge of a nearly unstoppable army and used to having things his way. Those who don't bow to his wishes he kills. The only thing he fears is the theft of the Control Rod; granted, he suspects *everyone* of desiring it, whether they know about it or not.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+2 cr	C	10	–	–	20	
–	Enhanced ST	7d+14 cr	C	10	–	–	62	
–	Super ST	26d+51 cr	C	10	–	–	250	
–	Karate Kick	2d+3 cr	C, 1	n/a	–	–	20	
–	Enhanced ST	7d+15 cr	C, 1	n/a	–	–	62	
–	Super ST	26d+52 cr	C, 1	n/a	–	–	250	

Common Annihilation Wave Soldier

65 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: Arthrian (Native) (Native Language) [0].

Cultural Familiarities: Negative Zone (Native) [0].

Advantages: Combat Reflexes [15]; Military Rank 0 [0].

Perks: Racial Gifts (Claws or Wings) [1].

Disadvantages: Duty (Annihilation Wave) (15) [-15].

Skills: Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 12; Brawling (E) DX+0 [1] – 11; Electronics Operation/TL11 (*one* of Communications, Electronic Warfare, Security, *or* Sensors) (A) IQ+0 [2] – 10; Savoir-Faire (Military) (E) IQ+0 [1] – 10; Soldier/TL11 (A) IQ+0 [2] – 10; Wrestling (A) DX-1 [1] – 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

BRAWLING

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
–	Brawling Punch	1d-2 cr	C	10	–	–	11	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	11	

Design Notes:

1. The Cosmic Control Rod's "Gadget, -55%" limitation is composed of: "Gadget/Can Be Stolen: Quick Contest of ST or DX, -30%" and "Gadget/Unique, -25%". The Rod is *not* Breakable.
2. The Crushing Attack came out to 198 points before the Alternative Attack was factored in.

ANT-MAN

Hero

Real Name: Dr. Henry "Hank" J. Pym.

Occupation: Particle physicist, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Elmsford, New York.

Marital Status: Widower.

Known Relatives: Maria Trovaya (wife, deceased).

Group Affiliation: Avengers.

Base of Operations: Chicago, Illinois, and New York City.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #1/1.

History: Dr. Henry Pym is a brilliant particle physicist with a solid knowledge of other scientific fields. A brilliant scientist, Dr. Pym earned his Ph.D. in Particle Physics in less than ten years after graduating high school. Employed by a "think tank" firm with government contracts, Dr. Pym discovered the existence of sub-atomic particles which interacted with an extradimensional realm where mass is virtual instead of real, allowing people and objects to shrink to microscopic size and then return to normal. In his spare time, Dr. Pym studied ants, and discovered a means of communicating with them using an electronic helmet he had designed. One night while late in the lab he accidentally shrunk himself to a fraction of an inch tall and wound up inside the lab's ant farm without his communications helmet. After a harrowing adventure, he managed to escape the ant farm and return to his normal height, but not before befriendng and saving the life of the ant colony's queen.

Suspecting that a recent accident in the facility was the work of either industrial espionage or agents working for a foreign government, Dr. Pym put his scientific knowledge to good use in tracking down and bringing the culprit to justice. Following that, he designed the identity of Ant-Man, calling on his insect friends for aid whenever he needs help.

He is currently dating Janet van Dyne, who has become his partner in crime-fighting as the Wasp (see *Wasp*). Ant-Man and Wasp have become founding members of the Avengers (see *Avengers*).

Height: 6'

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Red armored bodysuit with black trim, blue gloves, black boots, and a metallic helmet with a voice amplifier in front of his mouth.

Strength Level: Ant-Man possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. Ant-Man retains his normal strength when he shrinks down to the size of an ant, around 0.5 inch.

Known Superhuman Powers: Ant-Man possesses the ability, through use of his Pym Particles, to shrink to one-half inch in height. While shrunk, the bulk of his mass is shunted extradimensionally. Because of this, he retains his full human strength while shrunk.

Other Abilities: Ant-Man is well-versed in the scientific fields of particle physics, biochemistry, and robotics. In college he was known as a skilled boxer; he maintains his boxing skills today.

Paraphernalia: Ant-Man's helmet permits him to communicate with ants. In addition, his helmet has a built-in speaker enabling him to be heard by normal-sized folks when he's at his 0.5 inch height.

Ant-Man's belt contains capsules which store his Pym Particles. He no longer relies on them to change his size, but carries them for emergencies and assisting others.

As Ant-Man, Pym carries a number of devices he's cooked up miniaturized in pouches until he needs them.



450 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [-15]; Per 14 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Animal Empathy [5]; Artificer 4 [40]; Gadgeteer [25]; High Manual Dexterity 3 [15]; Independent Income 10 [10]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Security Clearance 1 ("Need to Know" Access, Narrow Range of Subjects; Granting Organization is of Relatively Minor Importance, $\times 1/2$) [2]; Shrinking 13 (Can Carry Objects, No Encumbrance, +10%; Full HP, +20%; Reduced Time 4 (1 second), +80%; Super, -10%) [137]; Speak With Animals (Specialized: Ants, -60%; Gadget/Breakable, DR 2, -20%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%) [5]; Tenure (Think Tank) [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Penetrating Voice [1]; Style Familiarity: Boxing [1]; Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Jealousy [-10]; Low Pain Threshold [-10]; Low Self-Image [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Workaholic [-5].

Quirks: Agnostic [-1]; Attentive [-1]; Prefers To Be Called By Last Name [-1]; Talks To Himself [-1].

Skills: Boxing (A) DX+1 [4] – 12; Boxing Sport (A) DX [2] – 11; Computer Operation/TL8 (E) IQ [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Expert Skill (Entomology) (H) IQ-1 [2] – 13; Inventor! (WC) IQ+2 [48] – 16*; Physiology/TL8 (Ant) (H) IQ [4] – 14; Research/TL8 (A) IQ+1 [4] – 15; Riding (Ants) (A) DX+1 [4] – 12; Science! (WC) IQ+2 [48] – 16.

Techniques: Counterattack (Boxing) (H) def+5 [6] – 12; Feint (Boxing) (H) def+4 [5] – 16; Targeted Attack (Boxing Punch/Face) (H) def+3 [4] – 10; Targeted Attack (Boxing Uppercut/Face) (H) def+3 [4] – 10; Targeted Attack (Boxing Uppercut/Groin) (H) def+2 [3] – 11; Uppercut (Boxing) (A) def+1 [1] – 12.

Starting Spending Money: \$8,000 (20% Starting Wealth).

* Conditional +4 from Artificer.

Role-Playing Notes:

Hank Pym is a hero who isn't entirely sure why he's doing things the way he's doing them. At heart, he's a scientist, one of the best multidisciplinary scientists in the world; however, he's always held himself to impossibly high standards, comparing himself to such men as Reed Richards, Tony Stark, and Victor von Doom and in his mind coming up short. His creation of Ultron is the one thing he deeply regrets; that he *accidentally* created an advanced AI without assistance hasn't sunk in due to his guilt over Ultron's actions.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-1 cr	C	9	–	–	11	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	

Ant-Man's Armor

Ant-Man wears an experimental suit made of lightweight, durable materials developed by a coworker at his think-tank. This armor is not as durable as Iron Man's suit, but still provides remarkable protection against conventional and most laser weaponry (see *Iron Man*). His helmet is made of the same materials, and provides protection against all but the most powerful handguns.

The armor includes biomedical sensors, a waste relief system, a micro-climate control system enabling him to remain comfortable from -140°F (-95.5°C) to 140°F (60°C), and decent radiation protection. In addition to the loudspeaker and the ability to communication with ants and other higher insects, the helmet comes with a retractable faceplate, a built-in GPS, a short-range radio, hearing protection, infrared sights, and air filters.

TL	Armor	Locations	DR	Cost	Weight	LC
9	Ant-Man's Armor	body	50/30	\$20,000	30	2
9	Ant-Man's Helmet	head	18/12	\$4,000	5	2

APE-MAN

Villain

Real Name: Gordon Keefer

Occupation: Former construction worker, now professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Divorced.

Known Relatives: Ex-wife and daughter (names unrevealed).

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Gordon Keefer was a former construction worker who had shot his site foreman in the chest with a shotgun in a fit of anger after his wife walked out on him, taking their thirteen year old daughter with her. (It was implied that Keefer already had a fierce temper at home, striking both his wife and child on numerous occasions.) He was sentenced to twenty years in prison, and would have stayed there most of that time if fate had not intervened.

Keefer was approached by one of the lawyers on the payroll of Wilson Fisk, the Kingpin of Crime, with an option to decrease his jail time in exchange for undergoing several scientific experiments (see *Kingpin*). Keefer decided he had nothing left to lose and agreed. The Kingpin's scientists were studying possible ways to give people superhuman abilities, and injected a number of test subjects with genetic retroviruses developed from animal DNA. Keefer's injections contained DNA culled from a number of apes, specifically gorillas, chimpanzees, and gibbons.

Calling himself Ape-Man, Keefer joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Ape-Man and his companions – Bird-Man, Cat-Man, Dragonfly, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Ape-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (Ape-Man and the other Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 6' 5".

Weight: 325 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinctive Features: Ape-Man's body is covered in a coat of brown fur.

Uniform: Sleeveless yellow shirt, yellow shorts, yellow gloves, yellow boots, gold belt.

Strength Level: Ape-Man possesses enhanced strength, enabling him to lift (press) around 1,500 pounds under optimum conditions.

Known Superhuman Powers: Ape-Man has been said to possess the strength, speed, and agility of a great ape. This is somewhat misleading, however. Thanks to experimental genetic reengineering, Ape-Man possesses features of several apes: the strength of a large gorilla, the reaction time of a chimpanzee, and the speed and agility of a gibbon. (Strictly speaking, the family of great apes includes orangutans, bonobos, chimpanzees, gorillas, and humans; the several species of gibbons are considered lesser apes.)



In addition to these, his skin is covered in a thick coat of fur, and his ears are able to hear ultrasonic frequencies.

400 points

Attributes: ST 20/30 [100*]; DX 16 [120]; IQ 10 [0]; HT 14 [40].

Secondary Characteristics: Dmg 2d-1/3d+2 (3d/5d+2); BL 80 lbs (180 lbs); HP 20 [0]; Will 10 [0]; Per 12 [10]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Brachiator [5]; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; Enhanced ST +10 (Biological, -10%) [72]; Extra Arms 2 (Foot Manipulators, -30%) [14]; Extra Attack 1 [25]; Flexibility [5]; High Pain Threshold [10]; Perfect Balance [15]; Ultrahearing [5].

Perks: Fur [1].

Disadvantages: Bad Temper (12) [-10]; Enemy (NYPD) (9) [-20]; Greed (9) [-22]; Hidebound [-5]; Overconfidence (9) [-7]; Semi-Upright [-5]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Habit (Hums "Apeman" by the Kinks) [-1]; Staid [-1].

Skills: Acrobatics (A) DX+1 [4] – 17†; Brawling (E) DX+2 [4] – 18; Climbing (A) DX+6 [2] – 22‡; Driving/TL8 (Construction Equipment) (A) DX-1 [1] – 15; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 10; Forced Entry (E) DX+0 [1] – 16; Intimidation (A) Will+2 [8] – 12; Jumping (E) DX+2 [4] – 18; Lifting (A) HT+0 [2] – 14; Wrestling (A) DX+0 [2] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+2 [2] – 13; Breakfall (Acrobatics) (A) def+1 [1] – 18; Choke Hold (Wrestling) (H) def+1 [2] – 14; Drop Kick (Brawling) (H) def+1 [2] – 18; Elbow Drop (Wrestling) (H) def+1 [2] – 12; Evade (Acrobatics) (A) def+1 [1] – 18; Head Butt (Brawling) (H) def+1 [2] – 18; Head Lock (Wrestling) (H) def+1 [2] – 14; Kicking (Brawling) (H) def+2 [3] – 17; Neck Snap (ST) (H) def+1 [2] – 17; Piledriver (ST) def+1 [2] – 16; Wrench Arm (ST) (H) def+1 [2] – 17.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +10 from Enhanced ST.

† Includes +1 from Perfect Balance.

‡ Includes +2 from Brachiator and +3 from Flexibility.

Role-Playing Notes:

Even before being imprisoned, Gordon Keefer was mean and short-tempered. His time in prison and the experiments that turned him into Ape-Man have only exacerbated these traits.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Brawling Punch	2d cr	C	13	–	–	20
	<i>Enhanced ST</i>	3d+2 cr	C	13	–	–	30
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20
	<i>Enhanced ST</i>	3d+3 cr	C, 1	n/a	–	–	30
–	Brawling Bite	2d cr	C	n/a	–	–	20
	<i>Enhanced ST</i>	3d+2 cr	C	n/a	–	–	30

APHRODITE

Supporting Cast

Real Name: Inanna.

Occupation: Goddess of love, fertility, and beauty, former adventurer, former goddess of war.

Identity: Aphrodite's adventuring career using her Venus identity is a matter of public record; however, the general public does not believe that she is the actual Greco-Roman and Mesopotamian deity.

Legal Status: Citizen of Olympus with no criminal record.

Other Aliases: Venus, Ishtar, Astarte.

Place of Birth: Paphos, Isle of Cyprus, Mediterranean Sea.

Marital Status: Married.

Known Relatives: Suen (alias Nannar, father), Ningal (mother), Erishkigal (sister), Lilith (niece), Enlil, Enki (grandfathers), Ninlil, Ningal (grandmothers), Hephaestus (husband), Tammuz (aka Damuzi, ex-husband), Hermaphroditos (son/daughter by Hermes), Tyche (daughter by Hermes), Phobos, Deimos, Eros (sons by Ares), Harmonia (daughter by Ares), Aeneas (son by Anchises, deceased), Rhode (daughter by Apollo), Zeus (father-in-law), Hera (mother-in-law), Apollo, Ares, Dionysus, Hercules, Hermes, Nergal (brothers-in-law), Artemis, Athena, Eris, Hebe, Nyssa Savakis, Persephone (sisters-in-law), Helen of Troy (sister-in-law, deceased).

Group Affiliation: Gods of Olympus; formerly Atlas and the Gods of Sumer.

Base of Operations: Olympus; formerly Mesopotamia.

First Historical Appearance: VENUS #1 (August, 1948).

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Aphrodite is a rarity among the Olympian gods in that she was not born to them (see *Olympian Gods*). Aphrodite was born Inanna, descended from the ancient Mesopotamian god Enlil and his consort Ninlil, on the Isle of Cyprus. At first she was worshipped in Mesopotamia, first by her Sumerian name Inanna and later by her Akkadian name Ishtar; by these names she was the patron deity of the city of Uruk, in modern-day Iraq. She was also worshipped by the Canaanites (in what is today Syria, Jordan, and Israel) and early Hebrews as Astarte. As the influence of the Olympian gods spread, threatening to overrun the worship of the Mesopotamian gods, Inanna decided that if she couldn't beat them she would join them; as such, she essentially seduced her way into the Olympian pantheon. The center of her worship in the Mediterranean she maintained at her birthplace on Cyprus. Thus, as the worship of her native Mesopotamian religion faded, her worship spread.

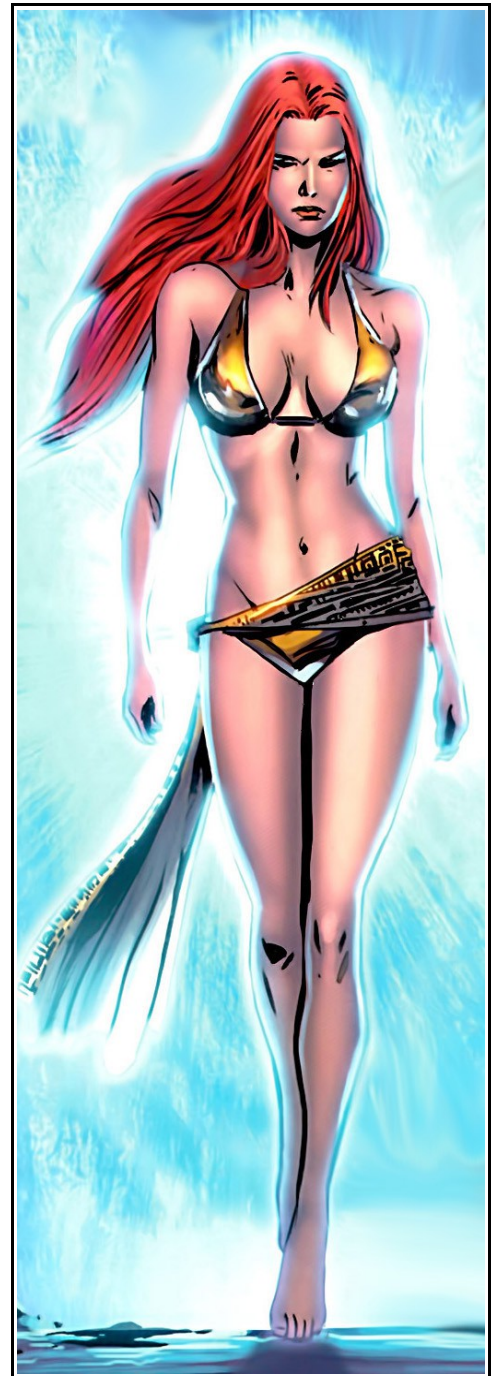
Because of her beauty and reputation for busted hearts, Zeus, the head of the Olympians, decided it would be best if she was to marry Hephaestus, the lame god of the forge, who plied her with many wedding gifts (see *Hephaestus*; *Zeus*). She accepted, though her passion has always been for Heph's more warlike brother, Ares, whose nature more closely matched her own (see *Ares*). In addition, she took many lovers among both gods and mortals, and gave birth to many children. She was directly responsible for the Trojan War by making the Trojan prince Paris to fall in love with Zeus's mortal daughter Helen, considered the most beautiful woman of her generation, who was then married to Menelaus of Sparta; Paris fled with Helen to Troy – some mythographers claim Helen was a willing participant, others say she was forced to away to Troy against her will – which led to Menelaus to lead over twelve hundred ships to besiege the city.

In the 1950s and 1960s, Aphrodite, going by her Roman name Venus, engaged in a number of adventures on Earth, eventually joining the team known as Atlas, led by FBI agent Jimmy Woo, operating alongside heroes such as Gorilla Man, Marvel Boy, the Human Robot, and Namora (see *Namora*). After the team broke up – and reports are vague as to whether this happened before or after she attempted to seduce Namora's cousin, King Namor of Atlantis – Venus ultimately went back to Olympus (see *Atlantis*; *Namor*). (It has not been revealed if her seduction of Namor was in any way successful.)

More recently, Aphrodite was seen as part of a council of Olympian gods debating whether to interfere with Hera's machinations against Zeus's most recent mortal progeny, Nyssa Savakis (see *Hera*; *Savakis*, *Nyssa*). For reasons unknown, Aphrodite voted to "wait and see" after it was revealed that Hercules has become involved in protecting Savakis (see *Hercules*). She has since been seen giving assistance and advice to Herc's sister-wife, Hebe (see *Hebe*).

Height: 5' 9".

Weight: 360 lbs.



Eyes: Variable, currently green.

Hair: Variable, currently red.

Uniform: None.

Strength Level: Aphrodite possesses the normal superhuman strength of an Olympian of her height and build who engages in regular exercise, enabling her to lift (press) roughly 25 tons.

Known Superhuman Powers: Aphrodite possesses the typical attributes of an Olympian goddess. She is immortal and impervious to terrestrial poisons, diseases, and other metabolic hazards. Preternaturally beautiful, she is able to alter her appearance to match the ideal of any given culture.

She also possesses the deific ability to alter and enhance the emotions of those around her.

Other Abilities: As a former war goddess, Aphrodite has training in the art of war practiced by the ancient Sumerians, Babylonians, and Akkadians.

I,297 points

Attributes: ST 31/170 [10*]; DX 13 [60]; IQ 11 [20]; HT 16 [40†].

Secondary Characteristics: Dmg 3d+1/6d+1 (18d/20d); BL 192 lbs. (5,780 lbs/3 tons); HP 31 [0]; Will 13 [10]; Per 12 [5]; FP 16 [0]; Basic Speed 7.25 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Ancient Greek (Native) [6]; English (Native) [6]; Sumerian (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0]; Western [1].

Advantages: Allure 4 [20]; Appearance (Transcendent) [16‡]; Claim to Hospitality (Sumerian Gods) 2 [2]; Combat Reflexes [15]; Cultural Adaptability [10]; Elastic Skin [20]; Mind Control (Cosmic: Irresistible Attack, +300%; Emotion Control, -50%; Independent, +70%; Rationalization, +20%; Reliable +10, +50%) [245]; Olympian God [605]; No Low TL +4 [20]; Social Chameleon [5]; Terror (Awe) (Will-7; Selective Area, +20%) [120]; Very Fit [15].

Perks: Sexy Feints [1]; Sexy Pose [1]; Style Familiarity: Heroic Spear Fighting [1].

Disadvantages: Bad Temper (12) [-10]; Chummy [-5]; Jealousy [-1]; Lecherousness (9) [-22]; Selfish (6) [-10]; Stubbornness [-5].

Quirks: Broad-Minded [-1]; Careful [-1]; Easily Seduced 1 [-1]; Immodest [-1]; Vanity [-1].

Skills: Acting (A) IQ+1 [4] – 12; Body Language (Humanoid) (A) Per+2 [8] – 14; Boxing (A) DX+1 [4] – 14; Carousing (E) HT+0 [1] – 16; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 11; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 11; Dancing (A) DX+7 [12] – 20§; Erotic Art (Humanoid) (A) DX+7 [12] – 20§; Fast-Talk (A) IQ+3 [12] – 14; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+1 [8] – 14; Knot-Tying (E) DX+1 [2] – 14; Makeup/TL8 (E) IQ+4 [1] – 15§; Poetry (A) IQ-1 [1] – 10; Running (A) HT+0 [2] – 16; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Sex Appeal (Humanoid) (A) HT+14 [8] – 30§#, Shield (E) DX+1 [2] – 14; Shortsword (A) DX+0 [2] – 13; Singing (E) HT+4 [1] – 20§; Soldier/TL1 (A) IQ+1 [4] – 12; Spear (A) DX+1 [4] – 14; Staff (A) DX+0 [1] – 13¥; Swimming (E) HT+0 [1] – 16; Thrown Weapon (Spear) (E) DX+1 [2] – 14.

Techniques: Arm Lock (Judo) (A) def+0 [0] – 14; Feint (Sex Appeal (Human)) (H) def+0 [0] – 30.

Starting Spending Money:

* Includes +9 to ST and +11/+150 from Super ST, part of Olympian God.

† Includes +2 to HT from Olympian God.

‡ Upgraded from Appearance (Attractive), part of Olympian God.

§ Includes +4 from Allure.

Includes +8 from Appearance.

¥ Defaulted from Spear.

Role-Playing Notes:

Aphrodite is quite often vain, self-centered, and given to powerful fits of temper tantrums when her wishes are for any reason denied. She is quite passionate about anything or anyone that catches her eye.

She does not get along with her former teammate Namora; the two have a long-standing grudge against each other from when Aphrodite, as Venus, attempted to seduce Namor.

BOXING

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
–	Boxing Punch	3d+3 cr	C	11	–	–	31	
–	<i>Super ST</i>	18d+17	C	11	–	–	170	

DX

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
–	Kick	3d+1 cr	C, 1	n/a	–	–	31	
–	<i>Super ST</i>	18d	C, 1	n/a	–	–	170	

Design Notes:

1. This Aphrodite builds on the syncretic traditions of the Ancient Greeks who equated her with the Sumerian Inanna, Babylonian/Akkadian Ishtar, and Canaanite Astarte. Inanna/Ishtar was a goddess of love and war, and some scholars have indicated that her worship spread from the Middle East into the Aegean. This Aphrodite also combines the Venus character from the 1950s, who was recently retconned to be a Siren using the name rather than the actual Aphrodite. Marvel's own Ishtar – and most of the other Mesopotamian gods – have degenerated into demons; I'm toying with the idea that while that was the fate of most of the others, Ishtar and Marduk escaped that fate by joining the Olympians.
2. I had to do serious research for Aph's family tree, given that she's a member of two different pantheons. I'm toying with the idea that Anu, the Mesopotamian god of the sky, was the Greek Ouranos, son of Gaea, in another name, and the sea dragon Tiamat was a spawn of Set, giving the Mesopotamian gods lineage to two of the primordial Elder Gods, rather than the one (Gaea) of the other pantheons.

ARCADE

Villain

Real Name: Unrevealed.

Occupation: Architect, assassin.

Identity: Secret.

Legal Status: Presumably a citizen of the United States; criminal record unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Parents (names unrevealed, allegedly deceased).

Group Affiliation: None.

Base of Operations: Various "Murderworlds" in undisclosed locations; at least one was located underneath Coney Island in New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known of the early life of the man calling himself Arcade. What is known is that he is apparently independently wealthy and an assassin for hire who, bored of killing his targets using mundane methods, has turned his intellect towards devising complex death-traps he calls "Murderworlds" to execute his victims. He designs and constructs special traps within Murderworlds for individual victims after studying potential victims from afar for specific weaknesses. To Arcade, the game itself is more important than the expense of the Murderworld's construction – which often exceeds the one million dollars per victim he charges – or even the winning. He has been known to release victims from a Murderworld should they beat the "game". He is accompanied by two assistants, known only as Ms. Locke and Mr. Chambers.

It has been speculated that Arcade also engages in legitimate architectural designs for various clients who are either unaware of or don't care about his criminal actions.

Recently, Arcade was contracted by an unknown party to capture and kill the X-Men, who he released after they managed to survive a Murderworld located underneath Coney Island (see *X-Men*). He and his assistants have since been seen stalking Spider-Man and Captain America (see *Captain America*; *Spider-Man*).

Height: 5' 6".

Weight: 140 lbs.

Eyes: Blue.

Hair: Red.

Uniform: None.

Strength Level: Arcade possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Arcade has a genius-level I.Q. with a natural aptitude for mechanics, architecture, and applied technology.

Arcade: You can't tell me you didn't have fun! – Excalibur v1 #5

240 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [-15]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ally (Mr. Chambers, Mechanical Assistant; 25% of starting points) (12) [2]; Ally (Ms. Locke, Confidante; 25% of starting points) (15) [3]; Artificer 4 [40]; High Manual Dexterity 2 [10]; Independent Income 10 [10]; Master Builder 4 [20]; Status 3 [0*]; Wealth (Multimillionaire 2) [100].

Perks: Disarming Smile [1].

Disadvantages: Code of Honor (Sportsman's) [-10]; Combat Paralysis [-15]; Secret Identity (Imprisonment) [-20]; Trademark (Elaborate Theme Park Styled Death-Traps) [-15]; Trickster (9) [-22].



Quirks: Imaginative [-1]; Wicked Sense of Humor [-1].

Skills: Architecture/TL8 (A) IQ+5 [4] – 18‡; Armoury/TL8 (Missile Weapons) (A) IQ+5 [4] – 18‡; Armoury/TL8 (Small Arms) (A) IQ+5 [4] – 18‡; Artist (Scene Design) (H) IQ-1 [1] – 12§; Camouflage (E) IQ+1 [2] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 14; Computer Programming/TL8 (H) IQ+1 [8] – 14; Diplomacy (H) IQ-1 [2] – 12; Electrician/TL8 (A) IQ+5 [4] – 18‡; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 13; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 13; Electronics Repair/TL8 (Computers) (A) IQ+5 [4] – 18‡; Electronics Repair/TL8 (Security) (A) IQ+5 [4] – 18‡; Electronics Repair/TL8 (Sensors) (A) IQ+5 [4] – 18‡; Electronics Repair/TL8 (Surveillance) (A) IQ+5 [4] – 18‡; Engineer/TL8 (Electrical) (H) IQ+6 [1] – 19‡‡; Engineer/TL8 (Electronics) IQ+6 [1] – 19‡‡; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 12; Intelligence Analysis/TL8 (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) IQ-1 [2] – 12; Mechanic/TL8 (Clockwork) (A) IQ+5 [4] – 18‡; Mechanic/TL8 (Legged Motive System) (A) IQ+5 [4] – 18‡; Mechanic/TL8 (Robotics) (A) IQ+5 [4] – 18‡; Observation (A) Per+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Savoir-Faire (Mafia) (E) IQ+0 [1] – 13; Smuggling (A) IQ+0 [2] – 13; Streetwise (A) IQ+0 [2] – 13; Traps/TL8 (A) IQ+1 [4] – 14.

Starting Spending Money: \$40,000,000 (20% of Starting Wealth).

* Includes +3 from Wealth.

† Includes +4 from Master Builder.

‡ Includes +4 from Artificer.

§ Defaulted from Architecture.

Role-Playing Notes:

Two words define Arcade: "entertainment" and "honor". To him, the game is more important than the outcome, and his sense of honor demands that a well-played and entertaining game is to be rewarded. However, the fact that his "games" are lethal death-traps designed to kill the "player" is not to be forgotten, and that he will do everything he can to "win" his "game", including kidnapping loved ones to use as bait and turning the targets against each other.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. Arcade's Murderworlds are each custom-built for his targets. GMs needing ideas are encouraged to look at *Dungeon Fantasy 2: Dungeons*, remembering that his "monsters" are usually in the form of remote-controlled robots.

Real Name: Ares.

Occupation: God of war, adventurer.

Identity: Ares is not generally believed by the public to be anything other than a mythological figure.

Legal Status: Citizen of Olympus with no criminal record.

Other Aliases: Mars.

Place of Birth: Mount Olympus.

Marital Status: Single.

Known Relatives: Zeus (father), Hera (mother), Hephaestus (brother), Eris, Hebe (sisters), Apollo, Dionysus, Hercules, Hermes (half-brothers), Artemis, Athena, Persephone, Nyssa Savakis (half-sisters), Aphrodite (sister-in-law), Demeter, Hestia (aunts), Hades, Poseidon (uncles), Phobos, Deimos, Eros, (sons by Aphrodite), Harmonia (daughter by Aphrodite), Enyalios (son by Eris), Thrax (son, from an unidentified consort, deceased), many other children (some mortal and deceased). For more details on his extended family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogony* and other works.

Group Affiliation: Gods of Olympus, Warhawks.

Base of Operations: Mobile, formerly Mount Olympus.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Ares is the oldest son was born to Zeus, lord of the gods of Mount Olympus, and his sister-wife, Hera (see *Hera*; *Olympian Gods*; *Zeus*). It is known that he was worshipped in Mycenaean Greece, and possibly as far back as Minoan Crete. As the god of war, he was worshipped primarily by the Thracians and Spartans, both of whom claimed descent from him. During the Roman era he was known as Mars, and held as one of the Roman Empire's chief gods.

Ares's most humiliating defeat occurred during the Trojan War, when he and his Thracians sided with Troy against the Achaeans, who were supported by his half-sister Athena, the Greek goddess of tactical war (see *Athena*). Ares and Athena fought on the battlefield, and Athena's use of superior tactics defeated Ares despite his superior strength.

In recent decades, Ares has essentially abandoned Mount Olympus for traveling the world as an adventurer. Very few of his adventures could be considered "noble" endeavors, however. He was often accompanied on these adventures by his twin sister, Eris (see *Eris*). Many of his "adventures" were little more than criminal endeavors; in essence, he sought out fights with those he could take on. He has also alluded to having fought the Juggernaut in an undocumented location ("somewhere in flyover country") prior to the Juggernaut's first conflict with the X-Men, which probably ended badly for him (see *Juggernaut*; *X-Men*).

Ares's first fully documented actions in recent years were when he and Eris were contacted by their mother, Hera, to cause trouble for their mortal half-sister, Nyssa Savakis, the most recent child of Zeus to come to her attention (see *Savakis*, *Nyssa*). To start, the twins organized a biker gang, the Warhawks, who started harassing Nyssa in her native Los Angeles (see *Warhawks*). These efforts were thwarted by their half-brother, Hercules, who Ares still bears a grudge against for deeds in the far distant past (see *Hercules*). Despite this, Ares was not revealed as the leader of the Warhawks until much later.

Ares continues to lead the Warhawks in attacks against Herc and Nyssa, while occasionally assisting them against other threats. The latter annoys Hera, but Ares has managed to placate her with a statement about not wanting others to take his victory.

Height: 6' 4"

Weight: 750 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Typically none. Occasionally wears armor that is a mix of ancient and modern designs, commonly in shades of brown and black. Mostly, however, he dresses like a biker when operating on Earth, often adorned with skull iconography.



Strength Level: Ares possesses superhuman strength enabling him to lift (press) around 100 tons.

Known Superhuman Powers: In addition to his superhuman strength, Ares possesses the typical attributes of an Olympian God. He is impervious to terrestrial diseases, and possesses superhuman durability. He is able to shrug off modern assault rifle fire with ease.

Other Abilities: Ares is a skilled warrior, able to use nearly every weapon with ease.

Weapons: Ares uses a number of weapons, both ancient and modern; he is commonly found with a wide selection of knives, short swords, and handguns. His favorite weapon, however, is an oversized orichalcum greatsword forged for him by Hephaestus.

1,682 points

Attributes: ST 33/355 [10*]; DX 13 [60]; IQ 11 [0]; HT 15 [30†].

Secondary Characteristics: Dmg 3d+2/6d (36d/38d); BL 218 lbs (25,205 lbs/12.6 tons); HP 33 [0]; Will 14 [15]; Per 12 [5]; FP 15 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Ancient Greek (Native) (Native Language) [0]; English (Accented) [4]; Latin (Native) [6].

Cultural Familiarities: Mount Olympus [0]; Western [1].

Advantages: Damage Resistance 30 (No Signature, +20%; Tough Skin, -40%) [90]; Enhanced ST (Accessibility: Only With Super ST, -10%) [253]; Enhanced Time Sense [45]; Extra ST +34 Gang Rank 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction (/20)) [200]; No Low TL 4 [20]; Olympian God [605]; Signature Gear (Oversized Orichalcum Greatsword) [22]; Super ST +13/+300 [80‡]; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20]; Weapon Master (All Melee) [40].

Perks: Acceleration Tolerance [1]; Dirty Fighting [1]; Fearsome Stare [1]; Focused Fury [1]; Gangster Swagger [1]; Huge Weapons (SM) 1 [1]; I Lived It! (Soldier/TL1+) [1]; Power Grappling [1]; Rules Exemption (No MaxST on Orichalcum Weapons) [1]; Style Familiarity (Ancient Greek Boxing) [1]; Style Familiarity (Armatura) [1]; Style Familiarity (Greco-Roman Wrestling) [1]; Style Familiarity (Heroic Spear Fighting) [1]; Style Familiarity (Hoplomachia) [1]; Style Familiarity (Pankration) [1]; Sure-Footed (Uneven) [1]; Weapon Bond (Oversized Orichalcum Greatsword) [1].

Disadvantages: Bloodlust (9) [-15]; Bully (9) [-15]; Code of Honor (Pirate's) [-5]; Impulsiveness (6) [-20]; No Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [-45]; On the Edge (9) [-22]; Overconfidence (6) [-10]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Bloody Mess [-1]; Chauvinistic [-1]; Incurable Flirt [-1]; Rude and Crude [-1]; Scruffy-Looking [-1].

Skills: Blade! (WC) DX+7 [108] – 20; Body Language (Humanoid) (A) Per+0 [2] – 12; Breath Control (H) HT-2 [1] – 15; Carousing (E) HT+0 [1] – 15; Climbing (A) DX-1 [1] – 12; Connoisseur (Beer!) (A) IQ-1 [1] – 10; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 14; Fist! (WC) DX+3 [60] – 16; Games (First-Person Shooters) (E) IQ+0 [1] – 11; Games (Pankration) (E) IQ+1 [2] – 12; Games (Wrestling) (E) IQ+1 [2] – 12; Guns (Pistol) (E) DX+1 [4] – 14; Hiking (A) HT-1 [1] – 14; Intimidation (A) Will+4 [16] – 18; Jumping (E) DX+0 [1] – 13; Lifting (A) HT-1 [1] – 14; Riding (Equines) (A) DX+1 [4] – 14; Running (A) HT-1 [1] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Shield (E) DX+5 [16] – 18; Soldier/TL8 (A) IQ-1 [1] – 10; Streetwise (A) IQ+1 [4] – 12; Survival (Mountain) (A) Per+0 [2] – 12; Survival (Woodlands) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [8] – 12; Teamster (Equines) (A) IQ+2 [4] – 12§; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Spear) (E) DX+3 [8] – 16.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +9 from Olympian God, +13/+300 from Super ST, and +35 from Enhanced ST.

† Includes +2 from Olympian God.

‡ Upgraded from Super ST +11/+150, part of Olympian God.

§ Defaulted from Riding (Equines).

Role-Playing Notes:

As a passionate warrior and consummate brawler, Ares is much more concerned about personal glory and defeating an enemy through sheer force of arms than he is completing a mission for a greater cause or use of clever tactics, or even the safety of himself and those under his command. He will use any and every dirty trick in the book to complete his goals, and will charge recklessly at an enemy. He doesn't care for modern combat, due to its increasingly impersonal nature.

Much to his own dismay, he's been portrayed as the pantheon's butt monkey, particularly after the Trojan War where he got his ass handed to him by his half-sister, Athena. He's constantly trying to prove to himself and the rest of the pantheon that he's not a joke, which has led him into conflict with others in the pantheon.

FIST!

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Fist! Punch		C		–	–	
–	Super ST		C		–	–	
–	Fist! Kick		C, 1	n/a	–	–	
–	Super ST		C, 1	n/a	–	–	

Design Notes:

1. Price for Gang Rank (2 per level) is derived from rules in *Social Engineering* for variant rank schemes.

Properly speaking, the name 'Asgard' refers to both the city that houses most of the Aesir and the plane on which it resides (see *Asgardians*). In a broader sense, the name can also refer to the conglomeration of worlds connected to both Earth and Asgard; these include Vanaheim, home of the Vanir, the Aesir's sister race; Alfheim, home of the light elves; Nidavallir, home of the dwarves; Jotunheim, home of the giants; Svartalfheim, home of the dark elves; Nifflheim, which Hela rules and has turned into the land of her disgraced dead; and Muspelheim, home of Surtur and the fire demons (see *Hela*; *Surtur*). Earth is considered one of the Nine Worlds of Asgard, called "Midgard" by the Asgardians.

Matter in the Asgardian realms is denser than that on Earth; a chair made of Asgardian wood will weigh three times as much as a similar chair made of wood from Earth. This also applies to the Asgardians themselves, who weigh three times as much as humans of the same build. In fact, there is evidence that a human who spends any significant length of time – several months at minimum – in any of the Nine Worlds (save Midgard itself) will eventually become thrice as dense themselves, due to constantly ingesting Asgardian food.

The city of Asgard sits on the edge of a wide plain bordering the edge of the landmass sharing its name. This landmass is roughly the size of a small continent, rivaling Australia or Europe in size. Despite not being spherical, the continent has a definite top and bottom, with a center of gravity located at a point beneath it. The continent appears to "float" in space, and a sea that sits on the edge does not empty into outer space.

There are portals located on the continent to most of the other Nine Worlds. The only world that is not permanently connected to the others is Earth, thanks mainly to the recent sundering of the rainbow bridge Bifrost. (There are still means of traveling between Earth and Asgard that do not rely on the Bifrost.)

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

Asgard, 2010 A.D.

Population: 7,700 (Search +0)

Physical and Magical Environment

Terrain: Plains

Appearance: Very Beautiful

Hygiene: +1

Normal Mana (Common Enchantment)

Culture and Economy

Language: Old Norse

Literacy: Accented

TL: 3

Wealth: Very Wealthy (×20)

Status: 0 to 8

Political Environment

Government: Dictatorship (Monarchy)

CR: 2 (Corruption -1)

Military Resources: \$1.1M

Defense Bonus: +8

Notes

The military presence of Asgard can be effectively doubled in times of crisis by enlisting the Einherjar, the warriors of Valhalla who reside in a castle outside the city.

Natives of the extradimensional plane of Asgard, the Asgardians were worshiped around a thousand years ago by the Norse, Teutonic, and Germanic peoples, most notably by the ocean-going Vikings. There is some indication in Roman records that the Asgardians were worshipped by the Germanic peoples around two thousand years ago, at the height of the Roman Empire.

In times past, there were two tribes, the Aesir of Asgard and the Vanir of Vanaheim. Over time, the two tribes merged into one, coming to be known as the Asgardians. Matter in the Asgardian realms is denser than that on Earth; a chair made of Asgardian wood will weigh three times as much as a similar chair made of wood from Earth. This also applies to the Asgardians themselves, who weigh three times as much as humans of the same build.

There are several other races native to the Asgardian nine worlds. The first are the elves, inhabitants of Alfheim and Svartalfsheim, the lands of the Alf, or Light Elves, and Svartalfar, or Dark Elves, respectively. Elves tend to be fair and slender, appearing mainly as slight members of the Asgardians. Elves possess innate talent with wielding magic, and are vulnerable to iron.

Light Elves shine with an inner light, standing around 4' 6", and can fly using wings similar to those of various insects – some wings are like those of a hornet or wasp, while others are like those of moths or butterflies.

Dark Elves are taller, rivaling the gods in height, with pitch black skin and no wings or flight ability. It's been said that Dark Elves can see in the dark; in fact, Svartalfsheim is lit by items that give off a light that only those with magical potential can see.

The second of the races are the Dwarves, great craftsmen and miners of the realm of Nidavellir. The Dwarves are shorter than the Asgardians, but are built along the same proportions. The Dwarves are known as the forgers of the metal uru, which is found solely in Nidavellir, from which Thor's hammer Mjolnir is forged. Dwarves are stronger than their size would indicate, but are paler and have dark hair. Due to their subterranean nature, Dwarves cannot tolerate sunlight for very long.

The third of the races are the Giants. Storm Giants inhabit the mountains of Jotunheim, and Frost Giants inhabit the cold wastes of Nifflheim, but both are essentially the same race. Giants are large beings, standing around 10 feet tall. On rare occasions, the Giants will produce offspring that are the same size as the Asgardians; Odin himself is said to be the son of a Giant (see *Odin*). Furthermore, there have been occasions when the Asgardians and Giants have interbred; on some occasions, the offspring of a god with Giant heritage have had Giant proportions, most notably Thrud, daughter of Thor and Sif (see *Sif*; *Thor*; *Thrud*). The Giants have a long enmity with the Asgardians, but have been known to occasionally come to Asgard's defense when such attacks could have potentially threatened the Giants.

Additionally, Asgard is home to a race of orange-skinned barbarians known as Trolls. Trolls are warlike creatures, but only rarely do Troll tribes manage to achieve an organization where they can endanger Asgard. Most Trolls content themselves with random raiding parties against the Elves and Dwarves. They have thick hides, granting them a measure of protection against blows

from weapons, and have proportionately shorter legs than humans or the gods.

Finally, there is the race of fire demons that originate in Muspelheim. These are servants of Surtur, and are destined to sweep through all of Asgard setting it ablaze come Ragnarok (see *Surtur*).

All of the Asgardian races possess technology similar to that of the Norse Vikings of the High Middle Ages, with a society that resembles that of the Norsemen. Modern and futuristic technology *can* operate in Asgard and its many connected realms, and Asgardians who have come to Earth for lengthy periods of time, such as Loki, Sif, and Thor, have learned to use modern technology (see *Loki*).

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1.

Game-Mechanic Details:

The native TL of the Nine Worlds, save Midgard (Earth), is TL 3. Any campaign set in Asgard – or any of the other Nine Worlds – will have all characters increase by 25 points, as the Low TL disadvantage will not come into play. This includes characters like Thor and Loki who have acclimated to modern-day society; in these cases, the characters will have gained High TL +5 [25]. Low TL is included in the details below due to the baseline "setting" being modern-day Earth, not Asgard proper.

Asgardian God

This template is suitable for the average member of the Aesir or Vanir, and "god-sized" Giants such as Loki and Skurge (see *Executioner*). Many notable, primarily the ruling elite, have increased Injury Tolerance and replace the Extended Lifespan with Unaging (Temporary Disadvantage: Maintenance, 1 Person, Monthly, -2%) [15].

575 points

Attribute Modifiers: ST +9 [90].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Appearance (Attractive) [4]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +11/+150 [440].

Perks: Alcohol Tolerance [1].

Disadvantages: Low TL -5 [-25].

Asgardian Light Elf

399 points

Attribute Modifiers: ST +2 [20]; HT +1 [10].

Secondary Characteristic Modifiers: SM -1.

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Appearance (Beautiful) [12]; Extended Lifespan 5 (×32) [10]; Flight (Winged, -25%) [30]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Magery 0 [5]; Super ST +8/+50 [320].

Perks: Alcohol Tolerance [1]; Illumination [1].

Disadvantages: Low TL -5 [-25]; Vulnerability to Iron (Occasional; Wounding Modifier ×4) [-40].

Asgardian Dark Elf

418 points

Attribute Modifiers: ST +7 [70]; HT +1 [10].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Appearance (Beautiful) [12]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Magery 0 [5]; Super ST +8/+50 [320].

Perks: Alcohol Tolerance [1].

Disadvantages: Low TL -5 [-25]; Vulnerability to Iron (Occasional; Wounding Modifier ×4) [-40].

Notes: Dark Elves commonly use items that have Continual Mage Light spells on them to "illuminate" their subterranean realms, causing other races not aware of this to believe that Dark Elves can see in the dark.

Asgardian Dwarf

560 points

Attribute Modifiers: ST +14 [140].

Secondary Characteristic Modifiers: SM -1; Basic Move -1 [-5].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Artificer 2 [20]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +10/+100 [400].

Disadvantages: Appearance (Unattractive) [-4]; Low TL -5 [-25]; Weakness to Sunlight (1d per 5 minutes) [-30].

Quirks: Takes Pride in all Work [-1].

Asgardian Giant

This template is suitable for the majority of the denizens of Jotunheim, including the Storm Giants and Frost Giants. As noted elsewhere, this applies mainly to those who are full-sized Giants; god-sized giants should use the Asgardian God template (previous page).

665 points

Attribute Modifiers: ST +19 (Size, -10%) [171]; IQ -1 [-20].

Secondary Characteristic Modifiers: SM +1; Basic Move +1 [5].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3

(Limited: Crushing Attacks, -40%)) [45]; Super ST +12/+200 (Size, -10%) [468]; Temperature Tolerance 5 [5].

Disadvantages: Appearance (Unattractive) [-4]; Low TL -5 [-25].

Notes: Some Giants are even larger, reaching up to 30 feet tall. Adjust the SM, ST, and Basic Move appropriately; SM and Basic Move gain an additional +1 (increasing the Size modifier on ST and Super ST to -20%), ST increases to +77 (Size, -20%) [616], and Super ST changes to +12/+200 (Size, -20%) [416]; net total 1,058 points.

Asgardian Rock Troll

505 points

Attribute Modifiers: ST +9 [90]; IQ -2 [-40].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Damage Resistance 6 (Tough Skin, -40%) [18]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Infravision [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +10/+100 [400].

Disadvantages: Appearance (Ugly) [-8]; Low TL -5 [-25].

Asgardian Fire Demon

200 points

Attribute Modifiers: ST +7 [70]; HT +2 [20].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Burning Attack 2d (Always On, -40%; Aura, +80%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%) [6]; Damage Resistance 10 (Limited: Heat/Fire, -40%) [30]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: Low TL -5 [-25]; Weakness to Water (1d per minute) [-40].

Quirks: Sexless [-1].

Asgardian Mortal

100 points

Attribute Modifiers: ST +7 [70]; HT +1 [10].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45].

Disadvantages: Low TL -5 [-25].

Real Name: Pallas Athene.

Occupation: Goddess of war, domestic craftsmanship, and wisdom.

Identity: Athena's existence as anything other than a mythological being is unknown to the

Legal Status: Citizen of Olympus with no criminal record.

Other Aliases: Athene, Athena Parthenos, Minerva (her Roman name).

Place of Birth: Olympus.

Marital Status: Single.

Known Relatives: Zeus (father); Metis (mother), Poseidon, Hades (uncles), Demeter, Hestia, Hera (aunts), Artemis, Eris, Hebe, Persephone, Nyssa Savakis (half-sisters), Apollo, Ares, Dionysus, Hephaestus, Hercules, Hermes (half-brothers), Oceanus, Cronus (grandfathers), Tethys, Rhea (grandmothers). For more details on her extended family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogeny* and other works.

Group Affiliation: Gods of Olympus.

Base of Operations: Mount Olympus.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Athena is the daughter of Zeus, king of the Olympian gods, and his first wife Metis, a second-generation Titan, born of Oceanus and Tethys (see *Zeus*). According to myth, the primordial earth goddess Gaea, progenitor of the Olympian pantheon, prophesied that Zeus's children by Metis would be powerful; any son by Metis would overthrow him, as he had overthrown his own father, Cronus, and Cronus his father Ouranos (see *Gaea*). Fearing this, Zeus tricked Metis into taking the form of a fly and then swallowed her. Athena was later born when Zeus received intense headaches, leading to his son Hephaestus cleaving his head open with an adze; Athena then leaped out of Zeus's head, fully armed and armored.

How much of the mythological account is the truth is unknown, but it is unlikely that Zeus swallowed Metis or that Athena sprang from his head. Metis's own whereabouts since Athena's conception are also unknown. At present, both Zeus and Athena hold that there is "little truth" to the myth, hinting that Metis was exiled after Athena's birth (or possibly even before, with Athena being accepted as Zeus's daughter only after achieving adulthood).

Athena's activities in Mycenaean times are well documented by mythographers. She is known for her cursing of Medusa and Arachne, and for her actions in assisting Hercules and Odysseus in their respective travels (see *Hercules*). Her actions in the events leading up to and during the Trojan War, where she sided with the Achaeans (the Greeks) put her in conflict with her half-brother, Ares, who favored the Trojans (see *Ares*).

Height: 5' 10".

Weight: 510 lbs.

Eyes: Gray.

Hair: Brown.

Uniform: None; will wear armor patterned after that of a Greek Hoplite on occasion, often complemented with a Corinthian helm and long red cloak. Her armor and helmet are made of orichalcum, a coppery metal forged by Hephaestus which is for all intents and purposes indestructible.

Strength Level: Athena possesses superhuman strength enabling her to lift (press) around 80 tons.

Known Superhuman Powers: In addition to her superhuman strength, Athena possesses the normal traits of an Olympian goddess, including superhuman durability enabling her to withstand incredible blows, and immunity to terrestrial diseases and poisons.

In addition to these powers, Athena has the deific ability to



Other Abilities: Athena is skilled in the arts of war as practiced by the ancient Greeks. She is also a highly skilled weaver.

Allies: Athena is usually accompanied by a snow-white barn owl named Bubo, who often acts as both a familiar and a second set of eyes.

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:

The Atlanteans are an offshoot subspecies of humanity, *Homo sapiens mermanus*, who have adapted to life underwater. Atlanteans generally appear as blue-skinned humans with normal human hair colors; one breed who resides in the Pacific Ocean, commonly known as Lemurians, has developed green skin instead. Centuries of worshipping the primordial god Set have given the Lemurians a fine layer of scales.

Their entire physiology is adapted to living in the ocean depths. Atlanteans can breathe in water, extracting oxygen through adaptations of the lungs, but suffocate on the surface. They are able to withstand the pressures of the ocean depths, giving them enhanced strength; this strength enables them to move through the water as a surface-worlder moves through air. Their eyes are adapted to the green and blue end of the spectrum, rendering them incapable of seeing reds as anything but as black, but enabling them to see into the ultraviolet range.

The exact origins of the Atlantean race are a mystery. The oral traditions of the Atlantean race credit the Olympian god Poseidon, also known by his Roman name Neptune (see *Poseidon*). They are also believed, in some circles, to be an offshoot of the Inhuman race, who have themselves been altered from the human baseline by the alien Kree (see *Inhumans*; *Kree*). The theory that Atlanteans evolved naturally is currently insupportable, but hasn't been ruled out entirely.

Atlanteans are able to interbreed with humans; however, only three half-breeds are currently known to exist: King Namor, his cousin Namora, and the renegade Lemurian half-breed Llyra (see *Llyra*; *Namor*; *Namora*). It is not known whether the half-breeds are themselves fertile with humanity or with baseline Atlanteans. Other half-breeds may exist, but apparently prefer to stay out of the affairs of others. Human-Atlantean half-breeds are fully amphibious, able to exist indefinitely in either air or underwater. While Namor has wings on his ankles, somehow giving him the ability to fly, Namora and Llyra do not. It is suspected that Namor is also a mutant, explaining his flight, as well as his other non-standard-Atlantean powers. Half-breeds can have either the native blue (or green if part Lemurian) skin of their Atlantean parent or the skin tone of their air-breathing human parent. Blue-skinned half-breeds are better able to blend into Atlantean society, while those that take on the skin tone of their human parent are often more at home on the surface world.

Atlantean culture is primarily a hunter-gatherer culture with some agriculture, primarily seaweed farming. They have a long history dating back almost twelve thousand years, preserved orally due to the lack of writing. Metalworking is unheard of, due to their environment; however, they are skilled at shaping coral and other naturally-occurring materials. What metal weapons and armor they do possess are taken from shipwrecks, and are a unique combination of Phoenician, Roman, and European Colonial designs.

One of the most recent advancements, developed just prior to World War I, is the development of a serum which permits an

Atlantean to breathe air for up to twelve hours at a time. This serum has the side-effect of turning the skin from the native blue to a more "human" shade, anywhere from a light pink to a dark brown.

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

Game-Mechanic Details:

Atlanteans, including the green-scaled Lemurians, have a native Tech Level of 0+1, resembling a Bronze Age society, similar in many ways to the Mycenaean/Heroic Greek or Mesopotamian culture, but with a divergent technology path (mainly due to a lack of fire and metal-working).

One dose of the serum that allows an Atlantean to breathe air costs \$100, lasts 1d+6 hours, and can be produced on a successful Pharmacy (Herbal) or Herb Lore roll with \$50 worth of naturally-occurring ingredients.

A campaign set entirely in Atlantis would be at TL0+1, not TL8 as assumed by the racial packages below. In essence, no character would have the Low TL -7 trait. Characters such as Namor would be able to purchase High TL +7.

Atlantean

130 points

Attribute Modifiers: ST +10 [100]; HT +2 [20].

Languages: Atlantean (Native) (Native Language) [0].

Cultural Familiarities: Atlantis [0].

Advantages: Amphibious [10]; Doesn't Breathe (Gills: Underwater Only) [0]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Ultravision [10].

Disadvantages: Low TL -7 [-35]

Atlantean Half-Breed

144 points

Attribute Modifiers: ST +10 [100]; HT +2 [20].

Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Temperature Tolerance 4 [4]; Ultravision [10].

Disadvantages: Low TL -7 [-35].

Lemurian

131 points

Attribute Modifiers: ST +10 [100]; HT +2 [20].

Languages: Atlantean (Native) (Native Language) [0].

Cultural Familiarities: Atlantis [0].

Advantages: Amphibious [10]; Doesn't Breathe (Gills: Underwater Only) [0]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Ultravision [10].

Perks: Scales [1].

Disadvantages: Low TL -7 [-35].

While the origins of the underwater subspecies of humanity, the Atlanteans, are unknown, the origins of Atlantis itself are well-documented (see *Atlanteans*).

Originally, Atlantis was an island-continent, roughly the size of Australia, rising to prominence some time between 20,000 B.C. and 18,000 B.C., being a nation of explorers and sea traders. One expedition reached the hidden Savage Land (see *Savage Land*). During this time, the ocean level was lower, as it was still in the last ice age. Lingering tales of Atlantis inspired Plato to use it as a setting for one of his treatises during the Classical Greek era. The northernmost reaches of Atlantis were covered by glacial ice; the southernmost point of the continent sat due west of modern-day France.

Around 18,000 B.C., during the reign of King Kamuu and his wife, Queen Zarta, both renowned warriors, tragedy struck. The continent (in truth, the entire world) was shook by earthquakes as the ice age came to an end. These earthquakes, combined with flooding from rising water levels, broke up Atlantis. Many died, and the remaining population of Atlantis scattered, merging into the indigenous populations of the Americas, Europe, and Africa.

At some point following this, the Atlantean people appeared, a nomadic people that soon divided into various tribes who spread across the oceans.

Over twelve thousand years after Atlantis sank, or around 6,000 B.C., a young Atlantean warrior stumbled upon the ruins of the old capital city. Somehow able to read the ancient Atlantean texts, he learned of the reign of Kamuu and Zarta. Leading his tribe to the ruins, this young Atlantean took on the name Kamuu, and his wife changed her name to Zarta, declaring their intention to restore the city.

It's not known when the Atlanteans first started worshipping the Greek god Poseidon, in his Roman name of Neptune (see *Poseidon*). However, the practice has persisted for at least the last two thousand years.

The first recorded contact between Atlanteans and baseline humans occurred in the early 1920s, when Princess Fen, daughter of King Thakorr, sneaked aboard an American icebreaker in the North Atlantic, the *Oracle*, and married the captain, Leonard MacKenzie, after learning English from him (see *Fen*). However, while tales circulated during the '20s and '30s about the undersea people, they were mostly disbelieved or remained unproven.

Atlantis first came to the world's attention during the opening days of World War II, when the adventurous and brash Prince Namor, the half-breed son of Fen and Leonard MacKenzie, calling himself the Sub-Mariner, came to New York City in a misguided attempt to conquer the surface world (see *Namor*). Namor's wrath was soon tempered by police secretary Betty Dean and the android Human Torch, and he pledged Atlantis's support towards the Allies against Nazi Germany. To that end, Namor joined the Allied super-team called the Invaders.

Thakorr died in 1957, prompting Namor to return to Atlantis to take up the throne. In 1975, Atlantis was finally accepted as a member of the United Nations.

Today, Atlantis is a thriving city, supported by farms of seaweed and farming of various types of fish for food. Although lacking fire, except in a nearby volcanic vent, Atlantis is able to grow and shape coral and other materials. There are various crafting guilds and entertainment troupes in the city, a standing militia, and a university.

However, things are not always peaceful in Atlantis. The barbarian Attuma has recently learned of a prophecy of one who would conquer the city and began plotting means to take it over, including a number of sieges over the last few years. In addition, Namor's cousin Byrrah, a pure-blooded Atlantean, has been plotting to overthrow Namor for years (see *Attuma*; *Byrrah*). On top of all that, Atlantis has proven to be rather hostile to companies and countries that engage in off-shore drilling.

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

Atlantis, 2010 A.D.

Population: 12,100 (Search +1)

Physical and Magical Environment

Terrain: Continental Shelf (Underwater)

Appearance: Attractive

Hygiene: +1

Low Mana (No Enchantment)

Culture and Economy

Language: Atlantean

Literacy: Broken

TL: 0+1

Wealth: Average (×1)

Status: -1 to 7

Political Environment

Government: Dictatorship (Monarchy)

CR: 3

Military Resources: \$81.7M

Defense Bonus: +5

Notes

There are about ten times as many Atlanteans living in fish and seaweed farms around the city. During times of siege by barbarians, the small militia will be reinforced by conscripts and volunteers from the surrounding people.

AVALANCHE

Villain

Real Name: Dominic Petros.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Naturalized citizen of the United States with a criminal record; formerly a citizen of Greece.

Other Aliases: Lance Alvers.

Place of Birth: Sparti, Greece.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Avalanche's past. What is known is that he is an immigrant from Greece and that he had apparently run afoul of Interpol several times before moving to the United States.

Quite recently, Avalanche was recruited into the team of costumed mutant criminals known as the Mutant Liberation Front by their leader, Mystique (see *Mutant Liberation Front*; *Mystique*). The MLF has clashed several times with the X-Men, most notably when they attempted to assassinate Henry Peter Gyrich, head of SHIELD, at the unveiling of SHIELD's newest anti-superhuman enforcers, the robot Sentinels (see *Gyrich*, *Henry Peter*; *Sentinels*; *SHIELD*).

Height: 5' 7"

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Indigo bodysuit, metallic torso armor with a large light blue "A" on the chest, light blue belt, white gloves, white boots, metallic helmet.

Strength Level: Avalanche possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Avalanche is a mutant who possesses the ability to generate powerful waves of vibrations from his hands, which he uses to create localized movement of earth and stone, including brick and asphalt, often in a manner akin to an earthquake. These waves have little to no effect on other materials.

890 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) [6]; Greek (Native) (Native Language) [0].

Cultural Familiarities: Eastern European [1]; Middle Eastern [1]; Western [0].

Advantages: Combat Reflexes [15]; Control Earth 30 (Ranged, +40%; Elemental: Vibration, -10%; Mutant, -10%) [720]; Corrosion Attack 5d (Accessibility: Cannot Affect Living/Organic Material, -20%; Armor Divisor (2), +50%; Damage Modifier: Explosion, +50%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Elemental: Vibration, -10%; Mutant, -10%) [80]; Crushing Attack 5d (Damage Modifier: Double Knockback, +20%; Damage Modifier: Explosion, +50%; Damage Modifier: No Wounding, -50%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Elemental: Vibration, -10%; Mutant, -10%; Alternative Attack, ×1/5) [5]; Fit [5]; Hard to Subdue 3 [6]; High Manual Dexterity 2 [10]; Tough Guy 2 [10].

Perks: Convincing Nod [1]; Fearsome Stare [1].

Disadvantages: Callous [-5]; Code of Honor (Criminal's) [-5]; Compulsive Gambling (9) [-7]; Enemy (SHIELD) (9) [-30]; Greed (12) [-15]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Overconfidence (9) [-7]; Reputation (Mutant Terrorist) -2 (Almost Everyone) (10) [-5]; Sense of Duty (Mutant Liberation Front) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Bad Serendipity [-1]; Dual Identity [-1]; Immodest [-1].



Skills: Brawling (E) DX+3 [8] – 14; Driving/TL8 (Automobile) (A) DX-1 [1] – 10; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Forced Entry (E) DX+4 [4] – 15*; Geology/TL8 (Earthlike) (H) IQ-1 [2] – 10; Holdout (A) IQ+0 [2] – 11; Innate Attack (Beam) (E) DX+3 [8] – 14; Intimidation (A) Will+3 [4] – 14*; Musical Instrument (Guitars) (H) IQ-1 [2] – 10; Prospecting/TL8 (A) IQ-1 [1] – 10; Running (A) HT+1 [4] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Skiing (H) HT-1 [2] – 10; Streetwise (A) IQ+3 [4] – 14*; Swimming (E) HT+1 [2] – 12; Traps/TL8 (A) IQ+0 [2] – 11; Wrestling (A) DX+2 [8] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Tough Guy.

Role-Playing Notes:

For the most part, Avalanche is a mercenary, working for the highest bidder. He is not as fanatical about the mutant rights issues as the rest of the MLF, but he is concerned over the potential abuses of the Sentinels and others. He will work with others, if the pay is right.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Corrosion Attack	5d (2) cor ex	3	25/50	1	–	–	–	1	[1]
–	Crushing Attack	5d cr dbk ex nw	3	25/50	1	–	–	–	1	

Notes:

[1] Cannot affect living/organic tissue.

The Avengers are a team of superhuman adventurers who have gathered together in order to combat foes no single hero could handle on their own.

The Avengers first formed when the Norse trickster god, Loki, attempted to draw his adopted brother, Thor, into combat with the Hulk by discrediting the latter (see *Hulk*; *Loki*; *Thor*). The Hulk's ally, Rick Jones, believing the Hulk to be innocent in this case, sent an email to the Fantastic Four (see *Fantastic Four*; *Jones*, *Rick*). Loki intercepted the email and sent it to Thor; inadvertently, he also ended up sending it to Iron Man, Ant-Man, and the Wasp (see *Ant-Man*; *Iron Man*; *Wasp*). The four adventurers rendezvoused for the first time at Stark Industries' Dallas, Texas, plant with Jones in attendance (see *Stark Industries*). Tracking down the Hulk, the group learned of Loki's involvement and cleared the Hulk of any wrong-doing.

Following this incident, Ant-Man suggested that the group stay together as a full-fledged team, and the Wasp suggested the name "Avengers". Not long afterward, Tony Stark (secretly Iron Man) donated his Manhattan mansion to the team and set up a foundation in his mother's name (the Maria Stark Foundation) to handle expenses so that the team would not be dependent on his own financial situation. The Stark family butler, Edwin Jarvis, has stayed on to tend to the mansion (see *Jarvis*, *Edwin*). Despite the fact that the individual team members reside in different cities all over the United States, they manage to meet at least weekly at the mansion. The Avengers soon offered membership to Captain America, who resides in New York (see *Captain America*). The Captain has accepted, and has become the team's unofficial leader.

First Post-Reboot Appearance: AVENGERS #1.

Hulk: Hulk not play well with others.

Thor: Thou are the reason the Avengers first gathered.

Hulk: Don't pin that on me.

– *Avengers Assemble* #2

Membership Roster

Ant-Man – Founding member.

Hulk – Founding member. While the Hulk is not normally a team player, his alter ego, Bruce Banner, has proven invaluable to the team on many occasions.

Iron Man – Founding member.

Thor – Founding member.

Wasp – Founding member.

Captain America – First recruit. Since joining, Captain America has gravitated towards the leadership position.

Edwin Jarvis – Jarvis was the butler of the Stark family mansion in Manhattan, and has stayed on to serve the Avengers in this capacity.

Rick Jones – Rick has been an ally of the Avengers since their founding, often monitoring threats and relaying the information to the team.

 ANT-MAN (Dr. Henry Pym) Founding Member	 HULK (Dr. Bruce Banner) Founding Member
 IRON MAN (Tony Stark) Founding Member	 THOR (Sigurd Jarlson) Founding Member
 WASP (Janet van Dyne) Founding Member	 CAPTAIN AMERICA (Steve Rogers) Joined AVENGERS #
 EDWIN JARVIS Butler Active AVENGERS #2	 RICK JONES Ally Active AVENGERS #1

Designed by Tony Stark and built at Stark Industries, with assistance from Worthington Industries, the Quinjet is a high-speed, high-altitude aircraft capable of VTOL (Vertical Take-Off and Landing) operations and used by the Avengers for long-distance travel (see *Angel, Avengers, Iron Man, Stark Industries*). The Quinjet gets its name from the five jet engines which enable it to routinely achieve speeds of up to Mach 4.5.

The Quinjet has a crew of two and can seat 6 passengers. Stark is currently designing an improved model with even greater speed, endurance, and space and underwater capabilities.

First Post-Reboot Appearance: AVENGERS #.

Front:

[1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K

[3] Control Room; C5 computer, Comm/Sensor 4, 2 Control Stations, \$200K

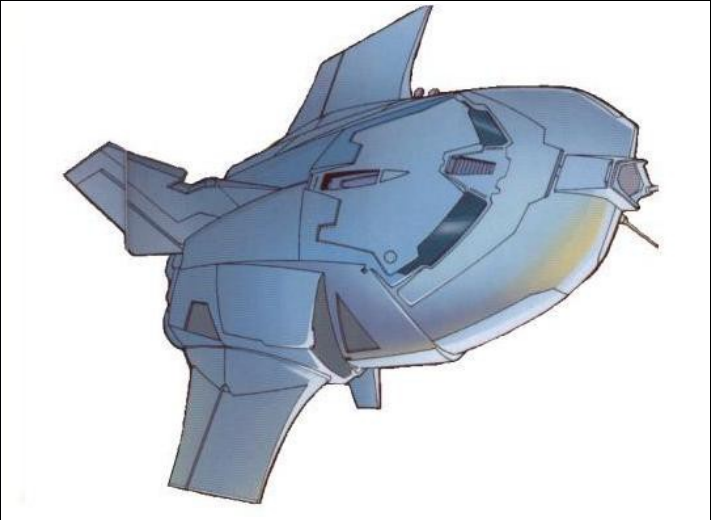
[4] Passenger Seating; 6 passengers, \$30K

[5-6] Fuel Tank; 10 tons, \$60K

Middle:

[1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K

[3-6, core] Fuel Tank; 25 tons, \$150K



Rear:

[1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K

[3-4] Turbo Ramjet Engine; 2G accel, 2 fuel tanks/hr \$2M

[5-6, core] Fuel Tank; 15 tons, \$90K

Design Features:

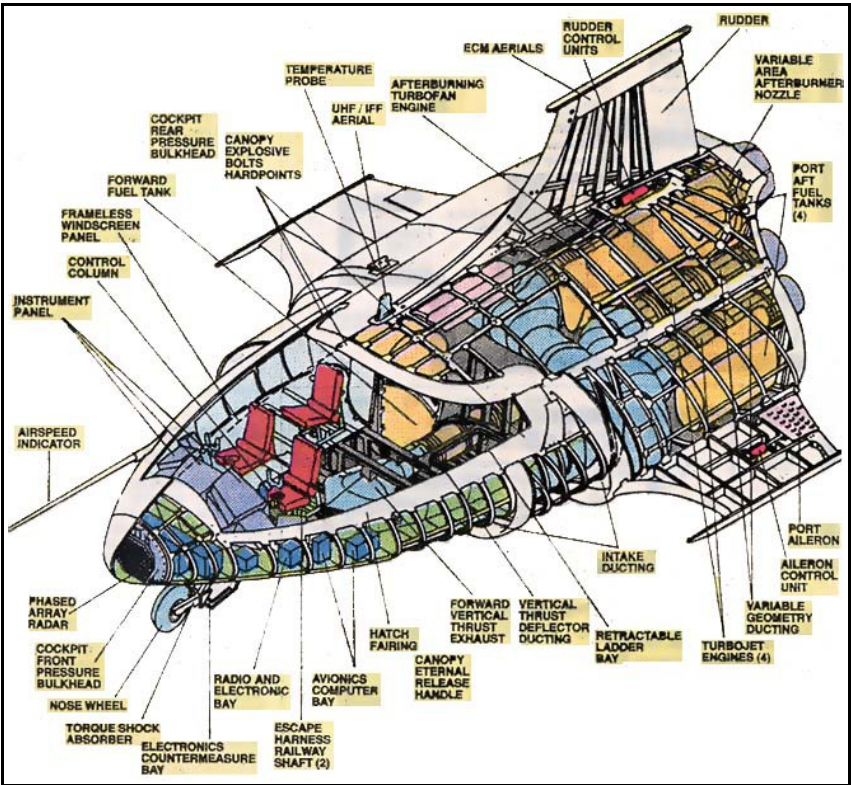
Winged; \$500K

PILOTING (HIGH-PERFORMANCE AIRCRAFT)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Notes
9	Avengers Quinjet Mk I	300	+4/5	12	20/1,700	100	0.8	+6	2+6SV	120	17,000	\$84.6M	[1]

Notes:

[1] Limited production model with listed price 20× calculated book price; mass production price is \$4.23M.



AVRIL, SALLY

Supporting Cast

Real Name: Sally Avril.

Occupation: College student pursuing a liberal arts degree, part-time freelance photographer

Identity: Sally Avril does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Sally Avril is a young woman who is attending Empire State University, and is occasionally part of the circle of friends that includes Peter Parker (see *Spider-Man*). She is often critical about the photos that Peter sells to the Daily Bugle, and has begun a friendly professional rivalry with him. She has noticed that Peter tends to focus almost exclusively on Spider-Man, so she has begun to follow the other superhumans in New York with her camera. So far, she has sold photos of the X-Men, Fantastic Four, and Captain America in action to the Bugle (see individual entries).

She recognizes that there is real danger in her work, but so far this has not deterred her from it. Recently, she has begun to entertain ideas of becoming a costumed hero herself.

Height: 5' 7".

Weight: 116 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

Strength Level: Sally Avril possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Sally is a skilled photographer and gymnast.

76 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Fearlessness 2 [4]; Fit [5]; Flexibility [5]; Single-Minded [5].

Disadvantages: Impulsiveness (12) [-10]; Overconfidence (15) [-2]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

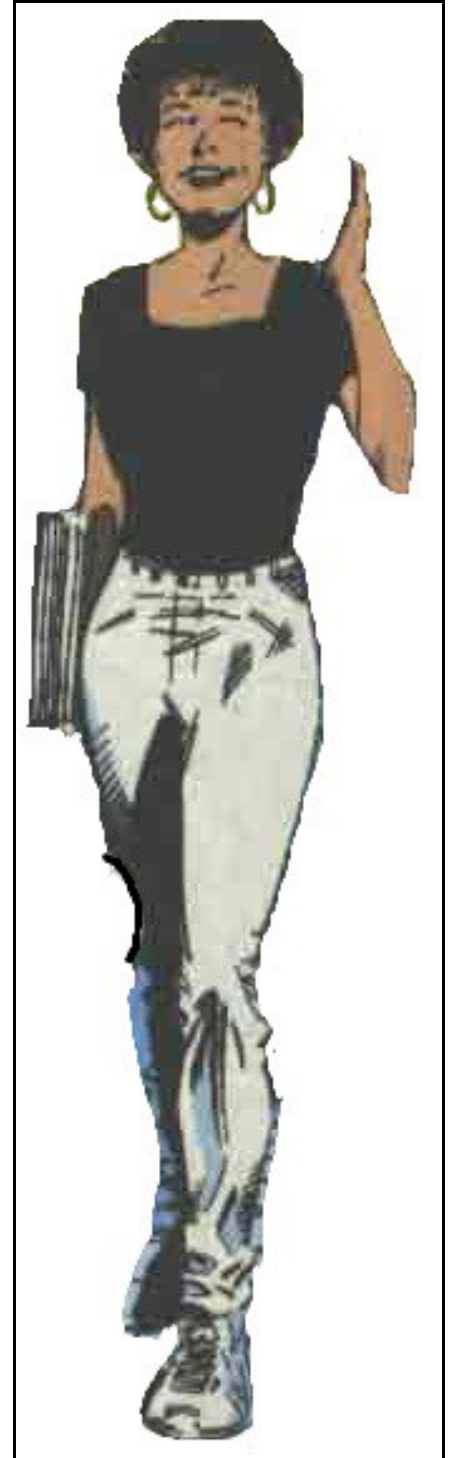
Quirks: Alcohol Intolerance [-1]; Believes She is a Better Photographer Than Peter Parker [-1]; Horrible Hangovers [-1].

Skills: Acrobatics (H) DX-1 [2] - 11; Carousing (E) HT+1 [2] - 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] - 12; Observation (A) Per+1 [4] - 12; Photography/TL8 (A) IQ+1 [4] - 12; Running (H) HT+0 [2] - 11; Shadowing (A) IQ+1 [4] - 12; Throwing (A) DX+0 [2] - 12.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

Role-Playing Notes:

Sally is a young woman with a chip on her shoulder in regards to her own abilities, which are not as impressive as she makes them out to be. She is on good terms with the X-Men, some of whom she shares classes with.



BAINSIDHE

Hero

Real Name: Theresa Rourke.

Occupation: Interpol liaison to SHIELD.

Identity: Publicly known.

Legal Status: Citizen of Ireland with no criminal record, in the United States on a special visa.

Other Aliases: Banshee (the Anglicized spelling of her code-name).

Place of Birth: Dublin, Ireland.

Marital Status: Single.

Known Relatives: Tom Cassidy (cousin).

Group Affiliation: Interpol, on loan to SHIELD.

Base of Operations: Arlington, Virginia; formerly Dublin, Ireland.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Theresa Rourke is a young mutant who had spent two years training her powers at the Xavier Institute for Gifted Youngsters before returning to her native Ireland to finish her schooling (see *Xavier Institute*). After graduating high school, she entered the police academy, only to be essentially drafted into the Dublin, Ireland, Interpol office as soon as she completed her training due to her sharp mind and her powers. One of her superiors, however, regarded her youth and status as a mutant as inappropriate for the office, and arranged for her to be transferred to the United States as Interpol's liaison to SHIELD (see *SHIELD*).

Bainsidhe was first seen assisting the X-Men in defending SHIELD director Gyrich's life from the Mutant Liberation Front, but was soon tasked with investigating and arresting them for various crimes (see *Gyrich*, *Henry Peter*; *Mutant Liberation Front*; *X-Men*). In the course of her investigation, she discovered the crimes were committed by anti-mutant extremists who had framed her former classmates. Since then, she has been conducting her own covert investigation into SHIELD's higher-ups, particularly Gyrich and Oliver Trask, designer of SHIELD's robotic Sentinel enforcers, despite Interpol regulations prohibiting investigations of racially-charged crimes (see *Sentinels*; *Trask*, *Oliver*). (Interpol does not prohibit investigations of corruption, however, which is how she's justifying it in her mind.)

Height: 5' 6".

Weight: 112 lbs.

Eyes: Green.

Hair: Red.

Uniform: Green and yellow bodysuit with a green and yellow striped cape between the suit's arms, yellow gloves, yellow boots.

Strength Level: Bainsidhe possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Bainsidhe is a mutant whose powers are linked to her vocal cords. Her larynx is stronger than a normal human's, enabling her to "scream" for up to an hour before her throat becomes sore. She is capable of producing sounds in both the subsonic and ultrasonic frequencies; a side-effect of this is she is able to hear in those frequencies as well.

While screaming, she is capable of producing a number of effects, some of which are clearly psionic as well as vocal in nature. She is able to use her screams to fly, using the vibrations of her sonic waves to provide lift. By focusing her scream in front of her, she is able to produce a blunt force, able to knock a person through a wall, or cause items to vibrate to where they heat up. She is also able to stun or cause intense pain to anyone within a hundred feet of her with her screams; she is skilled enough with her powers that she can selectively stun people in that radius, or protect a handful of people from being stunned. Only those who are able to hear her can be stunned.

By modulating her voice as she speaks, Bainsidhe is capable of putting someone into a highly suggestible state resembling a hypnotic trance. With her training, she is able to produce more subtle effects, such as causing people to trust her or inducing them to tell the truth.



Other Abilities: Bainsidhe is a trained police officer and a skilled marksman with a pistol. She is said to be one of the fastest draws in Interpol.

Weapons: Theresa Rourke does not normally carry weaponry; however, as a member of Interpol and liaison to SHIELD, she has access to a number of high-tech weapons as necessary. When operating as a plainclothes agent, she often carries a .40S&W semi-automatic.

679 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 14 [0]; Basic Speed 6.75 [0]; Basic Move 6 [0]; Basic Air Move 13 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Gaelic (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Affliction (Sonic Scream) 5 (HT-4) (Area Effect: 32 yds, +250%; Dissipation, -50%; Emanation, -20%; Irritant: Terrible Pain, +60%; Selective Area, +20%; Selectivity, +10%; Sense-Based (Hearing), +150%; Temporary Disadvantage: Cannot Speak, -15%; Elemental: Sound/Vibration, -10%; Mutant, -10%) [243]; Appearance (Attractive) [4]; Burning Attack 6d (Armor Modifier (3), +100%; Damage Modifier: Non-Incendiary, -10%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Resistible (HT-4), -10%; Temporary Disadvantage: Cannot Speak, -15%; Variable, +5%; Elemental: Sound/Vibration, -10%; Mutant, -10%; Alternative Attack, ×1/5) [9]; Combat Reflexes [15]; Crushing Attack 6d (Damage Modifier: Double Knockback, +20%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Temporary Disadvantage: Cannot Speak, -15%; Variable, +5%; Elemental: Sound/Vibration, -10%; Mutant, -10%; Alternative Attack, ×1/5) [6]; Danger Sense [15]; Enhanced Move (Air) 2 (Elemental: Sound/Vibration, -10%; Mutant Psionic, -10%) [32]; Flight (Temporary Disadvantage: Cannot Speak, -15%; Elemental: Sound/Vibration, -10%; Mutant Psionic, -10%) [26]; High Pain Threshold [10]; Legal Enforcement Powers 2 [10]; Mind Control (Requires Hypnotism Roll, -0%; Sense-Based (Hearing), -20%; Suggestion, -40%; Elemental: Sound/Vibration, -10%; Mutant, -10%) [10]; Police Rank 2 [10]; Smooth Operator 1 [15]; Sound/Vibration Talent 2 [10]; Status 1 [0*]; Subsonic Speech [10]; Ultrasonic Speech [10]; Very Fit [15]; Voice [10]; Wealth (Comfortable) [10].

Perks: Alcohol Tolerance [1]; Classic Irish Features [1]; Courtesy Administrative Rank 5 [5]; Penetrating Voice [1].

Disadvantages: Code of Honor (Hero's) [-10]; Duty (Interpol) (9) [-5]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Congenial [-1]; Devout Catholic [-1]; Dual Identity [-1]; Proud [-1]; Thick Irish Accent [-1].

Skills: Aerobatics (H) DX+1 [8] – 14; Boating/TL8 (Sailboat) (A) DX-1 [1] – 12; Body Language (Human) (A) Per+1 [4] – 13; Breath Control (H) HT+0 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Music) (A) IQ+0 [2] – 12; Criminology/TL8 (A) IQ+1 [4] – 13; Current Affairs/TL8 (Headline News) (E) IQ+2 [4] – 14; Diplomacy (H) IQ+1 [1] – 13†‡; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 13; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 13; Fast-Draw (Pistol) (E) DX+4 [8] – 17§; Fast-Talk (A) IQ+3 [4] – 16†‡; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Flight (A) HT+1 [4] – 15; Forced Entry (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 15; Hypnotism (Human) IQ+3 [8] – 15#; Innate Attack (Breath) (E) DX+3 [8] – 16; Intimidation (A) Will+2 [4] – 14†; Judo (H) DX+1 [8] – 14; Karate (H) DX+1 [8] – 14; Law (International) (H) IQ+0 [4] – 12; Lip-Reading (A) Per+0 [2] – 12; Observation (A) Per+1 [4] – 13; Savoir-Faire (High Society) (E) IQ+1 [1] – 13†; Savoir-Faire (Police) IQ+2 [2] – 14†; Shadowing (A) IQ+0 [2] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+1 [2] – 13†; Typing (E) DX+0 [1] – 13; Ventriloquism (H) IQ+2 [4] – 14#.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +1 from Police Rank.

† Includes +1 from Smooth Operator.

‡ Includes +2 from Voice.

§ Includes +1 from Combat Reflexes

Includes +2 from Sound/Vibration Talent.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d cr	C	11	–	–	11	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	11	

INNATE ATTACK (BREATH)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Sonic Scream	HT-4 aff (32 yds)	3	25/50	1	–	–	–	1	
–	or	6d (3) burn	3	25/50	1	–	–	–	1	[1]
–	or	6d cr dbk	3	25/50	1	–	–	–	1	

Notes:

[1] Lacks an incendiary effect.

BARBARUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Barbarus's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Barbarus are currently a mystery. He is apparently a human who was born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Barbarus has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Height: 6' 2"

Weight: 235 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Barbarus possesses four arms.

Uniform: None.

Strength Level: Barbarus possesses superhuman strength enabling him to lift (press) roughly 25 tons.

Known Superhuman Powers: In addition to his four arms and superhuman strength, Barbarus possesses superhuman durability, enabling him to resist conventional police gunfire and superhumanly strong blows. He is also able to run faster than a normal human, having been clocked at around 40 mph.

Weapons: Barbarus carries a number of knives and a short sword. He is skilled enough that he can fight with a weapon in each of his four hands.



980 points

Attributes: ST 31/170 [100*]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 3d+1/6d-1 (18d/20d); BL 192 lbs (5,780 lbs); HP 31 [0]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 7 [5]; Dodge 10.

Languages: English (Accented Spoken/Illiterate) [2] Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Constriction Attack [15]; Damage Resistance 10 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [38]; Enhanced Move (Ground) 1.5 (Move 21/42 mph) [30]; Enhanced Parry (Bare Hands) 2 [10]; Extra Arms 2 [20]; Extra Attack 3 [75]; Fit [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Injury Tolerance (Damage Reduction /10 (Limited: Crushing Attacks, -40%; Passive Biological, -5%)) [82]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Super ST +11/+150 (Passive Biological, -5%) [435]; Super Throw 2 (Biological, -10%) [18].

Perks: Dirty Fighting [1]; Power Grappling [1]; Rapid Retraction (Punches) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Duty (to Patron) (12) [-10]; Hidebound [-5]; Low TL -8 [-40]; Overconfidence (9) [-7]; Sense of Duty (Savage Land Mutates) [-5]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Chauvinistic [-1]; Uncongenial [-1].

Skills: Boxing (A) DX+3 [12] – 16; Climbing (A) DX+0 [2] – 13; Hiking (A) HT+0 [2] – 13; Jumping (E) DX+1 [2] – 14; Knife (E) DX+1 [2] – 14; Lifting (A) HT+0 [2] – 13; Naturalist (Earth) (H) IQ+2 [4] – 12†; Navigation/TL0 (Land) (A) IQ+2 [2] – 12†; Riding (Dinosaur) (A) DX+1 [4] – 14; Running (A) HT+0 [2] – 13; Shortsword (A) DX+1 [4] – 14; Survival (Jungle) (A) Per+3 [4] – 15†; Swimming (E) HT+1 [2] – 14; Throwing (A) DX+1 [4] – 14; Tracking (A) Per+2 [4] – 14†; Wrestling (A) DX+3 [12] – 16.

Techniques: Choke Hold (Wrestling) (H) def+3 [4] – 16.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +11/+150 from Super ST

† Includes +2 from Outdoorsman.

Role-Playing Notes:

Barbarus is one of the more brutish Mutates. He is loyal to the team, especially Vertigo (who he is in a very torrid physical relationship with), and prefers hitting things and asking questions later.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	3d+6 cr	C	12	–	–	31	
–	<i>Super ST</i>	18d+35 cr	C	12	–	–	170	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	3d+1 cr	C, 1	n/a	–	–	31	
–	<i>Super ST</i>	18d cr	C, 1	n/a	–	–	170	
–	Bite	3d cr	C	n/a	–	–	31	

Design Notes:

1. Barbarus, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

BARON BLOOD

Villain

Real Name: Lord Johnathan Falsworth.

Occupation: Former war saboteur.

Identity: Known to various intelligence and police officials in the United Kingdom and Germany, not generally known by them to be a vampire.

Legal Status: Citizen of the United Kingdom with no criminal record, legally deceased.

Other Aliases: John Falsworth, Jr; Dr. Charles Cromwell.

Place of Birth: Falsworth Manor, England.

Place of Death: Castle Dracula, Transylvania, Austria-Hungary Empire, in what is currently Romania.

Marital Status: Single.

Known Relatives: William, Baron Falsworth (father, deceased); Montgomery, Baron Falsworth (alias Union Jack I, brother, deceased); Brian, Baron Falsworth (alias Union Jack II, nephew); Lady Jacqueline Falsworth Creighton (alias Spitfire, niece, deceased); Lord William Falsworth (grand-nephew, deceased); Lord Jack Falsworth (alias Union Jack III, great-grandnephew); Kenneth, Lord Creighton (grand-nephew).

Group Affiliation: Formerly German intelligence during both World Wars, formerly Super-Axis during World War II; currently none.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A gentleman explorer from late Victorian and Edwardian England, Lord John Falsworth traveled throughout Eastern Europe, Africa, and the Indochinese peninsula. Shortly before the outbreak of World War I, John's father William passed away, and the title and the bulk of the estate passed to John's older brother Montgomery, according to the British laws of primogeniture. Inspired by Bram Stoker's 1897 novel *Dracula*, Lord John decided to seek out the castle to see if the rumors of the events of the novel being fact were indeed true; John intended through various unspecified means to control the vampire to take the bulk of his family's wealth for himself (see *Dracula*; *Vampires*). To his horror, he fell victim to Dracula's hypnotic powers, died from the vampire's bite, and rose as a vampire under Dracula's control several days later.

Because of Lord John's British background, Dracula sent him back to England to wreak havoc on the nation where he'd suffered an embarrassing defeat. When World War I broke out, Lord John offered his services to German intelligence, who gave him an outfit which made him resemble a human-sized bat and code-named him Baron Blood. Baron Blood was soon opposed by the original Union Jack, secretly his brother Montgomery, who had discovered that Baron Blood was in fact a vampire. In the final days of World War I, Union Jack and Baron Blood discovered each other's identities, and Montgomery wounded his brother with a silver stake, though he missed the heart.

Baron Blood's activities during the inter-war period are unknown. With Hitler's rise to power, Blood offered his services to Nazi Germany. German scientists in the Hydra science division performed a number of experiments on Blood, removing several of his vampire weaknesses, including the weakness to sunlight, and granting him the ability to fly unaided, but at the cost of removing his shapeshifting and ability to turn to mist (see *HYDRA*). Returning to England, he posed for a time as his own son, who had been conceived prior to Blood's trip to Transylvania. However, his identity was discovered by his nephew Brian, who took on the role of Union Jack to defeat him. During this time, Blood bit his niece Jacqueline, whose life was saved by an emergency blood transfusion from the visiting original android Human Torch and Captain America; Jacqueline herself gained superhuman speed powers and took the costumed identity of Spitfire (see *Captain America*). Brian and Jacqueline joined the Allies' super-team, the Invaders, and clashed several times with Baron Blood. During World War II, Baron Blood teamed with a number of other Axis agents (mostly Nazis) to form the team known as Super-Axis, a counterpart to the Invaders. At the end of the war, Blood was impaled by a wooden stake by his nephew; because he was a member of the aristocracy, his remains were interred in the Tower of London.

Decades passed, with Blood existing in a state between death and undeath, believed dead by all. His remains were jostled during the internment of another nobleman, accidentally removing the stake from his chest, and he awoke. During the intervening decades, probably because he had been reduced to simply a skeleton, the experiments the Nazis had performed on him had faded, and he was



once again vulnerable to all vampiric weaknesses. At first eager to take vengeance on his brother, he was saddened to discover that Montgomery had died of natural causes decades ago; indeed, the body next to his in the Tower was his brother's and he never knew it. Denied his vengeance, he slew and took over the identity of Dr. Charles Cromwell, his now elderly nephew's doctor. To keep others from knowing the truth, he mentally enslaved one of Dr. Cromwell's daughters and turned the other, Lily, into a vampire like himself. (Dr. Cromwell's own remains were laid in Blood's place in the Tower of London.) To cover their tracks when they fed, Blood and his protege killed their victims by slashing open their victim's throats with their fingernails or with knives rather than with their fangs; this also prevented their victims from inadvertently rising as vampires themselves.

His identity went undiscovered for months, until his great-grandnephew Jack, now adopting the identity of Union Jack himself, teamed with the visiting Captain America and his teenage sidekick, Bucky, to investigate the rash of slasher killings plaguing the region (see *Bucky*; *Union Jack*). Jack Falsworth and his grandfather had suspicions that Baron Blood was again active, but were unable to prove it until Bucky was able to infiltrate the Tower and confirm that Blood's remains were missing.

Baron Blood fought Captain America, Bucky, and Union Jack, but were unable to defeat them. The trio defeated the Baron and drove a stake through his heart; the Captain then beheaded Blood with his shield, seemingly ending the threat of Baron Blood forever. Whether this truly is the last the world has seen of Baron Blood, however, remains to be seen. Lily Cromwell was not known to be a vampire, and as such has escaped destruction.

Height: 5' 10".

Weight: 180 lbs.

Eyes: Red.

Hair: Brown.

Uniform: Purple and black bodysuit with large bat-like wings running from under the arms to the outside of the legs; purple gloves; black boots, black cowl resembling the head of a bat.

Strength Level: An athletic man in life, Baron Blood's strength as a vampire has been enhanced to enable him to lift (press) roughly 1,500 pounds.

Known Superhuman Powers: Baron Blood possesses the usual vampire powers. For a time during World War II, he was also able to withstand sunlight, allowing him to operate during the day, as well as fly unaided, but these powers have since worn off.

Paraphernalia: Baron Blood's uniform allows him to glide on air currents even without transforming into a bat or were-bat.

Weaknesses: Baron Blood possesses the usual vampire weaknesses. During World War II, he lacked the ability to become mist or take animal forms, but these abilities returned with his resurrection.

1,000 points

Attributes: ST 30* [50]; DX 13 [60]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 3d/5d+2; BL 180 lbs.; HP 30 [0]; Will 12 [0]; Per 14* [0]; FP 14 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0]; French (Accented) [4]; German (Accented) [4]; Polish (Accented) [4]; Serbian (Accented) [4].

Cultural Familiarities: Eastern European [1]; Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Status 4 [15†]; Wealth (Wealthy) [20]; Vampire [757].

Perks: Power Grappling [1]; Supersuit [1].

Disadvantages: Callous [-5]; Megalomania [-10]; Obsession (Destroy Family) (9) [-15]; Sadism (12) [-15]; Secret Identity (Death) [-30]; Selfish (6) [-10].

Quirks: Chauvinistic [-1]; Insists on "Proper Gentlemanly" Behavior (When It Won't Inconvenience Him) [-1].

Skills: Acting (A) IQ+0 [2] – 12; Boxing (A) DX+2 [8] – 15; Connoisseur (Literature) (A) IQ+0 [2] – 12; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Diagnosis/TL8 (Human) (H) IQ+0 [4] – 12; Escape (H) DX+0 [4] – 13; Intimidation (A) IQ+1 [4] – 13; Knife (E) DX+1 [2] – 14; Navigation/TL6 (Land) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 14; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 14; Physician/TL8 (Human) (H) IQ+0 [4] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 13; Sex Appeal (Human) (A) HT+0 [1] – 14‡; Stealth (A) DX+1 [4] – 14; Survival (Mountain) (A) Per+0 [2] – 14; Survival (Woodlands) (A) Per+0 [2] – 14; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +15 to ST and +2 to Per from Vampire.

† Includes +1 from Wealth.

‡ Includes +1 from Appearance.

Role-Playing Notes:

Baron Blood is out for revenge against the family that he believes scorned him. At first this need for vengeance was directed at his brother, but has since been redirected towards his brother's descendants. An opportunist by nature who was never that patriotic, he has no qualms about working with his country's enemies to achieve this vengeance.

Baron Blood is able to control his bloodlust to an extent, and rarely feeds without killing his target first – usually by snapping the neck or slashing the throat open – to keep investigators from suspecting the work of vampires.

BARON ZEMO

Villain

Real Name: Harbin Zemo.

Occupation: Billionaire playboy, subversive.

Identity: Baron Zemo does not use a dual identity.

Legal Status: Citizen of Germany with no criminal record.

Other Aliases: None.

Place of Birth: Leipzig, Germany

Marital Status: Presumably single.

Known Relatives: Heinrich (paternal grandfather, deceased), Hilda (paternal grandmother, deceased), Helmut (father, deceased), Helga (mother).

Group Affiliation: Leader of the Fourth Reich, organizer of the Masters of the World.

Base of Operations: Leipzig, Germany.

First Appearance: CAPTAIN AMERICA #1.

History: Harbin Zemo is the grandson of Heinrich Zemo, a minor German nobleman who was one of Hitler's most loyal scientific geniuses during World War II. During World War II, Heinrich Zemo had helped develop a number of technologies for Germany, including the jet engine on the Me-262 jet fighters and, most notably, a super-adhesive then known only by its codename, Adhesive X. Adhesive X was notable in that, when allowed to dry, it formed a molecular bond with whatever was in contact with it, making it the strongest adhesive substance then known to mankind. (Adhesive X has since been patented by the Zemo family and sold commercially in small tubes as "Über-Glue", after it was discovered that the molecular bonds break down over time.)

Heinrich Zemo was killed in combat battling Captain America during the last days of World War II, but not before he fathered a son whom he taught to adhere to the Nazi ideology (see *Captain America*). This son, Helmut Zemo, publicly denounced his father, enabling him to maintain his family's holdings following the war. Secretly, however, Helmut Zemo started building a subversive organization which he intended to use to reinstate the Nazi Party in a "Fourth Reich". It is rumored that Helmut Zemo had a hand in the destruction of the Berlin Wall and the German Reunification; it is easier, after all, to conquer the world from a united Germany than it is from a divided one. When Helmut recently passed away from old age, his noble title and the position of leader of the organization passed to his young son Harbin.

Baron Harbin Zemo maintains the illusion of being just another member of the old aristocracy, engaging in such past-times as partying, painting, writing poetry, and fencing. In reality, he uses his connections in the aristocracy to discretely gather information on the current German and foreign governments.

Upon learning that his grandfather's old nemesis, Captain America, was still alive and aging extremely slowly, Zemo set events into motion to complete the revenge his father had planned. First, he gained information on the Captain's identity and current situation by intercepting letters written between the Captain and his WWII Russian counterpart, the first Red Guardian (see *Red Guardian*). Then, he set about having his men hire local muscle in the area the Captain was living in, studying his intended opponent's habits, friends, and acquaintances.

Once everything was in place, Baron Zemo, hiding his identity by wearing a hood similar to his grandfather's, and his hired henchmen took hostage the faculty and students at the Queens, New York, high school where Captain America was teaching in his civilian identity. Zemo threatened on live television to kill the students unless his demands were met, making a list of increasingly outrageous demands that had no relevance whatsoever to his real mission. To his pleasure, this was enough to draw out Captain America to action; unfortunately for him, he didn't foresee the actions of one of the students to aid the Captain (see *Bucky*).

During the chaos following Captain America's return to action, Baron Zemo managed to escape, while his hired muscle were taken into police custody. Zemo and his Fourth Reich have clashed with Captain America and Bucky several times since. Upon learning that Captain America had joined the Avengers, he created a team of his own, which he called the Masters of the World, to oppose them (see *Masters of the World*).

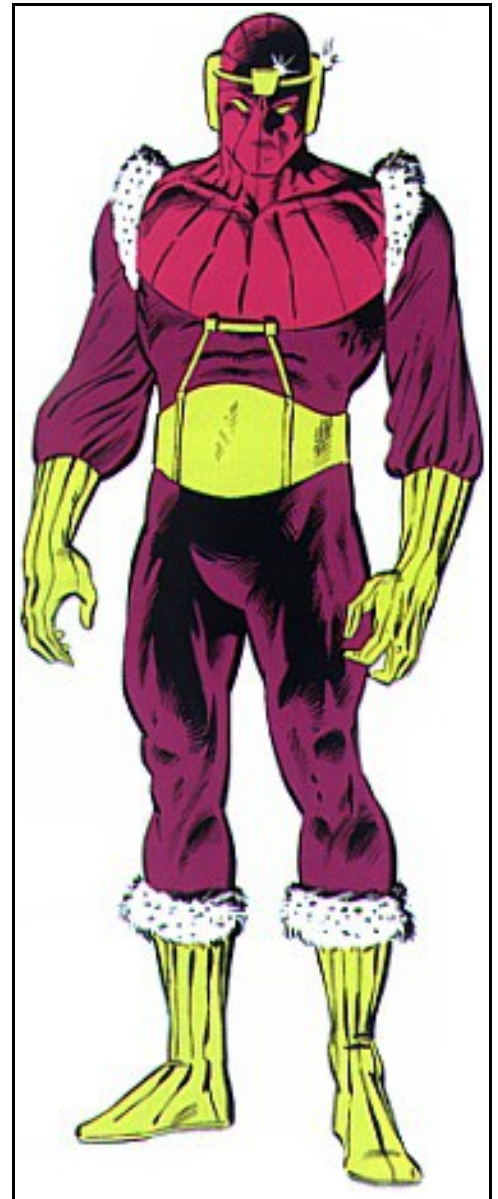
Height: 5' 10"

Weight: 185 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Royal purple bodysuit, yellow gloves and boots with white fur trim, yellow belt, purple full-face cowl with white eye holes, gold-plated headpiece containing communications electronics.



Strength Level: Baron Zemo possesses the average human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Abilities: Baron Zemo is an able hand to hand combatant, a capable administrator, an expert rapier fencer, and a decent shot with a handgun. His real strength, however, lies in his talent for leading and inspiring others to join his cause. Unlike his father and grandfather, he does not possess any scientific aptitude, relying instead on the Fourth Reich's scientists and technicians to provide him with high-tech weaponry and equipment.

495 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) [6]; German (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Handsome) [12]; Charisma 4 [20]; Combat Reflexes [15]; Organized Crime Rank 5 [10]; Fit [5]; Gizmos 3 [15]; Hard to Subdue 3 [6]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Independent Income 20 [20]; Merchant Rank 5 [25]; Status 5 [0]*; Wealth (Multimillionaire 2) [100].

Perks: Style Familiarity (Fencing - La Verdadera Destreza) [1]; Style Familiarity (Sport Fencing - Epée) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Gentlemen's) [-10]; Compulsive Rhetoric (9) [-7]; Megalomania [-10]; Obsession (Kill Captain America) (9) [-7]; Secret (Subversive) (Imprisonment or Exile) [-20]; Selfish (9) [-7].

Quirks: Atheist [-1]; Careful [-1]; Chauvinistic [-1]; Fond of Cats [-1]; Not Until My First Cup! [-1].

Skills: Acting (A) IQ+2 [8] – 15; Administration (A) IQ+1 [4] – 14; Artist (Painting) (H) IQ-1 [2] – 12; Body Language (Human) (A) Per+1 [4] – 14; Boxing (A) DX+3 [12] – 15; Brainwashing/TL8 (H) IQ+0 [4] – 13; Connoisseur (Literature) (A) IQ+0 [2] – 13; Connoisseur (Visual Arts) (A) IQ+1 [4] – 14; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (High Culture) (E) IQ+2 [4] – 15; Current Affairs/TL8 (Politics) (E) IQ+2 [4] – 15; Detect Lies (H) Per+1 [8] – 14; Diplomacy (H) IQ+0 [4] – 13; Games (Epée Fencing) (E) IQ+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+2 [4] – 14; Heraldry (A) IQ+1 [3] – 14†; History (Germany) (H) IQ+0 [4] – 13; Intelligence Analysis/TL8 (H) IQ+1 [8] – 14; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will-1 [1] – 14; Judo (H) DX+3 [16] – 15; Leadership (A) IQ+7 [12] – 20‡; Mathematics/TL8 (Pure) (H) IQ-1 [2] – 12; Poetry (A) IQ-1 [1] – 12; Politics (A) IQ+1 [4] – 14; Propaganda/TL8 (A) IQ+1 [4] – 14; Public Speaking (A) IQ+5 [4] – 18‡; Rapier (A) DX+3 [12] – 15; Rapier Sport (A) DX+1 [2] – 13§; Savoir-Faire (High Society) (E) IQ+2 [4] – 15; Savoir-Faire (Mafia) (E) IQ+2 [4] – 15; Strategy (Land) (H) IQ+0 [4] – 13; Tactics (H) IQ+0 [4] – 13.

Techniques: Counterattack (Rapier Sport) (H) def+5 [6] – 13; Targeted Attack (Rapier Thrust/Neck) (H) def+3 [4] – 13; Targeted Attack (Rapier Thrust/Vitals) (H) def+2 [3] – 14.

Starting Spending Money: \$40,000,000 (20% Starting Wealth).

* Includes +3 from Wealth and +2 from Merchant Rank.

† Defaulted from Savoir-Faire (High Society)

‡ Includes +4 from Charisma

§ Defaulted from Rapier.

Role-Playing Notes:

Harbin is not an adherent of Nazi ideology, acknowledging that its day has passed; he sees the Fourth Reich as just a pawn in a larger chess game, with himself as a player.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d cr	C	10	–	–	12	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	
–	Bite	1d-2 cr	C	n/a	–	–	12	

Design Notes:

1. Organized Crime Rank is built as 2/level as per the guidelines on p. 15 of *Social Engineering*.

BARRETT, TURK

Non-Villain Antagonist

Real Name: Turk Barrett (it is unknown whether "Turk" is his real name or a street name).

Occupation: Professional criminal, occasional informant.

Identity: Turk Barrett does not use a dual identity.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: An unnamed street gang.

Base of Operations: Hell's Kitchen, Manhattan, New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1

History: Turk Barrett has been in and out of prison most of his life for various offenses, from drug possession to carjacking. He has also been known to work with the New York City district attorney's office as an informant on numerous occasions, constantly arranging plea bargains in exchange for giving information necessary to secure a number of key convictions.

Turk is also a constant, albeit often unwilling, informant for the costumed vigilante Daredevil, who he hates and is constantly trying to figure out a way to eliminate – if only to have one less hassle in his life (see *Daredevil*).

Height: 5' 8".

Weight: 165 lbs.

Eyes: Brown.

Hair: Black,

Uniform: None.

Strength Level: Turk Barrett possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None, although he does seem to have the uncanny ability to snatch defeat from the jaws of victory.

-10 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 12 [4]; Will 10 [-5]; Per 12 [5]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented) (Native Language) [-2]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Fit [5]; Rapid Healing [5]; Social Chameleon [5].

Perks: Compact Frame [1]; Forgettable Face [1]; One-Task Wonder (Hotwiring Cars/TL8) [1]; Passing Complexion [1]; Pistol-Fist (Guns (Pistol)) [1].

Disadvantages: Addiction (Marijuana; Expensive, Highly Addictive, Illegal) [-15]; Bully (12) [-10]; Compulsive Carousing (9) [-7]; Cowardice (6) [-20]; Enemy (Daredevil) (One Person, More Powerful; Rival) (12) [-20]; Enemy (NYPD) (Medium-sized Group; Rival) (9) [-10]; Greed (9) [-22]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Unluckiness [-10]; Wealth (Poor) [-15].

Quirks: Attentive [-1]; Distractible [-1]; Nosy [-1]; Obsession (Get Out Of New York) [-1].

Skills: Acting (A) IQ+1 [4] – 12; Brawling (E) DX+1 [2] – 12; Carousing (E) HT+2 [4] – 13; Criminology/TL8 (A) IQ+1 [4] – 12; Current Affairs/TL8 (New York City) (E) IQ+1 [2] – 12; Detect Lies (H) Per+0 [4] – 12; Fast-Talk (A) IQ+1 [4] – 12; Filch (A) DX+1 [4] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Holdout (A) IQ+1 [4] – 12; Knife (E) DX+0 [1] – 11; Observation (A) Per+1 [4] – 13; Running (A) HT+0 [2] – 11; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 11; Streetwise (A) IQ+1 [4] – 12; Urban Survival (A) Per+0 [2] – 12.

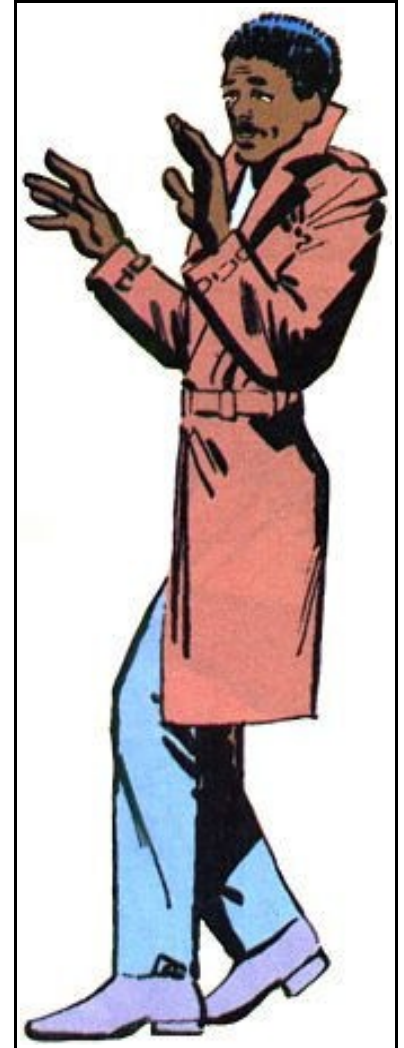
Starting Spending Money: \$800 (20% of Starting Wealth)

Role-Playing Notes:

Turk is a two-time loser who is constantly trying to rise up in the criminal ranks; just like the Earth-616 Rick Jones is "sidekick for hire", Turk is the quintessential "henchman for hire". That he's constantly shooting himself in the foot (literally on at least one occasional) and getting beat up by Daredevil on a regular basis before squealing limits his usefulness to more successful criminals.

Design Notes:

1. If *any* character is suitable for the Cursed disadvantage, it is Turk. Replacing Unluckiness with Cursed would drop him from a "playable" -10 points to a whopping -75 points.



The so-called Bar With No Name is in reality a series of drinking establishments; every major city in the United States has at least one, and New York City is known to have five: one in Harlem, one in Greenwich Village, one in Brooklyn, one in the Bronx, and one in Queens. There are rumors that the chain is international, ranging from Canada and Mexico to Europe and such locales as Brazil, Egypt, Russia, China, and India, although no such Bars outside the United States have been depicted.

The Bars cater to the costumed criminal underworld, a place for such criminals and mercenaries to relax and network away from the prying eyes of the police and costumed vigilantes. From the outside, these bars appear to be regular bars, all under a variety of names. A secret entrance in the rear leads to a staircase leading down to the criminal bar. The separation is as much to keep the regular clientele safe as it is to the criminal, since many normal people get nervous when around costumes, regardless of whether a crime is being committed. Once a week, the Bar With No Name in Harlem hosts a poker tournament; every so often, the villains will even "invite" (read: temporarily kidnap) Ben Grimm of the Fantastic Four to play poker with them (see *Fantastic Four*; *Thing*). The first time this happened, he was surprised, particularly as he was invited by Rhino and Juggernaut (who nearly trashed the block in a brawl before Juggernaut mentioned being late for the poker game), but he understands that even villains have the need to unwind. No charges have ever been filed against the Bar or those sent to invite him, as he's always released unharmed at the end of the night (and usually a few thousand dollars richer).

Surprisingly, while the locations of each Bar With No Name is generally only known to the criminal underworld, the bars are completely legal! The bars always follow the local liquor laws, including generally not being open on certain days or times proscribed by law, maintaining their liquor licenses, and paying proper taxes. On top of that, there is no law in any locale where a known Bar With No Name exists that prevents people from drinking and socializing while dressed in outlandish outfits.

It is believed the first Bar With No Name was opened in Chicago, Illinois, during the Prohibition era as a meeting place for bootleggers; most believe it was a secret speakeasy for Al Capone. During World War II, with the emergence of costumed superhuman criminals, the Chicago bar began to cater to the costumed set. It wasn't long before the first of New York's opened, believed to be in Harlem. As each generation of superhuman criminals and crimefighters rose and waned, the number of Bars With No Name slowly increased. Today it is not uncommon to find retired super-criminals mingling with and giving advice to their younger, more active counterparts; even the retired criminals are known to wear their uniforms in the Bars.

Besides the New York and Chicago establishments, Bars With No Name are known to exist in Los Angeles, California; Houston, Texas; and Philadelphia, Pennsylvania. Others are believed to exist in Las Vegas, Nevada; San Francisco, California; Phoenix, Arizona; and New Orleans, Louisiana, though they have yet to be depicted.

First Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #.

The Bar With No Name

Mission Statement: To provide a safe haven for costumed criminals to relax, enjoy each others' company, and network while in their working uniforms. The Bar maintains a strict no-violence policy among its patrons, which it can't really enforce but which the patrons follow anyway (mostly because they don't want their safe haven destroyed). Each Bar is independent of the others, and maintains a second bar for regular clientele.

Capabilities

TL: 8 **Members:** 12

Wealth: Average

Contacts: Criminal Skills-18 [15]

Member Traits: Unfazeable [15]; Professional Skill (Bartending)-12.

Notable Resources: Each Bar is its own two-level establishment, usually with room on the lower level for those villains who are larger than average.

Reaction-Time Modifier: -1

Costs and Values

Startup Cost: \$374,400 **Resource Value:** \$1,872

Patron Value: 10 points. **Enemy Value:** -20 points.

Ally and Dependent Value: The Bars don't offer any Allies or Dependents themselves, but can be used to find temporary Allies of up to 150% point value.

Social Attributes

Type: Commercial **Loyalty:** Neutral (10)

CR: 1.

Rank: Merchant Rank [5/level], does not exceed Rank 1.

Income Range: \$1,300 (Struggling) to \$2,600 (Average).

Reputation: +2 from costumed criminals, +0 from everyone else who learns about them.

Notes

The "members" of the Bar With No Name are the proprietor and his staff, which includes two bartenders on each level, four waitresses, and a small kitchen staff of a short order cook and a dishwasher. The criminals that frequent the bar are merely clientele, but will (generally) come to its defense.

BATROC, GEORGES

Non-Villain Antagonist

Real Name: Georges Batroc.

Occupation: Mercenary, former soldier and professional prize fighter.

Identity: Publicly known.

Legal Status: Citizen of France with an international criminal record.

Other Aliases: The Leaper.

Place of Birth: Marseilles, France.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Batroc's Brigade, formerly the French Army.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Georges Batroc first earned fame on the savate circuit in France as one of the youngest competitors, fighting multiple championship bouts before reaching the age of eighteen. Forced for a time to give up competitive fighting when he enlisted in the French Army, Batroc earned a reputation as a discipline problem with a penchant for insubordination. Despite this, he always completed his missions, though not always in the ways that his immediate superiors wanted him to.

Given an involuntary discharge upon completing his tour of duty, Batroc soon found his skills in demand as a mercenary. With the recent rise of costumed adventurers, Batroc designed a uniform for himself. At first billing himself as the Leaper, he ambushed and fought Captain America to a standstill as a means of advertising his skills (see *Captain America*). (Batroc has since dropped the "Leaper" moniker to use only his last name.)

Needing help on a mission, he found other non-powered costumed mercenaries at one of the so-called Bars With No Name, a drinking and networking establishment for the super-criminal element (see *Bar With No Name*). This was the first time he formed what has become known as Batroc's Brigade (see *Batroc's Brigade*).

Over the last few months, Batroc and his Brigade have fought not only Captain America but also Angel of the X-Men, Daredevil, Iron Fist, and Spider-Woman (see individual entries). Most of his clients hire him when expecting costumed opposition; that he, too, wears a colorful outfit ensures that the ensuing fight remains focused on him rather than his clients.

Recently, however, Batroc was hired by Captain America to assist in taking down the criminal "academy" run by the Taskmaster (see *Taskmaster*). During the course of this caper, it was then revealed that Batroc and the Taskmaster have a long-standing rivalry, the origin of which has not yet been revealed.

Height: 6'.

Weight: 205 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Purple and gold bodysuit, gold gloves, gold boots, gold belt, gold cowl with black whatever-those-are over the eyes.

Strength Level: Georges Batroc possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Batroc is an expert hand to hand combatant specializing in the French martial art savate. An avid parkour athlete, he has adapted several parkour moves into his style. He is also skilled in the use of modern firearms.

505 points

Attributes: ST 15 [50]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 34 lbs.; HP 17 [4]; Will 11 [0]; Per 12 [5]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 13.



Languages: English (Accented) [4]; French (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) [15]; Extra Attack 1 [25]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Resistant to Poisons (+3) [5]; Striking ST (Kick Only, -60%) +4 [8]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Focused Fury [1]; Special Exercises (DR 1 with Tough Skin) [1]; Special Exercises (Striking ST +1) 4 [4]; Style Familiarity (Savate); Technique Mastery (Kicking) [1].

Disadvantages: Code of Honor (Professional) [-5]; Enemy (Taskmaster; Rival) (9) [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Dislikes Monty Python References [-1]; Exaggerated His Accent [-1]; Holds His Mercenary Allies To His Professional Code [-1]; Wants To Prove Skill Is As Important As Powers [-1].

Skills: Acrobatics (H) DX+3 [16] – 16; Climbing (A) DX+2 [1] – 15*; Flying Leap (H) IQ+1 [8] – 12; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Jumping (E) DX+2 [4] – 15; Karate (H) DX+7 [32] – 20; Karate Art (H) DX+5 [4] – 18†; Karate Sport (H) DX+5 [4] – 18†; Knife (E) DX+2 [4] – 15; Observation (A) Per+1 [4] – 13; Parachuting/TL8 (E) DX+0 [1] – 13; Power Blow (H) Will+1 [8] – 12; Running (A) HT+1 [4] – 14; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+1 [2] – 14; Throwing (A) DX+0 [2] – 13; Wrestling (A) DX+3 [12] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+5 [6] – 16; Kicking (Karate) (H) def+6 [7] – 24; Spinning Kick (H) def+3 [4] – 20.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +3 from Flexibility.

† Defaulted from Karate.

Role-Playing Notes:

Batroc is a man who is constantly seeking to improve his skills and prove that superior skill is still a viable resource in the world of the superhuman. He's constantly on the lookout for others to test his skills against. He holds himself to a mercenary's code of honor: always complete the mission, never betray your client, and keep the bystanders out of the crossfire; he also expects those in his employ to abide by the same code.

Feel free to make his French accent, in the words of Monty Python, *outrageous*!

BATROC'S BRIGADE

Non-Villain Antagonist Team

Batroc's Brigade is named after its founder, the costumed mercenary Georges Batroc (see *Batroc, Georges*). Unlike other similar organizations, none of the members of Batroc's Brigade possess superhuman abilities, although many of them rely on advanced technology.

Batroc hired his first Brigade in a mission to steal Captain America's shield for an undisclosed client who wished to study and possibly duplicate the metal (see *Captain America*). For this, he hired Boomerang, Machete, and Zaran (see individual entries). This group was successful in their mission, although Captain America later re-acquired the shield from their client, who turned out to be Sin, daughter of the Red Skull, Captain America's greatest WWII adversary (see *Sin*).

Batroc hired his second Brigade, this time consisting of Porcupine and the Swordsman, when he was hired to face off against the X-Man known as Angel during a social event so his clients could steal a valuable heirloom (see *Angel*; *Porcupine*; *Swordsman*; *X-Men*). Following this, Batroc dismissed Porcupine in disgust for having violated Batroc's operating code, but told Swordsman he'd be in touch.

Batroc later hired Boomerang, Machete, Zaran, and Matador to organize a raid on Stark Industries' Dallas, Texas, plant while Captain America was visiting (see *Matador*; *Stark Industries*).

The most recent version of Batroc's Brigade consisted of Batroc, Boomerang, Zaran, and Swordsman to assist Captain America in taking down the Taskmaster (see *Taskmaster*).

No doubt the Brigade will be seen together in future endeavors.

First Post-Reboot Appearance: CAPTAIN AMERICA #

Membership Roster

Batroc, Georges – Founder and leader of the Brigade; it wouldn't be *Batroc's* Brigade without him at the helm.

Boomerang – Boomerang has proven to be one of Batroc's primary allies, being one of the longest-running Brigade members.

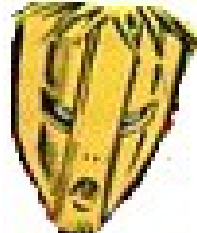
Machete – Machete has proven to be one of Batroc's primary allies, being one of the longest-running Brigade members.

Zaran, Maximilian – Zaran has proven to be one of Batroc's primary allies, being one of the longest-running Brigade members.

Porcupine – Hired for a mission involving engaging Angel of the X-Men for a client. Dismissed following the mission for breaking Batroc's code.

Swordsman – Hired for a mission involving engaging Angel of the X-Men for a client, Swordsman was defeated by Angel's girlfriend, Candy Southern. Despite this, he has been kept on retainer by Batroc.

Matador – Hired on a provisional basis, Matador has only occasionally been seen with the Brigade.

 GEORGES BATROC Founder, Leader Active CAPTAIN AMERICA #	 BOOMERANG (Fred Meyers) Active CAPTAIN AMERICA #
 MACHETE (Ferdinand Lopez) Active CAPTAIN AMERICA #	 ZARAN (Maximilian Zaran) Active CAPTAIN AMERICA #
 PORCUPINE (Alex Gentry) Active X-MEN ANNUAL #1	 SWORDSMAN (Jacques Duquesne) Active X-MEN ANNUAL #1
 MATADOR (Manuel Eloganto) Active CAPTAIN AMERICA #	

BAXTER BUILDING

Geography

The Baxter Building is a 30-story apartment and office building located in Manhattan on Lexington Avenue between 51st and 52nd Streets; the top five floors serve as the headquarters of the Fantastic Four (see *Fantastic Four*). One high-speed maglev elevator has been installed to run from the ground floor to the twenty-sixth, while all of the other elevators in the building stop at the twenty-fifth.

Prior to the formation of the Fantastic Four, the top five floors were rented out by Dr. Reed Richards, with the top four converted into a combination of observatory and physics laboratory (see *Mister Fantastic*). Following the formation of the Fantastic Four, the rest of the team moved in while Dr. Richards studied the changes to their physiologies. More recently, following a dispute with their landlord, Dr. Richards purchased the building outright. After buying the building, Dr. Richards added some additional features, including the afore-mentioned high-speed elevator.

Top Floor

This floor consists of the astrophysics lab, observatory, and hangar space for the Fantastic Four's about-town air-car, the so-called Fantasticar, with an elevator to bring the air-car to the roof (see *The Fantasticar*).

Twenty-Ninth Floor

This floor consists of the Negative Zone portal, blockaded with doors made of adamantium to prevent hostiles from forcing their way to Earth, and Dr. Richards' own particle accelerator (see *Negative Zone*).

Twenty-Eighth Floor

This floor consists of laboratories for various scientific disciplines. It includes a full surgical operating suite with a Stark Industries automatic diagnostic bed, and a rapid prototyping 3D printer capable of handling most materials (see *Stark Industries*).

Twenty-Seventh Floor

This floor contains the Fantastic Four's training facilities, including a weight room with machines that can simulate weights up to 100 tons for use by Ben Grimm and various superhumanly strong allies (see *Thing*).

Twenty-Sixth Floor

This is the primary living and office space for the Fantastic Four. The elevator to the ground floor opens into a lobby where visitors are greeted by Roberta, an artificially intelligent robot made to look and sound like a live human being from the waist up. Not far from the lobby is a conference room with windows that have been treated with a process that can adjust their transparency from opaque to almost invisible by adjusting the flow of electricity through them. There are four suites on this floor, which the members of the Fantastic Four use as their private quarters.

Eleventh through Twenty-Fifth Floors

These floors consist primarily of apartments leased to other tenants in the building.

Second through Tenth Floors

These floors are rented as office space to other businesses operating in New York City.

Ground Floor

This floor consists of the primary public offices of the Fantastic Four.

Basement Levels

The basement of the Baxter Building had been converted at some point in the past to act as a parking garage for tenants. The lowest level, however, has been adapted to house a Stark Industries ARC reactor, which is used to power the top floors of the building without drawing from the New York City power grid.

First Post-Reboot Appearance: FANTASTIC FOUR #

Real Name: Henry "Hank" P. McCoy.

Occupation: College student with a science and engineering curriculum, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Dunfee, Illinois.

Marital Status: Single.

Known Relatives: Norton (father), Edna (mother), Robert (uncle).

Group Affiliation: X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Hank McCoy was born an obvious mutant, his body having simian proportions from birth. A shy lad throughout his life, Hank excelled in his studies. In his freshman year of high school, he was pretty much drafted into the football team. Becoming recognized as more than just "the geek with the size 17 shoe", Hank almost overnight went from a shy bookworm into an outgoing, cheerful person.

When the Xavier Institute for Gifted Youngsters went public as a boarding school for mutants, Hank's parents pressured him into going (see *Xavier Institute*). It was as a student at Xavier's he began a romance with Vera Cantor, a romance which continues to this day. After graduating from Xavier's, he has been attending college at Empire State University with several others of the Xavier Institute "graduate class" known as the X-Men, working towards a double Bachelor's degree in engineering and physics (see *X-Men*).

Hank is well aware that his mutant physiology is impossible to hide, so he doesn't even try to keep his heroic identity as the Beast a secret. He is an avid proponent of mutant equality.

Height: 5' 11".

Weight: 350 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: Blue bodysuit with a red X on the front and back, blue cowl, no gloves or footwear.

Strength Level: The Beast possesses superhuman strength enabling him to lift (press) 1 ton under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Beast possesses superhuman agility, stamina, and speed. His legs are powerful enough to enable him to leap 14 feet high in a standing high jump and 22 feet in a standing broad jump.

The Beast has the agility of a great ape and the acrobatic prowess of an accomplished circus aerialist and acrobat. He can walk a tightrope with minimal effort. He can walk on his hands for many hours, or perform a complicated sequence of gymnastic stunts such as flips, rolls, and springs. Further, his manual and pedal dexterity are so great that he can write using both hands at once or tie knots in rope with his toes.

The Beast can run on all fours at approximately 40 miles per hour for short sprints. His physiology is durable enough to permit him to take a three story fall without a broken bone or sprain, provided he lands on his feet.

Abilities: The Beast has a genius-level IQ, possessing advanced knowledge of many scientific and engineering principles. He is a skilled inventor, speaks several languages fluently (notably French, Russian, Italian, Spanish, and Arabic), and has an encyclopedic knowledge of classical literature. Furthermore, he has the largest vocabulary of any living person, and he is not afraid to use it. The Beast is also a skilled football player, but has been banned from the team at Empire State University due to his physical mutations, a decision he is fighting to reverse.



678 points

Attributes: ST 20/36 [100*]; DX 15 [100]; IQ 14 [80]; HT 13 [30].

Secondary Characteristics: Dmg 2d-1/3d+2 (4d-1/6d+1); BL 80 lbs (259 lbs); HP 25 [10]; Will 13 [-5]; Per 13 [-5]; FP 13 [0]; Basic Speed 7.00 [0]; Basic Move 10 [15]; Dodge 14.

Languages: Arabic (Native) [4]; English (Native) (Native Language) [0]; French (Native) [4]; Latin (Native) [4]; Russian (Native) [4]; Spanish (Native) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Mutant Biology, -0%) [10]; Combat Reflexes [15]; Double-Jointed [15]; Enhanced Dodge 3 [45]; Enhanced Move 1 (Ground Move 20/40 mph; Temporary Disadvantage: Quadruped, -35%; Mutant Biology, -0%) [13]; Extra Arms 2 (Foot Manipulators, -30%; Mutant Biology, -0%) [14]; High Pain Threshold [10]; Language Talent [10]; Perfect Balance [15]; Super Jump 1 (Mutant Biology, -0%) [10]; Very Fit [15]; Very Rapid Healing [15].

Perks: Has The Largest Vocabulary Of Any Living Person [1]; Skintight Uniform [1]; Sure-Footed (Uneven) [1].

Disadvantages: Chummy [-5]; Code of Honor (Hero's) [-10]; Fanaticism (Mutant Equality) [-15]; Honesty (9) [-15]; Impulsiveness (12) [-10]; Pacifism: Cannot Harm Innocents [-10]; Sense of Duty (Mutants) [-10]; Truthfulness (9) [-7]; Workaholic [-5].

Quirks: Broad-Minded [-1]; Dual Identity [-1]; Expression ("Oh my stars and garters.") [-1]; Imaginative [-1]; Is Not Afraid To Use His Vocabulary [-1].

Skills: Acrobatics (H) DX+4 [16] – 19†; Bioengineering/TL8 (Genetic Engineering) (H) IQ-2 [1] – 12; Brawling (E) DX+2 [4] – 17; Climbing (A) DX+5 [1] – 20‡; Computer Programming/TL8 (H) IQ-2 [1] – 12; Connoisseur (Literature) (A) IQ-1 [1] – 13; Connoisseur (Visual Arts) (A) IQ-1 [1] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Electrician/TL8 (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Electronics Repair/TL8 (Scientific) (A) IQ+0 [2] – 14; Engineer/TL8 (Microtechnology) (H) IQ-2 [1] – 12; Geography/TL8 (Political) (H) IQ-2 [1] – 12; Jumping (E) DX+2 [4] – 17; Lifting (A) HT+2 [8] – 15; Literature (H) IQ-2 [1] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 12; Mathematics/TL8 (Pure) (H) IQ-2 [1] – 12; Mechanic/TL8 (Micromachines) (A) IQ-1 [1] – 13; Poetry (A) IQ-1 [1] – 13; Research/TL8 (A) IQ-1 [2] – 14; Science! (WC) IQ-2 [6] – 12; Speed-Reading (A) IQ-1 [1] – 13; Sports (American Football) (A) DX+1 [4] – 16; Throwing (A) DX+1 [4] – 16; Typing (E) DX+0 [1] – 15; Wrestling (A) DX+1 [4] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 19; Arm Lock (Wrestling) (A) def+4 [4] – 20; Breakfall (Acrobatics) (A) def+5 [5] – 24; Disarming (Brawling) (H) def+5 [6] – 22; Drop Kick (Brawling) (H) def+1 [2] – 17; Elbow Drop (Brawling) (H) def+4 [5] – 17; Elbow Strike (Brawling) (A) def+2 [2] – 17; Evade (Acrobatics) (A) def+5 [5] – 24; Feint (Brawling) (H) def+4 [5] – 21; Head Lock (Wrestling) (H) def+3 [4] – 16; Kicking (Brawling) (H) def+2 [3] – 17; Knee Drop (Brawling) (H) def+3 [4] – 17; Lower-Body Leg Lock (Wrestling) (A) def+6 [6] – 20; Noogie (Brawling) (H) def+4 [5] – 16; Scaling (Climbing) (H) def+3 [4] – 20; Trip (Wrestling) (H) def+1 [2] – 12; Uppercut (Brawling) (A) def+1 [1] – 17.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +16 from Enhanced ST.

† Includes +1 from Perfect Balance.

‡ Includes +5 from Double-Jointed

Role-Playing Notes:

Purchase a thesaurus, but make sure you don't run into purple prose. Even Beast doesn't call eyes "orbs".

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d cr	C	12	–	–	20	
–	Enhanced ST	4d+2cr	C	12	–	–	36	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20	
–	Enhanced ST	4d+3 cr	C, 1	n/a	–	–	36	

BEETLE

Villain

Real Name: Abner "Abe" Jenkins.

Occupation: Professional criminal; former mechanic.

Legal Status: Citizen of the United States with a criminal record.

Identity: Known to the authorities.

Other Aliases: None.

Place of Birth: Baltimore, Maryland.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City area.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Abner Jenkins was a mechanical genius with a Masters of Engineering degree who, due to an extended economic recession, was unable to land any position above that of an automobile mechanic. Feeling that this was degrading work, Jenkins turned his talents towards developing an armored battlesuit. At first, he intended to sell the suit's designs to the highest bidder. In the course of development, he turned to crime in order to obtain the cash required, primarily the theft of money from armored cars. Although he was caught a few times, he managed to keep the battlesuit's existence a secret.

Because of his criminal record, most of his would-be clients would not return his solicitation calls once he'd completed the suit. In desperation, he decided to use the suit for his own gain. In his first outing as the Beetle, however, he encountered both Spider-Man and Daredevil when he attempted to use the suit to rob an armored car (see *Daredevil*; *Spider-Man*). Although he managed to escape, he was captured by Daredevil when attempting a second heist.

Jenkins recently escaped prison during the massive jailbreak led by the Rhino, after which he added a new combat computer to the battlesuit (see *Rhino*). Since then, he has primarily been seen observing other criminals battling various superhuman crimefighters.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Blue-green metal armor, purple boots, purple gloves, purple wing carapace, blue-green helmet with purple face-plate.

Strength Level: Abner Jenkins possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. The Beetle battlesuit increases this strength by a factor of about ten, enabling him to lift (press) roughly one ton (2,000 lbs).

Known Superhuman Powers: None.

Weapons and Paraphernalia: The Beetle wears a custom battlesuit which provides him a number of offensive and defensive capabilities.

First, the battlesuit provides protection against the weapons carried by police SWAT teams. The main portion of the suit is proofed against 7.62mm armor-piercing police sniper rounds. The arms, legs, and helmet are fortified against the more common but somewhat weaker 5.56mm NATO rounds. The suit contains a short-range radio keyed to police and civilian frequencies, and a targeting lidar unit in the helmet. Underneath the armor, the suit has a strength-enhancing skeleton, enabling the wearer to lift about ten times as much weight as normal.

The battlesuit's primary offensive capability comes from the electrolaser built into his gloves. This weapon releases an electrical discharge along a weak laser, leaving a fairly nasty burn while stunning its human victims.

The most unique aspect of the Beetle's battlesuit is its wings, which are strong enough to provide lift by flapping very rapidly, and flexible enough to be folded under the battlesuit's rear carapace. These wings enable him to fly at a normal cruising speed of around 60 mph, although he can divert power to enable it to fly faster when needed.

Recently, the Beetle has added a combat computer to the suit. This computer is programmed with the known capabilities of the Fantastic Four, Daredevil, Spider-Man, X-Men, and Captain America, as well as the NYPD police and SWAT training (see individual



entries). With this data, the computer is capable of predicting within a few seconds what an opponent may do. This information is fed to his helmet's built-in HUD, enabling him to anticipate his opponents.

681 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Battlesuit) (Gadget/Can Be Stolen: Forcibly Removed, -10%) [585]; Artificer 2 [20].

Disadvantages: Enemy (NYPD) (Large Group; 9 or less) [-30]; Greed (12) [-15]; Jealousy [-10]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Vow (Never Take A Life) [-5]; Workaholic [-5].

Quirks: Careful [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Aerobatics (H) DX+3 [16] - 14; Area Knowledge (New York City) (E) IQ+1 [2] - 14; Armoury/TL8 (Battlesuits) (A) IQ+3 [4] - 16*; Battlesuit/TL8 (A) DX+3 [12] - 14; Brawling (E) DX+1 [2] - 12; Electronics Operation/TL8 (Sensors) (A) IQ-1 [1] - 12; Electronics Repair/TL8 (Computers) (A) IQ+1 [1] - 14*; Electronics Repair/TL8 (Sensors) (A) IQ+1 [1] - 14*; Engineer/TL8 (Battlesuits) (H) IQ+1 [2] - 14*; Engineer/TL8 (Electronics) (H) IQ+0 [1] - 13*; Engineer/TL8 (Microtechnology) (H) IQ+0 [1] - 13*; Forced Entry (E) DX+3 [8] - 14; Innate Attack (Beam) (E) DX+3 [8] - 14; Mathematics/TL8 (Applied) (H) IQ-1 [2] - 12; Mechanic/TL8 (Automobile) (A) IQ+1 [1] - 14*; Mechanic/TL8 (Micromachines) (A) IQ+1 [1] - 14*; Mechanic/TL8 (Robotics) (A) IQ+1 [1] - 14*; Navigation (Air) (A) IQ-1 [1] - 12; Observation (A) Per-1 [1] - 12.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +2 from Artificer

Beetle Battlesuit

634 points

Attribute Adjustments: ST +24 [240].

Secondary Characteristic Adjustments:

Advantages: Clinging [20]; Combat Reflexes (Accessibility: Only On Opponents Whose Style Is Programmed In, -20%) [12]; Damage Resistance 12 (Partial: Torso and Groin Only, -5%; Hardened 1, +20%) [69]; Damage Resistance 30 [150]; Electrolaser: Burning Attack 1d (Link, +10%) [6] plus Affliction 4 (HT-3; Link, +10%) [44]; Enhanced Move (Air) 1.5 [30]; Flight (Winged, -25%) [30]; Infravision [9]; Ladar (Targeting Only, -40%) [12]; Protected Vision [5]; Sealed [15]; Telecommunications (Radio) [10].

Perks: Accessory: Personal Computer [1].

Disadvantages: Electrical [-20].

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Brawling Punch	1d-2 cr	C	9	-	-	11	
-	Battlesuit Punch	4d-2 cr	C	12	-	-	35	
-	Brawling Kick	1d-1 cr	C, 1	n/a	-	-	11	
-	Battlesuit Kick	4d-1 cr	C, 1	n/a	-	-	35	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
-	Electrolaser	1d burn	3	10/100	1	-	-	-	1	
-	linked	HT-3 aff	-	-	-	-	-	-	-	

BIRD-MAN

Villain

Real Name: Unrevealed.

Occupation: Professional Criminal

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Henry Hawk.

Place of Birth: Unrevealed.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The man who would become Bird-Man was a noted second-story burglar who was serving a lengthy jail term when he was given the opportunity to be paroled early if he signed up for a series of scientific experiments. (At this point, he was already using the alias "Henry Hawk"; his given name is unknown.)

These experiments, performed by scientists in the employ of the Kingpin, involved the injections of various animal DNA into their test subjects using genetic retroviruses (see *Kingpin*). Given his alias, Henry's injections included various species of predatory bird, including hawks, falcons, and condors. The result was that Hawk grew wings underneath his arms while retaining the use of his hands; a secondary aspect was that his entire head changed to become closer to a bird's, including the beak.

Calling himself Bird-Man, Hawk joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Bird-Man and his companions – Ape-Man, Cat-Man, Dragonfly, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Bird-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 5' 9".
Weight: 180 lbs.
Eyes: Blue.
Hair: None.

Other Distinguishing Features: Bird-Man possesses large, feathered wings under his arms, and a toothless beak instead of a human mouth. Furthermore, his feet have been altered to resemble a bird's, with two long toes in the front and a single toe growing off the heel.

Uniform: Blue bodysuit with a yellow leotard over it, yellow gloves, yellow boots, gold belt.



Strength Level: Bird-Man possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Bird-Man can fly using the wings growing from under his arms like a bird's. His whole physiology has been adapted to flying: his bones are hollow, like a bird's, and he has a thin membrane over his eyes which protect against the friction of the air moving at high speeds. He can sustain a speed of 30 miles per hour while in flight.

204 points

Attributes: ST 14 [40]; DX 16 [120]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 11 [0]; Per 12 [5]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Basic Air Move 15 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: 3D Spatial Sense [10]; Fit [5]; Flight (Temporary Disadvantage: No Fine Manipulators, -30%; Winged, -25%) [18]; High Pain Threshold [10]; Nictitating Membrane 1 [1]; Teeth (Sharp Beak) [1]; Temperature Tolerance 2 [2]; Ultrahearing [5].

Perks: Aerobic Kicks [1]; Feathers [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Impulsiveness (9) [-15]; Phobia (Enclosed Spaces) (12) [-15]; Sense of Duty (Ani-Men) [-5]; Short Attention Span [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Vulnerability to Crushing Attacks (Damage Multiplier ×2) [-30]; Wealth (Struggling) [-10].

Quirks: Bowlegged [-1]; Dual Identity [-1]; Third Person [-1].

Skills: Aerobatics (H) DX+2 [4] – 18*; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 11; Flight (A) HT+1 [4] – 15; Holdout (A) IQ+1 [4] – 12; Lockpicking/TL8 (A) IQ+1 [4] – 12; Navigation/TL8 (Air) (A) IQ+3 [2] – 14†; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+2 [8] – 18; Streetwise (A) IQ+1 [4] – 12; Urban Survival (A) Per+0 [2] – 12.

Techniques: Attack From Above (Aerobatics) (A) def+1 [1] – 17; Drop Kick (Aerobatics) (H) def+1 [2] – 18; Evade (Aerobatics) (A) def+1 [1] – 19; Kicking (Aerobatics) (H) def+1 [2] – 17; Lethal Kick (Aerobatics) (H) def+1 [2] – 15; Spinning Kick (Aerobatics) (H) def+1 [2] – 16.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +3 from 3D Spatial Sense.

Role-Playing Notes:

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Bite	1d-1 pi+	C	11	–	–	14	
–	Punch	1d-1 cr	C	–	–	–	14	
–	Kick	1d cr	C, 1	–	–	–	14	

BLACK CAT

Villain

Real Name: Felicia Hardy.

Occupation: Burglar; college student.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, wanted by authorities in connection for dozens of crimes.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Walter (father, deceased), Lydia (mother).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: (as Felicia Hardy) AMAZING SPIDER-MAN #1; (as Black Cat) AMAZING SPIDER-MAN #5.

History: Felicia Hardy was a college student studying the liberal arts at Empire State University with no real direction or plan for after graduation when she discovered that her father had been an infamous cat burglar in his day. Inspired by his example, she honed her natural athletic talent while secretly learning the less legal aspects of the criminal trade, particularly lock-picking and where to fence stolen goods.

Taking a hint from the emerging superhuman population, Felicia hid her identity by taking on the identity of the Black Cat. While lacking any superhuman powers of her own, she has been able to hold her own in combat against her most common adversary, the web-slinging Spider-Man, long enough to escape on several occasions (see *Spider-Man*). In her civilian identity, she has dated Peter Parker from time to time, unaware that he is her most common opponent; Peter is himself unaware that Felicia is the Black Cat, although he has his suspicions.

Recently, the Black Cat has shifted her practices from stealing goods that are easily fenced to stealing items for paying clientele.

Height: 5' 10".

Weight: 130 lbs.

Eyes: Green.

Hair: Platinum blond.

Uniform: Black skintight bodysuit with a plunging V-styled neckline, white fur-lined gloves, white fur-lined boots, black domino mask.

Strength Level: The Black Cat possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Black Cat is an Olympic-level athlete and expert (pardon the pun) cat-burglar. She possesses a natural talent for acrobatics and unarmed combat.

Weapons: The Black Cat often uses a grapnel which resembles a cat's claws in design to swing from the rooftops. She has also recently added sharp claws to her gloves. For distracting her opponents while making her escape, she carries a number of shuriken.

415 points

Attributes: ST 11 [10]; DX 14 [80]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 14 [6]; Will 12 [0]; Per 14 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Claws (Sharp Claws) (Gadget/Can Be Stolen, Forcefully Removed, -10%; Hands Only, -0%) [5]; Combat Reflexes [15]; Contact: Fence (Merchant-15; Frequency: 12 or less; Somewhat Reliable) [4]; Daredevil [15]; Enhanced Dodge 3 [45]; Flexibility [5]; Hard to Subdue 2 [4]; Perfect Balance [15]; Very Fit [15].



Perks: Acrobatic Kicks [1]; Honest Face [1]; Masked [1]; Skintight [1].

Disadvantages: Enemy: NYPD (Medium-sized group) (9) [-20]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20].

Quirks: Adrenaline Junkie [-1]; Incurable Flirt [-1].

Skills: Acrobatics (H) DX+2 [8] – 16*; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+4 [2] – 18*†; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Electronics Operation/TL8 (Security) (A) IQ+4 [16] – 16; Escape (H) DX+2 [2] – 16†; Forced Entry (E) DX+2 [4] – 16; Holdout (A) IQ+2 [7] – 14‡; Judo (H) DX+0 [4] – 14; Jumping (E) DX+2 [4] – 16; Karate (H) DX+0 [4] – 14; Lockpicking/TL8 (A) IQ+4 [16] – 16; Observation (A) Per+0 [2] – 14; Pickpocket (H) DX-2 [1] – 12; Sex Appeal (A) HT+3 [1] – 17§; Sleight of Hand (H) DX+0 [4] – 14; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+0 [2] – 12; Thrown Weapon (Shuriken) (E) DX+0 [1] – 14; Traps/TL8 (A) IQ+2 [4] – 14#.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 16; Breakfall (Acrobatics) (A) def+5 [5] – 21; Evade (Acrobatics) (A) def+5 [5] – 21; Eye-Rake (Karate) (H) def+5 [6] – 14; Kicking (Acrobatics) (H) def+2 [3] – 16; Rope Up (Climbing) (A) def+2 [2] – 18; Scaling (Climbing) (H) def+3 [4] – 18; Slip Handcuffs (Escape) (H) def+5 [6] – 16; Work By Touch (Lockpicking) (H) def+5 [6] – 16; Work By Touch (Traps) (H) def+5 [6] – 14.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

‡ Defaulted from Sleight of Hand.

§ Includes +4 from Appearance.

Defaulted from Lockpicking.

Role-Playing Notes:

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-1 cut	C	11	–	–	11	
–	Karate Kick	1d cr	C, 1	n/a	–	–	11	

BLACK KING

Villain

Real Name: Sebastian Shaw.

Occupation: Businessman.

Identity: Publicly known; however, the general public is unaware of Shaw's criminal activities, nor that he is a mutant.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Pittsburgh, Pennsylvania.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: CEO and principal shareholder of Shaw Industries; leader of the Hellfire Club and its secret Inner Circle.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Sebastian Shaw was born to an impoverished family, but using his innate business talents he was a self-made millionaire by the time he was 30. His company, Shaw Industries, eventually became one of the leading multinational conglomerates with defense contracts in a dozen countries in the Americas and Europe. His success earned him an invite to join the Hellfire Club, a social club for society's elite (see *Hellfire Club*). Shaw learned of the Club's Inner Circle, a group inside the Club who, unknown to the rest of the Club, sought to impose their rule over the rest of the world through political and economic means. Shaw rose through the ranks of the Inner Circle to become its Black Bishop.

Working with another member of the Inner Circle, Emma Frost, the then-current White Bishop, Shaw enacted a coup which landed him and Frost the ranks of King and Queen of the Inner Circle (see *White Queen*). Shaw and the rest of the Hellfire Club's Inner Circle have recently come into conflict with the mutant adventurers known as the X-Men on two different occasions (see *X-Men*). Shaw has also recently hired the criminal Chameleon to obtain the schematics for or a working copy of Iron Man's armor from Stark Industries (see *Chameleon*; *Iron Man*; *Stark Industries*). He is also working with Oliver Trask and SHIELD to produce the Sentinel robots; Trask and SHIELD are unaware that the Sentinels are being programmed to ignore members of the Hellfire Club's Inner Council, nor are they aware of Shaw's own mutant abilities (see *Sentinels*; *SHIELD*; *Trask*, *Oliver*).

Height: 6' 2".

Weight: 210 lbs.

Eyes: Black.

Hair: Gray.

Uniform: None; when performing his duties as the Black King of the Hellfire Club, he dresses in an expensive suit reminiscent of those worn by Revolutionary-era American gentry.

Strength Level: Normally Shaw possesses the normal human strength of a man his age, height, and build who engages in regular exercise. When absorbing kinetic energy, he can increase his strength to superhuman levels for short periods of time, the upper limit of which is unknown. Theoretically, Shaw may even be able to match the Hulk or Juggernaut in strength, potentially reaching Class 500 strength, able to lift (press) in excess of 500 tons (see *Hulk*; *Juggernaut*).

Known Superhuman Powers: Sebastian Shaw is a mutant with the ability to absorb kinetic energy to enhance his physical strength, speed, agility, and durability to superhuman levels.

Other Abilities: Sebastian Shaw is a ruthless, opportunistic, and cunning businessman.

1,285 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].



Advantages: Ambidexterity [5]; Appearance (Handsome) [12]; Business Acumen 4 [40]; Charisma 2 [10]; Damage Resistance 20 (Absorption ×20 (Four Traits: ST, DX, Basic Move, and DR (Tough Skin); Extended Duration ×1000, +120%), +880%; Limited: Kinetic Attacks, -20%; No Signature, +20%; Tough Skin, -40%; Mutant, -10%) [930]; Damage Resistance 0 (No Signature, +20%; Tough Skin, -40%; Mutant, -10%) [0]; Fit [5]; High Pain Threshold [10]; Intuition [15]; Merchant Rank 11 [55]; Status 5 [0*]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Disarming Smile [1]; Fearsome Stare [1]; Power Grappling [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Gentleman's) [-10]; Greed (12) [-15]; Megalomania [-10]; Secret (Subversive) (Imprisonment) [-20]; Selfish (9) [-7].

Quirks: Antitheist [-1]; Chauvinistic [-1]; Deadpan Snarker [-1].

Skills: Administration (A) IQ+4 [2] – 16†; Brawling (E) DX+2 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Literature) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+2 [4] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Politics) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+2 [12] – 14; Economics (H) IQ+4 [4] – 16†; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Intimidation (A) Will+2 [8] – 14; Judo (H) DX+1 [8] – 13; Market Analysis (H) IQ+4 [4] – 16†; Politics (A) IQ+2 [8] – 14; Public Speaking (A) IQ+1 [1] – 13‡; Savoir-Faire (High Society) (E) IQ+1 [2] – 13; Smuggling (A) IQ+0 [2] – 12; Streetwise (A) IQ+2 [8] – 14.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +3 from Rank and +2 from Wealth.

† Includes +4 from Business Acumen.

‡ Includes +2 from Charisma.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cut	C	10	–	–	12	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	12	

Design Notes:

1. The Damage Resistance 0 (Tough Skin; Mutant) trait is listed solely because Shaw can increase his own DR without increasing his Absorption DR. You need a trait before you can raise it; the 0 level is because it's not active all the time, only when extra points (2.5 per level) are put into it.
2. The Absorption modifier on DR is taken as a leveled modifier, based on RPK's MyGURPS house rules page.

BLACK KNIGHT

Villain

Real Name: Nathan Garrett.

Occupation: Former civil engineer; now professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed

Marital Status: Presumably single.

Known Relatives: Pat Garrett, unnamed knight (alleged ancestors).

Group Affiliation: Former employee of the Crimson Cowl.

Base of Operations: Chicago, Illinois, greater metro area.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: Nathan Garrett was a young civil engineer with a gambling problem who had gotten in over his head with one of his bookies. Threatened with death after being unable to pay, Garrett was approached by the Crimson Cowl who agreed to pay off all his debts in exchange for his services (see *Crimson Cowl*). The Cowl provided Garrett with his initial laboratory and workshop, which he used to manufacture his first power lance and mutate a horse to possess functioning wings.

Disobeying the Crimson Cowl's orders, Garrett donned the guise of the Black Knight in order to "field test" the equipment. This first outing brought him into conflict with Ant-Man and Wasp, and he was arrested (see *Ant-Man*; *Wasp*). The Cowl arranged for Garrett to be freed on bail, but he insisted on going out again to "settle the score" with the Diminutive Duo. Once again, he was defeated and sent to jail. This time, however, the Cowl refused to post his bail.

Garrett was, however, broken out of jail weeks later by the Asgardian known as the Executioner on behalf of Baron Zemo, and invited to join Zemo's group, the Masters of the World (see *Asgardians*; *Baron Zemo*; *Executioner*; *Masters of the World*). As a member of the Masters, the Black Knight fought the Avengers, of whom Ant-Man and Wasp were members, but was captured and sent back to prison.

The Black Knight is currently in prison awaiting trial for various offenses, but for how long is anyone's guess.

Height: 6'.

Weight: 195 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: Grey mail, blue-black tunic with a white pattern on the chest, blue-black gloves, blue-black boots, blue-black barrel helmet, blue-black cloak, white belt.

Strength Level: The Black Knight possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Nathan Garrett has trained himself to be proficient with his power lance (see below), as well as with the standard knightly weapons of a sword and shield.

Weapons: The Black Knight's primary weapon was his power lance. This weapon, designed along the lines of a medieval knight's lance, contains miniaturized circuitry which enables it to have a number of settings in its casing.

The first and least technologically advanced setting of the power lance is a light machine gun chambered for the Austrian 5.7×26mm caseless round. The power lance has a helical magazine of 1,000 rounds in the handle; being a caseless round, there is no need for an ejector for spent casings. This round comes standard in hollow-point, although the Black Knight occasionally employs other rounds, including armor-piercing.

Also built into the power lance is a charged particle beam, or "blaster", rifle capable of punching through the armor of armored cars; it is not yet known how effective the blaster is against modern tank armor. The blaster works off a rechargeable power cell nestled on the end of lance's handle.



The power lance also contains a powerful electrolaser capable of stunning a normal person. This electrolaser operates off the same power cell as the blaster, but uses a lot less power.

Naturally, the power lance can also be used in a manner identical to a medieval knight's lance. The Black Knight is known to fire the blaster on impact, adding to the damage done.

Occasionally, the Black Knight carries a broadsword and medium shield, which he can wield from the saddle as proficiently as he can on foot. The sword and shield he has used on these few occasions do not appear to have any special properties not currently covered by modern science, although it is likely they are made from improved materials.

Armor: In keeping with his *modus operandi*, the Black Knight's armor resembles the plate-and-chain mail worn by medieval knights. This armor, however, has been built to improved specifications which enable the plate sections to withstand gunfire up to .45 caliber pistol rounds. Underneath the plate, he wears a Kevlar vest to further improve his survival.

Mount: Nathan Garrett has used his knowledge of bioengineering to mutate a black horse, which he named Hasufel, with functioning wings. These wings enable Hasufel to fly at an average speed of 50 miles per hour.

245 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally (Hasufel; see below) (25% of starting points; Frequency: 15 or less) [3]; Gadgeteer [25]; Weapon Master (Knightly Weapons) [30].

Disadvantages: Compulsive Gambling (9) [-7]; Enemy (NYPD) (Hunter; Large Group; Frequency: 9 or less) [-30]; Greed (12) [-15]; Low Self-Image [-10]; Social Stigma (Criminal Record) [-5].

Quirks: Dual Identity [-1].

Skills: Animal Handling (Equines) (A) IQ+1 [4] – 13; Beam Weapons/TL8 (Rifle) (E) DX+2 [4] – 13; Brawling (E) DX+1 [2] – 12; Broadsword (A) DX+2 [8] – 13; Gambling (A) IQ+0 [2] – 12; Guns/TL8 (Light Machine Gun) (E) DX+2 [4] – 13; Inventor! (WC) IQ+4 [72] – 16; Lance (A) DX+2 [8] – 13; Riding (Equines) (A) DX+2 [7] – 13*; Science! (WC) IQ+1 [36] – 13; Shield (E) DX+2 [4] – 13; Sleight of Hand (H) DX-2 [1] – 9; Streetwise (A) IQ+0 [2] – 12.

Techniques: Cavalry Training (Broadsword) (H) def+2 [3] – 13; Cavalry Training (Lance) (H) def+2 [3] – 13; Combat Riding (Riding (Equines)) (H) def+2 [3] – 15; Mounted Shooting (Beam Weapons (Rifle)/Equines) (H) def+4 [5] – 13; Mounted Shooting (Guns (Light Machine Gun)/Equines) (H) def+4 [5] – 13.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* defaulted from Animal Handling (Equines)

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cut	C	11	–	–	11	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	11	

Hasufel

42 points

Attributes: ST 22 (No Fine Manipulators, -40%; Size, -10%) [60]; DX 9 [-20]; IQ 4 [-120]; HT 11 [10].

Secondary Characteristics: Dmg 2d/4d; BL 97 lbs; HP 22 [0]; Will 11 [35]; Per 12 [40]; FP 11 [0]; Basic Speed 5.00 [0]; Basic Move 8 [15]; Basic Air Move 10 [0]; Dodge 9.

Advantages: Claws (Hooves) [3]; Combat Reflexes [15]; Enhanced Move (Air) 1.5 (Air Move 30) [30]; Enhanced Move (Ground) 1 (Ground Move 16) [20]; Flight (Winged, -25%) [30]; Peripheral Vision [15].

Perks: Fur [1].

Disadvantages: Domestic Animal [-30]; Quadruped [-35]; Restricted Diet (Herbivore) [-10]; Short Lifespan -2 [-20]; Weak Bite [-2]; Wealth (Dead Broke) [-25].

Skills: Aerobatics (H) DX+3 [16] – 12; Brawling (E) DX+1 [2] – 10; Mount (A) DX+3 [12] – 12.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Bite	2d-5 cr	C	n/a	–	–	22	
–	Fore Hoof	2d-1 cr	C	n/a	–	–	22	
–	Kick	2d	C, 1	n/a	–	–	22	

Black Knight's Power Lance

LANCE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
–	Power Lance (Ground)	1d+3 imp	4	n/a	–	6	12
–	Power Lance (Air)	1d+3 imp	4	n/a	–	6	12

BEAM WEAPONS (RIFLE)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>
9	Electrolaser	HT-4 (2) aff	8	400/1,100	1	83 (3)	4†	-6	1
	<i>linked</i>	1d-3 burn	–	–	–	–	–	–	–
11	Blaster	6d (5) burn sur	10	700/2,100	3	10 (3)	7†	-6	1

GUNS (LIGHT MACHINE GUN)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>
8	5.7×26mm CL Machine Gun	5d (0.5) pi+	5	480/3,400	10!	1,000 (5)	8†	-6	2

BLACK QUEEN

Villain

Real Name: Selene Gallio.

Occupation: Socialite, sorceress.

Identity: Publicly known; however, the general public is unaware of Selene's criminal activities or her status as a mutant.

Legal Status: Citizen of Italy with no known criminal record.

Other Aliases: Black Priestess.

Place of Birth: Unrevealed, but presumably somewhere in Italy.

Marital Status: Widowed (possibly several times over).

Known Relatives: Husband (name unrevealed, deceased).

Group Affiliation: Hellfire Club Inner Circle.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The full origins of Selene, Black Queen of the Hellfire Club, are currently unknown. Indeed, due to her psychic vampirism powers even her exact age is unknown. She appears to be a woman in her late 20s, but she has hinted that she is several hundred, possibly several thousand, years old.

How long she has been a member of the Hellfire Club is uncertain, but she has only recently ascended to the rank of Black Queen (see *Hellfire Club*). Since then, she has come into conflict with both the X-Men and agents of SHIELD's Sentinel program (see *Sentinels*; *SHIELD*; *X-Men*).

Height: 5' 10".

Weight: 130 lbs.

Eyes: Red; usually wears brown-tinted contacts.

Hair: Black.

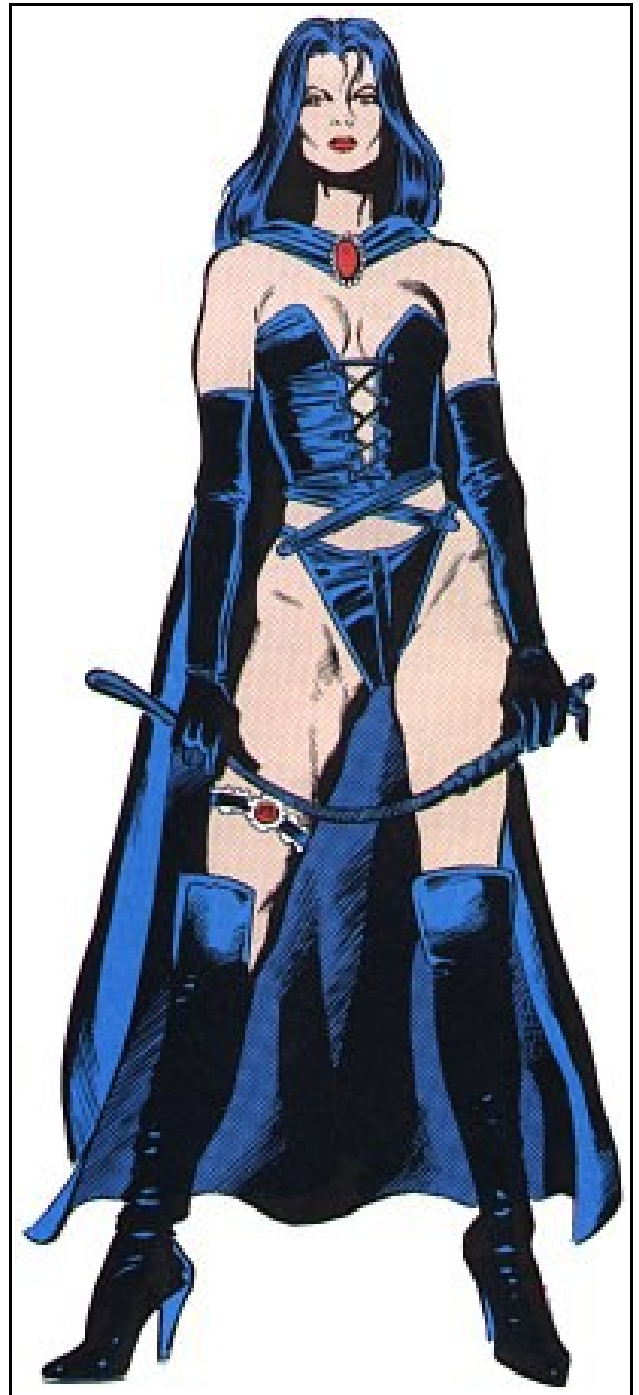
Uniform: None; when performing her duties as the Hellfire Club's Black Queen, Selene usually wears a front-laced black leather bustier, black leather bikini bottoms, upper arm length black leather gloves, knee-high black leather boots with 4-inch heels, and a black ankle-length cape secured by a gold brooch with a large ruby set in the center.

Strength Level: Selene possesses superhuman strength enabling her to lift (press) around 1,500 pounds under optimum conditions.

Known Superhuman Powers: Selene is a mutant with a number of psionic powers. Foremost among these is her ability to psychically drain the life force of a person, perpetuating her youth; due to this, she has been called a 'vampire', although she is not a supernatural creature like a true vampire. If she does not kill a being with her powers, she may choose to turn them into a psychic vampire like herself, albeit under her control. Her psionic powers also include lesser forms of telepathy and telekinesis, although not on the same level as Jean Grey or Emma Frost (see *Marvel Girl*; *White Queen*).

Selene is highly resistant to injury. She has been shown to be resistant to knives and small-caliber pistols, as well as able to walk through flames unharmed (although the latter feat may have been assisted by her sorcery).

Selene is also a sorceress of some skill, being reputedly ranked as one of the top twenty magical practitioners on Earth.



1,196 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 3d/5d+2; BL 180 lbs; HP 13 [6]; Will 15 [10]; Per 13 [0]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) [6]; Italian (Native) (Native Language) [0]; Latin (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Damage Resistance 3 (Limited: Heat/Fire, -40%; No Signature, +20%; Mutant, -10%) [11]; Danger Sense (ESP, -10%) [14]; Dominance (Link: Powers Must Be Used Together, +10%; Requires IQ Roll, -10%; Psychic Vampirism, -10%) [18]; Energy/3 [60]; Energy Reserve (Magical) 10 [30]; Hard to Kill 3 [6]; High Pain Threshold [10]; Illusion/2 [20]; Independent Income 20 [20]; Inner Balance 2 [30]; Legal Immunity 2 [10]; Lifting ST +20 (Psychokinesis, -10%) [54]; Magery 4 [45]; Matter/3 [60]; Mind Shield 10 (Profiling, +10%; Telepathy, -10%) [40]; Photographic

Memory [10]; PK Shield 10 [40]; Psi Sense [13]; Psychic Vampirism Talent 4 [20]; Smooth Operator 2 [30]; Social Chameleon [5]; Spirit/2 [40]; Status 4 [10*]; Steal Life 3 (Link: Powers Can Be Used Separately, +20%) [50]; Striking ST +20 (Mutant, -10%) [90]; Telereceive (Shallow) [27]; TK Grab (Short Range) 10 [40]; Unaging (Psychic Vampirism, -10%) [14]; Unfazeable [15]; Very Fit [15]; Voice [10]; Wealth (Multimillionaire 1) [75].

Perks: Alcohol Tolerance [1]; Cloaked [1]; Courtesy Title 1 [1]; Fearsome Stare [1]; Haughty Sneer [1]; High-Heeled Heroine [1]; I Know What You Mean [1]; Magical School Familiarity (Roman Bacchanal Mystery Cult) [1]; No Hangover [1]; Pleasant Theft [1]; Sexy Pose [1]; Tactical Reading [1].

Disadvantages: Callous [-5]; Dependency (Life Force) (Aging, +30%; Frequency: Weekly; Illegal) [-26]; Enemy (Emma Frost/White Queen; Equal in Power; Rival) (9) [-5]; Jealousy [-10]; Light Sleeper [-5]; Megalomania [-10]; Paranoia [-10]; Sadism (12) [-15]; Secret (Subversive; Imprisonment) [-20].

Quirks: Careful [-1]; Closet Soccer Fan [-1]; Distinctive Feature (Red Eyes) [-1]; Immodest [-1]; Vain [-1].

Skills: Acting (A) IQ+3 [4] – 16†; Autohypnosis (H) Will+1 [2] – 16‡; Brawling (E) DX+1 [2] – 13; Breath Control (H) HT+1 [2] – 14‡; Carousing (E) HT+3 [2] – 16‡; Connoisseur (Literature) (A) IQ+0 [2] – 13; Connoisseur (Visual Arts) (A) IQ+0 [2] – 13; Connoisseur (Wine) IQ+0 [2] – 13; Current Affairs/TL8 (Sports) (E) IQ+1 [2] – 14; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+2 [4] – 15†; Economics (H) IQ-1 [2] – 12; Erotic Art (Human) (A) DX+1 [4] – 13; Fast-Talk (A) IQ+4 [2] – 17‡#; Games (Soccer) (E) IQ+1 [2] – 14; History (Renaissance Italy) (H) IQ-1 [2] – 12; History (Roman) (H) IQ-1 [2] – 12; Hypnotism (Human) (H) IQ+1 [8] – 14; Intelligence Analysis (H) IQ+0 [4] – 13; Leadership (A) IQ+2 [2] – 15†; Lip Reading (A) Per+1 [4] – 14; Literature (H) IQ+0 [4] – 13; Meditation (H) Will+1 [2] – 16‡; Mental Strength (E) Will+3 [2] – 18‡; Observation (A) Per+0 [2] – 13; Politics (A) IQ+2 [2] – 17†#; Propaganda/TL8 (A) IQ+1 [4] – 14; Public Speaking (A) IQ+3 [1] – 16†#; Savoir-Faire (High Society) (E) IQ+4 [4] – 17†; Savoir-Faire (Mafia) (E) IQ+3 [2] – 16†; Sex Appeal (Human) (A) HT+8 [2] – 21†#§; Thaumatology (VH) IQ+5 [12] – 18¥; Whip (A) DX+1 [4] – 13.

Magical Realm Skills: Energy (VH) IQ+4 [8] – 17¥; Illusion (VH) IQ+4 [8] – 17¥; Matter (VH) IQ+4 [8] – 17¥; Spirit (VH) IQ+4 [8] – 17¥.

Psionic Power Skills: Create Psychic Vampire (H) IQ+3 [2] – 16‡; PK Shield (H) IQ+1 [8] – 14; Psi Sense (H) Per-1 [2] – 12; Steal Life (H) Will+7 [8] – 20‡; Telereceive (H) IQ+1 [8] – 14; TK Grab (H) IQ+0 [4] – 13.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +2 from Wealth.

† Includes +2 from Smooth Operator.

‡ Includes +2 from Inner Balance.

§ Includes +4 from Appearance.

Includes +2 from Voice.

¥ Includes +4 from Magery.

‡ Includes +4 from Psychic Vampirism Talent.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d-1cr	C	10	–	–	30	
–	Brawling Kick	3d cr	C, 1	n/a	–	–	30	

BLACK WIDOW

Hero

Real Name: Natalia Alianovna Romanoff (anglicized from the Russian form, Romanova). ("Natasha" is the informal version of her name. She has long ago dropped her married surname of Shostakova.)

Occupation: Espionage agent, former assassin.

Identity: Secret; the Black Widow's existence is a classified secret in the intelligence community.

Legal Status: Naturalized citizen of the United States with no criminal record, former citizen of Russia.

Other Aliases: Tasha, Natalie Romanov, Natalie Rushman, many others used on assignment.

Place of Birth: St. Petersburg, Russia.

Marital Status: Divorced, officially widowed.

Known Relatives: Alexei Shostakov (alias Red Guardian, ex-husband).

Group Affiliation: Employee of the CIA, partnered with Nick Fury; former employee of the Russian FSB.

Base of Operations: Arlington, Virginia; formerly Moscow, Russia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #3.

History: Natasha Romanov originally trained as a ballerina, but her career ended when she married test pilot Alexi Shostakov. When he apparently died in an accident involving live-fire testing, she was in the proper emotional state to be recruited into the FSB (Federal Security Bureau of the Russian Federation, the successor to the infamous KGB). (Unknown to Natasha at the time, Shostakov's death had been staged, and he was given the role of the now-current Red Guardian. See *Red Guardian*.)

Natasha was trained as an espionage agent in the FSB, specializing in the infiltration of organizations and elimination of key personnel (assassination). Ultimately, she became known in the Intelligence community as the mysterious Black Widow, such was the reputation she cultivated both inside and outside Russia.

It was on one such assignment for the FSB that she first crossed paths with the American agent Nick Fury, when she was ordered to get close enough to him to kill him (see *Fury, Nick*). During this assignment, which involved her seeming defection to the CIA under deep cover, she encountered her supposedly late husband.

Upset that she had been lied to for so long by both the FSB and her husband, Natasha explained everything to Fury, offering to operate as a double agent. During this time, she fed the CIA information on the FSB while stalling the latter in regards to her assignment. The FSB, however, discovered that her defection had become genuine and sent Red Guardian to kill her.

While Natasha survived that attempt, no one can tell for certain whether he pulled his punches. In addition, due to certain things Alexi said, Natasha has become uncertain as to whether her marriage – or any of her past, for that matter – was real or if it was implanted through telepathy and hypnosis.

Today Natasha is one of the few people fully trusted by Fury.

Height: 5' 7".

Weight: 125 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Officially none. When going into a combat situation, however, she tends to wear a blue-black bodysuit made from an advanced/experimental ballistic fabric, blue-black gloves, blue-black boots, gold utility belt, pistol holsters strapped to her thighs, and her bracelet guns.

Strength Level: The Black Widow possesses the normal human strength of a woman her apparent age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Black Widow is an Olympic-level gymnast, a skilled hand to hand combatant, and a marksman with most conventional handguns. She is also skilled at faking a number of accents from across the world, and is fluent in over a dozen



languages, including but not limited to Russian, English, Mandarin and Cantonese Chinese, Japanese, Arabic, French, Spanish, and German.

Weapons: The Black Widow wears a pair of bracelets with various weaponry built in, the actual loadout changing based on the needs of the assignment. Among the weapons depicted so far have been aerosol gas sprayers, low-caliber caseless projectiles, lasers, a retractable garrote, a taser, and a vortex ring projector. In addition, one of the bracelets can fire a grapnel line which can embed itself in brick up to 300 feet away.

In addition, Natasha Romanov carries a pair of Glock 20 pistols, using the full-powered 10mm Auto round. She normally loads the pistols with dual-purpose APHP (armor-piercing hollow-point) ammunition. (This round is a hollow-point round with a dense core protruding into the hollow cavity. Against "hard" or armored targets, the bullet acts as an armor-piercing round, while against "soft" fleshy targets, such as a human body, the bullet acts like a standard hollow-point round.) While she rarely uses it, both pistols are equipped with laser sights.

"I'm in the middle of an interrogation here. This moron is telling me everything."

*- Agent Romanoff, **Marvel's Avengers***

932 points

Attributes: ST 12 [20]; DX 15 [100]; IQ 12 [40]; HT 15 [50].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 15 [6]; Will 14 [10]; Per 14 [10]; FP 15 [0]; Basic Speed 7.50 [0]; Basic Move 10 [15]; Dodge 14.

Languages: English (Native) [4]; Russian (Native) (Native Language) [0].

Cultural Familiarities: Eastern European [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Charisma 3 [15]; CIA Rank 4 [20]; Combat Reflexes [15]; Cultural Adaptability [10]; Empathy [15]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 [25]; Fearlessness 2 [4]; Flexibility [5]; Gunslinger [25]; Hard to Kill 1 [2]; Hard to Subdue 1 [2]; High Pain Threshold [10]; Intuition [15]; Language Talent [10]; Legal Enforcement Powers 3 [15]; Omnilingual [40]; Night Vision 2 [2]; Perfect Balance [15]; Peripheral Vision [15]; Recovery [10]; Reputation (as the Black Widow) +4 (Large Class of People: Intelligence Community) (10) [5]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Security Clearance (need-to-know on broad range of secrets) [10]; Smooth Operator 4 [60]; Social Chameleon [5]; Trained By A Master [30]; Very Fit [15].

Perks: Accent (Hollywood American/Southern Californian) [1]; Akimbo (Guns (Pistol)) [1]; Cross-Trained (Guns (Pistol)) [1]; Cross-Trained (Guns (Rifle)) [1]; Cross-Trained (Guns (SMG)) [1]; Disarming Smile [1]; Off-Hand Weapon Training (Guns (Pistol)) [1]; Off-Screen Reload [1]; Pants-Positive Safety [1]; Photogenic [1]; Pistol-Fist (Guns (Pistol)) [1]; Quick Reload (Detachable Magazine) [1]; Sexy Pose [1]; Style Familiarity: Double Trouble [1]; Style Familiarity: Jeet Kun Do [1]; Style Familiarity: Sambo [1].

Disadvantages: Code of Honor (Personal) [-5]; Duty (CIA) (15) [-15]; Enemy (FSB; Hunter) (6) [-15]; Secret Identity (Possible Death) [-30]; Selfless (12) [-5].

Quirks: OUCH! [-1]; Rule-Breaker [-1]; Self-Deprecating Sense of Humor [-1]; Uncertain as to whether details of her past are real [-1].

Skills: Acrobatics (H) DX+5 [20] – 20*; Acting (A) IQ+6 [8] – 18†; Climbing (A) DX+5 [4] – 20‡; Dancing (A) DX+1 [4] – 16; Driving/TL8 (Automobile) (A) DX-1 [1] – 14; Escape (H) DX+3 [4] – 18‡; Fast-Draw (Ammo) (E) DX+1 [1] – 16§; Fast-Draw (Pistol) (E) DX+1 [1] – 16§; Garrote (E) DX+3 [8] – 18; Guns/TL8 (Pistol) (E) DX+3 [8] – 18; Guns/TL8 (Rifle) (E) DX+3 [6] – 18#; Guns/TL8 (SMG) (E) DX+3 [6] – 18#; Interrogation (A) IQ+4 [16] – 16; Judo (H) DX+5 [24] – 20; Jumping (E) DX+3 [8] – 18; Karate (H) DX+5 [24] – 20; Knife (E) DX+1 [2] – 16; Lockpicking/TL8 (A) IQ+2 [8] – 14; Mimicry (Speech) (H) IQ+0 [4] – 12; Observation (A) Per+1 [4] – 15; Savoir-Faire (High Society) (E) IQ+4 [1] – 16†; Search (A) Per+0 [2] – 14; Sex Appeal (A) HT+10 [8] – 25†¥; Stealth (A) DX+3 [12] – 18; Wrestling (A) DX+5 [20] – 20.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 20; Counterattack (Karate) (H) def+5 [6] – 20; Dual-Weapon Attack (Guns (Pistol)) (H) def+4 [5] – 18; Elbow Strike (Karate) (A) def+2 [2] – 20; Fighting While Seated (Karate) (H) def+2 [3] – 20; Head Lock (Wrestling) (H) def+3 [4] – 20; Kicking (Karate) (H) def+2 [3] – 20; Knee Strike (Karate) (A) def+1 [1] – 20; Sweep (Wrestling) (H) def+3 [4] – 20; Targeted Attack (Knife Thrust/Vitals) (H) def+2 [3] – 15; Wrench Arm (H) def+7 [8] – 15.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* includes +1 from Perfect Balance

† includes +4 from Smooth Operator

‡ includes +3 from Flexibility

§ includes +1 from Combat Reflexes

defaulted from Guns/TL8 (Pistol)

¥ includes +4 from Appearance

Role-Playing Notes:

KARATE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
–	Karate Punch	1d cr	C	17	–	–	12	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	12	
–	Elbow Strike	1d cr	C	n/a	–	–	12	
–	Knee Strike	1d+1 cr	C	n/a	–	–	12	
–	Wrench Arm	1d+2 cr	C	n/a	–	–	12	

Design Notes:

1. This Black Widow is not a recipient of any Russian "super-soldier" treatments, at least not revealed as such by the end of Year One.
2. CIA Rank is derived from ***Social Engineering: Pulling Rank***, based off using the CIA as a 20-point Patron with an assistance roll of 9 or less. It does not affect her Status.
3. Her uniform was intended to be the TL9 Reflex Bodysuit listed in ***Ultra-Tech*** (p. UT172; DR 12/4*), but as it is presumably AIM-tech it is possible that it's the TL10 Nanoweave Bodysuit (p. UT172; DR 18/6*). Gloves and boots would be made of the same material (gloves are thinner and give half the usual DR). The Reflex's DR 12 vs piercing and cutting will protect against most pistols and SMGs, and the Nanoweave's DR 18 vs those damages will at worst halve the damage from assault weapons derived from the M-16 and AK-74 (both doing about 5d pi, with an average damage 17-18).

BLASTAAR

Villain

Real Name: Blastaar.

Occupation: Monarch.

Identity: Publicly known in the Negative Zone; Blastaar's existence is essentially unknown to the people of Earth.

Legal Status: Monarch of the planet Baluur in the Negative Zone.

Other Aliases: None.

Place of Birth: Baluur, a planet in Sector 56-D of the Negative Zone, as charted by Dr. Richards.

Marital Status: Widower.

Known Relatives: Nyglar (wife, deceased)

Group Affiliation: None.

Base of Operations: Baluur, Negative Zone.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Blastaar is a resident of the planet Baluur in the antimatter universe known as the Negative Zone (see *Negative Zone*). Having conquered his home planet, he was content, at least until he received news that the Annihilation Wave, an army feared throughout the antimatter universe, was about to descend upon his world. During the fighting, Annihilus, the leader of the Annihilation Wave, personally slew Blastaar's wife in a move intended to cause Blastaar to bow to him (see *Annihilus*). Instead, the move had quite the opposite effect, and Blastaar challenged Annihilus to single combat, with the winner leaving the planet. Blastaar won, but only because Annihilus fled when it became clear that Blastaar intended to kill him.

Learning of Annihilus's attacks on the Fantastic Four, Blastaar approached them as possible allies (see *Fantastic Four*). While Blastaar presented himself as a victim of the Annihilation Wave, his own goals had changed; he now intended to conquer the Negative Zone himself. Discovering his true nature, the Fantastic Four abandoned him. Swearing vengeance on them as well, he followed them through their portal to the Baxter Building, only to be driven back and the portal sealed (see *Baxter Building*).

Blastaar remains a threat to both the Negative Zone and Earth.

Height: 6' 6".

Weight: 520 lbs.

Eyes: Gray.

Hair: Gray.

Skin: Gray.

Uniform: Blue and gray armor, blue bracers, blue boots.

Strength Level: Blastaar possesses superhuman strength enabling him to lift (press) around 50 tons.

Known Superhuman Powers: In addition to his superhuman strength, Blastaar possesses superhuman durability and endurance. He is virtually tireless. He is able to withstand temperatures from around -200°F to 10,000°F, and pressures from the vacuum of space up to those found on ocean floors.

Blastaar's primary power, however, is the ability to project concussive energy from his fingers. This energy is able to penetrate 6 inch thick titanium steel at close range, but has a maximum range of about 1,000 feet. By projecting the energy under him, Blastaar is



able to propel himself through the air at great speeds; he is able to reach escape velocity from Earth's gravity well (about 25,000 miles per hour), and can remain in flight almost indefinitely.

2,467 points

Attributes: ST 32/250 [100*]; DX 12 [40]; IQ 12 [40]; HT 20 [100].

Secondary Characteristics: Dmg 3d+1/6d-1 (26d/28d); BL 205 lbs. (12,500 lbs/6.25 tons); HP 32 [0]; Will 12 [0]; Per 12 [0]; FP 20 [0]; Basic Speed 8.00 [0]; Basic Move 8 [0]; Basic Air Move 18 [2]; Basic Space Move 18 [2]; Dodge 10 [0].

Languages: Baluuri (Native) (Native Language) [0].

Cultural Familiarities: Negative Zone [0].

Advantages: Administrative Rank 8 [40]; Crushing Attack 12d (Armor Divisor (3), +100%; Damage Modifier: Double Knockback, +20%; Increased Range (×2), +10%; Rapid Fire (RoF 2), +40%; Super, -10%) [156]; Damage Resistance 45 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [169]; Enhanced Move (Air) 9.5 (Air Move 13,056/26,112 mph) (Handling Penalty -3, -15%) [162]; Enhanced Move (Space) 9.5 (Space Move 13,056/26,112 mph) (Handling Penalty -3, -15%) [162]; Enhanced ST +30 (Accessibility: Only With Super ST, -10%; Super, -10%) [192]; Flight (Cannot Hover, -15%; Space Flight, +50%; Super, -10%; Alternative Ability, ×1/5) [10]; High Pain Threshold [10]; High TL +3 [15]; Injury Tolerance (Damage Reduction /10) (Passive Biological, -5%) [142]; Pressure Support 2 [10]; Super ST +12/+200 (Super, -10%) [468]; Super Throw 2 (Biological, -10%) [18]; Temperature Tolerance 484 [484]; Vacuum Support [5]; Wealth (Multimillionaire 4) [150].

Perks: Dirty Fighting [1]; Fur [1]; Power Grappling [1].

Disadvantages: Bully (12) [-10]; Code of Honor (Soldier's) [-10]; Nightmares (12) [-5]; Selfish (12) [-5]; Vow (Vengeance) [-15].

Quirks: Bloody Mess [-1]; Pharma-Fever [-1].

Skills: Acting (A) IQ+0 [2] – 12; Administration (A) IQ+0 [2] – 12; Brawling (E) DX+2 [4] – 14; Breath Control (H) HT-2 [1] – 18; Driving/TL11 (Hovercraft) (A) DX+0 [2] – 12; Flight (A) HT-1 [1] – 19; Innate Attack (Beam) (E) DX+4 [12] – 16; Intelligence Analysis/TL11 (H) IQ+0 [4] – 12; Interrogation (A) IQ+0 [2] – 12; Intimidation (A) Will+0 [2] – 12; Leadership (A) IQ+0 [2] – 12; Piloting/TL11 (High-Performance Spacecraft) (A) DX+0 [2] – 12; Propaganda/TL11 (A) IQ+0 [2] – 12; Public Speaking (Rhetoric) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+2 [4] – 14; Strategy (Interstellar) (H) IQ+1 [8] – 13; Strategy (Land) (H) IQ+1 [8] – 13; Sumo Wrestling (A) DX+2 [8] – 14; Throwing (A) DX+0 [2] – 12.

Techniques: Drop Kick (Sumo Wrestling) (H) def+1 [2] – 14; Kicking (Brawling) (H) def+2 [3] – 14; Sweep (Sumo Wrestling) (H) def+3 [4] – 14.

Starting Spending Money: \$400,000,000 (20% of Starting Wealth), in Baluuri currency (worthless on Earth).

* Includes +30 from Enhanced ST and +12/+200 from Super ST.

Role-Playing Notes:

Blastaar is driven to avenge the death of his wife at the hands of Annihilus. However, his chosen method – the conquering of the territory of the Negative Zone controlled by Annihilus – has netted him few allies.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+3 cr	C	10	–	–	32	
–	Super ST	26d+25 cr	C	10	–	–	250	
–	Brawling Kick	3d+4 cr	C, 1	n/a	–	–	32	
–	Super ST	26d+26 cr	C, 1	n/a	–	–	250	
–	Brawling Bite	3d+3 cr	C	n/a	–	–	32	

SUMO WRESTLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Drop Kick	3d+9 cr	C, 1	n/a	–	–	62	
–	Super ST	26d+54 cr	C	n/a	–	–	250	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
–	Concussive Energy Blast	12d (3) cr dbk	3	20/200	2	n/a	–	–	1

BLOB

Villain

Real Name: Fredrick J. Dukes.

Occupation: Professional criminal; former carnival performer.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Inigo the Immovable.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Parents, siblings (names unrevealed).

Group Affiliation: Brotherhood of Mutants, frequent partner of Unus the Untouchable, former member of the Circus of Crime.

Base of Operations: Mobile.

First Appearance: AMAZING SPIDER-MAN #

History: Fred Dukes had been born into the circus lifestyle. His parents had been trapeze performers, and had expected him to follow in their footsteps. Fate, and genetics, had other ideas.

Even in early adolescence, Fred's great bulk had been apparent. At first, doctors attributed his bulk to a glandular condition, but later tests revealed that Fred was a mutant. While he longed to fly without a care over the heads of the audience like his parents and siblings, he found himself grounded. In his early teens, he discovered that, as long as he stood still, even a team of elephants could not move him so long as he willed it. Soon he was being billed as "Inigo The Immovable", faking a Spanish accent as part of the act.

Hard times struck the circus, and Inigo the Immovable found himself out of work. He soon found employment, such as it was, in another circus, one formed with the intention of robbing its audience: the Circus of Crime (see *Circus of Crime*). Now simply calling himself the Blob, he ultimately found himself in combat against Spider-Man and the X-Men, who had been in one of the audiences when the circus performed in New York City's Central Park (see *Spider-Man*; *X-Men*).

The Blob soon quit the Circus of Crime, believing that they were thinking too small in their scheme, and struck up a friendship with Unus the Untouchable, another mutant criminal with a grudge against the X-Men (see *Unus the Untouchable*). The two briefly impersonated the X-Men, wearing uniforms similar those of the Beast and Cyclops (see *Beast*; *Cyclops*), before being defeated and sent to prison. It was not long before the two broke out of prison to join up with Magneto and his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). He was later seen with the Brotherhood during their brief sojourn in the Savage Land (see *Savage Land*).

Height: 5' 10".

Weight: 510 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black shirt, black shorts, black arm-bands, black boots, all with yellow trim.

Strength Level: The Blob possesses superhuman strength enabling him to lift (press) around 10 tons.

Known Superhuman Powers: In addition to his tremendous strength, most of the Blob's powers are related to his incredible bulk. His skin is incredibly thick, giving him a measure of resistance to physical attacks. The many rolls of fat are thick enough to absorb the energy of rifle rounds, cannon balls, and even man-portable rocket shells without injury. His face is not as protected as the rest of him (mainly due to the lack of protective fat tissue in that area). The Blob's skin is highly resistant to being punctured, lacerated, frostbitten, or ravaged by any skin disease; it is somewhat less resistant to burning.



In addition to this, the Blob possesses the ability to increase the gravitational attraction between him and the earth beneath him (up to about 10 feet), rendering him effectively immovable.

Other Abilities: The Blob is more agile than his great bulk implies. He has had training in the Japanese art of sumo, although he has never competed professionally.

2,651 points

Attributes: ST 26/116 (Size, -10%) [54*]; DX 12 [40]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: SM +1; Dmg 2d+2/5d (12d/14d); BL 135 lbs (2,691 lbs); HP 26 [0]; Will 12 [10]; Per 12 [10]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 5 [-5]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Claim to Hospitality (Circus Performers) [2]; Damage Resistance 125 (Hardened 4, +80%; No Signature, +20%; Tough Skin -40%; Mutant Biology, +0%) [1,000]; Extra ST 214 (Accessibility: Applies Only to Knockback, -40%; Size, -10%; Mutant, -10%) [856]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Immunity to Skin Diseases [5]; Injury Tolerance (Damage Reduction /4) (Mutant Biology, +0%) [100]; Radiation Tolerance (PF 100) (Mutant Biology, +0%) [30]; Single-Minded [5]; Super ST +10/+100 (Size, -10%; Mutant, -10%) [380]; Temperature Tolerance 5 [5]; Trained By A Master [30].

Perks: Accent (Spain) [1]; Cotton Stomach [1]; Focused Fury [1]; Power Grappling [1]; Style Familiarity (Sumo) [1]; Sure-Footed (Ice) [1]; Sure-Footed (Sand) [1]; Sure-Footed (Slippery) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Bad Temper (9) [-15]; Bully (12) [-10]; Code of Honor (Pirate's) [-5]; Gluttony (12) [-5]; Ham-Fisted -1 [-5]; Lecherousness (15) [-7]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Unus the Untouchable) [-2]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Very Fat [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Enamored (Scarlet Witch) [-1]; Expression ("No force on Earth can move the Blob!") [-1]; Showoff [-1].

Skills: Acting (A) IQ+2 [6] – 12†; Animal Handling (Elephants) (A) IQ+2 [8] – 12; Brawling (E) DX+2 [4] – 14; Breaking Blow (H) IQ+2 [12] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 10; Current Affairs/TL8 (Travel) (E) IQ+2 [4] – 12; Detect Lies (H) Per+0 [4] – 12; First Aid/TL8 (Human) (E) IQ+1 [2] – 11; Forced Entry (E) DX+0 [1] – 12; Gambling (A) IQ+0 [2] – 10; Immovable Stance (H) DX+4 [20] – 16; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+1 [2] – 13; Lifting (A) HT+1 [4] – 14; Packing (A) IQ+2 [8] – 12; Performance (A) IQ+2 [8] – 12; Power Blow (H) Will+0 [4] – 12; Savoir-Faire (Circus) (E) IQ+2 [4] – 12; Smuggling (A) IQ+0 [2] – 10; Stage Combat (A) DX+0 [2] – 12; Streetwise (A) IQ+2 [8] – 12; Sumo Wrestling (A) DX+2 [8] – 14; Throwing (A) DX+2 [8] – 14; Veterinary/TL8 (H) IQ-1 [2] – 9; Wrestling (A) DX+2 [8] – 14.

Techniques: Choke Hold (Wrestling) (H) def+3 [4] – 14; Drop Kick (Sumo Wrestling) (H) def+1 [2] – 14; Elbow Strike (Brawling) (A) def+2 [2] – 14; Head Butt (Brawling) (H) def+1 [2] – 14; Head Lock (Wrestling) (H) def+3 [4] – 14; Low-Line Defense (Sumo Wrestling) (H) def+2 [3] – 10.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +10/+100 from Super ST

† Defaulted from Performance.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d+3 cr	C	10	–	–	26	
–	<i>Super ST</i>	12d+11 cr	C	10	–	–	116	
–	Brawling Kick	2d+4 cr	C, 1	n/a	–	–	26	
–	<i>Super ST</i>	12d+12 cr	C, 1	n/a	–	–	116	
–	Headbutt	2d+1 cr	C	n/a	–	–	26	
–	<i>Super ST</i>	12d-1 cr	C	n/a	–	–	116	

SUMO WRESTLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Drop Kick	2d+8 cr	C, 1	n/a	–	–	26	
–	<i>Super ST</i>	12d+26 cr	C, 1	n/a	–	–	116	

The so-called Blue Area of the Moon is a region on Earth's moon which through advanced alien technology maintains a breathable atmosphere with enough atmospheric pressure to enable people from Earth (and similar worlds) to survive without needing pressure suits or carrying air with them. The Blue Area sits in the Luther crater in the Mare Serenitatis and is visible from Earth through binoculars or a telescope, though it does not have a blue tint to it when viewed from Earth; the name "Blue Area" comes from the fact that the sky in this area of the moon appears blue during the two week long "day" (due to having a similar chemical makeup as Earth's atmosphere).

Over twenty thousand years ago, the alien Kree discovered Earth and the fledgling human species (see *Kree*). Presumably it was the Kree who created the Blue Area, as they built a watchpost there which grew into a small city. At this time, Kree scientists took a tribe of humans and performed experiments on them, turning them into the Inhuman sub-species (see *Inhumans*). At some unspecified point after this, the Kree abandoned the Blue Area, though they left a sentry robot in standby there to alert them if and when humans would discover the ruins.

The Blue Area was first charted by humans during the Apollo 9 and 10 missions, which orbited the moon without landing. It wasn't until the Apollo 13 mission when people first landed, only to be attacked by the Kree sentry (the failure of the Apollo 13 mission has since been the subject of a NASA cover up, which was reported as being a problem while en route). The Apollo 18 mission was scheduled to land just outside the Blue Area and

explore it on foot, but the mission was scrapped by NASA officials reviewing the Apollo 13 footage of the area. Instead, both NASA and the Soviet Space Agency sent unmanned probes to study the area, collecting data on the air there.

It wasn't until the 1980s that the existence of the Blue Area was admitted to exist by space agencies across the world. Despite a push to explore (and colonize) the Blue Area, it remained a scientific curiosity rather than a subject of serious study. (Many have accused the government of being too afraid to acknowledge the implications if it was indeed artificial.) It was only the recent migration of the Inhuman city of Attilan to the southeast corner of the Blue Area, recorded by astronomers across the world, that spurred serious scientific interest in the Blue Area.

The first people to visit the Blue Area besides the Inhumans were the Fantastic Four, who flew their starship there on behalf of NASA (see *Fantastic Four*). While the Four noted the newer city in the distance, they were more interested in the ruins of the older city that dominated the crater. The Four accidentally activated the Kree sentry robot, which tried to capture them; it was not prepared for their powers, however, and was swiftly defeated. The Kree's response to the sentry's defeat is unknown, but has likely spurred Colonel Yon-Rogg to accelerate his own timetable to conquer the planet for the Kree (see *Yon-Rogg*).

Other than the Inhumans, the entity known as Uatu the Watcher makes his abode in the Blue Area (see *Watcher*). It is not known whether humans will attempt to colonize the Blue Area.

First Post-Reboot Appearance: FANTASTIC FOUR #

BOOMERANG

Villain

Real Name: Fred Meyers.

Occupation: Mercenary, costumed criminal, former professional athlete.

Identity: Known to the authorities.

Legal Status: Dual citizen of Australia and the United States with a criminal record in the States.

Other Aliases: None.

Place of Birth: Melbourne, Australia.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Occasional member of Batroc's Brigade, former member of an unnamed minor league professional baseball team.

Base of Operations: Mobile.

First Post-Reboot Appearance: INVINCIBLE IRON MAN #

History: Fred Meyers was born in Australia but moved with his parents, at least one of whom was an American citizen, to the States as a young kid. As a youth he soon discovered a passion for baseball and growing up developed an incredible pitching arm. He attended college on baseball scholarships and was recruited into a minor league team affiliated with the New York Mets. After a year, however, he was suspended for accepting bribes. Upset, he was soon recruited by the unscrupulous industrialist Justin Hammer and given the identity of Boomerang along with related paraphernalia, which included a number of boomerangs designed by Hammer's R&D department (see *Hammer, Justin*). In this guise, he originally fought Iron Man but was defeated, but was released on bail soon after (see *Iron Man*). Realizing that he was unused to throwing his now signature weapon, he retreated to the Australian Outback for a month of intense self-training.

As Boomerang, he has fought Captain America, Iron Man, Iron Fist, Spider-Man, and Daredevil, and occasionally hired by Georges Batroc as a member of Batroc's Brigade (see individual entries). He was last seen escaping from the Ryker's Island prison facility during the jailbreak led by the Rhino (see *Rhino*).

Height: 5' 11".

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue and purple bodysuit with two large boomerangs strapped to the chest and two on the back, purple gloves, blue boots, blue belt with a series of boomerangs stored on it, purple cowl with a boomerang motif on the forehead.

Strength Level: Boomerang possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Boomerang is a skilled athlete with an incredible pitching arm, able to hurl objects such as baseballs and his boomerangs at incredible speeds and strength.

Weapons and Paraphernalia: Boomerang carries an undisclosed number of boomerangs, including the ones on his uniform, several of which are rigged with explosives or given sharp edges for cutting. Boomerang's boots have miniature rockets in them to provide him lift, using technology Hammer stole from Stark Industries, but because he lacks flight stabilizers he doesn't use them for sustained flight (see *Stark Industries*).



340 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 12 [5]; Per 12 [5]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Fit [5]; Flight (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Low Ceiling: 10 foot ceiling, -20%) [20]; High Pain Threshold [10]; Imbue 2 (Limited Skill Access: Three Skills, -40%) [12]; Natural Athlete 2 [20]; Signature Gear (Consumable: Specialty

Boomerangs) [2]; Striking ST +6 (One Attack Only: Throwing Arm, -60%) [12]; Wealth (Comfortable) [10]; Weapon Master (Thrown Weapons) [35].

Perks: Acceleration Tolerance [1]; Citizenship (Australia) [1]; Dirty Fighting [1]; Eye For Distance [1].

Disadvantages: Code of Honor (Mercenary's) [-5]; Greed (12) [-15]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Bad With Names [-1]; Dislikes Crocodile Dundee Jokes/References [-1]; Dual Identity; Rule-Breaker [-1].

Skills: Arching Shot (Thrown Weapon (Stick)) (VH) DX+0 [8] – 13; Boxing (A) DX+1 [4] – 14; Breath Control (H) HT+1 [2] – 14*; Far Shot (Thrown Weapon (Stick)) (VH) DX+0 [8] – 13; Jumping (E) DX+2 [1] – 15*; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 10; Parry Missile Weapons (H) DX+1 [8] – 14; Physics/TL8 (Aerodynamics) (H) IQ+1 [8] – 12; Piloting/TL8 (Light Airplane) (A) DX-1 [1] – 12; Returning Shot (Thrown Weapon (Stick)) (VH) DX+0 [8] – 13; Running (A) HT+1 [1] – 14*; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Sports (Baseball) (A) DX+1 [1] – 14*; Streetwise (A) IQ+1 [4] – 12; Survival (Desert) (A) Per+0 [2] – 12; Throwing (A) DX+1 [1] – 14*; Thrown Weapon (Stick) (E) DX+7 [24] – 20; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Natural Athlete.

Role-Playing Notes:

At the start of his career, Boomerang is a man who is bitter at the world. He has since accepted that it was his own fault for being suspended from his first love, baseball, and in fact has begun to enjoy working as a costumed mercenary.

BRAINCHILD

Villain

Real Name: Unrevealed.

Occupation: Strategist.

Identity: Brainchild's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Brainchild are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*). Unlike the other Mutates, Brainchild is suspected to have been prematurely physically aged to adulthood, given his lack of emotional maturity.

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Brainchild has since been seen leading the other Savage Land Mutates in the field in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Height: 5' 8".

Weight: 125 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Brainchild possesses the normal human strength of a man his apparent age, height, and build who engages in light regular exercise.

Known Superhuman Powers: A sizable portion of Brainchild's brain has been replaced with a highly sophisticated computer, granting him the ability to think at superhuman speeds; however, he is not able to *move* at superhuman speed. Due to his enhanced brain, he is able to recover from unconsciousness faster than most of his comrades. He is also able to recall every detail of everything he has seen, heard, smelled, or read. His computer brain also grants him enhanced resistance to telepathic abilities.

Other Abilities: Brainchild is a skilled strategist and scientist.

Limitations: Brainchild lacks the emotional maturity of his apparent age, acting and reacting like a spoiled pre-teen child.

Weapons: Brainchild occasionally uses a crossbow; other than that, he tends to use the same weapons one might expect from a Stone Age or Bronze Age warrior: spear, knife, axe, and shield.



295 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [-10]; Per 13 [-5]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) [6]; Savage Land Speech (Native Spoken/Illiterate) [-3].

Cultural Familiarities: Savage Land (Native) [0].

Advantages: Absolute Direction [5]; Absolute Timing [2]; Born Tactician 3 [30]; Enhanced Time Sense [45]; Gadgeteer [25]; Hard to Kill 3 [6]; High Manual Dexterity 4 [20]; Intuitive Mathematician [5]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Photographic Memory [10]; Recovery [10]; Resistant to Telepathy (+8) [7]; Single-Minded [5]; Versatile [5].

Disadvantages: Absent-Mindedness [-15]; Bad Temper (9) [-15]; Bully (12) [-10]; Clueless [-10]; Compulsive Rhetoric (9) [-7]; Cowardice (12) [-10]; Duty (to Patron) (12) [-10]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Savage Land Mutates) [-5]; Squeamish (6) [-20]; Wealth (Poor) [-15].

Quirks: Allergies [-1]; Broad-Minded [-1]; Distinctive Feature (Slightly Oversized Head) [-1]; Habit (Quotes Sun Tzu) [-1].

Skills: Body Language (A) Per+1 [4] – 14; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 14; Computer Programming/TL8 (H) IQ+0 [4] – 14; Crossbow (E) DX+1 [2] – 11; Detect Lies (H) Per+1 [8] – 14; Electronics Operation/TL8 (Communications) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Electronic Warfare) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 14; Engineer/TL8 (Combat) (H) IQ+0 [4] – 14; Engineer/TL8 (Electronics) (H) IQ+0 [4] – 14; Expert Skill (Military Science) (H) IQ+3 [4] – 17*; Intelligence Analysis/TL8 (H) IQ+3 [4] – 17*; Knife (E) DX+1 [2] – 11; Lip Reading (A) Per+1 [4] – 14; Literature (H) IQ+1 [8] – 15; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Observation (A) Per+1 [4] – 14; Physics/TL8 (VH) IQ+0 [8] – 14; Physiology/TL8 (Human) IQ+0 [4] – 14; Poisons/TL8 (H) IQ+0 [4] – 14; Psychology (Experimental) (Human) (H) IQ+0 [4] – 14; Research/TL8 (A) IQ+0 [2] – 14; Shield (E) DX+2 [4] – 12; Spear (A) DX+0 [2] – 10; Speed-Reading (A) IQ+1 [4] – 15; Strategy (Land) (H) IQ+4 [8] – 18*; Survival (Jungle) (A) Per+0 [2] – 13; Tactics (H) IQ+4 [8] – 18; Traps/TL8 (A) IQ+1 [4] – 15*; Weird Science (VH) IQ+0 [8] – 14.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +3 from Born Tactician.

Role-Playing Notes:

Design Notes:

1. Brainchild, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. Unlike the other Mutates, Brainchild has been brought up to TL8 by their mysterious Master. In campaigns set entirely in the Savage Land, give him High TL +8 and raise Wealth to Average, a net increase of 55 points, and permit all of them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

BROTHERHOOD OF MUTANTS

Villain Team

The Brotherhood of Mutants, occasionally referred to by the press as the Brotherhood of Evil Mutants, but most commonly known simply as the Brotherhood, is a small but powerful organization dedicated to mutant supremacy.

The Brotherhood was founded by the self-styled Master of Magnetism, Magneto, in order to further his goals of mutant supremacy (see *Magneto*). They first clashed with the X-Men when they broke Magneto out of the plastic cell he was being held in at Ryker's Island. Since then, they have clashed with the X-Men several times, with many of their matches resulting in stalemates.

The lineup of the Brotherhood is composed primarily of mutants, although one non-mutant has recently joined the team. In their first clash with the X-Men, the Brotherhood consisted of Magneto, the sycophantic Toad, the mutant sorceress Scarlet Witch, the speedster Quicksilver, and the illusionist Mastermind (see individual entries). Magneto later recruited the immovable Blob and Unus the Untouchable (see *Blob*; *Unus the Untouchable*).

Recently, Magneto became separated from the group when he was imprisoned on an extraterrestrial world in Shi'ar space, while the rest of the Brotherhood was deposited in the Savage Land (see *Savage Land*; *Shi'ar*). During that time, the Scarlet Witch took control of the Brotherhood, leading them in their subsequent clash with the Savage Land Mutates (see *Savage Land Mutates*). During the conflict, the Mutate mind-controlling songstress Lorelei defected to the Brotherhood, enabling them to overpower and defeat the Mutates (see *Lorelei*).

Magneto has recently rejoined the Brotherhood and confirmed the Scarlet Witch as his second in command of the team, as well as Lorelei's membership, despite objections from many of the Brotherhood who viewed her as 'inferior' due to her non-mutant status. Where the Brotherhood will strike next, now that they are again under Magneto's leadership, remains to be seen.

First Post-Reboot Appearance: UNCANNY X-MEN #4

Membership Roster

Magneto – Founder. The self-proclaimed "master of magnetism", Magneto founded the Brotherhood and has led them since their formation, save for a short stint when he was captured and imprisoned on an extraterrestrial prison world.

Toad – Founding member. The Toad has served the Brotherhood faithfully since its founding.

Scarlet Witch – Founding member. Originally joining the Brotherhood by being swayed by Magneto's charisma, the Scarlet Witch has grown into a role of leading the Brotherhood in Magneto's absence. She is now officially the Brotherhood's deputy leader.

Quicksilver – Founding member. Twin brother to the Scarlet Witch, Quicksilver has served with the Brotherhood since the beginning, mostly to protect his sister. With the Witch's change in personality, it's only a matter of time before he betrays the Brotherhood.

Mastermind – Founding member. Mastermind has been with the Brotherhood since the beginning, and has clashed with the Scarlet Witch over the leadership in Magneto's absence. He recently quit in protest over Lorelei's membership.

Blob – First recruit. The Blob joined in order to gain allies against the X-Men.

Unus the Untouchable – Second recruit. Unus joined the Brotherhood to assist his friend the Blob.

Lorelei – Third recruit. Formerly one of the Savage Land Mutates, Lorelei defected to the Brotherhood during the Brotherhood's sojourn in the Savage Land, and was confirmed as a member despite the protests of some of the other Brotherhood members.

 MAGNETO (Magnus) Founder, Leader	 TOAD (Mortimer Toynbee) Active X-MEN #4
 SCARLET WITCH (Wanda Maximoff) Deputy Leader Active X-MEN #4	 QUICKSILVER (Pietro Maximoff) Active X-MEN #4
 MASTERMIND (Jason Wyngarde) Active X-MEN #4 Quit MCP #34	 BLOB (Fredrick J. Dukes) Joined X-MEN #
 UNUS (Angelo Unuscione) Joined X-MEN #	 LORELEI (real name unrevealed) Joined MCP #30

BUCKY

Hero

Real Name: Rikki Buchanan.

Occupation: Student.

Identity: Secret.

Legal Status: Citizen of the United States with a juvenile criminal record, still a minor.

Other Aliases: None.

Place of Birth: Queens, New York City.

Marital Status: Single.

Known Relatives: Mother (name unrevealed).

Group Affiliation: Aspiring partner to Captain America.

Base of Operations: Queens, New York City.

First Appearance: (as Rikki Buchanan) CAPTAIN AMERICA #1; (as Bucky) CAPTAIN AMERICA #2.

History: Rikki Buchanan is a young Hispanic girl who grew up in the meaner streets of the borough of Queens in New York City. A known juvenile delinquent, she has spent time in and out of juvenile prison for petty thefts she committed to survive or, later, for thrills.

When Baron Zemo took her school hostage in order to draw out Captain America, who was teaching there in his civilian identity, Rikki managed to sneak away from the school in order to aid the Captain, at first without his knowledge and later without his approval (see *Baron Zemo*; *Captain America*).

Finding her enthusiasm contagious, Captain America has reluctantly taken it upon himself to train her as his new partner. To this end, he has given her a uniform similar to that worn by his World War II partner, James "Bucky" Buchanan Barnes. Rikki keeps threatening to "modernize" the uniform.

Height: 5' 2".

Weight: 103 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinctive Features: Bucky possesses a gang tattoo on her right arm.

Uniform: Blue bodysuit in military-style cut, red gloves, red knee-high boots with silver trim, red belt, red domino mask or red goggles, depending on the situation.

Strength Level: Rikki Buchanan has the normal human strength of a girl her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Bucky is an accomplished acrobat and gymnast who is an accomplished street brawler. Currently, she is being trained in more formalized hand to hand combat by Captain America. She is also an accomplished thief and pickpocket.

Weapons: Bucky carries a number of aerodynamic throwing discs on her person, which are crafted and weighted in such a way as to provide a slight lift as they fly. She also carries a few smoke bombs, explosive pellets (for distractions), and throwing spikes in her belt.

Limitations: Bucky suffers from claustrophobia, an irrational fear of enclosed spaces which causes her to panic. Thanks to therapy received while in juvenile prison, she is better able to control herself in these situations than most claustrophobes.

305 points

Attributes: ST 11 [10]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

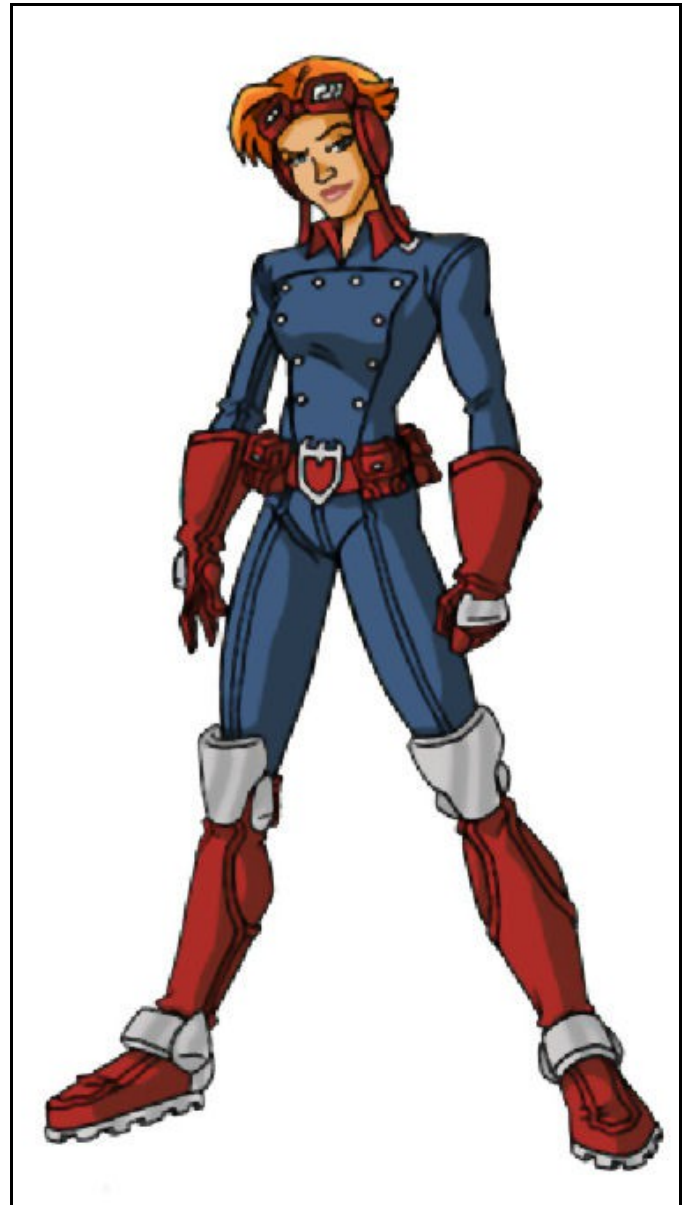
Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [0]; Per 13 [10]; FP 11 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0]; Spanish (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Daredevil [15]; Enhanced Dodge 2 [30]; Fearlessness 3 [6]; Flexibility [5]; Hard to Subdue 3 [6]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Perfect Balance [15].

Perks: Masked [1].



Disadvantages: Code of Honor (Street) [-5]; Impulsiveness (12) [-10]; Overconfidence (9) [-7]; Phobia (Claustrophobia: Enclosed Spaces) (15) [-7]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Imaginative [-1]; Likes Alternative Rock [-1]; Obsession (Make Cap Proud) [-1]; Overcompensates For Her Inexperience With Cheerful Enthusiasm [-1].

Skills: Acrobatics (H) DX+1 [4] – 15*; Brawling (E) DX+3 [8] – 17; Climbing (A) DX+5 [4] – 19*†; Dancing (A) DX+0 [2] – 14; Escape (H) DX+2 [4] – 17†; Filch (A) DX+2 [8] – 16; First Aid/TL8 (Human) (E) IQ+2 [4] – 13; Holdout (A) IQ+2 [8] – 13; Jumping (E) DX+2 [4] – 16; Lockpicking/TL8 (A) IQ+3 [12] – 14; Pickpocket (H) DX [4] – 14; Stealth (A) DX+2 [8] – 16; Streetwise (A) IQ+3 [12] – 14; Urban Survival (A) Per+3 [12] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Elbow Strike (Brawling) (A) def+2 [2] – 17; Eye-Rake (Brawling) (H) def+5 [6] – 17; Knee Strike (Brawling) (A) def+1 [1] – 17; Slip Handcuffs (Escape) (H) def+5 [6] – 17; Targeted Attack (Brawling Knee Strike/Groin) (H) def+2 [3] – 16; Work By Touch (Lockpicking) (H) def+5 [6] – 14.

Starting Spending Money: \$800 (20% Starting Wealth).

* +1 from Perfect Balance.

† +3 from Flexibility.

Role-Playing Notes:

Rikki is (perhaps overly) enthusiastic about helping out Captain America, constantly seeking acceptance and eager to prove herself capable of being his partner/sidekick. She sees him as the father figure she never had in her life. With training and experience she may prove herself to be a genuine hero in her own right.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	

Design Notes:

1. I always intended Bucky to be Hispanic. I just don't have a pic for a female Bucky that's not Rikki Barnes from the *Heroes Reborn* Counter-Earth, who was the granddaughter of the WWII Bucky Barnes, and certainly not the proper ethnicity.

BULLSEYE

Villain

Real Name: Unrevealed.

Occupation: Professional criminal and assassin, former soldier and mercenary.

Identity: Secret.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Employee of the Kingpin.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The man known as Bullseye has made several claims of his history, some of which contradict each other. If it is assumed that some or all of these claims have a grain of truth in them, the following can be inferred:

The man who would become Bullseye discovered his ability to throw anything with unerring accuracy at an early age. At first he used this ability as a pitcher in baseball, but was permanently banned from the sport while still on a collegiate level for putting a rival player in a coma from a thrown baseball. After that, he decided to channel his aggressive tendencies into a military career. After a stint in the US military – he has claimed both the Marines and the Army – he found himself working as a mercenary in Africa for a time.

Ultimately, he turned his talents to assassination. Recently, he's been seen working for Wilson Fisk as one of his assassins, entering into a rivalry with fellow assassin Elektra (see *Elektra*; *Kingpin*). He has tangled with Daredevil on a number of occasions (see *Daredevil*). He is actively hunting Daredevil with the intention of killing the masked vigilante, as Daredevil has not only defeated him more than once, but has – to Bullseye's mind – insulted him by causing him to miss a target, something he has never done before.

Height: 6'

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

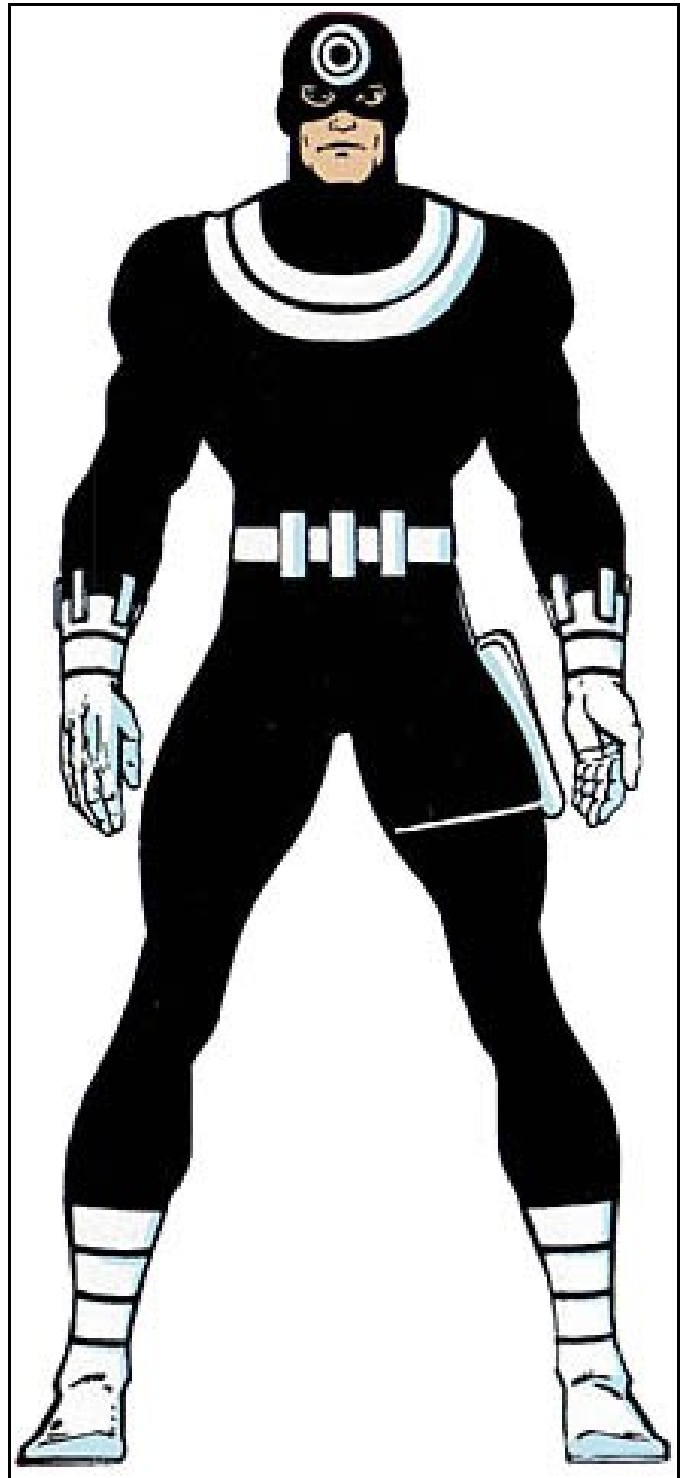
Uniform: Black bodysuit with two white circles between the neck and shoulders, around the head; white gloves; white boots; black cowl with a bull's-eye pattern on the forehead; white belt with a pouch on the right hip.

Strength Level: Bullseye possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Bullseye is an expert at throwing all sorts of odd items – most of which are not normally aerodynamic, such as playing cards – as weapons. He is well-versed in human pressure points.

Paraphernalia: In his pouch, Bullseye carries a deck of playing cards, several ballpoint pens, a few chopsticks, a few knives, and a number of shuriken.



Bullseye: You're good, baby, I'll give you that. But me, I'm magic. – Daredevil

400 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 14 [15]; Per 13 [10]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Daredevil [15]; Extra Attack 1 [25]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Perfect Throw 4 [40]; Striking ST +3 (One Attack Only: Thrown Weapons, -60%) [6]; Very Fit [15]; Weapon Master (Thrown Weapons) [40].

Perks: Dirty Fighting [1]; Doodad 3 [3]; Eye For Distance [1]; Special Exercises (Striking ST +1) 3 [3].

Disadvantages: Addiction (Murder) [-5]; Bloodlust (6) [-20]; Bully (9) [-15]; Callous [-5]; Code of Honor (Professional) [-5]; Obsession (Kill Daredevil) (12) [-5]; Overconfidence (12) [-5]; Secret Identity (Possible Death) [-30].

Quirks: Goal (Recognized as Best Assassin Ever) [-1]; Proud [-1]; Show-Off [-1]; Taunts Enemies [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Boxing (A) DX+0 [2] – 14; Camouflage (E) IQ+0 [1] – 11; Driving/TL8 (Motorcycle) DX+1 [4] – 15; Escape (H) DX+0 [4] – 14; Fast-Draw (Knife) (E) DX+2 [2] – 16*; Forced Entry (E) DX+0 [1] – 14; Guns/TL8 (Rifle) (E) DX+0 [1] – 14; Guns/TL8 (SMG) (E) DX+0 [1] – 14; Holdout (A) IQ+4 [12] – 15†; Jumping (E) DX+2 [4] – 16; Karate (H) DX+0 [4] – 14; Lifting (A) HT+0 [2] – 12; Observation (A) Per+1 [4] – 14; Parry Missile Weapons (H) DX+1 [8] – 15; Pressure Points (Human) (H) IQ+1 [8] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Sleight of Hand (H) DX+1 [8] – 15; Soldier/TL8 (A) IQ+0 [2] – 11; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+1 [4] – 12; Throwing Art (H) DX+10 [28] – 24‡; Wrestling (A) DX+0 [2] – 14.

Techniques: Targeted Attack (Throwing Art/Neck) (H) def+1 [2] – 18; Targeted Attack (Throwing Art/Vitals) (H) def+1 [2] – 19.

Starting Spending Money: \$4,000 (20% of Starting Wealth)

* Includes +1 from Combat Reflexes

† Defaulted from Sleight of Hand

‡ Includes +4 from Perfect Throw

Role-Playing Notes:

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-1 cr	C	11	–	–	14	

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d cr	C	11	–	–	14	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	14	

CAGE, LUKE

Hero

Real Name: Unrevealed; it is known that "Luke Cage" is an assumed identity.

Occupation: Adventurer, escaped convict, former gang member.

Identity: Luke Cage does not use a dual identity.

Legal Status: Citizen of the United States with a criminal record, wanted by the authorities in his legal identity.

Other Aliases: None.

Place of Birth: Harlem, New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Renegades.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: The man who would later be known as Luke Cage grew up in Harlem, and while for a time was a small-time gang member he did his best to try and get out of it. He had a legitimate job and a girlfriend, and was trying to get his life turned around. However, one of his old gang, Willis Stryker, had his own designs on Cage's girlfriend (see *Diamondback II*). To this end, his "friend" planted heroin, cocaine, and a sheet with the names and contact numbers of suppliers and users known to the police in Cage's apartment and left the police an anonymous tip. During Cage's arrest, he spotted his former friend in the crowd already making his move on Cage's girlfriend.

Cage was sentenced to several years in prison. Angry at having been framed and unable to prove it, he ended up getting a reputation as a brawler, spending many weeks in solitary confinement. His parole hearings tended to end in violence. Ultimately, he was transferred to a prison on an island off the coast of Georgia. He became the frequent target of one of the guards there, Bob Rackham, whose brutality led to a demotion he blamed on Cage.

Cage was later recruited by Dr. Noah Burnstein, who was working on a variant of the Super-Soldier program that had produced Captain America, for an experiment involving cellular regeneration (see *Captain America*). As part of the deal, Burnstein would see about getting Cage's sentence reduced. Burnstein immersed Cage in an electrified organic chemical bath. However, Rackham struck Burnstein from behind, incapacitating the scientist, and then deliberately misused the controls, intending to kill Cage. Instead, the experiment increased his strength and durability to superhuman levels, as well as adding almost a full foot of growth and a lot of muscle mass.

Using this new strength, Cage broke out of prison and was originally presumed to have drowned in the passage between the prison and the coastline. At this point he started using the name "Luke Cage" instead of his real identity, somehow procuring documents which made it appear legal – at least legal enough to pass cursory examination. Making his way back to New York City, he became involved in a brawl between a few other unaffiliated superhumans and the Wrecking Crew (see *Wrecking Crew*). This group he fell in with decided to stick together to assist each other in achieving their individual goals; in Cage's case, this includes clearing his name (see *Renegades*). Despite some reluctance on his part, he has come to respect and even once again trust others, in particular his new teammates.

Height: 6' 6".

Weight: 425 lbs.

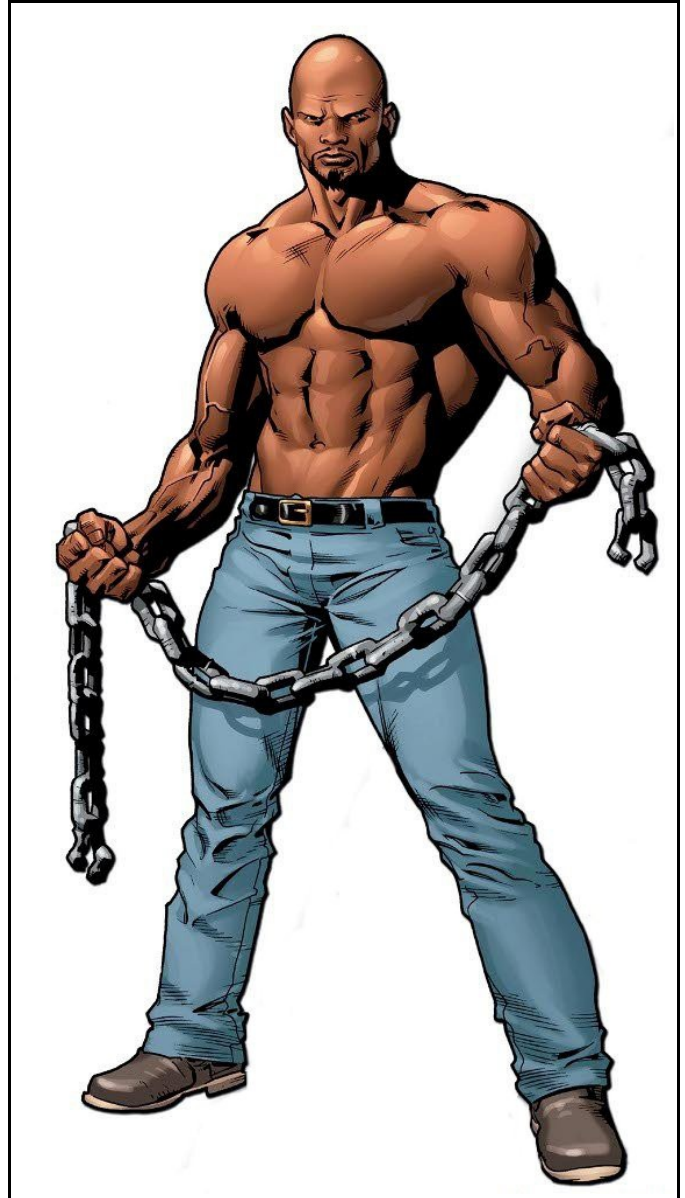
Eyes: Brown.

Hair: Black, shaved bald.

Uniform: None.

Strength Level: Luke Cage possesses superhuman strength enabling him to lift (press) 25 tons on a regular basis.

Known Superhuman Powers: In addition to his superhuman strength, Luke's body has been altered to grant him near invulnerability. At present, he is bullet-proof against conventional and police sniper rifles with armor-piercing bullets, and AIM's laser weaponry (see *AIM*).



Despite his near invulnerability, it is possible for Cage to be hurt, but he heals quickly. He can recover in a single day from an injury that would leave a normal man bedridden for nearly a week.

Other Abilities: Luke Cage is a skilled, if somewhat unorthodox, street fighter.

1,158 points

Attributes: ST 26/177 [50*]; DX 12 [40]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 2d+2/5d (18d/20d); BL 135 lbs (6,266 lbs/3.13 tons); HP 26 [0]; Will 11 [0]; Per 11 [0]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Spanish (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Alternate Identity (Illegal) [15]; Appearance (Attractive) [4]; Combat Reflexes [15]; Contact (Underworld; Effective Skill 12; Somewhat Reliable) (9) [1]; Damage Resistance 45 (Hardened +1, +20%; Tough Skin, -40%; Passive Biological, -5%) [169]; Enhanced ST +12 (Accessibility: Only With Super ST, -10%; Passive Biological, -5%) [82]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: Three Skills, -40%; Passive Biological, -5%) [22]; Injury Tolerance (Damage Reduction /10) (Passive Biological, -5%) [142]; Regeneration (Regular: 2 HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Social Regard (Feared) 2 [10]; Super ST +11/+150 (Passive Biological, -5%) [435]; Super Throw 2 (Biological, -10%) [18]; Tough Guy 3 [15].

Perks: Fearsome Stare [1]; Gangster Swagger [1]; Improvised Weapon (Kusari) [1]; Striking Surface [1].

Disadvantages: Bad Temper (9) [-15]; Code of Honor (Pirate's) [-5]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Comrades) [-5]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Always Meets Peoples' Eyes [-1]; Goal (Clear Name) [-1]; Rule-Breaker [-1]; Show-Off [-1].

Features: High-Pressure Lungs [0].

Skills: Body Language (Human) (A) Per+1 [2] – 12; Boxing (A) DX+2 [8] – 14; Brawling (E) DX+2 [4] – 14; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Criminology/TL8 (A) IQ+1 [4] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Forced Entry (E) DX+3 [1] – 15†; Forceful Blow (Unarmed) (VH) DX+0 [8] – 12; Intimidation (A) Will+3 [4] – 15†; Kusari (H) DX+0 [4] – 12; Lifting (A) HT+0 [2] – 14; Observation (A) Per+1 [4] – 12; Penetrating Strike (Unarmed) (VH) DX+0 [8] – 12; Savoir-Faire (Prison) (E) IQ+1 [2] – 12; Scrounging (E) Per+1 [2] – 12; Shockwave (Unarmed) (VH) DX+0 [8] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+3 [4] – 15†; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+2 [8] – 14; Wrestling (A) DX+2 [8] – 14.

Techniques: Aggressive Parry (Brawling) (H) def+1 [2] – 11; Head Butt (Brawling) (H) def+3 [4] – 16; Piledriver (Wrestling) (H) def+5 [6] – 14; Uppercut (Boxing) (A) def+1 [1] – 14.

Starting Spending Money: \$2,000 (50% of Starting Wealth).

* includes +12 from Enhanced ST and +11/+150 from Super ST.

† includes +3 from Tough Guy.

Role-Playing Notes:

Luke Cage is a man who has had his whole life turned upside down by a man he once trusted, and finds it hard to trust others because of it. His temper occasionally gets the better of him, something he often regrets. He's not certain what he will do once he finally does manage to clear his name; he's accepted that he will likely need to return to prison on a jailbreaking charge.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	2d+5 cr	C	11	–	–	26	
–	Super ST	18d+35	C	11	–	–	177	

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d+3 cr	C	11	–	–	26	
–	Super ST	18d+17	C	11	–	–	177	
–	Brawling Kick	2d+4 cr	C, 1	n/a	–	–	26	
–	Super ST	18d+18	C, 1	n/a	–	–	177	
–	Headbutt	2d+1 cr	C	n/a	–	–	26	
–	Super ST	18d-1	C	n/a	–	–	177	

CALIBAN

Supporting Cast

Real Name: Unrevealed.

Occupation: None.

Identity: Caliban's existence is unknown to the general public.

Legal Status: Presumably a citizen of the United States, criminal record unknown.

Other Aliases: None.

Place of Birth: Unrevealed, but presumably New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Morlocks.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The history of the man known only as Caliban is a complete unknown, as is his actual age. Whatever his past is, he keeps it to himself.

Presumably it was his albinism that drove him to live in the network of sewers and abandoned subway stations underneath New York City. His ability to detect other mutants led him to find and later help expand the Morlocks, a society of mutants living apart from the world (see *Morlocks*).

Caliban has recently befriended the mutant superheroes known as the X-Men, although he declined to join their ranks (see *X-Men*).

Height: 5' 8".

Weight: 150 lbs.

Eyes: Yellow.

Hair: None.

Other Distinguishing Features: Caliban is an albino, possessing chalk-white skin.

Uniform: None.

Strength Level: Normally, Caliban possesses the normal human strength of a man his apparent age, height, and build who engages in moderate exercise. During periods of heightened stress, however, his adrenaline gives him superhuman strength enabling him to lift (press) around 1,000 pounds (half a ton).

Known Superhuman Powers: In addition to his adrenaline-enhanced strength, Caliban possesses two psionic abilities:

First and foremost, particularly to the Morlocks, Caliban possesses the ability to locate other mutants within an unspecified radius.

During periods of heightened stress, in addition to his enhanced strength, Caliban possesses the ability to emit "waves of fear", which are strong enough to frighten most people into fleeing the immediate area in terror.

Other Abilities: Caliban is adept at moving through and surviving in the labyrinth of the New York City sewer and subway systems. It is said that he can travel from Greenwich Village to the North Bronx without once coming to the surface.

Limitations: As a result of the complete lack of melanin in his skin, due to being an albino, Caliban is unable to withstand sunlight for any significant period of time.

91 points

Attributes: ST 11 [10]; DX 9 [-20]; IQ 10 [0]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [10]; Per 12 [10]; FP 10 [3]; Basic Speed 5.00 [10]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native/Semi-Literate) (Native Language) [-2].

Cultural Familiarities: Western [0].

Advantages: Detect Mutants (Mutant Psionic, -10%) [18]; Hard to Kill 5 [10]; Lifting ST +14 (Emergencies Only, -30%; Mutant, -10%) [26]; Night Vision 4 [4]; Resistant to Disease (+8) [5]; Striking ST +14 (Emergencies Only, -30%; Mutant, -10%) [42]; Terror (Will-4) (Emergencies Only, -30%; Mutant Psionic, -10%) [42].

Perks: Sure-Footed (Uneven) [1].



Disadvantages: Appearance (Unattractive) [-4]; Bad Smell [-10]; Cowardice (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Morlocks) [-10]; Skinny [-5]; Status -2 [-10]; Weakness to Sunlight (1d/30 minutes; Variable, -40%) [-9]; Wealth (Dead Broke) [-25].

Quirks: Distinctive Feature (Albino) [-1]; Habit (Quotes "Modernized" Shakespeare) [-1].

Skills: Area Knowledge (New York City Sewer/Subway System) (E) IQ+2 [4] – 12; Climbing (A) DX+1 [4] – 10; Filch (A) DX+1 [4] – 10; Literature (H) IQ+0 [4] – 10; Panhandling (E) IQ+2 [4] – 12; Public Speaking (Storytelling) (E) IQ+1 [2] – 11; Scrounging (E) Per+0 [1] – 12; Streetwise (A) IQ+0 [2] – 10; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$0.

Role-Playing Notes:

DX

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
–	Punch	1d-2 cr	C	7	–	–	11	
–	<i>Enhanced ST</i>	2d+1 cr	C	7	–	–	25	
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	
–	<i>Enhanced ST</i>	2d+2 cr	C, 1	n/a	–	–	25	

CALLISTO

Non-Villain Antagonist

Real Name: Unrevealed.

Occupation: Leader of the Morlocks.

Identity: Callisto does not use a dual identity.

Legal Status: Presumably a citizen of the United States, criminal record unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Morlocks.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about the history of the woman known as Callisto. By her own words, she was a beautiful young woman before her face was scarred; the circumstances of the scarring and the loss of her right eye is also unknown.

How she came to live in the network of sewers and subway tunnels underneath New York City is unknown. It is known that she encountered the mutant Caliban early on, and together they found and expanded the underground mutant society called the Morlocks (see *Caliban*; *Morlocks*). Over time, Callisto came to be regarded as the Morlocks' leader, a position she has since formalized. Over the past few years, she has defended her role as the Morlocks' leader in a trial by combat on a number of occasions.

Callisto first came into conflict with the mutant adventurers called the X-Men when she had several of her Morlocks kidnap the Angel to become her mate (see *Angel*; *X-Men*). Although she was persuaded to release him by the other X-Men and Angel's current girlfriend, Candy Southern, she still harbors plans to claim Angel as her own (see *Southern*, *Candy*).

Since then, she and her Morlocks have aided the X-Men on two other occasions, and came into conflict with them a second time over the actions of the Morlock Masque, who had kidnapped a number of mutant children to join the Morlocks (see *Masque*).

Height: 5' 9"

Weight: 130 lbs.

Eyes: Blue.

Hair: Black.

Other Distinguishing Features: Callisto possesses a large scar on her face about her left eye and cheek, and wears an eye patch over her right eye. She has a number of tattoos all over her back, arms, and neck.

Uniform: None.

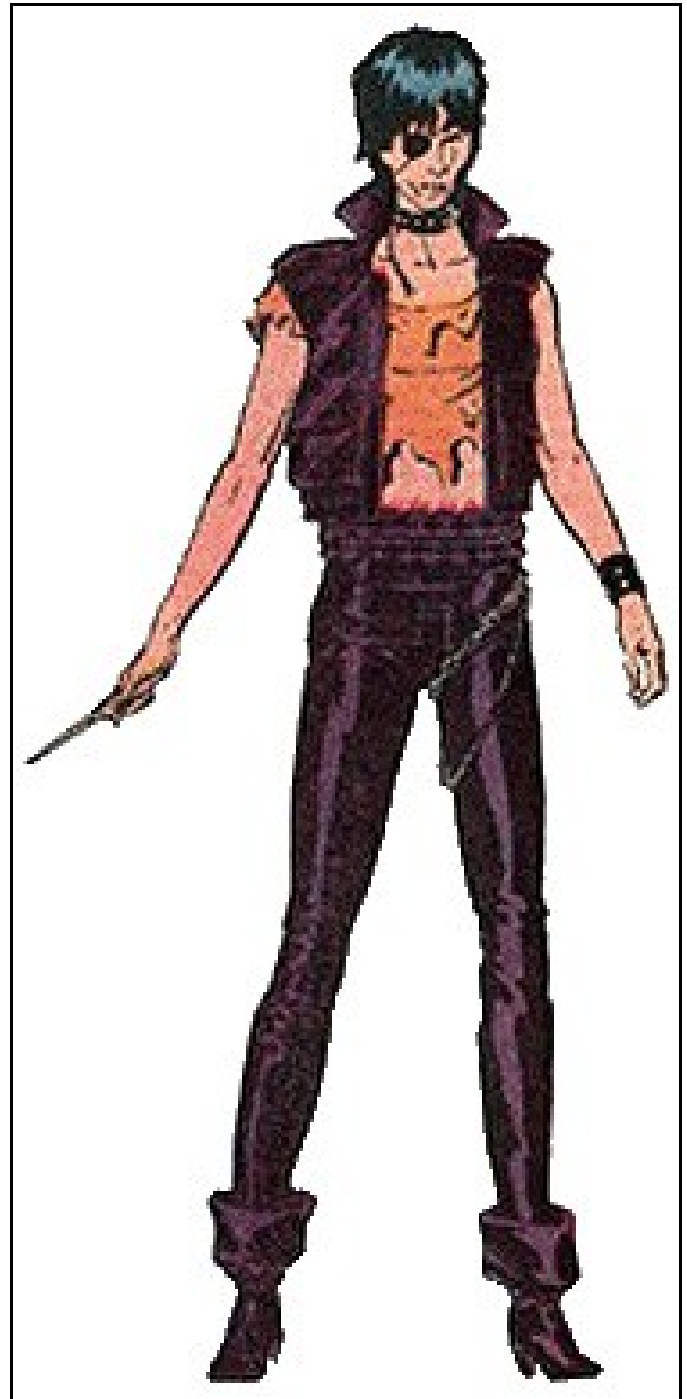
Strength Level: Callisto possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Callisto possesses superhuman senses, in particular superhumanly sharp hearing and smell.

Other Abilities: Callisto is a skilled urban tracker and is a highly skilled if unconventional hand to hand combatant. She is also skilled at throwing knives and similar weapons.

Limitations: Callisto is blind in her right eye.

Weapons: Callisto often uses a stiletto.



400 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 12 [5]; Per 15 [20]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0].

Languages: English (Native) (Native Language) [0]; Spanish (Accented Spoken/Illiterate) [2].

Cultural Familiarities: Western [0].

Advantages: Acute Hearing 5 (Mutant, -10%) [9]; Acute Taste and Smell 5 (Mutant, -10%) [9]; Ally Group (Morlocks; 50% of starting points; Group Size: 21-50 at a time) (9) [20]; Combat Reflexes [15]; Danger Sense [15]; Empath 2 [10]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Night Vision 6 [6]; Parabolic Hearing 3 (Mutant, -10%) [11]; Perfect Balance [15]; Rapid Healing [5]; Stalker 4 [20]; Street Smarts 2 [20]; Tough Guy 4 [20]; Very Fit [15]; Vibration Sense (Mutant, -10%) [9].
Perks: Dirty Fighting [1]; Dual Ready (Main-Gauche/Knife) [1]; Fearsome Stare [1]; Gangster Swagger [1]; Ground Guard [1]; Off-Hand Weapon Training (Knife) [1]; Quick-Swap (Knife) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bloodlust (12) [-10]; Code of Honor (Pirate's) [-5]; One Eye [-15]; Overconfidence (9) [-7]; Sense of Duty (Morlocks) [-10]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Belief (Survival of the Fittest) [-1]; Distinctive Feature (Facial Scar) [-1]; Enamored with Angel [-1].

Skills: Acrobatics (H) DX+0 [2] – 13*; Area Knowledge (New York City) (E) IQ+2 [4] – 13; Body Language (Human) (A) Per+1 [1] – 16†; Brawling (E) DX+1 [4] – 14‡; Climbing (A) DX+1 [2] – 14*; Detect Lies (H) Per+1 [2] – 16†; Escape (H) DX-1 [2] – 12; Fast-Draw (Knife) (E) DX+2 [4] – 15‡§; Filch (A) DX+1 [4] – 14; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Forced Entry (E) DX+4 [1] – 17#; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+4 [2] – 16#; Jumping (E) DX+1 [2] – 14; Knife (E) DX+2 [8] – 15‡; Leadership (A) IQ+3 [12] – 14; Main-Gauche (A) DX+1 [7] – 14‡¥; Running (A) HT+0 [2] – 13; Scrounging (E) Per+2 [1] – 17‡; Sleight of Hand (H) DX-1 [2] – 12; Stealth (A) DX+5 [4] – 18□; Streetwise (A) IQ+7 [4] – 18#‡; Thrown Weapon (Knife) (E) DX+0 [1] – 13; Tracking (A) Per+5 [4] – 20□; Traps/TL8 (A) IQ+1 [4] – 12; Urban Survival (A) Per+1 – 16‡; Wrestling (A) DX+1 [4] – 14‡.

Starting Spending Money: \$796 (20% of Starting Wealth, minus the cost of a Cheap Stiletto)

* Includes +1 from Perfect Balance.

† Includes +2 from Empath.

‡ Includes -1 from One Eye.

§ Includes +1 from Combat Reflexes.

Includes +4 from Tough Guy.

¥ Defaulted from Knife.

‡ Includes +2 from Street Smarts.

□ Includes +4 from Stalker.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	13	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	13	

KNIFE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Stiletto	1d-1 imp	C	10			5/13	[1, 2]

MAIN-GAUCHE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Stiletto	1d-1 imp	C	11F			5/13	[1, 2]

Notes:

[1] Cheap quality (p. B274), multiplies price of the weapon by 0.2 at TL6+.

[2] First ST number is the minimum ST needed to use the weapon effectively, and limits the maximum ST. Second ST number is the ST used to calculate damage.

CANTOR, VERA

Supporting Cast

Real Name: Vera Cantor.

Occupation: College student, librarian.

Identity: Vera does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Salem Center, New York.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ally of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Some romances are love at first sight. In the case of Hank McCoy and Vera Cantor, however, it might be better said that it was love at first fight (see *Beast*).

The two first met while Hank was attending the Xavier Institute for Gifted Youngsters in Vera's home town of Salem Center, New York (see *Xavier Institute*). Vera worked part time in the local library after school, where Hank spent a lot of his spare time away from the Institute. One day, the two got into an argument over the meaning of a passage in Homer's *Odyssey*, which abruptly ended when Hank asked Vera out to dinner.

After they graduated from their respective high schools, Hank and Vera enrolled at Empire State University in Manhattan, where she took a part-time job at the university library to assist with her expenses. She and her roommate, Zelda Kurtzburg (who is currently dating Bobby Drake, the X-Man known as Iceman) have occasionally come to the X-Men's assistance (see *Iceman*; *Kurtzburg, Zelda*; *X-Men*). Vera's relationship with the Beast is public knowledge; she's not entirely comfortable with her face in the tabloids because of it. She has commented at times on how "normal" the more dangerous elements of the X-Men's lives are to her, while finding the more "mundane" world of college and the paparazzi following her around extremely frustrating and incomprehensible.

While always slightly overweight from childhood, Vera has started working out to slim down. Zelda blames the tabloids' unflattering photos of her for Vera's recent health kick.

Even more recently, Vera and Zelda were hypnotized by the mutant Mesmero; Mesmero's plans for the two are currently unknown (see *Mesmero*).

Height: 5' 6".

Weight: 170 lbs.

Eyes: Hazel.

Hair: Brown.

Uniform: None.

Strength Level: Vera Cantor possesses the normal human strength of a woman her age, height, and build who up until recently engaged in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: Vera has a quick mind and is seemingly unflappable about unusual people and circumstances. Her studies into anthropology have aided the X-Men several times, especially when dealing with the Savage Land Mutates (see *Savage Land Mutates*).

60 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 11 [4]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [5]; Basic Move 5 [0].

Languages: English (Native) (Native Language) [0].

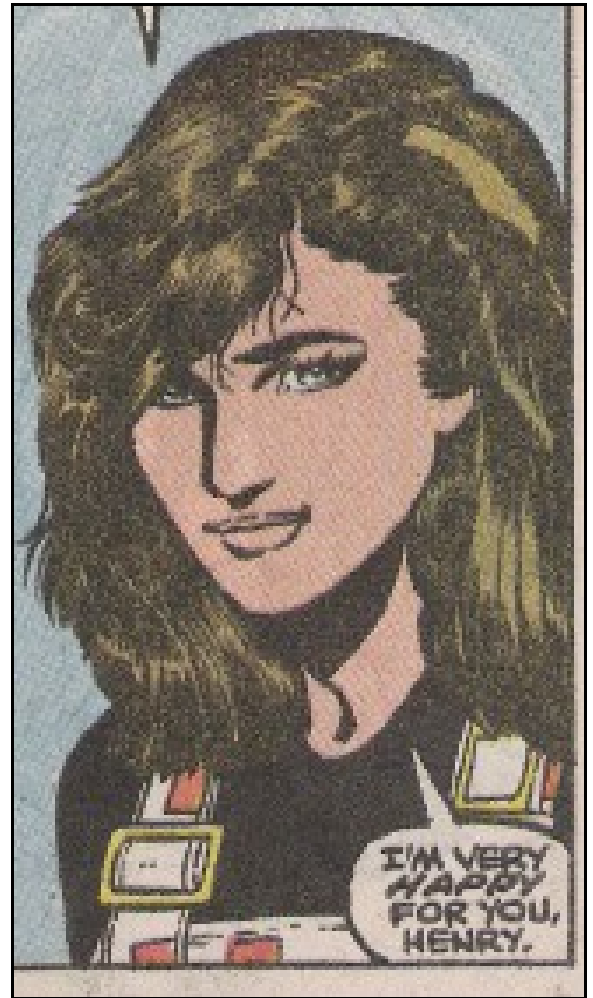
Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Luck [15]; Unfazeable [15].

Perks: Famous Face [1]; Permit (Conceal Carry) [1]; Pet (Sassafras, pet dog (cocker spaniel)) [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses or Contacts, -60%) [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Shyness (Mild) [-5]; Wealth (Struggling) [-10]; Workaholic [-5].

Quirks: Attentive [-1]; Dislikes Being a "Tabloid Princess" [-1]; Obsession (Lose Weight) [-1].



Skills: Anthropology (Human) IQ-1 [2] – 11; Archeology (H) IQ-1 [2] – 11; Artist (Drawing) (H) IQ-2 [1] – 10; Computer Operation/TL8 (E) IQ+1 [2] – 13; Expert Skill (Egyptology) (H) IQ-2 [1] – 10; Geology/TL8 (Earthlike) (H) IQ-2 [1] – 10; Guns/TL8 (Pistol) (E) DX+1 [2] – 10; Linguistics (H) IQ-1 [2] – 11; Literature (H) IQ-2 [1] – 10; Paleontology/TL8 (Paleoanthropology) (H) IQ-1 [2] – 11; Professional Skill/TL8 (Librarian) (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Sociology (H) IQ-2 [1] – 10; Writing (A) IQ-1 [1] – 11.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

Role-Playing Notes:

Design Notes:

1. In the '60s, it was essentially a running gag in *X-Men* that Vera and Zelda would be stood up or have their double date with Hank and Bobby cut short without a word of explanation. This worked while the X-Men were keeping their identities secret (although how Vera never figured out that Hank was the Beast during that time was beyond me). As the Beast is no longer keeping his identity secret in the Reboot, I decided to play with things a little and make Vera a "tabloid princess", something she does not like.
2. In case it's not obvious, Vera is the slightly overweight "nerd girl" who suddenly finds herself in the press due to no fault of her own. She is *not* equipped to handle the press. I plan to have her contrasted with Candy Southern, the high society debutante dating Angel who grew up knowing she might one day have to handle the publicity.

CAPTAIN AMERICA

Hero

Real Name: Steven Rogers.

Occupation: History professor, adventurer; former soldier.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Roger Stevens; the Captain.

Place of Birth: Brooklyn, New York City.

Marital Status: Widower.

Known Relatives: Joseph (father, deceased), Sarah (mother, deceased), Margaret "Peggy" Carter (wife, deceased), James (son, missing in action), Sharon Carter (great-niece by marriage).

Group Affiliation: Avengers, partner and mentor to Bucky II, former member of the Invaders and All-Winners Squad, former partner to Bucky I and Golden Girl.

Base of Operations: New York City.

First Historical Appearance: CAPTAIN AMERICA COMICS #1 (1939).

First Post-Reboot Appearance: CAPTAIN AMERICA #1.

History: Steven Rogers was a sickly boy who grew up during the Great Depression. A staunch patriot, he believed the U.S. government could do no wrong. When World War II broke out in Europe, Steve, at 18, attempted to enlist, but was denied by the recruiter due to his health.

Taking pity on the lad, and impressed with the boy's enthusiasm for doing "the right thing", the recruiter put Steve's name in for a "special project" the military was putting into place. Out of all of the subjects, Steve was the first one selected to undergo the "super-soldier" treatment, which consisted of a serum taken orally and catalyzed with a unique mixture of what was believed to be non-harmful radiation. Upon the experiment's success, Steve emerged at what was believed the peak of human physical perfection.

Sadly, the project's lead scientist, Dr. Abraham Erskine, was killed almost immediately by Nazi agents. Because he'd kept the full formula for the super-soldier serum in his head, the project died with Dr. Erskine.

Steve Rogers was then given the uniform and identity of Captain America, the fighting symbol of America. During World War II, Captain America operated alongside the Invaders, a team which included the Sub-Mariner, Union Jack, the android Human Torch, the British speedster Spitfire, and his Soviet counterpart Red Guardian, as well as working for a time with a sidekick, James Buchanan "Bucky" Barnes (see *Namor*; *Red Guardian*; *Union Jack*). His most persistent nemesis during this time was the Nazi war criminal known as the Red Skull; the Red Skull was believed killed at the end of the war. While operating in occupied France, he met the woman who would one day become his wife, Peggy Carter, who at the time was working for the OSS (Office of Strategic Services, the predecessor to the modern CIA) in organizing and supporting the French Resistance.

After World War II was over, Captain America maintained contact with the other Invaders, including Red Guardian, who had retired to become a circus acrobat. It was during this time that he married Peggy Carter. He then served during the Korean War, working with a new partner, Golden Girl, for a brief time while Bucky was recuperating from injuries incurred by the criminal Lavender. While Bucky was recuperating, Peggy gave birth to Steve's son, who was named James in honor of Bucky. (It is not known whether the effects of the super-soldier serum were passed onto James Rogers.) In 1953, however, Rogers was called before the House Un-American Activities Committee to explain his frequent contact with the retired Red Guardian. A shocked nation was soon informed that the Committee had stripped Captain America of his position.

Disillusioned for the first time in his life with the United States government, Steve Rogers dropped out of sight, as a series of new Captain Americas came and went. In the 1960s, Peggy Carter was later killed in a communist terrorist attack in West Germany while she, Steve, and James were visiting several of the monuments to the war there.

Steve's son, James, who had declined his father's role, attended the Naval Academy in Annapolis, Maryland, and became a Navy A-6 Intruder pilot during the Vietnam War, but was shot down and reported missing in action; whether James is still alive or not is unknown. Following his son's disappearance, Steve temporarily returned to action as Captain America (without authorization) in an ill-fated attempt to find and rescue his son, only to admit defeat several months later. The identity was retired by the government altogether following the Vietnam War.

It was at this time, in the 1970s, that Steve realized that he effectively wasn't aging; tests at military hospitals showed that his decreased rate of aging was due to lingering effects of the super-soldier serum.

Steve Rogers has moved from place to place over the last several decades. At first he studied the martial arts of various nations abroad. During the '90s and '00s he taught history at various high schools across the nation. Recently settling into a teaching position



at Midtown High in the borough of Queens, New York City, Steve was forced to don a black and white outfit similar to his Captain America uniform when Baron Harbin Zemo, grandson of the Nazi general Steve faced repeatedly during WWII, took the school he was teaching at hostage (see *Baron Zemo*). Baron Zemo had discovered Steve's identity by intercepting various correspondences between Steve and the now deceased Red Guardian, and the fact that Steve was still in his prime fed the need for revenge that had been drilled into the Baron as a youth.

Steve, using the alias "The Captain", managed to fend off Zemo and rescue the school. One of the students, Rikki Buchanan, aided him without his asking for help (see *Bucky*). Realizing that the need for a symbol was greater than ever, yet still not trusting the government, Steve petitioned Congress to restore him as Captain America, but only under the condition that he would be able to operate autonomously. They have grudgingly done so, giving him the adamantium-vibranium alloy shield previously used by the Vietnam-era Captain America. His activities have been monitored by SHIELD agent Sharon Carter, who has since become his ally in several cases (see *Carter, Sharon*; *SHIELD*).

Captain America was recently invited to join the Avengers, and over the last few months has gravitated toward leading the team (see *Avengers*).

Height: 6' 2".

Weight: 240 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: (as the Captain) Black bodysuit with black and white horizontal stripes beside a white star on the chest, black cowl, white gloves and boots; (as Captain America) blue bodysuit with a white star on the chest and red and white horizontal stripes around the lower torso, red gloves, red boots, blue cowl with a white A on the forehead.

Strength Level: Captain America represents the pinnacle of human physical perfection. While not superhuman, he is as strong as a human being without powers can be. He can lift (press) a maximum of 800 pounds with supreme effort.

Known Superhuman Powers: The "super-soldier serum" that enhanced Captain America to human perfection has extended his lifespan significantly. Captain America ages at an extremely slow rate; while it has been almost 70 years since his treatment, he has only aged about ten, and appears to be in his mid-30s.

Abilities: Captain America is highly trained in a number of combat styles, having received special forces training during World War II and further training in Oriental and Western martial arts, including, but not limited to, karate, jujitsu, several styles of kung fu, boxing, wrestling, savate, and aikijutsu. He has combined these styles into a unique style all his own.

Captain America is an expert at throwing his shield, bouncing it off a number of targets, and having it return to him.

Weapons: Captain America's only weapon is a round shield made from an alloy of adamantium and vibranium. The shield is 2½ feet in diameter, weighs 12 pounds, and is aerodynamically shaped to provide lift as it flies through the air; due to years of practice with similar shields, Captain America can throw it over a hundred feet and have it return to him. The shield is practically impervious to all harm; only something that can rearrange matter on the molecular level would be able to damage the shield. This shield is nearly identical in size, shape, and weight to the titanium steel shield he used in World War II.

Red Skull: What makes you special? What makes you deserving of this power?

Captain America: Nothing. I'm just a kid from Brooklyn.

– Captain America: The First Avenger

992 points

Attributes: ST 23 [130]; DX 16 [120]; IQ 12 [40]; HT 15 [50].

Secondary Characteristics: Dmg 2d+1/4d+1; BL 106; HP 23 [0]; Will 15 [15]; Per 15 [15]; FP 20 [15]; Basic Speed 8.00 [5]; Basic Move 8 [0]; Dodge 15.

Languages: Dutch (Accented) [4]; English (Native) (Native Language) [0]; French (Accented) [4]; German (Accented) [4]; Mandarin Chinese (Accented) [4]; Russian (Accented) [4].

Cultural Familiarities: East Asian [1]; Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Double-Jointed [15]; Enhanced Block 3 [15]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) 3 [15]; Extended Lifespan 3 (x8) [6]; Extra Attack 1 [25]; Fearlessness 5 [10]; Imbue 2 (Limited Skill Access: One Skill (Bank Shot), -80%) [4]; Legal Enforcement Powers 3 [15]; Rapid Healing [5]; Signature Gear: Adamantium-Vibranium Throwing Shield [60]; Social Regard (Respected) 3 [15]; Trained By A Master [30]; Very Fit [15]; Weapon Master (Shield) [20].

Perks: Courtesy Rank (Military) 4 [4]; Style Familiarity: Aikijutsu [1]; Style Familiarity: Boxing [1]; Style Familiarity: Chin Na [1]; Style Familiarity: Fairbairn Close Combat Training [1]; Style Familiarity: Hsing I Chuan [1]; Style Familiarity: Jujutsu [1]; Style Familiarity: Savate [1]; Style Familiarity: Shotokan Karate [1]; Sure-Footed (Uneven) [1]; Weapon Bond: Shield [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Soldier's) [-10]; Enemy (Baron Zemo) (Equal In Power) (9) [-10]; Guilt Complex [-5]; Honesty (6) [-20]; Light Sleeper [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Sense of Duty (Humanity) [-15]; Truthfulness (9) [-7].

Quirks: Attentive [-1]; Broad-Minded [-1]; Calm Under Pressure [-1]; Prefers to Eat Organic [-1].

Skills: Artist (Drawing) (H) IQ+0 [4] – 12; Bank Shot (Thrown Weapon (Disc)) (VH) DX+4 [24] – 20; Breath Control (H) HT+0 [4] – 15; Climbing (A) DX+4 [1] – 20*; Current Affairs/TL8 (Headline News) (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [4] – 15;

Diplomacy (H) IQ+1 [8] – 13; Driving/TL8 (Automobile) (A) DX-1 [1] – 15; Driving/TL8 (Motorcycle) DX-1 [1] – 15; First Aid/TL8 (Human) (E) IQ+1 [2] – 13; Fist! (WC) DX+9 [132] – 25; Forced Entry (E) DX+0 [1] – 16; Games (Boxing) (E) IQ+0 [1] – 11; Hiking (A) HT-1 [1] – 14; History (20th Century) (H) IQ+1 [8] – 13; Jumping (E) DX+0 [1] – 16; Knife (E) DX [1] – 16; Leadership (A) IQ+8 [20] – 20†; Mechanic/TL6 (Automobile) (A) IQ-1 [1] – 11; Navigation/TL7 (Land) (A) IQ+0 [2] – 12; Photography/TL7 (A) IQ-1 [1] – 11; Piloting/TL7 (Light Airplane) (A) DX-1 [1] – 15; Public Speaking (A) IQ+3 [2] – 15†; Running (A) HT-1 [1] – 14; Savoir-Faire (Dojo) (E) IQ [1] – 12; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Search (A) Per-1 [1] – 14; Shield (E) DX+9 [32] – 25; Soldier/TL7 (A) IQ+1 [4] – 13; Stealth (A) DX+0 [2] – 16; Survival (Desert) Per+0 [2] – 16; Survival (Mountain) Per+0 [2] – 16; Survival (Swampland) Per+0 [2] – 16; Survival (Woodlands) Per+0 [2] – 16; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [8] – 13; Teaching (A) IQ+0 [2] – 12; Thrown Weapon (Disc) (E) DX+10 [36] – 25; Tracking (A) Per-1 [1] – 14.

Techniques: Counterattack (Shield) (H) def+5 [6] – 25; Feint (Shield) (H) def+4 [5] – 29; Rope Up (Climbing) (A) def+2 [2] – 20; Scaling (Climbing) (H) def+3 [4] – 20; Timed Defense (Shield) (H) def+2 [3] – 19.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* includes +5 from Double-Jointed

† includes +3 from Charisma

Role-Playing Notes:

Captain America often gives the appearance of a man out of time, but this is commonly a ruse. He is an honorable man who always tries to do what he feels is the right thing. He tries to ensure that people live lives free from fear; in World War II, he opposed Hitler, while in the 1950s he was openly critical of both McCarthy and the Communists. Nowadays he's openly critical of both Muslim extremists and the Religious Right movements.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	2d+4 cr	C	16	–	–	23	

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+4 cr	C	16	–	–	23	
–	Karate Kick	2d+5 cr	C, 1	n/a	–	–	23	

Captain America's Shield

SHIELD

TL	Shield	DB	Cost	Weight	DR	LC
7^	Medium Adamantium-Vibranium Alloy Shield	2	\$600K	12	150	2

SHIELD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
7^	Medium Adamantium-Vibranium Alloy Shield Bash	2d+1 cr	1	No	\$600K	12	23

THROWN WEAPON (DISC)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
7^	Medium Adamantium-Vibranium Alloy Throwing Shield	2d+3 cr	2	35/58	12	1	T(1)	\$600K	23	-5

The shield's DR is hardened to reduce any damage penetration by four steps (for instance, from (10) to (1)). In addition, the shield grants the wielder Injury Tolerance (Damage Reduction, /10), and, being made from adamantium, is virtually indestructible (hence the lack of a HP stat in the above entries).

Design Notes:

- Despite the difference in point value, Baron Zemo is listed as being "equal in power" to Cap rather than "less powerful" due to the resources Zemo can command.

CAPTAIN MARVEL

Hero

Real Name: Mar-Vell.

Occupation: Adventurer, former soldier and intelligence agent.

Identity: Known to the Kree authorities; the general public of Earth do not know of his alien origins.

Legal Status: Citizen of the Kree Empire, wanted by the Kree military for charges of treason.

Other Aliases: None.

Place of Birth: The planet Hala, Pama system, Kree Empire.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Formerly the Kree Imperial Army.

Base of Operations: Mobile throughout space, formerly the starship *Hala* in orbit around Earth.

First Post-Reboot Appearance: CAPTAIN MARVEL #1

History: Mar-Vell is one of the so-called "white Kree", a subspecies of the alien Kree with skin tones close to those of Caucasian humans (see *Kree*). Mar-Vell was a soldier in the Kree Imperial Army who rose through the ranks to attain the rank of captain. He fought in many engagements against the Kree's longtime enemies, the Skrulls, earning numerous commendations from the Kree High Command; most of these exploits are currently undocumented (see *Skrulls*).

Recently, however, Mar-Vell was chosen to act as a spy for the Kree on Earth, due to the white Kree's resemblance to the human natives of the planet. He was under the direct command of Colonel Yon-Rogg, a blue Kree who supervised the mission from a ship which stayed cloaked in orbit. Mar-Vell's love, Una, was also stationed on board the ship as the medical officer (see *Una*; *Yon-Rogg*). To aid in his duties as a spy, Mar-Vell was granted superhuman abilities through retroviral genetic manipulation and nanotech implants. On Earth, he found himself falling into the role of "super-hero", becoming known to the press as Captain Marvel.

During his time on Earth, Mar-Vell came to identify with the humans, and circumvented orders from Yon-Rogg which would have placed humans in danger. After Yon-Rogg caught him disobeying a direct order which would have resulted in the deaths of hundreds of people, Mar-Vell was arrested and returned to Hala for a court-martial. In the meantime, Yon-Rogg began planning a full-scale invasion of Earth, in direct violation of his own orders.

Mar-Vell escaped from his captivity and returned to Earth, where he was instrumental in thwarting Yon-Rogg's initial invasion force. However, he was unable to bring Yon-Rogg's own treachery to the higher-ups in the Kree Imperial Army. He and Una are currently traveling the galaxy as fugitives, trying to stay one step ahead of Yon-Rogg's forces.

It has recently come to light that Mar-Vell is being manipulated by members of the Kree Empire's ruling elite, although Mar-Vell himself is unaware of these manipulations.

Height: 6' 2".

Weight: 210 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Red and blue bodysuit with a gold star insignia, blue half-mask, blue gloves, blue boots. This uniform was given to him when he was given his powers. Prior to that, wore the standard Kree military uniform.

Strength Level: Captain Marvel possesses superhuman strength enabling him to lift (press) 10 tons under optimal conditions. Originally, he possessed the normal Kree strength, which is about twice that of a normal human.

Known Superhuman Powers: In addition to his superhuman strength, as noted above, Captain Marvel possesses the ability to fly at great speeds unaided through space. He is presently only able to travel at Mach 2 (1,440 mph) in atmosphere, or Mach 13 (around 10,000 mph) in space. When flying in an atmosphere, he commonly slows to just under the speed of sound (around 700 mph).

Mar-Vell also possesses the ability to project beams of energy from his hands. He is able to modulate these beams for various effects, from lasers to concussive force.



Other Abilities: Mar-Vell is a skilled pilot and astrogator, and is an accomplished soldier trained in Kree armed and unarmed combat.
Weapons: At present, Captain Marvel does not use any weaponry. When he was an officer in the Kree military, he had access to most standard Kree weaponry.

1,186 points

Attributes: ST 24/114 [0*]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 2d+1/4d+2 (12d/14d); BL 115/2,599 lbs; HP 24 [0]; Will 12 [0]; Per 12 [0]; FP 18 [0†]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Basic Air Move 13 [0]; Basic Space Move 13 [0].

Languages: English (Accented) [4]; Kree (Native) (Native Language) [0].

Cultural Familiarities: Earth Western [2]; Kree Empire (Native) [0].

Advantages: 3D Spatial Sense [10]; Ally (Una; Up To 25% Point Value) (12) [2]; Appearance (Attractive) [4]; Born Tactician 1 [10]; White Kree [62]; Burning Attack 7d (Armor Divisor (2), +50%; Increased Range, +20%; Increased Range (1/2D Range only), +10%; Variable, +5%; Blockable, -5%; Nanotech, -10%) [60]; Combat Reflexes [15]; Crushing Attack 7d (Increased Range, +20%; Increased Range (1/2D Range only), +10%; Underwater, +20%; Variable, +5%; Nanotech, -10%; Alternative Attack, ×1/5) [11]; Enhanced Move (Air) 6 (Air Move 832/1,664 mph) (Super, -10%) [108]; Enhanced Move (Space) 8.5 (Space Move 4,992/9,984 mph) (Super, -10%) [153]; Fit [5]; Flight (Space Flight, +50%; Super, -10%) [56]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /100) (Limited: Crushing Attacks, -40%; Nanotech, -10%) [150]; Rapid Healing [5]; Reputation (Hero) 2 (Frequency: Sometimes, 10 or Less; People Affected: Almost Everyone Except Those From Backwater Worlds or Skrulls) [3]; Super ST +10/+100 (Nanotech, -10%) [390]; Vacuum Support [5].

Perks: Courtesy Military Rank 4 [4].

Disadvantages: Code of Honor (Soldier's) [-10]; Dependent (Una; Loved One; No More Than 25% Point Value) (12) [-40]; Enemy (Yon-Rogg; Equal in Power) (12) [-20]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Responsive [-1].

Skills: Aerobatics (H) DX+1 [2] – 14‡; Beam Weapons/TL11 (Pistol) (E) DX+1 [2] – 14; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 14; Boxing (A) DX+1 [4] – 14; Computer Operation/TL11 (E) IQ+0 [1] – 12; Connoisseur (Music) (A) IQ-1 [1] – 11; Electronics Operation/TL11 (Sensors) (A) IQ+0 [2] – 12; Explosives/TL11 (Demolition) (A) IQ+0 [2] – 12; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 14§; Free Fall (A) DX+1 [1] – 14‡; Innate Attack (Beam) (E) DX+2 [4] – 15; Intelligence Analysis/TL11 (H) IQ+0 [2] – 12#; Judo (H) DX+1 [8] – 14; Karate (H) DX+1 [8] – 14; Leadership (A) IQ+2 [4] – 14§; Navigation/TL11 (Hyperspace) (A) IQ+2 [2] – 14‡; Navigation/TL11 (Space) (A) IQ+2 [2] – 14‡; Observation (A) Per+1 [4] – 13; Pilot! (WC) DX-1 [12] – 12; Research/TL11 (A) IQ+0 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [1] – 13#; Soldier/TL11 (A) IQ+0 [1] – 12#; Tactics (H) IQ+1 [4] – 13#; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from the White Kree racial package, and +10/+100 from Super ST.

† Includes +5 from the White Kree racial package.

‡ Includes +2 from 3D Spatial Sense.

§ Includes +1 from Combat Reflexes.

Includes +1 from Born Tactician.

Role-Playing Notes:

Design Notes:

1. This build, and the High TL trait in the White Kree racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. For Mar-Vell after he leaves Earth, the campaign would likely be considered a TL 11 setting, reducing his point cost by 15 points (net 1,171 points) and increasing his Starting Money (to \$7,500).
2. Mar-Vell's Rank and Wealth levels come from the time when he is a fugitive. When he first appears, he has a Wealth level of Comfortable, and Military Rank 4 instead of Courtesy Rank, which gives him Status 1 for free.

CARTER, SHARON

Supporting Cast

Real Name: Sharon Carter.

Occupation: Government agent.

Identity: Sharon Carter does not use a dual identity.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: "Kate".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Marguerite "Peggy" Carter (great-aunt, deceased), Steve Rogers (great-uncle by marriage), James Rogers (first cousin once removed, presumed deceased).

Group Affiliation: SHIELD; ally of Captain America.

Base of Operations: SHIELD's New York City branch office.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Many of the details of Sharon Carter's early life are as yet unrevealed. She is the grand-niece of Peggy Carter, the late wife of Captain America, and grew up being told tales of her famous great-uncle (see *Captain America*).

As an adult, Sharon decided to enter law enforcement. Due to her familial relations, while attending the FBI Academy she was recruited into SHIELD, becoming one of their top special agents (see *SHIELD*). She would often take the name "Kate" when performing undercover investigations.

When Captain America returned to active duty, Sharon was assigned to work with him as his official SHIELD liaison. Sharon was at first apprehensive about working with her "Uncle Steve" (as she called him), but was surprised to discover how young he remained – the two had not actually met since she was a young child. This soon turned towards a bit of resentment as he would actively try to shield her from harm, until she released "the fabled Carter temper" at him, giving him a piece of her mind about his overly-protective treatment. Since then, the two have tried to work as equals, with Sharon assisting in helping train Cap's new partner, Rikki Buchanan, the new Bucky (see *Bucky*).

Height: 5' 8".

Weight: 135 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Sharon Carter possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Sharon Carter is a skilled hand to hand combatant, having been trained in ABA Bando, Hwa Rang Do, and Jeet Kune Do, and a marksman with conventional firearms. She is also skilled at operating undercover during investigations.

Weapons and Paraphernalia: Sharon often wears a vest made of a lightweight advanced ballistic fabric underneath her normal shirt; her pants and jacket are usually made of the same fabric. Her SHIELD-issued service pistol is a Glock 22 chambered for the .40S&W round, normally loaded with APHP (armor-piercing hollow-point) ammunition, a hollow point round with a tungsten core for penetrating armor. (Against "soft" targets, like unarmored people, the round acts like a standard hollow point, while against armored "hard" targets, such as body armor or vehicular plating, the round acts like an armor-piercing round.)

As a SHIELD agent, Sharon has access to a wide variety of weapons and technical gear designed to locate, capture, and restrain superhuman targets.

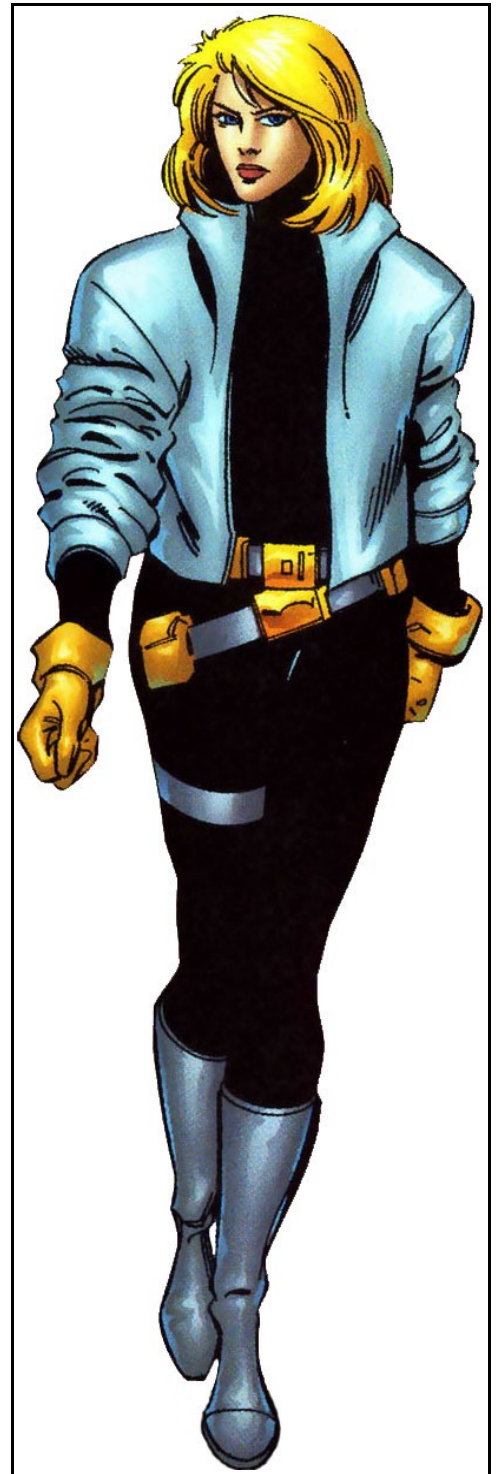
515 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 14 [10]; Per 14 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].



Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Craftiness 2 [10]; Extra Attack 1 [25]; Fit [5]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Legal Enforcement Powers 2 [10]; Natural Copper 2 [20]; Rapid Healing [5]; SHIELD Rank 4 [20]; Smooth Operator 2 [30]; Social Chameleon [5]; Unfazeable [15]; Wealth (Comfortable) [10].

Perks: Controllable Disadvantage (Bad Temper) [1]; Controllable Disadvantage (Callous) [1]; One-Task Wonder (Electronics Repair/TL8 (Security), Disabling Only) [1]; Style Familiarity (ABA Bando) [1]; Style Familiarity (Hwa Rang Do) [1]; Style Familiarity (Jeet Kune Do) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Duty (SHIELD) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5].

Quirks: Constantly Trying To Set Up Captain America On Dates With Her SHIELD Co-Workers [-1]; Infatuated With Captain America [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Acting (A) IQ+3 [2] – 16*†; Boating/TL8 (Motorboat) (A) DX+0 [2] – 13; Body Language (Human) (A) Per+2 [2] – 16†; Carousing (E) HT+4 [2] – 16†; Climbing (A) DX+0 [2] – 13; Criminology/TL8 (A) IQ+2 [4] – 15‡; Detect Lies (H) Per+2 [1] – 16†‡; Driving/TL8 (Automobile) (A) DX+0 [2] – 13; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 12; Escape (H) DX+0 [4] – 13; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 14§; Fast-Draw (Knife) (E) DX+1 [1] – 14§; Fast-Draw (Pistol) (E) DX+1 [1] – 14§; Filch (A) DX+0 [2] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 14; Guns/TL8 (Rifle) (E) DX+2 [3] – 14#; Guns/TL8 (Submachine Gun) (E) DX+2 [3] – 14#; Holdout (A) IQ+1 [1] – 13*; Intelligence Analysis/TL8 (H) IQ+2 [4] – 14‡; Interrogation (A) IQ+2 [1] – 14‡¥; Intimidation (A) Will+2 [2] – 16†; Judo (H) DX+2 [12] – 15; Jumping (E) DX+0 [1] – 13; Karate (H) DX+2 [12] – 15; Karate Sport (H) DX-1 [1] – 12‡; Knife (E) DX+1 [2] – 14; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+2 [2] – 16‡; Pickpocket (H) DX+0 [4] – 13; Running (A) HT+0 [2] – 13; Savoir-Faire (Dojo) (E) IQ+2 [1] – 14†; Savoir-Faire (High Society) (E) IQ+2 [1] – 14†; Savoir-Faire (Mafia) (E) IQ+2 [1] – 14†; Savoir-Faire (Police) (E) IQ+5 [2] – 17†‡; Sex Appeal (Human) (A) HT+5 [1] – 18†□ Shadowing (A) IQ+4 [2] – 16*‡; Skiing (H) HT-1 [2] – 12; Stealth (A) DX+2 [2] – 15*; Streetwise (A) IQ+4 [2] – 16†‡; Swimming (E) HT+0 [1] – 13; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Wrestling (A) DX+2 [8] – 15.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 13; Back Kick (Karate) (H) def+4 [5] – 15; Head Lock (Judo) (H) def+3 [4] – 15; Kicking (Karate) (H) def+2 [3] – 15; Slip Handcuffs (Escape) (H) def+5 [6] – 13; Sweeping Kick (Karate) (H) def+3 [4] – 15.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Craftiness.

† Includes +2 from Smooth Operator.

‡ Includes +2 from Natural Copper.

§ Includes +1 from Combat Reflexes.

Defaulted from Guns/TL8 (Pistol).

¥ Defaulted from Intimidation.

‡ Defaulted from Karate.

□ Includes +4 from Appearance.

Role-Playing Notes:

Sharon is a confidant woman who is said to have nerves of steel. She has a deep attraction for Steve, which she knows is not right, given he's her great-uncle (by marriage), and deflects this by constantly trying to find him a date from among her co-workers at SHIELD. (As an April Fool's gag, she once suggested one of her gay male co-workers, just to gauge his reaction.)

Design Notes:

1. SHIELD Rank is derived from *Social Engineering: Pulling Rank*, based off using SHIELD as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.

CASSIDY, BLACK TOM

Villain

Real Name: Thomas Cassidy.

Occupation: Professional criminal, former soldier of fortune.

Identity: Publicly known.

Legal Status: Citizen of Ireland with a criminal record in many nations.

Other Aliases: None.

Place of Birth: Ireland, exact location unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional partner of the Juggernaut.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Thomas Cassidy was the second son born to a lesser Irish noble house. Bored with the role of a wealthy gentleman of leisure, he left home at an early age (reports conflict over the age; both 16 and 18 have been mentioned), ultimately becoming a soldier of fortune in Africa. While there, he became friends with another mercenary by the name of Cain Marko. It is not known when he discovered his mutant abilities.

After serving in a few campaigns in Africa's war-torn interior, Cassidy started committing crimes in Europe, more as a means of avoiding going home to boredom than from any real desire to obtain more wealth. More than once, he was deported back to Ireland.

Seeking new frontiers (and barred from entering most of Europe), Black Tom traveled to New York City, where he encountered his old friend Marko, now transformed into the superhuman powerhouse Juggernaut, in a bar on the west side (see *Juggernaut*). The two then joined forces to take on the X-Men (see *X-Men*). While he was taken into custody, he soon escaped. His future plans are currently unknown.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black leather bodysuit with a large red symbol resembling a stylized bat or leather-winged humanoid on the chest, red gloves, red boots, red and black belt.

Strength Level: Black Tom possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Black Tom is a mutant who is able to produce intense bolts of energy from his body. To date, he has been observed producing both concussive force and intense heat.

Normally, he channels his power through wooden objects; on one occasion, however, he was shown to be able to produce his energy without it, but this energy was much stronger and less controlled than normal. This has led the Beast to hypothesize that he uses the wood as a kind of resistor rather than a conductor (see *Beast*).

Other Abilities: As a former soldier of fortune, Black Tom has received training in all modern conventional firearms and some unarmed combat.

Weapons: Black Tom carries a wooden shillelagh, a three foot long staff or cane of Irish design. He has fooled many people into believing the shillelagh is a high-tech energy weapon, rather than a focus for his powers.

Willow: He says he's enjoying being a gentleman of leisure.

Buffy: "Gentleman of leisure." Isn't that just British for "unemployed"?

– *Buffy the Vampire Slayer* #4.01



290 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0]; Irish Gaelic (Native) [6].

Cultural Familiarities: Bantu Africa [1]; Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Burning Attack 5d (Increased 1/2D Range ×2, +5%; Increased Range ×2, +10%; Uncontrollable (Mitigator: Wooden Focus, -60%), -12%; Variable, +5%; Elemental: Heat/Fire, -10%; Mutant, -10%; Alternative Attack, ×1/5) [5]; Charisma 2 [10]; Combat Reflexes [15]; Crushing Attack 5d (Increased 1/2D Range ×2, +5%; Increased Range ×2, +10%; Uncontrollable (Mitigator: Wooden Focus, -60%), -12%; Variable, +5%; Mutant, -10%) [25]; Fashion Sense [5]; Fit [5]; High Pain Threshold [10]; Social Chameleon [5]; Status 2 [5*]; Wealth (Very Wealthy) [30].

Perks: Courtesy Military Rank 1 [1]; Dirty Fighting [1].

Disadvantages: Addiction (Tobacco) (Cheap; Highly Addictive; Legal) [-5]; Code of Honor (Gentleman's) [-10]; Overconfidence (9) [-7]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Agnostic [-1]; Chauvinistic [-1]; Hidden Scar (Abdominal Scarring) [-1]; Not Until My First Cup! [-1].

Skills: Acting (A) IQ+0 [2] – 11; Area Knowledge (Congo/Zaire) (E) IQ+0 [1] – 11; Area Knowledge (Northern Europe) (E) IQ+0 [1] – 11; Artillery/TL8 (Cannon) (A) IQ+0 [2] – 11; Boating/TL8 (Motorboat) (A) DX+0 [2] – 12; Brawling (E) DX+3 [8] – 15; Broadsword (A) DX+2 [8] – 14; Camouflage (E) IQ+1 [2] – 12; Climbing (A) DX+0 [2] – 12; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 12; Driving/TL8 (Heavy Wheeled) (A) DX-1 [1] – 11; Driving/TL8 (Tracked) DX-1 [1] – 11; First Aid/TL8 (Human) IQ+0 [1] – 11; Forced Entry (E) DX+1 [2] – 13; Gambling (A) IQ+1 [4] – 12; Games (Card Games) (E) IQ+1 [2] – 12; Gesture (E) IQ+1 [2] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 13; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+1 [2] – 13; Guns/TL8 (Rifle) (E) DX+1 [2] – 13; Guns/TL8 (Submachine Gun) (E) DX+1 [2] – 13; Hiking (A) HT+0 [2] – 11; Holdout (A) IQ+0 [2] – 11; Innate Attack (Beam) (E) DX+4 [12] – 16; Literature (H) IQ-1 [2] – 10; Observation (A) Per+1 [4] – 12; Running (A) HT+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Smuggling (A) IQ+1 [4] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Stealth (A) DX+1 [4] – 13; Streetwise (A) IQ+1 [4] – 12; Survival (Jungle) (A) Per+1 [4] – 12; Survival (Plains) (A) Per+1 [4] – 12; Survival (Woodlands) (A) Per+1 [4] – 12; Tactics (H) IQ-1 [2] – 10; Wrestling (A) DX-1 [1] – 11.

Starting Spending Money: 79,995 (20% of Starting Wealth, minus the cost of of a Light Club/Shillelagh).

* Includes +1 from Wealth.

Role-Playing Notes:

Real Name: Townshend Horgan.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Presumed single.
Known Relatives: None.
Group Affiliation: Ani-Men.
Base of Operations: New York City.
First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Townshend Horgan was a career criminal facing a lengthy prison sentence for various violent crimes when he was given an opportunity to get a reduced sentence by participating in a scientific experiment.

These experiments, performed by scientists in the employ of the Kingpin, involved the injections of various animal DNA into their test subjects using genetic retroviruses (see *Kingpin*). Horgan's injections contained DNA from several of the big cats, including leopards and at least one species of tiger.

Calling himself Cat-Man, Horgan joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Cat-Man and his companions – Ape-Man, Bird-Man, Dragonfly, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Cat-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 6'.

Weight: 250 lbs.

Eyes: Green.

Hair: Black.

Other Distinguishing Features: Cat-Man is covered with black fur with tan stripes along his torso and legs.

Uniform: Yellow leotard, yellow gloves, yellow boots, gold belt.

Strength Level: Cat-Man possesses superhuman strength, enabling him to lift (press) approximately 1,500 lbs (three-quarter ton) under ideal conditions.

Known Superhuman Powers: In addition to his superhuman strength, Cat-Man possesses superhuman agility, sharp claws on his hands and feet, sharp teeth, and cat-like senses of sight, smell, and hearing.

460 points

Attributes: ST 30 [200]; DX 16 [120]; IQ 11 [20]; HT 14 [0].

Secondary Characteristics: Dmg 3d/5d+2; BL 180 lbs; HP 30 [0]; Will 11 [0]; Per 13 [10]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 2 [4]; Ambidexterity [5]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; Enhanced Move 1/2 (Ground) (Ground Move 10/20 mph; Biological,



-10%) [9]; Extra Attack 1 [25]; Fit [5]; High Pain Threshold [10]; Night Vision 6 [6]; Parabolic Hearing 2 [8]; Perfect Balance [15]; Silence 3 [15]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 2 [2]; Ultrahearing [5]; Vibration Sense [10].

Perks: Clinch (Brawling) [1]; Fur [1].

Disadvantages: Bad Temper (12) [-10]; Enemy (NYPD) (9) [-20]; Extra Sleep -2 [-4]; Ham-Fisted 1 (-3) [-5]; Impulsiveness (9) [-15]; Kleptomania (9) [-22]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Susceptible to Catnip -3 [-3]; Wealth (Struggling) [-10].

Quirks: Dislikes Large Bodies of Water [-1]; Habit (Makes Bad "Cat"-Related Puns) [-1]; Personality Change (Mellow When Under the Influence of Catnip) [-1].

Skills: Acrobatics (H) DX-1 [1] – 15*; Axe/Mace (A) DX-1 [1] – 15; Brawling (E) DX+0 [1] – 16; Climbing (A) DX+0 [1] – 16*; Forced Entry (E) DX+0 [1] – 16; Guns/TL8 (Pistol) (E) DX+0 [1] – 16; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Tracking (A) Per+1 [4] – 14; Urban Survival (A) Per+1 [4] – 14.

Techniques: Kicking (Brawling) (H) def+2 [3] – 16.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

Role-Playing Notes:

CERBERUS

Supporting Cast

Real Name: Cerberus.

Occupation: Guard dog.

Identity: Cerberus's existence as anything other than a mythological figure is unknown to the general public.

Legal Status: Property of Hades.

Other Aliases: Hound of Hades, Hound of Hell.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Tython (father), Echidna (mother), Lernean Hydra, Orthrus (brothers, deceased), Chimera (sister, deceased), Sphinx (niece, deceased), Nemean Lion (nephew, deceased), Gaea (grandmother). For more details on his extended family tree, consult Hesiod's *Theogeny* and other works.

Group Affiliation: Denizens of the Underworld.

Base of Operations: The underworld realm of Hades.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Born of monsters, Cerberus would have been consigned to life as yet another monster to be slaughtered by the ancient heroes had it not been for his cousin, Hades, who treated the giant three-headed dog with respect (see *Hades*). Hades placed Cerberus under his protection in exchange for Cerberus's services as the watchdog of his realm, the ancient Greek underworld. Only twice is Cerberus known to have relaxed in his duty: once when Orpheus persuaded Hades to restore the mortal's wife to life, and once when he was taken out of the underworld by Hercules as part of the demigod's Twelve Labors (see *Hercules*).

The latter incident has been related by both Hercules and Hades's wife, Persephone, as follows: Hercules had been ordered by his cousin Eurystheus, King of Tiryns, to deliver Cerberus to him as Herc's twelfth and final Labor (see *Persephone*). Descending into the underworld, accompanied by Athena and Hermes, Herc was welcomed as a guest by his uncle and half-sister (Hades and Persephone, respectively) and given every hospitality (see *Athena*; *Hermes*). Hades did not want Cerberus harmed, and Cerberus agreed to be carried to the surface world if Hercules could succeed in defeating him in unarmed combat. Hercules not only succeeded, but treated the hound with such respect afterward, including releasing Cerberus and accompanying him back to the underworld the moment the Labor was complete that the two soon formed a close friendship which continues to this day.

Cerberus was on hand to greet Hercules and his half-sister, Nyssa Savakis, when the two visited the Greek underworld (see *Savakis*, *Nyssa*). Nyssa was scared of Cerberus at first, but the giant dog soon won over her affections.

Presumably Cerberus remains the ever-watchful guard dog of Hades's realm.

Height: 5' 6" at the shoulder.

Length: 8' 10".

Weight: 4500 lbs.

Eyes: Varies, commonly depicted as blue, green, or red.

Fur: Black.

Other Distinguishing Features: Cerberus has three heads.

Uniform: None.

Strength Level: Cerberus possesses superhuman (supercanine?) strength. Using two of his heads in unison, he is able to effectively lift (press) up to 80 tons.

Known Superhuman Powers: In addition to his strength, Cerberus has superhuman durability. His physical form is such that he can run at up to 50 miles per hour. His three heads permit him to look and pay attention in almost any direction at the same time. He otherwise has all the typical features and senses of a canine, albeit one much larger than most.

Like all Olympian deities, he is immune to all terrestrial diseases and poisons/toxins, and does not age.

Other Abilities: Unlike many of his siblings, Cerberus has a human-level intellect and is not instinctively afraid of fire.



I,141 points

Attributes: ST 46/332 (No Fine Manipulators, -40%; Size, -10%) [115*]; DX 12 (No Fine Manipulators, -40%) [24]; IQ 10 [0]; HT 14 [40].

Secondary Characteristics: Dmg 5d+2/8d-1 (34d/36d); BL 423 lbs (22,178 lbs/11 tons); HP 46 [0]; Will 13 [15]; Per 13 [15]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Ancient Greek (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages: Appearance (Handsome) (Impressive, +0%) [12]; Claws (Blunt Claws) [3]; Combat Reflexes [15]; Damage Resistance 30 (Hardened 1, +20%; Tough Skin, -40%) [120]; Danger Sense [15]; Discriminatory Smell [15]; Enhanced Move (Ground) 2 [40]; Enhanced Tracking 2 [10]; Extra Attack 2 [50]; Extra Head 2 [30]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /3) [75]; Night Vision 6 [6]; Patron (Hades) (12) [30]; Regeneration (Regular: 4 HP/hr) [25]; See Invisible (Spirits) (Magical, -10%) [14]; Social Regard (Feared) 3 [15]; Super Jump 1 [10]; Super ST +13/+300 (No Fine Manipulators, -10%; Size, -10%) [455]; Teeth (Sharp Teeth) [1]; Ultrahearing [5]; Unaging [15].

Perks: Fur [1]; Limited Camouflage (Shadows) [1]; One-Way Fluency (Understands English) [1]; One-Way Fluency (Understands Modern Greek) [1]; One-Way Fluency (Understands Latin) [1]; Patience of Job [1].

Disadvantages: Cannot Speak [-15]; Chummy [-5]; Colorblindness [-10]; Gluttony (12) [-5]; Hidebound [-5]; Low TL -4 [-20]; Quadruped [-35]; Social Stigma (Valuable Property [-10]; Stress Atavism (Moderate) (12) [-15]; Stubbornness [-5]; Wealth (Dead Broke) [-25].

Quirks: Attentive [-1]; Enjoys Pretending to be a Dumb Mutt Hound Dog [-1]; Lonely [-1]; Nosy [-1].

Skills: Animal Handling (Dogs) (A) IQ+2 [8] – 12; Area Knowledge (Hades and Tartarus) (E) IQ+4 [12] – 14; Body Language (Human) (A) Per+1 [4] – 14; Brawling (E) DX+3 [8] – 15; Filch (A) DX+0 [2] – 12; Intimidation (A) Will+1 [4] – 14; Lip Reading (A) Per+0 [2] – 13; Mount (A) DX+0 [2] – 12; Observation (A) Per+1 [4] – 14; Shadowing (A) IQ+2 [7] – 12 †; Stealth (A) DX+2 [8] – 14; Sumo Wrestling (A) DX+2 [8] – 14; Survival (Mountain) (A) Per+0 [2] – 13; Swimming (E) HT+0 [1] – 14; Tracking (A) Per+1 [4] – 14; Urban Survival (A) Per-1 [1] – 12.

Features: Born Biter 2 [0]; Ordinary Tail [0].

Starting Spending Money: \$0

* Includes Super ST +13/+300

† Defaulted from Observation.

Role-Playing Notes:

Cerberus is dedicated to his role as the watchdog of Hades, ensuring that no one exits the realm without express permission. Despite – or perhaps because of – his position, he is very lonely, as there are very few beings in Hades who are not shades of the dead.

He is very friendly with Hercules, as Herc – when he visits – always brings him a large snack (the last time was a 50 ton crate of Kibbles & Bits).

CHAMELEON

Villain

Real Name: Unrevealed.

Occupation: Professional criminal, freelance spy.

Identity: Secret; presumably known to the authorities.

Legal Status: Unrevealed, but has a criminal record in the United States.

Other Aliases: Too many to count; has impersonated Spider-Man and Tony Stark.

Place of Birth: Unrevealed.

Marital Status: Unrevealed, but presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the professional criminal and spy known only as the Chameleon are unknown. At some point, he underwent several experimental surgical procedures which implanted a number of devices into his body. Already a skilled actor and disguise artist, the Chameleon hired himself out to whoever could afford his fee.

The Chameleon first came into conflict with the fledgling crimefighter Spider-Man when he attempted to frame the web-slinger for a number of high-profile crimes (see *Spider-Man*). Spider-Man managed to clear his name and expose the Chameleon as the real culprit, capturing the latter in the process. The Chameleon was reportedly deported afterwards.

Since then, he has clashed with Iron Man while attempting to steal the plans for Iron Man's battlesuit (see *Iron Man*).

Height: 5' 9"

Weight: 165 lbs.

Eyes: Variable.

Hair: None.

Uniform: None.

Strength Level: The Chameleon possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: The Chameleon has undergone cosmetic surgery with experimental cybernetic implants that grant him the ability to alter his facial and body features, including his eye color, the shape of his face, and his skin color. These implants work by injecting his skin and the irises of his eyes with various levels of melanin, and by using bioelectrical impulses to reshape his facial features. He has been known to go from a pale Nordic Caucasian to dark African Negroid in ten seconds.

In addition to this, he possesses an experimental voice modulator that has been surgically connected to his larynx, enabling him to perfectly duplicate any voice he hears.

Other Abilities: The Chameleon is one of the world's foremost spies and disguise artists, and has even convincingly impersonated members of the opposite gender. He often wears wigs as part of his disguises. He is able to don a new disguise in less than a minute under ideal circumstances.

365 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 12 [0]; Per 14 [10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: Arabic (Native) [4*]; English (Native) (Native Language) [0]; Japanese (Native) [4*]; Mandarin Chinese (Native) [4*]; Russian (Native) [4*]; Spanish (Native) [4*].

Cultural Familiarities: East Asian [1]; Western (Native) [0].

Advantages: Eidetic Memory [5]; Elastic Skin (Temporary Disadvantage: Electrical, -20%) [16]; Empathy [15]; Fashion Sense [5]; Language Talent [10]; Mimicry (Temporary Disadvantage: Electrical, -20%; Voice Library, +50%) [13]; Smooth Operator 4 [60]; Social Chameleon [5]; Status 1 [0*]; Voice (Temporary Disadvantage: Electrical, -20%) [8]; Wealth (Very Wealthy) [30].

Disadvantages: Callous [-5]; Code of Honor (Professional) [-5]; Greed (12) [-15]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Imprisonment or Exile) [-20].

Quirks: Attentive [-1]; Likes Living In Style [-1].



Skills: Acting (A) IQ+8 [16] – 20; Boxing (A) DX+0 [2] – 12; Computer Hacking/TL8 (VH) IQ+0 [8] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Computer Programming/TL8 (H) IQ+0 [4] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Disguise/TL8 (Human) (A) IQ+8 [16] – 20‡; Electronics Operation/TL8 (Security) (A) IQ+3 [12] – 15; Expert Skill (Computer Security) (H) IQ+0 [4] – 12; Fast-Talk (A) IQ+8 [7] – 20§#¥; Guns/TL8 (Pistol) (E) DX+2 [4] – 14; Lockpicking/TL8 (A) IQ+0 [2] – 12; Makeup/TL8 (E) IQ+2 [1] – 14‡; Observation (A) Per+3 [12] – 17; Photography/TL8 (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+5 [2] – 17#; Traps/TL8 (A) IQ+0 [2] – 12.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +1 level from Language Talent.

† Includes +1 from Wealth.

‡ Includes +4 from Elastic Skin

§ Defaulted from Acting

Includes +4 from Smooth Operator

¥ Includes +2 from Voice

] Defaulted from Disguise

Role-Playing Notes:

CHANGELING

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Secret.

Legal Status: Uncertain; no known criminal record.

Other Aliases: Too many to count; has impersonated Charles Xavier and Magneto, among others.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Former employee of the High Evolutionary, former associate of the X-Men.

Base of Operations: Mobile, formerly New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Not much is known about the Changeling's early history. It is believed he discovered his abilities at an early age and kept them secret, using them to pass unnoticed. Over time, he grew to become a world-class thief, committing crimes that were ultimately figured as inside jobs, with someone else – the person he was impersonating – getting arrested and convicted.

At some point, however, the mysterious being calling himself the High Evolutionary approached the Changeling, indicating that he had proof of the Changeling's crimes, essentially blackmailing the criminal into assisting the Evolutionary (see *High Evolutionary*).

Resentful towards being blackmailed, the Changeling assisted the Evolutionary in his scheme to attempt to "evolve" the entire population of New York City into mutants, which would have resulted in the deaths of thousands in the process. This scheme was thwarted by the X-Men with the Changeling's assistance, but both the Changeling and the High Evolutionary escaped (see *X-Men*). (As the High Evolutionary's own motives are unknown, it is possible that he expected the Changeling to assist the X-Men, and that his scheme to "evolve" the city was never meant to succeed.)

Learning that he was dying of lung cancer, the Changeling approached the X-Men, professing to wanting to do some good before he died. He assisted the X-Men in a case, but his criminal methods and amoral attitude soon had them arguing with him. Upon receiving a letter from his doctor that his cancer had gone into remission, the Changeling decided to try his luck with his criminal career elsewhere and left the city. His current whereabouts and activities are unknown.

Height: 5' 11".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue bodysuit with purple trim, purple gloves, purple boots, purple belt, black eye-mask.

Strength Level: The Changeling possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: The Changeling is a metamorph, with the mutant power to make himself look and sound like any person of either gender he has a chance to study. He is able to control his skin pigmentation, eye color, hair color and length, and even his height and build to a slight extent, adjusting his height by several inches while maintaining his overall weight. The Changeling's control is such that he is able to fool retina scans, fingerprint readers, and voice-print software.

Weapons and Paraphernalia: While working for the High Evolutionary, the Changeling had access to a number of high-tech weapons and devices. During his time assisting the X-Men, he was shown to still have one of the High Evolutionary's laser pistols, and his uniform was made of a lightweight ballistic fabric intermingled with unstable molecules which protected him from conventional gunfire and permitted his uniform to resemble normal clothing while maintaining the same level of protection.



188 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Body Control Talent 4 [20]; Combat Reflexes [15]; Elastic Skin (Link w/ Hermaphromorph, Can Be Used Separately, +20%; Mutant, -10%) [22]; Fit [5]; Hermaphromorph (Link w/ Elastic Skin, Must Be Used Together, +10%; Mutant, -10%) [5]; Mimicry (Voice Library, +50%; Mutant, -10%) [14]; Sensitive [5]; Social Chameleon [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Accent (British) [1]; Accent (Deep South) [1]; Accent (French) [1]; Cutting-Edge Training (Beam Weapons (Pistol)) 2 [2]; Hyper-Specialization (John Wayne B-Movie Trivia) [1]; Pistol-Fist (Beam Weapons (Pistol)) [1]; Supersuit [1].

Disadvantages: Callous [-5]; Compulsive Lying (12) [-15]; Greed (9) [-22]; Light Sleeper [-5]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Terminally Ill (Up to 2 years) (Mitigator: Weekly Treatment, -65%) [-17].

Quirks: Attentive [-1]; Closet Fan (John Wayne Movies) [-1]; Sexual Orientation (Bisexual) [-1].

Skills: Beam Weapons/TL10 (Pistol) (E) DX+1 [2] – 13; Boxing (A) DX+1 [4] – 13; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [2] – 12*; Disguise/TL8 (Human) (A) IQ+4 [2] – 16†; Fake! (WC) IQ+2 [48] – 14‡; Hobby Skill (John Wayne Movies) (E) IQ+0 [1] – 12; Judo (H) DX+0 [4] – 12; Observation (A) Per+1 [4] – 13; Photography/TL8 (A) IQ+0 [2] – 12; Search (A) Per+0 [2] – 12; Sleight of Hand (H) DX+0 [4] – 12; Smuggling (A) IQ+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Typing (E) IQ+0 [1] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +1 from Sensitive.

† Includes +4 from Elastic Skin

‡ Conditional +1 from Mimicry when impersonating someone.

Role-Playing Notes:

Design Notes:

1. While his uniform is essentially the same as the picture I'm using, I am *not* giving him that weird-ass helmet from the '60s!
2. I'm not sure yet whether the Changeling will have, or use as an alias, the real name given to his counterparts (both given the codename "Morph" due to legal issues stemming from a DC character using the name Changeling at the time) from *X-Men: The Animated Series* or the *Exiles* comic, "Kevin Sydney". In his original appearance in *X-Men* v1 in the mid-1960s and in the issue where it was revealed (read: retconned) that he was impersonating Charles Xavier when he died, as well as in the *Official Handbooks* (original through the *Master Edition*, at least), his true name was never revealed.

CHARON

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Paraphernalia:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Hades [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



Real Name: Clea.

Occupation: Apprentice sorceress.

Identity: Clea uses no dual identity.

Legal Status: Princess of the Dark Dimension.

Other Aliases: None.

Place of Birth: The Dark Dimension.

Marital Status: Single.

Known Relatives: Umar (mother); Orini (father); Dormammu (uncle).

Group Affiliation: Apprentice of Doctor Strange; former apprentice of Orini.

Base of Operations: Doctor Strange's mansion in New York City; formerly the Dark Dimension.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History: Clea's full history is as yet unrevealed. However, it is known that she is the daughter of Orini, the most loyal disciple of Dormammu, the ruler of the Dark Dimension, and Dormammu's sister, Umar (see *Dormammu*; *Orini*; *Umar*; *Appendix: Other Dimensions: Dark Dimension*). This essentially makes Clea an heir to the Dark Dimension's throne, should both Dormammu and Umar be deposed. A kind soul at heart, Clea has spent much time among the populace of the Dark Dimension, and feels personally responsible for them. At present, Clea is not aware that Umar is her mother, having been raised by her father.

It has been theorized that Clea is thousands of Earth years old; however, she appears to be a young woman in her mid-20s. She first encountered the Earth sorcerer Doctor Stephen Strange when he first ventured into the Dark Dimension, and was instantly attracted to him (see *Doctor Strange*). She soon discovered that her father and Dormammu considered Doctor Strange to be their enemy, although she wasn't entirely sure why. Clea aided Strange covertly at first, until Dormammu discovered her actions and banished her to another dimension.

As fate would have it, that other dimension was Earth's dimension. She appeared on Doctor Strange's doorstep, and was taken in by Strange's manservant, Wong, who is an adept sorcerer in his own right (see *Wong*). Strange agreed to become her mentor, and she and Strange swiftly began a romance which still continues.

Clea has since aided Strange in several of his adventures, proving to be a staunch ally.

Height: 5' 9".

Weight: 175 lbs.

Eyes: Blue.

Hair: Silver

Uniform: Purple long-sleeved leotard, black leggings with purple circular patterns, purple gloves, black shoes with a three-inch heel, light purple sash around her waist.

Strength Level: Clea's bone and muscle mass are denser than a human's, giving her greater strength than a human of her apparent age, height, and build would have. However, this strength is not superhumanly strong; Clea is only about one and a half times as strong as a normal human of her build who engages in moderate regular exercise.

Known Superhuman Powers: Clea is an adept sorceress whose half-Faltine nature gives her greater potential power with magical effects relating to energy – such as eldritch bolts – than Earth-born sorcerers. Like her mentor, Dr. Strange, Clea's magic is derived from three main sources: innate mental powers, ambient magical energies, and calling upon extradimensional entities for energy. Unlike human sorcerers, Clea can also generate magical power herself for various effects.

Clea is not as skilled yet in the magical arts as her mentor or her parents. This is mainly due to a lack of training than a lack of potential.

Other Abilities: Clea is an accomplished swordswoman.

582 points

Attributes: ST 12 [20]; DX 11 [20]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 15 [6]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9.



Languages: Dark Dimensional (Native) (Native Language) [0]; English (Accented Spoken; Broken Written) [3].

Cultural Familiarities: Dark Dimension (Native) [0].

Advantages: Absolute Timing [2]; Appearance (Beautiful) [12]; Damage Resistance 2 (Limited: Crushing Damage, -40%; Tough Skin, -40%) [2]; Energy/3 [60]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 2 [4]; Magery 2 (Solitary Ceremonial, +10%) [27]; Magery 1 (One Realm Only: Energy, -40%) [6]; Matter/2 [40]; Mind/2 [40]; Space/2 [40]; Spirit/2 [40]; Status 7 [35]; Time/2 [40]; Unaging [15].

Perks: Autotrance [1]; High-Heeled Heroine [1].

Disadvantages: Charitable (12) [-15]; Enemy: Dormammu (Individual, More Powerful; Rival) (9) [-10]; Gullibility (15) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Denizens of the Dark Dimension) [-15]; Truthfulness (9) [-7]; Unusual Biochemistry [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; In Love With Dr. Strange [-1].

Skills: Artist (Illusion) (H) IQ-1 [2] – 12; Autohypnosis (H) Will+0 [4] – 15; Body Language (Dark Dimension Denizen) (A) Per+0 [2] – 13; Broadsword (A) DX+1 [4] – 12; Force Sword (A) DX+1 [4] – 12; Innate Attack (Beam) (E) DX+3 [8] – 14; Judo (H) DX-1 [2] – 10; Literature (H) IQ-2 [1] – 11; Meditation (H) Will+0 [4] – 15; Observation (A) Per+1 [4] – 14; Occultism (A) IQ+1 [4] – 14; Ritual Magic (Sorcery) (VH) IQ+1 [4] – 14*†; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Thaumatology (VH) IQ+1 [4] – 14*†.

Magical Realm Skills: Energy (VH) IQ+5 [16] – 18*‡; Matter (VH) IQ+2 [8] – 15*; Mind (VH) IQ+0 [2] – 13*; Space (VH) IQ+2 [8] – 15*; Spirit (VH) IQ+2 [8] – 15*; Time (VH) IQ-1 [1] – 12*.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Magery.

† Conditional +1 from Magery (One Realm Only: Energy) when dealing with the Energy Realm or its sub-Realms.

‡ Includes +1 from Magery (One Realm Only: Energy)

Role-Playing Notes:

Design Notes:

1. The Magery 2 price combines the price of an unmodified Magery 0 [5] with the modified Magery 2 (Solitary Ceremonial, +10%) [22]. It just looked wrong when placing the two on the sheet together. In the Marvel Universe, it is possible to increase one's Magery level through study.
2. Clea's One-Realm Only Magery is due to her half-Faltine nature. For the Energy Realm and any of its sub-realms (Electricity, Fire, etc), treat her as having Magery 3 instead of Magery 2.
3. I am uncertain as to how to classify the Dark Dimension's tech level, as it lies too far outside the standard tech level progression to properly gauge due to the overwhelming prevalence of magic. Because of this, I have not adjusted Clea's native Tech Level at all.

Material Technologies

Adamantium

Adamantium is a ferrous alloy, the composition and manufacturing process of which is a highly classified state secret, owned by the United States government and shared with only a select few chosen close allies (most notably Canada and the United Kingdom). The largest producer of this metal is Stark Industries, who has licensed the formula with the agreement not to sell more than a limited amount on the open market (see *Stark Industries*).

The metal is for all practical purposes indestructible. It has to be created in vats and kept in liquid form at extremely high temperatures, and unlike most other ferrous alloys needs to be cast instead of worked. If allowed to cool to a semi-solid state it can be sharpened to a nearly mono-molecular edge, but once it cools to a solid it cannot be cut or reheated. At that point, only technology that can affect matter on a molecular level can affect it or change its shape (those who can manipulate metal through superhuman means, such as Magneto, can shape adamantium, but it still resists shaping in this manner; see *Magneto*). Thick plats of adamantium can withstand incredible blows, not denting even when attacked by the Hulk; one dome made of adamantium was used to contain a nuclear explosion, though the explosion was only that of a small atomic fission bomb, not that of a larger hydrogen fusion bomb (see *Hulk*). Many cells in the federal prison for superhumans known as the Vault, as well as in state penitentiaries in New York, California, Illinois, Texas, Arizona, Pennsylvania, and New Jersey, are made of adamantium.

Adamantium was developed at the start of the Cold War in the 1950s by Dr. Myron MacLain, a metallurgist and chemist working. At the time, Dr. MacLain was working on designing armor for tanks, war planes, and light armored vehicles in case of a war with the Soviet Union. Dr. MacLain later lamented that what he developed was too expensive for major mass production.

The mutant adventurer Wolverine has had adamantium bonded to his skeleton through unknown means.

Advanced Ballistic Fabrics

Even before Kevlar was made affordable to the general public, both Stark Industries and Advanced Idea Mechanics were working on the next generation of bullet-resistant fabrics (see *AIM*).

In the early '00s, engineers at Stark Industries developed and patented a fabric which attempted to mimic some of the properties of vibranium, absorbing and redirecting the kinetic energy of bullets away from the point of impact. Under the trade name ArmorWeave, this fabric has come to be used as the standard military and big-city police SWAT armor by the United States and her allies.

At the same time, AIM developed a very similar fabric they market as NuSkinWeave. AIM has sold suits of NuSkinWeave on the gray market and to government agencies; the gray market sales are generally to costume shops that cater to both sides of the super-set, such as Spotlight Costumes in Hell's Kitchen, New York City (see *Gladiator*). Nearly every superhuman adventurer and criminal possesses an outfit made of NuSkinWeave as their primary uniform.

Unstable Molecules

Fabric made from what are called "unstable molecules" is actually made of a kind of memory polymer designed to look and feel like fabrics such as cotton, nylon, and Lycra. Clothing made from unstable molecules stretches and lets damaging powers – such as the Human Torch's flame aura – pass through it unharmed (see *Human Torch*). This has made it popular as both regular clothing and adventuring uniforms among many supers on both sides of the law.

Even from a young age, Reed Richards's genius was apparent. While in high school, one of his classmates was a mutant who could change into a reptilian form, but this unnamed mutant would need to disrobe completely in order to change. Many times, his clothing would be destroyed (see *Mister Fantastic*). Richards developed the first unstable molecule clothing, then realizing the growing need for mutants and other super-powered people to have clothing that shifts with them licensed it to a number of clothing manufacturers. (Richards apparently doesn't mind criminals purchasing clothing and uniforms composed of unstable molecules, as he says even the criminals shouldn't need to worry about losing their clothes.)

Recent collaboration between Richards and Tony Stark has produced a synthesis of unstable molecules and ArmorWeave (see *Iron Man*).

Uru and Orichalcum

Uru, also known as Asgardian steel, is a metal produced by the metalsmiths of Asgard and the Dwarves of Nidavallir (see *Asgard*; *Asgardians*). Like all matter in the Nine Realms (save Earth/Midgard), it is thrice as dense and hence thrice as heavy as a comparable amount of Earth-made steel. This gives items made of uru increased resistance to damage.

Orichalcum is a similar metal forged by Hephaestus and the Cyclopes on Mount Olympus

Vibranium

Vibranium is a metallic element of apparently extraterrestrial origin found only in the nation of Wakanda in Africa (see *Wakanda*). The Great Vibranium Mound's origin is currently unknown.

Chemically, Vibranium acts in a manner similar to nickel, platinum, and palladium. However, it is vibranium's more physical properties that make it so valuable. Vibranium armor and shields absorb and redirect kinetic energy directed at it, making bullets fired lose their momentum.

Game Mechanical Details:

Ballistic Fabric Armor Pieces:

Bodysuit: Covers the torso, arms, and legs. DR 12/4*, 6.7 lbs., \$1,000.

Bodyshirt: Covers the torso and arms. DR 12/4*, 4 lbs., \$600.

Trousers: Covers the legs and groin. DR 12/4*, 2.9 lbs., \$420.

Half-Mask: Covers the eyes, nose, and cheeks; lets the hair flow freely. DR 6/2*, 0.3 lbs.; \$50.

Cowl: Covers the skull, and all areas covered by the half-mask; may have an opening for letting hair flow Batgirl-style. DR 9/3*, 0.64 lbs.; \$100.

Armor Modifiers:

Adamantium†: +999 CF

Orichalcum†: +29 CF

Unstable Molecules†: +0.5 CF

Uru†: +4 CF

Vibranium†: +99 CF

† Adamantium, Orichalcum, Unstable Molecules, Uru, and Vibranium are mutually exclusive.

Weapon Modifiers:

Adamantium†:

Orichalcum†:

Uru†:

Vibranium†:

† Adamantium, Orichalcum, Uru, and Vibranium are mutually exclusive.

COULSON, AGENT PHIL

Supporting Cast

Real Name: Philip Coulson.

Occupation: Secret agent.

Identity: Phil Coulson does not use a dual identity.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: None known.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: CIA, occasional associate of Nick Fury and Black Widow.

Base of Operations: CIA Headquarters, Arlington, Virginia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #2.

History: Phil Coulson is one of the CIA's more experienced field agents. The full details of his past are, to date, classified.

Coulson's first documented assignment was as an observer and backup agent on rookie agent Nick Fury's first assignment, a scenario experienced CIA agents affectionately refer to as "the *Casino Royale* test" (see *Fury*, *Nick*). Since then, he has occasionally assisted Fury in an advisory role. He played a significant role in convincing Russian agent Natasha Romanov to defect (see *Black Widow*).

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown, worn short, with a receding hairline.

Uniform: None, usually seen wearing navy blue suits.

Strength Level: Phil Coulson possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Phil is a skilled intelligence agent trained in hand to hand combat and a marksman with a pistol and a rifle. However, his primary strengths are his analytical mind and his ability to think outside the box.

Weapons: Phil normally uses a compact Glock 23 chambered in .40S&W, commonly loaded with dual-purpose AHP rounds. (This round is a hollow-point round with a dense core protruding into the hollow cavity. Against "hard" or armored targets, the bullet acts as an armor-piercing round, while against "soft" fleshy targets, such as a human body, the bullet acts like a standard hollow-point round.)

Paraphernalia: Agent Coulson has a penchant for using superspy technology, preferring those with a "vintage" feel. His (analog) wristwatch contains a small digital camera and two-way radio, and his left shoe allegedly contains a built in cell-phone with a rotary dial inside the heel.

Agent Coulson: With everything that's happening, the things that are about to come to light, people might just need a little "old-fashioned."

– *Marvel's Avengers*.

325 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [10]; Per 13 [10]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: Arabic (Accented) [4]; Cantonese (Accented) [4]; English (Native) (Native Language) [0]; Japanese (Accented) [4]; Mandarin Chinese (Accented) [4]; Russian (Accented) [4].

Cultural Familiarities: East Asian [1]; Middle Eastern [1]; Western [0].

Advantages: CIA Rank 4 [20]; Combat Reflexes [15]; Fit [5]; Gizmo 2 [10]; Hard to Kill 3 [6]; High Pain Threshold [10]; Indomitable [15]; Natural Copper 2 [20]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Social Chameleon [10]; Unfazeable [15]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Convincing Nod [1]; Dirty Fighting [1]; Disarming Smile [1]; Forgettable Face [1]; Pistol-Fist (Guns (Pistol)) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Soldier's) [-10]; Duty to CIA (15) [-15]; Light Sleeper [-5]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Broad-Minded [-1]; Imaginative [-1]; Rule-Breaker [-1]; Willfully Anachronistic [-1].



Skills: Acrobatics (H) DX-1 [2] – 10; Acting (A) IQ+1 [4] – 12; Body Language (Human) (A) Per+1 [1] – 14* Connoisseur (Music) (A) IQ+0 [2] – 12; Detect Lies (H) Per+1 [2] – 14*; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Escape (H) DX+1 [8] – 12; Fast-Draw (Pistol) (E) DX+1 [1] – 12†; Fast-Talk (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 12; Guns/TL8 (Pistol) DX+3 [8] – 14; Guns/TL8 (Rifle) DX+3 [6] – 14‡; Guns/TL8 (Wrist Gun) (E) DX+0 [1] – 11; Holdout (A) IQ+1 [4] – 12; Intelligence Analysis/TL8 (H) IQ+4 [12] – 15*; Interrogation (A) IQ+3 [4] – 14*; Judo (H) DX+2 [12] – 13; Jumping (E) DX+1 [2] – 12; Karate (H) DX+2 [12] – 13; Lockpicking/TL8 (A) IQ+1 [4] – 12; Observation (A) Per+3 [4] – 16*; Parachuting/TL8 (E) DX+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Search (A) Per+1 [1] – 14*; Shadowing (A) IQ+3 [4] – 14*; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+3 [4] – 14*; Swimming (E) HT+1 [2] – 12; Traps/TL8 (A) IQ+0 [2] – 11.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Natural Copper.

† Includes +1 from Combat Reflexes.

‡ Defaulted from Guns/TL8 (Pistol).

Role-Playing Notes:

Coulson is generally soft-spoken and laconic, often getting right to the point in as few words as possible. First and foremost, however, is his desire to help people however and whenever he can, which is what brought him to the CIA's attention in the first place. He has occasionally been known to go against orders in order to do what he perceives as the right thing, and has faced down Asgardian warriors with the same silent badass treatment as he would Muslim extremists.

Design Notes:

1. CIA Rank is derived from ***Social Engineering: Pulling Rank***, based off using the CIA as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. The use of Maxwell Smart's "shoe-phone" is meant to be an in-joke for the title; the other agents will comment on the shoe-phone's existence, but Coulson himself is not meant to be shown actually using it.

CROSSBONES

Villain

Real Name: Brock Rumlow.

Occupation: Terrorist, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Employee of an unrevealed benefactor; partner of Sin; formerly ULTIMATUM and student of the Taskmaster.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Brock Rumlow was a career criminal who claims to have at one point enrolled in one of the Taskmaster's criminal training academies (see *Taskmaster*). It is unknown who he has worked for in the past. He first appeared as a member of the organization known as ULTIMATUM, working with the terrorist anti-nationalism revolutionary Flag-Smasher in an attack on the United Nations (see *Flag-Smasher*; *ULTIMATUM*). This attack was thwarted by the efforts of Captain America and Spider-Man, who captured him and his ULTIMATUM cronies, turning them over to the authorities (see *Captain America*; *Spider-Man*). Flag-Smasher escaped, and apparently some time later Rumlow was either released or escaped from prison.

Some months later, now calling himself Crossbones and working alongside Sin – who claims to be Sinthia Schmidt, the daughter of Captain America's greatest World War II foe, the Red Skull – attacked a world meeting of national superheroes in Geneva, Switzerland, which Captain America was attending (see *Sin*). Crossbones fought and crippled the Italian hero Omerta before he and Sin were taken out by Captain America, the Russian Red Guardian, and the British Union Jack working together (see *Red Guardian*; *Union Jack*). He was again taken into custody.

How he escaped custody is unknown, but he has again appeared working alongside Sin and the criminal psychologist Dr. Faustus, who once tried to manipulate Captain America into committing suicide, in the Malay archipelago island nation of Madripoor (see *Doctor Faustus*). While at present Sin and Crossbones appear to simply be obtaining wealth by attacking banks and major businesses in Singapore, Hong Kong, and other major cities in the South China Sea, it has been revealed they are working on a greater scheme for an unknown employer. Sin and Crossbones recently fought Captain America and his trainee, Bucky, in Hong Kong, but escaped (see *Bucky*).

Height: 6' 4".

Weight: 210 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black full-face mask with a white skull motif, black tactical vest, black t-shirt under the tac-vest with a pair of white crossbones on the chest, black gun-belt with crossbones on the buckle.

Strength Level: Crossbones possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Rumlow is a skilled if unorthodox hand to hand combatant, and proficient with most conventional firearms.

Weapons and Paraphernalia: Crossbones wears a tactical vest made of an advanced ballistic fabric with trauma plates inserted into both the front and back. In addition, he is known to carry a wide variety of pistols, submachine guns, and grenades in various holsters and pouches strapped to his legs, belt, and tac-vest.

500 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d+1/2d+2; BL 34 lbs.; HP 15 [4]; Will 13 [10]; Per 12 [5]; FP 14 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 11.



Languages: English (Native) (Native Language) [0]; German (Broken) [2]; Spanish (Accented Spoken/Illiterate) [2].

Cultural Familiarities: Latin American [1]; Western [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Danger Sense [15]; Extra Attack 1 (Multi-Strike, +20%) [30]; Gunslinger (Gun Rack: One-Handed Guns Only, -40%) [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Indomitable [15]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Striking ST +3 [15]; Tough Guy 4 [20]; Trained By A Master [30]; Very Fit [15]; Very Rapid Healing [15].

Perks: Akimbo (Guns (Pistol)) [1]; Cross-Trained (Guns (Pistol)) [1]; Cross-Trained (Guns (SMG)) [1]; Quick-Reload (Detachable Magazine) [1]; Special Exercises (Striking ST) +3 [3]; Walking Armory [1].

Disadvantages: Bloodlust (6) [-20]; Bully (12) [-10]; Overconfidence (12) [-5]; Sadism (9) [-22]; Sense of Duty (Sin) [-2]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Attentive [-1]; Bloody Mess [-1]; Dual Identity [-1]; Proud [-1].

Skills: Breaking Blow (Guns) (H) IQ+1 [8] – 12; Carousing (E) HT+0 [1] – 14; Climbing (A) DX-1 [1] – 12; Driving/TL8 (Automobile) (A) DX+1 [4] – 14; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 14; Escape (H) DX+0 [4] – 13; Explosives/TL8 (Demolition) (A) IQ+2 [8] – 13; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 14*; Fast-Draw (Knife) (E) DX+1 [1] – 14*; Fast-Draw (Submachine Gun) (E) DX+1 [1] – 14*; Forced Entry (E) DX+4 [1] – 17†; Guns/TL8 (Grenade Launcher) (E) DX+1 [1] – 14‡; Guns/TL8 (Pistol) (E) DX+5 [8] – 18‡; Guns/TL8 (Rifle) (E) DX+3 [1] – 16‡; Guns/TL8 (Shotgun) (E) DX+3 [1] – 16‡; Guns/TL8 (Submachine Gun) (E) DX+5 [16] – 18; Hiking (A) HT-1 [1] – 13; Holdout (A) IQ+1 [4] – 12; Interrogation (A) IQ+3 [12] – 14; Intimidation (A) Will+3 [1] – 16†; Jumping (E) DX+0 [1] – 13; Karate (H) DX+5 [24] – 18; Knife (E) DX+3 [8] – 16; Mind Block (A) Will+0 [2] – 13; Observation (A) Per+1 [4] – 13; Pressure Points (Human) (H) IQ+1 [8] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Stealth (A) DX-1 [1] – 12; Streetwise (A) IQ+5 [4] – 16†; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Wrestling (A) DX+3 [12] – 16.

Techniques: Combat Driving (Automobile) (H) def+4 [5] – 18; Combat Driving (Motorcycle) (H) def+4 [5] – 18; Dual-Weapon Attack (Guns (Submachine Gun)) (H) def+3 [4] – 17;

Starting Spending Money: \$1,350 (20% of Starting Wealth, minus the cost of weapons and armor)

Weapons and Armor: Two Ingram MAC-10s, Beretta 9mm Pistol, Reflex Tactical Vest.

* Includes +1 from Combat Reflexes.

† Includes +4 from Tough Guy.

‡ Defaulted from Guns (Submachine Gun).

Role-Playing Notes:

Rumlow is a career criminal with a vicious sadistic streak that has only grown with time. He's deeply in love with Sin, and would slowly torture anyone who harms her before killing his victim just so both he and Sin could enjoy the victim's screams and pleas for a mercy that will never come.

Design Notes:

1. It probably goes without saying that Crossbones is working for the Red Skull, although this won't be revealed until early in Year Two.

CRUCIBLE

Non-Villain Antagonist

Real Name: Byron Calley.

Occupation: Government agent, former professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Freedom Force.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Crucible prior to his first appearance, although it has been revealed that he has several prior convictions.

He, along with the rest of the team that would come to be known as Freedom Force, first came to public attention when they attempted to rob an armored car in Washington, DC, only to have their efforts thwarted by Captain America and his partner-in-training, Bucky, who were there to testify in front of the Senate Committee on Superhuman Affairs (see *Bucky*; *Captain America*; *Freedom Force*).

While sitting in a federal prison awaiting trial, Crucible and his teammates were given the option to become government agents under the direction of Department of Homeland Security agent Valerie Cooper as an alternative to SHIELD's Sentinel program, in exchange for having the charges for their armored car robbery dropped (see *SHIELD*; *Sentinels*). Accepting, Crucible and the others were given the name Freedom Force.

As a member of Freedom Force, Crucible has come into conflict with the Renegades and Captain America, the latter in a case of mistaken intentions while both were investigating the Serpent Squad (see *Renegades*; *Serpent Squad*).

Recently, however, Crucible was contacted by an unknown party to work against the United States government from within. It is unknown whether he has accepted, or who it was that contacted him.

Height: 5' 10"

Weight: 175 lbs.

Eyes: Brown.

Hair: White.

Uniform: Yellow and purple bodysuit with black trim, yellow gloves, yellow boots, black belt; formerly had a black domino mask (which didn't hide his identity).

Strength Level: Crucible possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Crucible is a mutant with the psionic power to create fires at any point in his line of sight, and to shoot fire from his hands.

He is immune to the flames he creates, but not to other flames. Theoretically,

he should one day be able to develop the full range of powers possessed by the Human Torch (see *Human Torch*).



221 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Burning Attack 5d (Increased Range (×2), +10%; Jet, +0%; Variable, +5%; Elemental: Heat/Fire, -10%; Mutant Psionic, -10%; Alternative Attack, ×1/5) [5]; Burning Attack 5d (Area Effect: 4 yd radius, +100%; Increased Range: Line-of-Sight, +40%; Persistent, +40%; Variable, +5%; Wall: Permeable, +30%; Elemental: Fire/Heat, -10%; Mutant Psionic, -10%) [74]; Combat Reflexes [15]; Create Fire 3 (Increased Range: Line-of-Sight, +40%; Ranged, +40%; Elemental: Heat/Fire, -10%; Mutant Psionic, -10%; Alternative Attack, ×1/5) [10]; Damage Resistance 30 (Limited: Own Fire, -80%; Mutant, -10%) [30]; DHS Rank 4 [20]; Fit [5]; Heat/Fire Talent 3 [15]; Immunity to Heat Effects (Mutant Biology, -0%) [10]; Temperature Tolerance 1 [1].

Perks: Ignition [1]; Skintight Outfit [1].

Disadvantages: Duty (Department of Homeland Security) (12) [10]; Greed (12) [-15]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Pyromania (12) [-5]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [-1]; Congenial [-1]; Distractible [-1]; Dual Identity [-1]; The World Owes Me A Living [-1].

Skills: Boxing (A) DX+1 [4] – 12; Climbing (A) DX+0 [2] – 11; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Innate Attack (Beam) (E) DX+3 [8] – 14; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 12; Leadership (A) IQ+1 [4] – 12; Observation (A) Per+1 [4] – 12; Pyrokinesis (H) IQ+3 [4] – 13*; Running (A) HT+0 [2] – 11; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Savoir-Faire (Police) (E) IQ+1 [2] – 12; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+1 [2] – 12; Throwing (A) DX+0 [2] – 11.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +3 from Heat/Fire Talent.

Role-Playing Notes:

Crucible is a team player and has grown into a good field leader. He wants to make things better for mutants, which is why he accepted Val Cooper's offer, but for the most part his greed has gotten the better of him.

Design Notes:

1. DHS Rank is derived from ***Social Engineering: Pulling Rank***, based off using the Department of Homeland Security as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. I went with "Crucible" rather than "Burner" for his name because of the two names he's used in the comics I thought it was the better one. The Resistants had some really good names in their line-up (and a few generic ones... I'm looking at you, Quill).

Real Name: Crystalia Amaquelin.

Occupation: College student pursuing a liberal arts degree.

Identity: Crystal's status as an Inhuman is unknown to the general public; she has thus far avoided using her powers in public.

Legal Status: Exiled citizen of Attilan, residing in the United States using forged identification.

Other Aliases: "Crys".

Place of Birth: Attilan, Blue Area of the Moon.

Marital Status: Single.

Known Relatives: Quelin (father), Ambur (mother), sister (name unrevealed).

Group Affiliation: Sometime partner of the Human Torch.

Base of Operations: Empire State University, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Very little has been revealed about Crystal's past. It is known that she is an Inhuman, a branch of humanity that split from the general human line through Kree genetic manipulation almost 20,000 years ago (see *Inhumans*; *Kree*). It is known that her family was exiled from the Inhuman city of Attilan, which now resides in the so-called Blue Area of the Moon, a region of Earth's moon with an artificial atmosphere matching Earth's air pressure and composition, but she has not revealed the circumstances which led to the exile (see *Blue Area of the Moon*). Crystal has mentioned that her family kept moving around, hunting for her older sister who was separated from the family, but has not revealed her sister's name.

Crystal first met Johnny Storm, the Human Torch, at the registration desk at Empire State University when both were checking in as freshmen (see *Human Torch*). Not long after, the two began dating. Even more recently, Crystal came to Johnny's assistance in one of his confrontations with the Trapster, revealing her own powers to him (see *Trapster*). When pressed, Crystal told him that she had gained her powers relatively recently without going into detail. Johnny knows she hasn't told him everything; whether he'll press for details or let her reveal things when she's ready is unknown.

Height: 5' 6".

Weight: 110 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

Strength Level: Crystal possesses the normal strength of an Inhuman woman of her age, height, and build who engages in regular exercise. Inhumans are stronger on average than humans of the same build, but not superhumanly so.

Known Superhuman Powers: Crystal possesses the psionic ability to manipulate the four classical "elements": fire, water, earth, and air. She can cause fire to spontaneously ignite or can douse it by removing the oxygen feeding it. Through concentration, she can form and toss balls of fire from her hands, much like the Human Torch can.

She can control the movement of water by manipulating its surface tension, causing it to flow in any direction designated. She has not been observed manipulating very much water; because she is still young, her powers may still be growing.

She can control the various substances that make up common bedrock (earth, shale, granite, limestone, etc), creating seismic tremors which can reach up to 6.7 on the Richter scale (more if there's a major fault line nearby). She can also reshape nearby rock at will, using it to capture opponents or hurl it at her opponents as a kind of missile. While this works on asphalt, it does not work on steel girders.

She is able to manipulate the air around her to create localized cyclones and strong gusts of wind up to 100 mph. She is also able to create a wide range of atmospheric conditions. By intermingling the other elements, she can create a dust storm, a typhoon, an ice storm, or a firestorm.



2,712 points

Attributes: ST 12* [0]; DX 12* [0]; IQ 12* [20]; HT 12* [0].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12* [4]; Will 12 [5]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) [6]; Tilan (Native) (Native Language) [0].

Cultural Familiarities: Attilan (Native) [0]; Western [1].

Advantages: Air Talent 2 [10]; Binding (*Entombment*) 20 (Environmental (Very Common), -5%; One-Shot, -10%; Elemental: Earth, -10%; Psionic, -10%) [26]; Burning Attack (*Fireball*) 6d (Accurate +3, +15%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Heat/Fire, -10%; Psionic, -10%) [29]; Burning Attack (*Firestorm*) 3d (Area Effect: 4 yds, +100%; Malediction: Speed/Range Table, +150%; Persistent, +40%; Elemental: Air, -10%; Elemental: Heat/Fire, -10%; Psionic, -10%) [54]; Cold/Ice Talent 2 [10]; Combat Reflexes [15]; Control Earth/Stone 10 (1/2 ton; Collective, +100%; Ranged, +40%; Reduced Range ×1/2, -10%; Elemental: Earth, -10%; Psionic, -10%) [420]; Control Precipitation 5 (0.5 mile radius; Natural Phenomena, +100%; Elemental: Air, -10%; Psionic, -10%) [135]; Control Water 10 (1/2 ton/125 gallons; Collective, +100%; Elemental: Water, -10%; Psionic, -10%) [360]; Control Water 10 (1/2 ton/125 gallons; Collective, +100%; Super-Effort, +400%; Elemental: Water, -10%; Psionic, -10%) [1,160]; Control Winds 3 (0.3 mile radius; Natural Phenomena, +100%; Elemental: Air, -10%; Psionic, -10%) [81]; Create Fire 2 (Destruction: Create and Destroy, +100%; Ranged, +40%; Reduced Range ×1/2, -10%; Elemental: Heat/Fire, -10%; Psionic, -10%) [42]; Crushing Attack (*Big Rock Attack*) 5d (Accurate +3, +15%; Environmental (Very Common), -5%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Earth, -10%; Psionic, -10%) [23]; Crushing Attack (*Earthquake*) (Area Effect: 16 yd radius, +200%; Damage Limitation: No Blunt Trauma, -20%; Damage Modifier: Double Knockback, +20%; Environmental (Very Common), -5%; Malediction: Speed/Range Table, +150%; Requires Concentrate, -15%; Selective Area, +20%; Elemental: Earth, -10%; Psionic, -10%) [65]; Crushing Attack (*Pebble Assault*) 2d (Increased 1/2D Range ×5, +10%; Rapid Fire (RoF 8), +100%; Reduced Range ×1/2, -10%; Elemental: Earth, -10%; Psionic, -10%) [18]; Cutting Attack (*Ice Dagger*) 6d (Accurate +3, +15%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Cold/Ice, -10%; Psionic, -10%; Alternative Attack, ×1/5) [8]; Earth Talent 2 [10]; Fit [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Heat/Fire Talent 2 [10]; High Pain Threshold [10]; Impaling Attack (*Ice Dagger*) 6d (Accurate +3, +15%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Cold/Ice, -10%; Psionic, -10%) [46]; Inhuman [100]; Obscure (Vision) (*Dust Storm*) 5 (Defensive, +60%; Environmental (Very Common), -10%; Elemental: Air, -10%; Elemental: Earth, -10%; Psionic, -10%) [12]; Water Talent 2 [10].

Perks: Air Jet [1]; Good With Dogs [1]; Ignition [1].

Disadvantages: Impulsiveness (12) [-10]; Overconfidence (12) [-10]; Pacifism (Cannot Kill) [-15]; Secret (Illegal Alien) (Imprisonment or Deportation) [-20]; Vow (Keep Existence of Inhumans a Secret) [-10]; Wealth (Struggling) [-10].

Quirks: Altruistic [-1]; Distinctive Accent [-1]; Enjoys Carousing [-1]; Infatuated With Johnny Storm [-1]; Refuses To Talk About Her Family [-1].

Skills: Acting (A) IQ+1 [4] – 14; Animal Handling (Dogs) (A) IQ-1 [1] – 10; Artist (Drawing) (H) IQ-1 [2] – 10; Carousing (E) HT+0 [1] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 11; Dancing (A) DX-1 [1] – 11; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+1 [8] – 12; Duststorm (H) IQ+3 [8] – 14†; Earthquake (H) IQ+3 [8] – 14‡; Entombment (H) IQ+3 [8] – 14‡; Firestorm (H) IQ+3 [8] – 14§; Ignition (H) IQ+3 [8] – 14§; Innate Attack (Projectile) (E) DX+2 [4] – 14; Observation (A) Per+0 [2] – 12; Pilot/TL8 (Vertol) (A) DX+0 [2] – 12; Research/TL8 (A) IQ-1 [1] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Skating (H) HT-1 [2] – 11; Speed-Reading (A) IQ-1 [1] – 10; Swimming (E) HT+0 [1] – 12; Typing (E) DX+0 [1] – 12; Water Control (H) IQ+3 [8] – 14#; Wind Control (H) IQ+3 [8] – 14‡.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from Inhuman.

† Includes +2 from Air Talent.

‡ Includes +2 from Earth Talent.

§ Includes +2 from Heat/Fire Talent.

Includes +2 from Water Talent.

Role-Playing Notes:

Crystal is a kind-hearted young woman who until recently was trying to live the illusion of a normal life. She is torn between her love for Johnny and her vow of secrecy in keeping the Inhumans away from regular humanity. She's debating whether to ask the FF for help in finding her missing sister.

Design Notes:

1. Yes, Crystal and Medusa are still sisters in the Reboot; however, their familial relationship is *not* going to be revealed this early. Crystal first appears late in Year One – she and Johnny are a year behind Spidey and the X-Men at ESU – and not everything should be revealed at once.

CYCLOPS

Hero

Real Name: Scott Summers.

Occupation: College student, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Slim".

Place of Birth: Anchorage, Alaska.

Marital Status: Single.

Known Relatives: Christopher (father, deceased), Katherine Anne (mother, deceased), Alexander (alias Havok, brother), Philip (grandfather), Deborah (grandmother), Hank (uncle).

Group Affiliation: X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: (as Scott Summers) AMAZING SPIDER-MAN #1, (as Cyclops) UNCANNY X-MEN #1.

History: Scott Summers was the oldest of two sons of Christopher Summers, an Air Force major and test pilot, and his wife Katherine Anne. When Scott was still a preteen, his father flew himself, Scott, Katherine Anne, and Scott's brother Alex back from an island vacation in his vintage private plane. While flying over Nebraska, the plane apparently suffered some engine damage and was going to be destroyed. Scott's memories are unclear as to what happened next, as he woke up a year later in an orphanage in Omaha, Nebraska.

According to the people he spoke to at the orphanage, Scott and Alex had apparently been pushed from the plane with a single parachute between them. Both brothers had suffered injuries, since their overburdened parachute had been damaged during the fall. No sign of his parents' bodies were found among the wreckage of the plane.

Scott had suffered some brain damage during the fall, but this brain damage apparently did not immediately affect him in any way, besides putting him into his coma. The doctors attributed his missing memories to this brain damage. Alex, too, suffered a case of mild amnesia regarding what had happened, despite not having similar brain damage; the doctors theorized that he was subconsciously repressing the traumatic memory.

Scott and Alex remained at the orphanage for some time, until their grandparents, who lived in the Alaskan panhandle, arranged to gain custody over the boys; their uncle, Hank Summers, was in Spain at the time and unable to be contacted. While in his mid-teens, Scott began to develop severe headaches and eyestrain. Scott's grandparents took him to see an eye specialist in Juneau, Alaska. Through trial and error, the optometrist discovered that lenses made of ruby quartz, a kind of glass tinted with a red impurity, seemed to alleviate the boy's vision problems. The doctor suspected that Scott was a mutant and informed his grandparents of this.

Scott and Alex were tossing a football around the yard when Scott's powers first manifested themselves. Alex had thrown the football too far, and Scott fell trying to catch it, causing his glasses to come off. Scott and Alex were surprised to see a ruby beam of energy come from Scott's eyes and punch a hole through the hangar where his grandfather stored his plane; thankfully, the plane was on the runway at the time. Scott closed his eyes, and Alex found his glasses for him.

Philip and Deborah Summers had a long talk with Scott and Alex at that point. Scott agreed to be sent to the recently announced Xavier Institute for Gifted Youngsters, a school which openly advertised itself as a school for mutants. Scott was one of the first class of students to attend. Alex followed a few years later when his powers manifested (see *Havok*; *Xavier Institute*).

Recently, Scott has graduated from Xavier's. He is currently attending Empire State University in Manhattan, and has joined several other Xavier Institute graduates in forming the first all-mutant hero team, the X-Men (see *X-Men*).

Height: 6' 3"

Weight: 175 lbs.

Eyes: Brown (glowing red when his power is active).

Hair: Black.



Uniform: Blue bodysuit with a yellow X on the front and back, yellow boots, yellow gloves, blue cowl, visor (see *Paraphernalia*, below)

Strength Level: Cyclops possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Cyclops' sole power is his ability to project a beam of concussive force from his eyes, which he calls an "optic blast". This concussive beam is capable of punching through a twelve-inch thick concrete block when narrowed into a thin beam. When set to its widest and least powerful focus, the beam is still able to knock a person over and even possibly break bone.

Cyclops is unable to be harmed by his own optic blast. Even if it was reflected back to him, he would not suffer any damage from it; instead, he would absorb the energy from the beam. The insides of his eyelids also absorb the energy.

Cyclops is also unable to be harmed by his brother Alex's powers. Furthermore, Alex is the only other person who is naturally unable to be harmed by Cyclops' optic blasts. Should Cyclops be hit by Alex's powers, his optic blasts will temporarily increase in power; the reverse is also true. The reason for this sibling immunity is unknown; Professor Xavier theorizes that the boys' genetics are over 90% identical, enabling the two to metabolize each others' energies.

Abilities: Cyclops is a skilled tactician and strategist with a good working knowledge of three-dimensional geometry. He has been known to perform complex geometry in his head, enabling him to bounce his optic blast off numerous surfaces or sink every ball on a billiards table on the break.

Having grown up around airplanes, Scott is a talented pilot; as his father and grandfather were also aircraft pilots, Scott thinks it runs in the family. Scott is also skilled in aircraft repair, having aided his father and later his grandfather with repairs.

Paraphernalia: Because of the brain damage suffered as a child, Cyclops is unable to turn off his optic blasts, necessitating the use of his visor to control his power. This visor is made of a glass-like material, ruby quartz, which is the only material known to harmlessly dissipate the energy given off by his eyes. The visor has controls on the side which enable him to focus his beam into either a widening jet or a pin-point beam akin to a laser, giving his optic blast the same effect as a high-powered hunting rifle.

Wolverine: "Hey, hey. It's me."

Cyclops: "Prove it."

Wolverine: "You're a dick."

– **X-Men**

400 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20];

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Damage Resistance 50 (Absorption: Into Plasma Blasts, +80%; Limited Defense: Powers of Blood Relations (Rare), -80%; Tough Skin, -40%; Mutant, -10%) [125]; Fit [5]; High Manual Dexterity 2 [10]; High Pain Threshold [10]; Lightning Calculator [2]; Optic Blast 8d (Crushing Attack; Accurate +4, +20%; Always On, Effects are Dangerous (Mitigator: Ruby Quartz Glasses or Visor, -60%), -16%; Cone, 3 yards, +80%; Damage Modifier: Double Knockback, +20%; Increased Range, x10, +30%; Jet, +0%; Ricochet, +10%; Selectivity (applies to Cone and Jet), +10%; Underwater, +20%; Variable, +5%; Mutant, -10%) [108].

Perks: Unusual Training (Tight-Beam) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Debt -5 (College Loans) [-5]; Light Sleeper [-5]; Nightmares (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Shyness (Mild) [-5]; Skinny [-5]; Wealth (Struggling) [-10]; Workaholic [-5].

Quirks: Broad-Minded [-1]; Imaginative [-1]; Likes Classic Airplanes [-1].

Skills: Boxing (A) DX+2 [8] – 14; Driving (Motorcycle) (A) DX+1 [4] – 13; First Aid/TL8 (E) IQ [1] – 11; Hiking (A) HT-1 [1] – 11; Innate Attack (Gaze) (E) DX+4 [12] – 16; Mathematics/TL8 (Applied) (H) IQ-1 [1] – 10*; Mathematics/TL8 (Pure) (H) IQ+3 [16] – 14; Mechanic/TL8 (Light Airplane) (A) IQ [2] – 11; Physics/TL8 (VH) IQ [8] – 11; Piloting/TL8 (Light Airplane) (A) DX+2 [4] – 14†; Running (A) HT [2] – 12; Savoir-Faire (Military) (E) IQ-1 [1] – 10‡; Strategy (Air) (H) IQ-1 [2] – 10; Strategy (Land) (H) IQ+0 [4] – 11; Swimming (E) HT [1] – 12; Tactics (H) IQ+2 [12] – 13; Wrestling (A) DX+2 [8] – 14.

Techniques: Tight-Beam (Innate Attack (Gaze)) (H) def+2 [3] – 16.

Equipment: Cyclops's visor, while allowing him to control his optic blast, also grants Protected Vision. However, because of its styling, it also gives Cyclops Restricted Vision: No Peripheral Vision. The ruby quartz glasses he normally wears in his civilian identity are styled to avoid this problem.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* Defaulted from Mathematics/TL8 (Pure).

† Includes +1 from 3D Spatial Sense.

‡ Includes -1 from Shyness.

The *Daily Bugle* is a newspaper which has been in operation releasing daily editions in New York City since 1897. Like its rival, the *Daily Globe*, the *Bugle* publishes in a tabloid format with a full-color picture on the front cover. Since the 1980s, the publisher of the *Daily Bugle* has been J. Jonah Jameson, who began his career with the paper when he was still in high school (see *Jameson, J. Jonah*). Jameson is said to have had a personal interest in the paper ever since he discovered that it had once been owned by his great-uncle, whom Jameson greatly resembles, during World War II.

Jameson purchased the newspaper in its entirety in 1986, revitalizing the tabloid format. At the same time, he purchased the Goodman Building at the corner of 39th Street and Second Ave, and moved the entire production facilities and editorial staff into it. Today called the Daily Bugle Building, the building is capped with the *Daily Bugle* logo in 30-foot tall letters. The top three floors are dedicated to the *Bugle's* editorial offices, with two sub-basements for the printing presses and storage facilities. The rest of the building is rented out for office space and apartments.

Other than Jameson, the *Bugle's* staff includes (but is not limited to) editor Joe "Robbie" Robertson, reporters Ned Leeds, Ben Urich, Fredrick Foswell, and Charlie Snow, photographers Peter Parker and Lance Bannon, columnist Jacob Conover, sports columnist Wendy Thornton, and secretaries Betty Brant and Gloria Grant (see *Robertson, Joe*; *Spider-Man*; *Urich, Ben*).

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

DANVERS, CAROL

Supporting Cast

Real Name: Carol Danvers.

Occupation: Astronaut, pilot.

Identity: Carol does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Warbird (her callsign).

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: Marie (mother), Joseph Sr. (father), Joseph Jr, Steven (brothers).

Group Affiliation: NASA; United States Air Force.

Base of Operations: Cape Canaveral, Florida.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Little is known about Carol's past prior to encountering the Kree Captain Marvel, but the following has been revealed or implied in several conversations (see *Captain Marvel*; *Kree*). She enrolled in the Air Force Academy in Colorado Springs, Colorado, probably just out of high school, and pursued a career in the US Air Force as a fighter pilot, rising to the rank of Major during the conflicts, flying both the A-10 and F-22. She has claimed to have flown sorties over Iraq and Afghanistan before transferring to NASA for astronaut training, including several months aboard the International Space Station. While at NASA, Danvers worked closely with fellow pilot Ben Grimm, and was slated as the backup pilot of the *Fantastic* if Ben was ever incapacitated prior to the test flight (see *The Fantastic*; *Thing*).

It was while stationed at Cape Canaveral, Florida, that she met the Kree Captain Mar-Vell during his assignment to spy on Earth's (specifically the United States') space and military capabilities for the Kree Empire. During Mar-Vell's brief career as a superhero on Earth, Danvers often worked closely with him, and was perhaps the only human to learn of his alien origins, though she was never told his true mission. She assisted him in a few capers, earning the enmity of his commanding officer, Colonel Yon-Rogg, and being seen as a rival for Mar-Vell's affections by his lover, Una (see *Una*; *Yon-Rogg*).

Recently, after Captain Marvel was taken to the Kree homeworld for a court martial, Yon-Rogg captured Danvers and subjected her to several tests to determine just how adaptable the human body and genetic structure was, going so far as to use retrovirus injections of Kree DNA into her. Danvers escaped and piloted a Kree fighter down to Earth. (The fighter was then taken to a classified location for study.) Presumably she has reported on Yon-Rogg's intentions to invade the Earth, but what measures the United States and her allies are taking to attempt to thwart the invasion are unknown.



Height: 5' 9"

Weight: 185 lbs.

Eyes: Green.

Hair: Brown.

Uniform: Standard USAF uniforms.

Strength Level: Originally, Carol Danvers possessed the normal human strength of a woman of her age, height, and build who engaged in moderately intensive regular exercise. A recent incident involving Kree technology has enhanced her strength, granting her roughly twice the strength of a woman of her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Originally none. At present, Carol's physiology has been enhanced to grant her virtual immunity to poisons and toxins, including fatigue poisons generated by her own body due to exertion, as well as enhanced agility, reflexes, stamina, speed, and durability, though she is not bullet-proof. Her muscle mass is slightly denser than a normal human's, and her outer skin is harder than a normal human's. She has also developed a special sense which alerts her of danger and gives her a sense of what her opponent is likely to do next, though she cannot yet fully rely on this ability.

Other Abilities: Carol is a skilled astronaut and jet fighter pilot, and has received training in hand to hand combat, firearms, and desert survival.

510 points

Attributes: ST 15 [50]; DX 16 [60*]; IQ 11 [20]; HT 16 [30†].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 12 [5]; Per 13 [10]; FP 20 [12]; Basic Speed 8.00 [0]; Basic Move 8 [0]; Dodge 12/14.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Damage Resistance 6 (Tough Skin, -40%; Passive Biological, -5%) [17]; Danger Sense (Unreliable/Activation-14, -10%; Psionic, -10%) [12]; Enhanced Dodge 2 (Unreliable/Activation-14, -10%; Psionic, -10%) [24]; Enhanced Move (Ground) 1 (Move 16/32 mph) [20]; Enhanced Parry (All Parries) 2 (Unreliable/Activation-14, -10%; Psionic, -10%) [18]; Enhanced Time Sense (Psionic, -10%) [41]; Extra Attack 1 [25]; Extra DX +3 (Super, -10%) [54]; Extra HT +3 (Super, -10%) [27]; High Pain Threshold [10]; Immunity to Poisons/Toxins [15]; Military Rank 4 [20]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Armor Familiarity (Judo) [1]; Armor Familiarity (Karate) [1]; Cutting-Edge Training (Piloting (High-Performance Spacecraft) 3 [3]; On Alert [1]; Suit Familiarity (Vacc Suit) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Soldier's) [-10]; Duty to USAF/NASA (12) [-10]; Enemy (Yon-Rogg; Equal in Power) (9) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5].

Quirks: Always Meets Peoples' Eyes [-1]; Broad-Minded [-1]; Infatuated with Captain Marvel [-1]; Not Until My First Cup! [-1]; Speed Freak [-1].

Skills: Artillery/TL8 (Guided Missile) (A) IQ+3 [12] – 14; Breath Control (H) HT+0 [4] – 16; Climbing (A) DX-1 [1] – 15; Free Fall (A) DX+0 [2] – 16; Gunner/TL8 (Cannon) (E) DX+2 [4] – 18; Guns/TL8 (Submachine Gun) (E) DX+2 [4] – 18; Hiking (A) HT-1 [1] – 15; Judo (H) DX+0 [4] – 16; Karate (H) DX+0 [4] – 16; Knife (E) DX+0 [1] – 16; Leadership (A) IQ+1 [4] – 12; Piloting/TL8 (Aerospace) (A) DX+0 [1] – 16‡; Piloting/TL8 (High-Performance Airplane) (A) DX+1 [4] – 17; Piloting/TL11 (High-Performance Spacecraft) (A) DX-1 [1] – 15; Piloting/TL8 (Low-Performance Spacecraft) (A) DX+0 [2] – 16; Soldier/TL8 (A) IQ+1 [4] – 12; Survival (Desert) (A) Per-1 [1] – 12; Swimming (E) HT+0 [1] – 16; Vacc Suit/TL8 (A) DX+1 [4] – 17.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +3 from Extra DX.

† Includes +3 from Extra HT.

‡ Defaulted from Piloting/TL8 (High-Performance Airplane).

Role-Playing Notes:

Carol is confident, if not overconfident, in her skills and abilities. The fact that she worked alongside an alien – Captain Marvel – and was abducted to a Kree ship in orbit has not fazed her in the least; if anything, she finds the idea that some aliens are humanoid and able to pass for human intriguing.

Design Notes:

1. Carol will not gain her full classic power set – her Class 50 superhuman strength, bullet-proof physique, and flight – until somewhere in Year Two.

DAREDEVIL

Hero

Real Name: Matthew Michael Murdock.

Occupation: Assistant District Attorney.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Marital Status: None.

Known Relatives: Jonathan ("Batting Jack", father, deceased), Grace (mother, deceased).

Group Affiliation: None.

Base of Operations: Hell's Kitchen, New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1

History: Matt Murdock grew up in the area of Manhattan known as Chelsea (the locals call it Hell's Kitchen), the son of a small-time prizefighter, Jack Murdock. On her deathbed, Matt's mother made Jack promise to give Matt a better life than he himself had had. To this end, Jack encouraged Matt to stick to his studies rather than become an athlete. However, Jack understood that Matt needed to know how to defend himself, and did give Matt some training in boxing. Jack insisted that Matt never start a fight, words Matt took to heart.

When he was eleven, Matt was passing through the docks on his way home from school when he encountered a man being roughed up by some organized criminal enforcers. While trying to decide whether he should get involved, breaking his promise to never start a fight, and yet unwilling to let the enforcers get away with their brutal treatment of another, one of the enforcers' lookouts caught hold of Matt.

Matt fought back, but was unable to do much. In the scuffle, one of the barrels on the docks was torn open, and a glowing green liquid, radioactive waste, sprayed Matt in his eyes. Matt's screams of pain brought the other dock workers, who took the boy to the hospital.

It was in the hospital that Matt discovered that his other senses had been enhanced by the radiation. Jack took Matt to a blind martial arts master named Stick to help him deal with his new abilities (see *Stick*). Matt's powers gave him a sense of fearlessness, which earned him the nickname "Daredevil" among the other kids in Hell's Kitchen.

When Matt was in high school, Jack Murdock was ordered by a crime boss to throw a fight. Jack, however, ignored this order and won the fight with a knock-out. Matt was to meet his father outside the arena. In some ways, he figures, he's still waiting. Jack Murdock was caught by the crime boss's enforcers and killed in front of Matt. Not knowing of Matt's other gifts, they believed that Matt would be unable to identify them, and let him live.

Driven by a need to fight injustice following this incident, Matt worked his way through college and law school. While attending Harvard, he met a girl named Elektra Natchios, the daughter of a Greek businessman (see *Elektra*). The two, recognizing a kindred soul in the other, began a relationship. On the day that Matt was psyching himself up to ask her to marry him, Elektra's father was brutally murdered before her eyes, and she fled. Matt witnessed this murder, and while able to testify in court and bring the killer to justice without revealing his special senses, he was unable to help find Elektra, who had disappeared.

Matt currently works as a prosecutor for the District Attorney's office in Manhattan. A friend of his from Harvard, Franklin "Foggy" Nelson, works with him as a public defender (see *Nelson, Foggy*). At night, however, Matt dons the identity of Daredevil, remembering his childhood nickname, and patrols Hell's Kitchen, keeping the streets safe. He is currently investigating criminal kingpin Wilson Fisk, and has encountered Elektra as Fisk's newest assassin (see *Kingpin*).

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Red.



Uniform: Red Kevlar-reinforced leather bodysuit with a stylized "DD" on the left breast, red gloves, red boots, red cowl with small horns on the forehead.

Strength Level: Daredevil possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: The accident which robbed Daredevil of his sight has given him a number of other abilities.

First and foremost, his other senses have become superhumanly acute. He can hear and distinguish between whispered conversations from a hundred feet away. He can also hear the changes in someone's breathing and heartbeat when lying. His sense of smell is on par with that of a bloodhound, able to follow an individual scent through the crowded streets of Manhattan. His sense of touch is such that he is able to "read" newspaper print with his fingertips. Finally, and this is not generally known, his sense of taste is supremely acute.

Daredevil has one other sense, which he refers to as his "radar-sense". His brain is constantly putting out radio signals, similar to those put out by aircraft radar systems. His brain automatically interprets the echo of these signals to give him a perfect black-and-white, 360° image of his surroundings. This radar-sense is not able to pick up lettering, however; a banner with lettering on it will appear solely as a banner to him.

Abilities: Daredevil has trained himself to be on par with Olympic gymnasts, boxers, and wrestlers. He has been trained in western boxing, Brazilian Jiu-jitsu, escrima, and Muay Thai, and has combined them into a unique style all his own. His powers also give him a perfect sense of balance and a slightly enhanced, but not superhuman, musculature.

Being a lawyer, Matt Murdock is well-versed in legal matters.

Limitations: Daredevil is blind, being unable to see like a normal human being. His other senses compensate for this, but there are visual cues that the average person is able to pick up on that he cannot. For example, he is unable to read a street sign or billboard, unless the sign has raised lettering, nor is he able to view a television screen or see a photographic print, as those register as flat on his radar sense. He is also unable to make out colors. Also, because of his supremely acute hearing, sudden loud noises affect him twice as hard as they do a normal human.

Weapons: Daredevil carries a pair of batons, similar to those used in the martial arts escrima and arnis. These batons have been adapted in three ways.

Daredevil's batons are capable of being linked together to form a set of nunchaku. With a twist of the one end, the baton becomes a grappling hook, the other end storing a length of thin high-test cable capable of holding twice his weight without strain. Finally, and he works hard to keep this feature a secret, the batons can extend to become his blind-man walking cane.

596 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39; HP 14 [0]; Will 12 [0]; Per 15 [15]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Biological, -10%) [9]; Combat Reflexes [15]; Contact: Ben Urich (Daily Bugle Reporter) (Effective Skill 15; Usually Reliable; Frequency: 9 or less) [4]; Contact: Turk Barrett (Underworld) (Effective Skill 12; Unreliable; Frequency: 12 or less) [1]; Daredevil [15]; Discriminatory Hearing (Passive Biological, -5%) [15]; Discriminatory Smell (Emotion Sense, +50%; Passive Biological, -5%) [22]; Discriminatory Taste (Passive Biological, -5%) [10]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Fearlessness 5 [10]; High Pain Threshold [10]; Para-Radar (Extended Arc: 360°, +125%; Super, -10%) [86]; Parabolic Hearing 3 (Passive Biological, -5%) [12]; Perfect Balance (Passive Biological, -5%) [15]; Sensitive Touch (Stethoscopic, +50%; Ultra-Fine, +30%; Passive Biological, -5%) [18]; Trained By A Master [30]; Very Fit [15]; Vibration Sense (Passive Biological, -5%) [10]; Wealth (Comfortable) [10].

Perks: Off-Hand Weapon Training (Smallsword) [1]; Robust Hearing [1]; Style Familiarity: Boxing [1]; Style Familiarity: Escrima [1]; Swinging [1].

Disadvantages: Blindness [-50]; Charitable (9) [-22]; Code of Honor (Hero's) [-10]; Flashbacks (Mild) [-5]; Guilt Complex [-5]; Light Sleeper [-5]; Obsession: Eliminate Organized Crime (Long-Term Goal) (9) [-15]; On The Edge (9) [-22]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Selfless (9) [-7]; Sense of Duty: Residents of Hell's Kitchen (Large Group) [-10]; Social Stigma (Blind) [-5]; Susceptible to Loud Noises -5 [-20].

Quirks: Habit: Makes Light of His Blindness [-1]; Likes to Help Underdogs [-1].

Skills: Acrobatics (H) DX+1 [4] – 15*; Area Knowledge (Hell's Kitchen) (E) IQ [1] – 12; Armoury/TL8 (Melee Weapons) IQ-1 [1] – 11; Blind Fighting (VH) Per+3 [20] – 18; Boxing (A) DX+2 [8] – 16; Boxing Sport (A) DX [1] – 14†; Climbing (A) DX+0 [1] – 14; Connoisseur (Music) IQ-1 [1] – 11; Detect Lies (H) Per [4] – 16; Flail (H) DX+2 [12] – 16; Games (Boxing) (E) IQ [1] – 12; Holdout (A) IQ [2] – 12; Intimidation (A) Will+2 [8] – 14; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Law (New York City) (H) IQ+2 [12] – 14; Lockpicking/TL8 (A) IQ [2] – 12; Main-Gauche (A) DX+2 [7] – 16‡; Observation (A) Per-1 [1] – 15; Power Blow (H) Will+1 [8] – 13; Pressure Points (H) IQ [4] – 12; Shadowing (A) IQ+2 [8] – 14; Smallsword (A) DX+2 [8] – 16; Stealth (A) DX+2 [8] – 16; Streetwise (A) IQ+2 [8] – 14; Thrown Weapon (Stick) (E) DX+2 [4] – 16; Tracking (A) Per+5 [20] – 20.

Techniques: Aggressive Parry (Karate) (H) def+1 [2] – 15; Arm Lock (Smallsword) (A) def+4 [4] – 20; Choke Hold (Smallsword) (H) def+3 [4] – 16; Counterattack (Boxing) (H) def+5 [6] – 16; Disarming (Smallsword) (H) def+5 [6] – 21; Elbow Strike (Karate) (A)

def+2 [2] – 16; Feint (Boxing) (H) def+4 [5] – 20; Feint (Smallsword) (H) def+4 [5] – 20; Knee Strike (Karate) (A) def+1 [1] – 16; Targeted Attack (Boxing Punch/Face) (H) def+3 [4] – 14; Targeted Attack (Smallsword Swing/Arm) (H) def+1 [2] – 15; Targeted Attack (Smallsword Swing/Hand) (H) def+2 [3] – 14; Uppercut (Boxing) (A) def+1 [1] – 16.

Starting Spending Money: \$7,960 (20% Starting Wealth, minus the cost of two batons).

* Includes +1 from Perfect Balance.

† Defaulted from Boxing.

‡ Defaulted from Smallsword.

Role-Playing Notes:

Daredevil's Batons

FLAIL

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Nunchaku	2d+1 cr	1	15	\$40	2	7	[1, 2]

Notes:

[1] Attempts to parry this weapon are at -2; fencing weapons ("F" in Parry stat) cannot parry at all; attempts to block are at -1.

[2] Cost and weight reflect the cost of two batons (stats below) being used to form the nunchaku.

SHORTSWORD (Smallsword-4)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Baton	2d cr	1	13	\$20	1	6	
	or	1d cr	1	13			6	

SMALLSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Baton	2d cr	1	15F	\$20	1	6	
	or	1d cr	1	15F			6	

THROWN WEAPON (STICK)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
0	Baton	2d-1 cr	1	96/112	1	1	T (1)	\$20	6	-2	

Design Notes:

1. The combat penalties that Daredevil would normally have due to his Blindness have been effectively counteracted by his Imaging Radar advantage.

DEATH

Cosmic Entity

Real Name: Inapplicable.

Occupation: Inapplicable.

Identity: Publicly known.

Legal Status: Inapplicable.

Other Aliases: Mistress Death.

Place of Birth: The "big bang".

Marital Status: Inapplicable.

Known Relatives: Eternity ("sibling").

Group Affiliation: One manifestation is an associate of Thanos.

Base of Operations: Inapplicable.

First Post-Reboot Appearance: INFINITY QUEST #1.

History: The cosmic entity known as Death came into being early in the universe, possibly nanoseconds after the universe was created, when the first living being perished. Because they were formed at the same time, she sees Eternity, the embodiment of the physical nature of the universe, as a sibling (see *Eternity*). For some reason, Death often manifests bodies in a feminine manner, so that most people across the universe speak of Death as a female, though as an embodiment of a cosmic abstraction Death does not have a defined gender as mortals would view such things.

The exact relationship between Death and the various rulers of realms of the afterlife – such as Hela and Hades – and hell dimensions such as those ruled by Mephisto and "Satan" is uncertain (see *Hades*, *Hela*, *Mephisto*, *Satan*).

Somehow, Death came to the attention of the mad Titan Thanos, who fell in love with her (see *Thanos*). For some reason, Death decided to manifest as his constant silent companion, appearing as a young humanoid woman of indeterminate species and variable appearance, and expressing herself through body language alone as Thanos attempted to show his love and win her favor. Death's motives for doing this are unknown.

Death has claimed that when the universe comes to an end, she will be the last to go. Death has also claimed that she is the one being the Living Tribunal, the supreme multiversal authority, has no power over (see *Living Tribunal*).

Height: Variable; primary manifestation is 5' 8".

Weight: Variable.

Eyes: Variable.

Hair: Variable.

Uniform: None; her primary manifestation wears a hooded black floor-length robe.

Strength Level: Immeasurable; her most commonly manifested body has not been shown doing any physical action, so that body's strength is unknown.

Known Superhuman Powers: She's Death. She has been shown being able to end a life at will, often with a touch. Her manifestations tend to vary between solid and ethereal.

Stats: She's Death.

Role-Playing Notes:

When appearing beside Thanos, Death prefers to remain silent, speaking through body language alone. Other times, she will speak to those who meet her. Her motives are inscrutable, and her methods mysterious. The best that can be said is that she is patient, and will not claim a life before its time.



DEATH-ADDER

Villain

Real Name: Roland Burroughs.

Occupation: Mercenary, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Fin-head" (a nickname given to him by Bucky).

Place of Birth: Bronx, New York City.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little is known about Death-Adder's past, though the criminal scientist Karl Malus is suspected of having a hand in the acquisition of his powers (see *Malus, Dr. Karl*). There is evidence to believe he was a criminal before he obtained his powers. He was approached by the criminal Viper and his brother, the Eel, to join their team of snake-themed mercenaries, which Viper dubbed the Serpent Squad (see *Eel*; *Serpent Squad*; *Viper*).

In the Serpent Squad's first outing, Death-Adder came into conflict with Captain America and his young partner, Bucky, while attempting to acquire information from Oscorp's Bronx plant's computers (see *Bucky*; *Captain America*; *Green Goblin*). Though defeated and most of the Squad taken into custody, Death-Adder (and the rest of the Squad who had been captured) was released from prison on bail by an unknown benefactor.

Death-Adder has twice more fought Captain America as a member of the Serpent Squad, as well as teaming up with the criminal Tiger Shark to attack the Atlantean monarch Namor and his cousin Namora (see *Atlanteans*; *Namor*; *Namora*; *Tiger Shark*).

Height: 5' 6".

Weight: 150 lbs.

Eyes: Blue-green.

Hair: None.

Skin: Yellowish green.

Other Distinguishing Features: Death-Adder possesses pointed ears, a large fin running from his skull down to his mid-back, and a four foot long spiked tail.

Uniform: Purple and blue bodysuit, purple gloves, blue boots, yellow and black belt

Strength Level: Death-Adder possesses superhuman strength, enabling him to lift (press) roughly one ton.

Known Superhuman Powers: Death-Adder's whole physiology has been adapted for swimming. His larynx has been replaced by gills, enabling him to breathe underwater; these gills close up to allow air to pass through to his lungs while on land. His body is able to withstand the pressures along the continental shelves, though it is not known how he will handle the ocean floor; this also grants him better than average physical durability. His eyesight has been adapted to let him see in the green to low ultraviolet spectrum; he cannot see reds or anything other than shades of black. His tail, which assists him in steering while swimming, can be whipped around to act as a weapon in combat. This tail also helps propel him through the water; Death-Adder has been known to reach speeds up to 30 knots (34.5 mph).

In addition, his fingers have been adapted into claws which secrete a paralyzing poison. The spikes on his tail also secrete this same poison.

Limitations: Death-Adder is mute.

678 points

Attributes: ST 21/35* [50]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 2d/4d-1 (4d-1/6d+1); BL 88 lbs. (245 lbs.); HP 21 [0]; Will 12 [5]; Per 12 [5]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Basic Water Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].



Cultural Familiarities: Western [0].

Advantages: Affliction (Localized Paralysis) 3 (HT-2; Follow-Up: Claws or Impaling Striker, +0%; Incapacitation: Paralysis, +150%) [75]; Amphibious [10]; Claws (Sharp Claws) (Hands Only, -0%) [5]; Combat Reflexes [15]; Damage Resistance 5 (Tough Skin, -40%) [15]; Doesn't Breathe (Gills, -50%) [10]; Enhanced Move (Water) 1.5 (Water Move 18/36 mph/31 knots) [30]; Extra Arms 1 (Extra-Flexible, +50%; Long +1, +100%) [25]; Fit [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Natural Diver 4 [20]; Night Vision 6 [6]; Pressure Support 1 [5]; Striker (Crushing; Tail) (Long +1, +100%; Alternative Attack, ×1/5) [2]; Striker (Impaling; Tail) (Long +1, +100%) [16]; Super ST +6/+20 (Passive Biological, -5%) [237]; Temperature Tolerance 2 [2].

Perks: Rinse [1].

Disadvantages: Callous [-5]; Code of Honor (Pirate's) [-5]; Mute [-25]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Vulnerability to Dehydration (Fatigue Only, -50%; Wounding Modifier ×3) [-15].

Quirks: Attentive [-1]; Distinctive Feature [-1]; Enamored With Diamondback [-1]; OUCH! [-1]; Teetotaler [-1].

Skills: Aquabatics (H) DX+5 [8] – 14†; Body Language (Human) (A) Per+0 [2] – 12; Brawling (E) DX+2 [4] – 15; Climbing (A) DX-1 [1] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; First Aid/TL8 (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 13; Gambling (A) IQ+1 [4] – 12; Gesture (E) IQ+3 [8] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 13; Intimidation (A) Will+1 [4] – 13; Jumping (E) DX+0 [1] – 13; Lifting (A) HT-1 [1] – 12; Lip Reading (A) Per+1 [4] – 13; Navigation/TL8 (Sea) (A) IQ+1 [4] – 12; Running (A) HT-1 [1] – 12; Speed Reading (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+1 [4] – 12; Survival (Fresh-Water Lake) (A) Per+0 [2] – 12; Survival (Island/Beach) (A) Per+0 [2] – 12; Survival (Reef) (A) Per+0 [2] – 12; Swimming (E) HT+5 [2] – 15†; Throwing (A) DX-1 [1] – 12; Tracking (A) Per+1 [4] – 13; Wrestling (A) DX+1 [4] – 14.

Features: Altered Visual Spectrum (Yellow to Low Ultraviolet) [0].

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +6/+20 from Super ST.

† Includes +4 from Natural Diver.

Role-Playing Notes:

Death-Adder is a silent, deadly killer, presenting an imposing figure. He is loyal to the rest of the Squad, working with them easily.

DEATH-STALKER

Villain

Real Name: Phillip Wallace Sterling.

Occupation: Professional criminal, assassin.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Riverdale, the Bronx, New York City

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The origins of the man calling himself Death-Stalker are unknown, as are his motivations for turning to crime. He appears to come from a well-to-do family which has recently fallen on hard times during the latest economic recession. How he gained his powers is currently not known.

He began his career as a costumed criminal by attempting to extort money from several notable businessmen in New York City, and killing them from the shadows when his demands were not met. He was foiled in this endeavor by the costumed vigilante Daredevil, but escaped before he could be arrested (see *Daredevil*).

Death-Stalker has since tangled twice with Daredevil, and was finally captured and arrested. He was last seen taking advantage of the mass jailbreak led by the Rhino (see *Rhino*). It is only a matter of time before he resurfaces.

Height: 6'.

Weight: 185 lbs.

Eyes: Blue.

Hair: Gray.

Uniform: Blue-black bodysuit, black full-face cowl, blue-black cloak with hood, black gloves, black dress shoes.

Strength Level: Death-Stalker possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Death-Stalker possesses the ability to turn himself invisible and intangible while in shadow. He can also teleport himself between two different points, provided both are encased in shadow. Any bright light powerful enough to disrupt shadows will turn him visible and tangible. His powers appear to be tied to the extradimensional energy known as the Darkforce. One interesting side-note is that while he is intangible, he cannot be detected by Daredevil's radar sense.

Paraphernalia: Death-Stalker uses a pair of "shock gloves" of undetermined origin which can stun or electrocute anyone he touches. Statements made by Death-Stalker indicate that he designed and built the shock gloves himself.

500 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Insubstantiality (Accessibility: Only in Darkness, -30%; Can Carry Objects: Medium Encumbrance, +50%; No Vertical Move, -10%; Partial Change: Can Turn Carried Item Substantial, +100%; Elemental: Darkforce, -10%; Super, -10%) [152]; Invisibility (Accessibility: Only in Darkness, -30%; Affects Machines, +50%; Can Carry Objects: Medium Encumbrance, +50%; Extended (All), +100%; Switchable, +10%; Elemental: Darkforce, -10%; Super, -10%) [104]; Signature Gear (Zap Gloves) [1]; Status 2 [10]; Warp (Accessibility: Only in Darkness, -30%; Extra Carrying Capacity: Medium Encumbrance, +20%; Reliable +10, +50%; Elemental: Darkforce, -10%; Super, -10%) [120].



Perks: Standard Operating Procedure (Energizer) [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Gentleman's) [-10]; Debt -5 [-5]; Enemy (NYPD) (9) [-20]; Miserliness (12) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Engineer/TL8 (Electrical) (H) IQ+0 [4] – 13; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Stealth (A) DX+1 [4] – 13; Teleport (H) IQ+0 [4] – 13.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

Death-Stalker's Shock Gloves

BOXING, BRAWLING, KARATE, or DX

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
9	Shock Glove	HT-6 (2) aff	C	No	\$400	1	2
	<i>or</i>	2d burn	C	No	–	–	2

DESTINY

Villain

Real Name: Irene Adler.

Occupation: Terrorist; former occupations unknown.

Identity: Known to the authorities.

Legal Status: Citizen of Austria with a criminal record in the United States.

Other Aliases: None.

Place of Birth: Unrevealed, but presumably somewhere in Austria.

Marital Status: Widowed.

Known Relatives: Raven Darkholme (alias Mystique, life partner), Rogue (real name unrevealed, foster daughter).

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The full details of Irene Adler's history remains unknown. She has hinted that in her youth she knew Sir Arthur Conan Doyle, who wrote her into his Sherlock Holmes novels, but the veracity of this claim is disputed; it is much more likely that her parents named her after Doyle's character.

What is known is that she has been in a same-sex relationship with Mystique for decades, and that she has helped Mystique raise the young woman known as Rogue as if their own daughter, but little more than that (see *Mystique*; *Rogue*).

Destiny's first major appearance to the public was as a member of Mystique's mutant terrorist organization, the Mutant Liberation Front, during their attempt to assassinate SHIELD director Henry Gyrich at the unveiling of the new robotic Sentinels (see *Gyrich, Henry Peter*; *Mutant Liberation Front*; *Sentinels*; *SHIELD*). Although defeated, Destiny – along with Mystique and Rogue – escaped capture, and proceeded to rebuild the Mutant Liberation Front. She has been behind the planning of every MLF operation since, having never gotten caught.

Height: 5' 7".

Weight: 110 lbs.

Eyes: White (due to cataracts).

Hair: Silver (formerly brown).

Uniform: Blue leotard, blue gloves reaching to the upper arms, blue thigh-high boots, metallic blue helmet with a gold face-plate, gold belt, blue floor-length cape fastened at the neck.

Strength Level: Destiny has the normal human strength of a woman of her advanced age, height, and build who engages in little regular exercise.

Known Superhuman Powers: Destiny possesses precognitive powers, giving her the ability to psionically scan the events of alternate futures and, through concentration, focus on the realities that were most likely to come true. She can use this to "see" her own future or that of those near her, actively predicting what her enemies would do next in battle, which made her an invaluable strategist. Destiny can usually correctly predict events that will occur in the next ten seconds.

Other Abilities: Irene Adler is an excellent shot with both a crossbow and conventional handguns.

Weapons: Destiny occasionally uses a crossbow, preferring it over firearms due to its near-silent nature.

Limitations: Destiny is physically blind, as her reliance on her precognitive powers have caused her eyes to atrophy and develop cataracts.



394 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 11.

Languages: English (Native) [6]; German (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Absolute Timing [2]; Clairvoyance (Clairvoyance, -10%; Second Nature, +70%; ESP, -10%) [75]; Combat Reflexes (ESP, -10%) [14]; Enhanced Dodge 2 [20]; ESP Talent 4 [20]; Fit [5]; Gizmo 2 [10]; Longevity [2]; Pitiable [5]; Precognition (Directed +100%; Inspired +100%; Reduced Fatigue 2, +40%; Reduced Time 10, +200%; Reflexive +40%; Reliable +10, +50%; Requires Precognition Roll, +0%; ESP, -10%) [155]; Social Chameleon [5]; Social Regard (Venerated) 1 [5]; Status 1 [0*]; Wealth (Wealthy) [20].

Perks: Crossbow Finesse [1].

Disadvantages: Blindness (Mitigator: Clairvoyance, -60%) [-20]; Chronic Pain (Mild) (Interval: 2 hours) (9) [-5]; Intolerance (Non-Mutants) [-5]; Overconfidence (9) [-7]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Mystique and Rogue) [-5].

Quirks: Agnostic [-1]; Attentive [-1]; Closet Fan (Teen Supernatural Romance Novels) [-1]; Mild OCD [-1]; Sexual Orientation (Lesbian) [-1].

Skills: Brawling (E) DX+1 [2] – 12; Combat Sense (H) IQ+4 [4] – 16†; Crossbow (E) DX+3 [8] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 13; First Aid/TL8 (Human) IQ+0 [1] – 12; Guns/TL8 (E) DX+2 [4] – 13; Judo (H) DX+1 [8] – 12; Market Analysis (H) IQ+0 [4] – 12; Poetry (A) IQ+0 [2] – 12; Precognition (H) IQ+8 [20] – 20†; Public Speaking (Rhetoric) (E) IQ+2 [4] – 14; Savoir-Faire (Servant) (E) IQ+0 [1] – 12.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +4 from ESP Talent.

Role-Playing Notes:

Design Notes:

1. In Destiny's case, the ESP power modifier is built off "Mutant Psionic, -10%" (see *Appendix: Power Modifiers*).

DIABLO

Villain

Real Name: Esteban Diablo.

Occupation: Alchemist.

Identity: Publicly known.

Legal Status: Citizen of Romania, criminal record in the United States.

Other Aliases: None.

Place of Birth: An unnamed village in Iberia, near what is now Saragossa, Spain.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile; formerly a castle in Romania.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Esteban Diablo was born in a small Iberian village (what is now Spain) during the early Ninth Century. Leaving home at fourteen, he apprenticed himself to a traveling alchemist, whose travels took them to Paris, Venice, and Constantinople. Diablo's skill at alchemy soon far surpassed his master's, and he quickly became known as one of medieval Europe's most successful (and notorious) alchemists. His work led, directly or indirectly, to the production of Greek fire and gunpowder during the later Crusades.

What Diablo kept a secret for a long time was that the more magical aspects of alchemy he discovered tended to be temporary. Eventually, however, the Byzantine Emperor learned the truth and declared him a fraud. Seeking to escape, Diablo traveled north into what later became Transylvania (and even more recently Romania), seeking many of its secrets. Diablo was already using his alchemy to extend his lifespan, and settled into a castle near the Borgo Pass (though not the one attributed to Vlad III Dracula) to continue perfecting his art.

Around the time that Constantinople fell to the Turks, Diablo was sentenced to life imprisonment in his castle by Prince Vlad of Wallachia for various offenses, including but not limited to experimentation on local peasants who were nominally under the Prince's protection. (This may seem unusually generous of Vlad the Impaler, but Diablo has stated that he suspected Vlad would torch the castle and had it alchemically treated to avoid such a fate.) Diablo retained access to his youth elixir, and had it not been for Prince Vlad's transformation into a vampire he would have been content to outlive his jailer (see *Dracula*; *Vampires*). (Ironically, Dracula has forgotten Diablo's existence completely, having been more focused on other concerns.)

Diablo remained imprisoned in his castle through the centuries, as regimes rose and fell around him. In the 19th and 20th Centuries, the Ottomans, Nazis, and Soviets all investigated rumors of the "immortal devil", as he became known; many of those who investigated lost their minds.

Recently, Diablo was visited by the Fantastic Four, who were seeking a cure for their friend Alicia Masters, who had lost her eyesight several years back (see *Fantastic Four*; *Masters, Alicia*). Diablo was able to temporarily restore her eyesight, but was incensed when she chose to remain blind rather than remain in his castle so he could continue to give her treatments, and unsuccessfully fought the Fantastic Four. Following that defeat, Diablo decided to travel the world in order to learn more about it beyond the Carpathians he'd lived in for centuries.

Somehow, he learned of the artificial being later known as the Dragon Man that was created by Professor Gregory Gilbert of Columbia University, and convinced the doctor to let him use his alchemy to bring the creature to life (see *Dragon Man*). Diablo used the Dragon Man as a pawn to gain revenge on the Fantastic Four, but was defeated once again.

Diablo was last seen participating in the mass prison breakout led by the Rhino (see *Rhino*). Where he will appear next is anyone's guess.

Height: 6' 3".

Weight: 190 lbs.



Eyes: Brown.

Hair: Black.

Uniform: Royal purple shirt, black pants, green gloves, black boots, royal purple cloak, green and black cowl, belt and bandolier with a number of pouches containing alchemical reagents and elixirs.

Strength Level: Diablo possesses the normal human strength of a man his physical age, height, and build who engages in no exercise.

Known Superhuman Powers: Diablo has extended his lifespan by several centuries through his alchemical elixirs. Ever since Dracula was turned into a vampire, Diablo has also been taking an elixir that prevents his body from rising as a vampire should Dracula ever manage to slay him.

Other Abilities: Diablo is the world's foremost expert in alchemy. Having lived for over a thousand years, Diablo is not unfamiliar with modern technology, and is quite capable of combining his alchemy with regular technology.

Weapons: Diablo has access to any number of alchemical elixirs, carrying several on him at any one time. With a few exceptions, however, his elixirs tend to be transitory, enabling their effects for only a limited duration. While many of his elixirs take the form of potions, he is also known to use them in the forms of powders, incense, pastilles, and oils.

At present, Diablo is the only living alchemist capable of producing the legendary *lapis philosophorum* (Philosopher's Stone), a semi-precious gemstone which acts as an alchemical catalyst.

330 points

Attributes: ST 9 [-10]; DX 11 [20]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 11 [4]; Will 14 [0]; Per 12 [-10]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Accented) [4]; Greek (Native) [6]; Latin (Native) [6]; Old Spanish (Native) (Native Language) [0]; Romanian (Native) [6].

Cultural Familiarities: Eastern European [1]; Medieval Iberian (Native) [0].

Advantages: Elder Gift 4 [20]; Gadgeteer (Quick) [50]; Gizmo 3 (Accessibility: Alchemical Potions Only, -10%) [14]; High Manual Dexterity 3 [15]; Natural Scientist 2 [20]; Resistant to Metabolic Hazards (+8) [15]; Unaging (Chemical, -10%) [14]; Wealth (Wealthy) [20].

Perks: Covenant of Rest [1]; Secret Knowledge (Alchemy).

Disadvantages: Low Pain Threshold [-10]; Obsession (Perfect His Alchemy) (12) [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Addiction (Chocolate) [-1]; Atheist [-1]; Hides the Transient Nature of His Alchemy [-1]; Not Until My First Cup! [-1]; Uncongenial [-1].

Skills: Alchemy/TL8 (VH) IQ+11 [36] – 25*; Astronomy/TL8 (Observational) (A) IQ+1 [1] – 15†; Biology/TL8 (Earthlike) (VH) IQ+0 [1] – 13‡; Blowpipe (H) DX-1 [2] – 10; Chemistry/TL8 (H) IQ+8 [4] – 21‡‡; Esoteric Medicine (H) Per+0 [4] – 12; Expert Skill (Natural Philosophy) (H) IQ+1 [2] – 15‡; Explosives/TL8 (Fireworks) (A) IQ+4 [4] – 17#; Fast-Draw (Alchemical Elixir) (E) DX+2 [4] – 13; Fast-Talk (A) IQ-1 [1] – 13; First Aid/TL7 (Human) (E) IQ+0 [1] – 14; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 14; Holdout (A) IQ-1 [1] – 13; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 11; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 14‡; Metallurgy/TL8 (H) IQ+3 [4] – 17‡#; Occultism (A) IQ+3 [1] – 17*; Poisons/TL8 (H) IQ+2 [8] – 16#; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Scrounging (E) Per+2 [4] – 14; Thaumatology (VH) IQ+1 [1] – 15*; Throwing (A) DX+0 [2] – 11.

Alchemical Elixirs: Hybridization (H) def+1 [2] – 22; Universal Antidote (H) def+1 [2] – 24; Youth (H) def+1 [2] – 17.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +4 from Elder Gift.

† Includes +2 from Natural Scientist.

‡ Defaulted from Alchemy.

Defaulted from Chemistry.

Role-Playing Notes:

Diablo is concerned with two things: increasing his alchemical knowledge, and vengeance upon the Fantastic Four.

While his alchemy tends to be transient, critical successes, like the one involved in Dragon Man's creation, can have more permanent effects.

Design Notes

1. Diablo has lived for over 1,000 years, gaining scientific knowledge as it became available. Hence, he raised his own TL as it advanced, from his native TL3 to the current TL8.

DIAMONDBACK

Villain

Real Name: Rachel Leighton.

Occupation: Mercenary, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with no criminal record (due to a lack of convictions).

Other Aliases: None.

Place of Birth: Austin, Texas.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little has been revealed about Diamondback's history. She has stated that she once attempted to make the US Olympics gymnastics team, though it is unknown if she ever competed professionally nor what kept her out of the Olympics. It is known that she is a graduate of the Taskmaster's criminal training academies, though her initial motivations for attending are unknown (see *Taskmaster*). In her first documented appearance, she was approached by the criminal Viper and his brother, the Eel, to join their team of snake-themed mercenaries, which Viper dubbed the Serpent Squad (see *Eel*; *Serpent Squad*; *Viper*).

In the Serpent Squad's first outing, Diamondback came into conflict with Captain America and his young partner, Bucky, while attempting to acquire information from Oscorp's Bronx plant's computers (see *Bucky*; *Captain America*; *Green Goblin*). Though defeated and most of the Squad taken into custody, Diamondback (and the rest of the Serpents who had been captured) was released from prison on bail by an unknown benefactor. The charges against Diamondback were apparently later dropped.

Diamondback has twice more fought Captain America as a member of the Serpent Squad, although the other Serpents have questioned the intensity of her in-combat flirting with the Captain. She was most recently hired by Captain America to assist in taking down one of the Taskmaster's training facilities. Her work ethic has apparently impressed Georges Batroc, who has indicated that if she tired of the Serpents that he would not mind having her in his Brigade (see *Batroc, Georges*; *Batroc's Brigade*).

Height: 5' 6".

Weight: 140 lbs.

Eyes: Brown.

Hair: Brown, dyed magenta.

Uniform: Purple and black bodysuit, black gloves, black boots, purple half-mask, a belt with a diamond motif.

Strength Level: Diamondback possesses the normal human strength of a woman her age, height, and build who engages in intensive regular toning exercise.

Known Superhuman Powers: None.

Other Abilities: Diamondback is a skilled gymnast with the ability to hurl small objects with incredible accuracy.

Paraphernalia: Diamondback usually carries an undisclosed number of aerodynamic throwing spikes in the shape of diamonds, several of which contain small amounts of plastic explosive, obscuring smoke, tear gas, or other payloads.

392 points

Attributes: ST 11 [10]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Fit [5]; Flexibility [5]; Gizmo 3 [15]; High Pain Threshold [10]; Perfect Balance [15]; Perfect Throw 4 [40]; Rapid Healing [5]; Resistant to Poisons (+3) [5]; Signature Gear (Throwing Diamonds; Consumable) [2]; Striking ST +9 (One Attack Only: Thrown Weapons, -60%) [18]; Super Throw 2 (Costs 1 FP, -5%) [19]; Weapon Master (All Thrown Weapons) [35].

Perks: Acrobatic Kicks [1]; Skintight Outfit [1]; Special Exercises (Super Throw) [1].

Disadvantages: Chummy [-5]; Code of Honor (Professional) [-5]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5].

Quirks: Attentive [-1]; Careful [-1]; Dual Identity [-1]; Enamored With Captain America [-1]; Incurable Flirt [-1].



Skills: Acrobatics (H) DX+2 [8] – 16*; Boxing (A) DX+0 [2] – 14; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+3 [1] – 17*†; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; Escape (H) DX+2 [2] – 16†; Fast-Draw (Shuriken) (E) DX+2 [2] – 16‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 14; Judo (H) DX+0 [4] – 14; Jumping (E) DX+0 [1] – 14; Lockpicking/TL8 (A) IQ+1 [4] – 14; Observation (A) Per+1 [4] – 12; Poisons/TL8 (H) IQ+1 [8] – 12; Running (A) HT+1 [4] – 13; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Sex Appeal (Human) (A) HT+3 [1] – 15§; Shadowing (A) IQ+1 [4] – 12; Sleight of Hand (H) DX+0 [4] – 14; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+4 [2] – 18#; Thrown Weapon (Dart) (E) DX+6 [4] – 20#; Thrown Weapon (Shuriken) (E) DX+6 [4] – 20#.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 16; Kicking (Acrobatics) (H) def+2 [3] – 16;

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

‡ Includes +1 from Combat Reflexes.

§ Includes +3 from Appearance.

Includes +4 from Perfect Throw.

Role-Playing Notes:

Despite her affinity for sharp, pointy objects, Diamondback is not particularly vicious, being in fact the least likely member of the Serpent Squad to press an attack, preferring to complete the job with a minimum of violence. She presents herself with a flighty personality, flirting with teammates and good-looking male adversaries (including Captain America) alike.

Design Notes:

1. Diamondback's Signature Gear is calculated from her carrying about 30 specialty thimble grenades (25mm warheads) and other special tipped throwing spikes (built as SPIKE SHURIKEN, *Low-Tech* p. 76, before adding the warheads and other options from *High-Tech* and *Ultra-Tech*).

DIONYSUS

Non-Villain Antagonist

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

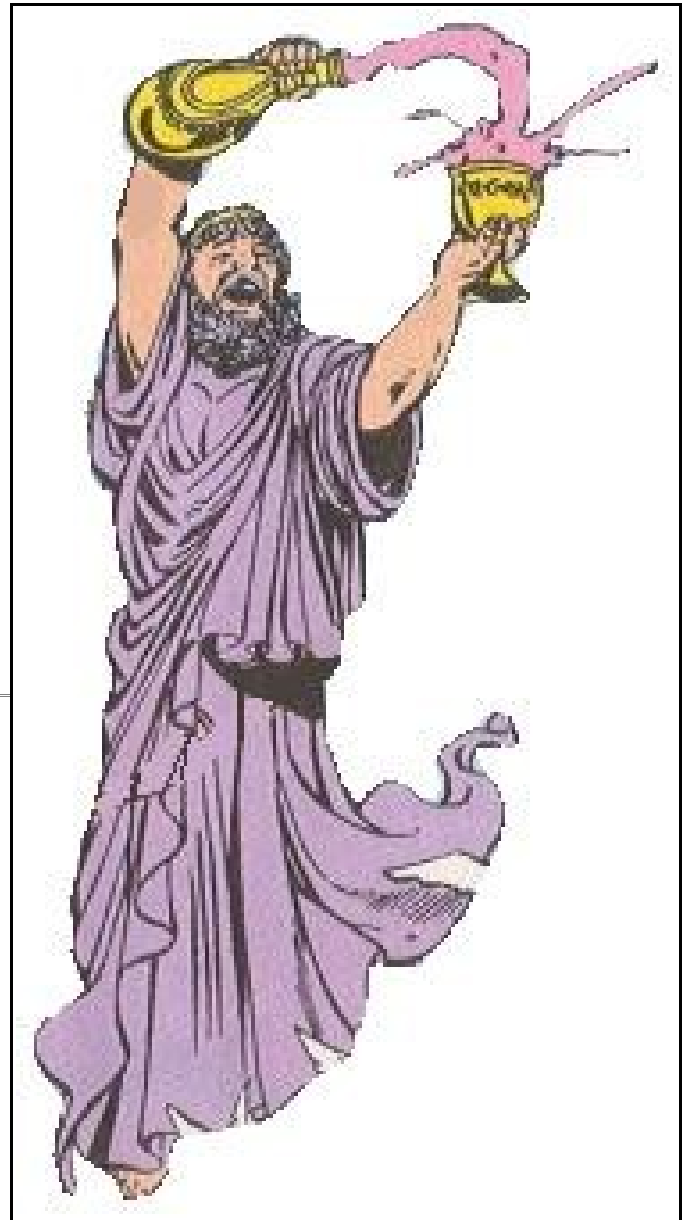
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



DOCTOR DOOM

Villain

Real Name: Victor von Duum.

Occupation: Monarch.

Identity: Publicly known.

Legal Status: King of Latveria, with full diplomatic immunity in the United States.

Other Aliases: None.

Place of Birth: Gypsy camp outside Haasensstadt (now Doomstadt), Latveria.

Marital Status: Single.

Known Relatives: Werner (father, deceased); Cynthia (mother, deceased).

Group Affiliation: None.

Base of Operations: Castle Doom, Doomstadt, Latveria.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Victor von Duum was born to gypsy parents in the small country of Latveria, which at the time was part of Yugoslavia. As a youth, he was forced to watch as his mother was burned at the stake by their superstitious neighbors for witchcraft. His father was later killed in front of his eyes by Yugoslavian soldiers during a random purge of suspected insurrectionists. These events gave young Victor the overwhelming desire to obtain the power so that no one could hurt him. This later evolved into a desire for power for its own sake.

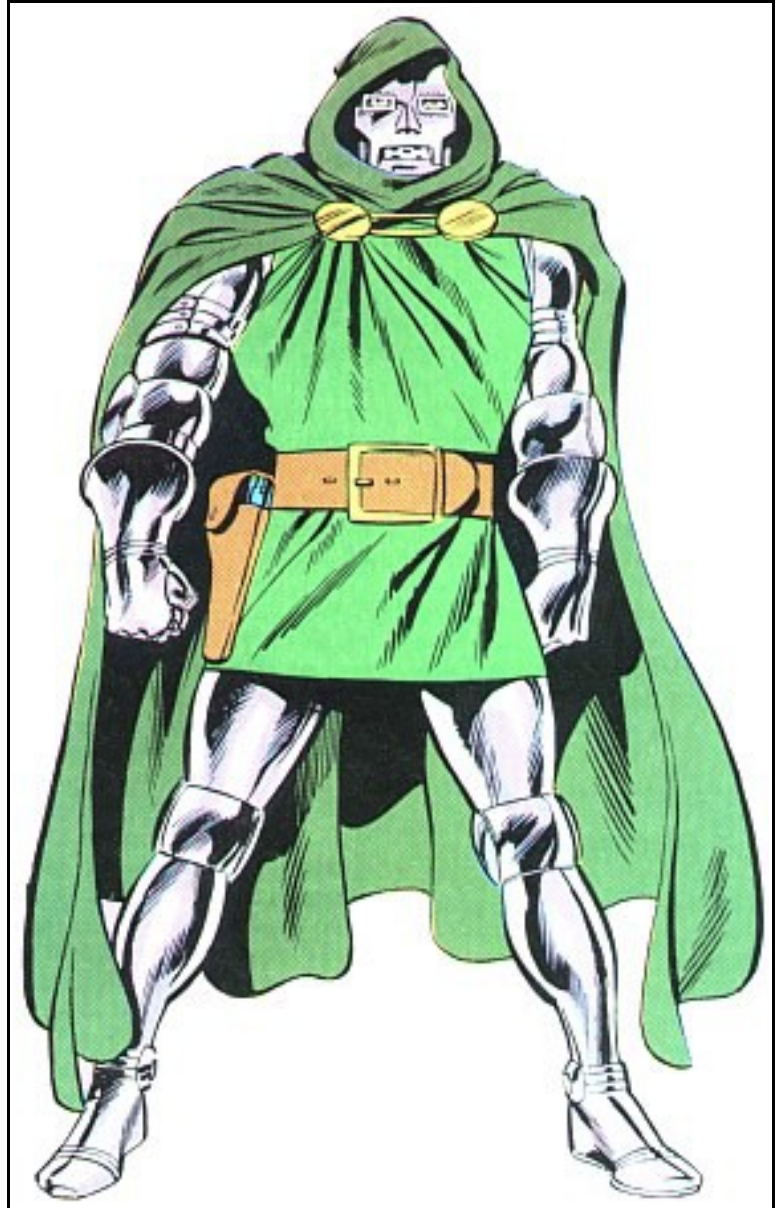
To that end, Victor threw himself into his studies, learning any skill and obtaining any knowledge anyone would teach him or he could find in the public libraries. His studiousness, natural intelligence, and the innovations he achieved with what little resources he had came to the attention of the Yugoslavian leadership, who sponsored his education for their own ends.

Upon turning 18, Vic was sent to a university in the United States, where he was initially roomed with Reed Richards and Benjamin Grimm (see *Mister Fantastic, Thing*). Vic found a kindred intellect in Reed, but was disparaged by what he perceived as Ben's limited intelligence. At first, Reed and Vic would discuss their theories with each other, but Vic's own ego would not permit himself the possibility of his being wrong about anything, even when Reed and even Ben would find errors in his calculations. In anger over these perceived slights one day, he stormed out of their dorm room and effected a transfer to another university.

When Yugoslavia split into its various component republics, Vic found his university funding cut off. Effectively penniless, he wandered the world for a few years. Now a top expert in many scientific fields, he expanded his horizons to include many esoteric fields, including alchemy and the basics of magic. It was during this time that Vic built his first battlesuit, crude by his standards yet still effective. Vic also developed multiple patents across the world, earning himself an ever-increasing income from the licensing of these patents.

Eventually, Vic, now calling himself Doctor Doom as a pun on his last name, returned to his native Latveria to discover that its new leadership had been terrorizing the peasantry, playing on their superstitious fears of vampires, werewolves, and witches. Infuriated when his offer to meet with the Latverian leadership was rejected, Doom whipped the peasants into a fury, arming them with weapons he'd had smuggled in or invented himself, and marched on the capital city. Victor personally slew the leaders and set himself up as Latveria's new king, with the popular support of the peasants. He walked away from the battle practically unscathed, save for a cut on his right cheek which he vainly believes detracts from his looks.

Since then, Doom has turned Latveria around. The tiny nation now enjoys one of the highest per capita incomes of the developed world, and only fails to be a major economic power due to its lack of size and population. Technology has found a home here like no other, and Doom's self-invented super-technology is such an obvious part of modern Latverian life that it actually attracts tourism. Latveria is also home to a growing motion picture and special effects studio; the old-world charm of rural Latveria coupled with the



high technology base of the capital city of Doomstadt makes it a common site for filming movies, several of which have won awards for their special effects. Doom has built schools and universities, all the while motivating his people to excel wherever possible. While the nation is small, it is militarily secure due to automaton soldiers, his Doombots, watching the border, and Doom enjoys a certain amount of impunity due to having his entire nation protected by the only functional anti-nuclear force field in the world (based on theories put forth by Nikola Tesla).

Despite the good he's done for Latveria, Doom has his dark side. Upon learning on the news that his old college roommates and their friends had gained superhuman powers as the Fantastic Four, Doom began plotting their destruction (see *Fantastic Four*). He still holds a powerful grudge against Dr. Richards, and has plotted Reed's destruction several times.

Doom's first clash with the Fantastic Four came when he invited Dr. Richards to Latveria as part of a scientific conference he was hosting. In reality, the conference was an attempt to discredit Reed's claim of having invented a faster-than-light drive. When this failed, he had the four jailed on trumped-up charges; upon their escape he declared them outlaws in Latveria. Since then, his schemes to destroy Richards and the others of the Fantastic Four have been publicly declared as efforts to "bring them to justice."

Height: 6' 2"

Weight: 225 lbs.

Eyes: Brown

Hair: Brown.

Uniform: Silver-gray armor, green tunic, green hooded cloak, brown belt, silver-gray full-face mask.

Strength Level: Without his armor, Doctor Doom possesses the normal strength of a man his age, height, and build who engages in regular exercise. Doom's armored suit contains an electrically powered skeleton which enables Doom to lift (press) approximately 2 tons.

Known Superhuman Powers: Doctor Doom is a dabbler in magic. His powers, like those of other Earth-born sorcerers, are derived from three main sources: innate personal abilities like telepathy and astral projection, ambient magical energies, and extradimensional sources like the Vishanti and various demons. Doom has not yet mastered any exact discipline, but tends to draw upon ambient energy and extradimensional sources. Doom occasionally pulls energy from living sources as well, a variation commonly known as black magic.

Other Abilities: Doctor Doom is one of Earth's greatest scientific geniuses. He has made unique contributions in the fields of robotics, quantum physics, genetic engineering, weapons technology, and many other areas. He has developed matter transmitters, a shrinking gas which utilizes Pym particles (see *Ant-Man*), which he discovered independently, and even a working time machine. He occasionally uses alchemy to enhance his scientific achievements.

Because he fancies himself a "modern-day Renaissance Man," Doom has studied many other fields, including painting, sculpture, history, and the gentlemanly sport of fencing.

Weapons: Doctor Doom utilizes many weapons, most of which he invented himself. He is never without a sidearm, which has been at varying times a laser, blaster, disintegrator, or nausea-inducing microwave pistol.

Paraphernalia: Doctor Doom's original battlesuit was designed to provide protection against conventional small arms fire while granting increased strength. His current battlesuit has increased these capabilities and added additional ones.

As noted above, his battlesuit enables him to lift (press) around two tons under optimum conditions. Its armor is impervious to sustained small arms fire, and has been shown to resist being melted by the Human Torch's fire and enduring a pounding from the Thing (see *Human Torch*). The battlesuit is also environmentally sealed, having an internal air supply of about four hours. It has sensors that enable him to see in both the infrared and ultraviolet spectra, read signs a mile distant, and hear minute sounds.

Offensively, the battlesuit is equipped with a pair of integral charged particle beams on its forearms which are capable of punching through two inch thick steel plates.

Recently, Doctor Doom has added a jet pack to his armor, enabling him to fly at speeds of about 100 mph.

1,001 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [0]; Per 15 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Accented) [2*]; Greek (Accented) [2*]; Hungarian (Native) [4*]; Latin (Accented) [2*]; Latverian (Native) (Native Language) [0]; Romanian (Native) [4*]; Russian (Accented) [2*]; Serbian (Native) [4*].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Administrative Rank 7 [35]; Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Energy Realm 2 [40]; Gadgeteer [25]; High Manual Dexterity +3 [15]; High TL +1 [10]; Language Talent [10]; Legal Immunity (Diplomatic Immunity) [20]; Mathematical Ability 4 [20]; Matter Realm 2 [40]; Natural Scientist 4 [20]; Magery 2 (External Sources Only, -60%; Solitary Ceremonial, +10%) [13]; Social Regard (Respected) 3 [15]; Status 7 [10]†; Unfazeable [15]; Wealth (Multimillionaire 3) [125].

Perks: Suit Familiarity (Battlesuit) [1];

Disadvantages: Callous [-5]; Code of Honor (Gentleman's) [-10]; Compulsive Rhetoric (12) [-5]; Jealousy [-10]; Megalomania [-10]; Obsession: Destroy Reed Richards (9) [-7]; Obsession: Gain Ultimate Power (9) [-15]; Selfish (6) [-10]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Mild OCD [-1]; OUCH! [-1]; Third-Person [-1]; Vanity [-1].

Skills: Administration (A) IQ-1 [1] – 14; Alchemy/TL9 (VH) IQ+0 [8] – 15; Artist (Painting) (H) IQ-2 [1] – 13; Artist (Sculpting) (H) IQ-2 [1] – 13; Battlesuit/TL9 (A) DX+3 [12] – 15; Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 14; Boxing (A) DX-1 [1] – 11; Diplomacy (H) IQ+0 [4] – 15; Fast-Talk (A) IQ+0 [2] – 15‡; Innate Attack (Beam) (E) DX+2 [4] – 14; Intelligence Analysis/TL9 (H) IQ-1 [2] – 14; Interrogation (A) IQ+0 [2] – 15; Intimidation (A) Will+0 [2] – 15; Inventor! (WC) IQ+10 [144] – 25‡; Musical Instrument (Violin) (H) IQ-2 [1] – 13; Psychologist! (WC) IQ+0 [24] – 15; Public Speaking (A) IQ+3 [2] – 18§; Rapier Sport (A) DX-1 [1] – 11; Scholar! (WC) IQ+0 [24] – 15; Science! (WC) IQ+10 [144] – 25‡; Thaumatology (VH) IQ+0 [2] – 15#.

Magical Realm Skills: Energy (VH) IQ+0 [2] – 15#; Matter (VH) IQ+0 [2] – 15#.

Starting Spending Money: \$400,000,000 (20% Starting Wealth)

* Includes +1 level from Language Talent.

† Includes +2 from Administrative Rank and +3 from Wealth.

‡ Conditional +4 from Mathematical Ability.

§ Includes +3 from Charisma.

Includes +2 from Magery.

Role-Playing Notes:

The primary word used when describing Dr. Doom is "ego". He monologues, recording every utterance for posterity on his armor's internal digital recording system. He refuses to believe he is ever in any way wrong, and has deluded himself into believing that what is good for Doom is good for the entire rest of the world.

Doctor Doom's Battlesuit

1,698 points

Advantages: Burning Attack 5d (Damage Modifier: Surge, +20%; Increased Range (×10), +30%; Rapid Fire: RoF 8, +100%; Rapid Fire: Selective Fire, +10%) [65]; Damage Resistance 180 (Hardened 1, +20%) [1,080]; Doesn't Breathe (Oxygen Storage (×100), -30%) [14]; Enhanced Move (Air) 2 [40]; Flight [40]; Hyperspectral Vision [25]; Ladar (Extended Arc: 360°, +125%; Low-Probability Intercept, +10%; Targeting, +20%) [51]; Lifting ST +38 [114]; Protected Hearing [5]; Protected Taste/Smell [5]; Protected Vision [5]; Radar (Extended Arc: 360°, +125%; Low-Probability Intercept, +10%; Multi-Mode, +50%; Targeting, +20%) [61]; Sealed [15]; Striking ST +38 [190]; Telecommunication (Radio) (Video, +40%) [14]; Telescopic Vision 3 [15].

Perks: Accessory: TL9 Small Computer [1]; Illumination [1].

Disadvantages: Electrical [-20]; Maintenance (Armoury) (1 Person, Every Other Week) [-3]; Numb [-20].

Design Notes

1. Dr. Doom's Magery has all modifiers on both Magery 2 and Magery 0. It just looks weird putting both on the sheet together.
2. Dr. Doom's battlesuit should have a ton of Gadget/Breakable and Gadget/Can Be Stolen modifiers on it. I'm just not certain what SM to make the various components.

DOCTOR FAUSTUS

Villain

Real Name: Dr. Henry Faustus (possibly an alias).
Occupation: Psychiatrist, psychologist, subversive.
Identity: Doctor Faustus apparently does not use a dual identity.
Legal Status: Citizen of the United States, possibly naturalized, with no criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Employee of an unknown backer.
Base of Operations: Madripoor; formerly Washington, DC.
First Post-Reboot Appearance: CAPTAIN AMERICA #
History: Henry Faustus grew up in Washington, DC, where he grew up surrounded by politicians and lobbyists. By his own account, he grew fascinated by how lobbyists were able to influence the votes of Congressmen, sometimes even against the Congressman's own interests. This led to a lifelong interest in mind control and brainwashing. He attended college at Georgetown University, earning both his M.D. and Ph.D. in his fields.

His reputed skill and political connections led to his name being on the top of the list of psychiatrists in SHIELD's files when Captain America was being influenced by dreams of his son, who went MIA during the Vietnam War and was never accounted for (see *Captain America*; *SHIELD*). Unknown to Captain America or SHIELD, Doctor Faustus was working for an unrevealed subversive employer who sought to eliminate Captain America. Following each visit, the Captain's dreams got worse, to the point where Faustus was almost able to get the Captain to commit suicide; the Captain was talked down at the last minute by his SHIELD liaison and great-niece, Sharon Carter, who had discovered Faustus's attempt at mind control (see *Carter*; *Sharon*).

When Captain America and Carter attempted to arrest Faustus, however, they discovered that he had fled his offices and arranged passage to the island nation of Madripoor, which does not have an extradition treaty with the United States.

In Madripoor, he teamed up with the criminals Crossbones and Sin, who also were working for Faustus's undisclosed benefactor (see *Crossbones*; *Sin*). He has recently taken possession of a cryogenic stasis chamber; the identity of the person in the chamber and Faustus's intentions are currently unknown, but Faustus has remarked on the person's "striking resemblance" to someone he knows, and that the person in the chamber "will make an excellent test subject."

Height: 6' 6".

Weight: 350 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

Strength Level: Doctor Faustus possesses the normal human strength of a man his age, height, and build who engages in minimal exercise.

Known Superhuman Powers: None.

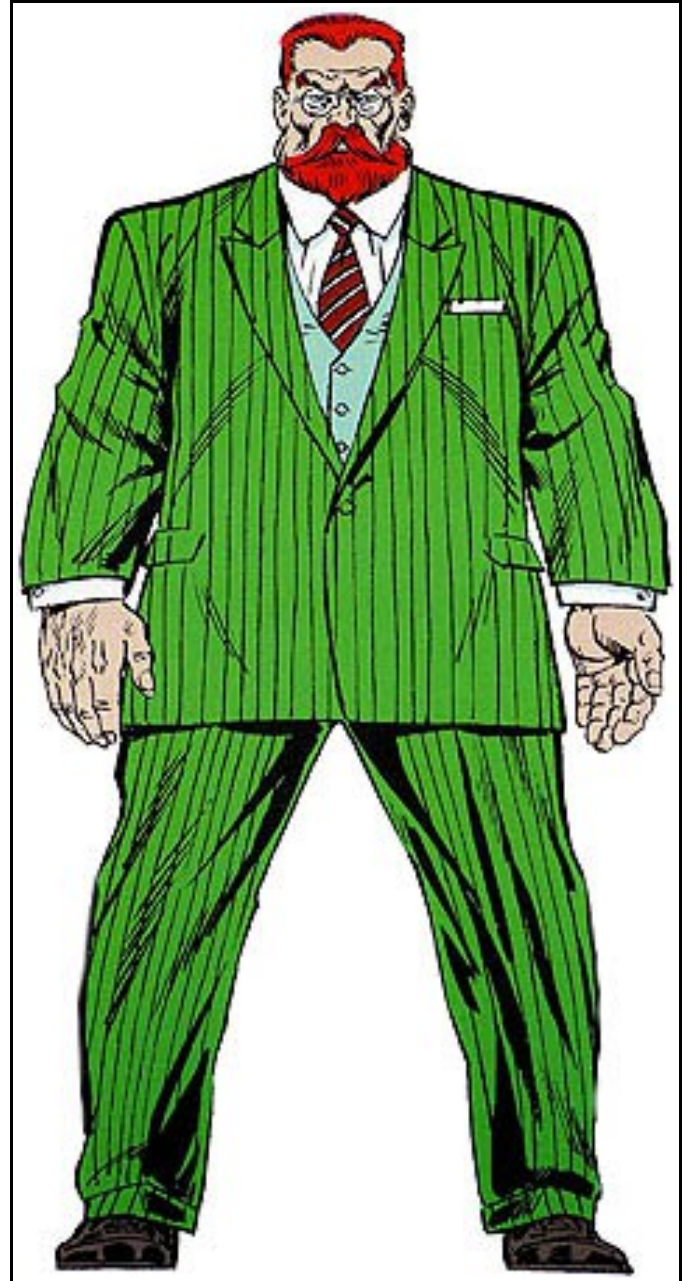
Other Abilities: Doctor Faustus is a skilled psychiatrist and psychologist as well as a trained hypnotist. His specialty, however, is in various forms of brainwashing and mind control via mundane means.

254 points

Attributes: ST 11 [10]; DX 9 [-20]; IQ 14 [80]; HT 10 [0].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 14 [6]; Will 14 [0]; Per 14 [0]; FP 10 [0]; Basic Speed 5.00 [5]; Basic Move 4 [-5]; Dodge 8.

Languages: English (Native) (Native Language) [0].



Cultural Familiarities: Western [0].

Advantages: Charisma 3 [15]; Memetics 4 [40]; Patron ([FNORD]) (9) [15]; Reputation (Noted Psychiatrist) 2 (Large Class of People) (10) [2]; Status 2 [5*]; Voice [10]; Wealth (Wealthy) [20].

Perks: Controllable Disadvantage (Easy to Read) [1]; License (Psychiatrist) [1].

Disadvantages: Callous [-5]; Chronic Pain (Mild; Interval: 1 hour) (9) [-2]; Combat Paralysis [-15]; Enemy (Captain America; More Powerful) (9) [-20]; Gluttony (12) [-5]; Overconfidence (12) [-5]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Post-Combat Shakes (12) [-5].

Quirks: Careful [-1]; Overly Confident in his Persuasion Abilities [-1]; Proud [-1].

Skills: Acting (A) IQ+2 [8] – 16; Body Language (Human) (A) Per+2 [8] – 16; Brainwashing/TL8 (H) IQ+11 [32] – 25†; Connoisseur (Literature) (A) IQ-1 [1] – 13; Connoisseur (Visual Arts) (A) IQ-1 [1] – 13; Criminology/TL8 (A) IQ+0 [2] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Detect Lies (H) Per+0 [3] – 13‡; Diagnosis/TL8 (Human) (H) IQ+0 [4] – 14; Diplomacy (H) IQ+5 [2] – 19†§; Fast-Talk (A) IQ+7 [4] – 21†§#; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 10; Hypnotism (Human) (H) IQ+0 [4] – 14; Intimidation (A) Will+1 [3] – 15#¥; Lip Reading (A) Per+0 [2] – 14; Literature (H) IQ-1 [2] – 13; Persuade (H) Will+2 [12] – 16; Physician/TL8 (H) IQ-1 [2] – 13; Politics (A) IQ+5 [1] – 19†§; Propaganda/TL8 (A) IQ+5 [4] – 19†; Psychology (Human) (H) IQ+6 [12] – 20†; Public Speaking (A) IQ+6 [4] – 20†§; Research/TL8 (A) IQ+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 15; Sociology (H) IQ+3 [1] – 17†‡; Suggest (H) Will+2 [12] – 16; Writing (A) IQ-1 [1] – 13.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +4 from Memetics.

‡ Defaulted from Body Language (Human).

§ Includes +2 from Voice.

Conditional +3 from Charisma.

¥ Defaulted from Acting.

‡ Defaulted from Psychology (Human).

Role-Playing Notes:

Doctor Faustus is not a combatant, being primarily a manipulator of people for his own ends. If faced with violence, he will either flee or surrender, using his skills to lull his captor(s) into a false sense of security, and possibly even letting him go.

Design Notes:

1. It probably goes without saying that Faustus is working for the Red Skull, like in the mainstream titles, although this won't be revealed until early in Year Two. Also in Year Two, I plan to reveal that the person in the chamber is ~~Captain America's long-lost son, James Rogers.~~ Enjoy the twist. :)
2. Faustus's real name is different from his given name on the Marvel wiki because I rather liked the idea that he wouldn't use a dual identity. He may have legally changed it, but leaving that up in the air.

DOCTOR OCTOPUS

Villain

Real Name: Dr. Otto Octavius.

Occupation: Former physicist, now professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Doc Ock" (a common nickname used by the press).

Place of Birth: Unrevealed.

Marital Status: Widower.

Known Relatives: Rosie (wife, deceased).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Dr. Otto Octavius was a noted nuclear physicist working for Osborn Industries' Research and Development Division, pursuing a method of creating and containing a nuclear fusion reaction using magnetic and acoustic fields. His coworkers developed a harness possessing four artificial limbs of non-ferrous materials to manipulate machinery from a safe distance, which Octavius used on a regular basis in his experiments.

During a trial demonstration in a warehouse owned by Osborn Industries, Octavius's experimental fusion reaction, while a technical success, ran out of control. While the runaway reaction was eventually halted by the fledgling crimefighter Spider-Man, who in his civilian identity as Peter Parker was there observing for the *Daily Bugle*, the accident had two profound and traumatic results for Octavius himself (see *Daily Bugle*; *Spider-Man*). First, he found that the harness had fused itself to his spinal column. Second, and more tragic for Octavius, was the death of his wife, who was among the observers at the demonstration. These events unhinged his mind, and he escaped from the hospital before the doctors could surgically remove the harness.

Dubbed "Doctor Octopus" by the *Daily Bugle*, Octavius turned his efforts to a life of crime. At first he sought to obtain wealth by stealing from banks and armored cars, seeking to fund further experiments. He quickly grew more ambitious as he fought off first the police SWAT teams, then several of the city's superhuman champions. His most recent scheme involved making a play for control over one of New York's independent gangs. While he has faced many adversaries, his most persistent nemesis is Spider-Man.

Recently, Doctor Octopus was captured by the police with Spider-Man's help. His lawyers managed to convince the court to not remove the harness, arguing that its removal had a very real chance of leaving Octavius paralyzed from the neck down. At present, he is serving a lengthy prison term at Ryker's Island, with the arms presently electronically inhibited from stretching to their full length to prevent his escape.

Height: 5' 8"

Weight: 245 lbs.

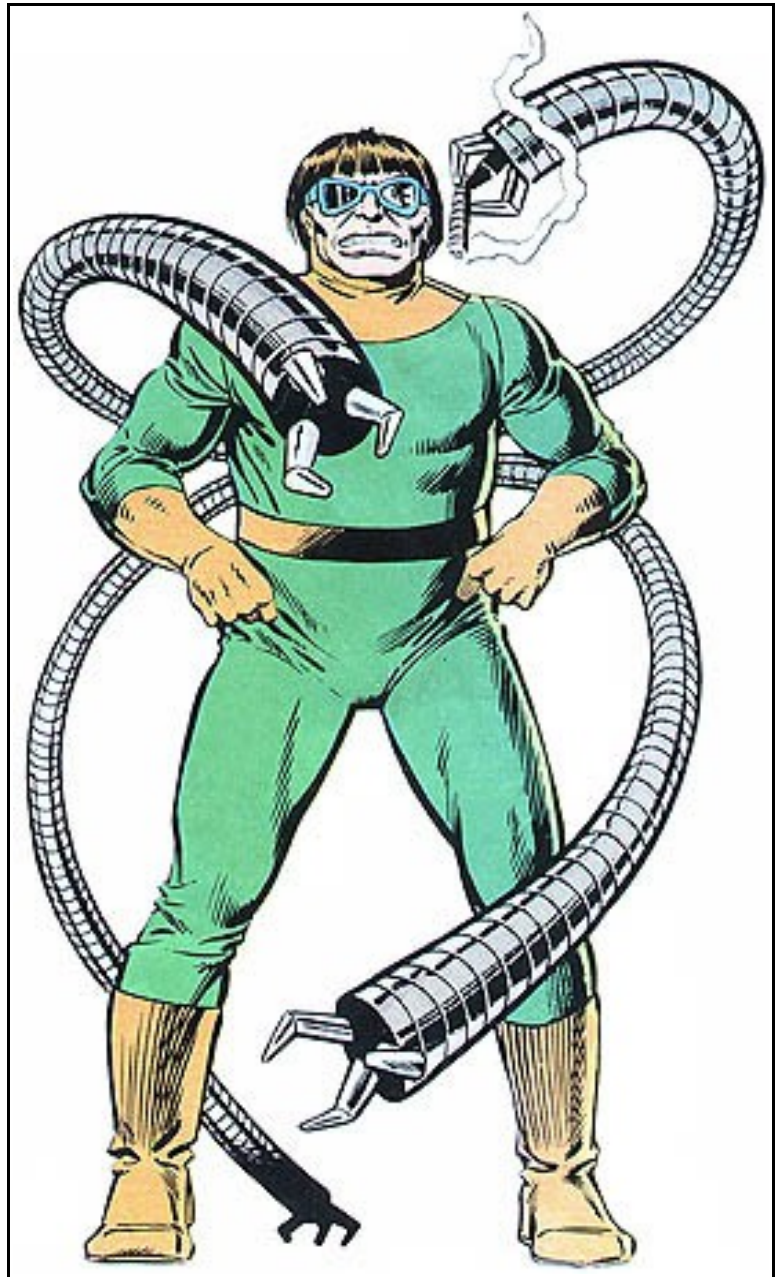
Eyes: Brown.

Hair: Brown.

Uniform: Green shirt, green pants, brown gloves, brown boots, brown belt, mirrored shades.

Strength Level: Doctor Octopus possesses the normal human strength of a man his age, height, and build who engages in no regular exercise. His metallic arms possess superhuman strength enabling him to lift (press) 2 tons when properly braced.

Known Superhuman Powers: Doctor Octopus possesses four highly-flexible telescoping artificial limbs which have been fused to his spinal column, enabling him to control them as if they were his natural limbs. These limbs possess superhuman strength. Due to their



composition from non-ferrous materials, they are able to ignore most magnetic fields. However, they still have electronic components which are susceptible to neutralization.

Doctor Octopus's metallic limbs have a minimum length of 6 feet each, and can telescope out to roughly 21 feet. Each ends in a three-prong claw; in the center of each is a small camera which can feed its image directly into Octavius's brain.

Doctor Octopus can move at great speed using all four arms as legs; he has been clocked at moving up to 50 mph (about 80 kph) when moving in such a fashion. The claws are able to dig into stone, brick, and light metals, enabling him to climb many buildings with ease.

Other Abilities: Dr. Octavius is one of the world's leading authorities on nuclear physics.

Guy named "Otto Octavius" winds up with eight limbs. What are the odds?

– J. Jonah Jameson, *Spider-Man 2*

660 points

Attributes: ST 10/50 [0*]; DX 9 [-20]; IQ 14 [80]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d (5d+2/8d-1 with arms); BL 20 lbs (500 lbs with arms); HP 12 [4]; Will 14 [0]; Per 12 [-10]; FP 10 [0]; Basic Speed 5.00 [5]; Basic Move 6 [5]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Claws (Sharp Claws) [5]; Clinging (Temporary Disadvantage: Electrical, -20%) [16]; Constriction Arrack (Temporary Disadvantage: Electrical, -20%) [12]; Damage Resistance 30 (Extra Arms Only, -20%) [80]; Enhanced Move (Ground) 2 (Temporary Disadvantage: Electrical, -20%) [32]; Enhanced ST +40 (Temporary Disadvantage: Electrical, -20%) [256]; Enhanced Tracking 2 (Temporary Disadvantage: Electrical, -20%) [8]; Extra Arms 4 (Extra-Flexible, +50%; Long +1, +100%; Temporary Disadvantage: Electrical, -20%) [92]; Extra Attack 2 [50]; High Manual Dexterity 3 [15]; Mathematical Ability 2 [20]; Reputation (Noted Authority on Nuclear Physics) 2 (Frequency: 10 or less; Small Class of People) [1]; Stretching 2 (Extra Arms Only, -20%; Temporary Disadvantage: Electrical, -20%) [8].

Perks: Periscope [1].

Disadvantages: Appearance (Unattractive) [4]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Greed (9) [-22]; Overweight [-1]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Bowlegged [-1]; Cannot Float [-1].

Skills: Brawling (E) DX+4 [12] – 13; Connoisseur (Wine) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Scientific) (A) IQ-1 [1] – 13; Engineer/TL8 (Fusion Reactor) (H) IQ+0 [1] – 14†; Mathematics/TL8 (Applied) (H) IQ+1 [1] – 15†‡; Physics/TL8 (VH) IQ+6 [24] – 20†; Throwing (A) DX+3 [12] – 12; Wrestling (A) DX+3 [12] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +40 from Enhanced ST.

† Includes +2 from Mathematical Ability.

‡ Defaulted from Physics.

Role-Playing Notes:

DOCTOR STRANGE

Hero

Real Name: Dr. Stephen Strange.

Occupation: Surgeon (retired), author, occult expert.

Identity: Publicly known, although the general public does not believe that Doctor Strange has magical powers.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Sorcerer Supreme.

Place of Birth: Philadelphia, Pennsylvania.

Marital Status: Widower.

Known Relatives: Jessica (wife, deceased).

Group Affiliation: None.

Base of Operations: Greenwich Village, New York City.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

History: Dr. Stephen Strange was a brilliant surgeon who suffered two losses in a car wreck caused by a drunk driver. The first loss was that of fine motor control of his hands, which negatively affected his ability to perform surgery. The second and more tragic loss was that of his wife Jessica, who was in the passenger seat of the couple's luxury sedan when it was hit. Compounding the loss was the inability of modern medicine to repair the damage done to his hands. Distraught, Stephen retired from the medical profession.

Unable to cope with the loss of both his wife and his medical career, Stephen fell into a deep depression. At the urging of a friend from the hospital he used to work at, Stephen traveled to the Orient, seeking to learn meditative techniques that would help stabilize his hands. After studying at a few monasteries in Taiwan, Japan, and finally mainland China, he was told of an ancient mystic in Tibet who was known to work miracles in healing. Skeptical, but with little left to lose, Strange traveled to Tibet.

In Tibet, Strange was guided to a small temple dug into a mountainside. There, he met the master of the temple, an old, wizened man known only as the Ancient One, and his apprentice, a German aristocrat by the name of Karl Amadeus Mordo (see *Ancient One*; *Baron Mordo*).

Upon learning why Strange had sought him out, the Ancient One offered to make Strange his apprentice in magic. Not believing in magic, but not wishing to offend the temple's master, Strange politely refused, but did offer to stay to help out as best he could. As a massive snowstorm was brewing outside the temple, the Ancient One accepted this offer, stating that the apprenticeship would remain open if Strange changed his mind.

While at the temple, Strange discovered that Mordo intended to kill the Ancient One. Worse, he discovered that Mordo intended to frame him for the murder, as his arrival at the temple had given Mordo a scapegoat. Before Strange could inform the Ancient One of this plot, Mordo used his already formidable sorcerous might to encase Strange in a set of mystic shackles which prevented him from moving or speaking.

Without realizing he was doing so, Strange managed to tap into the ambient mystical forces in the temple to aid in freeing himself. Once freed, he raced to the Ancient One's chambers, hoping the old man wasn't already dead at Mordo's hands. Fortunately, by the time Strange arrived Mordo was shackled in much the same way Strange had been. The Ancient One explained to Strange that he had known all along about Mordo's tendencies, but had hoped to rehabilitate the baron. Now fully believing in magic, Strange accepted the Ancient One's offer and became his new apprentice. Mordo was banished from the temple once the storm subsided, and has since become one of Dr. Strange's most persistent adversaries.

Recently, his apprenticeship complete, Stephen Strange has returned to the United States, settling into a mansion in Greenwich Village, New York City, where he has established himself as a local expert on the occult. He supplements his retirement income by



authoring books on mixing Eastern and Western medical practices. Unbeknownst to the populace at large, however, Dr. Strange is also the world's leading defender against the mystical threats that could pose a danger to Earth.

Height: 6' 2".

Weight: 180 lbs.

Eyes: Grey.

Hair: Black with white temples.

Uniform: Black tunic with a red arcane design resembling a ghost on the chest, red sash belt, black leggings, black boots, red gloves, red high-necked cape with yellow trim (the Cloak of Levitation) clasped with a mystic amulet resembling an eye (Amulet of Agamotto).

Strength Level: Doctor Strange possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Doctor Strange is the world's foremost wielder of arcane magics. Strictly speaking, Doctor Strange and other human sorcerers do not have superhuman powers. Only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. As Sorcerer Supreme of Earth, Doctor Strange possesses a greater knowledge and mastery of the arts than anyone else on Earth, with the possible exception of his mentor, the Ancient One. He was born with a great talent for sorcery, and he has fulfilled that potential through long years of study and training.

Strange's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. Strange also employs a number of occult power objects which he wields by mental control.

To begin with his personal powers, Strange has mastered the art of astral projection, the mental ability to separate the astral self – the sheath of the soul, or the life essence – from his physical self, and in this form traverse through space unbounded by the physical laws but fully retaining human consciousness. This form is invisible, intangible, and incapable of being harmed except through the most rigorous of mystical means. The astral form only possesses those magical powers residing in the sorcerer's mind: thought-casting, psychokinesis, etc. Strange is of such mastery that he can remain in his astral form for up to 24 hours before there is corporeal deterioration of his physical body. The physical form is quite vulnerable to attack when the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in the wraith-like state. While the astral form is absent, the physical form remains in an inert, death-like trance.

Although Strange also has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his mastery over others' wills in so direct a way. Strange can cast his thoughts over short or vast distances in a manner virtually identical to telepathy. The entire Earth is within the reach of Strange's mind, provided he knows where to contact the specific mind he is seeking. Strange can simultaneously communicate with up to a dozen minds at a time.

Strange is also able to tap this universe's store of ambient magical energy and manipulate it for a variety of effects. He is able to form and hurl magical energy bolts with a high degree of potency and control. He is able to erect energy shields or screens with a high degree of imperviousness to both physical and magical damage. He is able to use local magical energy for the conjuration of small physical objects like money or rabbits, or for unusual luminescent effects. Strange is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Doctor Strange has knowledge of a host of sorcerous spells and incantations invoking various extra-dimensional objects and beings of power. Strange is able to call upon these extra-dimensional power sources for very specific effects without taxing his own personal abilities. In Strange's possession is the *Greater Book of the Vishanti*, an ancient tome containing a wealth of obscure arcane knowledge.

Abilities: Doctor Strange has a good working knowledge of Chin Na Kung Fu and Tai Chi, focusing on their esoteric healing practices. He also possesses considerable medical knowledge. His manservant Wong is tutoring him in a more aggressive form of martial arts (see *Wong*).

Paraphernalia: Doctor Strange possesses two mystic artifacts which he uses on a regular basis. The first is his cloak of levitation, which enables him to float in mid-air without taxing his own powers. The cloak responds to Strange's mental commands even when separated from him by vast physical distances. The maximum rate of speed at which the cloak can carry Strange is unknown, but it is believed to be faster than the speed of sound (a simple spell enables him to breathe and withstand atmospheric conditions at high speeds). The maximum weight the cloak can levitate is also unknown, although Strange has been observed to carry another human being aloft while wearing it. When Strange is rendered unconscious, the cloak will still keep him aloft.

The other object is the Eye of Agamotto, one of two objects in Strange's possession which are empowered by the mysterious extradimensional entity Agamotto; the other is the Orb of Agamotto, which he stores in his mansion. The Eye appears to be a round amulet made of gold (or at least plated to resemble gold). At Doctor Strange's command, the Eye can radiate a blinding light if immeasurable mystic force. Under the brilliance of this "all-revealing light", Strange is able to see through disguises, invoke images of the immediate past, and track both corporeal and ethereal beings by their psychic or magical signatures. The Eye enables Strange to

more easily probe the minds of sentient beings. When used thusly, the amulet opens and releases a representation of a golden eye, which affixes itself to the wielder's foreheads, allowing him to "see" into the mind he wishes to probe.

The Eye also can be used to provide a gateway into other dimensions. When called upon under the proper incantations, the amulet will separate from its backing, seemingly enlarge to a size several feet in diameter, and then open, revealing a portal to other worlds. As the amulet is controlled chiefly by thought and force of will, the wielder of the amulet establishes a psychic link with it. Indeed, when Doctor Strange leaves his body in astral form, an astral duplicate of the amulet – capable of nearly all of the amulet's functions, albeit at slightly less powerful levels – travels with him. The Eye is customarily worn by Doctor Strange as the clasp for his cloak. Its origins have not as yet been revealed.

You can't get hockey scores on the astral plane.

– Dr. Strange, *Avengers: Illuminati*

1,028 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/d+1; BL 24; HP 11 [0]; Will 16 [10]; Per 14 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4]; Mandarin Chinese (Accented) [4].

Cultural Familiarities: East Asian [1]; Western (Native) [0].

Advantages: Charisma 3 [15]; Energy/3 [60]; Energy Reserve 17 [51]; Healer 3 [30]; Independent Income 20 [20]; Indomitable [15]; Matter/4 [80]; Mind/5 [100]; Reputation (Occult Expert) 2 (All the time; Large Class of People) [5]; Magery 5 (Solitary Ceremonial Casting, +10%) [60]; Signature Gear (Cloak of Levitation) [3]; Signature Gear (Eye of Agamotto [Amulet]) [14]; Space/4 [60]; Spirit/5 [100]; Time/2 [40]; Trained By A Master [30]; Wealth (Wealthy) [30].

Perks: Autotrance [1]; Cloaked [1]; Style Familiarity (Chin Na) [1]; Style Familiarity (T'ai Chi) [1].

Disadvantages: Bad Grip -1 [-5]; Discipline of Faith (Mysticism) [-10]; Ham-Fisted -1 [-5]; Light Sleeper [-5]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Reputation (As a kook) -4 (Small class of people; Some of the time, 10 or less) [-4]; Sense of Duty (Earth Dimension) [-15].

Quirks: Chauvinistic [-1]; Closet Hockey Fan [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ-2 [1] – 12; Breath Control (H) HT+1 [8] – 12; Connoisseur (Visual Arts) (A) IQ+1 [4] – 15; Diagnosis/TL8 (Human) (H) IQ+1 [1] – 15*; Electronics Operation/TL8 (Medical) (A) IQ+2 [8] – 16; Esoteric Medicine (H) Per+1 [1] – 15*; Games (Hockey) (E) IQ [1] – 14; Hobby Skill (Hockey Teams) IQ [1] – 14; Innate Attack (Beam) (E) DX+3 [8] – 14; Innate Attack (Projectile) (E) DX+3 [6] – 14†; Judo (H) DX+1 [8] – 12; Judo Art (H) DX+1 [7] – 12‡; Literature (H) IQ+1 [8] – 15; Meditation (H) Will+0 [4] – 16; Occultism (A) IQ+6 [24] – 20; Pharmacy/TL8 (Synthetic) (H) IQ+1 [1] – 15*; Physician/TL8 (Human) (H) IQ+1 [1] – 15*; Physiology/TL8 (Human) (H) IQ+1 [1] – 15*; Pressure Points (Human) (H) IQ-2 [1] – 12; Ritual Magic (Sorcery) (VH) IQ+11 [32] – 25§; Surgery/TL8 (Neurosurgery) (H) IQ+4 [20] – 18*#; Thaumatology (VH) IQ+11 [32] – 25§; Writing (A) IQ+1 [4] – 15.

Magical Realm Skills: Energy (VH) IQ+6 [12] – 20§; Matter (VH) IQ+6 [12] – 20§; Mind (VH) IQ+6 [12] – 20§; Space (VH) IQ+6 [12] – 20§; Spirit (VH) IQ+10 [28] – 24§; Time (VH) IQ+3 [4] – 16§.

Starting Spending Money: \$20,000 (20% Starting Wealth).

* Includes +3 from Healer.

† Defaulted From Innate Attack (Beam).

‡ Defaulted from Judo.

§ Includes +5 from Magery.

Includes -3 From Ham-Fisted.

Role-Playing Notes:

Doctor Strange's Cloak of Levitation

Eye of Aggamotto

Design Notes:

1. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 5 (Solitary Ceremonial, +10%) [55]. It just looked wrong when placing the two on the sheet together.

DOCTOR SUN

Villain

Real Name: Dr. Sun Li.

Occupation: Former scientist, would-be world conqueror.

Identity: Doctor Sun's existence is not presently known to the general public.

Legal Status: Citizen of the People's Republic of China with no criminal record, legally deceased.

Other Aliases: None.

Place of Birth: Presumably somewhere in China.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Hong Kong.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Doctor Sun Li was a scientist in the employ of the People's Republic of China who was the mastermind behind "Project Mind", which would remove a living brain and connect it to a computer, permitting the computer to think like a living being rather than in just a binary format. While Dr. Sun experimented on higher primates – most notably chimpanzees – he somehow offended one of the generals in charge of the project, who had him arrested on trumped up charges and sentenced to death. This general, however, decided to use Dr. Sun himself as a test subject for Project Mind, and Sun's brain was removed from his body and transferred to a case tied to the project's computer systems.

However, Dr. Sun's colleagues who performed the surgery failed to remove the portions of Sun's brain that held his consciousness and memories. It is possible that this was done on purpose, either as part of an experiment to see if the consciousness would remain, or as willful negligence on the part of the scientists and doctors performing the surgery, as a form of rebellion against the general in charge. Sun has stated that it was standard practice to remove the chimps' consciousness centers in the trials he oversaw.

As part of the project's computer system, Sun discovered that he had obtained unlimited access to the Internet and the Chinese government intranet, which he used to falsify records erasing his previous existence and arranging for the general that destroyed his life to be arrested and executed for treason. Following that, he began making plans to conquer first China and then the world.

Still desiring a body, however, Sun ordered a factory to produce a series of humanoid robot bodies built to his specifications, and then had his brain capsule transferred to one of them, keeping the other bodies in reserve.

Learning from the Internet about the faster-than-light flight which turned the crew into the Fantastic Four, Dr. Sun decided to study them to see if their altered physiologies could be adapted to suit his purposes (see *Fantastic Four*). To this end, he sent them an invite to visit a colleague who lived in Hong Kong, then trapped them in a series of seeming deathtraps he'd devised under the city, separating them while his tests explored their limits. Posing as their nemesis Doctor Doom, he then appeared as a hologram to "congratulate" them, but Dr. Richards quickly determined that he wasn't Doom because he didn't monologue enough (see *Doctor Doom*; *Mister Fantastic*). He then appeared and took psychic control the Human Torch, but the Torch was freed when the Thing broke the robot body's brain case (see *Human Torch*; *Thing*).

It was later revealed that Sun's brain was actually encased in the robot body's chest, not in the vulnerable glass casing where the robot's head would be. Having determined that the Fantastic Four would be of no use to his plans, Doctor Sun was last seen viewing a listing of a number of superhumans – hero and villain alike – to determine who would make suitable pawns. Where Sun will appear next is anyone's guess.

Height: (robot body) 7', original human height unknown.

Weight: (robot body) 1,500 lbs, original human weight unknown.

Eyes: None.



Hair: None.

Uniform: None.

Strength Level: Doctor Sun possesses a humanoid robot body with superhuman strength that can lift/press around two tons.

Known Superhuman Powers: Doctor Sun's robotic body, built from a gold-titanium alloy, possesses superhuman strength and durability, and his hands are sharp enough to be used as claws. Contrary to those who see him, his brain is encased in the body's chest; the brain-under-glass on his shoulders is purely for show. His chest is capable of withstanding high-powered police sniper rifles, and his limbs are able to withstand typical police gunfire. The optic sensor on his chest is able to see in both the infrared and ultraviolet spectra as well as the normal visual spectrum. His brain still requires oxygen and nutrients to prevent cellular decay.

Doctor Sun also possesses a modicum of psionic power, most notably the ability to scan surface thoughts and to control the actions of others.

Other Abilities: Doctor Sun is a brilliant scientist with a solid grounding in primate physiology and psychotronics.

I,100 points

Attributes: ST 50 [400]; DX 14 [80]; IQ 14 [80]; HT 14 [40].

Secondary Characteristics: 5d2/8d-1; BL 500 lbs.; HP 50 [0]; Will 14 [0]; Per 14 [0]; FP 0 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 10.

Languages: Cantonese (Native) [6]; English (Native) [6]; Mandarin Chinese (Native) (Native Language) [0].

Cultural Familiarities: East Asian [0].

Advantages: Born to be Wired 3 [15]; Claws (Sharp Claws) [5]; Compartmentalized Mind 1 (Limited: Powers Only, -5%; Mentalism, -10%; No Mental Separation, -20%) [33]; Damage Resistance 10 [50]; Damage Resistance 15 (Partial: Torso Only, -10%) [68]; Hyperspectral Vision [25]; Machine [25]; Mind Control (No Memory, +10%; Psionic, -10%) [50]; Mind Reading (Reflexive, +40%; Psionic, -10%) [39]; Natural Scientist 3 [30]; Super Jump 2 [20]; Super Throw 2 [20]; Telecommunications (Cable Jack) (Secure, +20%; Video, +40%) [8]; Telecommunications (Radio) (Burst (1,000×), 90%; Secure, +20%; Short Wave, +50%; Video, +40%) [30]; Wealth (Very Wealthy) [30]; Zeroed [10].

Perks: Accessory (Small Computer) [1]; Penetrating Voice [1]; Striking Surface [1]; Style Familiarity (Wushu) [1].

Disadvantages: Disturbing Voice [-10]; Electrical [-20]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Megalomania [-10]; Restricted Diet (Liquid Nutrients) [-20]; Selfish (12) [-5].

Quirks: Cannot Float [-1]; Desires a New Human Body [-1]; Hams It Up [-1]; Likes Wuxia Films [-1]; Sexless [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Biology/TL8 (Earthlike) (VH) IQ+6 [20] – 20*; Computer Hacking/TL8 (VH) IQ+2 [4] – 16†; Computer Programming/TL8 (H) IQ+1 [1] – 15†; Cryptography/TL8 (H) IQ+2 [2] – 16†; Electronics Operation/TL8 (Medical) (A) IQ+0 [2] – 14; Engineer/TL8 (H) IQ+0 [4] – 14; Expert Skill (Computer Security) (H) IQ+2 [4] – 16†; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Judo (H) DX+0 [4] – 14; Judo Art (H) DX+0 [4] – 14; Jumping (E) DX+0 [1] – 14; Karate (H) DX+0 [4] – 14; Karate Art (H) DX+0 [4] – 14; Mathematics/TL8 (Applied) (H) IQ+2 [2] – 16*; Philosophy (Communism) (H) IQ+0 [4] – 14; Physiology/TL8 (Human) (H) IQ+6 [16] – 20*; Psychology (Human) (H) IQ+0 [4] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 14; Telecontrol (H) IQ+2 [12] – 16; Traps/TL8 (A) IQ+0 [2] – 14; Weird Science (VH) IQ+0 [8] – 14.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +3 from Natural Scientist.

† Includes +3 from Born to be Wired.

Role-Playing Notes:

Dr. Sun is amoral, interested more in the science than any ethical considerations surrounding it. That has not ended despite becoming the victim of his own science; if anything, he figures he has a unique perspective on the outcome that he couldn't get from studying chimpanzee brains. Despite this, he still wants a replacement human body; he just hasn't found a suitable replacement. Yet. The existence of his psionic powers intrigues him.

DRAGONFLY

Villain

Real Name: Veronica Dultry.

Occupation: Professional criminal, former exotic dancer.

Identity: Known to the authorities.

Legal Status: Naturalized citizen of the United States with a criminal record.

Other Aliases: "Insect-Girl".

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Angelina (daughter).

Group Affiliation: Ani-Men.

Base of Operations: New York City

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Veronica Dultry was an exotic dancer who supplemented her legitimate income by engaging in petty thefts, prostitution, and drug dealing. After being convicted once too often for her illegal activities and facing a lengthy prison sentence, Dultry was approached by one of the lawyers on the payroll of Wilson Fisk, the Kingpin of Crime, with an option to shorten her jail time in exchange for undergoing several scientific experiments (see *Kingpin*). Dultry, against her own lawyer's objections, agreed to the procedure. The Kingpin's scientists were studying possible ways to give people superhuman abilities, and injected a number of test subjects with genetic retroviruses developed from animal DNA. Dultry's injections contained DNA culled from a number of insects, specifically dragonflies, wasps, and hornets.

Calling herself Dragonfly, Dultry joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen.

Dragonfly and her companions – Ape-Man, Bird-Man, Cat-Man, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Dragonfly and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities.

Dragonfly has since tussled with the adventurers Ant-Man and Wasp when she attempted to visit her daughter, Angelina, in the state-run facility where the girl was living (see *Ant-Man*; *Wasp*). While Dragonfly was forced to flee the scene, Angelina managed to get hold of a number of Pym particle capsules accidentally dropped by Ant-Man. The girl later used those same capsules to sneak out and meet up with her mother; the two were last seen flying to meet up with the rest of the Ani-Men. Whether Dragonfly or Angelina still retains any of Ant-Man's Pym particle capsules is unknown.

Height: 5' 2"

Weight: 102 lbs.

Eyes: White, multifaceted.

Hair: Black.



Skin: Red.

Uniform: Yellow leotard over a red bodysuit, yellow gloves, yellow thigh-high boots with six-inch heels, golden belt.

Strength Level: Dragonfly possesses the normal human strength of a woman her age, height, and build who engages in regular toning exercise.

Known Superhuman Powers: Dragonfly's powers are all derived from her genetic modifications. Most notably, she possesses four insect-like wings coming from her back which enable her to fly. Her eyes are multifaceted, giving her a superior peripheral vision; her eyesight has also been adjusted to see into the ultraviolet spectrum.

Dragonfly also possesses two antennae coming from her forehead. These antennae permit her to communicate with insects such as house flies, wasps, and hornets, and also give her a kind of vibration sense.

Other Abilities: As a former dancer, Dragonfly is very flexible, which she uses to her advantage in flight.

200 points

Attributes: ST 10 [0]; DX 13 [60]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [5]; Per 13 [15]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 10.

Languages: English (Accented) [4]; Spanish (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: 3D Spatial Sense [10]; Animal Empathy [5]; Appearance (Attractive) [4]; Clinging [20]; Combat Reflexes [15]; Enhanced Move (Air) 1 (Air Move 24/48 mph) [20]; Fit [5]; Flexibility [5]; Flight (Winged, -25%) [30]; Peripheral Vision [15]; Speak With Animals (Specialized: Insects, -50%) [13]; Ultravision [10]; Vibration Sense [10].

Perks: Dancing Kicks [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Perfume [1]; Sexy Pose [1].

Disadvantages: Addiction (Marijuana; Expensive; Highly Addictive; Illegal) [-15]; Dependent (Angelina, daughter; No more than 25%; Loved One; Frequency: 9 or less) [-20]; Enemy (NYPD) (9) [-20]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Distinctive Features 2 [-2]; Immodest [-1]; Incurable Flirt [-1].

Skills: Acting (A) IQ+1 [4] – 11; Aerobatics (H) DX+0 [1] – 13*; Climbing (A) DX+2 [1] – 15†‡; Dancing (A) DX+0 [2] – 13; Erotic Art (Human) DX+2 [1] – 15†; Filch (A) DX+0 [2] – 13; Sex Appeal (Human) (A) HT+1 [2] – 13§; Streetwise (A) IQ+1 [4] – 11.

Techniques: Kicking (Dancing) (H) def+1 [2] – 12.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +2 from 3D Spatial Sense.

† Includes +3 from Flexibility

‡ Conditional +4 from Flight when body lightening would help

§ +1 from Appearance; Conditional +1 from High-Heeled Heroine in relevant situations

Role-Playing Notes:

DRAGON MAN

Non-Villain Antagonist

Real Name: Inapplicable.

Occupation: None.

Identity: Publicly known.

Legal Status: Property of Dr. Gregory Gilbert.

Other Aliases: Dragon, "Bruce", "Fluffy".

Place of Creation: Columbia University, Manhattan, New York City.

Marital Status: Inapplicable.

Known Relatives: None.

Group Affiliation: Sometime pawn of Diablo, the Wizard, and Doctor Doom.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Dragon Man was an experimental creation of Dr. Gregory Gilbert, of Columbia University, Reed Richards's alma mater (see *Mister Fantastic*). The professor had fashioned an artificial dragon-like creature, equal parts robotic and organic, but was unable to determine how to give it a true semblance of life. Somehow learning of the creature, the alchemist Diablo convinced Dr. Gilbert to allow him to use his alchemy to bring the creature to life (see *Diablo*). Dr. Gilbert came to regret the choice, as Diablo used the creature, dubbed Dragon Man, in a plot of vengeance against the Fantastic Four (see *Fantastic Four*). The four were able to break the Diablo's hold on the creature, only to see the creature wander into the Hudson River.

Some time later, Dragon Man was discovered by the Wizard, who also used the creature in a plot against the Fantastic Four (see *Wizard*). Following that incident, Dragon Man was returned to Dr. Gilbert, who began training it to obey only him. Doctor Doom also once took control of the creature in a plot against the Fantastic Four, but at present Dragon Man is once again under the supervision of its creator (see *Doctor Doom*).

Height: 15' 3".

Weight: 3.2 tons.

Eyes: Gray.

Hair: None.

Skin: Gray.

Other Distinguishing Features: Dragon Man has large, leathery wings coming off his shoulder blades and a powerful tail half as long as he is tall. His hands have four fingers, including an opposable thumb (humans have five fingers, including the thumb).

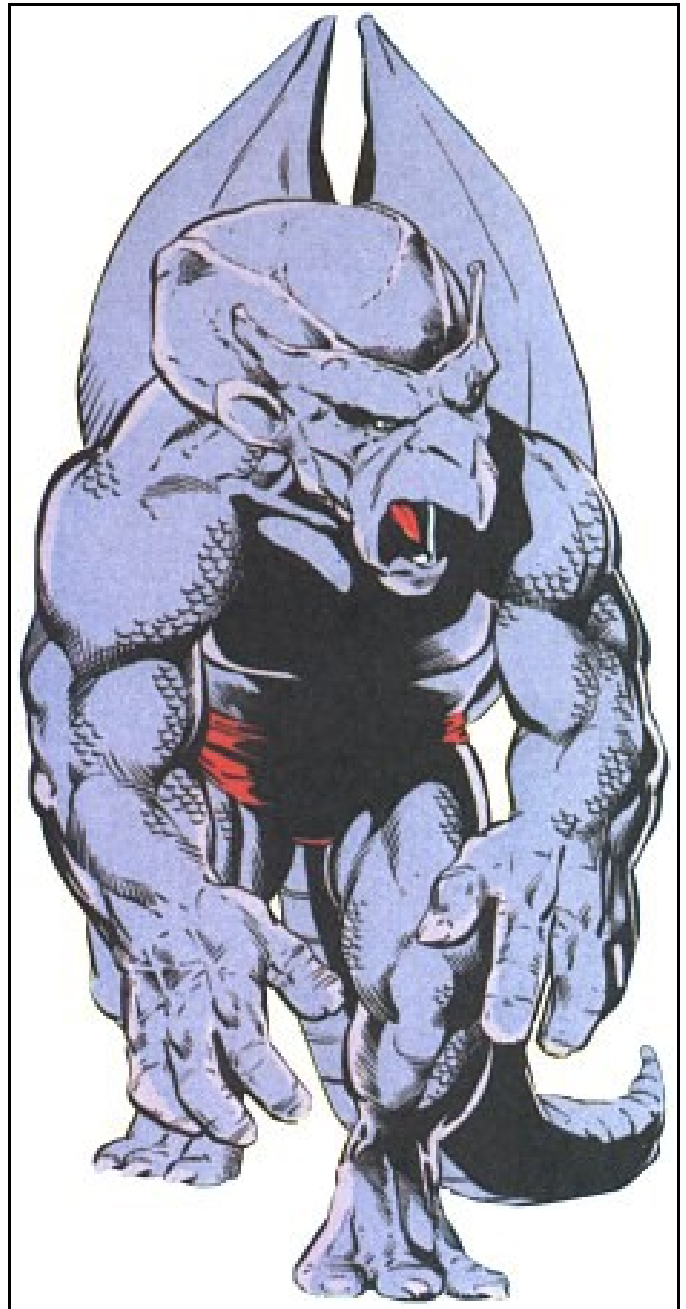
Uniform: Red briefs.

Strength Level: Dragon Man possesses superhuman strength enabling it to lift (press) around 100 tons.

Known Superhuman Powers: As a non-human synthetic creature, Dragon Man has a number of superhuman attributes. For starters, Dragon Man's body is composed of high-density organic polymers which enable it to withstand ballistic impacts up to and including 120mm HEAT (High-Explosive Anti-Tank) tank shells without rupturing. It is capable of surviving extreme temperatures, and pressures from the vacuum of space to the ocean floor. Not truly alive, Dragon Man does not need oxygen to sustain its pseudo-life. Dragon Man *does* need to eat, however; it is an omnivore and capable of digesting all sorts of organic matter which would be poisonous to human life. Its 7 foot long tail can be whipped at speeds that enable it to smash a three foot thick stone wall, and which has sent the Thing flying (see *Thing*). Like most animals, it can hear in the ultrasonic range.

Dragon Man can fly due to an experimental antigravity generator built into its spine. Its bat-like wings, which have a wingspan of around 35 feet, aid him in steering. It can fly at a maximum speed of 30 miles per hour, and has been observed at an altitude of 1,800 feet. It is virtually tireless, and can fly for an indefinite period of time, not needing to sleep.

Dragon Man can breathe fire, which is produced by channeling the methane that builds up as a byproduct of its unique digestion system through vents in its throat back up to the mouth. The methane is then sparked by specialized teeth near the back of the throat. It can maintain its flame for a total of 8 minutes before it needs to wait for its digestion to "refuel" it.



The creature possesses a robotic skeleton and a computer regulating its body's autonomous functions; the higher functions are handled by an organic brain grown from a monkey's stem cells.

Limitations: Dragon Man possesses the intellectual level of a domestic dog, and is governed by simple thoughts and feelings.

2,036 points

Attributes: ST 67/354* (Size, -20%) [216]; DX 10 [0]; IQ 4 [-120]; HT 18 [80].

Secondary Characteristics: SM +2; Dmg 8d/10d (36d/38d); BL 898 lbs. (25,063 lbs/12.5 tons); HP 67 [0]; Will 10 [30]; Per 10 [30]; FP 18 [0]; Basic Speed 6.00 [-20]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 9.

Advantages: Burning Attack (*Fire Breath*) 8d+2 (Jet, +0%; Jet: Increased 1/2D Range (×2), +5%; Elemental: Heat/Fire, -10%) [41]; Claws (Blunt Claws) [3]; Damage Resistance 100 (Flexible, -20%; Hardened 4 (protects against AD(10)), +80%) [800]; Doesn't Breathe [20]; Doesn't Sleep [20]; Flight (Planetary, -5%; Small Wings, -10%; Electronic, -10%) [22]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /100) [300]; Pressure Support 2 [10]; Reduced Consumption 1 (Cast Iron Stomach, -50%) [1]; Striker (Crushing; Tail) (Clumsy -1, -20%; Limited Arc: Rear, -40%; Long +2, +200%) [12]; Super ST +13/+300 (Size, -20%) [494]; Teeth (Sharp Beak) [1]; Ultrahearing [5]; Vacuum Support [5].

Perks: Scales [1].

Disadvantages: Bestial [-10]; Cannot Speak [-15]; Hidebound [-5]; Social Stigma (Monster) [-15]; Social Stigma (Valuable Property) [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Distractible [-1]; Sexless [-1].

Skills: Innate Attack (Breath) (E) DX+2 [4] – 12; Mount (A) DX+0 [2] – 10.

Starting Spending Money: \$0.

* Includes +13/+300 from Super ST.

Role-Playing Notes:

Dragon Man is best used as an NPC, either as an Ally or an adversary, and always under the direction of someone else. If left to its own devices, Dragon Man will just wander around and consume any organic materials it can as needed to sustain its existence, including trees and houses.

Design Notes

1. In game terms, Dragon Man's pseudo-life is the result of a critical success on Diablo's Alchemy roll. ;)

Real Name: Leonard Stryke.

Occupation: Aquarium caretaker turned costumed mercenary.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Los Angeles, California.

Marital Status: Single.

Known Relatives: Jordan (alias Viper, brother).

Group Affiliation: Member of the Serpent Squad, occasional employee of Count Nefaria and Mister Fear.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A caretaker at the New York City Aquarium, Leonard Stryke racked up a sizable gambling debt to several New Jersey and Indian reservation casinos. Unable to pay the debts on time and fearing for his life, Stryke commissioned the criminal inventor Tinkerer to come up with a uniform which duplicated the abilities of the electric eel (see *Tinkerer*). Using this suit, Stryke hired himself out to various organizations as the Eel. During his first recorded outing, he ran afoul of Captain America while stealing data on experimental nanotechnology for Count Luchino Nefaria, but managed to escape and complete the mission (see *Captain America*; *Count Nefaria*).

Following that mission, he and the criminal known as the Ox were coerced by Mister Fear into battling Daredevil on Fear's behalf (see *Daredevil*; *Mister Fear*; *Ox*). Following this, the Eel and his cohorts were sent to prison.

Stryke was later busted out of prison by his brother Jordan, who as the Viper was creating an organization of snake-themed mercenaries which he dubbed the Serpent Squad (see *Serpent Squad*; *Viper*). (While the eel is technically a fish, it is often mistaken for a snake due to its long, serpentine body.) As a member of the Serpent Squad, he again clashed with Captain America, though he managed to escape capture by leaping into the Hudson River. In a later altercation, the Serpents fought Captain America and the government team Freedom Force, and were sent to prison (see *Freedom Force*). However, the Stryke brothers were last seen as part of the mass breakout from Ryker's Island penitentiary led by the Rhino (see *Rhino*).

Height: 5' 8".

Weight: 180 lbs.

Eyes: Green.

Hair: Brown.

Uniform: Blue and maroon bodysuit, blue cowl with a maroon full-face mask and mirrored eye lenses, maroon gloves, maroon boots.

Strength Level: The Eel possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Weapons and Paraphernalia: The Eel's uniform enables him to mimic the abilities of his aquatic namesake. First and foremost among these abilities is its ability to generate and project incredible bolts of electricity, which he can use to stun or kill a person. He is also able to charge his uniform with static electricity, which he can use to glow in the dark or electrocute anyone who touches him.

The uniform is coated with a lubricant which makes him extremely hard to hold onto; this lubricant is highly conductive, assisting in the suit's electric abilities.

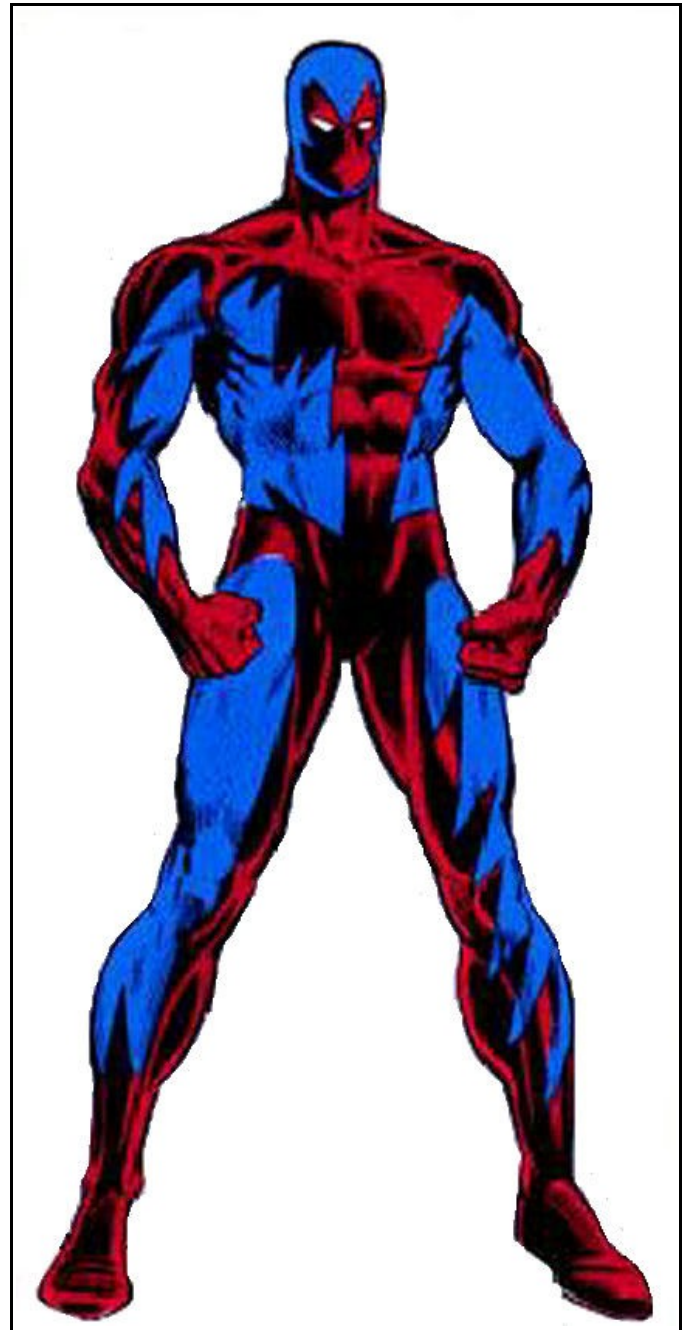
In addition, the suit is composed of advanced ballistic fabric, enabling him to withstand police gunfire. The cowl possesses fibers which can extract oxygen from water for limited periods of time.

293 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].



Cultural Familiarities: Western [0].

Advantages: Affliction (*Stun Bolt*) 6 (HT-5; Blockable (Can Be Blocked With Shield), -5%; Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/5), -20%; Variable, +5%; Electronic, -30%) [96]; Burning Attack (*Electric Aura*) 2d (Aura, +80%; Damage Modifier: Surge, Arcing, +100%; Melee Attack: Reach C, -30%; Electronic, -30%) [22]; Burning Attack (*Electric Bolt*) 6d (Blockable (Can Be Blocked With Shield), -5%; Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/5), -20%; Variable, +5%; Electronic, -30%; Alternative Attack, ×1/5) [10]; Combat Reflexes [15]; Doesn't Breathe (Badget/Breakable: DR 0, -20%; Gadget/Breakable: SM -8, -5%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Gills, -50%) [4]; Fit [5]; High Pain Threshold [10]; Slippery 3 [6].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Intuitive Repairman (Eel Suit) [1]; Skintight Outfit [1].

Disadvantages: Compulsive Gambling (9) [-7]; Debt -5 [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Comrades) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Careful [-1]; CRS (Cant Remember Stuff) -2 [-2]; Delusion (The Apollo Moon Landings Were Faked) [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Aquabatics (H) DX+0 [4] – 12; Boxing (A) DX+1 [4] – 13; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Expert Skill (Ichthyology) (H) IQ-1 [2] – 10; Forced Entry (E) DX+0 [1] – 12; Gambling (A) IQ+0 [2] – 11; Hazardous Materials/TL8 (Chemical) (A) IQ+1 [4] – 12; Housekeeping (E) IQ+1 [2] – 12; Innate Attack (Beam) (E) DX+3 [8] – 15; Jumping (E) DX+0 [1] – 12; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Scuba/TL8 (A) IQ+1 [4] – 12; Search (A) Per+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+2 [4] – 14.

Starting Spending Money: \$1,600 (20% of Starting Wealth, minus the cost of the Reflex Suit).

Role-Playing Notes:

The Eel is a criminal mainly because he can't earn enough money legitimately to pay off his gambling debts. He is not a killer by nature, and when facing off against superhumans will attempt to run or, barring that, surrender should the fight go against him. He's cautious, but not an outright coward. Despite all this, he's beginning to see the appeal of being a costumed mercenary. He's not a leader, but a solid team player, and works well with his brother, the Viper. His primary weakness is his gambling habit, which is what got him into the business to begin with.

ELDERS OF THE UNIVERSE

Aliens and Other Races

The beings known as the Elders of the Universe are the oldest known sentient beings in the universe. Each one of them has survived the destruction of his homeworld, his species, and in some cases his home galaxy. While each Elder is the last of his race, the Elders all refer to themselves as "brothers".

To date, the only Elder to have encountered anyone from Earth is the Collector, who sought to add the Avengers to his collection (see *Avengers*; *Collector*).

First Post-Reboot Appearance: AVENGERS #.

Game-Mechanic Details:

The Elders of the Universe all come from civilizations and species that vanished long before Earth was formed. Furthermore, nearly all of them have access to TL 12⁺ technology, whether their civilizations achieved it or not. Nearly every device in *Ultra-Tech* is available to a number of Elders; whether they use them or not is a different story.

In a cosmic-oriented campaign, their High TL advantage would be lowered to High TL +1, reducing their point value by 15 points.

Elder of the Universe

400 points

Advantages: G-Experience (All) [10]; High TL +4 [20]; Higher Purpose 4 [20]; Immunity to Metabolic Hazards [30]; Improved G-Tolerance (10G increments) [25]; Supernatural Durability [150]; Unaging [15]; Unkillable 3 [150].

Disadvantages: Obsession (Long-Term Goal) (6) [-20].

ELECTRO

Villain

Real Name: Maxwell Dillon.

Occupation: Professional criminal, former electrician.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Legally separated.

Known Relatives: Marilyn (wife; separated).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Maxwell Dillon was an electrician at a major construction site when, during a thunderstorm that his foreman refused to halt work for, he was struck by lightning while near several large spools of industrial-grade electrical wire. The combination of the lightning, the electromagnetic fields generated by the wire spools, and an unknown factor in Dillon's body enabled him not only to survive the lightning strike, but also to gain powers from it. (Presumably, Dillon carried a recessive mutant gene; although not a true mutant like the X-Men, he had a genetic code which permitted the body-wide changes for his powers. See *X-Men*.)

Dillon decided to use his new abilities for personal gain. Creating a colorful outfit to hide his identity and taking the name Electro after his powers, his first criminal act was to extort money from the construction company he worked for. The company had not reported Dillon's accident, as the foreman had broken state and Federal workplace laws by ordering him to work in a clearly unsafe situation. Electro hoped to blackmail the company out of several thousand dollars. To show he was serious, he killed the foreman using his new powers. He was thwarted in his blackmail attempt by the costumed crimefighter Spider-Man (see *Spider-Man*).

Since then, he has fought several superhuman opponents, but his most persistent foe has been Spider-Man. He is currently at Ryker's awaiting trial. His wife, Marilyn, has recently filed for divorce.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Blue.

Hair: Reddish-brown.

Uniform: Green bodysuit with yellow lightning patterns on the chest and legs, yellow gloves, yellow boots, black cowl with yellow lightning-styled face mask.

Strength Level: Electro possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Electro possesses a number of powers which are electrical in nature. Due to the accident which gave him his powers, Electro's body generates and stores electricity far in excess of what a normal human body is able to. The normal human body generates a minuscule amount of electricity which travels through the nervous system; Electro's own bioelectricity is much more potent. His enhanced bioelectricity gives him the ability to sense other electromagnetic fields around him.

Electro's primary offensive power is the ability to shoot lightning from his hands at a maximum effective range of 100 feet (~30 m). He can adjust the power of the lightning at will; his weakest bolts are simply electrical shocks that can stun a person, while his strongest ones are able to kill a person in a single bolt. He is also able to create a body-wide electrical field that can shock anyone who tries to touch him. His lightning is still subject to the laws of physics; it follows the path of least resistance, and can be drawn to conductive metals against his will. It also dissipates quickly. Being electrical in nature, his attacks can short out electronic components.

By creating a path of electricity through the air, Electro is able fly. His top speed is still relatively slow, a mere 20 mph.

Electro is able to absorb electricity from outside sources, such as live power lines. He must make contact with the source in order to draw from it.



509 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 14 [6]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 10 [-4]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Stun Bolt*) 6 (HT-5; Costs 6 ER (Variable), -15%; Damage Modifier: Surge, +20%; Inaccurate -3, -15%; Increased 1/2D Range x5, +10%; Reduced Range x1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, x1/5) [9]; Burning Attack (*Lightning Bolt*) 6d (Costs 6 ER (Variable), -15%; Damage Modifier: Surge, +20%; Inaccurate -3, -15%; Increased 1/2D Range x5, +10%; Reduced Range x1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, x1/5) [5]; Burning Attack 6d (*Lightning Field*) (Aura, +80%; Costs 6 ER (Variable), -15%; Damage Modifier: Surge, +20%; Melee Attack: Destructive Parry, +10%; Melee Attack, Reach C, -30%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%) [45]; Damage Resistance 30 (Absorption: Energy Reserve, +80%; Limited Defense: Electricity (Common), -40%; Elemental: Electricity, -10%; Super, -10%) [180]; Detect Electromagnetic Fields (Elemental: Electricity, -10%; Super, -10%) [16]; Energy Reserve (Electricity) 50 [150]; Fit [5]; Flight (Elemental: Electricity, -10%; Super, -10%) [32].

Perks: Generator [1].

Disadvantages: Code of Honor (Professional) [-5]; Greed (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Alcohol Intolerance [-1]; Dual Identity [-1]; Horrible Hangovers [-1];

Skills: Boxing (A) DX+2 [8] – 14; Electrician/TL8 (A) IQ+1 [4] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [3] – 14*; Mathematics/TL 8 (Applied) (H) IQ-1 [2] – 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Defaulted from Innate Attack (Beam).

Role-Playing Notes:

ELEKTRA

Villain

Real Name: Elektra Nattchios.

Occupation: Assassin.

Identity: Elektra doesn't use a dual identity; however, her activities as an assassin are not known to the general public.

Legal Status: Naturalized citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Athens, Greece.

Marital Status: Single.

Known Relatives: Nikolas (father, deceased), mother (name unrevealed, deceased).

Group Affiliation: Employee of the Kingpin, former member of the Hand.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Elektra Nattchios, the daughter of Nikolas Nattchios, a Greek businessman, was attending college at Harvard when she met fellow student Matt Murdock. Elektra's mother had been killed when she was a small child, much as Matt's father had been; Elektra had been the one to find her body. Sensing kindred souls in each other, Matt and Elektra became very close.

Tragedy struck in their third year together at Harvard. While at a high society party at the Hellfire Club mansion in Manhattan, at which Matt was going to propose to her, her father was brutally murdered by an assassin in front of her (see *Hellfire Club Mansion*). Distraught, she fled the party, dropping out of sight.

Elektra traveled the world for a short time before finding herself in Japan, where she was found by the secretive ninja clan known as the Hand (see *The Hand*). The Hand had once been one of the staunchest defenders of Shogunate Japan, but had fallen under the influence of an *oni*, or Japanese demon, before World War I. The Hand taught her to use the pain, anger, and hate she felt, corrupting her. Within a short time, Elektra lived solely for the hunt and the kill, becoming the Hand's best assassin. During this time, Elektra had become the lover of Kirigi, the son of the Hand's leader (see *Kirigi*).

At one point, Elektra was sent by the Hand to assassinate a martial arts instructor in America who went by the name of Stick; ironically, Stick was the same man who had helped train Matt in the use of his enhanced senses (see *Stick*). Stick, although blind, held Elektra at bay and managed to knock her out long enough to begin a ritual intended to cleanse her soul of the Hand's corruption. Stick was only partially successful; Elektra escaped halfway through the ritual.

Breaking from the Hand, Elektra slowly came to the realization that she only had one useful skill: she was good at killing people. Thus, she started selling her services as a freelance assassin. Recently, she was hired as an assassin by Wilson Fisk, the Kingpin, who hired her to eliminate the vigilante Daredevil (see *Daredevil; Kingpin*). Upon meeting her quarry, she learned that Daredevil was none other than Matt Murdock, her old flame from Harvard, and was unable to go through with the kill; she has kept the fact that Daredevil and Matt are the same person from the Kingpin. Since then, she has tangled a few times with Daredevil and her professional rival, Bullseye; she has protected Matt on several occasions from Bullseye, and has told Bullseye that Daredevil is hers to kill (see *Bullseye*). Despite this, she has again started seeing Matt socially; Matt keeps trying to get her to give up her profession as an assassin.

Recently, Matt and Elektra have come under assault by the Hand, who want to either capture Elektra, bringing her back into the Hand, or kill her.

Height: 5' 9"

Weight: 130 lbs.

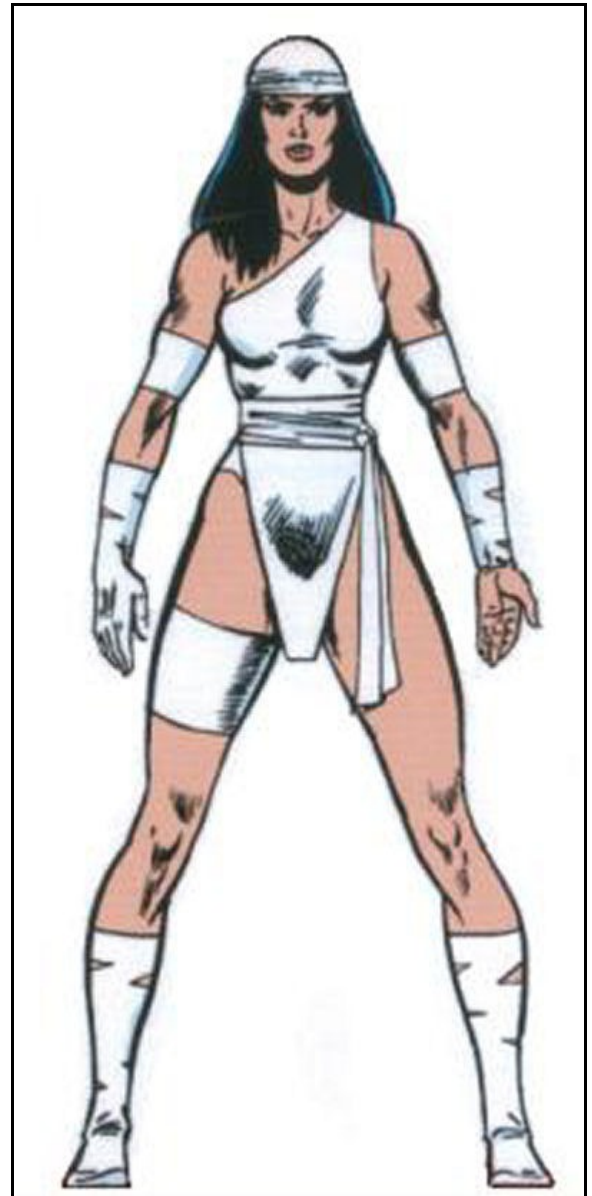
Eyes: Blue-black.

Hair: Black.

Uniform: Red one-shoulder leotard, red sash, red boots, red gloves. Alternately wears white instead of red.

Strength Level: Elektra possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: By focusing her *chi*, Elektra is capable of various superhuman effects normally attributed to the classic ninja, including but not limited to being invisible while in plain sight, incredible leaps, and increased strength for short periods of time.



Other Abilities: Elektra is a superb hand to hand combatant, trained in the ninja art of taijutsu (better known as ninjutsu).

Weapons: Elektra normally uses a pair of sais.

Abby: So, you really kill people for a living?

Elektra: Yeah.

Abby: Why?

Elektra: It's what I'm good at.

Abby: That's messed up.

– Elektra

660 points

Attributes: ST 14 [40]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 13 [5]; Per 13 [5]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 12.

Languages: English (Native) [6]; Greek (Native) (Native Language) [0]; Japanese (Native) [6]

Cultural Familiarities: East Asian [1]; Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Damage Resistance 1 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [1]; Danger Sense [15]; Daredevil [15]; Enhanced Dodge 2 [30]; Enhanced Parry (All) 3 [30]; Extra Attack 1 [25]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Perfect Balance [15]; Rapid Healing [5]; Social Chameleon [5]; Status 1 [0]*; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20]; Weapon Master (Ninja Weapons) [35].

Perks: Accent (Japanese) [1]; Akimbo (Jitte/Sai) [1]; Controllable Disadvantage (Callous) [1]; Quick-Sheathe (Jitte/Sai) [1]; Special Exercises (DR 1 with Tough Skin) [1]; Style Familiarity (Taijutsu) [1].

Disadvantages: Code of Honor (Professional) [-5]; Duty (Kingpin) (12) [-10]; Enemy (Bullseye; Rival; Equal In Power) (12) [-10]; Enemy (The Hand; Hunter; Group with Superhumans) (9) [-30]; Loner (12) [-5]; On The Edge (9) [-22]; Secret (Is an Assassin) (Imprisonment) [-20]; Sense of Duty (Matt Murdock) [-2].

Quirks: Broad-Minded [-1]; Dislikes Riddles [-1]; Secret (Wants To Stop Being an Assassin) [-1]; Trivial Reputation (Gaijin Ninja, among Oriental ninja) [-1].

Skills: Acrobatics (H) DX+3 [12] – 16†; Blind Fighting (VH) Per+1 [12] – 14; Body Control (VH) HT+1 [12] – 14; Breaking Blow (H) IQ+1 [8] – 13; Breath Control (H) HT+1 [8] – 14; Broadsword (A) DX+1 [4] – 14; Climbing (A) DX+3 [1] – 16‡; Escape (H) DX+2 [2] – 15‡; Fast-Draw (Sword) (E) DX+1 [1] – 14§; Flying Leap (H) IQ+1 [8] – 13; Forced Entry (E) DX+2 [4] – 15; Holdout (A) IQ+0 [2] – 12; Hypnotism (Human) (H) IQ+2 [12] – 14; Invisibility Art (VH) IQ+2 [16] – 14; Jitte/Sai (A) DX+7 [28] – 20; Judo (H) DX+3 [16] – 16; Jumping (E) DX+2 [4] – 15; Karate (H) DX+3 [16] – 16; Karate Art (H) DX+1 [4] – 14#; Light Walk (H) DX+2 [12] – 15; Lizard Climb (H) DX+1 [8] – 14; Meditation (H) Will+1 [8] – 14; Observation (A) Per+1 [4] – 14; Power Blow (H) Will+1 [8] – 14; Running (A) HT+1 [4] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Shadowing (A) IQ+2 [8] – 14; Stealth (A) DX+2 [8] – 15; Streetwise (A) IQ+0 [2] – 12; Thrown Weapon (Shuriken) (E) DX+1 [2] – 14; Tracking (A) Per+1 [4] – 14; Two-Handed Sword (A) DX+1 [4] – 14.

Techniques: Acrobatic Stand (A) def+6 [6] – 16; Dual-Weapon Attack (Jitte/Sai) (H) def+3 [4] – 19; Dual-Weapon Defense (Jitte/Sai) (H) def+1 [2] – 17; Kicking (Karate) (H) def+2 [3] – 16; Reverse Grip (Jitte/Sai) (A) def+6 [6] – 20; Targeted Attack (Jitte/Sai Thrust/Vitals) (H) def+2 [3] – 19.

Starting Spending Money: \$20,000 (20% of Starting Wealth)

* Includes +1 from Wealth.

† Includes +1 from Perfect Balance.

‡ Includes +3 from Flexibility.

§ Includes +1 from Combat Reflexes.

Defaulted from Karate.

Role-Playing Notes:

Design Notes:

1. I did not give Elektra Extra Life because in almost all cases where she was brought back from the dead, she was the subject of a resurrection spell or ritual, meaning that external forces were at work.
2. Despite the difference in point values, I have Bullseye listed as being "Equal in Power" rather than "Less Powerful" because Bullseye's 400 is above the 50% mark of Elektra's own 660. The main differences are in skill selections; they will certainly give each other a run for their money should their relationship change from rivals to trying to kill each other.
3. I had the hardest time classifying Elektra. Is she a Villain, Non-Villain Antagonist, Anti-Hero, or Supporting Cast? I currently have her listed as "Villain", but as her own entry reads, that is subject to change.

ENCHANTRESS

Non-Villain Antagonist

Real Name: Amora.

Occupation: Sorceress.

Identity: Publicly known, although Amora is generally not believed by the people of Earth to be an actual Asgardian deity. Her mortal guise as Jane Foster is secret to all but a few select individuals.

Legal Status: Citizen of Asgard.

Other Aliases: Jane Foster; has been mistaken for Sif, Idunn, and Freyja.

Place of Birth: Asgard.

Marital Status: Single.

Known Relatives: Lorelei (sister).

Group Affiliation: Sometime associate of Loki, partner of Skurge.

Base of Operations: Houston, Texas, formerly Asgard.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

History: Amora is one of the Aesir, the gods of Asgard (see *Asgardians*). At an early age, she and her sister, Lorelei, discovered their innate talents towards magic; their skills in magic were only rivaled by their beauty. Amora was sought out by many of the Asgardians as a romantic interest, but her eyes were only for Asgard's favorite son, Thor; Thor, however, showed little interest (see *Thor*). (Thor has stated that he prefers women who are not self-centered, jealous types, which Amora certainly is.)

For centuries, Amora has enjoyed the not-entirely-voluntary affections of Skurge the Executioner (see *Executioner*). In recent years, however, she has found herself growing bored with Skurge's affections; the enchantments she has laid upon him, however, have not yet worn off. Of course, Amora isn't above using his affection for her to manipulate him into assisting with her various schemes.

When Thor was banished to Earth (or Midgard, as the Asgardians call it) following his split with his wife, Sif, Amora decided this was her opportunity to win Thor's love (see *Sif*). She duplicated the spell cast on Thor by Odin, except she cast it on herself, creating the mortal identity of Jane Foster with which to interact with Thor. Since then, she has tried many times to gain Thor's attentions by placing her mortal self in situations where he would need to "rescue" her, often allying herself with the trickster god Loki in setting up the need to be "rescued" (see *Loki*). Thor is currently unaware that "Jane Foster" is Amora.

Height: 5' 9".

Weight: 360 lbs.

Eyes: Green.

Hair: Blond.

Uniform: Strapless green bustier, upper-arm length green fingerless gloves, black leggings with mystic patterns on them, green heels, green tiara.

Strength Level: Amora possesses the normal superhuman strength of an Asgardian woman of her build who engages in little regular exercise; she can lift (press) roughly 20 tons.

Known Superhuman Powers: Amora is considered one of the foremost practitioners of magic in Asgard, but her skill pales next to those of Odin, Loki, and the Norn Queen Karnilla (see *Karnilla*; *Odin*). Her magic focuses primarily on manipulation of peoples' bodies and minds; it is rumored that she has magically enhanced her beauty (the rumors are true). She has some skill at manipulations of energy, but rarely exhibits more than the typical combat spells of eldritch bolts and shields.

1,333 points

Attributes: ST 30/159 [0*]; DX 12 [40]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg 3d/5d+2 (17d/19d); BL 180 lbs.; HP 30 [0]; Will 16 [15]; Per 13 [0]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9.

Languages: Dark Elven (Native) [6]; English (Native) [6]; Light Elven (Native) [6]; Old Norse (Native) (Native Language) [0];

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Allure 4 [20]; Alternate Form (Jane Foster) (Once On Stays On, +50%; Reciprocal Rest, +30%; Magical, -10%) [26]; Appearance (Transcendent) [16†]; Asgardian God [575]; Energy/2 [40]; Energy Reserve (Magical) 20 [60]; Fashion Sense [5]; Impersonator 2 [10]; Magery 2 (Solitary Ceremonial, +10%) [28]; Magery 2 (Limited: Matter and Mind Realms Only, -30%;



Solitary Ceremonial, +10%) [16]; Matter/4 [80]; Mind/4 [80]; No Low TL +5 [25]; Social Chameleon [5]; Space/2 [40]; Status 4 [15‡]; Voice [10]; Wealth (Filthy Rich) [50].

Perks: Classic Nordic Features [1]; Extreme Sexual Dimorphism [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Perfume [1]; Sexy Feints [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Compulsive Lying (9) [-22]; Delusion ("I Can Make Thor Love Me!") [-10]; Jealousy [-10]; Obsession (Win Thor's Love) (6) [-20]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Reputation (Self-Centered Amoral Beyotch) -4 (Large Class (Asgardians), All the Time) [-10]; Selfish (6) [-10].

Quirks: Dislikes Sif [-1]; Holds Grudges [-1]; Incurable Flirt [-1]; Unsportsmanlike Conduct [-1]; Vanity [-1].

Skills: Acting (A) IQ+2 [2] - 15§; Alchemy/TL3 (VH) IQ+2 [16] - 15; Brainwashing/TL3 (H) IQ+0 [4] - 13; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] - 14; Dancing (A) DX+4 [2] - 16#; Detect Lies (H) Per+0 [4] - 13; Disguise/TL8 (Human) (A) IQ+2 [2] - 15§; Erotic Art (Asgardian) (A) DX+4 [2] - 16#; Fast-Talk (A) IQ+3 [4] - 16¥; Flight (A) HT+0 [2] - 14; Innate Attack (Beam) (E) DX+2 [4] - 14; Judo (H) DX+0 [4] - 12; Observation (A) Per+1 [4] - 14; Research/TL3 (A) IQ-1 [1] - 12; Riding (Equines) (A) DX+0 [2] - 12; Savoir-Faire (High Society) (E) IQ+3 [2] - 16§; Sex Appeal (Human/Asgardian) (A) HT+16 [4] - 30#¥‡; Shield (Force) (E) DX+2 [4] - 14; Singing (E) HT+6 [1] - 20#¥; Stealth (A) DX+0 [2] - 12; Streetwise (A) IQ+1 [1] - 14§; Symbol Drawing (Futhark Runes) (H) IQ+1 [8] - 14; Thaumatology (VH) IQ+1 [4] - 14□; Wrestling (A) DX+0 [2] - 12.

Magical Realm Skills: Energy (VH) IQ+1 [4] - 14□; Matter (VH) IQ+5 [12] - 18£; Mind (VH) IQ+5 [12] - 18£; Space (VH) IQ+1 [4] - 14□.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +11/+150 from Super ST (part of the Asgardian God template).

† Upgraded from Appearance (Attractive) (part of the Asgardian God template).

‡ Includes +1 from Wealth.

§ Includes +2 from Impersonator.

Includes +4 from Allure.

¥ Includes +2 from Voice.

‡ Includes +8 from Appearance and +1 from Extreme Sexual Dimorphism.

□ Includes +2 from Magery.

£ Includes +4 from Magery.

Role-Playing Notes:

Amora is spoiled, mean, self-centered, and social conscious. Take every stereotype you've heard about blonde high school cheerleaders, crank them up to 11, and you'll be *close* to Amora. She is very much aware of her enhanced beauty, and will shamelessly use it to her advantage. She sees anyone who spurns her as an enemy, with one exception: the man she lusts for and cannot have, Thor.

Design Notes:

1. Okay, how do you keep the character of Jane Foster, created in the 1960s and essentially one of the infinite number of damsels in distress from that period in the comics, when you have already established that Sif is Thor's *actual* wife, not just a fellow Asgardian vying for his attention? When faced with that dilemma, I decided to make Foster a guise for the other Asgardian in the comics who has been looking to get it on with Thor since the beginning. Don't get me wrong, I liked how they worked Jane into the movies (as a rather gutsy astrophysicist rather than a nurse or medical doctor), but I wrote Enchantress's bio back in '08 or so, before Thor was made.
2. Amora's non-Limited Magery 2 includes Solitary Ceremonial (+10%) on both Magery and Magery 0; it just looked weird putting both on the sheet together.

EQUILIBRIUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Equilibrium's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Equilibrium are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated. During this encounter, Equilibrium exhibited incredible cowardice, fleeing from the fight as soon as it became clear the X-Men had shrugged off his power.

Equilibrium has not been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*). Instead, his position on the roster appears to have been taken by Vertigo, who has similar powers (see *Vertigo*). Whether Equilibrium remains among the living has yet to be determined.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Violet tunic and loincloth, red helm, purple cape, violet armbands, violet boots, red belt.

Strength Level: Equilibrium possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Equilibrium possesses the ability to disrupt a person's equilibrium (sense of balance) when he makes eye contact with that person.

278 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0];

Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

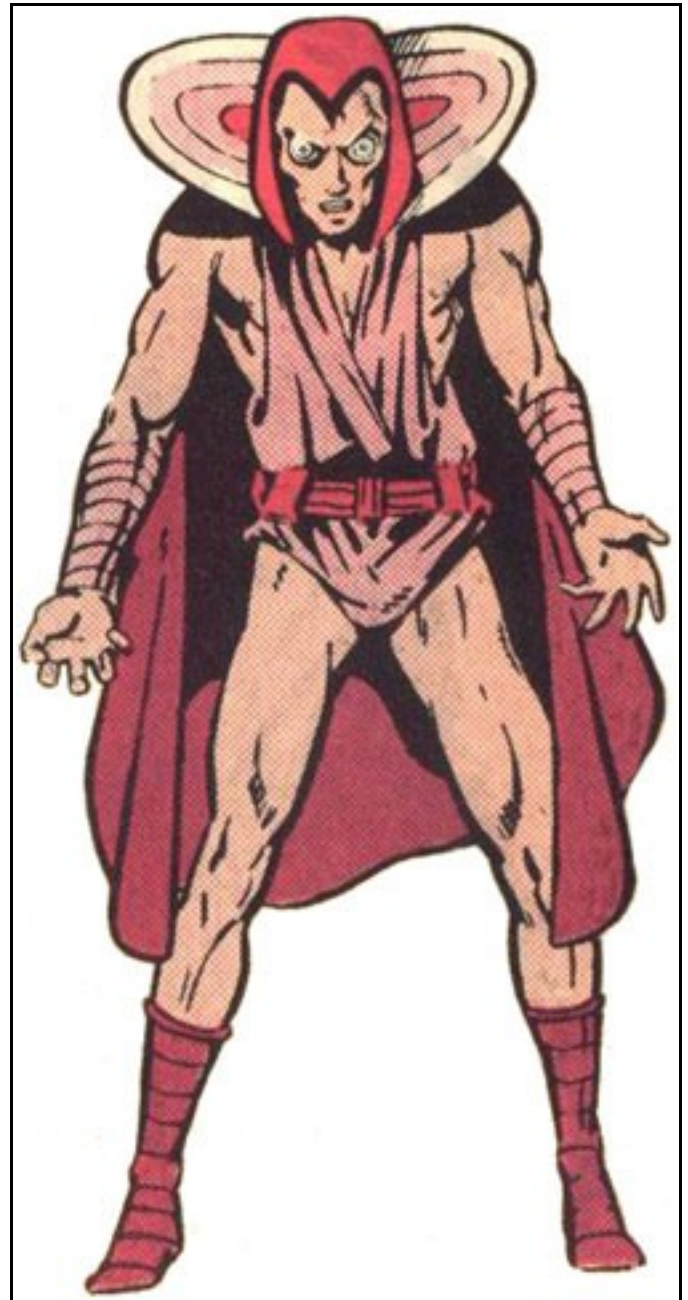
Cultural Familiarities: Savage Land [0].

Advantages: Affliction (Vertigo-Gaze) 6 (HT-5; Cancellation, -10%; Incapacitation: Seizure, +100%; Malediction (Uses Speed/Range Table), +150%; Secondary Irritant: Nauseated, +6%; Sense-Based: Vision, -20%; Variable, +5%; Psionic, -10%) [205]; Combat Reflexes [15]; Fit [5]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+3) [5].

Disadvantages: Cowardice (6) [-20]; Low Pain Threshold [-10]; Low TL -8 [-40]; Sadism (9) [-22]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Bad With Names [-1]; Nervous Ranter [-1]; Rule-Breaker [-1]; Uncongenial [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+2 [4] - 12; Armoury/TL0 (Melee Weapons) (A) IQ+0 [2] - 10; Brawling (E) DX+1 [2] - 12; Camouflage (E) IQ+2 [1] - 12*; Carpentry (E) IQ+2 [4] - 12; Climbing (A) DX+1 [4] - 12; First Aid/TL0 (Human) (E) IQ+0 [1] - 10; Fishing (E) Per+2 [1] - 12*; Hiking (A) HT+1 [4] - 12; Innate Attack (Gaze) (E) DX+3 [8] - 14; Knife (E) DX+1 [2] - 12; Leatherworking (E) DX+1 [2] - 12; Navigation/TL0 (Land) (A) IQ+2 [2] - 12*; Riding (Theropods) (A) DX+1 [4] - 12; Shield (E) DX+1 [2] - 12; Shoradsword (A) DX+1 [4] - 12; Spear (A) DX+1 [4] - 12; Stealth (A) DX+1 [4] - 12; Survival



(Jungle) (A) Per+2 [2] – 12*; Swimming (E) HT+1 [2] – 12; Thrown Weapon (Spear) (E) DX+1 [2] – 12; Tracking (A) Per+2 [2] – 12*; Traps/TL0 (A) IQ+0 [2] – 10; Veterinary/TL0 (H) IQ+0 [4] – 10; Weather Sense (A) IQ+0 [2] – 10; Wrestling (A) DX+1 [4] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +2 from Outdoorsman.

Role-Playing Notes:

Equilibrius is a consummate coward, and will run from any fight should any of his opponents manage to overcome his powers.

Despite this cowardice, he is also quite the sadist, taking immense pleasure in inflicting mental and physical torture on his foes, provided they are not able to retaliate.

Design Notes:

1. Equilibrius, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

ERIS

Non-Villain Antagonist

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

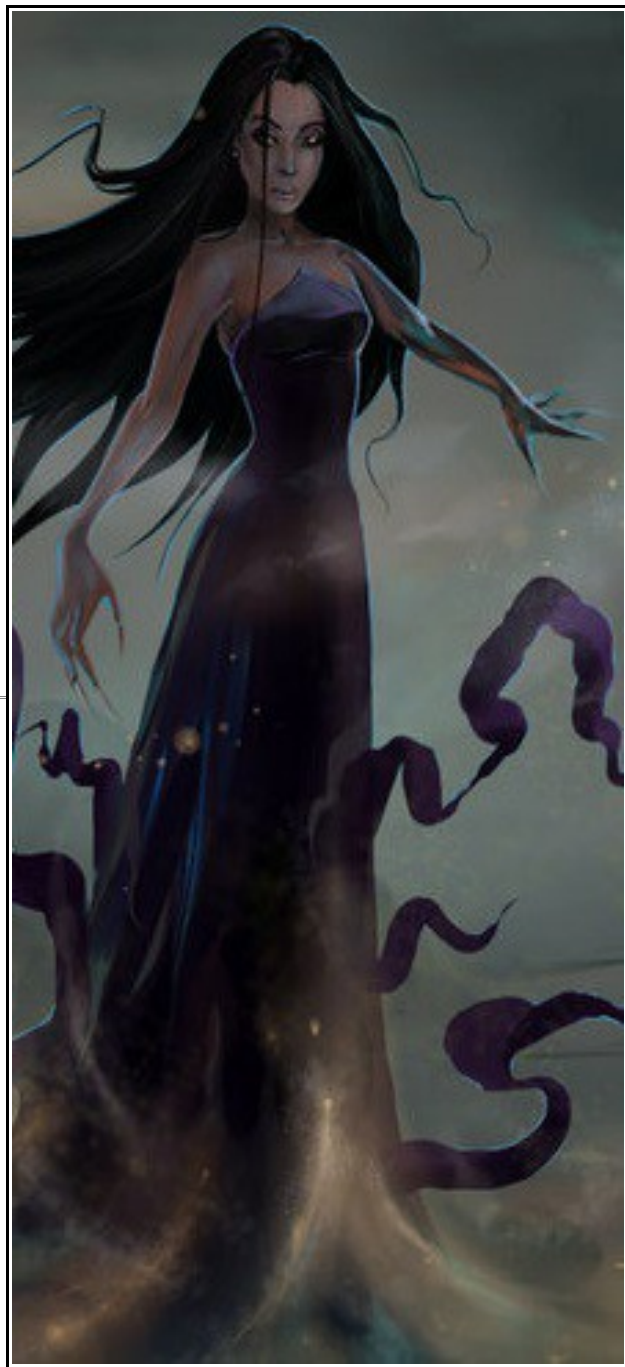
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



The *Fantastic* is the name of two faster-than-light spacecraft used by the Fantastic Four (see *Fantastic Four*). The first was the prototype craft originally flown on the flight which gave the Fantastic Four their powers. The second is a slightly larger craft developed by Dr. Richards with the help of Ben Grimm and Tony Stark, which includes many technologies not available anywhere else on Earth (see *Iron Man*, *Mister Fantastic*, *Thing*). It is this latter craft which sees use by the Fantastic Four on their missions to other star-faring races.

The *Fantastic*, Mk I

The original *Fantastic* is a prototype spacecraft built from the hull of the NASA Space Shuttle *Endeavor* as a test bed for a prototype faster-than-light hyperspace drive designed by Dr. Reed Richards. The craft has only flown once, launched from Cape Canaveral by Dr. Richards and his handpicked skeleton crew, which consisted of himself, pilot Major Ben Grimm, medical specialist Susan Storm, and technical specialist Jonathan Storm (see *Human Torch*, *Invisible Woman*).

The *Fantastic's* only journey took the crew from low Earth orbit to the vicinity of Mars and back, before the effects of improper shielding through hyperspace forced them to land the craft at Edwards AFB.

Today, the *Fantastic* sits on display at the Smithsonian Air and Space History Museum, a testament to the first manned faster than light flight. The only component not on board the ship from its maiden flight is its hyperspace drive, which has been removed by Dr. Richards for further refinement.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

<u>Front:</u> [1] Armor, Advanced Metallic Laminate; DR 30, \$100K. [2] Control Room; Computer Complexity 3, Comm/Sensor Array Level 3, 2 Control Stations, 0 Workspaces, \$200K. [3a-b] Passenger Seating; 4 seats, \$20K. [3c] Cargo Hold; 1.5 t. [4] Science Comm/Sensor Array; Level 5, 0 Workspaces, \$1M. [5-6] Habitat; 2 cabins, 0 Workspaces, \$200K. <u>Middle:</u> [1] Armor, Advanced Metallic Laminate; DR 30, \$100K. [2!] Stardrive Engine; 0 Workspaces, \$1M. [3] Power Plant, Fuel Cell; 1 PP, 6 hours endurance, 0 Workspaces, \$50K. [4] Fuel Tank (for Fuel Cell Plant); 5 t, \$30K, gives 18 additional hours endurance. [5] Engine Room; 1 Control Station, 1 Workspace, \$30K. [6, core] Fuel Tanks; 0.36 mps, 10 t, \$60K.	<u>Rear:</u> [1] Armor, Advanced Metallic Laminate; DR 30, \$100K. [2] Chemical Rocket; 3G accel, 0 Workspaces, \$200K. [3-6, core] Fuel Tanks; 0.9 mps, 25 t, \$150K. <u>Habitat Breakdown:</u> Labs: Science!: 1 (2), \$30M <u>Design Features:</u> Winged Hull; \$500K. <u>Crew:</u> Control Stations: 3 Technicians: 1 Scientists: 2 Total: 6

The *Fantastic*, Mk II

The second craft to go by the name of the *Fantastic* is the Fantastic Four's current spaceship. This ship was designed and built from the ground up by Dr. Richards, Ben Grimm, and Tony Stark for the Fantastic Four's personal use. Inside its hull are many experimental technologies developed by either Richards and/or Stark, making the craft *the* most technologically advanced spacecraft ever built by humans.

The front section of the *Fantastic* is designed to hold the Fantastacar, the Fantastic Four's personal ultra-tech aircraft, as well as the craft's scientific sensors and lab facilities (see *Fantasticar*). The middle section is designed to house the Fantastic Four and their guests, as well as deal with normal ship-board activities.

The stardrive of the *Fantastic* has been upgraded to operate for up to 40 light-years before refueling. At present, the *Fantastic* is housed and maintained at a private hangar at JFK International Airport, alongside the Fantastic Four's long-range private aircraft.

First Post-Reboot Appearance: FANTASTIC FOUR #

<u>Front:</u> [1] Armor, Advanced Metallic Laminate; DR 70, \$600K [2] Scientific Comm/Sensor Array; Level 7, 0 Workspaces, \$3M [3] Habitat; 2 Cabins, \$300K [4-5] Hangar Bay; Capacity 20t, Launch Rate 10t, 0 Workspaces, \$20K [6] Cargo Hold; Capacity 15t. <u>Middle:</u> [1] Armor, Advanced Metallic Laminate; DR 70, \$600K	[2] Control Room; Complexity 5, Comm/Sensor 5, 3 Control Stations, 0 Workspaces, \$600K [3-5] Habitat; 6 Cabins, \$600K [6] Engine Room; 1 Control Station, 1 Workspace, \$100K [core] Power Plant, Fusion; 2 PP, 50 year endurance, 0 Workspaces, \$3M <u>Rear:</u> [1] Armor, Advanced Metallic Laminate; DR 70, \$600K

[2!] Contragravity Lifter; 0 Workspaces, \$3M	Multiscanner Array
[3!] Light Force Screen; DR 500, \$5M	<u>Habitat Breakdown:</u>
[4-5!] Standard Reactionless Engines, 1G acceleration, 0 Workspaces, \$600K	Cabins: 3 (3).
[6!] Stardrive Engine; 0 Workspaces, \$3M	Labs:
[core] Power Plant, Fusion; 2 PP, 50 year endurance, 0 Workspaces, \$3M	Science!: 1 (2), \$30M
	Sickbays: 3 (3)
	<u>Crew:</u>
<u>Design Features:</u>	Control Stations: 3
Artificial Gravity; \$300K	Technicians: 1
	Medics: 1
<u>Design Switches:</u>	Scientists: 1
Adjustable Force Screen; \$5M	Total: 6

Piloting (Aerospace)

<i>TL</i>	<i>Spacecraft</i>	<i>ST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt</i>	<i>Load</i>	<i>SM</i>	<i>Occ</i>	<i>DR</i>	<i>Range</i>	<i>Cost</i>	<i>Notes</i>
8^	The <i>Fantastic</i> Mk I	300	+3/4	13	30/2,100	100	2.1	+6	6SV	30	2 AU	\$3.4B	[1, 2, 3]
9^	The <i>Fantastic</i> Mk II	500	+1/5	13	10/1,300	300	35.6	+7	6ASV	70	40 ly	\$25B	[1, 4, 5]

Piloting (High-Performance Spacecraft)

<i>TL</i>	<i>Spacecraft</i>	<i>ST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt</i>	<i>Load</i>	<i>SM</i>	<i>Occ</i>	<i>DR</i>	<i>Range</i>	<i>Cost</i>	<i>Notes</i>
8^	The <i>Fantastic</i> Mk I	300	-1/3	13	3G/1.26 mps	100	2.1	+6	6SV	30	2 AU	\$3.4B	[1, 2, 3]
9^	The <i>Fantastic</i> Mk II	500	-1/5	13	1G/c	300	35.6	+7	6ASV	70	40 ly	\$25B	[1, 4, 5]

Notes:

- [1] Streamlined Hull
- [2] Prototype built on existing limited production craft; final cost multiplied by a factor of 100 from book value.
- [3] Requires external boosters to reach low Earth orbit.
- [4] Prototype spacecraft built with experimental technologies; final cost multiplied by a factor of 1,000 from book value.
- [5] Adjustable Light Force Screen gives DR 500.

FANTASTICAR

Technology

The Fantasticar is the name of the series of the Fantastic Four's personal air-cars, used for in-city travel within the New York City greater metro area as well as rapid transcontinental and transatlantic travel (see *Fantastic Four*). One of the Fantasticans is stored on board their starship, the *Fantastic*, for travel on alien planets (see *The Fantastic*).

Designed by Dr. Richards and built in collaboration between Richards and Johnny Storm, the Fantasticar uses a series of small rockets to provide both lift and thrust (see *Human Torch*; *Mister Fantastic*). The Fantasticar seats six comfortably (five if one of them is the Thing), and is capable of being sealed to protect against hostile environments (see *Thing*). The "car" is actually a supersonic aircraft built with a pair of variable thrust plasma torch rockets for propulsion, and is outfitted with a extremely sensitive omniscanner of Richards's own design in the nose. The Fantasticar is able to operate at extremely low thrust in a VTOL configuration for travel throughout the city.

First Post-Reboot Appearance: FANTASTIC FOUR #

Front: [1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K [3] Science Comm/Sensor Array; Comm/Sensor 5, \$100K [4-6] Cargo Hold, 1.5t Middle: [1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K [3] Control Room; C6 computer, Comm/Sensor 3, 1 Control Station, \$20K [4-6] Passenger Seating; 5 seats, \$9K [core] Fuel Tank; 0.5t, 3K	Rear: [1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K [3-4] Plasma Torch Engine; 2G/10G accel, 6.25/1.25 mps/tank, \$600K [5-6, core] Fuel Tanks; 1.5t, 9K Design Features: NBC Filters Only Winged; \$50K Design Switches: Multiscanner Array

Piloting (High-Performance Airplane)

TL	Aircraft	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Stall	Notes
9^	The Fantasticar	150	+4/5	12	20/1,800	10	2	+4	1+5S	40	22,500	\$91.1M	0	[1, 2]
	or		+5/5	12	100/4,000						4,500			[3]

Notes:

- [1] Streamlined hull.
- [2] Limited production run including experimental technology; cost per unit is 100× mass production value (\$911K).
- [3] High-thrust mode.

The events that would shape the quartet who would become the Fantastic Four into the people they became began nearly twenty years ago, in the dorms of Columbia University. There, three men would meet as roommates: Reed Richards, whose genius was apparent even then; Benjamin J. Grimm, a former street tough pursuing an engineering degree on an Air Force ROTC scholarship; and Victor von Doom, a Latverian whose genius rivaled Reed's (see *Doctor Doom*; *Mister Fantastic*; *Thing*).

Reed and Victor would often discuss their theories with each other, although Victor's ego would cause him to lash out violently when Reed and even Ben would find errors in his calculations. Reed's dream, which he was pursuing even then, partially based on formulas put forward by Einstein and Hawking, was to build a device that would generate a large and stable enough wormhole to send a manned ship through. Ben half-jokingly said that if Reed could get such a ship built, he'd want to pilot the thing.

After college, the three went their separate ways. Reed was soon teaching at Columbia and Empire State Universities; Ben earned his Air Force commission, flew a number of sorties in the Middle East, and became an astronaut. Victor had split some time before, and never forgave Reed or Ben for what he imagined as their slights against him.

Reed ultimately managed to develop a prototype of his drive, and approached NASA with the intent of building first a few probes and then a manned flight. At NASA, Reed was reunited with Ben, who Reed held to his old college promise (truth be told, Ben couldn't stay away from the project if he tried), and introduced to a brilliant young paramedic, Susan Storm, and her physician father, Franklin (see *Invisible Woman*). Reed and Sue began dating soon after, despite her being eleven years his junior.

As the day of the launch approached, Sue's younger brother, Johnny, was permitted to tour the craft, dubbed the *Fantastic* after the old 1966 film *Fantastic Voyage* (see *The Fantastic*; *Human Torch*). Johnny was later brought into the project as a technician after his work on a thruster proved to be superior to that of NASA's own mechanics. Reed hand-picked the crew: himself as the mission commander, Ben as pilot, Sue as medical officer, and Johnny as the on-board technician.

The first flight was meant to be a simple round trip from low Earth orbit to Mars and back. Fate, however, had different ideas. Reed has attributed what went wrong to not being able to compensate for the strange radiation of hyperspace. Astronomers at NASA believe the ship unexpectedly intersected a freak tachyon particle storm. Either way, at first the crew seemed unaffected, although the *Fantastic* came out of the return wormhole at a much higher speed than expected. It was only due to a last-minute jury-rig repair of Johnny's and Ben's expert flying that enabled them to land safely at Edwards Air Force Base in California.

Not long after, the four crew members began to display signs of their superhuman powers and relocated to Reed's home laboratory in the Baxter Building in New York City (see *Baxter Building*). It wasn't long after that Reed proposed that the four form a team of adventurers; the others agreed for various reasons.

Today, the Fantastic Four are the world's premier scientific adventurer team, funded by the licensing of Reed's patents. Because they own the only operational Earth-made faster-than-light starship, the FF has been granted a United Nations mandate to be Earth's official ambassadors to any alien empires that take an interest in Earth, most notably the Kree and Skrull Empires (see *Kree*; *Skrulls*). They also have an informal information sharing agreement with the Avengers and the X-Men (see *Avengers*; *X-Men*).

First Post-Reboot Appearance: FANTASTIC FOUR #1.

	
MISTER FANTASTIC (Dr. Reed Richards) Founding Member	INVISIBLE WOMAN (Susan Storm) Founding Member
	
HUMAN TORCH (Johnny Storm) Founding Member	THING (Ben Grimm) Founding Member

Membership Roster

Mister Fantastic – Founding member.

Invisible Woman – Founding member.

Human Torch – Founding member.

Thing – Founding member.

Real Name: Fen (Fen McKenzie on the surface world).

Occupation: Royal advisor.

Identity: Fen does not use a dual identity.

Legal Status: Queen-Regent of Atlantis.

Other Aliases: Queen-Mother Fen, Princess Fen.

Place of Birth: Atlantis.

Marital Status: Widowed.

Known Relatives: Thakorr (father, deceased), Namor (son), Leonard McKenzie (husband, deceased), Thomas McKenzie (brother-in-law, presumed deceased), Byrrah (nephew), Aquaria Nautica Neptunia (alias Namora), Dorma (second cousins once removed).

Group Affiliation: Atlantean Royal Family.

Base of Operations: Atlantis, North Atlantic Ocean.

First Historical Appearance: MOTION PICTURE FUNNIES WEEKLY #1.

First Post-Reboot Appearance: THE LOST WORLD OF ATLANTIS #1.

History: Fen was born as one of the daughters of King Thakorr, ruler of the underwater city of Atlantis (see *Atlanteans*; *Atlantis*). As an adventurous and headstrong young girl, she often journeyed to the surface, where she would spy on the crews of the various ships passing through the North Atlantic, where she learned to speak English. As a young woman, she found herself attracted to Leonard McKenzie, the captain of an icebreaker, the *Oracle*. After a time, she boarded McKenzie's ship, and was welcomed into his life. The two were married days later by the ship's chaplain. (Unlike most Atlanteans, Fen proved able to be able to stay on the surface for an hour before needing to return to the sea. She never strayed very far from the ship after her marriage.)

Fen's father, King Thakorr, believed that Fen was being held captive by the surface ship and attacked the ship, killing many of the crew. He was surprised and forced to admit his error when Fen courageously defended her dying husband from her father. Fen agreed to return to her home, but only on the condition that the rest of the ship's crew was free to leave unharmed.

Nine months later, Fen gave birth to a son, who had Caucasian skin like his father. Fen named him Namor, which in the Atlantean tongue meant "Avenging Son;" it is not certain if Fen intended for Namor to eventually avenge her fallen husband, or if her opinion of surface-worlders had changed by that time (see *Namor*). Namor proved able to breathe both air and water, as well as proving exceedingly strong and able to even fly through the air, presumably due to the small wings he grew, almost like fins, on his ankles.

Fen taught Namor English and what little she had learned of the surface world. In her heart, she knew that Namor would never be accepted by her father, and was preparing him for his eventual exile, which ultimately came just prior to World War II. During the War, she would often leave Atlantis to advise or assist him in his endeavors.

After the war ended, Fen often served as regent for Thakorr. All of her brothers had died during the war fighting Nazi U-Boats, and only one of her sisters had given birth to a son (see *Byrrah*). Therefore, when Thakorr died of old age in 1957, Namor was recalled to Atlantis to be crowned as the new king. Fen has served as Namor's primary advisor ever since, occasionally acting as regent when he took trips to the surface world. She just hopes that one day soon her son will marry and produce an grandchild before she dies of old age.

Height: 5' 9"

Weight: 170 lbs.

Eyes: Green.

Hair: Auburn with grey streaks.

Skin: Blue.

Uniform: None.

Strength Level: Fen possesses the normal Atlantean strength of a woman her age, height, and build who engages in regular exercise; this is stronger than a human woman of the same equivalent age and build due to her Atlantean physiology. She can lift (press) approximately 600 pounds on the surface.



Known Superhuman Powers: Fen possesses the normal superhuman attributes of the Atlantean race, able to breathe water indefinitely without aid, swim at about 30 knots (about 35 miles per hour), and withstand the pressures of the ocean floor. Unlike other Atlanteans, Fen can survive for about an hour on the surface before suffocating; most Atlanteans start to suffocate within minutes without aid. Like all Atlanteans, she ages slower than surface humans; she is now over a hundred years young, and appears as though she's an active woman in her mid-50s.

Other Abilities: Fen is a skilled diplomat and negotiator, and has had training in Atlantean hand to hand combat, enough for her to hold her own against stronger opponents.

385 points

Attributes: ST 20 [0*]; DX 12 [40]; IQ 12 [40]; HT 12 [0*].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Water Move 6 [0]; Dodge 10.

Languages: Atlantean (Native) (Native Language) [0]; English (Accented Spoken/Illiterate) [2].

Cultural Familiarities: Atlantis [0].

Advantages: Appearance (Beautiful) [12]; Atlantean [160]; Combat Reflexes [15]; Doesn't Breathe (Oxygen Storage (×15), -60%) [8]; Fit [5]; Status 6 [25†]; Temperature Tolerance 4 [4]; Wealth (Filthy Rich) [50].

Perks: Classic Features (Atlantean) [1]; Power Grappling [1].

Disadvantages: Guilt Complex [-5]; Non-Iconographic [-10]; Pacifism (Reluctant Killer) [-5]; Phobia (Pyrophobia: Fire) (15) [-2]; Sense of Duty (Atlantis) [-10]; Stubbornness [-5].

Quirks: Alcohol Intolerance [-1]; Broad-Minded [-1]; Nervous Stomach [-1]; Responsive [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+0 [2] – 12; Aquabatics (H) DX+0 [4] – 12; Area Knowledge (North Atlantic) (E) IQ+0 [1] – 12; Brawling (E) DX+2 [4] – 14; Dancing (A) DX-1 [1] – 11; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+2 [12] – 14; First Aid/TL1 (Atlantean) (E) IQ+0 [1] – 12; Knife (E) DX+0 [1] – 12; Law (Atlantis) (H) IQ+0 [4] – 12; Navigation/TL1 (Sea) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 12; Politics (A) IQ+2 [8] – 14; Riding (Giant Sea Horses) (A) DX-1 [1] – 11; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Shadowing (A) IQ+0 [2] – 12; Shield (Buckler) (E) DX+0 [1] – 12; Spear (A) DX+1 [4] – 13; Survival (Open Ocean) (A) Per-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Teaching (A) IQ+0 [2] – 12; Wrestling (A) DX+1 [4] – 13.

Starting Spending Money: \$400,000 (20% of Starting Wealth)

* Includes +10 to ST and +2 to HT from the Atlantean racial package.

† Includes +1 from Wealth.

Role-Playing Notes:

Designer's Notes:

1. Fen is unique among full-blooded Atlanteans in that she can stay out of the water for an hour before starting to suffocate. This may in fact be a "mutant" property of her own. To stat this ability properly, I had to make a change to the Oxygen Storage limitation on Doesn't Breathe. The lowest "RAW" value is ×25, for -50%; by the numbers I ran, this would have enabled her to stay out of the water for 100 minutes, not 60. Therefore, I needed to come up with a value for ×15; going by the progression, -60% seemed the best choice. Raising this to the RAW minimum increases the value of Doesn't Breathe to 10 points, a mere 2 point difference.
2. I gave Fen Accented-level English rather than Native for two reasons. First, she learned the language almost a hundred years ago, and the language has changed slightly since then. Second, she hasn't really needed to speak it for over fifty years, except on formal occasions when venturing to the surface for political reasons or when conversing with Namor in private.
3. Fen has bought off the Curious and Impulsiveness disadvantages that she possessed in her younger years.

FISK, VANESSA

Supporting Cast

Real Name: Vanessa de Fournier Fisk.

Occupation: Businesswoman.

Identity: Vanessa Fisk does not use a dual identity.

Legal Status: Naturalized citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Paris, France.

Marital Status: Married.

Known Relatives: Wilson (alias Kingpin, husband), Richard (son).

Group Affiliation: Chairman of the Board of Wilson Fisk Industries.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Vanessa de Fournier met and married Wilson Fisk in her native France at a very young age; her exact age at the time has not been revealed, but Wilson was already a successful businessman and crime lord at the time (see *Kingpin*). Wilson paid for his wife's education, but her own business skills enable her to run her husband's legitimate businesses on her own merit. It is not known if Vanessa knew about her husband's criminal dealings before they were married; she is all too aware of them at the present. A gentle soul who truly loves her husband, Vanessa keeps trying to get Wilson to give up his criminal dealings.

Height: 5' 8"

Weight: 125 lbs.

Eyes: Blue.

Hair: Black.

Uniform: None.

Strength Level: Vanessa Fisk possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Vanessa is a skilled businesswoman, and is a competent with a pistol.

Weapons: Vanessa occasionally carries a concealed handgun for personal protection.

191 points

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 10 [2]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Business Acumen 2 [20]; Fashion Sense [5]; Merchant Rank 8 [40]; Status 7 [10]*; Wealth (Multimillionaire 1) [75].

Perks: Permit (Concealed Carry) [1].

Disadvantages: Addiction (Tobacco) [-5]; Dependent (Richard, son; No more than 100%; Loved One) (9) [-2]; Honesty (9) [-15]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Wilson Fisk, husband) [-2].

Quirks: Always Stylishly Dressed [-1]; Careful [-1]; Devout Roman Catholic [-1]; Responsive [-1].

Skills: Administration (A) IQ+3 [4] – 14†; Artist (Drawing) (H) IQ-1 [2] – 10; Carousing (E) HT+0 [1] – 12; Current Affairs/TL8 (E) IQ+1 [2] – 12; Dancing (A) DX+0 [2] – 10; Diplomacy (H) IQ+1 [8] – 12; Guns/TL8 (Pistol) DX+2 [4] – 12; Heraldry (Corporate Logos) (A) IQ+1 [4] – 12; Literature (H) IQ+0 [4] – 10; Market Analysis (H) IQ+2 [4] – 13†; Savoir-Faire (High Society) (E) IQ+2 [4] – 13.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth)

* Includes +3 from Merchant Rank and +2 from Wealth

† Includes +2 from Business Acumen.



Role-Playing Notes:

FLAG-SMASHER

Villain

Real Name: Unrevealed.

Occupation: Terrorist.

Identity: Known to the authorities.

Legal Status: Citizen of Switzerland with a criminal record in the United States.

Other Aliases: "That Space Ghost wannabe".

Place of Birth: Bern, Switzerland.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: ULTIMATUM.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: By his own account, the man who would one day become known as Flag-Smasher grew up the son of a Swiss diplomat, moving around the world on a regular basis, never having time to set down roots. One day, when he was a teenager, his father was killed in a terrorist's car bomb. This thoroughly shook him to his core, and he decided that striving to unite the world with words was a waste of effort. He would continue his father's work of uniting the world, but use the only language he felt the world would understand: violence.

It is not known whether he started the organization known as ULTIMATUM or if they recruited him, though the law enforcement and intelligence communities believe the latter (see *ULTIMATUM*). Either way, he was first seen leading a group of ULTIMATUM soldiers in an effort to blow up a number of federal buildings in New York City, where he was first opposed by Captain America and his sidekick, Bucky (see *Bucky*; *Captain America*). Flag-Smasher was arrested and presumably deported.

He did not stay in prison for long, as he was most recently seen leading an ULTIMATUM attack on Captain America in Hong Kong. Though most of ULTIMATUM's soldiers were captured, Flag-Smasher escaped. Where he will turn up next is anyone's guess.

Height: 6' 2".

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: White bodyshirt, black pants, black belt with a globe featuring the Americas on the buckle, black gloves, white boots, black cowl with red lenses over the eyes, black cloak with a red interior.

Strength Level: Flag-Smasher possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Flag-Smasher is a skilled hand to hand combatant and a marksman with ranged weaponry. He has also been given training in demolitions. Thanks to his experiences growing up, he is fluent in a multitude of languages. His most notable skill, however, is his skill at rhetoric and convincing others to join his cause.

380 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 7.00 [15]; Basic Move 7 [0]; Dodge 11.

Languages: German (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Charisma 3 [15]; Combat Reflexes [15]; Cultural Adaptability [10]; Danger Sense [15]; Extra Attack 1 [25]; Fit [5]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Omnilingual [40]; Social Chameleon [5]; ULTIMATUM Rank 6 [18]; Voice [10]; Wealth (Filthy Rich) [50].

Disadvantages: Addiction (Tobacco) [-5]; Compulsive Rhetoric (6) [-10]; Enemy (Law Enforcement) (12) [-60]; Fanaticism (World Unification; Extreme) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Dual Identity [-1]; Never Smiles [-1].



Skills: Axe/Mace (A) DX+1 [4] – 14; Body Language (Human) (A) Per+0 [2] – 12; Climbing (A) DX-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Politics) (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+0 [1] – 12*†; Escape (H) DX-1 [2] – 12; Explosives/TL8 (Demolitions) (A) IQ+2 [8] – 14; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 14‡; First Aid (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Guns/TL8 (Rifle) (E) DX+1 [2] – 14; Hiking (A) HT+0 [2] – 12; Intimidation (A) Will+0 [2] – 12; Judo (H) DX+1 [8] – 14; Jumping (E) DX+0 [1] – 13; Karate (H) DX+1 [8] – 14; Leadership (A) IQ+3 [2] – 13§; Liquid Projector/TL8 (Flamethrower) (E) DX+1 [2] – 14; Observation (A) Per+0 [2] – 12; Politics (A) IQ+2 [2] – 14*; Propaganda/TL8 (A) IQ+1 [4] – 13; Public Speaking (A) IQ+6 [4] – 18*§; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Streetwise (A) IQ-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Throwing (A) DX-1 [1] – 12; Traps/TL8 (A) IQ+0 [2] – 12; Two-Handed Axe/Mace (A) DX+1 [4] – 14.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +2 from Voice.

† Conditional +3 from Charisma.

‡ Includes +1 from Combat Reflexes.

§ Includes +3 from Charisma.

Role-Playing Notes:

Flag-Smasher is a fanatic, genuinely believing the unification/anti-nationalist rhetoric he's constantly spouting. There is nothing he won't do to further his agenda

Design Notes:

1. "ULTIMATUM Rank" is built following the guidelines in *Social Engineering: Pulling Rank*, with ULTIMATUM treated as the equivalent of a 10-point Patron, with Rank repriced to 3 points per level; at Rank 6, Flag-Smasher can receive assistance from the rest of ULTIMATUM on an Assistance Roll of 12 or less. It does not affect his Status.

Freedom Force is the name given to a team of superhumans who were recruited by the Department of Homeland Security to act as a counterpart to SHIELD's proposed Sentinel program (see *Sentinels*; *SHIELD*). All of the founding members of the team are mutants, but the government may add non-mutant superhumans to the team later.

The team that ultimately became Freedom Force was originally founded as a criminal team. Their first documented operation together was robbing an armored car in Washington, DC. This plot was thwarted by Capatain America and his partner and trainee, Bucky, who were in town to testify in front of Congress (see *Bucky*; *Captain America*).

At this point, enter Dr. Valerie Cooper, a political scientist and administrative agent for the DHS who was growing concerned over the image that SHIELD's Sentinel program could send to the superhuman population of the US (and worldwide). To this end, she proposed that the DHS recruit a team of superhumans to act as America's official super-team.

Cooper approached Byron Calley, the ringleader of the team who went by the alias Crucible, with a proposal for he and his team to have the charges dropped in return for their service in the Department (see *Crucible*). Most of the team agreed, though Slither only did so reluctantly (see *Slither*). It was Cooper who named the team "Freedom Force".

Freedom Force has been seen investigating the outlaw hero team known as the Renegades and the snake-themed mercenary team called the Serpent Squad (see *Renegades*; *Serpent Squad*). During this second case, they came into conflict once again with Captain America.

Following the Serpent Squad case, Slither quit the team after a fierce argument with Dr. Cooper over his methodology. Cooper has since been reviewing other superhumans to expand the team.

First Post-Reboot Appearance: (as a team) CAPTAIN AMERICA #; (as Freedom Force): RENEGADES #.

Membership Roster

Crucible – Founding member; Crucible recruited the original members the team prior to their recruitment by Homeland Security. He currently acts as field leader for the team.

Meteorite – Founding member.

Oracle – Founding member; Oracle serves as the team's surveillance expert.

Paralyzer – Founding member.

Slither – Founding member; Slither recently left the team after a dispute with Crucible and Val Cooper over his methodology on a case.

Dr. Valerie Cooper – Freedom Force's immediate superior in the Department of Homeland Security, Val Cooper is the one that selects their missions and may later expand the team.

 CRUCIBLE (Byron Calley) Field Leader Active CAPTAIN AMERICA #	 METEORITE (Ned Lathrop) Active CAPTAIN AMERICA #
 ORACLE (Peter Quinn) Active CAPTAIN AMERICA #	 PARALYZER (Randall Darby) Active CAPTAIN AMERICA #
 SLITHER (Aaron Salomon) Active CAPTAIN AMERICA # Quit CAPTAIN AMERICA #	 VAL COOPER Team Supervisor Active RENEGADES #

FRENZY

Villain

Real Name: Joanna Cargill.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Gareth (brother, deceased).

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Frenzy's past. It is known that she is a mutant, and that she apparently has some military training.

Frenzy first came into the public spotlight as a member of Mystique's Mutant Liberation Front, operating as their resident muscle (see *Mutant Liberation Front*; *Mystique*). She was involved in the MLF's attack on SHIELD director Gyrich at the unveiling of the new Sentinels, destroying several of the robots until being knocked out by Bainsidhe and taken into custody (see individual entries).

Frenzy broke out of prison before being transferred to the new Federal superhuman prison, the Vault, and joined up once again with Mystique. Alongside the Mutant Liberation Front, she has fought both the Avengers and the X-Men, managing to fight both the Beast and Thor to standstills (see *Avengers*; *Beast*; *Thor*; *X-Men*).

Although captured by the Avengers in their last encounter, Frenzy has been a mainstay of the Mutant Liberation Front since its formation, and will no doubt be encountered among their ranks in whatever assault comes next.

Height: 5' 11".

Weight: 230 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black leather tank top, black leather pants, black leather collar, black leather boots, and black leather gloves, black leather belt.

Strength Level: Frenzy possesses superhuman strength enabling her to lift (press) roughly 25 tons.

Known Superhuman Powers: In addition to her strength, Frenzy possesses superhuman durability enabling her to withstand incredible amounts of punishment. Her skin has been described as "steel hard", rendering her impervious to high caliber bullets, bladed weapons composed of most conventional materials, and temperature extremes of both heat and cold. Frenzy is also capable of withstanding great impact forces, such as being repeatedly struck with superhuman force or falling from great heights, without being injured. She can also withstand powerful energy blasts, such as those of Cyclops's eye beams, with no visible damage (see *Cyclops*). She's also been shown to be resistant to radiation.

In addition, Frenzy's enhanced musculature gives her greater than human speed and agility, enabling her to run at up to 60 mph, and giving her reflexes greater than many Olympic athletes.

Frenzy's muscles produce less fatigue toxins and those of a normal human. At her peak, she can exert herself physically for several hours before the build up of fatigue toxins in her blood begins to impair her.

Limitations: Frenzy is psychologically afraid of the dark, freezing up when cut off from all sources of light.

1,188 points

Attributes: ST 38/177 [20*]; DX 16 [40*]; IQ 11 [20]; HT 14 [20*].

Secondary Characteristics: Dmg 4d/6d+2 (18d/20d); BL 289 lbs; HP 38 [0*]; Will 11 [0]; Per 12 [5]; FP 20 [0\$]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].



Advantages: Combat Reflexes [15]; Damage Resistance 55 (No Signature, +20%; Tough Skin, -40%; Mutant, -10%) [193]; Enhanced Move (Ground) 2 (Move 28/56 mph; Mutant, -10%) [36]; Extra DX +4 (Mutant, -10%) [72]; Extra FP +6 (Mutant, -10%) [17]; Extra HT +2 (Mutant, -10%) [18]; Extra ST +15 (Mutant, -10%) [135]; High Pain Threshold (Mutant, -10%) [9]; Injury Tolerance (Damage Reduction /10; Mutant, -10%) [135]; Radiation Tolerance (PF 10) (Mutant, -10%) [14]; Regeneration (Slow: 1 HP/12 hrs) (Mutant, -10%) [9]; Super ST +11/+150 (Mutant, -10%) [429]; Very Fit [15].

Perks: Dirty Fighting [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Intolerance (Anti-Mutant Bigots) [-5]; Light Sleeper [-5]; Overconfidence (9) [-7]; Phobia (Darkness) (12) [-15]; Sense of Duty (Rogue, teammate) [-2]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minority Group) [-10]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Dislikes Unnecessary Violence [-1]; Rule-Breaker [-1].

Skills: Boating/TL8 (Motorboat) (A) DX-1 [1] – 15; Brawling (E) DX+2 [4] – 18; Driving/TL8 (Heavy Wheeled) (A) DX-1 [1] – 15; Driving/TL8 (Tracked) (A) DX-1 [1] – 15; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 12; Explosives/TL8 (Demolitions) (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Forced Entry (E) DX+1 [2] – 17; Guns/TL8 (LAW) (E) DX+1 [2] – 17; Guns/TL8 (LMG) (E) DX+1 [2] – 17; Guns/TL8 (Rifle) (E) DX+1 [2] – 17; Guns/TL8 (SMG) (E) DX+1 [2] – 17; Lifting (A) HT+0 [2] – 14; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 17.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +15 from Extra ST and +11/+150 from Super ST.

† Includes +4 from Extra DX.

‡ Includes +2 from Extra HT.

§ Includes +6 from Extra FP.

Role-Playing Notes:

Frenzy is a take-no-nonsense woman who sees the violence in her lifestyle as a necessary evil, approaching combats with a "finish the mission" mindset. She is often exasperated by some of her teammates and their love of senseless violence.

To everyone's surprise, she has formed a friendship with Rogue, taking on the unofficial role of "big sister", going out of her way to protect the younger mutant and even (when Mystique and Destiny are not around) encouraging her to get out of the business.

FRIGHTFUL FOUR

Villain Team

The Frightful Four is the brainchild of the criminal known as the Wizard, formed as a criminal counterpart to the Fantastic Four (see *Fantastic Four; Wizard*). To this end, the Wizard recruited the Trapster and the Sandman, both of whom had fought the Human Torch on at least one occasion (see *Human Torch; Sandman; Trapster*). Rounding out the Frightful Four was Medusa, who until that point was a relative unknown but whose prehensile hair the Wizard figured would be useful against the Fantastic Four (see *Medusa*).

The Frightful Four began by breaking into the Baxter Building and taking the Fantastic Four's mailman, Willie Lumpkin, prisoner, then issuing a public challenge to the Fantastic Four to come rescue him (see *Lumpkin, Willie*). The two teams clashed, and all but Medusa were captured and taken into custody. Medusa later released the Wizard from prison, and the two are believed to be plotting the release of the other members.

First Post-Reboot Appearance: FANTASTIC FOUR #

Membership Roster

Wizard – Founder. The Wizard formed the Frightful Four because he believed he would need help in defeating the Fantastic Four.

Sandman – First recruit. Sandman once fought the Human Torch, and serves primarily as the muscle of the team. He's in it for the money.

Medusa – Second recruit. A relative unknown prior to the team's formation, Medusa is likely to stay with the team.

Trapster – Third recruit. A solid team player, Trapster is likely to remain with the team.



FROG-MAN

Villain

Real Name: Francois LeBlanc.

Occupation: Professional criminal, former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of both the United States and Canada with a criminal record in both.

Other Aliases: None.

Place of Birth: Niagara Falls, New York.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Francois LeBlanc was born on the American side of Niagara Falls to Quebecois parents. After graduating high school, he enlisted in the Canadian army, but was dishonorably discharged when he was found to be involved in a war profiteering racket, selling military weapons and parts on the black market. He was given the opportunity to receive an early parole by participating in a scientific experiment.

These experiments, performed by scientists in the employ of the Kingpin, involved the injections of various animal DNA into their test subjects using genetic retroviruses (see *Kingpin*). LeBlanc's injections contained DNA from several amphibians, primarily various species of frog.

Calling himself Frog-Man, LeBlanc joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Frog-Man and his companions – Ape-Man, Bird-Man, Cat-Man, and Dragonfly – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Cat-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 5' 11".

Weight: 185 lbs.

Eyes: Blue.

Hair: None.

Skin: Green.

Other Distinguishing Features: Frog-Man has two fingers (plus a thumb) on each hand, and two toes on each foot.

Uniform: Yellow leotard, yellow gloves, yellow boots, gold belt.

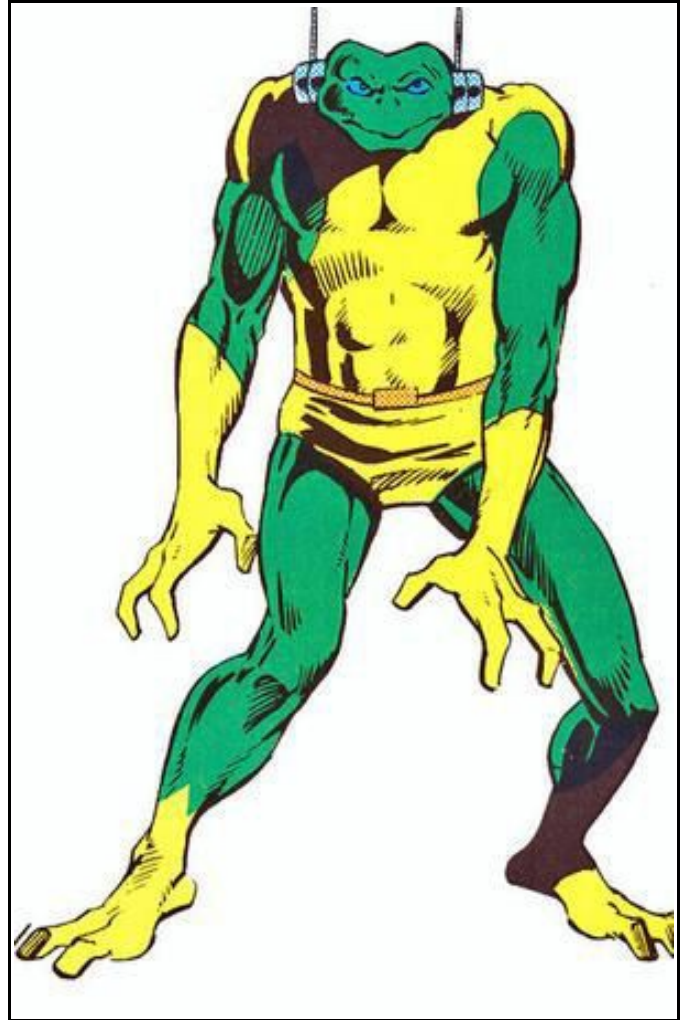
Strength Level: Frog-Man possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Thanks to being gene-spliced with frog DNA, Frog-Man has various frog-like adaptations.

Frog-Man's primary power is the ability to make tremendous leaps. He's been known to perform a standing high jump of around 10 feet, and a standing broad jump of over 40 feet; with a running start, he can nearly double those distances. In addition, he can land on his feet from extreme heights without taking damage. As a side effect of this, he is able to kick in combat with much more force than one would expect from a man of his height, weight, and build.

Additionally, Frog-Man's fingers and toes end in microscopic suction tips enabling him to cling to a number of surfaces.

Finally, Frog-Man possesses a tongue similar to that of his namesake, which he can use to grapple items up to 8 feet away. His tongue isn't as strong as the rest of his body, but is extremely flexible.



240 points

Attributes: ST 10 [11]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 7 [5]; Dodge 10.

Languages: English (Native) (Native Language) [0]; French (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Catfall [10]; Clinging [20]; Combat Reflexes [15]; Extra Arms 1 (Extra-Flexible, +50%; Long +2, +200%; Weak: 1/4 Body ST, -50%) [30]; Flexibility [5]; High Pain Threshold [10]; Perfect Balance [15]; Striking ST +8 (Kick Only, -60%) [16]; Super Jump 2 [20].

Perks: Citizenship (Canada) [1].

Disadvantages: Appearance (Unattractive) [-4]; Enemy (NYPD) (9) [-20]; Greed (9) [-22]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Agnostic [-1]; Bowlegged [-1]; Distractible [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Acting (A) IQ+1 [4] – 12; Brawling (E) DX+2 [4] – 15; Climbing (A) DX+3 [1] – 16*†; Computer Operation/TL8 (E) IQ+1 [2] – 12; Fast-Talk (A) IQ+1 [4] – 12; First Aid (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+2 [4] – 15; Guns/TL8 (Rifle) (E) DX+1 [1] – 13; Jumping (E) DX+4 [12] – 17; Merchant (A) IQ+1 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Smuggling (A) IQ+1 [4] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12.

Techniques: Acrobatic Stand (Acrobatics) (A) def+5 [5] – 13; Kicking (Brawling) (H) def+2 [3] – 15.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

Role-Playing Notes:

FURY, NICK

Hero

Real Name: Nicholas Fury.

Occupation: Secret agent, formerly soldier.

Identity: Nick Fury does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Hell's Kitchen, New York City, New York.

Marital Status: Single.

Known Relatives: Jacob (alias Scorpio, brother), Dawn (sister).

Group Affiliation: United States Central Intelligence Agency, formerly United States Army.

Base of Operations: CIA Headquarters, Arlington, Virginia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #1.

History: Nicholas Fury grew up in the district of New York City commonly known as Hell's Kitchen. To escape the Kitchen, he enlisted right out of high school in the United States Marines. He distinguished himself in multiple tours in Iraq and Afghanistan, quickly rising to the rank of Sergeant and being placed in command of a squad that, because of their high success rate against overwhelming odds, became known as the Howling Commandos.

As the leader of the Howling Commandos, Fury came to the attention of the U.S. Central Intelligence Agency, who recruited him into their ranks. As a CIA agent, Fury has become known as "the American James Bond," rooting out subversives across the globe. His most persistent enemy has been his younger brother Jake, who took the name Scorpio as a leader in the subversive cartel Zodiac (see *Scorpio*; *Zodiac*).

Height: 6'

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Fury wears a patch over his left eye to hide scarring.

Uniform: None; in the past, he has worn the standard United States Marines uniform.

Strength Level: Nick Fury possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Fury is a skilled marksman and hand to hand combatant. He is also well-versed in a number of espionage skills, including, but not limited to, lock picking, surveillance, stealth, and computer operations. He is fluent in Arabic, Russian, and Chinese.

Weapons: Fury uses a number of weapons depending on his assignment. His personal sidearm, however, is a Glock 20 chambered for the 10×25mm round with built-in laser targeting. He normally uses dual-purpose APHP (armor-piercing hollow-point) ammunition, a hollow point round with a tungsten core for penetrating armor. (Against "soft" targets, like unarmored people, the round acts like a standard hollow point, while against armored "hard" targets, such as body armor or vehicular plating, the round acts like an armor-piercing round.)

Limitations: Fury has lost his vision in his left eye due to shrapnel while stationed in Iraq.



710 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 14 [5]; Per 14 [5]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 13.

Languages: Arabic (Accented) [4]; English (Native) (Native Language) [0]; Mandarin Chinese (Accented) [0]; Russian (Accented) [0].

Cultural Familiarities: Central Asian [1]; Middle Eastern [1]; Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Born Tactician 2 [20]; Charisma 3 [15]; Combat Reflexes [15]; Danger Sense [15]; Daredevil [15]; Enhanced Dodge 2 [30]; Gizmo 3 [15]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Legal Enforcement Powers 3 [15]; Resistant to Poisons (Common) (+3 to roll) [5]; Security Clearance ("Need to Know" access to a broad range of secrets) [10]; Smooth Operator 2 [30]; Social Chameleon [5]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Courtesy Military Rank 2 [2]; Pants-Positive Safety [1]; Style Familiarity (Military Hand to Hand: MCMAP) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Soldier's) [-10]; Dependent: Dawn (sister) (Point Value: No More Than 25%; Frequency: 6 or less; Loved One) [-10]; Duty (CIA) (15) [-15]; Lecherousness (12) [-15]; One Eye [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (People of the United States) (Large Group) [-10].

Quirks: Admires Professionalism [-1]; Always Treats Members of the Opposite Sex With Courtesy [-1]; Has Memorized the Statistics for Most 20th/21st Century Guns [-1]; Keeps a Collection of "War Trophies" [-1]; Smiles When Angry or Annoyed [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Acting (A) IQ+2 [2] – 15*; Body Language (Human) (A) Per+0 [2] – 14; Brawling (E) DX+2 [8] – 16†; Camouflage (E) IQ+1 [2] – 14; Carousing (E) HT+3 [2] – 17‡; Climbing (A) DX+0 [2] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 14; Connoisseur (Music) (A) IQ+1 [2] – 14; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Detect Lies (H) Per+1 [2] – 15‡; Driving/TL8 (Automobile) (A) DX+0 [2] – 14; Driving/TL8 (Halftrack) (A) DX+0 [2] – 14; Driving/TL8 (Heavy Wheeled) (A) DX+0 [2] – 14; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 14; Driving/TL8 (Tracked) (A) DX+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Surveillance) (A) IQ+1 [4] – 14; Expert Skill (Computer Security) (H) IQ+1 [8] – 14; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 14; Explosives/TL8 (Explosive Ordnance Disposal) (A) IQ+1 [4] – 14; Explosives/TL8 (Underwater Demolition) (A) IQ+1 [3] – 14§; Fast-Talk (A) IQ+3 [2] – 15‡; Filch (A) DX+0 [2] – 14; First Aid/TL8 (Human) (E) IQ+1 [2] – 14; Forced Entry (E) DX+1 [2] – 15; Gambling (A) IQ-1 [1] – 12; Gun! (WC) DX+2 [48] – 16; Hidden Lore (Conspiracies) (A) IQ+1 [4] – 14; Hiking (A) HT+0 [2] – 14; Holdout (A) IQ+3 [12] – 16; Intelligence Analysis/TL8 (H) IQ+1 [2] – 14#; Interrogation (A) IQ+0 [2] – 13; Intimidation (A) Will+2 [2] – 16‡; Judo (H) DX+2 [16] – 16†; Jumping (E) DX+1 [2] – 15; Knife (E) DX+0 [2] – 14†; Leadership (A) IQ+7 [2] – 20*‡#; Lifting (A) HT+0 [2] – 14; Lockpicking/TL8 (A) IQ+0 [2] – 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Mimicry (Speech) (H) IQ-1 [2] – 12; NBC Suit/TL8 (A) DX+0 [2] – 14; Observation (A) Per+2 [8] – 16; Parachuting/TL8 (E) DX+2 [4] – 16; Photography/TL8 (A) IQ+1 [4] – 14; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+3 [2] – 16‡; Savoir-Faire (Military) (E) IQ+5 [2] – 18‡#; Scuba/TL8 (A) IQ+3 [8] – 15; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+5 [1] – 19‡¥; Shadowing (A) IQ+1 [4] – 14; Smuggling (A) IQ+1 [4] – 14; Soldier/TL8 IQ+3 [4] – 16#; Spear (A) DX-1 [2] – 13†; Stealth (A) DX+1 [4] – 15; Strategy (Land) (H) IQ+1 [2] – 14#; Streetwise (A) IQ+2 [2] – 15‡; Survival (Desert) (A) Per+0 [2] – 14; Survival (Mountain) (A) Per+0 [2] – 14; Swimming (E) HT+1 [2] – 15; Tactics (H) IQ+3 [4] – 15#; Thrown Weapon (Knife) (E) DX+1 [2] – 15; Traps/TL8 (A) IQ+3 [8] – 15; Urban Survival (A) Per+0 [2] – 14.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 12; Rope Up (Climbing) (A) def+2 [2] – 14; Scaling (Climbing) (H) def+3 [4] – 14; Set Trap (Explosives (Demolition)) (H) def+2 [3] – 14; Work by Touch (Lockpicking) (H) def+5 [6] – 13.

Starting Spending Money: \$6,950 (20% of Starting Wealth, minus cost of pistol, below).

- * Includes +2 from Charisma
- † Includes -1 from One Eye
- ‡ Includes +2 from Smooth Operator
- § Defaulted from Explosives/TL8 (Demolition)
- # Includes +2 from Born Tactician
- ¥ Includes +4 from Appearance

Role-Playing Notes:

Nick Fury's Pistol

GUNS (PISTOL)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
8	Glock 20, 10x25mm	3d-1 pi+	2	160/1,800	2.4/0.7	3	15+1(3)	10	-2	2	\$1,050	3
	10x25mm AP	3d-1 (2) pi										
	10x25mm HP	3d-1 (0.5) pi++										

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Gaza's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Gaza are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Gaza has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Height: 6' 9".

Weight: 290 lbs.

Eyes: White.

Hair: Brown.

Uniform: None.

Strength Level: Gaza possesses superhuman strength enabling him to lift (press) around 1 ton.

Known Superhuman Powers: Gaza possesses psionic powers which grant him the equivalent of normal eyesight. He is immune to purely visual (as opposed to psionic) illusions, blinding attacks, and any attacks that require eye contact.

Limitations: Gaza is physically blind.

333 points

Attributes: ST 15 [50]; DX 12 [40]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 1d+1/2d+1 (4d-1/6d+1); BL 45 lbs (245 lbs); HP 15 [0]; Will 10 [0]; Per 11 [5]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Combat Reflexes [15]; Hard to Kill 2 [4]; Hard to Subdue 2 [4];

Immunity to Visual Illusions (Mental Resistance) [5]; Lifting ST +20 (Biological, -10%) [54]; No Blindness (Psionic, -10%) [45]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Protected Vision (Psionic, -10%) [5]; Resistant to Disease (+3) [5]; See Invisible (Psionic, -10%) [14]; Striking ST +20 (Biological, -10%) [90]; Very Fit [15].

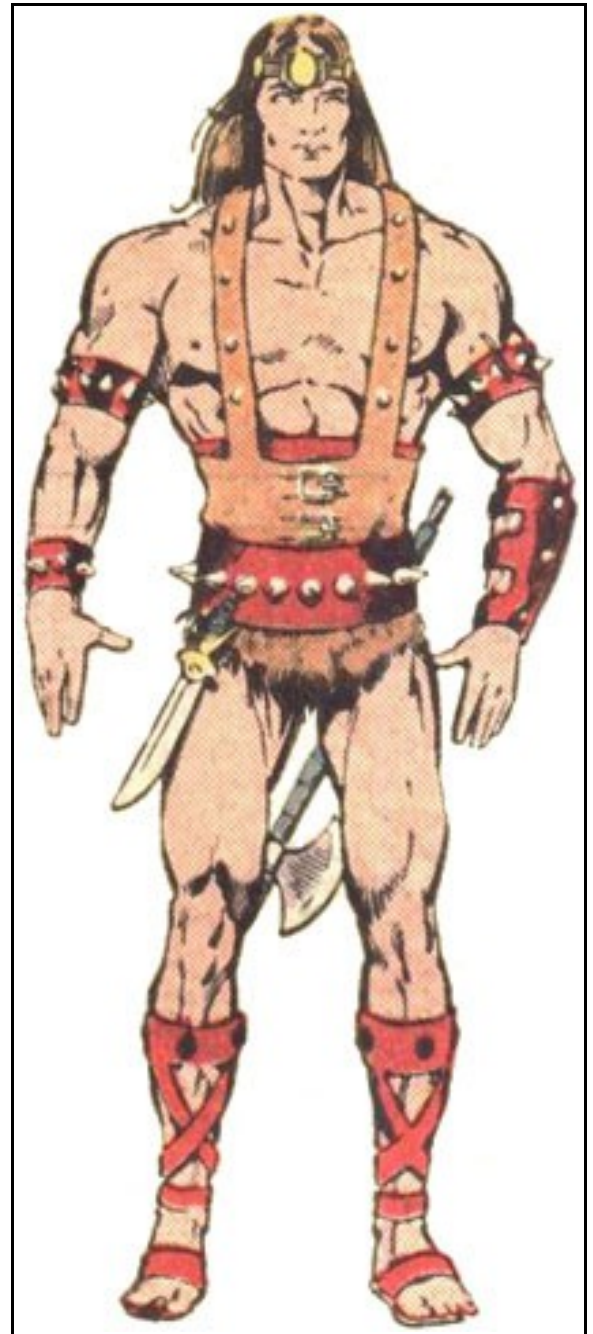
Perks: Power Grappling [1]; Weapon Bond (Axe) [1];

Disadvantages: Blindness [-50]; Code of Honor (Personal) [-5]; Hidebound [-5]; Low TL -8 [-40]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (12) [-5]; Sense of Duty (Savage Land Mutates) [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Distinctive Feature (White Eyes) [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+2 [4] - 12; Axe/Mace (A) DX+2 [8] - 14; Brawling (E) DX+2 [4] - 14; Climbing (A) DX+0 [2] - 12; Fishing (E) Per+2 [1] - 13*; Hiking (A) HT-1 [1] - 12; Knife (E) DX+1 [2] - 13; Stealth (A) DX+1 [4] - 13; Survival (Arctic) (A) Per+2 [2] - 13*; Survival (Jungle) (A) Per+2 [2] - 13*; Thrown Weapon (Axe/Mace) (E) DX+1 [2] - 13; Thrown Weapon (Knife) (E) DX+1 [2] - 13; Tracking (A) Per+1 [2] - 13*; Wrestling (A) DX+1 [4] - 13.

Starting Spending Money: \$800 (20% of Starting Wealth).



* Includes +2 from Outdoorsman.

Role-Playing Notes:

Of all the Mutates, Gaza is perhaps the least villainous, being a man of honor. He sticks with the Mutates out of his sense of kinship to them, and works to keep the more sadistic of the Mutates in line.

Design Notes:

1. Gaza, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

GHOST RIDER

Anti-Hero

Real Name: Jonathan "Johnny" Blaze.

Occupation: Adventurer, former stunt cyclist.

Identity: Secret.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: "Bonehead".

Place of Birth: Dallas, Texas.

Marital Status: Single.

Known Relatives: Barton (father, deceased), John (grandfather, deceased).

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: GHOST RIDER #1.

History: Johnny Blaze comes from a long line of carnival stunt riding performers. His grandfather was the star performer during the 1970s, when stunt cycling was at its height, and both Johnny's father and Johnny himself carried on the tradition. Taught to ride a motorcycle from a young age, he performed in front of his first live audience at age ten. As he grew older, Johnny started looking more at dirt bike freestyle jumps, incorporating them into his own act and occasionally competing on the amateur circuit when they and the carnival coincided.

Johnny's father, Barton Blaze, contracted lung cancer but kept it from Johnny. Johnny discovered it anyway when he found a letter from the doctor's office in the trash can, and was understandably upset, both at his father for keeping it from him and his own inability to do anything to help his father.

The same night while doing some routine maintenance on the cycles, he was visited by an unnamed stranger who offered to cure Barton's cancer at the cost of Johnny's soul. Initially skeptical, Johnny nevertheless agreed, figuring he had nothing to lose from the deal. The next day, Barton's cancer had gone into remission, as if it had never existed. While the doctors were unable to explain it, Barton didn't care as he felt better than he had in a while, and intended to wow the audience with a new stunt in the show: jumping over a helicopter. He never made it to the helicopter, as he lost control of his bike and crashed while approaching a ring of fire. Johnny arrived just in time to see the stranger he'd made the deal with smile and then disappear from sight.

Johnny fled the carnival, only stopping long enough to silently say goodbye to his girlfriend, Roxanne Simpson. It was at this point the stranger showed up and revealed himself to be the demon lord Mephisto, attempting to claim Johnny's soul as payment. Roxanne, a student of the occult, had followed Johnny following the silent farewell and recited a banishing spell from a tome she'd stumbled onto. Mephiso was apparently returned to hell, but not before cursing Blaze with the Curse of the Ghost Rider (see *Mephisto*; *Simpson*, *Roxanne*).

Since then, Johnny and Roxanne have been traveling together, attempting to find a means to control the power of the curse. At first, Blaze would automatically transform into the Ghost Rider at night, but he has recently gained the ability to transform as needed, albeit having to avoid direct sunlight to do so. During this time, Johnny has attempted to guide the Ghost Rider into a force for good, battling a number of supernatural entities, but the Ghost Rider's violent tendencies have caused many issues with the law.

Height: 5' 10" (as Blaze); 6' 2" (as Ghost Rider)

Weight: 180 lbs (as Blaze); 220 lbs (as Ghost Rider)

Eyes: (as Blaze) Brown; (as Ghost Rider) black with red pupils.

Hair: (as Blaze) Brown; (as Ghost Rider) none.

Other Distinguishing Features: As the Ghost Rider, Blaze appears to be a skeleton wreathed in flames.



Uniform: Standard biker leathers.

Strength Level: Johnny Blaze possesses the normal human strength of a man his age, height, and build who engages in regular exercise. As the Ghost Rider, he possesses superhuman strength enabling him to lift (press) roughly five tons.

Known Superhuman Powers: Johnny Blaze has been cursed so that when in the presence of supernatural evil and in shadow he will transform into a skeletal being wreathed in flames called the Ghost Rider.

Foremost among the Ghost Rider's abilities are his supernatural strength and durability. As a skeleton, most bullets and other projectiles just pass right through him; his bones are also denser than normal bone.

The Ghost Rider is shrouded by what has been called "hellfire". He has near complete control over fire and flames, both those he generates and those around him. At some times the hellfire appears to be illusory, and at other times it is regular fire. This hellfire aura grants him limited protection against conventional handheld weaponry.

However, the Ghost Rider's greatest weapon is his penance stare, which is said to "sear the souls of the wicked." By forcing his target to make eye contact with him, the Ghost Rider forces the target to relive every evil act he or she has ever perpetrated on another, from the victims' points of view, and amplifying the pain a thousandfold, causing his target incredible agony. This ability has no effect on anyone who does not have a soul.

Other Abilities: Johnny Blaze is a skilled stunt cyclist.

Weapons: As the Ghost Rider, Johnny occasionally uses a length of chain which he can wreath in flame when needed.

Transportation: The Ghost Rider's motorcycle is a part of him; he can call it to him from almost any distance, and while riding it is capable of many feats that would be impossible for regular motorcycles, including riding up and down 90° inclines and traveling over water. He has been clocked at moving around 200 mph.

*"How's it feel to have all that power inside you? All that evil? All those souls? A thousand souls to burn. Your souls are stained by the blood of the innocents. **Feel their pain!**"*

– *Ghost Rider*

Johnny Blaze

2,266 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [10]; Will 12 [10]; Per 11 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Alternate Form (Ghost Rider) (Difference in Points: 1,579; Accessibility: Only In Shadows, -20%; Reduced Time 4 (1 second), +80%; Demonic, -10%) [2,156]; Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Fit [5]; High Pain Threshold [10].

Perks: Acceleration Tolerance [1]; Clinch (Brawling) [1]; Equipment Bond (Motorcycle) [1]; Full Tank [1]; One-Way Fluency (Spanish) [1]; Skill Adaptation (Lance Requires Driving (Motorcycle) Instead of Riding) [1].

Disadvantages: Code of Honor (Carney's) [-5]; Easy to Read [-10]; Guilt Complex [-5]; On the Edge (12) [-15]; Pacifism (Cannot Kill) [-15]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Alcohol Intolerance [-1]; Scruffy-Looking [-1]; Show-Off [-1]; Speed Freak [-1]; Works On Bikes To Clear Head [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Brawling (E) DX+0 [1] – 12; Climbing (A) DX-1 [1] – 11; Current Affairs/TL8 (Sports) (E) IQ+2 [4] – 12; Driving/TL8 (Motorcycle) (A) DX+2 [8] – 14; First Aid/TL8 (Human) (E) IQ+1 [2] – 11; Guns/TL8 (Shotgun) (E) DX+1 [2] – 13; Hiking (A) HT-1 [1] – 11; Lance (A) DX+2 [8] – 14; Mechanic/TL8 (Motorcycle) (A) IQ+2 [8] – 12; Observation (A) Per+1 [4] – 12; Savoir-Faire (Carnival Folk) (E) IQ+2 [4] – 12; Streetwise (A) IQ+1 [4] – 11; Swimming (E) HT+0 [1] – 12.

Starting Spending Money: \$5,000 (50% of Starting Wealth).

Ghost Rider (as standalone character)

1,688 points

Attributes: ST 21/82 [20*]; DX 16 [120]; IQ 12 [40]; HT 16 [60].

Secondary Characteristics: Dmg 2d/4d+1 (9d/11d); BL 88 lbs (1,345 lbs); HP 21/82 [0*]; Will 17 [25]; Per 14 [10]; FP 16 [0]; Basic Speed 8.00; Basic Move 8.00; Basic "Air" Move 16 [2]; Dodge 12.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Hell [2]; Western [0].

Advantages: Absolute Direction [5]; Affliction (*Penance Stare*) 11 (Will-10; Accessibility: Target Must Have A Soul, -10%; Incapacitation: Agony, +100%; Malediction (-1/1d), +100%; Sense-Based (Vision), -20%; Demonic, -10%) [286]; Burning Attack 3d (*Hellfire Aura*) (Aura, +80%; Melee Attack: Reach C, -30%; Reflexive, +40%; Demonic, -10%) [27]; Claws (Blunt Claws) [3]; Combat Reflexes [15]; Damage Resistance 20 (Force Field, +20%; Demonic, -10%) [110]; Danger Sense [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enhanced Move (Air) 2.5 (Move 96/192 mph; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Handling Bonus +5, +25%; Demonic, -10%) [88]; Fire/3 [30]; Flight (Cannot Hover, -15%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable,

SM 0, -25%; Requires Surface, -10%; Temporary Disadvantage: Noisy 5, -10%; Demonic, -10%) [8]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Injury Tolerance (Damage Reduction /10; No Blood; No Brain; No Eyes; No Vitals; Unbreakable Bones; Unliving) [200]; Magery 3 (Can't Use External Energy, -15%; Fire Realm Only, -40%) [17]; Super ST +9/+70 (Demonic, -10%) [351]; Supernatural Durability [150]; Very Fit [15].

Perks: Clinch (Brawling) [1]; Ignition [1]; Illumination [1]; Improvised Weapons (Kusari) [1]; Rule of 15 [1]; Skill Adaptation (Lance Requires Driving (Motorcycle) Instead of Riding) [1].

Disadvantages: Appearance (Monstrous) [-20]; Bloodlust (12) [-10]; Code of Honor (Carney's) [-5]; Guilt Complex [-5]; Intolerance (Demons) [-5]; Loner (12) [-5]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-15]; Social Stigma (Monster) [-15]; Status -1 [-1]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Rule-Breaker [-1]; Sexless [-1]; Show-Off [-1]; Speed Freak [-1].

Skills: Acrobatics (H) DX+0 [4] – 16; Brawling (E) DX+2 [4] – 18; Climbing (A) DX-1 [1] – 15; Current Affairs/TL8 (Sports) (E) IQ+2 [4] – 14; Driving/TL8 (Motorcycle) (A) DX+2 [8] – 18; First Aid/TL8 (Human) (E) IQ+1 [2] – 13; Guns/TL8 (Shotgun) (E) DX+1 [2] – 17; Hiking (A) HT-1 [1] – 15; Kusari (H) DX+2 [12] – 18; Lance (A) DX+2 [8] – 18; Mechanic/TL8 (Motorcycle) (A) IQ+2 [8] – 14; Observation (A) Per+1 [4] – 15; Savoir-Faire (Carnival Folk) (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13; Swimming (E) HT+0 [1] – 16.

Magical Realm Skills: Fire (VH) IQ+8 [28] – 20†;

Starting Spending Money: \$5,000 (50% of Starting Wealth).

* Includes +9/+70 from Super ST.

† Includes +3 from Magery.

Ghost Rider (as alternate form)

1,579 points

Attribute Adjustments: ST +1 [10]; DX +4 [40]; IQ +1 [20]; HT +4 [40].

Secondary Characteristic Adjustments: Will +3 [15]; Per +1 [5].

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Hell [2]; Western [0].

Advantages: Absolute Direction [5]; Affliction (*Penance Stare*) 11 (Will-10; Accessibility: Target Must Have A Soul, -10%; Incapacitation: Agony, +100%; Malediction (-1/yr), +100%; Sense-Based (Vision), -20%; Demonic, -10%) [286]; Burning Attack 3d (*Hellfire Aura*) (Aura, +80%; Melee Attack: Reach C, -30%; Reflexive, +40%; Demonic, -10%) [27]; Claws (Blunt Claws [3]; Damage Resistance 20 (Force Field, +20%; Demonic, -10%) [110]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enhanced Move (Air) 2.5 (Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Handling Bonus +5, +25%; Demonic, -10%) [88]; Fire/3 [30]; Flight (Cannot Hover, -15%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Requires Surface, -10%; Temporary Disadvantage: Noisy 5, -10%; Demonic, -10%) [8]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Injury Tolerance (Damage Reduction /10; No Blood; No Brain; No Eyes; No Vitals; Unbreakable Bones; Unliving) [200]; Magery 3 (Can't Use External Energy, -15%; Fire Realm Only, -40%) [17]; No Easy To Read [10]; No Pacifism (Cannot Kill) [15]; No Social Stigma (Uneducated) [5]; Super ST +9/+70 (Demonic, -10%) [351]; Supernatural Durability [150]; Very Fit [15].

Perks: Ignition [1]; Illumination [1]; Improvised Weapons (Kusari) [1]; No Alcohol Intolerance [1]; No Scruffy-Looking [1]; No Works On Bike To Clear Head [1]; Rule of 15 [1].

Disadvantages: Appearance (Monstrous) [-20]; Bloodlust (12) [-10]; Intolerance (Demons) [-5]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-15]; Social Stigma (Monster) [-15].

Quirks: No Equipment Bond [-1]; No Full Tank [-1]; Rule-Breaker [-1]; Sexless [-1].

Skills: Kusari (H) DX+2 [12] – 18; and 3 additional points in Brawling (DX/E).

Magical Realm Skills: Fire (VH) IQ+8 [28] – 20*.

Role-Playing Notes:

Johnny is tortured by having to live with the deal he made. His guilt and anger drive him to make sure that he owns the curse, rather than the other way around.

Design Notes:

1. Johnny Blaze is a 110 point character before his Alternate Form is factored in.
2. The cost of Magery includes the cost of Magery 0 with the same limitations. It just looks weird putting both Magery 0 and Magery 3 on the sheet together with the exact same modifiers. Magery 3 came to 14 (13.5) points, and Magery 0 came to 3 (2.25) points. Taken together as a single trait, the price would have been 16 (15.75) points, reducing Ghost Rider as a standalone character by a single point (and not affecting the overall cost of the Alternate Form trait).

GLADIATOR

Villain

Real Name: Melvin Potter.

Occupation: Retail clerk, tailor.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Married.

Known Relatives: Li Ling (wife), Melanie (daughter).

Group Affiliation: Proprietor of Spotlight Costumes and Custom Tailoring

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Melvin Potter was a skilled tailor and gifted athlete who ran a costume shop in Hell's Kitchen, Spotlight Costumes and Custom Tailoring, that secretly catered to the superhuman population of New York City, both heroic and criminal. Melvin and his wife, Li Ling, are able to produce custom designed outfits in under 24 hours for a client. The Potters prefer to operate on a "no questions asked" basis for their custom outfits, intending to remain neutral in the battles between superhuman opponents. Among the outfits he is known to have produced are Captain America's uniform as The Captain, Daredevil, Spider-Man, the Ani-Men, and replacements for the X-Men (see individual entries).

Melvin Potter is, however, mentally unstable. Without his wife's knowledge, he designed a uniform to his own specifications, which in a way resembled that of a modern-day arena gladiator. Calling himself Gladiator, Potter was hired by the criminal mastermind Owl as an enforcer, and has come into conflict with Daredevil twice (see *Owl*). The second time, he was arrested and sent to prison at Ryker's Island. His attorney filed an insanity plea, and Potter was transferred to the psychiatric ward for evaluation. He was later seen among those engaged in the mass breakout led by the Rhino (see *Rhino*).

At present, Gladiator is still at large. His wife, Li Ling, continues to run their costume shop.

Height: 6' 6".

Weight: 300 lbs.

Eyes: Blue.

Hair: Bald, black facial hair.

Uniform: Yellow sleeveless t-shirt with blue-steel shoulder spikes and a blue and white design on the chest, blue steel bands around the upper arms, blue pants, blue gloves with circular saw blades on the back of the wrist, blue steel helmet, metallic boots.

Strength Level: Gladiator possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Melvin Potter is a skilled designer of clothing and specialty gadgets. His Gladiator personality is a skilled hand to hand combatant.

Weapons: Gladiator wears circular saw blades on his gloves, one on each hand. These blades are able to cut through wood and flesh with relative ease, and 1" steel bars given time.



260 points

Attributes: ST 20 [100]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 12 [5]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Cantonese (Accented) [4]; English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Cutting Attack 3d (Armor Divisor (3), +100%; Gadget/Breakable: DR 6, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must be forcefully removed, -10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Temporary Disadvantage (Electrical), -30%) [29]; Damage Resistance 1 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [1]; Fearlessness 3 [6]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Very Fit [15].

Perks: Dirty Fighting [1]; Fearsome Stare [1]; Focused Tailoring [1]; One-Way Fluency (Understands Mandarin Chinese) [1]; Rapid Retraction (Punches) [1].

Disadvantages: Dependent (Li Ling, wife; No more than 50%; Loved One) (9) [-10]; Dependent (Melanie, daughter; No more than 25%; Loved One) (6) [-10]; Enemy (NYPD) (9) [-20]; Social Stigma (Criminal Record) [-5]; Split Personality (12) [-15]. *Melvin:* Charitable (12) [-15]; Honesty (9) [-15]; Pacifism (Cannot Harm Innocents) [-10]. *Gladiator:* Bad Temper (9) [-15]; Bloodlust (12) [-10]; Callous [-5]; Easy to Read [-10].

Quirks: Dislikes His Given Name [-1]; No Questions Asked [-1].

Skills: Area Knowledge (Hell's Kitchen) (E) IQ+1 [2] – 12; Armoury/TL8 (Body Armor) (A) IQ+1 [4] – 12; Armoury/TL8 (Melee Weapons) (A) IQ+1 [4] – 12; Boxing (A) DX+2 [8] – 14; Climbing (A) DX+0 [2] – 12; Engineer/TL8 (Melee Weapons) (H) IQ+1 [8] – 12; Forced Entry (E) DX+1 [2] – 13; Intimidation (A) Will+1 [4] – 13; Mathematics/TL8 (Applied) (H) IQ+1 [8] – 12; Professional Skill (Tailor) (A) DX+2 [8] – 14; Sewing/TL8 (E) DX+2 [4] – 14; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+2 [8] – 14.

Techniques: Counterattack (Boxing) (H) def+3 [4] – 12; Piledriver (Wrestling) (H) def+5 [6] – 14.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

GREEN GOBLIN

Villain

Real Name: Norman Osborn.

Occupation: Industrialist, scientist, professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, wanted by the authorities in connection with several crimes.

Other Aliases: "Gobbo", "Gobby", "Greeny" (all nicknames given to him by Spider-Man), "Stormin' Norman" (a nickname used by his son and his employees behind his back).

Place of Birth: Boston, Massachusetts.

Marital Status: Widower.

Known Relatives: Harry (son); wife (name unrevealed, deceased).

Group Affiliation: CEO of Osborn Industries, head of his own gang of organized criminals.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: When Norman Osborn was a young man, he parlayed a number of his scientific achievements into a small fortune, which he then, with his wife's help, used to found his own corporation. Norman was content to continue working in R&D while his wife ran the company. Over the years, Osborn Industries became one of the primary contractors for the U.S. Department of Defense.

After his wife died giving birth to their son, Harry, Norman found himself thrust into the role of CEO of the company (see *Osborn, Harry*). Leaving the day-to-day operations of the company in the hands of its board of directors, Norman buried his grief in his work, becoming sullen and withdrawn, even ruthless.

Recently, Osborn Industries was selected to "improve" upon the rediscovered super-soldier serum which helped create Captain America back in 1940 (see *Captain America*). As the project neared its deadline, Osborn and his chief biochemist, Dr. Stromm, argued over whether the test results warranted human testing: At least one group of test animals exhibited increased aggression and symptoms that could be explained as "insanity". Taking the initiative and ignoring that one group's results, Osborn subjected himself to the improved serum, under Dr. Stromm's skeptical eye while alone in the lab at night.

The next morning, Osborn woke up on the floor of his living room to news that Stromm had been found murdered in the lab, and that some of Osborn Industries' experimental technologies had disappeared. In truth, the serum had adversely affected Osborn's already fragile mind, giving him an acute case of schizophrenia, causing him to hear voices which urged him on to crave power. In a fit of rage after the treatment, he had killed Dr. Stromm himself.

Using the technology he'd taken from the lab, which included a powered "glider" and a protective battlesuit, Osborn created the identity of the Green Goblin. He has since clashed several times with Spider-Man, not aware that his nemesis was the best friend of his son, Harry (see *Spider-Man*).

Height: 5' 11".

Weight: 185 lbs.

Eyes: Brown.

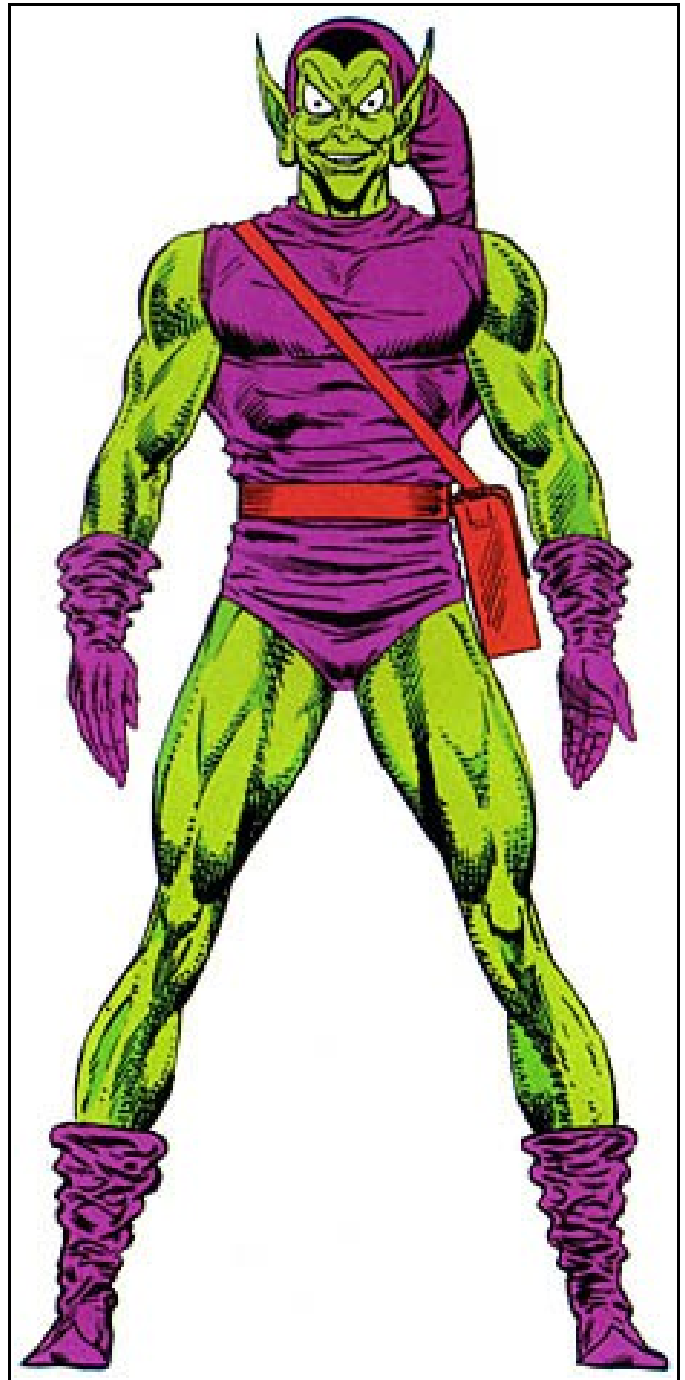
Hair: Brown.

Uniform: Metallic green body armor.

Strength Level: The Green Goblin possesses superhuman strength, enabling him to lift (press) roughly 1,000 lbs.

Known Superhuman Powers: In addition to his superhuman strength, the Green Goblin possesses superhuman reflexes. Like his primary opponent, Spider-Man, he is able to perceive bullets in flight, enabling him to react fast enough to dodge them.

Other Abilities: Norman Osborn is a skilled scientist and electronics engineer.



Weapons: The Green Goblin carries a number of explosive grenades styled like pumpkins. These grenades are more powerful than those fielded by modern military and SWAT personnel.

His armor has a number of built-in weapons, which he is constantly improving upon. Observed weapons are chemical sprayers in the arms, which have been loaded with various chemical agents, including knockout gas and tear gas.

Transportation: The Green Goblin travels by means of a "flying wing", which calls his Goblin Glider, which he controls via a combination of a neural interface tied to his helmet's radio and leg movements. This glider is able to hold the Goblin and one other person aloft, and move at speeds up to 100 miles per hour.

Paraphernalia: The Green Goblin's body armor consists of a high-tech, full-body, flexible bodysuit with a composite laminate cuirass over the torso. This enables him to withstand conventional gunfire from most police pistols and SWAT weapons. In addition, the helmet is outfitted with thermographic and telescopic sights, enabling him to see via observing heat signatures and up to a mile away. The suit protects him from the winds when he flies at high speed.

650 points

Attributes: ST 25 [150]; DX 14 [80]; IQ 14 [80]; HT 13 [30].

Secondary Characteristics: Dmg 2d+2/5d-1; BL 125 lbs.; HP 25 [0]; Will 14 [0]; Per 14 [0]; FP 13 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Artificer 2 [20]; Charisma 3 [15]; Eidetic Memory [5]; Enhanced Dodge 1 [15]; Enhanced Time Sense [45]; Extra Attack 1 [25]; Fit [5]; Hard to Kill 1 [2]; Hard to Subdue 1 [2]; High Pain Threshold [10]; Longevity [2]; Merchant Rank 8 [40]; Perfect Balance [15]; Physical Scientist 4 [40]; Rapid Healing [5]; Status 6 [0*]; Wealth (Multimillionaire 2) [100].

Disadvantages: Bad Temper (9) [-15]; Bully (12) [-10]; Dependent (Harry Osborn, son; no more than 25%) (9) [-10]; Enemy (Spider-Man; Equal in power) (9) [-10]; Megalomania [-10]; Phantom Voices (Diabolical) [-15]; Sadism (15) [-7]; Secret Identity (Imprisonment) [-20]; Stubbornness [-5]; Workaholic [-5].

Skills: Administration (A) IQ-1 [1] – 13; Area Knowledge (Manhattan) (E) IQ+0 [1] – 14; Biology/TL8 (Biochemistry) (H) IQ+4 [4] – 18†; Brawling (E) DX+2 [4] – 16; Chemistry/TL8 (H) IQ+4 [4] – 18‡; Computer Operation/TL8 (E) IQ+0 [1] – 14; Connoisseur (Wine) (A) IQ-1 [1] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Engineer/TL8 (Electronics) (H) IQ+2 [4] – 16‡; Explosives/TL9 (Demolition) (A) IQ+1 [4] – 15; Forced Entry (E) DX+0 [1] – 14; Hazardous Materials/TL8 (Chemical) (A) IQ-1 [1] – 13; Holdout (A) IQ-1 [1] – 13; Intimidation (A) Will+0 [2] – 14; Leadership (A) IQ+2 [1] – 16§; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 14; Mathematics/TL8 (Applied) (H) IQ+4 [4] – 18; Observation (A) Per+0 [2] – 14; Physiology/TL8 (Human) (H) IQ+4 [4] – 18; Piloting/TL8 (Flying Wing) (A) DX+4 [12] – 18#; Research/TL8 (A) IQ-1 [1] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Smuggling (A) IQ-1 [1] – 13; Stealth (A) DX-1 [1] – 13; Streetwise (A) IQ-1 [1] – 13; Throwing (A) DX+0 [2] – 14.

Starting Spending Money: \$400,000,000 (20% of Starting Wealth).

* Includes +3 from Merchant Rank and +3 from Wealth.

† Includes +4 from Physical Scientist.

‡ Includes +2 from Artificer.

§ Includes +3 from Charisma.

Includes +1 from Perfect Balance.

Role-Playing Notes:

Green Goblin's "Glider"

PILOTING (FLYING WING) (DX-4, Sport (Surfing)-3, or other Piloting-4)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	Notes
8	Goblin Glider	26	+3/1	11	5/100	500	400	-1	1+1	3	150	\$5K	EWi	0	

Green Goblin's Goblin-Grenades

THROWING

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Weight</i>	<i>Fuse</i>	<i>Bulk</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
9	Explosive (HEC)	8d x 2 cr ex	1	4	-2	\$40	1	
9	Fragmentation (HE)	8d x 2 cr ex [3d]	1	4	-2	\$40	1	
9	EMP	HT-8 aff (8 yd)	1	4	-2	\$400	1	[1]
	plus	2d cr ex						
9^	Plasma	6d x 4 burn ex sur	1	4	-2	\$400	1	
9	Tangler	spec (1 yd)	1.5	4	-2	\$80	2	[2]
9	Chemical	spec. (9 yds)	1	2	-2	\$40	2	[3]

Notes:

[1] EMP grenades scramble electronics, and are ineffective against organic beings.

[2] Tangler grenades are Binding attacks with ST 36.

[3] Chemical grenades are usually filled with either smoke, tear gas, or laughing gas, but can be filled with any type of chemical gas.

Green Goblin's Armor

<i>TL</i>	<i>Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
9	Reflex Bodysuit	body, limbs	12/4*	\$900	6	3	
9	Reflex Gloves	hands	6/2*	\$30	neg.	4	
9	Light Clamshell	torso	30	\$600	12	2	
9	Helmet	head	12	\$300	3	3	[1]
9	Assault Boots	feet	12/6	\$150	3	4	

Notes:

[1] Helmet grants Infravision, Telescopic Vision 3, and Radio.

Design Notes:

1. I always intended the Reboot Green Goblin to be wearing something closer to the armor worn by Willem Dafoe in the Sam Raimi Spider-Man movie. I just can't seem to find a decent picture of him in that outfit in a standing pose.

GRIFFIN

Villain

Real Name: Jonathan "Johnny" Horton.
Occupation: Mount, gladiatorial animal, former professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Tacoma, Washington.
Marital Status: Single.
Known Relatives: Phineas T. Horton (great-grand-uncle, deceased); Jim Hammon (alias Human Torch I, artificially created first cousin twice removed, reportedly deactivated).
Group Affiliation: Mount of Ares, past affiliations unknown.
Base of Operations: Mobile.

First Post-Reboot Appearance:
HERCULES: THE LEGEND
CONTINUES #

History: The great-grand-nephew of the creator of the android Human Torch, Johnny Horton felt he was destined to languish in obscurity. He'd fallen in with a gang of toughs, engaging in petty crimes, and had a All that changed, however, ten years ago when he was approached by a man who claimed he could turn Johnny into a superhuman. He accepted in a heartbeat.

Height: 6' 9".

Weight: 350 lbs.

Eyes: Yellow.

Hair: Blond.

Skin: Red.

Other Distinguishing Features: The Griffin possesses sharp claws on his hands and feet, large feathered wings sprouting from his shoulder-blades, a chalk-white bestial face similar to that of a lion's, and a long spiked tail. His rear feet are in a digitigrade posture.

Uniform: None; typically wears a loincloth and a harness.

Strength Level: At present, the Griffin possesses superhuman strength enabling him to lift (press) around 80 tons.

Known Superhuman Powers: In addition to his superhuman strength, the Griffin possesses superhuman durability making him bulletproof against conventional firearms up to and including police sniper rifles.

Limitations: The Griffin has been reduced through his mutations to a bestial intellect and instincts.



points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: None [-1].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:

GYRICH, HENRY PETER

Non-Villain Antagonist

Real Name: Henry Peter Gyrich.

Occupation: Director of SHIELD, former FBI agent.

Identity: Gyrich does not use a dual identity.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: SHIELD; formerly the FBI.

Base of Operations: Arlington, Virginia.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Gyrich's early life. It can be inferred from hints made that he rose through the ranks of the FBI before being assigned to the superhuman division under Agent Jimmy Woo, eventually becoming Woo's second in command. When the superhuman division was branched off into its own agency, SHIELD, Gyrich was selected to head the new agency (see *SHIELD*).

Since becoming SHIELD's director, Gyrich has implemented several changes to fit his personal vision. One of the most controversial was phasing out SHIELD's own team of superhumans in favor of advanced technology, purchasing gear from Stark Industries and even from questionable sources such as AIM, citing the potential security and property damage risks of having superhuman operatives charged with opposing other superhumans (see *AIM*; *Stark Industries*). Most recently, he hired an engineer, Oliver Trask, to develop a series of robots called "Sentinels" intended to combat superhumans (see *Sentinels*; *Trask, Oliver*).

At the unveiling of the Sentinels, an attempt on Gyrich's life was made by the shapeshifting criminal Mystique and her Mutant Liberation Front, only to be thwarted by SHIELD's Interpol liaison, Teresa Cassidy, and the X-Men (see *Bainsidhe*; *Mutant Liberation Front*; *Mystique*; *X-Men*). This attack only seems to have strengthened Gyrich's anti-superhuman biases.

Height: 6' 1".

Weight: 205 lbs.

Eyes: Brown.

Hair: Reddish brown.

Uniform: None.

Strength Level: Henry Gyrich possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Gyrich is a decent shot with a handgun. His primary strength, however, comes from his strong will and forceful personality.

Weapons: Gyrich has access to almost every weapon in SHIELD's armory. His personal sidearm is a compact Glock 23 in .40S&W, normally loaded with dual-purpose APHP (armor-piercing hollow-point) ammunition, a hollow point round with a tungsten core for penetrating armor. (Against "soft" targets, like unarmored people, the round acts like a standard hollow point, while against armored "hard" targets, such as body armor or vehicular plating, the round acts like an armor-piercing round.)

160 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

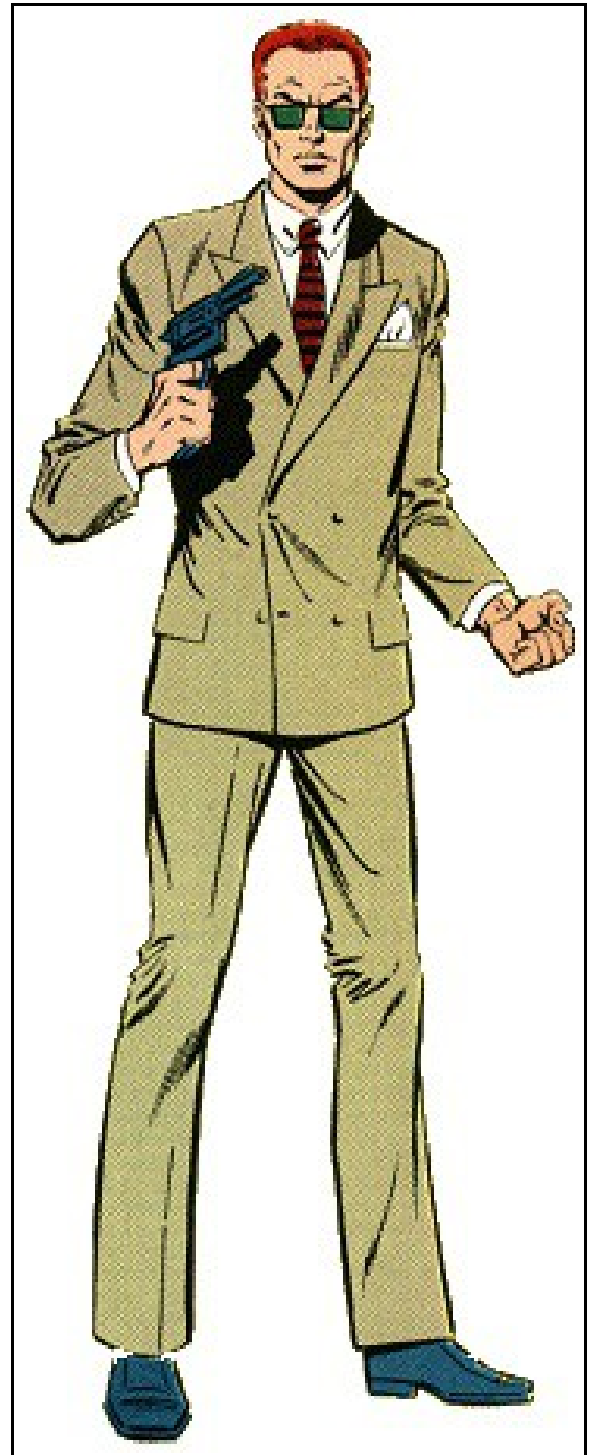
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 14 [10]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Charisma 3 [15]; Intuitive Statesman 2 [20]; Legal Enforcement Powers 1 [5]; SHIELD Rank 7 [35]; Status 3 [0*]; Wealth (Very Wealthy) [30].

Perks: Controllable Disadvantage (Callous) [1].



Disadvantages: Addiction (Tobacco) [-5]; Bad Sight (Farsighted) (Mitigator: Glasses, -60%) [-10]; Intolerance (Superhumans) [-5]; Pacifism (Reluctant Killer) [-5]; Reputation (Hard-Liner; All the Time; Everyone Except One Group (Fellow Hard-Liners)) -2 [-6]; Stubbornness [-5].

Quirks: Delusion ("I am above the law.") [-1]; Never Smiles [-1].

Skills: Administration (A) IQ+3 [4] – 15†; Connoisseur (Literature) (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+2 [1] – 14†; Current Affairs/TL8 (Politics) (E) IQ+2 [1] – 14†; Heraldry (Government Agencies) (A) IQ+0 [2] – 12; Intimidation (A) Will+2 [8] – 16; Politics (A) IQ+3 [4] – 15†; Public Speaking (Rhetoric) (E) IQ+5 [1] – 15†‡; Savoir-Faire (High Society) (E) IQ+2 [2] – 13.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +3 from Wealth.

† Includes +2 from Intuitive Statesman.

‡ Includes +3 from Charisma.

Role-Playing Notes:

First and foremost, Gyrich is a bigot, prejudiced against superhumans in general, and mutants in particular. He honestly believes the world would be a better place without any superhumans in it.

Gyrich sees himself as the J. Edgar Hoover of SHIELD; in many ways, he is, as only two people in the government directly outrank him: the President and the Attorney General. He is a career politician, and sees himself as America's "top cop", not to mention above the laws he professes to uphold. He has abused his power in the past, and probably will in the future as well.

HADES

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

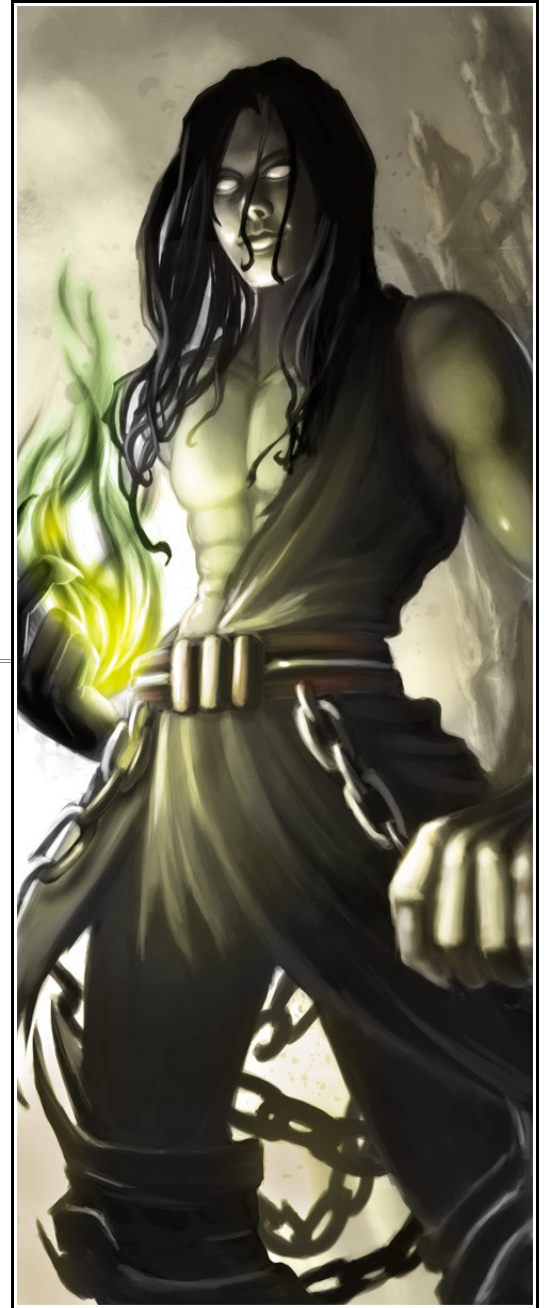
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



HAMMERHEAD

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Flat-top" (a derisive nickname used by Spider-Man and others).

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Leader of his own organized crime family.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The man who would later become known as Hammerhead began his career as a hired gunman for one of the organized crime families that operated in New York City. During a shoot-out in front of a bookstore, he was hit in the skull multiple times. The last thing he saw before he passed out was the cover to a book that was in the store's window: *How Prohibition in the 1920s Created Modern Organized Crime: The Al Capone Story*.

The gunman was found by Jonas Harrow, a surgeon who had lost his license due to performing unauthorized experiments on his patients. Harrow saved the gunman's life, but had to place a 1/4-inch steel plate in the gunman's head to protect his brain. When the gunman awoke, he remembered nothing about his previous life, not even his name; the combination of the bullets from the shootout and Harrow's radical surgery resulted in brain damage which affected his long-term memory.

Taking his new appearance and the memory of the book cover as a sign, the gunman took the name Hammerhead and gained control over a small gang of criminals in the Bronx. Through a combination of ruthlessness, shrewd business deals, and a reputation for punishments right out of the Prohibition era – including weighting someone down with cement and dumping him into the Hudson river – he quickly increased his gang's power. He soon took control of one of the Maggia crime syndicate families (see *Maggia*). Hammerhead's Maggia "family" focuses mainly on smuggling drugs and weapons, and gambling. He dresses in suits patterned after those of the 1920s, drives around in cars which externally resemble those of the era, and even uses weapons such as the Thompson M1 submachine-gun (the infamous "Tommy gun").

Hammerhead first came to attentions of the costumed crimefighters Spider-Man and Daredevil during a four-way gang war between Wilson Fisk, also known as the self-proclaimed Kingpin of Crime, Doctor Octopus, the Green Goblin, and the Maggia (see *Daredevil*; *Doctor Octopus*; *Green Goblin*; *Kingpin*; *Spider-Man*). He has since clashed several times with Spider-Man.

Despite his numerous conflicts with them, Hammerhead has provided Spider-Man and the authorities information and aid to help bring down several costumed criminals. He sees this as not only protecting his own interests, but as a means of sending a message to the super-powered criminals: the most respectable and successful criminals have no need for fancy powers or colorful outfits; in his mind, the super-powered criminals will only be enforcers at best, never leaders.

Height: 5' 10".

Weight: 195 lbs.

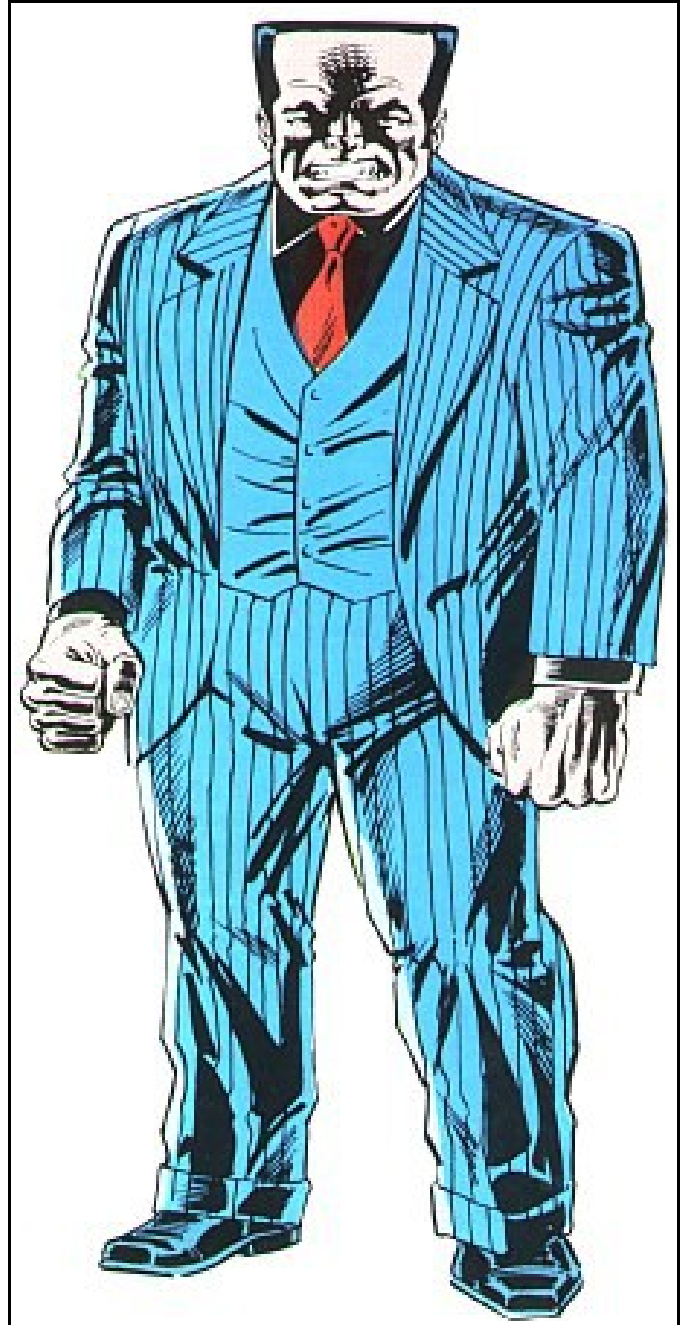
Eyes: Brown.

Hair: Black.

Other Distinctive Features: Hammerhead's skull has been reinforced with a hard steel plate, giving it a distinctive flat shape on top.

Uniform: None; dresses in suits right out of the 1920s.

Strength Level: Hammerhead possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.



Known Superhuman Powers: None.

Other Abilities: Hammerhead is a shrewd businessman, and skilled at both hand to hand combat and using rapid-fire firearms. His most dangerous tactic is to charge head first at an opponent; the steel plate in his head enables him to put his full strength behind the charge. With enough of a running start, Hammerhead is able to bowl over his opponents.

While he doesn't advertise it openly, Hammerhead is a skilled amateur sculptor.

Hammerhead: "Once a mook, always a mook." – Spectacular Spider-Man.

360 points

Attributes: ST 14 [40]; DX 12 [40]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Business Acumen 2 [20]; Combat Reflexes [15]; Damage Resistance 10 (Skull Only, -70%) [15]; Fit [5]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Merchant Rank 7 [35]; Smooth Operator 2 [30]; Status 6 [0]*; Striker (Crushing; Steel Plate In Head) (Cannot Parry, -40%; Limited Arc, -40%) [1]; Wealth (Multimillionaire 2) [100].

Perks: Doodad 1 [1]; Gangster Swagger [1].

Disadvantages: Addiction (Tobacco) [-5]; Amnesia (Partial) [-10]; Callous [-5]; Code of Honor (Gangster's) [-5]; Greed (12) [-15]; Hidebound [-5]; Odious Personal Habit (Behaves Like a 1920s Gangster) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Attentive [-1]; Believes the "supers" should stay out of "respectable" crime [-1]; Distinctive Feature (Flat Head) [-1].

Skills: Administration (A) IQ+1 [1] – 13†; Artist (Sculpting) (H) IQ-1 [2] – 11; Brawling (E) DX+2 [4] – 14; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Driving/TL8 (Automobile) (A) DX+0 [2] – 12; Electronics Operation/TL8 (A) IQ+0 [2] – 12; Fast-Draw/TL8 (Ammo) (E) DX+2 [2] – 14‡; Forced Entry (E) DX+2 [4] – 14; Guns/TL8 (Submachine Gun) (E) DX+2 [4] – 14; Intimidation (A) Will+3 [4] – 15§; Leadership (A) IQ+3 [4] – 15§; Politics (A) IQ+1 [1] – 13§; Savoir-Faire (High Society) (E) IQ+2 [1] – 14§; Savoir-Faire (Mafia) (E) IQ+2 [1] – 14§; Smuggling (A) IQ+1 [4] – 13; Streetwise (A) IQ+3 [4] – 15§.

Starting Spending Money: \$40,000,000 (20% of Starting Wealth).

* Includes +3 from Rank and +3 from Wealth.

† Includes +2 from Business Acumen.

‡ Includes +1 from Combat Reflexes.

§ Includes +2 from Smooth Operator.

Role-Playing Notes:

Design Notes:

1. Hammerhead's signature attack is a regular Slam attack – either All-Out Attack (Determined or Strong), Committed Attack (Determined or Strong), or Move and Attack – rolled against his Brawling skill.
2. While Hammerhead's equipment is built to look like their 1920s counterparts, all of the equipment is made with modern (TL 8) materials, components, and engineering.

In ancient Japan, the first ninja clans were formed as secret operatives of the Empire, working behind the scenes to ensure the safety of the Emperor and the Empire. Over time, however, the ninja clans were ostracized. In the early part of the 20th Century, many clans broke from the Empire, particularly after their failure to prevent Emperor Hirohito's alliance with Nazi Germany just prior to World War II.

One such breakaway ninja clan was known simply as the Hand. (It should be noted that ninja clans tend to be named after body parts or organs: the Hand, the Eye, the Ear, the Foot, the Tooth, etc. There are even rumors of a clan named the Spleen.) To survive, the Hand was forced to engage in criminal activities; as the Hand specialized in assassinations even prior to breaking from the Empire, they soon became the world's foremost assassins and enforcers. Even before this, the Hand had come under the influence of an *oni*, or Japanese demon. This *oni* took a human form and, taking the name Roshi, ultimately became the *Jonin* (or ninja master) of the clan.

The Hand has a long-time enmity with another ninja clan, whose name so far has not been revealed, which is led by a man known only as Stick (see *Stick*). The origins of this enmity is unknown, but it seems likely that Stick's order has protected targets of the Hand's assassination attempts several times in the past.

In recent times, the Hand's two best assassins were Kirigi, the half-demon son of the Hand's Jonin, and Elektra Natchios (see *Elektra*; *Kirigi*). Master Roshi assigned Elektra the task of assassinating Stick; Elektra was instead captured by Stick and partially purged of the Hand's corrupting influence. Since then, Kirigi has led a number of Hand ninja to New York City to capture or kill Elektra, and has come into conflict with Daredevil and Stick in the process (see *Daredevil*).

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #



Trixie: Oh my God, was that a ninja?

Pops: More like a non-ja. Terrible what passes for a ninja these days.

– *Speed Racer*

Typical Hand Ninja

100 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Japanese (Native) (Native Language) [0].

Cultural Familiarities: East Asian [0].

Advantages: Combat Reflexes [15]; Fit [5].

Perks: Style Adaptation (All) [1]; Style Familiarity (Taijutsu) [1].

Disadvantages: Code of Honor (Bushido) [-15]; Duty to the Hand (15) [-15]; Secret Identity (Possible Death) [-30].

Skills: Acrobatics (H) DX+0 [4] – 12; Breath Control (H) HT+0 [4] – 12; Broadsword (A) DX+0 [2] – 12; Climbing (A) DX+0 [2] – 12; Disguise/TL8 (Human) (A) IQ+1 [4] – 11; Fast-Draw (Shuriken) (E) DX+1 [1] – 13*; Fast-Draw (Sword) (E) DX+1 [1] – 13*; Flail (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Karate Art (H) DX+0 [4] – 12; Knife (E) DX+0 [1] – 12; Poisons/TL8 (H) IQ+0 [4] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+2 [4] – 12; Staff (A) DX+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Thrown Weapon (Knife) (E) DX+0 [1] – 12; Thrown Weapon (Shuriken) (E) DX+0 [1] – 12; Two-Handed Sword (A) DX+0 [2] – 12.

Techniques: Kicking (Karate) (H) def+2 [3] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Combat Reflexes.

Real Name: Dr. Elizabeth "Betty" Ross.

Occupation: Former research scientist; currently none.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: An unidentified town in California.

Marital Status: Single.

Known Relatives: General Thaddeus "Thunderbolt" Ross (father); mother (name unrevealed; deceased).

Group Affiliation: Pawn of the Leader.

Base of Operations: Phoenix, Arizona.

First Post-Reboot Appearance: (as Betty Ross) INCREDIBLE HULK #1; (as Harpy) INCREDIBLE HULK #

History: Betty Ross is the daughter of U.S. Army General Thaddeus "Thunderbolt" Ross (see *Ross, General Thaddeus*). An Army "brat", Betty was taught to shoot and fight at a young age. Reportedly, her mother died while Betty was very young; so young that Betty doesn't remember her.

General Ross wanted her to enroll at West Point, following an Army career of her own, but Betty instead opted to enroll at Berkeley, where she eventually earned her Ph.D. in human physiology, supplemented by Masters degrees in related fields. This action seems to have alienated her father, and the two grew apart over the years.

She met Dr. Bruce Banner when both began work at a scientific research firm in the Phoenix, Arizona, area (see *Hulk*). Betty was immediately attracted to the reclusive Banner for reasons she could not explain to anyone, even herself.

Betty was among the scientists at the firm to examine Banner after he first became the Hulk, and was partially responsible for the experimental treatment which increased the Hulk's intelligence. She and Banner grew closer as a result, even going so far as to start dating. Betty later encountered her father when the Abomination tore through a nearby military base, which her father commanded, followed shortly by the Hulk (see *Abomination*). The news of his daughter's relationship with the Hulk's alter ego bothered General Ross greatly, and he has since become obsessed with destroying the Hulk, even going so far as to try and order Betty to leave town. Betty, of course, ignored this order.

Recently, Betty was kidnapped and experimented on by the Hulk's nemesis, the self-proclaimed Leader (see *Leader*). These experiments warped Betty's mind and body, turning her into the insane Harpy. According to the Leader, the process of creating the Harpy included surgery, genetic modification, and gamma irradiation. As the Leader discovered, becoming the Harpy turned Betty's love for Banner and her father into intense, irrational hatred. Breaking free of the Leader's underground base, the Harpy flew off and confronted her father, nearly killing him, only to be confronted herself by the Hulk. The Harpy fought the Hulk to a standstill, revealing to him that she was Betty Ross in the process. Following this revelation, the Harpy flew off, as the Hulk reverted to Banner as General Ross approached. The Harpy's current activities are unknown.

Height: (as Betty) 5' 6"; (as Harpy) 5' 9".

Weight: (as Betty) 110 lbs; (as Harpy) 150 lbs.

Eyes: (as Betty) Blue; (as Harpy) Red.

Hair: (as Betty) Brown; (as Harpy) Green.

Skin: (as Betty) Caucasian; (as Harpy) Green.

Other Distinguishing Features: As the Harpy, Betty has green feathers covering her torso and legs, large feathered wings, and bird-like talons for feet.

Uniform: None



Strength Level: Betty Ross possessed the normal human strength of a woman her, age, height who engaged in moderate exercise. The Harpy possesses superhuman strength enabling her to lift (press) 80 tons under optimum conditions.

Known Superhuman Powers: Betty Ross did not possess superhuman powers. The Harpy, in addition to her superhuman strength, possesses large, feathered wing which enable her to fly at speeds of around 90 mph, sharp talons on her hands and feet enabling her to cut through steel, a high degree of resistance to injury, and the ability to fire energy blasts from her hands powerful enough to damage the Hulk. Unlike the Hulk, the Harpy retains her normal intelligence in her mutated form, although she is driven by irrational hatred, not rage like the Hulk.

Other Abilities: Betty Ross is a talented scientist specializing in human cellular microbiology. The Harpy presumably retains this skill as well.

Betty Ross

80 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Claim to Hospitality (Father) [1]; Fit [5]; Natural Scientist 2 [20]; Sensitive [5]; Wealth (Comfortable) [10].

Perks: Hyper-Specialization (Human Cellular Microbiology) [1]; Rule of 15 [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Charitable (12) [-15]; Code of Honor (Professional) [-5]; Pacifism (Cannot Kill) [-15]; Sense of Duty (Family & Friends) [-5]; Workaholic [-5].

Quirks: Agnostic [-1]; Broad-Minded [-1]; Loves Bruce Banner [-1].

Skills: Biology/TL8 (Earthlike) (VH) IQ+2 [8] – 14*; Brawling (E) DX+0 [1] – 10; Chemistry/TL8 (H) IQ+2 [4] – 14*; Computer Operation/TL8 (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [2] – 12†; Diagnosis/TL8 (Human) IQ+0 [4] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+2 [4] – 12; Guns/TL8 (Rifle) (E) DX+2 [4] – 12; Hazardous Materials/TL8 (Biological) (A) IQ+0 [2] – 12; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 12*; Mathematics/TL8 (Pure) (H) IQ+0 [1] – 12*; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 12; Physiology/TL8 (Human) (H) IQ+2 [4] – 14*; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Wrestling (A) DX+0 [2] – 10.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Natural Scientist.

† Includes +1 from Sensitive.

Harpy

1,635 points

Attributes: ST 30/317 [70*]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 3d/5d+2 (32d/34d); BL 180 lbs (20,098 lbs/10 tons); HP 30 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Basic Air Move 15 [4]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Claws (Talons) [8]; Combat Reflexes [15]; Crushing Attack 3d×5 (Armor Divisor (5) , +159%; Increased 1/2D Range (×5), +10%; Super, -10%) [375]; Damage Resistance 50 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [188]; Enhanced Move (Air) 1.5 (Air Move 45/90 mph) [30]; Flight (Winged, -25%) [30]; Indomitable [15]; Injury Tolerance (Damage Reduction /100) (Passive Biological, -5%) [285]; Physical Scientist 2 [20]; Super ST +13/+300 (Super, -10%) [507]; Very Fit [15].

Perks: Feathers [1]; Hyper-Specialization (Human Cellular Microbiology) [1]; Rule of 15 [1].

Disadvantages: Berserk (Battle Rage, +50%) (6) [-30]; Flashbacks (Mild) [-5]; Impulsiveness (9) [-15]; Jealousy [-10]; Secret Identity (Imprisonment) [-20]; Semi-Upright [-5]; Social Stigma (Freak) [-10]; Unusual Features (Green Pigmentation) [-2]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Agnostic [-1]; Broad-Minded [-1]; Irrational Hatred [-1].

Skills: Aerobatics (H) DX-1 [2] – 12; Biology/TL8 (Earthlike) (VH) IQ+2 [8] – 14†; Brawling (E) DX+2 [4] – 15; Chemistry/TL8 (H) IQ+2 [4] – 14†; Computer Operation/TL8 (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [2] – 11; Diagnosis/TL8 (Human) IQ+0 [4] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Flight (A) HT+! [4] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 15; Guns/TL8 (Rifle) (E) DX+2 [4] – 15; Hazardous Materials/TL8 (Biological) (A) IQ+0 [2] – 12; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 15; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 12*; Mathematics/TL8 (Pure) (H) IQ+0 [1] – 12*; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 12; Physiology/TL8 (Human) (H) IQ+2 [4] – 14*; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$0

* Includes +13/+300 from Super ST.

† Includes +2 from Physical Scientist.

Role-Playing Notes:

Designer's Notes:

1. I have not yet decided whether Betty, in Year Two, will be able to revert to her human form, and if she does whether she'll retain her Harpy powers. As such, I have listed the two as distinct characters, without giving Betty or Harpy an Alternate Form trait.

HAVOK

Supporting Cast

Real Name: Alexander "Alex" Summers.

Occupation: High school student.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: None.

Place of Birth: Anchorage, Alaska.

Marital Status: Single.

Known Relatives: Christopher (father, deceased), Katherine Anne (mother, deceased), Scott (alias Cyclops, brother), Philip (grandfather), Deborah (grandmother), Hank (uncle).

Group Affiliation: Student at the Xavier Institute, occasional ally of the X-Men.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, New York.

First Post-Reboot Appearance: UNCANNY X-MEN ANNUAL #1.

History: Alex Summers was the younger of two sons of Christopher Summers, an Air Force major and test pilot, and his wife Katherine Anne. When Alex was still a pre-teen, his father flew himself, Scott, Katherine Anne, and Alex's brother Scott back from an island vacation in his vintage private plane. While flying over Nebraska, the plane apparently suffered some engine damage and was going to be destroyed. Alex's memories are unclear as to what happened next, as he woke up in an orphanage in Omaha, Nebraska.

According to the people he spoke to at the orphanage, Scott and Alex had apparently been pushed from the plane with a single parachute between them. Both brothers had suffered injuries, since their overburdened parachute had been unable to fully slow their fall. No sign of his parents' bodies were found among the wreckage of the plane. Furthermore, Scott was in a coma for almost a year, and Alex did not want to leave his brother's side. Alex suffered a case of mild amnesia regarding what had happened; the doctors theorized that he was subconsciously repressing the traumatic memory.

Scott and Alex remained at the orphanage for some time, until their grandparents, who lived in the Alaskan panhandle, arranged to gain custody over the boys; their uncle, Hank Summers, was in Spain at the time and unable to be contacted.

After his brother's powers first manifested, their grandparents had a long talk with Scott and Alex. Scott agreed to enroll at the Xavier Institute, which had recently gone public as a school for mutants (see *Cyclops*; *Xavier Institute*). Alex at the time wondered if he was a mutant, too, but was told that two-thirds of those with what has been called the "mutant gene" never manifest powers.

Alex's life changed a few years later. While attending a "family weekend" at the Xavier Institute, Alex was kidnapped by agents who were part of a Cult of the Living Pharaoh. These cultists took him to their leader, Ahmet Abdol, who placed Alex in a chamber designed to amplify his body's ability to absorb ambient radiation and feed it to Abdol, who became the Living Monolith (see *Living Monolith*). Fortunately for Alex, Scott and a few of his classmates (including several who would later form the X-Men) managed to fight off the Monolith long enough to free Alex from the battery chamber (see *X-Men*). The influx of radiation triggered Alex's powers, and he was quickly enrolled at Xavier's, using the name Havok.

Since then, Alex has come to the X-Men's aid on a handful of occasions. It is unknown whether he will join the team or strike out on his own after graduation next year.

Height: 5' 10".

Weight: 185 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: As a student of the Xavier Institute, he trains while wearing the blue and yellow bodysuit, blue gloves, and blue boots that are standard issue to students. When assisting the X-Men, he wears a black bodysuit with a series of white concentric circles on the chest, metallic gold belt with a red circle-X buckle, metallic gold wristbands, black boots, black cowl with a red gem in the forehead.

Strength Level: Alex Summers possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Havok's body is constantly absorbing, storing, and amplifying ambient radiation – mostly in the far ultraviolet, gamma, X-ray, and cosmic wavelengths, but also in the low infrared and radio wave frequencies. The circuitry in the



bodysuit he was forced to wear by the cultists measures the amount of energy he currently has stored and permits him to direct it through his hands. With additional training at Xavier's, he no longer needs to wear the suit (but continues to do so because he likes the look).

The energy released takes the form of intense supercharged plasma which he normally shoots from his hands; most likely, he is converting his stored energy to a combination of heat and concussive force which then turns the air in the path of the energy to plasma. With training, he has been able to create a massive ball of expanding plasma with him at the center, but this severely weakens him. By firing the plasma from his legs rather than his arms, he is able to go airborne, but he has no skill at maneuvering while in flight and rarely uses his powers in this fashion.

Alex is immune to the damaging effects of his brother Scott's eye beams, instead absorbing and metabolizing the energy to temporarily boost his own raw power. As a side effect of his energy absorption powers, he is virtually immune to the effects of extremely hot temperatures.

Other Abilities: Alex is a quick thinker and natural leader, able to analyze a situation and come up with a workable plan in minutes. His main passion, however, is geophysics.

701 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Born War-Leader 2 [10]; Burning Attack 8 (*Plasma Blast*) (Accurate +6, +30%; Damage Modifier: Surge, +20%; Jet, +0%; Jet: Increased Range $\times 5$, +40%; Variable, +5%; Elemental: Fire/Heat, -10%; Mutant, -10%; Alternative Attack, $\times 1/5$) [14]; Burning Attack 8d $\times 2$ (*Plasma Explosion*) (Aura, +80%; Costs 6 FP, -30%; Damage Modifier: Explosion (Damage / 1 $\times$ Yards), +150%; Damage Modifier: Surge, +20%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Fire/Heat, -10%; Mutant, -10%) [224]; Charisma 2 [20]; Combat Reflexes [15]; Damage Resistance 30 (Absorption: Into Plasma Blast, +80%; Limited Defense: Fire/Heat Attacks, -40%; Tough Skin, -40%; Elemental: Fire/Heat, -10%; Mutant, -10%) [120]; Damage Resistance 50 (Absorption: Into Plasma Blast, +80%; Limited Defense: Powers of Blood Relations (Rare), -80%; Tough Skin, -40%; Mutant, -10%) [125]; Fit [5]; Flight (Cannot Hover, -15%; Hard to Use (-3), -5%; Elemental: Fire/Heat, -10%; Mutant, -10%; Alternative Ability, $\times 1/5$) [5]; Intuition [15]; Temperature Tolerance 10 (Elemental: Fire/Heat, -10%; Mutant, -10%) [8].

Perks: Acceleration Tolerance [1]; Ignition [1]; Skintight Uniform [1]; Style Familiarity: Professional Wrestling [1]; Supersuit [1];

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Low Self-Image [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Humanity) [-15]; Social Stigma (Minor) [-5]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1].

Skills: Boxing (A) DX+2 [8] – 14; Carousing (E) HT+0 [1] – 12; Climbing (A) DX-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 12; Electronics Operation/TL8 (Scientific) (A) IQ-1 [1] – 11; Geology/TL8 (Earth) (H) IQ-2 [1] – 10; Hiking (A) HT-1 [1] – 11; Hobby Skill (Professional Wrestling Trivia) (E) IQ+0 [1] – 12; Innate Attack (Beam) (E) DX+4 [12] – 16; Intelligence Analysis/TL8 (H) IQ+0 [1] – 12*; Judo (H) DX+2 [12] – 14; Leadership (A) IQ+3 [1] – 15*†; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Meteorology/TL8 (Earth) (A) IQ-1 [1] – 11; Physics/TL8 (Geophysics) (H) IQ-2 [1] – 10; Running (A) HT+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Tactics (H) IQ+1 [2] – 13*.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Born War-Leader.

† Includes +2 from Charisma

Role-Playing Notes:

Alex is proud of his older brother, but isn't entirely sure he wants to join the X-Men after graduating Xavier's. He feels like he'd be constantly in Scott's shadow, accepted due to who his family is rather than on his own merits. Despite this, he is quite willing to assist the team.

Like his brother, Alex is a natural leader, quickly able to come up with working strategies and inspire others to follow them, but constantly doubts and second-guesses himself. He lacks confidence.

Design Notes:

1. While technically the Plasma Blast is his primary ability and would normally run 70 points, the Plasma Explosion costs more points. Going by the *Basic Set*, the ability that costs the most points is considered the "primary" ability, with other abilities that cannot be used at the same time as Alternative Abilities/Attacks.

HAWKEYE

Hero

Real Name: Clint Barton.

Occupation: Former carnival performer turned professional adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None revealed.

Place of Birth: Somewhere in Arkansas.

Marital Status: Single.

Known Relatives: Barney (brother); father and uncle (names unknown).

Group Affiliation: Renegades, former partner of the Swordsman and Trickshot in an unnamed circus.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: When they were still 10 and 12 years old, Clint and his other brother Barney Barton ran away from their abusive single father and found refuge with a traveling circus. It is unknown whether the boys' father even filed a missing persons report for them, as the authorities apparently never came looking for them.

Clint and Barney were already decent shots with a bow, having been bow hunting with their uncle. Jacques DuQuene, one of the show's performers who went by the moniker Swordsman, took the boys under his wing, eventually making them part of his act (see *Swordsman*). While Barney's skill remained mediocre, Clint's skill soon rivaled the show's premier archer, who went by the name Trickshot (see *Trickshot*). There were hints that Trickshot helped Swordsman train the boy. Pretty soon Clint was billed as "Hawkeye" in the circus's performances.

On the side, however, Swordsman and Trickshot performed petty robberies, often the night before the circus was to leave a town. The two planned to draw the Bartons into their schemes; while Barney proved amenable, seeing it as repaying the two for their past kindness, Clint remained hesitant, but stated he would not interfere so long as no one was hurt.

One night after Clint had turned seventeen, he spotted Barney, Jacques, and Trickshot leaving the circus owner's trailer. Investigating, he discovered the owner dead and the cash box missing. Returning to the trailer he shared with his brother, he discovered that Barney had planted the cash box under Clint's bed. The two fought, and when the fight spilled over into the rest of the circus they discovered that Swordsman had called the police reporting the owner's death. With only his word against the three who had framed him, Clint was arrested.

After a few years in prison, Clint was released on parole. The day of his release from prison, he was met by his brother, who apologized for setting up Clint. Barney claimed it was Trickshot's idea, in order to eliminate both a professional rival and the only other person who knew of the racket. The older Baron also explained that the owner was not supposed to have been killed, but he walked in during the robbery and the three had panicked. Clint wasn't sure if he could forgive his brother, but was willing to give him a second chance. Barney mentioned that Swordsman and Trickshot had left the circus, which was about to perform in New York City, and urged Clint to go there with him to make amends. Clint elicited a promise from his brother that Barney would tell the circus what really happened.

Barney, however, had once again set up his brother. Instead of the circus they'd grown up in, Barney led Clint into an ambush in New York's Times Square, where he was attacked by the Wrecking Crew, who were under orders to kill Clint (see *Wrecking Crew*). The battle, however, drew out a few other adventurers; after the battle was over, Clint suggested they remain together to assist each other in their goals (see *Renegades*).

Height: 5' 9".

Weight: 165 lbs.

Eyes: Blue.



Hair: Brown.

Uniform: Black and purple Kevlar sleeveless vest, black Kevlar pants, black boots, gray kneepads, black fingerless gloves, cylindrical quiver with a mechanized arrowhead selection system built into it, black leather belt with a gray buckle, several pouches on the belt containing additional equipment. Fluctuates between a black and purple cowl with an "H" prominent on the forehead and a pair of wrap-around purple-tinted shades; both have corrective lenses.

Strength Level: Hawkeye possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: While Clint normally would not be considered to have superhuman powers, his eyesight is such that he is able to make out details at twice the distance of others. As a side-effect, however, he needs corrective lenses to make out details closer to him.

Other Abilities: Hawkeye is one of the world's foremost archers. In addition, he is well-versed in crafting all sorts of unique arrows and warheads.

Weapons: Hawkeye wields a composite longbow with a considerable draw weight, letting him fire arrows over 300 yards distant.

Hawkeye's quiver contains 36 arrows, and possesses an arrowhead selection mechanism allowing him to remotely select a number of arrowheads by pressing buttons on his bow; each arrowhead can be selected via a different combination of button presses. Among the arrows he's used in the past are explosive-tipped arrows filled with a few ounces of commercially-available explosives; a smoke bomb arrow which releases a thick cloud of black smoke; a magnesium flare arrow which, when struck on a rough surface like that of a brick building, produces a blinding flare for three seconds; a tear gas arrow; an acid arrow filled with concentrated nitric acid; a bola arrow which he uses to entangle fleeing opponents; an electro-shocking arrow, discharging 20,000 volts upon impact; a grappling hook with a trailing cable; a putty arrow which releases a highly sticky chemical compound; blunt tipped arrows, which are able to knock down or knock out opponents without doing lethal damage – but are able to break bone when fired from extremely close range; a suction-tip arrow with hidden superglue reserve; and a sonic whistle arrow. More esoteric arrows he's used include a diamond-tipped drill arrow; a rocket booster arrow; a net arrow that deploys in mid-flight using a laser distancer and minor explosives; and a boomerang arrow with a small gyroscopic system enabling it to turn in mid-air to return back towards him.

490 points

Attributes: ST 16 [60]; DX 15 [100]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 51 lbs.; HP 16 [0]; Will 12 [5]; Per 14 [15]; FP 14 [0]; Basic Speed 7.25 [0]; Basic Move 7 [0]; Dodge 14.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Acute Vision 3 [6]; Artificer 2 [20]; Combat Reflexes [15]; Enhanced Dodge 3 [45]; Gizmo 3 [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Heroic Archer [20]; High Pain Threshold [10]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5]; Signature Gear (Trick Arrows; Consumable) 2 [2]; Striking ST +3 [15]; Telescopic Vision 1 [5]; Very Fit [15]; Weapon Master (Bows) [20].

Perks: Eye For Distance [1]; Off-Screen Reload [1]; Skill Adaptation (Disarm Defaults to Bow) [1]; Special Exercises (Striking ST +1) 3 [3]; Strongbow [1]; Weapon Bond (Bow) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Pirate's) [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Adrenaline Junkie [-1]; Chauvinistic [-1]; Easily Seduced [-1]; Incurable Flirt [-1]; Willfully Anachronistic [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Armoury/TL8 (Missile Weapons) (A) IQ+3 [4] – 14*; Bow (A) DX+10 [40] – 25; Brawling (E) DX+2 [4] – 17; Chemistry/TL8 (H) IQ+1 [8] – 12; Climbing (A) DX+1 [4] – 16; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 16; Engineer/TL8 (Microtechnology) (H) IQ+1 [2] – 12*; Explosives/TL8 (Fireworks) (A) IQ+1 [4] – 12; Fast-Draw (Arrow) (E) DX+3 [4] – 18†; Forced Entry (E) DX+0 [1] – 15; Gesture (E) IQ+1 [2] – 12; Holdout (A) IQ+1 [4] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 10; Mechanic/TL8 (Microtechnology) (A) IQ+2 [2] – 13†; Observation (A) Per+4 [4] – 18‡; Performance (A) IQ+1 [4] – 12; Search (A) Per+0 [2] – 14; Shadowing (A) IQ+2 [7] – 13§; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 16.

Techniques: Disarming (Bow) (H) def+0 [0] – 25; Dual-Weapon Attack (Bow) (H) def+2 [3] – 25.

Starting Spending Money: \$600 (20% of Starting Wealth, minus the cost of his longbow).

* Includes +2 from Artificer.

† Includes +1 from Combat Reflexes.

‡ Includes +3 from Acute Vision.

§ Defaulted from Observation.

Role-Playing Notes:

Hawkeye comes off brash and arrogant, but much of this is a drive to prove that skill and training are still valid in the world of the superhuman. He's finding it hard to trust people again after his brother's second betrayal.

Hawkeye fancies himself a ladies man, and makes passes at any of-age female around him. This often includes his teammate Mockingbird, but never Jewel (she's too young for him). He has a low resistance to attractive women taking an interest in him; this often leads him – and by extension, his teammates – into Trouble.

Hawkeye's Arrows

Hawkeye makes most of these arrows himself. The table below gives the stats for the most common arrows used.

<i>Arrow</i>	<i>Damage</i>	<i>Arrow</i>	<i>Damage</i>	<i>Arrow</i>	<i>Damage</i>
Standard	2d+6 imp	Drill	3d (3) pi++	Plasma	3d burn ex sur
Bodkin/AP	2d+6 (2) pi	Electro-Shock	HT-5 aff sur	Psi-Bomb	Will-5 aff (4 yds)
Blunt (hunting)	2d+6 cr	EMP	HT-2 (2) aff (1 yd)	Putty/Glue	ST 15, sticky
Frog Crotch	2d+6 cut, cuts cords	<i>plus</i>	1d-3 cr ex	Riot Gas	HT-4 aff (2 yds)
Willow Leaf	2d+6 cut	Fire Extinguisher	spec (2 yds)	Sawblade	3d (3) cut
Acid	1d-3 cor	Flare	HT-3 aff (3 yds)	Shaped Charge	5d×3 (10) cr inc
Anti-Tangler	spec (2 yds)	Grappling Hook	spec	<i>plus</i>	2d cr ex [1d+1]
Bolas	Binding, ST 15	High Explosive	5d×2 (5) imp inc	Sleep Gas	HT-6 aff (2 yds)
Blunt (combat)	2d+6 (0.25) cr dbk	<i>plus</i>	1d cr ex [1d-1]	Smoke	spec (2 yds; -7 to Vision)
Cryonic	ST 15 bind + 1d-2 fat haz	Net	ST 24	Sonic	HT-3 aff (3 yds)

Notes:

The cryonic arrow's fatigue damage is a freezing hazard.

The electro-shock arrow afflicts a physical stun.

The EMP's affliction only affects electronics.

The psi-bomb afflicts a mental stun.

The riot gas afflicts nausea.

Sleep gas, of course, afflicts unconsciousness.

Sonic causes deafness and moderate pain for 10 seconds.

He also has a Boomerang arrow that returns when fired, to attack someone from behind; this arrow can be fitted with any other arrowhead, usually the combat blunt arrowhead.

HEBE

Supporting Cast

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Paraphernalia:

Come on, Hebe, you're the goddess of youth! Where's your sense of kneejerk rebellion?

– Amadeus Cho, *Incredible Hercules*

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

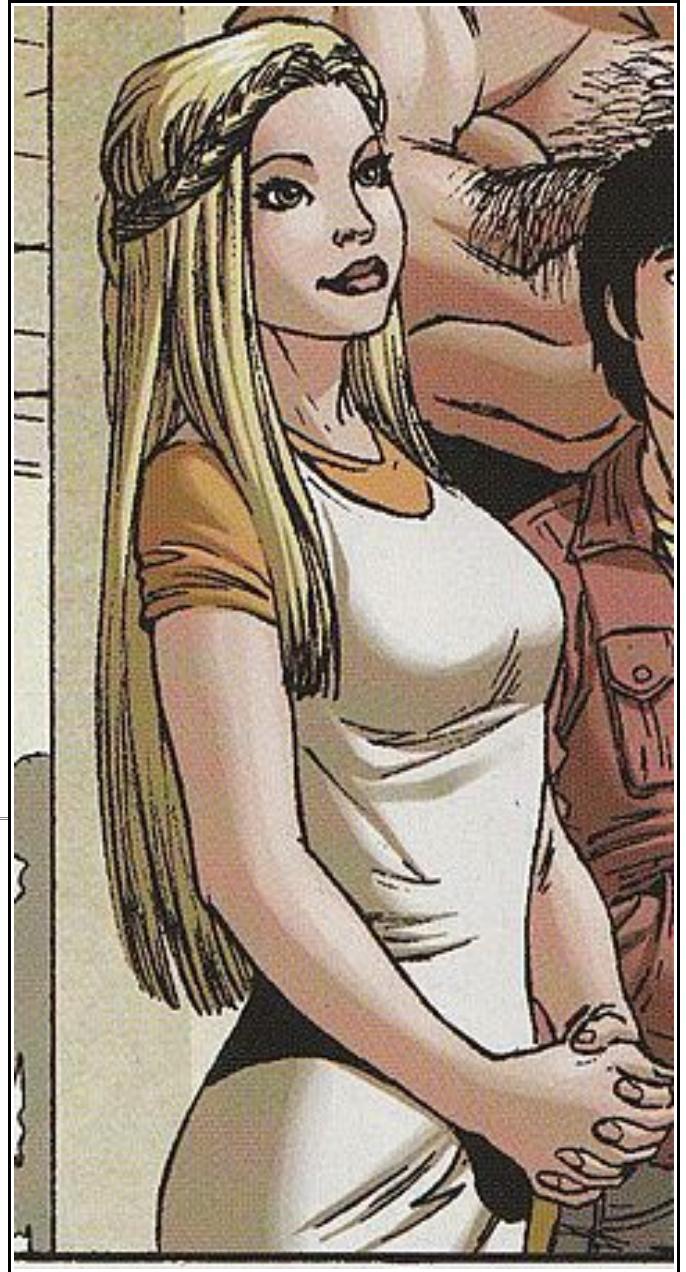
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



HELLFIRE CLUB

Villain Team

To the general public, the Hellfire Club is a social club for society's elite. Its membership includes the rich and famous, celebrities, corporate executives, and politicians. The Club is best known for throwing lavish and decadent parties on a regular basis at its Central Park mansion headquarters, during which many back room deals are made (see *Hellfire Club Mansion*). Membership is usually inherited, but quite often the Club extends membership to those who have recently gained positions of wealth and power, and has been known to strip membership from those who lose their positions in ignominious ways.

The acknowledged leaders of the Hellfire Club are known as the Inner Circle, and use the names of chess pieces as their ranks. Publicly, the role of the Inner Circle is to host and preside over the Club's public gatherings. Secretly, however, the goal of the Inner Circle is to guide and manipulate the world politics and economy for their own benefit and power. Traditionally, the Inner Circle is ruled over by a King and a Queen; in times past when two Kings or two Queens have reigned, power struggles inevitably erupted. The two colors used are White and Black; usually when a King or Queen is deposed the usurper takes the opposing color.

The Hellfire Club was founded in the early 17th Century by nobles who were fleeing the English Civil War. It was at this time the original mansion was built. Since then, many of the notable figures in American history have been members of the Hellfire Club. Ben Franklin, in particular, was said to have been the White Bishop during the American Revolution, and Alexander Hamilton and Aaron Burr were both Kings when their infamous duel took place.

Recently, the Inner Circle has been composed primarily of superhumans, with mutants composing the majority of the Circle. This trend towards promoting mutants into positions of power began when Sebastian Shaw and Emma Frost, both secretly mutants, were inducted as the Black Rook and White Rook, respectively. The two formed a secret partnership and quickly moved up the ranks, using Frost's telepathy and Shaw's connections to induce scandal after scandal with those above them. As they rose, they tended to stack the Inner Circle with their allies. Only recently, however, they managed to depose the reigning White King, with Shaw becoming the Black King; the position of Queen had been conspicuously empty, and Frost took the title White Queen (see *Black King*; *White Queen*). The former Black Bishop, Selene Gallio, has recently assumed the title of Black Queen; a power struggle between the two Queens is expected to erupt at any time (see *Black Queen*).

Of the current known members of the Inner Circle, only the White Bishop and White Rook are not mutants. Mining magnate Donald Pierce, the White Bishop, has managed to maintain and even increase his own power base inside the Circle despite being openly critical of Shaw, while the newly elected White Rook, criminal entrepreneur Wilson Fisk, is the self-proclaimed Kingpin of Crime (see *Kingpin*; *White Bishop*).

Members of the Hellfire Club's Inner Circle use mercenaries for their off-the-books operations. Most of the mercenaries come from private military companies owned by Pierce; most of the Inner Circle are uncertain as to whether the mercenaries are loyal to Pierce over the Club, and hesitate to use them extensively. So far, the Inner Circle has only come into conflict with the X-Men over Shaw's role in the creation of the Sentinels (see *Sentinels*; *X-Men*).

In addition to the Inner Circle, other known members of the Hellfire Club – who are either unaware of or apathetic toward the Inner Circle's criminal and subversive dealings – include industrialists Warren Kenneth Worthington, Jr, father of the X-Man known as Angel, Tony Stark, and Norman Osborn; SHIELD director Henry Peter Gyrich; and debutantes Candy Southern and Janet van Dyne (see *Angel*; *Green Goblin*; *Gyrich*, *Henry Peter*; *Iron Man*; *SHIELD*; *Southern*, *Candy*; *Wasp*).

First Post-Reboot Appearance: UNCANNY X-MEN #

	
BLACK KING (Sebastian Shaw)	WHITE QUEEN (Emma Frost)
	
WHITE BISHOP (Donald Pierce)	BLACK QUEEN (Selene Gallio)
	
BLACK BISHOP (Harry Leland)	BLACK ROOK (Friedrich von Rohm)
	
WHITE ROOK (Wilson Fisk)	TESSA Assistant to Sebastian Shaw

Membership Roster

Black King – The current acknowledged head of the Hellfire Club, Shaw has a powerful personality. He also possesses the ability to increase his strength, speed, and durability with repeated physical blows.

White Queen – A powerful telepath and long-time ally of Shaw's, Frost is believed to be responsible for their rise to power.

Black Queen – This ancient mutant sorceress is making her play to take over the Club.

White Bishop – An anti-mutant bigot and cyborg, Pierce is biding his time and waiting for the opportunity to oust Shaw.

Black Bishop – A mutant with the ability to increase the weight of anyone around him, Leland is a supporter of Shaw and Frost. He isn't ambitious for power, preferring to be a manipulator behind the scenes.

Black Rook – Von Rohm is a mutant with the ability to take the form of a dragon-like creature. He is a supporter of Selene's.

White Rook – Fisk has accepted his position with an eye for eventually taking over the role of the King, but for now he's patiently studying how things work in the Club. He'll side with whoever he sees as the inevitable winner in Pierce's eventual bid for leadership.

Tessa – This woman does not have a rank inside the Club, being Shaw's executive assistant. Her computer-like mind, said to be a mutant talent, lets her formulate plans and predict the actions of others.

Typical Hellfire Club Mercenary

78 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Military Rank 0 [0].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (Hellfire Club PMCs) (12) [-10]; Secret (Subversive) (Imprisonment) [-20].

Skills: Brawling (E) DX+1 [2] – 12; Climbing (A) DX+1 [4] – 12; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 12*; Gesture (E) IQ+1 [1] – 12; Guns (LMG, Rifle, or SMG) (E) DX+1 [2] – 12; Hiking (A) HT+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Soldier/TL8 (A) IQ+0 [2] – 11; Stealth (A) DX+1 [4] – 12; Throwing (A) DX+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Equipment: Most Hellfire Club mercenaries use the same or similar equipment as the US Army special forces: M4A1 carbine or MP5 SMG, assault vest with trauma plates, ballistic helmet, etc.

HELLFIRE CLUB MANSION

Geography

Located near Central Park in New York City, the mansion used as the headquarters of the infamous Hellfire Club was built during the early 17th Century by English noblemen fleeing the English Civil War as a location for the American Colonial elite to mingle in a manner the English nobles were used to but were unlikely to see in England with Cromwell's Puritans in charge (see *Hellfire Club*). Over the centuries, the mansion was renovated and expanded several times.

The mansion is four stories tall with a cupola on the roof. The Club employs a butler, several maids, a handful of groundskeepers, and other maintenance techs to keep the mansion running, and has chefs and wait staff on retainer for their parties. Security is provided by mercenaries contracted through Donald Pierce's private military companies (see *White Bishop*).

Ground Floor

This floor is the most public floor of the entire building. The whole center area has been converted to a gathering hall where the parties are held; the mansion's original two-floor library still exists on the north side, and is reserved for the Inner Circle's private meetings. The mansion's kitchen area is on the south side.

Second Floor

This floor is primarily a balcony overlooking the main gathering hall. The second floor of the library is accessible from this floor as well. Above the kitchen sits an office reserved for the reigning King of the Club, currently used by Sebastian Shaw (see *Black King*).

Third and Fourth Floors

These floors are bedroom suites primarily used by guests for "private encounters" by Club members during the parties. Offices for the rest of the Inner Circle are provided on the fourth floor.

Basement

As might be expected, the mansion's basement contains the typical features one would expect to find for such an establishment: hot water heaters, pantry space for canned goods, and the wine cellar. The south side of the basement area has been adapted to a parking garage and loading dock for the kitchen and mansion's staff. The north side houses a mainframe for the Inner Circle and networked to computers in the library above it; this mainframe has many of the Club's secrets stored on it, but is a closed system not accessible from outside the mansion.

First Post-Reboot Appearance: UNCANNY X-MEN #

HELLSTORM

Anti-Hero

Real Name: Daimon Hellstrom.

Occupation: Professional exorcist, nightclub owner.

Identity: Publicly known, although the general public does not believe he possesses supernatural abilities.

Legal Status: Citizen of the United States with no criminal record, heir to the throne of a demonic hell dimension.

Other Aliases: "Son of Satan".

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: Satana (sister), Victoria Wingate Hellstrom (mother, deceased), "Satan" (alias Lucas Hellstrom, father), aunt (name unrevealed, deceased), great-uncle (name unrevealed, only living fully human relative).

Group Affiliation: None.

Base of Operations: The *Dante's Inferno* nightclub, Las Vegas, Nevada; formerly Boston, Massachusetts.

First Post-Reboot Appearance: HELLSTORM #1.

History: Daimon Hellstrom grew up believing himself to be an orphan and an only child, raised at a Roman Catholic run orphanage. Upon reaching adulthood, he decided to study at a seminary college with the intention of becoming a priest himself. However, when he turned 20, he was surprised to learn that he had inherited a suburban Boston mansion and a small fortune from his mother, who had passed away in an insane asylum when Daimon was in his early teens.

According to a diary he discovered in his mother's effects, his mother, Victoria Wingate, had met and fallen in love with a handsome and charming stranger named Lucas Hellstrom at a Hellfire Club party (see *Hellfire Club*). The two had a whirlwind romance which culminated with a marriage in under six months. A year later, Daimon was born, followed fifteen months later by a sister whom Lucas named Satana. Victoria innocently believed the names were mere eccentricities on her husband's part (see *Satana*). Not long after Satana's birth, members of Victoria's family started to mysteriously disappear.

When Daimon was eight, Victoria discovered Lucas and Satana performing a black magic ritual in the basement, including the ritual murder of Victoria's virgin younger sister. At this time Lucas revealed his true nature to Victoria: "Lucas" was short for "Lucifer", as he was really Satan, the demon lord of Hell. Satan then left for Hell, taking young Satana with him and leaving Victoria to raise Daimon. The experience had driven Victoria insane, prompting her aged uncle – the only other family she had left – to place her in an insane asylum and Daimon in an orphanage.

The above may not be the entire truth. As Daimon noted, the diary's major entries were dated mere days before Victoria was admitted to the asylum, calling her mental state when writing it into question. Furthermore, when Daimon made some calls to the hospital regarding recorded births in the family, there was no record of Satana ever existing.

After reading the diary, Daimon felt compelled to investigate the mansion's basement, where he discovered a secret door built into one of the walls with mystic symbols etched into it. When he touched it, the door opened up to reveal a portal to his father's Hell. His father was on hand to greet him, as was Satana, now fully transformed into a demonic succubus. Satan invited Daimon to join him in ruling Hell, with Satana giving her brother a guided tour of the realm (and occasionally flirting with him). The horrors he witnessed there shook him to his core, particularly when Satana laughingly pointed out their mother's spirit hanging from a gibbet with crows circling around her. Daimon then refused to join his father, instinctively attacking him with hellfire that surged from his hands. This only prompted Satan to taunt that the hellfire proved that Daimon belonged at his side. This was the first time the pentagram on his chest became visible, signifying that Daimon's "darksoul" had awakened.

In the fight, Daimon managed to hold off both his father and his sister, although he later remarked that they weren't trying to kill him, just entrap him in Hell. Somehow, Daimon managed to grab the trident Satan was wielding, using it to seriously harm his father. Daimon then fled Hell, taking the trident with him, closing and barring the door to prevent Satan or Satana from following him in that manner.



After that incident, Daimon delved into occult studies in order to learn more about his darksoul and powers. He soon made a name for himself as a freelance exorcist, battling supernatural foes and demons wherever he could find them while attempting to keep things low-key, with various levels of success. To his chagrin, one of the press misreported his name as "Hellstorm", which caught on with his clients.

During a case that took him to Las Vegas, he came upon a nightclub, appropriately named the *Dante's Inferno*, that his demonic sister was using as a "feeding ground", but which another demon had claimed as his own. The Hellstroms drove the demon out of the nightclub, and Daimon used part of his inheritance to purchase it outright. He also banished Satana from the club, but could not drive her back to Hell as she had been born on Earth. He is currently keeping tabs on her and wondering what she and their father are planning.

It has since been revealed that there is more than one "Hell", and that various demons have in the past taken the name Satan or one of the other names given to the biblical Satan, including but not limited to Beelzebub and Mephistopheles. It's uncertain whether there is a "real" Satan matching the Biblical Satan, and if so which "Hell" is the Biblical Hell. Exactly which "Satan" is the father of Daimon and Satana is currently unknown. The demon Mephisto has claimed to be the father of Daimon and Satana, though his claim has been called into question by Satana herself (see *Mephisto*).

Height: 6' 1".

Weight: 180 lbs.

Eyes: Red (formerly blue).

Hair: Red.

Other Distinguishing Features: Daimon Hellstrom possesses a scar on his chest in the form of an inverted pentagram. In addition, his ears are pointed. He commonly uses magic to hide these features when in public.

Uniform: None, though he has a penchant for leather pants and no shirt.

Strength Level: Daimon Hellstrom possesses greater strength than a man his age, height, and build who engages in intensive regular exercise. He cannot quite lift (press) half a ton.

Known Superhuman Powers: Daimon Hellstrom has many innate supernatural abilities as part of his half-demon nature. In addition to his physical strength, Daimon possesses greater than human durability and recuperative ability.

Daimon also possesses what he calls a "darksoul", a demonic counterpart to his human soul. This darksoul, represented by an inverted pentagram on his chest, enables him to use hellfire and other demonic energies for a number of mystical effects.

Weapons: Hellstorm wields his father's mystical trident, through which he can channel his innate hellfire.

*Are you a faithless preacher, or are you a mean mother-f**kin' agent of God?*

– Seth Gecko, *From Dusk 'Till Dawn*

886 points

Attributes: ST 22 [120]; DX 12 [40]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg 2d/4d; BL 97 lbs.; HP 22 [0]; Will 16 [15]; Per 13 [0]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Burning Attack 10d (Malediction: Speed/Range Table, +150%; Persistent, +40%; Requires Concentrate, -15%; Underwater, +20%; Variable, +5%; Magical, -10%) [145]; Close to Heaven 2 [10]; Close to Hell 2 [10]; Combat Reflexes [15]; Damage Resistance 3 (No Signature, +20%; Tough Skin, -40%) [12]; Dark Vision (Magical, -10%) [23]; Energy/3 [60]; Fit [5]; High Pain Threshold [10]; Magery 3 [35]; Mind/2 [40]; Recovery [10]; Regeneration (Slow: 2 HP/12 hrs) [10]; See Invisible (Visual Spectrum) (True Sight, +50%; Magical, -10%) [21]; Single-Minded [5]; Space/3 [60]; Spirit/3 [60]; Status 2 [5*]; Temperature Tolerance 5 [5]; Wealth (Filthy Rich) [50].

Perks: Convincing Nod [1]; Fearsome Stare [1].

Disadvantages: Bloodlust (9) [-15]; Callous [-5]; Enemy (Satan, father; More Powerful; Hunter) (6) [-10]; Enemy (Satana, sister; Equal In Power; Rival) (9) [-5]; Loner (12) [-5]; Obsession (Eliminate Demonic Influence On Earth) (9) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Devout Roman Catholic [-1]; Distinctive Feature (Pentagram On Chest) [-1].

Skills: Boxing (A) DX+0 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Detect Lies (H) Per-1 [2] – 12; Exorcism (H) Will+4 [4] – 20†‡; Fast-Talk (A) IQ-1 [1] – 12; Hidden Lore (Demons) (A) IQ+2 [2] – 15‡; Hypnotism (Human) (H) IQ+0 [4] – 13; Innate Attack (Beam) (E) DX+2 [4] – 14; Intimidation (A) Will+0 [2] – 16; Meditation (H) Will+2 [4] – 18†; Observation (A) Per+0 [2] – 13; Occultism (A) IQ+3 [4] – 16‡; Psychology (Demons) (H) IQ+1 [2] – 14‡; Religious Ritual (Roman Catholic) (H) IQ+2 [1] – 15†‡; Research/TL8 (A) IQ+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Spear (A) DX+2 [8] – 14; Theology (Roman Catholic) (H) IQ+2 [1] – 15†‡; Writing (A) IQ-1 [1] – 12.

Magical Realm Skills: Energy (VH) IQ+3 [8] – 16§; Mind (VH) IQ+3 [8] – 16§; Space (VH) IQ+3 [8] – 16§; Spirit (VH) IQ+3 [8] – 16§.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +2 from Close to Heaven.

‡ Includes +2 from Close to Hell.

§ Includes +3 from Magery.

Role-Playing Notes:

Daimon has dedicated his life to preventing demonic incursions onto Earth. His dedication, however, often blinds him to the repercussions of many of his actions. Perhaps it is his partially demonic nature, but he is extremely ruthless when investigating and fighting demons.

Despite everything going on in his life, Daimon maintains a steadfast devotion in Roman Catholic beliefs. Indeed, he claims that the knowledge that demons exist has strengthened his faith in the Divine Trinity, for if Hell exists then so must Heaven.

HENCHMEN FOR HIRE

Villain Team

Henchmen For Hire is a staffing agency catering to the criminal underworld. Like all staffing agencies, they hire people and contract them out to client organizations; their clients, however, are of a more sinister bent than the everyday evil of white collar embezzlers and telemarketing services.

Henchmen For Hire is the real name of Good Help Staffing, a temporary employment agency operating out of the fifth floor of the Baxter Building, most famously known as the home of the Fantastic Four (see *Baxter Building*; *Fantastic Four*). (The irony of operating out of the same building as one of the leading superhero teams in Manhattan is not lost on those in the know about the agency.) The agency consists of about forty men and women interviewing potential contractors, six account managers handling contracts for the legitimate clients, two account managers handling contracts for their criminal clients, four accountants, an eight-person IT staff, a three-person Human Resources office, the owner/manager, and his assistant. Subtle questions during the interview process permit the staff to gauge whether a potential employee is suitable for hiring out to their criminal clients. These questions generally start with the routine question about a criminal record, then branch off into other questions. As expected, the criminal hires are given preference if they've gone through one of the Taskmaster's training academies (see *Taskmaster*). Thanks to their location and the New York City population, they have a base of several dozen thousand potential employees to contract out to companies and crimelords alike. Only the two account managers handling the criminal clients answer the phones with "Henchmen For Hire", and then only on special lines.

The owner/manager of the company is Kevin Thompson, a mind-controller who once operated by the name Kilgrave before he retired from overt criminal dealings, legitimizing his criminal wealth by funneling it into the agency (see *Kilgrave*). He has kept the company solvent by maintaining a "no questions asked" policy for their criminal clientele, and *not* fudging the books. While he has occasionally been investigated by city, state, and federal law enforcement, Kilgrave has managed to avoid prosecution through his powers and the company's own legitimacy.

To date, Henchmen For Hire is known to contract out employees for Doctor Octopus, the Green Goblin, and the Hammerhead family of the Maggia (see *Doctor Octopus*; *Green Goblin*; *Hammerhead*; *Maggia*). They also occasionally do business with Advanced Idea Mechanics, though generally on a temp-to-hire basis (see *AIM*).

First Post-Reboot Appearance: DOCTOR OCTOPUS #1.

"We broker only for the most reputable clients."

– Merchants Guild Officer, **Wing Commander Privateer**.

Henchmen For Hire

Mission Statement: Henchmen For Hire is dedicated to providing skilled criminal muscle to organized crime syndicates. As a side business, which incidentally brings in more income than their criminal enterprise, they also provide temporary workers for all kinds of businesses across New York City.

Capabilities

TL: 8

Members: 65

Wealth: Comfortable.

Contacts: Criminal skills-15; office skills-15.

Member Traits:

Notable Resources: Henchmen For Hire rents out a floor of the Baxter Building.

Reaction-Time Modifier: +0

Costs and Values

Startup Cost: \$4,056,000 **Resource Value:** \$20,280

Patron Value: 10 points. **Enemy Value:** -10 points.

Ally and Dependent Value: The Allies they contract out almost never exceeds a 75 point character, but they can offer groups of up to 50 of them at once.

Social Attributes

Type: Commercial

Loyalty: Neutral (10)

CR: 2

Rank: Merchant Rank [5/level], not exceeding Rank 2.

Income Range: \$2,600 (Average) to \$260,000 (Filthy Rich).

Reputation: +1 (to job-seekers and employers)

HERA

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

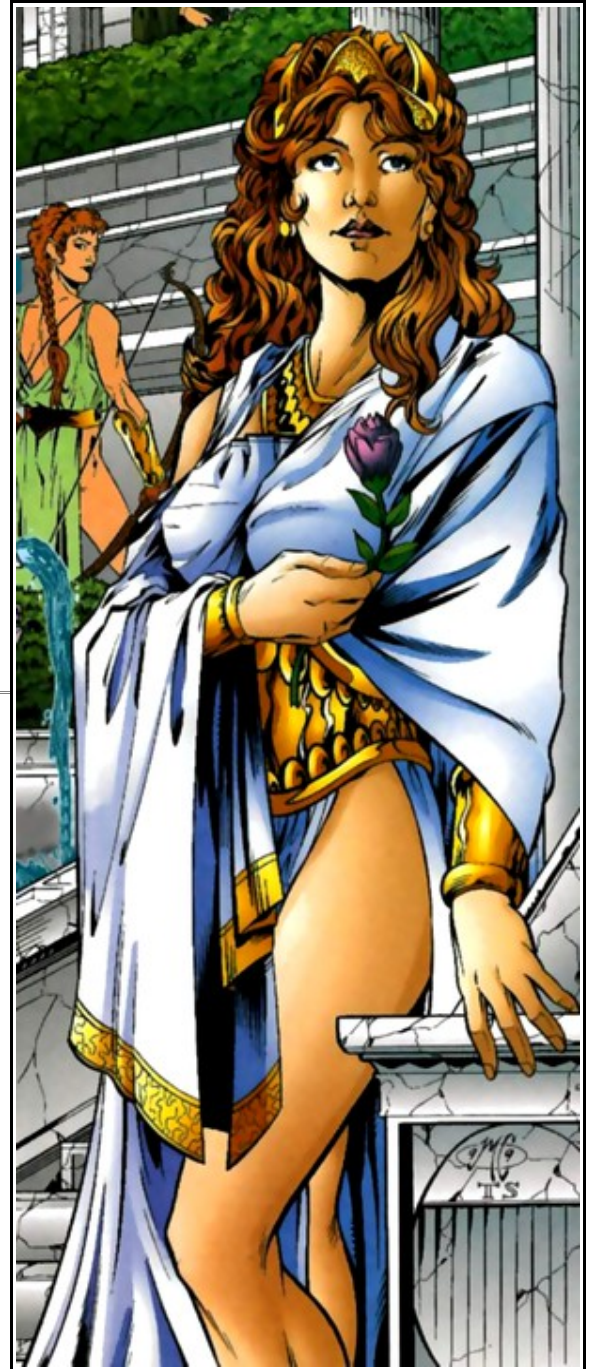
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



HERCULES

Hero

Real Name: Herakles ("Hercules" is his Roman name).

Occupation: Adventurer, former shepherd, former indentured slave, former actor.

Identity: Publicly known, although the general public does not believe that Hercules is the same man from the myths.

Legal Status: Citizen of Mount Olympus, former citizen of the Kingdoms of Mycenae and Thebes (now part of Greece) with a criminal record (pardoned). Technically, he could claim to be a citizen of modern-day Greece by birth, but he prefers not to do so.

Other Aliases: God of Might, God of Heroes, Alcaeus (birth name), Paul Bunyan (alleged), Kevin Hunt (his television "stage name").

Place of Birth: Thebes, Boeotia, Greece.

Marital Status: Married.

Known Relatives: Zeus (father), Alcmene (mother, deceased), Amphitryon (step-father, deceased), Iphicles (mortal half-brother, deceased), Iolaus (mortal nephew, deceased) Megara (first wife, deceased), Omphale (second wife, deceased), Deianira (third wife, deceased), Hebe (half-sister, current wife), Nyssa Savakis (mortal half-sister), Hera (stepmother), Perseus (maternal great-grandfather, half-brother, deceased), Andromeda (maternal great-grandmother, deceased), Eurystheus (cousin, deceased), Hyllus (son by Deianira, deceased), Telephus (son by Auge, deceased), Lamos (son by Omphale, deceased), Macaria (daughter by Deianira, deceased), Manto (daughter, mother unrevealed, but probably Deianira, deceased), Tlepolemus (son by Astyocheia, deceased), Alexiades, Anicetus (sons by Hebe), children by Megara (names unrevealed, deceased). For more details on his extended family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogeny* and other works.

Group Affiliation: Gods of Olympus, former member of the Argonauts..

Base of Operations: Los Angeles, California.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History: Hercules's history prior to his ascension to godhood is well-documented.

At some point after the worship of the ancient Greco-Roman gods had faded, after the rise of Christianity, Hercules grew bored just watching humanity. From time to time, he traveled to Earth to engage in various adventures. During the 1800s, tales of his exploits in the American Old West grew; he is said to have inspired the tales of legendary frontiersman Paul Bunyan.

Several years back, Herc decided to try to find new adventures on Earth. He started by crashing a fabulous Hollywood party dressed in his ancient Greek attire; he was immediately noticed by a talent scout. For several years, he wound up playing himself on television, first in made-for-TV movies and later in a regular series based on them. After that, he tried his hand at playing a starship captain in a science fiction series, which he claims to have found refreshingly invigorating. However, scripted adventures began to wear on him, and he retired from Hollywood seeking further adventures.

He found it in thwarting the machinations of his ancient nemesis, his stepmother Hera, who was causing trouble for yet another of Herc's many half-siblings, his half-sister Nyssa Savakis (see *Hera*; *Savakis*, *Nyssa*). Nyssa at the time was having trouble adjusting to the fact that she was the daughter of Zeus, and having her four thousand years older brother show up didn't help at first (see *Zeus*).

Herc is currently splitting his time between protecting Nyssa from Hera's many plots and training her in the use of the lightning powers she has inherited from their father.

Height: 6' 5".

Weight: 750 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Classic Greek attire.



Strength Level: Hercules possesses superhuman strength enabling him to lift (press) in excess of 100 tons.

Known Superhuman Powers: In addition to his prodigious strength, Hercules possesses the typical attributes of an Olympian god. He is extremely durable, immune to terrestrial diseases, and immortal. He has not aged since achieving godhood. His body is now three times as dense as it was when he was mortal.

Other Abilities: Hercules is a skilled warrior and strategist. He is skilled in all armed and unarmed martial arts of the ancient Greeks and Romans, as well as his large two-handed club.

Weapons: Hercules's favorite weapon is the large two-handed orichalcum club forged for him by Hephaestus.

1,647 points

Attributes: ST 33/355 [10*]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 3d+2/6d (36d/38d); BL 218 lbs. (25,025 lbs/12.6 tons); HP 33 [0]; Will 13 [10]; Per 13 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Ancient Greek (Native) (Native Language) [0]; English (Accented) [4]; Latin (Native) [6].

Cultural Familiarities: Ancient Greece (Native) [0]; Eastern European [1]; Western [1].

Advantages: Appearance (Handsome) [8†]; Born Tactician 4 [40]; Combat Reflexes [15]; Cultural Adaptability [10]; Damage Resistance 30 (No Signature, +20%; Tough Skin, -40%) [120]; Enhanced ST +35 (Accessibility: Only When Using Super ST, -10%) [253]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Indomitable [15]; Injury Tolerance (Damage Reduction /100) [150]; Mariner 2 [20]; Olympian God [605]; Regeneration (Regular: 1HP/hr) [25]; Sensitive [5]; Social Chameleon [5]; Status 1 [0‡]; Super ST +13/+300 [80§]; Super Throw 1 [10]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Ground Guard [1]; Huge Weapons (SM) 1 [1]; Neck Control (Boxing) [1]; Neck Control (Brawling) [1]; Patience of Job [1]; Power Grappling [1]; Style Familiarity (Ancient Greek Boxing) [1]; Style Familiarity (Armatura) [1]; Style Familiarity (Greco-Roman Wrestling) [1]; Style Familiarity (Heroic Spear Fighting) [1]; Style Familiarity (Hoplomachia) [1]; Style Familiarity (Pankration) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Carousing (12) [-5]; Dependent (Nyssa Savakis, half-sister) (No more than 100%; Loved One) (15) [-6]; Enemy (Hera) (Equal in Power, Rival) (12) [-10]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; No Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [-45]; Overconfidence (9) [-7]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Alcohol Intolerance [-1]; Openly Bisexual [-1]; Personality Change (Bad Temper When Drunk) [-1]; Storyteller [-1].

Skills: Bow (A) DX+1 [4] – 15; Boxing (A) DX+2 [8] – 16; Brawling (E) DX+3 [8] – 17; Broadsword (A) DX+1 [4] – 15; Games (Boxing) (E) IQ+1 [2] – 12; Games (Pankration) (E) IQ+1 [2] – 12; Games (Wrestling) (E) IQ+1 [2] – 12; Hiking (A) HT+0 [2] – 14; Hobby Skill (Feats of Strength) (E) DX+2 [4] – 16; Immovable Stance (H) DX+2 [12] – 16; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Leadership (A) IQ+5 [4] – 16#; Performance (A) IQ+1 [4] – 12; Power Blow (H) Will+3 [16] – 16; Professional Skill (Shepherd) (A) IQ+1 [4] – 12; Riding (Equines) (A) DX+0 [2] – 14; Seamanship/TL1 (E) IQ+3 [2] – 14¥; Shield (E) DX+2 [4] – 16; Shortsword (A) DX+1 [4] – 15; Soldier/TL1 (A) IQ+5 [4] – 16#; Spear (A) DX+0 [2] – 14; Stage Combat (A) DX+0 [2] – 14; Strategy (Land) (H) IQ+3 [2] – 14#; Survival (Mountain) (A) Per+1 [4] – 14; Tactics (H) IQ+5 [8] – 16#; Teamster (Equines) (A) IQ+2 [4] – 13‡; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Two-Handed Axe/Mace (A) DX+2 [8] – 16; Wrestling (A) DX+1 [4] – 15.

Techniques: Dual-Weapon Attack (Thrown Weapon (Spear)) (H) def+4 [5] – 16.

Starting Spending Money: \$15,200 (20% Starting Wealth, minus the cost of his Club).

* Includes +9 from Olympian God, +35 from Enhanced ST, and +13/+300 from Super ST.

† Upgraded from Appearance (Attractive), part of the Olympian God template.

‡ Includes +1 from Wealth (Wealthy).

§ Upgraded from Super ST +11/+150, part of the Olympian God template.

Includes +4 from Born Tactician.

¥ Includes +2 from Mariner.

‡ Defaulted from Riding (Equines)

Role-Playing Notes:

Here is boisterous, brash, and a bit of a braggart. He's well aware that he is one of the strongest out there. When faced with an equal or someone superior to him in strength, however, he shows that it wasn't just his strength he was famed for, but his intelligence and skill with a weapon. If he was to admit it to himself, he'd rather face down someone he has to out-think than someone he can just pound on.

Hercules's Club

Hercules's Club is an oversized weapon forged from orichalcum by Hephaestus.

TWO-HANDED AXE/MACE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
1^	Hercules's Orichalcum Club	6d+6 cr	1, 2*	12U	\$3,600	24	20 $\frac{1}{2}$	[1, 2, 3]

Notes:

[1] Fine Quality

[2] Made for an SM +1 character (as per *Dungeon Fantasy 1: Adventurers*, p. 26).

[3] Made of Orichalcum; won't break, and non-orichalcum and non-uru weapons have +2 to odds of breakage when parrying it.

Design Notes:

1. I had to do some research on Herc to make sure I got his family tree correct. As can be expected, when dealing with Greek mythology (and Greek gods in particular), the family tree can resemble a double-helix DNA strand. In fact, Herc is so powerful *because* his lineage combines three different strains of Zeus's bloodline with a fresh infusion of Zeus's power:

Heracles, son of Zeus and Alcmene

Alcmene, daughter of Electryon (via Eurydice), son of Perseus, son of Zeus and Danae

Eurydice, daughter of Pelops, son of Tantalus, son of Zeus and Plauto

Danae, daughter of Acrisius, son of Abas, son of Lynceus, son of Aegyptus, son of Belus, son of Libya, daughter of Alcippe, daughter of Ares, son of Zeus

2. Herc's use of the "Kevin Hunt" alias and his television career is an homage to Kevin Sorbo, who played Herc in *Hercules: The Legendary Journeys* on television and then went on to play Dylan Hunt in *Gene Roddenberry's Starship Andromeda*.
3. Herc's club is built as a Maul, scaled up using details found in *Dungeon Fantasy 1: Adventurers*. Technically, I probably should have listed it as Signature Gear, but should it be broken or stolen Herc can always commission a new one from Hephaestus, and it likely *won't* be for free.

HULK

Hero

Real Name: Bruce Banner.

Occupation: Nuclear physicist and biochemist.

Identity: Publicly known.

Legal Status: Citizen of the United States with no current criminal record.

Other Aliases: None.

Place of Birth: Dayton, Ohio.

Marital Status: Single.

Known Relatives: Brian Banner (father, apparently deceased), Rebecca Walters Banner (mother, deceased), Elaine Walters (aunt), Jennifer Walters (cousin).

Group Affiliation: Avengers.

Base of Operations: Phoenix, Arizona.

First Post-Reboot Appearance and Origin: INCREDIBLE HULK #1.

History: Dr. Bruce Banner was a biochemist with knowledge of nuclear physics working for a research firm with government contracts. The project Banner was assigned to involved studying the surges of incredible strength people gain when angry or frightened. This project was of personal importance to Banner, as he had recently lost his childhood girlfriend, Julie Connors, in a traffic accident. Julie had been trapped in an overturned car when it caught fire, and Banner had been unable to free her. Banner wanted to know how it was that others could tap into this strength but he could not when it mattered most.

During the course of the project, Banner hypothesized that certain external factors may play a part in gaining this extra strength during periods of stress. Cross-checking background gamma and cosmic ray emissions during the times of documented instances where normal people exhibited brief surges of enhanced strength, Banner discovered that a number of cases coincided with high points in the background gamma radiation received from the sun. Checking the date of the accident when Connors died, he discovered that day was a low period in the cycle.

Deciding to test his theory without waiting for proper authorization, Banner subjected himself to what he believed to be a controlled dosage of concentrated gamma radiation. Unknown to him at the time, however, the equipment he was using had been modified by a coworker to produce nearly ten times the amount it was calibrated for. In most people, the amount of gamma radiation he received would have been instantly lethal.

Banner, however, possessed an unknown genetic code similar to that possessed by mutants; it is entirely possible that Banner was a latent mutant, and the dose of gamma radiation he received mutated his DNA even further. At first, there were no known effects from the experiment; Banner was about to write off the experiment as a failure when circumstances changed.

On the drive home that night, however, his frustration on his inability to change a flat tire quickly grew to anger, triggering his first transformation into the Hulk. After he released his frustrations on the car by picking it up and tossing it into the nearby woods, the Hulk wandered aimlessly. As his rage calmed, he found himself returning to the research center where he, as Banner, worked. Banner awoke in the lab the next morning with no memory of what had happened, dressed only in tattered jeans. His coworkers quickly determined what had happened, leaving Banner to wonder about what he had inadvertently released.

Since then, Banner has sought a way to reverse what had happened. At first, the Hulk was a near mindless creature bent solely on random destruction; it was only Banner's buried psyche that prevented the Hulk from taking a human life. Recent experiments have resulted in a slightly increased intelligence for the Hulk. With his new intelligence, the Hulk became a founding member of the Avengers, although it is not known how long he will remain with the team (see *Avengers*).

Height: (as Banner) 5' 6", (as Hulk) 7'.

Weight: (as Banner) 150 lbs, (as Hulk) 1,040 lbs.

Eyes: (as Banner) Brown, (as Hulk) Green.



Hair: (as Banner) Brown, (as Hulk) Green.

Skin: (as Hulk) Green.

Uniform: None.

Strength Level: In his human form, Bruce Banner possesses the normal human strength of a man his age, height, and build who engages in minimal regular exercise. The Hulk possesses superhuman strength enabling him to lift (press) well over 200 tons. He can only achieve this strength level when he is enraged (see *Known Superhuman Powers* below). In a totally calm state, the Hulk possesses significantly less strength, although he is still formidable, able to lift (press) around 80 tons. The Hulk's strength is tied directly into his adrenal gland, so the angrier the Hulk gets the stronger he becomes. Because no one has yet dared to make the Hulk supremely angry, there is no way to gauge his maximum potential strength. The most he has been seen lifting when enraged has been around 500 tons.

Known Superhuman Powers: Dr. Banner possesses the ability to transform himself into a superhumanly powerful green-skinned creature. When he transforms into the Hulk, Banner grows 18 inches and packs on almost 900 pounds of mass from an unidentified, possibly extradimensional, source (this extra mass may be linked to the extradimensional mass source utilized by Ant-Man and Wasp via Pym particles; see *Ant-Man*; *Wasp*). The transformation is tied into Banner's adrenal gland; intense situations of fear, anger, frustration, or hatred will trigger the transformation. The amount of time the transformation takes is dependent on the initial surge; the transformation into the Hulk has taken as long as a minute or as short as ten seconds.

In addition to the Hulk's superhuman strength, he is highly impervious to intense heat (up to 3,000° F) and cold (down to -190° F), has incredible recuperative abilities, possesses an incredible imperviousness to harm – the Hulk has been shown shrugging off field artillery shells, although it is doubtful he'd survive a direct nuclear detonation – and is immune to all terrestrial diseases. His powerful leg muscles enable him to leap three miles in a single bound.

The Hulk also has one ability apparently not connected to his superhuman physiology; he is able to perceive astral forms. The nature of this ability is unknown.

Abilities: Dr. Banner is a genius in both nuclear physics and biochemistry. On the other hand, the Hulk has below average intelligence, comparable to that of a sheltered teenager, although he has an undeniable cunning that aids him in battle. Originally, the Hulk's intelligence was equal to that of a small child; recent experiments by Banner in attempting to control the Hulk have resulted in the Hulk gaining a slightly more mature level of intelligence. Because Banner and the Hulk are the same being, Banner can, at times, manage to control the Hulk's actions to a limited extent.

*Red King: Unfortunately, the most savage of them all, the Hulk, will **not** be feeling the executioner's blade, for you cannot kill what is already dead.*

Hulk: Oh, I'm not dead. I'm just MAD!

- Planet Hulk

Bruce Banner

2,926 points

Attributes: ST 8 [-20]; DX 9 [-20]; IQ 14 [80]; HT 8 [-20].

Secondary Characteristics: Dmg 1d-3/1d-2; BL 13; HP 8 [0]; Will 10 [-20]; Per 12 [-10]; FP 8 [0]; Basic Speed 5.00 [15]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form: Hulk (Reciprocal Rest, +30%; Trigger: Intense Anger/Frustration (Occasional), -30%; Biological, -10%) [2,914]; High Manual Dexterity 4 [20]; Single-Minded [5]; Wealth (Comfortable) [10].

Disadvantages: Bad Sight (Mitigator: Glasses, -60%) [-10]; Charitable (12) [-15]; Clueless [-10]; Obsession (Eliminate the Hulk; Long-Term Goal; 12 or less) [-15]; Pacifism (Self-Defense Only) [-15]; Workaholic [-5].

Quirks: Cautious [-1]; Distractible [-1]; Dull [-1]; Habit: Constantly Chews Gum [-1].

Skills: Games (Chess) (E) IQ+1 [2] – 15; Science! (WC) IQ+3 [60] – 17.

Starting Spending Money: \$8,000 (20% Starting Wealth).

Hulk (as standalone character)

3,654 points

Attributes: ST 304/365 (Size, -10%) [2,565]*; DX 10 [0]; IQ 8 [-40]; HT 18 [80].

Secondary Characteristics: SM +1; Dmg 31d/33d; BL 18,483; HP 304 [0]; Will 14 [30]; Per 10 [10]; FP 18 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Accented Spoken; Illiterate) [-4].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Extra Attack 1 [25]; High Pain Threshold [10]; Immunity to Disease [15]; Indomitable [15]; Injury Tolerance: Damage Reduction (/100) [300]; Regeneration (Fast: 1HP/min) [50]; See Invisible (Accessibility: Astral Forms Only, -40%; Psionic, -10%) [8]; Super Jump 6 [60]†; Super ST +9/+70 (Size, -10%) [351]; Super Throw 3 [30]; Temperature Tolerance 160 [160].

Perks: Penetrating Voice [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (6) [-20]; Berserk (9) [-15]; Hidebound [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Monster) [-15]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Quirks: Cannot Float [-1]; Expression ("Hulk Smash!") [-1]; Third Person [-1]; Uncongenial [-1].

Skills: Brawling (E) DX+8 [28] – 18; Jumping (E) DX+2 [4] – 12; Lifting (A) HT+2 [8] – 20; Throwing (A) DX+2 [8] – 12; Wrestling (A) DX+8 [32] – 18.

Starting Spending Money: \$0.

* ST is bought as ST 295 (Size, -10%); listed value includes Super ST +9/+70

† Super Jump is calculated using ST/4 rather than Basic Move.

Hulk (as Alternate Form)

3,599 points

Attribute Adjustments: ST +287 (Size, -10%) [2, 583]; DX +2 [40]; IQ -6 [-120]; HT +10 [100].

Secondary Characteristic Adjustments: SM +1; Will +4 [20]; Per +2 [10]; Basic Speed -0.75 [-15].

Language Adjustments: English (Accented Spoken; Illiterate) [-4].

Advantages: Combat Reflexes [15]; Extra Attack 1 [25]; High Pain Threshold [10]; Immunity to Disease [15]; Indomitable [15]; Injury Tolerance: Damage Reduction (/100) [300]; No Bad Sight [10]; No Charitable [15]; No Clueless [10]; No Obsession [15]; No Pacifism (Self-Defense Only) [15]; No Workaholic [5]; Regeneration (Fast: 1HP/min) [50]; See Invisible (Accessibility: Astral Forms Only, -40%; Psionic, -10%) [8]; Super Jump 6 [60]†; Super ST +9/+70 (Size, -10%) [351]; Super Throw 3 [30]; Temperature Tolerance 160 [160];

Perks: No Cautious [1]; No Distractible [1]; No Dull [1]; No Habit: Constantly Chews Gum [1]; Penetrating Voice [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (6) [-20]; Berserk (9) [-15]; Hidebound [-5]; No High Manual Dexterity 4 [-20]; No Single-Minded [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Monster) [-15]; Truthfulness (6) [-10]; Wealth (Comfortable Becomes Dead Broke) [-35].

Quirks: Cannot Float [-1]; Expression ("Hulk Smash!") [-1]; Third Person [-1]; Uncongenial [-1].

Skill Adjustments: Give the following skills: Brawling (E) DX+8 [28] – 18; Jumping (E) DX+2 [4] – 12; Lifting (A) HT+2 [8] – 20; Throwing (A) DX+2 [8] – 12; Wrestling (A) DX+8 [32] – 18. Remove the following skills: Games (Chess) (E) IQ+1 [2] – 15; Science! (WC) IQ+3 [60] – 17.

Role-Playing Notes:

Design Notes:

1. The Hulk is one of the *messiest* builds I've dealt with so far. Not only is there Bruce Banner and the Hulk to deal with as two distinct characters, there's the Alternate Form and its Trigger to factor in. On top of that, there are at least *four* distinct personalities inside their shared head: Banner, Savage Hulk, Innocent Hulk, and Smart Hulk (or the Professor), all of whom have different mental traits that do not even out nicely as the Split Personality trait calls for. At this time, I have ignored Savage Hulk and the Professor, focusing on Banner and Innocent Hulk. Savage Hulk includes an additional -2 to IQ (making him just barely sapient) and the Bestial trait, for a net adjustment of -50 points. The Professor is essentially the Hulk without the decrease in IQ (keep the bonuses to Will and Per, however), Banner's skills, and without the Third Person and Uncongenial Quirks.
2. Without his Alternate Form as the Hulk, Bruce Banner is a mere 13 point character.

HUMAN TORCH

Hero

Real Name: Jonathan "Johnny" Storm.

Occupation: Race car driver and mechanic, adventurer, college student with no declared major.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Glenville, Long Island, New York.

Marital Status: Single.

Known Relatives: Franklin (father), Mary (mother, deceased), Susan (alias Invisible Woman, sister).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Johnny Storm is the younger of two children born to physician Franklin Storm. Growing up, Johnny was always the rebel of the family; part of this stemmed from the attention showered on his older sister Susan, leaving him to act out in order to get attention (see *Invisible Woman*). Johnny didn't care what kind of attention.

As he got older, he discovered he had a knack for fixing engines, and was soon running an underground repair shop in his parents' garage for the neighborhood kids' motorcycles and hot rods. After being invited to a race track (allegedly as a mechanic, although part of that may just have been his bragging), he got his first taste at drag-racing. It wasn't long before he found himself behind the wheel of a drag-racer.

When Susan's boyfriend, Reed Richards, announced that the ship with an experimental hyperdrive he'd designed was nearing completion at Cape Canaveral, Florida, Johnny was invited to tour the ship (see *Mister Fantastic*). During the tour, Johnny got lost in the engine room while admiring the workmanship. Four hours later, the work crews found him reassembling a thruster assembly that had come loose. An inspection of his work showed that the thruster worked better than before it had been installed, and Johnny was quick to accept their offer of employment, despite still being in high school.

Reed's ship, the *Fantastic*, launched on schedule (see *The Fantastic*). During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shields on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, Johnny, and pilot Ben Grimm – were bombarded with radiation the ship could not keep out (see *Thing*). It was only a last-minute jury-rig of Johnny's that enabled the ship to return to Earth.

It wasn't long before Johnny, along with the other three that were on board the *Fantastic*, manifested powers, with Johnny becoming the second Human Torch. Not long afterward, he accepted Reed's proposal to form the super-team known as the Fantastic Four (see *Fantastic Four*).

Recently, under pressure from his older sister, Johnny has decided to go to college, and has enrolled at Empire State University. On his first day, he met a woman named Crystal, who he has since started dating and who has powers of her own (see *Crystal*).

Height: 5' 10".

Weight: 170 lbs.

Eyes: Green.

Hair: Red.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: The Human Torch possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.



Known Superhuman Powers: The Human Torch possesses the superhuman ability to create and control fire and heat.

Johnny's most common manifestation of his powers is the ability to surround his body with a sheath of super-heated plasma. Because most of the energy he generates is in the infrared spectrum, he is dimmer than would be expected from such an energy source. He can mentally control both the energy output and the areas covered by the flame, enabling him to carry someone aloft by making sure his arms are not aflame. Johnny is impervious to this flame, and can withstand temperatures up to the surface temperature of the sun.

By directing the energy beneath him, Johnny can fly like a rocket. He can also produce various forms such as a constant jet of flame, much like a modern flamethrower, or in balls of flame. He can also generate an omnidirectional blast of super-heated fire, which he calls his "nova blast"; the use of the nova blast is known to leave him physically drained.

Johnny also possesses the ability to control flame, both those he generates and those from other sources. He can suppress these flames, or shape them into forms like cages.

Johnny's fire requires both oxygen and fuel, and can be doused by immersion in water or by removing the air from his surrounding area.

Abilities: Johnny Storm is a skilled racing car driver. He is also a superb mechanic, and while he isn't able to design an engine or vehicle from scratch, he is capable of fine-tuning engines and other machines to run beyond their stated performance rates without problems.

Paraphernalia: Johnny Storm's Fantastic Four uniforms and regular clothing have been created using unstable molecules, enabling them him to "flame on" while wearing them without harming them in any way.

1,215 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Artificer 2 [20]; Burning Attack 5d (*Fireballs*) (Increased Range ×2, +10%; Increased 1/2D Range ×5, +10%; Rapid Fire, RoF 5, +70%; Rapid Fire: Selective Fire, +10%; Ricochet, +10%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [10]; Burning Attack 6d (*Flame Jet*) (Jet, +0%; Jet: Increased 1/2D Range ×2, +5%; Jet: Increased Range ×2, +10%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [6]; Burning Attack 3d (*Flame Sheath*) (Aura, +80%; Link (with DR), +10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Heat/Fire, -10%; Super, -10%) [23]; Burning Attack 18d (*Nova Burst*) (Area Effect (64 yds), +300%; Costs 10 Fatigue, -50%; Emanation, -20%; Requires Concentrate, -15%; Elemental: Heat/Fire, -10%; Super, -10%) [266]; Combat Reflexes [15]; Control Fire 3 (Collective, +100%; Independent, +40%; Elemental: Heat/Fire, -10%; Super, -10%) [132]; Create Fire 10 (Cosmic: No FP Expenditure, +50%; Destruction: Create and Destroy, +100%; Elemental, -10%; Super, -10%) [69]; Damage Resistance 25 (*Flame Sheath*) (Force Field, +20%; Link, +10%; Switchable, +10%; Visible, -10%; Elemental: Heat/Fire, -10%; Super, -10%) [138]; Daredevil [15]; Driver's Reflexes 2 [10]; Enhanced Move (Air) 2.5 (Air Move 72/144 mph) (Elemental: Heat/Fire, -10%; Super, -10%) [40]; Fit [5]; Flight (Elemental: Heat/Fire, -10%; Super, -10%) [32]; Heat/Fire Talent 4 [20]; High Manual Dexterity 1 [5]; Infravision (Super, -10%) [9]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Temperature Control 20 (Heat, -50%; Increased Range (×10), +30%; Super, -10%) [70]; Temperature Tolerance 160 [160]; Wealth (Comfortable) [10].

Perks: Honest Face [1]; Ignition [1]; Illumination [1]; Skintight [1]; Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Carousing (12) [-5]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Slow Riser [-5]; Xenophilia (12) [-10].

Quirks: Dual Identity [-1]; Loves his Fans [-1]; Show-Off [-1].

Skills: Aerobatics (H) DX+4 [12] – 17*; Artist (Flame Sculpting) (H) IQ+3 [2] – 14†; Brawling (E) DX+3 [8] – 16; Driving/TL8 (Automobile) (A) DX+2 [2] – 15‡; Driving (Motorcycle) (A) DX+1 [1] – 14‡; Fire Control (H) IQ+4 [4] – 15†; Innate Attack (Beam) (E) DX+3 [8] – 16; Innate Attack (Projectile) (E) DX+3 [6] – 16§; Mechanic! (WC) IQ+5 [60] – 16#; Piloting/TL8 (High Performance Airplane) (A) DX+3 [2] – 16‡¥; Piloting/TL8 (High Performance Spacecraft) (A) DX+3 [2] – 16‡¥; Skiing (H) HT+2 [12] – 12.

Starting Spending Money: \$8,000 (20% Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +4 from Heat/Fire Talent.

‡ Includes +2 from Driver's Reflexes.

§ Defaulted From Innate Attack (Beam).

Includes +2 from Artificer.

¥ Includes +1 from 3D Spatial Sense.

Role-Playing Notes:

Johnny is flamboyant and impulsive, loving the public attention.

The HYDRA organization active today has its roots in the Nazi German Hydra science division, which at the time was under the control of Johann Schmidt, a man better known as the Red Skull. Hydra was responsible for many of the scientific advances Germany fielded during the War.

When it became obvious that Germany's defeat was imminent, many of Hydra's personnel surrendered to the Allies without a fight. One splinter group, however, disappeared into the East. This group, under the direction of Baron Wolfgang von Strucker, abandoned Nazi ideology in favor of a more generic goal of world domination with them in charge. To this end, he organized HYDRA into a cell structure, similar to that of many resistance movements encountered in Europe. Each cell was tasked with infiltrating a specific organization, with no communications between the cells. In this manner, HYDRA would be like its mythological namesake; if one cell was taken down, more would rise to continue the fight.

At present, it is not known how many HYDRA cells are active. Every so often, a cell pops up on the radar of the various intelligence agencies around the world. In the CIA, agents Nick Fury, Phil Coulson, and Natasha Romanov have encountered HYDRA agents on a number of missions (see *Black Widow*; *Coulson*, *Agent Phil*; *Fury*, *Nick*). None of the attacks perpetrated by HYDRA agents and thwarted by Fury and his allies appeared to be coordinated with each other, leaving them to wonder if anyone is actually in charge.

What is not known to the intelligence community at large is that Baron Strucker's namesake grandson continues to operate behind the scenes of HYDRA (see *Baron Strucker*). The younger Baron Strucker, in order to give the appearance of a lack of organization, has ordered various cells around the world to perform several meaningless attacks. His plan, however, is to use the majority of the cells to cause as much chaos as possible in order to spread the intelligence and law enforcement agencies thin trying to stop them, then have other cells perform a top-level coup inside several countries at once. Whether his plan will succeed is anyone's guess, but may depend on whether an analyst inside an intelligence agency can see the pattern without being caught by sleeper agents inside the agency.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #



Typical HYDRA Agent

7 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Single-Minded [5].

Perks: Clinch (Brawling) [1].

Disadvantages: Fanaticism ("HAIL, HYDRA!") [-15].

Skills: Brawling (E) DX+0 [1] – 10; Explosives/TL8 (Demolitions) (A) IQ+0 [2] – 10; Forced Entry (E) DX+0 [1] – 10; Guns/TL8 (Pistol, Rifle, Shotgun, or Submachine Gun) (E) DX+0 [1] – 10; Running (A) HT+0 [2] – 10; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Soldier/TL8 (A) IQ+0 [2] – 10; Stealth (A) DX+0 [2] – 10; Streetwise (A) IQ+0 [2] – 10; Throwing (A) DX+0 [2] – 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Lens:

Sleeper Agent (+4 points): Bump IQ to 11 [20]; add Secret (Subversive) (Imprisonment) [-20]; Acting (A) IQ+1 [4] – 12.

Design Notes:

1. Compared with the AIM entry, it becomes obvious that while AIM's soldiers are a genuine threat to a super and best deployed in small numbers, HYDRA agents are mooks to be plowed through. This is *intentional*. In play, I recommend using the HYDRA agent for any organization that uses their manpower as disposable thugs, and AIM soldiers for the veterans and/or elite squads. It may even be prudent to have one or two soldiers based on the AIM entry in a group of 20 or so HYDRA agents. Don't hesitate to give names to the HYDRA agents built off the AIM templates; in comics and similar media, names are what separate important characters from the rest of the scenery.

ICEMAN

Hero

Real Name: Robert "Bobby" Drake.

Occupation: College student with an accountant curriculum, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Fort Washington, Long Island, New York.

Marital Status: Single.

Known Relatives: William Robert (father), Madeline Beatrice (mother); Ronnie (brother).

Base of Operations: New York City.

Group Affiliation: X-Men.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Robert Drake is a mutant, one of the mutant alumni of the Xavier Institute for Gifted Youngsters known as the X-Men (see *Xavier Institutes*; *X-Men*). Alongside the other X-Men, he attends classes at Empire State University, pursuing a career as a CPA.

Bobby discovered his mutant powers when they manifested at puberty. He worked to keep them secret, but when the Xavier Institute went public as a mutant academy, his parents enrolled him there. While there, he honed his powers to the point where he could obscure his identity by forming a flexible ice sheath around him. Professor Xavier believes that Bobby has the potential to turn his entire body into ice, but that Bobby just needs more experience and a reason to do so (see *Xavier*; *Charles*).

Bobby is not on good terms with his brother Ronnie, who, while a year younger than Bobby, has to date not exhibited any mutant powers of his own. Bobby jokes that Ronnie is jealous of the publicity Iceman and the X-Men get, but deep inside he feels that Ronnie is actually resentful of not being a mutant himself.

Height: 5' 8".

Weight: 145 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Light gray bodysuit with a white X on the front and back, white gloves, white boots.

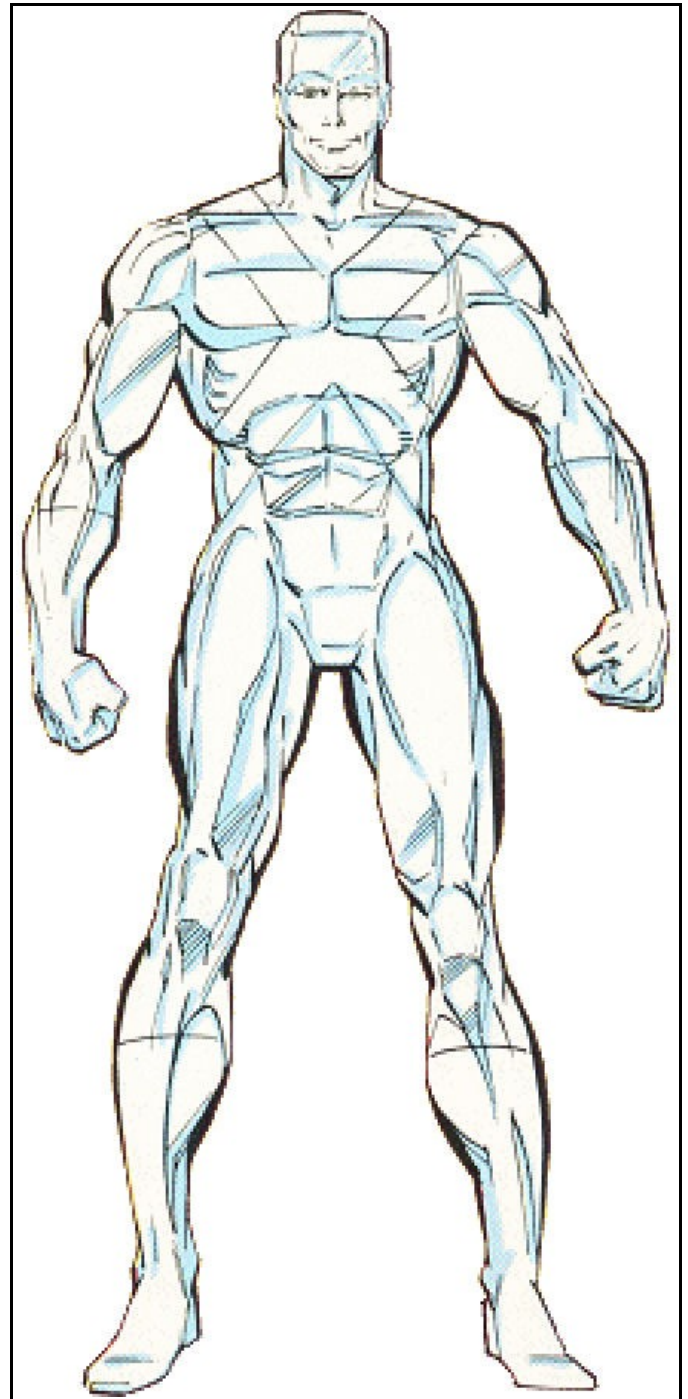
Strength Level: Iceman possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Iceman's powers consist of two separate yet interrelated powers. He has the ability to affect the ambient temperatures, dropping the temperature to as low as 100° Kelvin (although he usually doesn't go below -40° Fahrenheit), and the ability to manipulate moisture; even the ambient moisture in the desert is sufficient, although this makes his powers more difficult to control.

Iceman is able to manipulate these effects to create and shape frost, snow, and ice. Parlor tricks include producing a cooler full of ice for the many parties on campus, chilling warm drinks instantly, and creating fancy ice sculptures at will. More practical effects include the creation of ice slides, enabling him to skate at speeds approaching 100 miles per hour, forming and projecting a number of ice weapons (treat any weapon formed as its equivalent from pp. B271-4 made from "cheap" materials), encasing his body in a sheath of ice, and encasing people in blocks or manacles made of ice. His ice formations tend to be fairly simple in design, more utilitarian than aesthetically pleasing.

To date, he has not learned to use his moisture power separate from his cold power, although he is able to produce waves of cold without adding frost to it.

Disabilities: Iceman has a paralyzing fear of fire.



581 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Ice Slide Move 48 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Binding (*Ice Block*) 20 (Engulfing, +60%; Link (with Fatigue Attack), +10%; Reduced Range, x1/5, -20%; Elemental: Cold/Ice, -10%; Mutant, -10%) [52]; Cold/Ice Talent 4 [20]; Combat Reflexes [15]; Control Ice/Snow 5 (Collective, +100%; Link (with Create Ice/Snow), Can Be Used Separately, +20%; Persistent, +40%; Elemental: Cold/Ice, -10%; Mutant, -10%) [180]; Create Ice/Snow 5 (Link (with Control Ice/Snow), Can Be Used Separately, +20%; Elemental: Cold/Ice, -10%; Mutant, -10%) [25]; Crushing Attack (*Snowball Barrage*) 1d-1 (Cone, 2 yds, +70%; Increased Range (1/2D Range only), +5%; Rapid Fire: RoF 20, +150%; Elemental: Cold/Ice, -10%; Mutant, -10%) [13]; Damage Resistance (*Ice Sheath*) 4 (Flexible, -20%; Link (with Nictitating Membrane and Slippery), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [16]; Enhanced Move (Ice Slide) 2 (Elemental: Cold/Ice, -10%; Mutant, -10%) [32]; Fatigue Attack (*Frost Beam*) 3d (Damage Modifier: Freezing Hazard, +20%; Link (with Binding), Can Be Used Separately, +20%; Variable, +5%; Elemental: Cold/Ice, -10%; Mutant, -10%) [38]; Flight (*Ice Slide*) (Low Ceiling: 30 ft, -10%; Nuisance Effect: ability makes you obvious, -5%; Elemental: Cold/Ice, -10%; Mutant, -10%) [26]; Impaling Attack (*Ice Dagger*) 2d (Armor Divisor (0.5), -30%; Homing +3, +52%; Increased Range, x5, +20%; Rapid Fire, RoF 5, +70%; Elemental: Cold/Ice, -10%; Mutant, -10%) [31]; Lightning Calculator [2]; Nictitating Membrane 4 (Link (with Damage Resistance), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [4]; Single-Minded [5]; Slippery 4 (Link (with Damage Resistance), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [8]; Temperature Control 10 (Cold, -50%; Elemental: Cold/Ice, -10%; Mutant, -10%) [15]; Temperature Tolerance 15 (down to -145°F) (Mutant, -10%) [14].

Disadvantages: Code of Honor (Hero's) [-10]; Indecisive (15) [-5]; Odious Personal Habit (Cracks Inappropriate Jokes) [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Phobia (Pyrophobia: Fire) (6) [-10]; Secret Identity (Serious Embarrassment) [-5]; Wealth (Struggling) [-10].

Quirks: Natural Flirt [-1]; Speed Freak [-1].

Skills: Accounting (H) IQ [4] – 10; Artist (Sculpting) (H) IQ [4] – 10; Axe/Mace (A) DX+1 [4] – 13; Boating/TL8 (Motorboat) (A) DX [2] – 12; Brawling (E) DX+2 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ [1] – 10; Driving/TL8 (Halftrack) (A) DX [2] – 12; Driving/TL8 (Motorcycle) (A) DX [2] – 12; Economics (H) IQ [4] – 10; Finance (H) IQ-1 [2] – 9; Games/TL8 (Video Games) (E) IQ+2 [4] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [3] – 14*; Law (Tax Laws) (H) IQ-2 [1] – 8; Mathematics/TL8 (Pure) (H) IQ [4] – 10; Mathematics/TL8 (Statistics) (H) IQ [4] – 10; Skating (H) HT+2 [12] – 14; Skiing (H) HT+2 [12] – 14; Speed-Reading (A) IQ [2] – 10; Typing (E) DX [1] – 12; Weather Sense (A) IQ [2] – 10; Wrestling Sport (A) DX+1 [4] – 13.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* defaulted from Innate Attack (Beam)

Role-Playing Notes:

IMPOSSIBLE MAN

Non-Villain Antagonist

Real Name: Unrevealed, possibly inapplicable.

Occupation: Troublemaker, adventurer.

Identity: Publicly known.

Legal Status: Citizen of Poppup with no known criminal record.

Other Aliases: "Impy", "Impy-Wan Kenobi".

Place of Birth: The planet Poppup, in an unrevealed star system.

Marital Status: Single, possibly inapplicable.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The Impossible Man hails from the planet Poppup, which he claims is composed of a single hive mind race, where every individual is mentally linked to the greater whole. Apparently Impy was born with a genetic mutation that permitted him greater freedom of thought from the Poppupian hive mind, while retaining his link to it. Ultimately, he claims, he was driven by sheer boredom to leave Poppup and explore the universe. So it was when he was passing through Earth's star system in the form of a rocket ship when his radio antennae caught a broadcast of a reality TV show. Sensing potential, he decided to visit Earth, drinking in as much of its pop culture as he could.

The Impossible Man landed in the first large city he could find, which happened to be the New York greater metropolitan area, and led the Fantastic Four on a merry chase through all the major landmarks (see *Fantastic Four*). Cornered on Liberty Island, the Impossible Man explained about his life and the utter boredom he suffered before coming to Earth. Seeing an opportunity to be rid of him, Johnny Storm began describing all the sights he'd seen elsewhere in space – the rings of Saturn, the Crab Nebula cosmic jellyfish, etc. – and in quite a verbose manner, to boot (see *Human Torch*). Inspired by these tales, the Impossible Man returned to the stars, vowing to see all the sights the galaxy had to offer, but promising one day he'd return to tell his new friends, the Fantastic Four, all about them! (They can't wait. Really.)

Height: Variable.

Weight: Variable.

Eyes: Brown.

Hair: None.

Skin: Green.

Uniform: Purple one-piece swimsuit, purple belt, purple gloves, purple boots.

Strength Level: Normally the Impossible Man has the equivalent strength of a human his apparent age, height, and build who engages in moderate exercise. However, many of his forms have exhibited superhuman strength.

Known Superhuman Powers: The Impossible Man, like all members of his race (or so he claims), is able to form his shape into whatever form he desires. Should he form himself into the shape of a rocket, that rocket will be capable of flight by ejecting plasma beneath him. If he forms himself into a starship, he will be able to travel through hyperspace. He is able to form his hands into mallets and scissors, and once even into a working lightsaber. The only limits to his shapechanging appear to be his imagination and the fact that he cannot change the color of his skin or clothing; ergo, every form he takes will appear green and purple. When he changes size, his mass shifts as well, drawing and shunting mass to an extradimensional space, presumably through Pym particles (see *Ant-Man*).

According to the Impossible Man, all Poppupians are asexual, able to reproduce at will via cellular mitosis.

Other Abilities: The Impossible Man is said to be able to annoy even the most patient and level-headed person, given enough time.

*Iron Man: *scoff* "Tourist."*

– *Marvel's Avengers*

1,560 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [5]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) [6]; Poppupian (Native) (Native Language) [0].

Cultural Familiarities: Poppup (Native) [0]; Western [2].



Advantages: Burning Attack 8d (Based on Force Sword, +0%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach 1, 2, -20%; Super, -10%; Alternative Ability, $\times 1/5$) [7]; Combat Reflexes [15]; Elastic Skin (Super, -10%; Alternative Ability, $\times 1/5$) [4]; Flight (Switchable, +10%; Winged, -25%; Super, -10%; Alternative Ability, $\times 1/5$) [6]; Hard to Kill 4 [8]; Hard to Subdue 4 [8]; High TL +3 [15]; Morph (Extra Morphing Capacity: 1,000 points; Flawed, -10%; Improvised Forms, +100%; No Memorization Required, +50%; Reduced Time 4 (1 second), +80%; Unlimited, +50%; Super, -10%) [1,360]; Racial Memory (Active) [40]; Stretching 2 (Super, -10%; Alternative Ability, $\times 1/5$) [3]; Striker (Crushing) (Switchable, +10%; Alternative Ability, $\times 1/5$) [2]; Striker (Cutting) (Switchable, +10%; Alternative Ability, $\times 1/5$) [2]; Striker (Impaling) (Switchable, +10%; Alternative Ability, $\times 1/5$) [2]; Trivia Sponge 3 [15]; Versatile [5]; Wild Talent 1 [20].

Perks: No Denegation in Zero-G [1]; Supersuit [1].

Disadvantages: Compulsive Carousing (6) [-10]; Gregarious [-10]; Gullibility (9) [-15]; Impulsiveness (6) [-20]; Odious Personal Habit (Annoying Pest) [-10]; Pacifism (Cannot Kill) [-15]; Short Attention Span [-10].

Quirks: Broad-Minded [-1]; Imaginative [-1]; Nosy [-1]; Sexless [-1]; Shutterbug [-1].

Skills: Carousing (E) HT+0 [1] – 12; Current Affairs/TL11 (Popular Culture) (E) IQ+5 [4] – 16*; Current Affairs/TL11 (Sports) (E) IQ+4 [2] – 15*; Force Sword (A) DX+0 [2] – 12; Hobby Skill (Television Trivia) (E) IQ+6 [8] – 17*; Morphing (H) IQ+3 [16] – 14.

Features: Parthenogenesis [0].

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +3 from Trivia Sponge.

Role-Playing Notes:

Impy is said to be a cross between Animal and Gonzo of *The Muppet Show* in personality, with more than a dash of Daffy Duck and Groucho Marx thrown in for good measure. He is addicted to Earth's pop culture.

Designer's Notes

1. Given the green coloration and the insane shapeshifting ability, I have to wonder if the Poppupians are a branch of the Skrulls.

The Inhumans (*Homo sapiens secundus*, so named for being a "second" branch of humanity) are a branch of humanity that diverged from the primary human line about 20,000 years ago. Earth had just been discovered by the Kree Empire, and a Kree scientist, after examining the human race, discovered that the species had the potential to gain powerful abilities (see *Kree*). This scientist was given authorization to perform experiments on humans to bring out these abilities, with the idea that the super-powered humans would be trained as soldiers for the ongoing war with the Skrulls (see *Skrulls*). Not long afterwards, however, the experiments, dubbed "Inhumans", were released back onto their homeworld.

It is believed that the first regular humans the Inhumans encountered attacked them on sight. This led the Inhumans to attempt to seclude themselves from humanity. For much of their history, they succeeded, living in secluded areas such as the Himalayas, northwest Canada, and the South Pacific, among other remote locations. (It is believed by those who know about the race that such cryptozoological creatures as the Yeti, Sasquatch, and Jersey Devil were Inhumans.) Only recently have circumstances changed, forcing the Inhumans to migrate to the Blue Area of the Moon (ironically, also created by the Kree; see *Blue Area of the Moon*).

Some ten thousand years ago, the Inhumans discovered a substance called the Terrigen Mists, which can be used to induce mutations. At first, the Mists were used indiscriminately, which led to a number of non-human physiques. More conservative heads prevailed, and ever since then the Terrigen Mists have been used only under the eyes of the Inhumans' Genetics Council, which is the only governing body in Inhuman culture. It is believed by some scholars that the Atlanteans are descended from a branch of the Inhumans who had developed the ability to survive underwater at the expense of being able to breathe air (see *Atlanteans*).

The head of the Genetics Council is referred to as their ruler and rules for life unless the rest of the Council opposes him. The current ruler is a man by the name of Maximus (see *Maximus*).

Inhumans practice a strict eugenics policy and near-zero population growth, with most couples restricted to only two children. Thanks to their eugenics program, the average humanoid Inhuman is stronger, more agile, smarter, healthier, and more attractive than the average human, but are susceptible to illnesses stemming from pollution (unlike humans, who have lived in areas of increasing pollution worldwide, Inhumans have not factored pollution into their eugenics programs).

The only Inhumans that to date are known to have come into major contact with the dominant human race are Medusa, who has fought the Fantastic Four as a member of the Frightful Four, and Crystal, who has started dating Johnny Storm, having met at the registration desk at Empire State University (see *Crystal*; *Fantastic Four*; *Frightful Four*; *Human Torch*; *Medusa*). Maximus himself has made contact with the Kree Colonel Yon-Rogg, who is himself planning his own invasion of Earth (see *Yon-Rogg*). At this time, Medusa and Crystal are not known by either the Fantastic Four or the Frightful Four to be Inhumans.

First Post-Reboot Appearance: (first mentioned) CAPTAIN MARVEL #; (actual) FANTASTIC FOUR #

Game-Mechanic Details:

The Inhumans are advanced in bio-technology and gravity manipulation technology, possessing TL 10 biotech and TL10⁺ grav plating and contragravity. Otherwise, they have TL8 technology equal to that of modern-day Earth.

Inhuman

100 points

Attribute Modifiers: ST +2 [20]; DX +2 [40]; IQ +1 [20]; HT +2 [20].

Secondary Characteristic Modifiers: HP -2 [-4].

Languages: Tilan (Native) [0].

Advantages: Appearance (Attractive) [4].

Perks: Racial Gifts (Terrigen-based mutations) [1].

Disadvantages: Susceptible to Pollution -1 [-1].

INVISIBLE WOMAN

Hero

Real Name: Susan Storm.

Occupation: Paramedic, medical technician, registered nurse, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Invisible Girl.

Place of Birth: Glenville, Long Island, New York.

Marital Status: Engaged to be married.

Known Relatives: Franklin (father), Mary (mother, deceased), Jonathan "Johnny" (alias Human Torch, brother).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Susan Storm is the oldest of two children born to physician Franklin Storm. Growing up, her interest in her father's work led him to train her as his assistant from a young age. By the age of 18, she had already become a registered nurse and paramedic, despite not having gone through any official schooling.

When her father was hired by NASA to supervise the medical experts for the "Fantastic Voyage" project, a manned test of an experimental hyperspace drive system, he pulled some strings to get Susan to join him. It was then that she first met Reed Richards, the scientist who worked out the theories behind the drive system (see *Mister Fantastic*). Despite being eleven years his junior, Sue became enamored with the man, and a romance blossomed. (For their first date, she took him scuba diving.)

As the day of the first flight of Reed's experimental ship, the *Fantastic*, approached, Sue volunteered to be the on-board medic (see *The Fantastic*). During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shields on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, her brother Johnny (who was the ship's mechanic), and pilot Ben Grimm – were bombarded with radiation the ship could not keep out (see *Human Torch, Thing*). It was only due to a last-minute jury-rig of Johnny's that the ship was able to return to Earth.

Not long afterwards, Sue, along with the other three that were on board the *Fantastic*, manifested her powers, with Sue taking the name Invisible Woman. Not long afterwards, she accepted Reed's proposal to form the super-team known as the Fantastic Four (see *Fantastic Four*).

Height: 5' 6".

Weight: 120 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: The Invisible Woman possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: The Invisible Woman has the psionic ability to manipulate photons for a variety of effects, including the rendering of herself and other objects invisible, and the construction of invisible force fields.

By a simple act of concentration, she can cause all wavelengths of visible, infrared, and ultraviolet light to bend around her without distortion, giving the overall effect that she is invisible. Through practice, she has learned to extend this ability to other people and objects. She is able to see normally even when she is invisible, as are anyone else she is making invisible at the time. The means by which she sees while invisible is instinctive, as she was able to see the first time she turned invisible.

Theoretically, she is able to turn other objects that have been made invisible by other means visible by using her own invisibility powers, but she has yet to succeed in doing so.



By concentrating on the photons in the far ultraviolet frequencies, she is able to turn them into solid, invisible constructs, which she can form in a number of shapes.

Note that Sue is not able to alter the wavelengths of the photons she manipulates, which would enable her to change their color. Whether she can learn to do so at a later date is unknown.

Abilities: Susan Storm has medical knowledge rivaling that of a practicing physician.

1,682 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 15 [10]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (Invisibility) 6 (HT±5; Advantage: Invisibility with Affects Machines, +600%; Area Effect: 16 yds, +200%; Cancellation, +10%; Malediction: Uses Speed/Range Table, +150%; Selective Area, +20%; Selectivity (Area Effect, Selective Area), +10%; Psionic, -10%) [648]; Appearance (Beautiful) [12]; Damage Resistance 30 (Area Effect: 16 yds, +200%; Force Field, +20%; Hardened 3, +60%; No Signature, +20%; Requires Concentrate, -15%; Switchable, +10%; Psionic, -10%; Alternative Ability, ×1/5) [116]; Force Constructs Talent 2 [10]; Healer 2 [10]; Invisibility (Affects Machines, +50%; Can Carry Objects, Heavy Encumbrance, +100%; Switchable, +10%; Psionic, -10%) [100]; Legal Enforcement Powers 2 (Informal, -50%) [5]; Modular Abilities (Cosmic Power: Force Constructs) (Points of Abilities: 50; Physical Only, +50%; Trait Limited: Advantages Only, -10%; Psionic, -10%) [650]; Security Clearance 1 (NASA; "Need to Know" on a narrow range of secrets) [5]; Single-Minded [5]; Telekinesis 30 (Psionic, -10%; Alternative Ability, ×1/5) [27].

Perks: Focused Medic [1]; Skintight Outfit [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Hero's) [-5]; Honesty (9) [-15]; Pacifism (Cannot Kill) [-15]; Selfless (9) [-7].

Quirks: Dual Identity [-1]; Imaginative [-1]; Likes to Swim [-1].

Skills: Biology/TL8 (Earthlike) (VH) IQ-1 [4] – 12; Boating/TL8 (Motorboat) (A) DX-1 [1] – 10; Boating/TL8 (Unpowered) (A) DX-1 [1] – 10; Breath Control (H) HT-1 [2] – 10; Connoisseur (Music) (A) IQ-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ [1] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ [1] – 13; Detect Lies (H) Per-1 [2] – 12; Diagnosis/TL8 (Human) (H) IQ+1 [2] – 14*; Electronics Operation/TL8 (Medical) (A) IQ [2] – 13; Electronics Repair/TL8 (Medical) (A) IQ-1 [1] – 12; Free-Fall (A) DX-1 [1] – 10; Leadership (A) IQ-1 [1] – 12; Pharmacy/TL8 (Synthetic) (H) IQ+1 [2] – 14*; Physician/TL8 (Human) (H) IQ+1 [2] – 14*; Physiology/TL8 (Human) (H) IQ+1 [2] – 14*; Poisons/TL8 (H) IQ-1 [2] – 12; Psychology (Human) (H) IQ [1] – 13*; Savoir-Faire (High Society) (E) IQ [1] – 13; Scuba/TL8 (A) IQ+1 [4] – 14; Shadowing (A) IQ-1 [1] – 12; Spacer/TL8 (E) IQ [1] – 13; Stealth (A) DX+1 [4] – 12; Swimming (E) HT+1 [2] – 12; Tactics (H) IQ-2 [1] – 11.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +2 from Healer

Role-Playing Notes:

Sue is in many ways the heart of the Fantastic Four, keeping Reed grounded in reality while helping Ben cope with his altered body. She tends to "den mother" Johnny at times, much to his chagrin.

IRON FIST

Hero

Real Name: Daniel Rand'kai.

Occupation: Businessman, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record; citizen of K'un-L'un.

Other Aliases: Daniel Rand (his legal identity in the United States).

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Miranda (alias Death-Sting, half-sister); Wendell (father, deceased); Heather (mother, deceased); Shakari (father's first wife, deceased); Tuan (adopted grandfather, deceased); Nu-An (alias the August Personage in Jade, adopted uncle).

Group Affiliation: Part-owner of Rand-Meachum Enterprises; occasional ally of the Renegades and Nightwing Restorations.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: THE IMMORTAL IRON FIST #1.

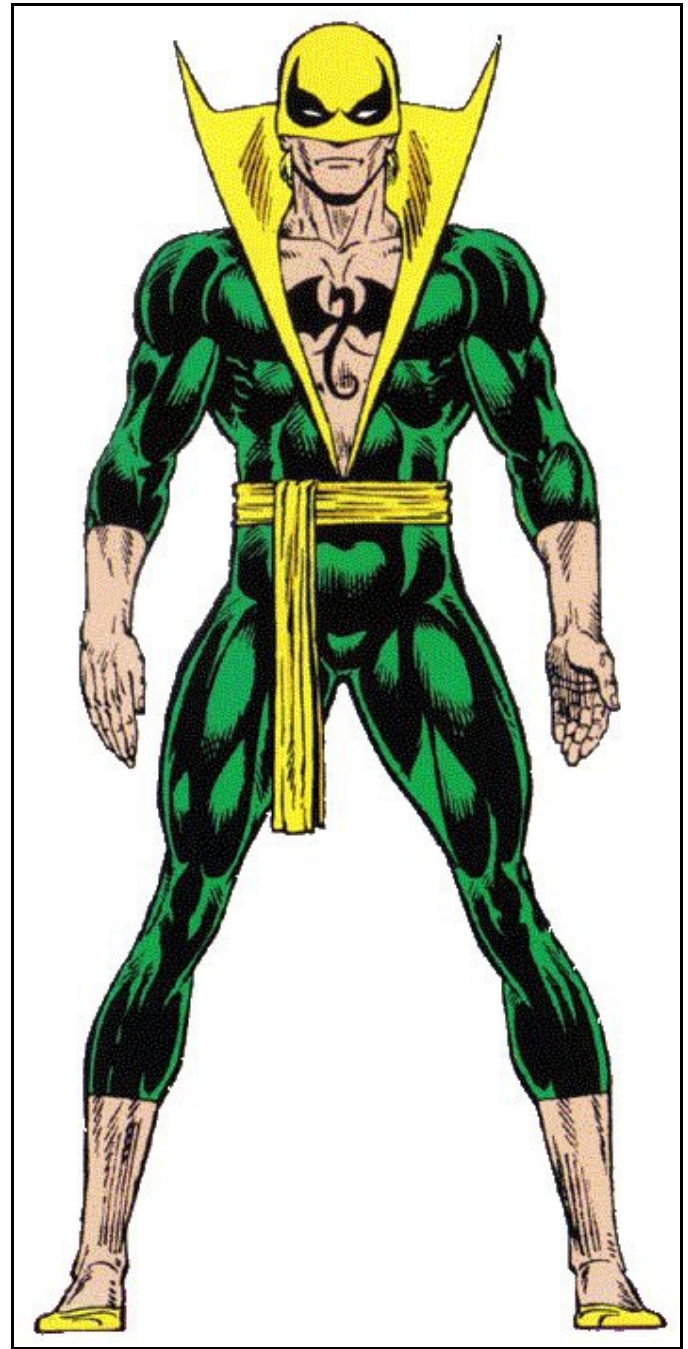
History: Throughout the world there are a half dozen or so "immortal weapons", men and women who have achieved spiritual enlightenment through mastery of a secret martial art taught in the extradimensional realm of K'un-L'un. Founded roughly a million years ago by near-human extraterrestrials, K'un-Lun was co-ruled by the aliens' descendants and powerful beings called the Dragon Kings, who were themselves subject to the godlike sorcerer Master Khan. These men and women are not truly immortal, although many of them are extremely long-lived and active well into their nineties; the term "immortal weapon" comes from the fact that when one dies another inevitably appears to take the title and abilities of his predecessor.

Once every ten years, the realm of K'un-L'un interacts with Earth upon a mountain in Tibet, permitting passage between the two realms. Wendell Rand had, as a youth, visited the mystic city of K'un-Lun, which materialized in the Himalayas once a decade. Rand had saved the life of K'un-Lun's ruler Lord Tuan, who adopted Rand as his heir, to the resentment of Tuan's son, Nu-An. During his time in K'un-Lun, Rand married a woman named Shakari and fathered a daughter, Miranda Rand'kai.

Ten years after coming to K'un-Lun, Rand was showing Shakari the restored nexus when Nu-An's men attacked them. Shakari was slain, and the grief-stricken Rand returned to Earth. Within a year, he became a successful businessman and married a woman named Heather. In his absence, Lord Tuan died and became ruler of Feng-Tu, abode of K'un-Lun's departed spirits, leaving Nu-An to rule K'un-Lun as Yü-Ti (see *Yü-Ti*). A year later, Heather gave birth to Daniel.

When Daniel Rand was nine, at roughly the time K'un-Lun was scheduled to materialize, his father decided to bring him and Heather to K'un-Lun. Accompanied by Rand's business partner Harold Meachum, they traveled to the Himalayas, but Wendell fell from a mountain ledge (see *Meachum, Harold*). Clutching the edge, Rand called to Meachum for help, but Meachum, hoping to control Rand's business shares, caused Wendell to plunge to his death. Shortly afterward, Heather sacrificed her life to protect Daniel from a wolf pack, and her spirit ascended to Feng-Tu. The denizens of K'un-Lun found Daniel and took him in, while a frostbite-crippled Meachum learned of Daniel's survival and spent the next decade preparing elaborate defenses against future attack. Recognizing the boy as his adopted brother's son, Yü-Ti nevertheless permitted Daniel to grow up as a member of the royal family, introducing Danny to his half-sister, Miranda.

Vowing to avenge his parents, Daniel Rand studied martial arts under K'un-Lun's greatest warrior, Lei Kung, while growing up in K'un-Lun. His closest friends were Miranda and a K'un-Lun boy named Conal D'hu-Tsien; in defiance of K'un-L'un law, Danny and Conal secretly instructed Miranda in K'un-L'un's martial arts. At nineteen, Rand requested and earned an opportunity to win the power of the Iron Fist by confronting Shou-Lao the Undying, a man transformed into a mystic serpent over a thousand years ago by the Dragon King Chiantang, and whose power resided within a flaming brazier. Daniel apparently slew Shao-Lao by grappling him around the neck, a feat no other warrior had ever done, and plunged his hands into the brazier, imbuing himself with the mystic energy



of the Iron Fist. The act of grappling Shao-Lao to kill him apparently left Daniel with a dragon-shape branded into his chest. (Shao-Lao has since been revealed to have either survived or returned from the dead.) Somewhat jealous of her younger brother, Miranda declared her intention of also gaining the power of one of the Immortal Weapons. Angered by his niece's public declaration, Yü-Ti ordered her and Conal exiled from K'un-L'un.

As the passage to Earth was opening up, Daniel decided the time had come to obtain vengeance on Meachum, and the three of them traveled to Earth. During the passage, however, Miranda and Conal were separated from Danny; although he looked for them, they had disappeared without a trace. Danny hiked to from Tibet to Hong Kong, where he earned passage to America on a freighter.

Harold Meachum learned of Danny's arrival from K'un-L'un, and placed an open bounty of several million dollars on Danny's head. Danny tracked Meachum to Chicago, but had to contend with assassins making attempts on his life, including a number of Hand ninjas (see *The Hand*). One of those assassins, he discovered, was his lost sister Miranda, who had become amnesiac after gaining the power of the Death-Sting, another of the Immortal Weapons, and sent after him by Meachum's men (see *Death-Sting*). Danny is currently working with private investigators Misty Knight and Colleen Wing to discover a way to get to Meachum while helping his sister regain her memory (see *Knight, Misty; Wing, Colleen*). (Conal's whereabouts are still unknown.)

Height: 5' 11".

Weight: 175 lbs.

Eyes: Green.

Hair: Brown.

Other Distinguishing Features: Iron Fist has a dragon image that has essentially been branded onto his chest.

Uniform: Green bodysuit with a black dragon emblem on the chest, yellow gloves, yellow shoes, yellow cowl with black eye markings, yellow sash.

Strength Level: Iron Fist possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: By channeling his *chi*, the spiritual energy possessed by all living beings, in his right hand, Iron Fist is able to deliver an incredible blow, capable of smashing through a six foot thick brick wall or demolishing the front end of a car. Using this ability physically taxes his body, and he is normally able to perform this feat only once before needing to rest.

Other Abilities: Iron Fist is a master of an unnamed style of kung fu taught in K'un-L'un.

1,041 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 20 [12]; Will 14 [15]; Per 14 [15]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 14.

Languages: English (Native) (Native Language) [0]; Han Chinese (Accented) [4]; Mandarin Chinese (Accented) [4]; Nepalese (Accented) [4]; Tibetan (Native) [6].

Cultural Familiarities: East Asian (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Crushing Attack 18d (Based on Power Blow; Armor Divisor (5), +150%; Costs 6 FP, -30%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Melee Attack: ST-Based, +100%; Takes Extra Time 3, -30%; Chi, -10%) [234]; Damage Resistance 3 (No Signature, +20%; Tough Skin, -40%) [12]; Danger Sense (Chi, -10%) [14]; Daredevil [15]; Detect Other Immortal Weapons (Reflexive, +40%; Chi, -10%) [7]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Flexibility [5]; Forceful Chi 4 [60]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Inner Balance 4 [60]; Longevity [2]; Metabolism Control 3 (Mastery, +40%; Chi, -10%) [20]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Visualization (Chi, -10%) [9].

Perks: Acceleration Tolerance [1]; Attribute Substitution (Precognitive Parry based on Per) [1]; Autotrance [1]; Chi Resistance (Kiai) [1]; Chi Resistance (Pressure Points) [1]; Deep Sleeper [1]; Exotic Weapon Training (Qian Kun Ri Yue Dao) [1]; Exotic Weapon Training (Three-Part Staff) [1]; Focused Fury [1]; Iron Hands 2 [2]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Skintight Outfit [1]; Special Exercises (DR 1 w/ Tough Skin) 3 [3]; Style Familiarity (K'un-L'un Kung Fu) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Xia) [-10]; Discipline of Faith (Mysticism) [-10]; On the Edge (12) [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Friends and Family) [-5]; Social Stigma (Ignorant) [-5]; Vow (Vengeance) [-10]; Wealth (Struggling) [-10].

Quirks: Likes Silver Age Comics [-1]; OUCH! [-1]; Traditional Chinese Diet [-1]; Willfully Anachronistic [-1]; Won't Meet Anyone's Eyes [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Artist (Calligraphy) (H) IQ-1 [2] – 10; Autohypnosis (H) Will+3 [2] – 17*; Axe/Mace (A) DX+1 [4] – 15; Blind Fighting (VH) Per+2 [2] – 16*; Body Control (VH) HT+2 [2] – 16*; Body Language (Human) (A) Per+3 [1] – 17*; Bow (A) DX+0 [2] – 14; Breaking Blow (H) IQ+3 [2] – 14†; Breath Control (H) HT+2 [1] – 16*; Broadsword (A) DX+1 [4] – 15; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+2 [1] – 16‡; Crossbow (E) DX+1 [2] – 15; Dancing (A) DX-1 [1] – 13; Detect Lies (H) Per+0 [4] – 14; Diplomacy (H) IQ-1 [2] – 10; Escape (H) DX+2 [2] – 16‡; Fast-Draw (Knife) (E) DX+1 [1] – 15§; First Aid/TL3 (Human) (E) IQ+1 [2] – 12; Flail (H) DX+0 [4] – 14; Flying Leap (H) IQ+3 [2] – 14†; Fortune-Telling (Feng Shui) (A) IQ+0 [2] – 11; Hiking (A) HT+0 [2] – 14; Hypnotism (Human) (H) IQ+3 [2] – 14†; Immovable Stance (H) DX+3 [2] – 17*; Invisibility Art (VH) IQ+3 [4] – 14†; Judo (H) DX+11 [48] – 25; Judo Art (H) DX+8 [1] – 22#; Jumping (E) DX+0 [1] – 14; Karate (H) DX+11 [28] – 25; Karate Art (H) DX+8 [1] – 22¥; Knife (E) DX+2 [4] – 16; Light Walk (H) DX+3 [2] – 17*; Lizard Climb (H) DX+3 [2] – 17*; Meditation (H) Will+3 [2] – 17*; Mental Strength (E) Will+5 [2] – 19*; Observation (A) Per+0 [2] –

14; Parry Missile Weapons (H) DX+0 [4] – 14; Polearm (A) DX+1 [4] – 15; Power Blow (H) Will+6 [12] – 20†; Precognitive Parry (H) Per+4 [4] – 18‡; Pressure Points (H) IQ+3 [4] – 15‡; Riding (Equines) (A) DX-1 [1] – 13; Running (A) HT+1 [4] – 15; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Shortsword (A) DX+1 [3] – 15§; Spear (A) DX+1 [4] – 15; Staff (A) DX+1 [3] – 15□; Stealth (A) DX+0 [2] – 14; Survival (Arctic) (A) Per-1 [1] – 13; Survival (Mountain) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Shuriken) (E) DX+1 [2] – 15; Thrown Weapon (Spear) (E) DX+1 [2] – 15; Two-Handed Flail (H) DX+0 [4] – 14; Two-Handed Sword (A) DX+1 [4] – 15.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Choke Hold (Judo) (H) def+2 [3] – 25; Hand-Clap Parry (Judo Parry) (H) def+1 [2] – 15; Jump Kick (Karate) (H) def+1 [2] – 22; Kicking (Karate) def+2 [3] – 25; Pressure-Point Strike (Karate) (H) def+0 [0] – 23; Spinning Kick (Karate) (H) def+3 [4] – 25; Whirlwind Attack (Staff) (H) def+5 [6] – 15.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from Inner Balance.

† Includes +4 from Forceful Chi.

‡ Includes +3 from Flexibility.

§ Includes +1 from Combat Reflexes.

Defaulted from Judo.

¥ Defaulted from Karate.

‡ Defaulted from Broadsword.

□ Defaulted from Spear.

Role-Playing Notes:

Danny is a good man who has vowed vengeance against the man who betrayed his parents and left them to die. He is still acclimating himself to the modern world, as K'un-L'un is still in a state of medieval Chinese technology mixed in with Tibetan mysticism. He's not really sure himself whether he can follow through with his vow.

Design Notes:

1. In K'un-L'un, Danny has several Social traits which are not on his sheet, most notably his Status from being one of the ruling family and Social Regard (Respected) as one of the Immortal Weapons. These traits were not included on his sheet due to their being practically useless once he arrives on Earth. Should a campaign take place in K'un-L'un, feel free to add these traits.

IRON MAN

Hero

Real Name: Anthony "Tony" Stark.

Occupation: Inventor, industrialist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Long Island, New York.

Marital Status: Single.

Known Relatives: Howard, Sr. (grandfather, deceased), Howard, Jr. (father, deceased), Maria (mother, deceased), Morgan (cousin).

Group Affiliation: Avengers.

Base of Operations: New York City; Silicon Valley, California.

First Post-Reboot Appearance: INVINCIBLE IRON MAN #1.

History: Anthony Stark, only son of industrialist Howard Stark, discovered his technical prowess at a very young age. A child prodigy, by the age of 21 he had graduated M.I.T. with multiple Masters of Engineering degrees.

During the early days of the War on Terrorism, Tony enlisted in the United States Army, and was assigned to a unit in Afghanistan. While there, he made friends with helicopter pilot Jim Rhodes. Tony told Rhodes that if he ever got tired of the military that he would be more than willing to hire him (see *Rhodes, Jim*).

While on patrol in the Afghanistan mountains, Tony's convoy was ambushed and Tony taken prisoner by a group of foreign fighters who called themselves the Ten Rings (see *Ten Rings*). During the ambush, however, shrapnel entered Tony's heart; only the efforts of a man named Yinsen, also a captive of the Ten Rings, enabled Tony to survive. While in captivity, the Ten Rings attempted to coerce Tony into building newer advanced weapons for them. Tony built first a miniaturized ARC reactor, based off the design of the larger prototype powering the SI Los Angeles plant, to power an electromagnet keeping the shrapnel out of his heart. The ARC reactor in his chest, however, was only a stepping stone in his plan; with Yinsen's help, he built a suit of armor – the Iron Man Mk I suit – which was powered off the reactor. Yinsen died buying time for the suit to become fully operational.

Finding out that his father had died while he was in captivity overseas (Tony's mother had died years before), Tony was determined to keep the family company, Stark Industries, out of his amoral and corrupt cousin Morgan's hands (see *Stark Industries*; *Stark, Morgan*).

Morgan Stark wasn't thrilled to learn that Tony had devised a means of cheating death. Using her underworld contacts, she placed a contract on Tony's life. Tony first learned of this when Stark Industries security personnel apprehended an assassin who had infiltrated the SI electronics plant he was touring. Using the suit he'd devised in Afghanistan as a base, Tony built a more advanced suit of Iron Man armors for his own protection and as a means of tracking down the person responsible for this price on his head. Upon learning that Morgan Stark was responsible, Tony, as Iron Man, was responsible for bringing her to justice. The assassination contracts were quickly removed once Morgan's assets were seized, preventing her from paying.

Publicly, Iron Man is Stark's personal bodyguard. Only Jim Rhodes, who has recently accepted Tony's offer of employment, is aware that Stark and Iron Man are one and the same. While most of his time is spent in California, Iron Man is a founding member of the Avengers, who are based in New York (see *Avengers*).

Height: 6' 1"

Weight: 225 lbs

Eyes: Blue

Hair: Black

Uniform: Typically, a metallic red armored torso, metallic red and gold arms and legs, metallic red gloves, metallic red boots, metallic red helmet with metallic gold faceplate. The Mark I armor was mostly a plain gunmetal gray. Some of the variant armors are red and silver, black and silver, gold and silver, or, in the case of the stealth armor, pure black.

Strength Level: Tony Stark possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. The Iron Man suit he wears increases his strength to enable him to lift (press) around 70 tons.

Known Superhuman Powers: None.



Other Abilities: Tony Stark is a noted inventor of ultra-tech weaponry and electronics.

Disabilities: Tony Stark's heart has been damaged by shrapnel, and he has a mechanical unit surgically implanted which works off his implanted miniaturized ARC reactor to pump the blood instead of his heart, which has since stopped. He is currently on the waiting list for a suitable transplant.

Weapons: The Iron Man armor worn by Tony Stark possesses three main built-in weapons. The first are what he calls 'repulsors', which are short-range weapons built into the palms of the armor (originally intended as a kind of flight stabilizer).

Paraphernalia: The Iron Man armor Tony wears is capable of sustaining a tremendous amount of damage, is able to fly through rockets in the boots at speeds up to Mach 2, enables him to see in both the infrared and ultraviolet ranges, has a built-in radar permitting him to track 9 objects at once, has a coating which absorbs radar waves, has a holographic emitter which enables him to remain hidden warping light around him, and has an internal air supply of 12 hours. The armor can even be controlled via remote-control for short periods of time, usually when Stark and Iron Man have to appear in public together. Tony is constantly updating his armor.

*"Tony Stark was able to **build this in a cave! With a box of scraps!**"*

*– Obadiah Stane, **Iron Man***

508 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 14 [80]; HT 10 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 12 [-10]; Per 12 [-10]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: Arabic (Broken/Illiterate) [1]; English (Native) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Artificer 4 [40]; Combat Reflexes [15]; Enhanced Dodge 2 [30]; Gadgeteer [25]; High TL +2 [10]; Independent Income 20 [20]; Security Clearance 2 [10]; Signature Gear: Iron Man Battlesuit [64]; Status 3 [5]*; Wealth (Multimillionaire 1) [75].

Disadvantages: Alcoholism [-15]; Code of Honor (Gentleman's) [-10]; Compulsive Spending (12) [-5]; Electrical [-20]; Enemy (Morgan Stark) (Equal in Power) (9) [-10]; Intolerance (Muslims) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Utter Rejection) [-10]; Workaholic [-5]; Wounded [-5].

Quirks: Attentive [-1]; Incurable Flirt [-1]; Nervous Stomach [-1]; Proud [-1].

Skills: Administration (A) IQ [2] – 14; Aerobatics (H) DX+3 [12] – 14; Battlesuit/TL10 (A) DX+8 [32] – 20; Brawling (E) DX+2 [4] – 14; Carousing (E) HT+2 [4] – 12; Connoisseur (Wine) (A) IQ [2] – 14; Current Events/TL8 (High Culture) (E) IQ+1 [2] – 15; Current Events/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Driving/TL8 (Tracked) (A) DX-1 [1] – 11; Electronics Operation/TL10 (Electronic Warfare) (A) IQ [2] – 14; Electronics Operation/TL10 (Security) (A) IQ [2] – 14; Guns/TL8 (Rifle) (E) DX [1] – 12; Heraldry (Business Logos) (E) IQ+1 [2] – 15; Hiking (A) HT [2] – 10; Innate Attack (Beams) (E) DX+2 [4] – 14; Inventor! (WC) IQ+6 [96] – 20; Mathematics/TL10 (Applied) (H) IQ [4] – 14; Navigation/TL8 (Land) (A) IQ [2] – 14; Piloting/TL8 (Light Airplane) (A) DX [2] – 12; Rapier Sport (A) DX [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 15; Soldier/TL8 (A) IQ-1 [1] – 13; Survival (Desert) (A) Per [2] – 12; Wrestling (A) DX+1 [4] – 13.

Starting Spending Money: \$4,000,000 (20% Starting Wealth).

* Includes +2 from Wealth.

Role-Playing Notes:

Robert Downey, Jr., nailed the role perfectly, IMO, giving a perfect mix of arrogance, self-righteousness, and casual debauchery alongside "textbook narcissism". There's not much to add to that.

Iron Man's Battlesuits

Mark I

The Mark I suit was built while Tony was being held prisoner in Afghanistan.

The suit itself is crude, made from steel and aluminum with only the most basic of operating systems, lacking the full helmet HUD and full flight capabilities of the later models. Even its offensive abilities are crude, consisting of a pair of flamethrowers built into its arms and a single rocket launcher lacking a guidance system. The suit was designed for protection and escape, not prolonged combat, reflected in its inability to move at more than a fast walk and ability to absorb damage from a .50BMG machine gun.

points

Attribute Adjustments: ST +45 [450].

Secondary Characteristic Adjustments: Basic Move -3 [-15].

Advantages: DR 35 [175]; DR 15 (Torso Only, -10%) [68].

Perks: Accessory: Personal Computer [1].

Disadvantages:

Quirks:

Features:

Mark II

The Mark II suit was built after Tony returned home following his captivity. Tony is constantly altering the suit's capabilities, primarily in the suit's offensive weaponry.

The Mark II was designed to be able to go toe to toe in combat with some of the strongest folks in the world; however, the chances of it being able to sustain itself in a one-on-one fight against the Hulk or the Juggernaut are slim (see *Hulk*; *Juggernaut*).

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

Mark III

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

JAMESON, J. JONAH

Supporting Cast

Real Name: J. Jonah Jameson. (It is believed that the first initial stands for "John", but nothing has been confirmed.)

Occupation: Newspaper publisher.

Identity: Jameson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Jolly" Jonah Jameson (a nickname used by Spider-Man, picked up by the entire *Bugle* staff).

Place of Birth: New York City.

Marital Status: Widower.

Known Relatives: Joan (wife, deceased), John (son), unnamed great-uncle (deceased).

Group Affiliation: Publisher and owner of the *Daily Bugle*.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: J. Jonah Jameson began working for the *Daily Bugle* as a reporter while still in high school (see *Daily Bugle*). Over the years, he worked his way up through the ranks to become its city editor. In 1986, the paper fell on hard times. At the same time Jameson came into a sizable inheritance, which he used to purchase the newspaper company outright. Today, the *Daily Bugle* is unique among the New York City newspapers in that it is owned directly by the Jameson family, and not a corporation.

Jameson has been very outspoken in his editorials against the recent influx of costumed crimefighters, and against Spider-Man in particular (see *Spider-Man*). An avid civil rights activist, Jameson harbors no prejudices against superhumans, and in fact he has written several editorials in favor of mutant equality; his criticisms of Spider-Man stem from the web-slinger's crimefighting actions, which Jameson views as vigilantism.

Despite his stance against vigilantism, Jameson is responsible for hiring private detective Mac Gargan to find and unmask Spider-Man. Gargan proved unstable, and underwent a procedure which turned him into the criminal Scorpion (see *Scorpion*).

Height: 5' 11".

Weight: 210 lbs.

Eyes: Blue.

Hair: Grey, formerly brown.

Strength Level: J. Jonah Jameson possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

146 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 13 [5]; Per 12 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Hard to Kill 3 [6]; Longevity [2]; Merchant Rank (Newspaper) 6 [30]; Reputation (Honest Newspaper Publisher) (All the time; Large Class of People: Everyone In NYC) [7]; Single-Minded [5]; Status 3 [0*]; Tenure [5]; Wealth (Very Wealthy) [30].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Bad Temper (12) [-10]; Code of Honor (Professional) [-5]; Intolerance (Costumed Crimefighters) [-5]; Obsession (Expose and Unmask Spider-Man) (12) [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Employees) [-5]; Stubbornness [-5].

Quirks: Dislikes Spider-Man For Being the Self-Sacrificing Hero He Himself Is Not [-1]; Prefers Cuban Cigars [-1]; Proud [-1]; Skinflint [-1]; Uncongenial [-1].

Skills: Administration (A) IQ+0 [2] -12; Area Knowledge (New York City) (E) UQ+0 [1] -12; Body Language (A) Per+2 [8] -14; Boxing Sport (A) DX+0 [2] -10; Connoisseur (Cigars) (A) IQ+2 [8] -14; Current Affairs/TL8 (Regional: New York City) (E) IQ+2 [4] -14; Fast-Talk (A) IQ+1 [4] -13; Intimidation (A) Will+2 [8] -15; Professional Skill (Journalist) (A) IQ+2 [8] -14; Research/TL8 (A) IQ+0 [2] -12; Savoir-Faire (High Society) (E) IQ+0 [1] -12; Writing (A) IQ+1 [4] -13.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +2 from Rank and +1 from Wealth.

Role-Playing Notes:



How can I describe how to play him without exaggerating? Two words: Utterly Impossible. To get a feel for JJJ, go watch the Sam Raimi/Tobey Maguire *Spider-Man* trilogy; the actor pegged both the look and the mannerisms, and the script (and I don't doubt a bunch of ad-libs) got his motivations perfect.

Designer's Notes:

1. There have been more than a few people who have said that JJJ should be listed as a "Non-Villain Antagonist", given his animosity towards Spider-Man. I must admit, he often straddles the line between Non-Villain Antagonist and Supporting Cast, but I went with Supporting Cast as I see him interacting more with Peter Parker than with Spider-Man.

JAMESON, JOHN

Supporting Cast

Real Name: Major John Jameson.

Occupation: Pilot, former military pilot and astronaut.

Identity: Jameson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: J. Jonah Jameson (father), Joan (mother, deceased), unnamed great-great-uncle (deceased).

Group Affiliation: Formerly the United States Marine Corps and NASA, currently an employee of SHIELD assigned to assist Sharon Carter and Captain America;

Base of Operations: New York City.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The son of J. Jonah Jameson, owner and publisher of the *Daily Bugle*, from a young age John Jameson was interested in traveling to outer space (see *Daily Bugle*; *Jameson, J. Jonah*). While his father initially discouraged this, John petitioned for entrance to and was accepted to the US Naval Academy in Annapolis, Maryland, becoming an aviator on the *USS Wasp* after receiving his commission with the US Marine Corps (the USMC, being a part of the USN, trains their officers at the same college), flying AV-8B Harriers and F/A-18E Super Hornets in operations supporting operations in Iraq. When the opportunity came for a transfer to NASA for astronaut training, he leaped at the chance. In his time at NASA, he spent two tours on the International Space Station.

At some point, he was noticed by agents of SHIELD and was given an involuntary transfer to that agency (see *SHIELD*). While at SHIELD, he became friends with agent Sharon Carter, who recommended him to her great-uncle, Captain America, when the Captain needed a pilot for a case (see *Captain America*; *Carter, Sharon*). This mission, which took them to South America, had Jameson flying an unarmed SHIELD Learjet against a pair of surplus Argentinian fighters in the Andes mountains of Peru. He later admitted that it was the roughest and most exciting flying he'd done in a while, and asked Captain America if he could be his personal pilot. Impressed with the man's skills and courage, Cap agreed.

Since then, Jameson has proven to be one of Captain America's most faithful allies, accompanying him on many adventures across the world. He has become one of the Avengers' many allies, and is waiting for the opportunity to take their Quinjet into space (see *Avengers*; *Avengers Quinjet*).

Height: 5' 8".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None, formerly the standard USMC uniform.

Strength Level: Jameson possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Jameson is a skilled aircraft and aerospace pilot, and is trained in special forces combat.

260 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 13 [2]; Will 12 [5]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].



Cultural Familiarities: Western [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness 3 [6]; Fit [5]; G-Experience 1 (Zero-G) [1]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Hot Pilot 3 [15]; Improved G-Tolerance (0.5G) [10]; Wealth (Wealthy) [20].

Perks: Courtesy Military Rank 4 [4]; Looks Good In Uniform [1]; Off-Screen Reload [1]; Style Familiarity (MCMAP) [1]; Suit Familiarity (Vacc Suit) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty to SHIELD (9) [-5]; Honesty (12) [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Closet Fan (*Star Wars* Prequels) [-1]; Eager to Get Back Into Space [-1]; Likes Flying Fast [-1]; Resents His Transfer to SHIELD [-1].

Skills: Artillery/TL8 (Guided Missile) (A) IQ+3 [12] – 14; Brawling (E) DX+2 [4] – 14; Free Fall (A) DX+2 [2] – 14*; Gunner/TL8 (Machine Gun) (E) DX+3 [1] – 15†; Hobby Skill (*Star Wars* Trivia) (E) IQ+0 [1] – 11; Judo (H) DX+0 [4] – 12; Knife (E) DX+0 [1] – 12; Navigation/TL8 (Air) (A) IQ+5 [1] – 16†‡; Navigation/TL8 (Space) (A) IQ+5 [2] – 16*†; Piloting/TL8 (Aerospace) (A) DX+6 [6] – 18†§; Piloting/TL8 (High-Performance Airplane) (A) DX+6 [8] – 18†§; Piloting/TL8 (Vertol) (A) DX+5 [4] – 17†§; Soldier/TL8 (A) IQ+0 [2] – 11; Spacer/TL8 (E) IQ+1 [2] – 12; Vacc Suit/TL8 (A) DX+1 [4] – 13.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +3 from Hot Pilot.

‡ Includes +3 from 3D Spatial Sense.

§ Includes +1 from 3D Spatial Sense.

Defaulted from Piloting (High-Performance Airplane).

Role-Playing Notes:

Jameson is a solid team player who has resented his involuntary transfer to SHIELD (he was thinking of resigning) prior to teaming up with Captain America. He has a love of flying and of space, and one day hopes to return there.

Designer's Notes:

1. As we haven't visited the moon in real life (Earth-0000 according to Marvel's timeline designation chart) since 1972, over 40 years ago, I didn't make him an astronaut who has been to the moon, like the mainstream and movie versions ("the first man to play football on the moon"). However, that seems to block the Man-Wolf and Stargod story arcs, which means if he goes that route in Year Two (always a possibility!), I'll need to come up with some other way of triggering it than a "glowing moon-rock he brought back". (At this rate, I'll start chronicling Year Two in 2025, though . . .)
2. Marvel has always made John Jameson a tall man, listing his height in OHOTMUDE #6 as 6' 2". I'm the same height, and during my own time in the USAF I discovered that the US military and NASA have a height limit on their pilots of 6', meaning that by all rights, Jameson would have been rejected on the grounds of height alone. In fact, the military and NASA like to draw their pilots and astronauts from folks who are closer to 5', as the smaller one is the better they can handle high g-force maneuvers. So, I made him a bit shorter than usual.

JESTER

Villain

Real Name: Jonathan Powers.

Occupation: Aspiring actor turned professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: An unnamed small town in Ohio.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Jonathan Powers came to New York City to perform on stage in Broadway productions, but was rejected numerous times because he lacked acting ability. Determined to prove himself, he threw himself into a training regimen that included acrobatics, fencing, stage combat, choreography, dancing – in short, anything he could think of to make himself a better actor. The one thing he forgot to take was acting lessons! Even with this additional training, the only regular work Powers could get was as a stunt-man for television shows and movies being filmed in New York. Much of his stunt work involved getting pounded on by the hero's stunt double on a regular basis. (In retrospect, the perfect training for a costumed criminal.) His last role involved getting several pies in the face on a daily basis while filming a low-budget slapstick comedy.

Upset that his self-proclaimed considerable talents were being wasted in such a manner, something inside him snapped. He came to the conclusion that if the people wanted comedy then he would give it to them, and contacted the criminal outfitter known as the Tinkerer to come up with a number of novelty-based weapons (see *Tinkerer*). Purchasing a gaudy outfit from a costume shop, he created the identity of the Jester and performed a number of high-profile crimes. During this initial crime wave he was opposed by the vigilante Daredevil, who swiftly defeated him (see *Daredevil*).

The Jester has escaped from jail twice seeking revenge on Daredevil, and has been defeated both times. He is currently in prison awaiting trial, as he has told his lawyers not to pursue an insanity plea.

Height: 6' 2"

Weight: 190 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: A two-tone green and purple skintight jester's outfit with red trim around the star-shaped collar, purple gloves with red trim, two-tone green and purple boots with red trim, a green and purple cowl that leaves the face open and resembles a jester's hat, complete with bells, red belt with green and purple triangles outlined in red dangling from it.

Strength Level: The Jester possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Jester is a skilled acrobat, dancer, stage fencer, and unarmed combatant.

Limitations: The Jester is a *horrible* actor.

Paraphernalia: The Jester carries a number of weapons disguised as harmless-looking gimmicks and toys. Among his most notable and common weapons are: a yo-yo whose weighted knob can be used for striking and whose thin steel cable can be used as a garrote; a bag of polished ball bearing marbles which he throws on the ground to make an opponent lose his footing; a number of rubber balls filled with plastic explosives or tear gas; a joy buzzer that can give lethal amounts of electricity; and a number of 8-inch diameter plastic Frisbees® with razor-sharp edges.

The Jester is constantly updating his arsenal of deadly toys.



210 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Double-Jointed [15]; Fit [5]; Perfect Balance [15]; Signature Gear (Gimmick Weapons) [1]; Versatile [5].

Perks: Flourish Shtick [1]; Rapid Retraction (Punches) [1]; Twirl Shtick [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Megalomania [-10]; Pacifism (Reluctant Killer) [-5]; Reputation (High-Profile Villainous Loser) -2 (All the Time, Large Class of People) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Incompetence (Performance) [-1]; Obsession (Become a Renowned Broadway Actor) [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Boxing Art (A) DX+0 [2] – 13; Broadsword Art (A) DX+0 [2] – 13; Climbing (A) DX+5 [1] – 18*†; Dancing (A) DX+0 [2] – 13; Forced Entry (E) DX+1 [2] – 14; Games (Épée Fencing) (E) IQ+0 [1] – 10; Judo Art (H) DX+0 [4] – 13; Karate Art (H) DX+0 [4] – 13; Kusari Art (H) DX+0 [4] – 13; Lip Reading (A) Per+2 [8] – 12; Makeup/TL8 (E) IQ+2 [4] – 12; Performance (A) IQ-9 [0] – 1‡; Rapier Art (A) DX+1 [4] – 14; Running (A) HT+0 [2] – 13; Sleight of Hand (H) DX+1 [8] – 14; Staff Art (A) DX+1 [4] – 14; Stage Combat (A) DX+1 [4] – 14; Streetwise (A) IQ+2 [8] – 12; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Disc) (E) DX+1 [2] – 14; Wrestling Sport (A) DX+1 [4] – 14.

Techniques: Double-Eye Poke (Karate Art) (H) def+5 [6] – 13; Noogie (Karate Art) (H) def+5 [6] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance

† Includes +5 from Double-Jointed

‡ Includes -4 from Incompetence (Performance).

Role-Playing Notes:

Design Notes:

1. Jester's ever-changing arsenal has yet to be statted up. Still, it's not hard to figure things out: for instance, treat the weighted yo-yo as a thr-1 cr thrown weapon that can be returned to the hand, and the razor-sharp Frisbee® as a discus doing cutting damage.
2. I included Performance in Jester's skill listing *solely* because I wanted to see what it came out to with his Incompetence. A skill rating of *I* is downright pathetic enough for this character, I think.

JEWEL

Hero

Real Name: Jessica Jones.

Occupation: Adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Renegades.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: Several years ago, back in high school, Jessica Jones was a classmate of Peter Parker; in fact, they were once lab partners in their high school chemistry class (see *Spider-Man*). One day, both were distracted by one of their classmate Flash Thompson's routine jabs at Pete while a volatile substance was on their burners (see *Thompson, Flash*). As Jessica turned to give Flash a piece of her mind, coming to Pete's defense, an unknown chemical got thrown into the mix, causing an explosion. Jessica was closest, and was rushed to the hospital in a coma; neither Flash nor Pete ever forgave themselves for the incident.

Jessica remained in this coma for over two years. The nurses at the hospital noticed that her skin became harder as time went on, making changing the intravenous support needles more difficult. The doctors theorized she might have gained other powers.

The reasons Jess woke from her coma are unknown. With two years of her life missing, she didn't actually know what to do with herself; her classmates had all graduated in the meantime, and due to her hospital bills her family lacked the money to put towards classes for a GED. However, it wasn't long before Jess discovered her powers. Thrilled with the ability to fly, and suitably impressed when she lifted a car over her head with minimal effort, she decided to try her hand at becoming a superhero, calling herself Jewel.

Of course, every superhero needs a uniform. Jess drew up a quick design on her iPad and, after a few discrete inquiries online, took it to Spotlight Costumes in Hell's Kitchen to have it made (see *Gladiator*). A few days later, she was leaving Hell's Kitchen when she spotted a superhuman brawl. Without thinking, eager to start her new career, she dove into a fight between the Wrecking Crew and the costumed archer Hawkeye (see *Wrecking Crew*; *Hawkeye*). This fight drew in a few others, and at the end of the fight the five heroes decided to stick together (see *Renegades*). Her teammate Wolverine has reluctantly taken it upon himself to teach her about using her powers responsibly and thinking before acting; much to his chagrin, Jewel sometimes calls herself his "sidekick" (see *Wolverine*). Because she never thought to add a mask to her uniform, she has found herself forced to go public with her identity.

Height: 5' 7".

Weight: 120 lbs.

Eyes: Brown.

Hair: Black, dyed lavender.

Uniform: Silver-white strapless, sleeveless bodysuit with an asymmetrical cut and light blue trim, light blue elbow-length gloves, light blue boots, light blue sash with a diamond-shaped lavender clasp.

Strength Level: Jewel possesses superhuman strength enabling her to lift (press) around 10 tons.

Known Superhuman Powers: In addition to her superhuman strength, Jewel possesses superhuman durability and recuperative abilities. She is able to withstand conventional pistol without issue, although she has been hurt by high-powered rifles, armor-piercing rounds, and AIM-tech laser fire.

In addition, Jewel possesses the ability to fly at speeds of around 100 miles per hour.

Other Abilities: Jewel is currently being trained in utilizing her new-found strength by her teammate and mentor Wolverine. Her primary strength, however, is her inquisitive mind; her teammates have remarked that she has an investigator's instinct.



*I'm rusty at the whole superhero thing. And to be honest, I wasn't that good at it when I **was** good at it!*

– Jessica Jones, **New Avengers**

740 points

Attributes: ST 20/110 [0*]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 2d-1/3d+2 (12d/14d); BL 80 lbs (2,420 lbs/1.2 tons); HP 20 [0*]; Will 12 [0]; Per 14 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Basic Air Move 13 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0]; French (Literate) [2]; Spanish (Literate) [2].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Damage Resistance 20 (No Signature, +20%; Tough Skin, -40%; Super, -10%) [70]; Eidetic Memory [5]; Enhanced Move (Air) 2 (Super, -10%) [36]; Fit [5]; Flight (Super, -10%) [36]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10; Super, -10%) [135]; Intuition [15]; Natural Copper 1 [10]; Recovery (Super, -10%) [9]; Regeneration (Slow: 1HP/12 hrs) (Super, -10%) [9]; Super ST +10/+100 (Super, -10%) [390].

Perks: Accent (Mid-Atlantic/Snoopy American) [1]; Accent (New Joisey/Fran Drescher) [1]; Dabbler (Biology, Chemistry, Physics, and Physiology [basically, Middle/High School Sciences], all at default+2) [1]; Photogenic [1]; Skintight Outfit [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Comics Code) [-15]; Honesty (9) [-15]; Impulsiveness (6) [-20]; Insomniac (Mild) [-10]; Overconfidence (9) [-7]; Pacifism (Cannot Kill) [-15]; Selfless (9) [-7]; Sense of Duty (Humanity) [-15]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Devout Methodist [-1]; Distractible [-1]; Dual Identity [-1]; Easily Seduced -3 [-3]; Rapid Talker [-1].

Skills: Aerobatics (H) DX-1 [2] – 12; Artist (Drawing) (H) IQ-2 [1] – 10; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 12; Detect Lies (H) Per-1 [1] – 13†; Flight (A) HT+0 [2] – 13; Intelligence Analysis (A) (H) IQ+0 [2] – 12†; Interrogation (A) IQ+0 [1] – 12†; Lip Reading (A) Per-1 [1] – 13; Observation (A) Per+0 [1] – 14†; Research/TL8 (A) IQ-1 [1] – 11; Search (A) Per+0 [1] – 14†.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +10/+100 from Super ST.

† Includes +1 from Natural Copper.

Role-Playing Notes:

Jewel is young and impressionable, eager to make her mark in the superhero community. She has a strong sense of right and wrong, but the black and white mentality instilled in her growing up often has her confused by the shades of gray her teammates seem to take for granted.

She is constantly trying to come up with a superhero uniform and identity for her teammate Luke Cage.

Design Notes:

1. Her Social Stigma (Uneducated) is because she lacks a high school diploma or a GED, making her ineligible for college or a lot of jobs.
2. I see Jewel as being 18 or close enough to it to count, hence her lack of Social Stigma (Minor).

Real Name: Cain Marko

Occupation: Professional criminal, former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Juggy", "Jugs".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Kurt (father, deceased), Marjorie (mother, deceased), Sharon Xavier Marko (stepmother, deceased), Charles Xavier (stepbrother).

Group Affiliation: Occasional partner of Black Tom Cassidy.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

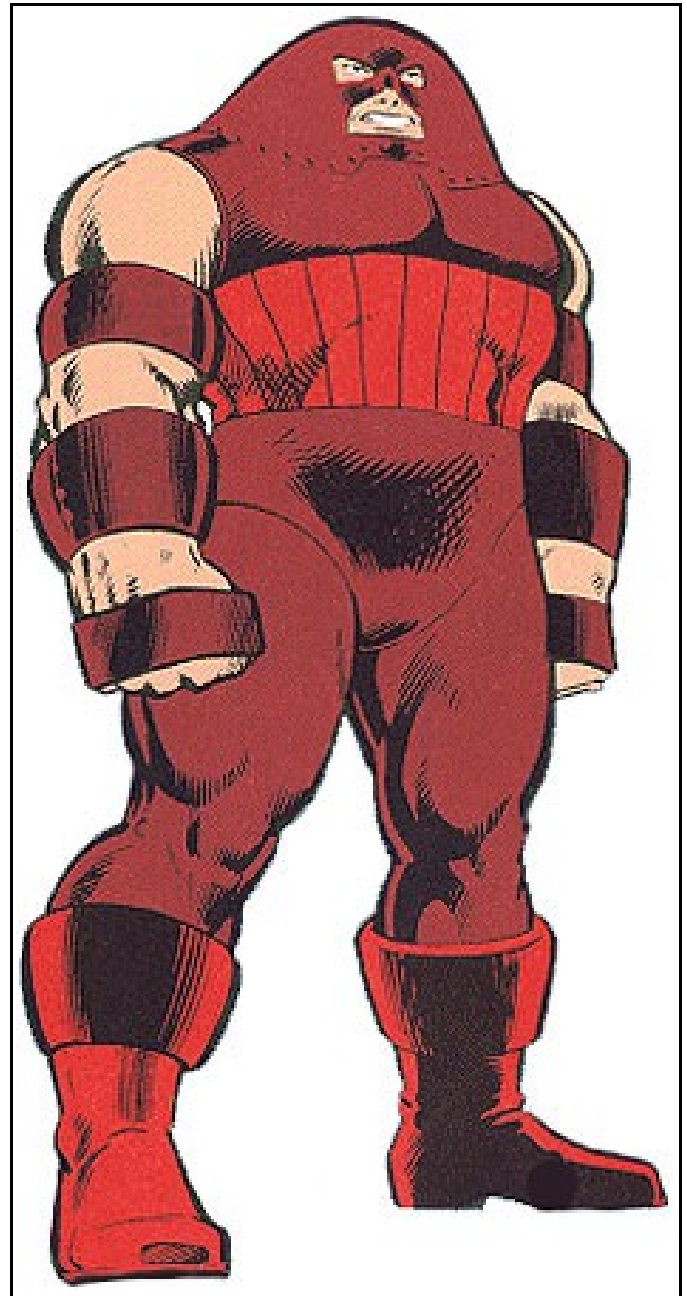
History: From an early age, Cain Marko had problems with authority. His parents separated when he was young, and Cain spent many years bouncing in and out of boarding schools. His father, a noted biochemist, once worked with Dr. Brian Xavier, a geneticist. Brian Xavier died in a lab accident, and Kurt soon married Brian's wealthy widow, Sharon, as much for her wealth as for their mutual comfort. Kurt moved into Sharon's mansion in Westchester County, New York, and after being kicked out of yet another boarding school Cain moved in as well.

Dr. Marko favored his stepson, Charles Xavier, to his own son, which led to Cain bullying the young Charles and Dr. Marko secretly beating Cain (see *Xavier; Charles*). Cain was abusive to his stepbrother at every opportunity. Charles' telepathic powers began emerging when he was still a boy, around ten, and, on one occasion, he found himself experiencing the anguished thoughts and emotions of Cain after Cain had been beaten by his father. The inexperienced young Charles could not control nor end his contact with Cain's mind at this time. Somehow, Cain sensed that Charles was reading his mind and had discovered his secret shame.

Not long after, Sharon died in a car accident, leaving Dr. Marko to care for both boys. During an argument in Dr. Marko's private laboratory over money, Cain accused him of having a hand in Dr. Xavier's "accidental" death. Dr. Marko was quick to be steadfast in defending himself, taking Cain by the collar of his coat and yelling at him to "never say that again". Charles was outside the door, however, and overheard the conversation. When Cain realized Charles's presence, he intended to cause a ruckus by destroying some of his father's chemical experiments, throwing a vial of green liquid that caused similar containers to shatter, spilling the chemicals throughout the laboratory. The collision of the different substances caused a violent explosion that left the lab aflame. Though Dr. Marko managed to rescue both Cain and Charles from the fire, he himself died of smoke inhalation. In his dying words, Dr. Marko begged forgiveness for not saving Dr. Xavier when he had the chance.

Cain continued to live in the Xavier mansion, growing increasingly resentful of his step-brother's scholastic and athletic achievements as well as his telepathic powers (which Charles mastered as he grew older) while Charles entered England's Oxford University. Cain ultimately left home around the age of 16, dropping out of school completely to travel to Africa to join a mercenary force there. It was while serving as a soldier of fortune in the Congo basin that he formed a friendship with the Irish mercenary Tom Cassidy (see *Cassidy; Black Tom*).

Cain eventually once again encountered his stepbrother during a mission in Korea; Charles, at the time serving with the US Army, was stationed just south of the demilitarized zone that serves as the border between North and South Korea. Separated from their respective units during an intense off-the-record firefight, the two brothers stumbled into a cave which turned out to be a lost temple dedicated to a deity or demon named Cytorrak (reports are uncertain as to which the entity really is). On a pedestal sat a giant glowing ruby, which Cain impulsively grabbed. The ruby had an inscription, enchanted to appear in the reader's native language, which read, as Cain recited it, "Whosoever touches this gem shall possess the power of the Crimson Bands of Cyttorak. Henceforth, you who read these words shall become forevermore a human juggernaut." Before Charles's eyes, Cain grew about a foot taller and more muscled



than ever before. At that moment, an earthquake – possibly caused by a bombing run – caused the cave the temple was in to collapse. Charles made it to safety, but Cain was trapped under tons of rubble. Charles, however, could telepathically sense that his brother was still alive but was unable to convince his superiors that anyone could have survived the cave-in where Cain was buried.

Due to the energies empowering his body, Cain didn't need to eat or breathe, and over a decade later managed to free himself from the cave. Thinking that Charles had intentionally left him behind to die, Cain sought vengeance on his stepbrother. Making his way back to the States, Cain learned that years before Charles had turned the family mansion where they grew up into a school for the superpowered (see *Xavier Institute*). Cain, now calling himself the Juggernaut, was contacted by Magneto, who sought to add the Juggernaut's might to the Brotherhood, which Cain arrogantly refused (see *Brotherhood of Mutants*; *Magneto*). Despite this, Cain walked away with one of Magneto's telepathy-shielding helmets, which he reshaped into something, in his words, "less dorky-looking."

Sensing his brother's approach, Charles called upon several students and alumni of the school, including the X-Men, to assist in defending it and him (see *X-Men*). During the battle, the Juggernaut effortlessly swatted aside or ignored all attempts to stop him, until one of the X-Men, Iceman, noticed that the helmet appeared to be an add-on (see *Iceman*). A concerted effort by Cyclops, Havok, and Polaris managed to remove the helmet, and Cain was knocked unconscious by Xavier and Marvel Girl combining their telepathy (see *Cyclops*; *Havok*; *Marvel Girl*; *Polaris*).

Charles then took custody of his brother, keeping him unconscious in the Institute's sub-basement infirmary while he tried to telepathically reason with him in his dreams. During one of these sessions, Cain was freed while leaving Charles unconscious on the floor. Ignoring his brother, Cain made his way upstairs, but could not bring himself to destroy the school, as he had a few good memories of the mansion growing up. Vowing instead to destroy his brother's legacy, he left for New York City, where he encountered his old friend Black Tom Cassidy in a bar on the west side. The two decided to team up to fight the X-Men, as they are the most visible alumni of the Xavier Institute, and once again the Juggernaut was defeated by being unable to prevent Marvel Girl from telepathically putting him to sleep.

Despite his power, he waited patiently in jail, becoming known as a model prisoner, until taking advantage of a mass breakout led by the Rhino (see *Rhino*). How and where the Juggernaut will be encountered next is anyone's guess.

Height: 7'.

Weight: 750 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Metallic red sleeveless bodysuit, metallic red helmet, metallic red boots.

Strength Level: The Juggernaut possesses superhuman strength enabling him to bench press in excess of five hundred tons. This makes him one of the two strongest supers active in the world today (the other is the Hulk; see *Hulk*).

Known Superhuman Powers: In addition to his strength, the Juggernaut is incredibly durable, almost invulnerable, able to shrug off HEAT rounds from a modern battle tank practically unscathed. He does not need to eat, drink, or breathe, though he does still need to sleep. When he does manage to take damage (which is extremely rare), he is able to heal the wounds in seconds. He is also impervious to cellular damage from radiation, environmental concerns such as the bends and explosive decompression, intense pressures as those in the deepest ocean trenches, and pain. His body generates fatigue poisons at 1/10 the usual rate, and he recovers from fatigue in record time.

As part of the Juggernaut's power, he is able to conjure his uniform around him at will.

Even before gaining the power of the Juggernaut, Cain was able to tell whenever a psychic was reading his mind.

Other Abilities: Before becoming the Juggernaut, Cain Marko was an experienced soldier. Presumably he still retains those skills. It is also believed that Cytorrak has gifted him with several combat skills he didn't know before.

Limitations: The Juggernaut's only real weakness is that he is vulnerable (though no more so than most people) to psychic attacks. His helmet has been developed to help him shield against these attacks, but locks his head forward, making him unable to look around him and blocks his peripheral vision.

Juggernaut: What's wrong, Charlie? No warm welcome for your dear stepbrother?

Charles Xavier: You are always welcome in my home, Cain. It is your choice of friends I question.

– Pryde of the X-Men

4,725 points

Attributes: ST 105/790 (Size, -10%) [90*]; DX 11 [20]; IQ 10 [0]; HT 20 [100].

Secondary Characteristics: Dmg 11d/13d (80d/82d); BL 2,205 lbs/1.1 ton (124,820 lbs./62.41 tons); HP 105 [0*]; Will 12 [10]; Per 12 [10]; FP 30 [30]; Basic Speed 7.75 [0]; Basic Move 10 [10].

Languages: English (Native) (Native Language) [0]; Swahili (Accented Spoken) [2];

Cultural Familiarities: Sub-Saharan Africa [1]; Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Damage Resistance 360 (Hardened +4 (negates Armor Divisor (10)), +80%; No Signature, +20%; Tough Skin, -40%; Divine, -10%) [2,700]; Doesn't Breathe (Divine, -10%) [18]; Doesn't Eat or Drink (Divine, -10%) [9]; Extra ST +70 (Size, -10%; Divine, -10%) [560]; High Pain Threshold [15]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Divine, -10%) [20]; Immunity to Metabolic Hazards (Divine, -10%) [27]; Immunity to Telepathy (Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Nuisance Effect: No Peripheral Vision, -5%) [13]; Indomitable [15]; Injury Tolerance (Damage Reduction /100; Divine, -10%) [270]; Mind Shield 3 (Psionic, -10%) [11]; Pressure Support 3 (Divine, -10%) [14];

Regeneration (Very Fast: 1 HP/sec) (Divine, -10%) [90]; Sealed (Divine, -10%) [14]; Social Regard (Feared) 4 [20]; Super ST +15/+700 (Size, -10%; Divine, -10%) [570]; Vacuum Support (Divine, -10%) [5].

Perks: Dirty Fighting [1]; Fearsome Stare [1]; No Denigration In Zero-G [1]; Power Grappling [1]; Supersuit [1].

Disadvantages: Bully (12) [-10]; Gigantism [0]; Jealousy [-10]; On the Edge (6) [-30]; Overconfidence (6) [-10]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Great: Destroy Xavier's Legacy) [-10].

Quirks: Cannot Float [-1]; Penchant for Massive Property Damage [-1]; Rule-Breaker [-1].

Skills: Boxing (A) DX+3 [12] – 14; Camouflage (E) IQ+2 [4] – 12; Forced Entry (E) DX+1 [2] – 12; Forceful Blow (Unarmed) (VH) DX+3 [20] – 14; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+3 [8] – 14; Guns/TL (LMG) (E) DX+1 [2] – 12; Hiking (A) HT-1 [1] – 19; Intimidation (A) Will+2 [8] – 14; Penetrating Strike (Unarmed) (VH) DX+3 [20] – 14; Running (A) HT-1 [1] – 19; Savoir-Faire (High Society) (E) IQ+0 [1] – 10; Savoir-Faire (Military) (E) IQ+2 [4] – 12; Shockwave (Unarmed) (VH) DX+3 [20] – 14; Soldier/TL8 (A) IQ+1 [4] – 11; Stealth (A) DX+0 [2] – 11; Streetwise (A) IQ+1 [4] – 11; Sumo Wrestling (A) DX+3 [12] – 14; Survival (Woodlands) (A) Per+0 [2] – 12; Throwing (A) DX+3 [12] – 14.

Techniques: Aggressive Parry (Boxing) (H) def+1 [2] – 11; Hand Catch (Sumo Wrestling) (H) def+3 [4] – 11.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Equipment: His helmet provides Immunity to Telepathy while afflicting him with Restricted Vision (No Peripheral Vision).

* Includes +70 from Extra ST and +15/+700 from Super ST.

Role-Playing Notes:

Cain is a man who is prone to bouts of violence. He knows that he is virtually unstoppable, and is more than willing to leave a trail of destruction behind him. He is driven to destroy his step-brother's legacy, though a small part of him wonders why. Truth is, he's being driven by Cytorrak to be his instrument of destruction; it's Cain's subconscious mind that is directing this destruction at his step-brother.

Design Notes:

1. Half of Juggy's points are tied up in his DR. He's virtually unstoppable; I hope I didn't make him *too* unstoppable in play.

Real Name: Kevin Plunder.

Occupation: Protector, tribal champion.

Identity: Ka-Zar's existence is generally unknown outside of the Savage Land.

Legal Status: Citizen of the United Kingdom with no criminal record, legally missing and presumed deceased; adopted member of the Fall People Tribe of the Savage Land.

Other Aliases: "Son of the Tiger" (the literal translation of his preferred name).

Place of Birth: Unrevealed, though quite possibly inside the Savage Land.

Marital Status: Married according to the customs of the Savage Land.

Known Relatives: Robert (father, deceased); Parnival (aka the Plunderer, brother); Matthew (grandfather, deceased); Shanna O'Hara (aka Shanna the She-Devil, common-law wife).

Group Affiliation: Partner of Shanna the She-Devil and Zabu.

Base of Operations: Mobile throughout the Savage Land.

First Post-Reboot Appearance: LOST WORLD OF THE SAVAGE LAND #13.

History: Kevin's grandfather, the British nobleman explorer Matthew, Lord Plunder, is credited with discovering the Savage Land, a prehistoric jungle located in a hidden valley in Antarctica, in 1962 after following accounts recorded during the early 20th Century (see *Savage Land*). As a child, Kevin and his older brother, Parnival, were raised in the Savage Land by their parents in the Fall People village. When he was eight, the Fall People were attacked by their long-time rivals, the Swamp Men; during the raid, Kevin witnessed one of the Swamp Men kill his parents. Left only with his father's Bowie knife and the family's adopted sabretooth cub, Zabu, Kevin fled into a region of the Savage Land known as the Land of Mists, a forest filled with thick mists from a river emptying into a volcanic vent which the Swamp Men considered to be haunted and a place of evil (see *Zabu*). Unknown to Kevin, Parnival had escaped the Savage Land and returned to England.

For ten years, Kevin and Zabu traveled across the Savage Land, living off the land. During this time, Kevin became known to many denizens of the Savage Land as "Ka-Zar", which translates into English as "Son of the Tiger". It wasn't until recently that Ka-Zar returned to the Fall People village to discover his parents' diaries were being held by their old friend, Chief Tongah, for him (see *Tongah*). In the years that followed, Ka-Zar continued moving around the Savage Land, but he kept returning to the Fall People village. For a time, Ka-Zar had a romance with Tongah's teenage daughter, Nereel, but Ka-Zar's wanderlust kept them apart more than they were together (see *Nereel*).

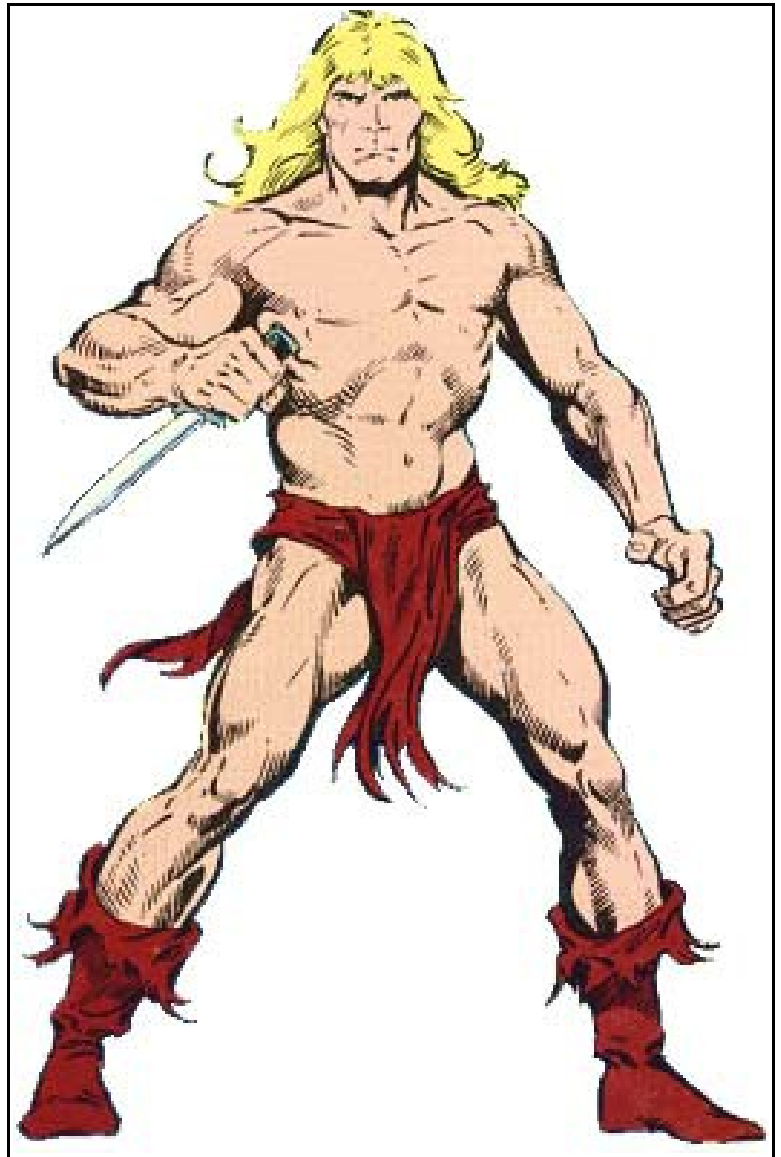
Recently, Ka-Zar was hired as a guide by graduate biology student Shanna O'Hara, who had come to the Savage Land to study the ecology there (see *Shanna the She-Devil*). At the same time, the sorceress Zaladane began a campaign to conquer the Savage Land with the assistance of the Sun People tribe and a few of the Savage Land Mutates (see *Savage Land Mutates*; *Zaladane*). Ka-Zar, Zabu, and Shanna were drawn into the conflict and proved instrumental in thwarting Zaladane's campaign of war. Since then, Ka-Zar and Shanna have begun a romance and are now considered by Savage Land customs to be married.

Even more recently, Ka-Zar learned that his brother survived and, with the family fortune at his sole disposal, was assisting the Roxxon Energy Company (which he apparently owns stock in) in exploiting the Savage Land's natural resources as the Plunderer, in violation of the international Antarctic Treaty (see *Plunderer*; *Roxxon Energy*). Ka-Zar and his allies helped thwart his brother's plans, though Parnival has once again escaped the Savage Land. Ka-Zar's further exploits are presently unrecorded.

Height: 6'.

Weight: 200 lbs.

Eyes: Blue.



Hair: Blond.

Uniform: None.

Strength Level: Ka-Zar possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Ka-Zar is a skilled if undisciplined hand to hand combatant, skilled in the use of the Stone Age weapons of the Savage Land.

Weapons: Ka-Zar's preferred weapon is the steel bowie knife he inherited from his father.

420 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 20 [12]; Will 14 [15]; Per 14 [15]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 14.

Languages: English (Accented) [4]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Absolute Direction [5]; Ally (Zabu, Sabertooth Cat; 50% Starting Points) (15) [6]; Ambidexterity [5]; Animal Empathy [5]; Animal Friend 2 [10]; Appearance (Handsome) [12]; Claim to Hospitality (Many Savage Land Peoples) [5]; Combat Reflexes [15]; Danger Sense [15]; Enhanced Dodge 3 [45]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Intuition [15]; Outdoorsman 3 [30]; Rapid Healing [5]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Very Fit [15].

Perks: Call of the Wild [1]; Extended Hearing (High) [1]; Extra Option (Bulletproof Nudity) [1]; Eye For Distance [1]; Fearsome Stare [1]; Neck Control (Brawling) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Enemy (Swamp Men; Large Group of up to 1,000 members) (9) [-30]; Hidebound [-5]; Low TL -8 [-40]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Savage Land) [-15]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Decisive [-1]; Immodest [-1]; Responsive [-1]; Unimaginative [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Animal Handling (Big Cats) (A) IQ+2 [2] – 13*; Animal Handling (Theropods) (A) IQ+2 [2] – 13*; Area Knowledge (Savage Land) (E) IQ+3 [8] – 14; Armoury/TL0 (Melee Weapons) (A) IQ+1 [4] – 12; Brawling (E) DX+2 [4] – 16; Camouflage (E) IQ+4 [1] – 15†‡; Carpentry (E) IQ+1 [2] – 12; Climbing (A) DX+0 [2] – 12; Fast-Draw (Knife) (E) DX+1 [1] – 15§; Fishing (E) Per+4 [2] – 18†; Flint Knapping (A) DX-1 [1] – 13; Gesture (E) IQ+1 [2] – 12; Hiking (A) HT+0 [2] – 14; Intimidation (A) Will+0 [2] – 14; Jumping (E) DX+1 [2] – 15; Knife (E) DX+2 [4] – 16; Knot-Tying (E) DX+0 [1] – 14; Mimicry (Animal Sounds) (H) IQ+2 [2] – 13†; Naturalist (Savage Land) (H) IQ+3 [4] – 14†; Navigation/TL0 (Land) (A) IQ+7 [4] – 18†#; Observation (A) Per+0 [2] – 14; Professional Skill (Butcher) (A) DX-1 [1] – 13; Professional Skill (Tanner) (A) IQ+0 [2] – 11; Running (A) HT+0 [2] – 14; Spear (A) DX+0 [2] – 14; Stealth (A) DX+2 [8] – 16; Survival (Jungle) (A) Per+3 [2] – 17†; Swimming (E) HT+2 [4] – 16; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Knife) (E) DX+2 [4] – 16; Thrown Weapon (Spear) (E) DX+1 [2] – 15; Tracking (A) Per+4 [4] – 18†; Veterinary/TL0 (H) IQ+2 [2] – 12*; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+2[8] – 16.

Techniques: Arm Lock (Wrestling) (A) def+0 [0] – 16; Armed Grapple (Knife) (H) def+2 [3] – 16; Choke Hold (Wrestling) (H) def+3 [4] – 16.

Starting Spending Money: \$760 (20% of Starting Wealth, minus the cost of his Bowie knife, carried in trade goods for barter rather than actual cash).

* Includes +2 from Animal Friend.

† Includes +3 from Outdoorsman.

‡ Defaulted from Survival (Jungle).

§ Includes +1 from Combat Reflexes.

Includes +3 from Absolute Direction.

Role-Playing Notes:

Ka-Zar is a man who has lived a simple hunter-gatherer lifestyle since adolescence. He has a strong sense of right and wrong, though these values can differ in significant ways from those of the outside world. With what he's learned of the outside world from his parents' diaries, his brother, and his wife, he is certain he doesn't want to venture outside the Savage Land.

Ka-Zar's Bowie Knife

KNIFE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
8	Bowie Knife	2d-1 cut	C, 1	11	\$40	1	6	[1]
	or	1d+1 imp	C	11			6	

THROWN WEAPON (KNIFE)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
8	Bowie Knife	1d+1 imp	0	11/21	1	1	T(1)	\$40	6	-2	[1]

Notes:

[1] Fine Quality knife bought at TL7+.

Design Notes:

1. Ka-Zar is one of the few characters I'll explicitly give the Extra Option Perk to (p. PU2:20), in his case Bulletproof Nudity, as fitting his "noble barbarian" motif; running around in just a loincloth against folks with guns, he needs all the help he can get!
2. For campaigns set in the Savage Land, set the local TL to 0, removing Ka-Zar's Low TL disadvantage, raise his Wealth from Poor to Average, and his Status to 0, a net increase of 60 points. Note that his knife's price *will* increase due to both quality and being made of steel, a TL3 material, a net ×24 to price (\$960; ×4 from Fine Quality, ×8 from being 3 TLs above the setting); a good idea would be to take it as Signature Gear.

Real Name: Wilson Fisk.

Occupation: Businessman, crime lord.

Identity: Fisk's role as the Kingpin is not generally known, but he makes no attempts to keep it secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: White Rook.

Place of Birth: Hell's Kitchen, New York City.

Marital Status: Married.

Known Relatives: Vanessa (wife), Richard (son).

Group Affiliation: Head of his own criminal organization; CEO of Wilson Fisk Industries, member of the Inner Circle of the Hellfire Club.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1.

History: Wilson Fisk was born in poverty in the Hell's Kitchen neighborhood of Manhattan. Even as a boy he was uncommonly large. Instead of playing with the other kids his age, he spent long hours in the public library, reading as much as he could on business theory, politics, and organized crime. Even at a young age, he was intrigued by the idea of becoming a "kingpin of crime", gaining power behind the scenes.

As a teen, Fisk turned his attention towards his physical regimen. Stealing passage on a freighter to Japan, he enrolled in a sumo wrestling school. He even competed professionally for a short time before retiring at the rank of *ozeki* (one rank below the coveted *yokozuna* level). Returning to New York, he invested his earnings from his professional sumo career into a number of legitimate businesses while at the same time using his physical bulk and intelligence to take control of a number of small, unaffiliated criminal gangs. The first business he owned outright was a firm which dealt with importing exotic spices from the Orient; to this day, even with his own corporation bearing his name, he still humbly insists that he's "a meager spice merchant."

About two decades ago, he met a young French woman named Vanessa; Vanessa's age at the time has not yet been revealed, but she is at least fifteen years Wilson's junior (see *Fisk*, *Vanessa*). Vanessa has been aware of her husband's criminal dealings for a long time. The Kingpin has stated that Vanessa is the only person who can make him feel at peace.

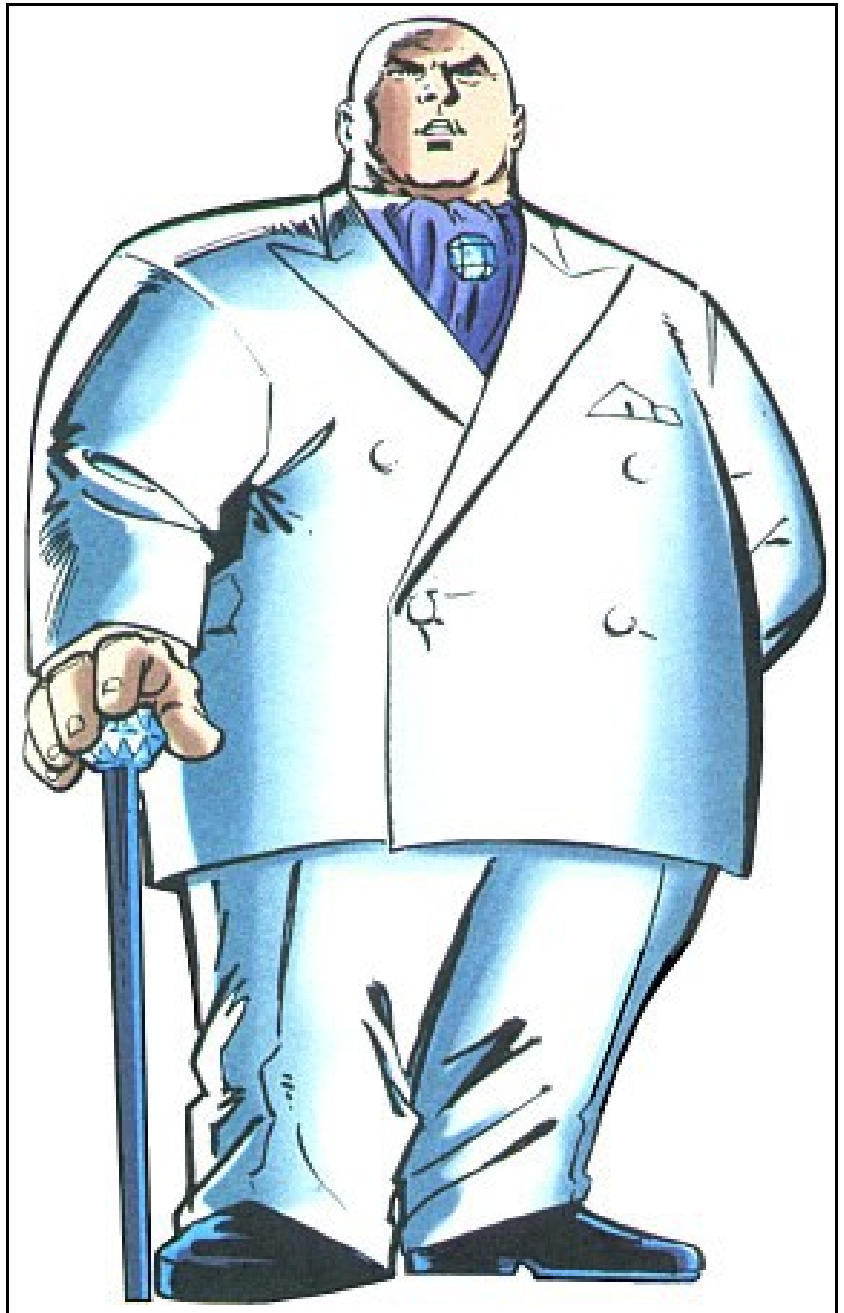
In an effort to obtain super-powered henchmen in order to counteract the emerging generation of the superhero community, the Kingpin authorized scientists in his employ to experiment in genetic modification experiments. Five of these experiments escaped from the lab that created them and have become the Ani-Men (see *Ani-Men*). Quite possibly the other experiments were either failures or terminated after the Ani-Men escaped. Since then, the Kingpin has hired a number of costumed criminals to work for him. Most notably, he hired the ninja assassin Elektra and the mercenary Bullseye to serve him (see *Bullseye*; *Elektra*). His criminal activities have brought him into conflict with both Daredevil and Spider-Man, but so far he has avoided arrest due to the lack of evidence against him (see *Daredevil*; *Spider-Man*). Daredevil has become his most frequent nemesis.

Fisk's businesses – both legitimate and criminal – have recently earned him a seat in the Hellfire Club's Inner Circle; in their hierarchy, he is the current White Rook (see *Hellfire Club*).

Height: 6' 7"

Weight: 450 lbs.

Eyes: Brown.



Hair: Black, shaved bald.

Uniform: None.

Strength Level: Wilson Fisk possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise. His great bulk is primarily muscle, not fat, making him almost as strong as a human can be without superhuman powers. He can lift (press) approximately 650 pounds.

Known Superhuman Powers: None.

Other Abilities: The Kingpin is a highly skilled hand to hand combatant, primarily in Japanese sumo and Indian wrestling. He is also a skilled businessman and criminal mastermind, despite his lack of a formal education.

Weapons: The Kingpin's walking stick usually contains a weapon concealed in it. While he usually carries a cane-rifle, the stick has been known to spray various gases or fire a laser beam.

515 points

Attributes: ST 20 [100]; DX 13 [60]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 13 [0]; Per 13 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 5 [-5]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Japanese (Native) [6].

Cultural Familiarities: East Asian [1]; Western [0].

Advantages: Business Acumen 4 [40]; Combat Reflexes [15]; Damage Resistance 2 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [2]; Empathy [15]; Fit [5]; High Pain Threshold [15]; Merchant Rank 8 [40]; Single-Minded [5]; Status 6 [5*]; Trained By a Master [30]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Cotton Stomach [1]; Fearsome Stare [1]; Power Grappling [1]; Special Exercises (DR 1 with Tough Skin) 2 [2]; Style Familiarity (Sumo) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Personal) [-5]; Dependent (Vanessa, wife; between 25% and 50%) (9) [-5]; Greed (12) [-15]; Megalomania [-10]; Stubbornness [-5].

Quirks: Likes Exotic Cigars [-1]; Likes Japanese Cuisine [-1]; Trademark (Red Rose) [-1].

Skills: Administration (A) IQ+3 [1] – 16†; Body Language (Human) (A) Per+1 [4] – 14; Brawling (E) DX+2 [4] – 15; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [1] – 14‡; Economics (H) IQ+2 [1] – 15†; Fast-Talk (A) IQ+1 [4] – 14; Finance (H) IQ+3 [1] – 15†; Games (Sumo) (E) IQ+0 [1] – 13; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Heraldry (Corporate Logos) (A) IQ+0 [2] – 13; Immovable Stance (H) Will+0 [4] – 13; Intimidation (A) Will+2 [8] – 15; Leadership (A) IQ+1 [4] – 14; Merchant (A) IQ+3 [1] – 16†; Savoir-Faire (Dojo) (E) IQ+0 [1] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Streetwise (A) IQ+1 [4] – 14; Sumo Wrestling (A) DX+3 [12] – 16.

Techniques: Sweep (Sumo Wrestling) (H) def+3 [4] – 16; Trip (Sumo Wrestling) (H) def+1 [2] – 12.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +3 from Merchant Rank and +2 from Wealth.

† Includes +4 from Business Acumen.

‡ Includes +3 from Empathy.

Role-Playing Notes:

KIRIGI

Villain

Real Name: Kirigi (his full given name is unknown).

Occupation: Assassin.

Identity: Kirigi does not use a dual identity; his activities as a ninja assassin are unknown to the general public or the authorities.

Legal Status: Citizen of Japan with no criminal record.

Other Aliases: None.

Place of Birth: Kyoto, Japan.

Marital Status: Single.

Known Relatives: Roshi (father).

Group Affiliation: The Hand.

Base of Operations: Osaka, Japan.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Kirigi is the half-human son of Master Roshi, an *oni* (Japanese demon) who an unspecified time ago became the *Jonin* (master) of the ninja clan known as the Hand (see *The Hand*). Kirigi was raised by the Hand to be their ultimate assassin, and was not aware of his familial relation to the *Jonin*.

Due to his talents, Kirigi became the Hand's top assassin, rivaled only by Elektra Natchios (see *Elektra*). Over time, this rivalry led to the two becoming lovers.

Recently, Elektra has fled the Hand, and Kirigi was sent to either bring her back or kill her. This has led him into conflict with not only Elektra, but with Daredevil and his mentor, a blind man known only as Stick, who Kirigi has reportedly fought in the past (see *Daredevil*; *Stick*). The result of this conflict has yet to be determined.

Height: 7'

Weight: 300 lbs.

Eyes: Yellow.

Hair: Black.

Other Distinguishing Features: Kirigi casts a demonic shadow, indicating his half-demon heritage.

Uniform: A stereotypical "ninja" outfit which obscures everything except his eyes. The torso is often padded with Kevlar.

Strength Level: Kirigi's half-demon nature grants him superhuman strength, enabling him to lift (press) around one ton under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Kirigi possesses superhuman agility and durability. Even unarmored, he has been shown shrugging off gunfire from police handguns. By channeling his chi, he is able to move at superhuman speeds for short distances. His vision is superhumanly acute, enabling him to clearly read a street sign half a mile away. He is also able to see into the infrared spectrum, enabling him to see a person's "heat signature".

In addition, Kirigi possesses the mystical ability to blend into his surroundings, making him invisible to the naked eye provided he stands still or moves no faster than a slow walk. He does not truly become invisible, however, and he can still be detected through radar, sonar, and infrared sensors.

Other Abilities: Kirigi is the top ninja assassin of the Hand, highly skilled in the arts of stealth and melee combat.

Weapons: Kirigi has access to any number of martial arts weapons. He is most proficient with the daisho, the paired katana and wakizashi traditionally used by samurai.



918 points

Attributes: ST 20 [100]; DX 15 [100]; IQ 12 [40]; FP 15 [50].

Secondary Characteristics: Dmg 2d+1/4d+2 (4d-1/6d+1); BL 125 lbs (245 lbs); HP 25 [0]; Will 14 [10]; Per 14 [10]; FP 15 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Cantonese (Native) [6]; English (Accented) [4]; Japanese (Native) (Native Language) [0]; Mandarin (Accented) [4].

Cultural Familiarities: East Asian [0].

Advantages: Acute Vision 4 [8]; Ally Group (Hand Ninjas) (up to 10% of starting points; Group Size: up to 50 ninja at a time) (12) [8]; Catfall [10]; Combat Reflexes [15]; Damage Resistance 12 (Tough Skin, -40%; Passive Biological, -5%) [33]; Enhanced Move (Ground) 2 (Ground Move 14/28 mph; Costs 2 FP, -10%; Maximum Duration: 1 minute, -65%; Chi, -10%) [8]; Enhanced Parry (All Parries) 4 [40]; Flexibility [5]; Forceful Chi 2 [30]; Infravision [10]; Inner Balance 2 [30]; Super ST +5/+15 [200]; Telescopic Vision 2 [10]; Trained By A Master [30]; Weapon Master (Daisho) [25].

Perks: Dirty Fighting [1]; Dual Ready (Shortsword/Broadsword) [1]; Focused Fury [1]; Grip Mastery (Staff) [1]; Off-Hand Weapon Training (Shortsword) [1]; Patience of Job [1]; Quick-Sheathe (Sword) [1]; Razor Kicks [1]; Style Familiarity (Kenjutsu: Nito Ryu) [1]; Style Familiarity (Kobujutsu) [1]; Style Familiarity (Shurikenjutsu) [1]; Style Familiarity (Taijutsu) [1]; Weapon Bond (Katana) [1]; Weapon Bond (Wakizashi) [1].

Disadvantages: Bloodlust (9) [-15]; Code of Honor (Bushido) [-15]; Discipline of Faith (Monasticism) [-10]; Duty (the Hand; Extremely Hazardous) (15) [-20]; Frightens Animals [-10]; Hidebound [-5]; Light Sleeper [-5]; Supernatural Feature (Demonic Shadow) [-10]; Unnatural Feature (Yellow Eyes) [-1].

Quirks: Bloody Mess [-1]; Devout Shintoist [-1]; Habit (Avoids Eye Contact) [-1]; Uncongenial [-1].

Skills: Acrobatics (H) DX+1 [8] – 16; Artist (Calligraphy) (H) IQ+0 [4] – 12; Axe/Mace (A) DX+0 [2] – 15; Blind Fighting (VH) Per+2 [8] – 16*; Body Control (VH) HT+1 [4] – 16*; Body Language (Human) (A) Per+2 [2] – 16*; Breaking Blow (H) IQ+3 [8] – 15†; Breath Control (H) HT+1 [2] – 16*; Broadsword (A) DX+3 [12] – 18; Climbing (A) DX+3 [2] – 18‡; Escape (H) DX+3 [4] – 18‡; Fast-Draw (Shuriken) (E) DX+1 [1] – 16§; Flail (H) DX-1 [2] – 14; Flying Leap (H) IQ+2 [4] – 14†; Holdout (A) IQ+0 [2] – 12; Hypnotism (Human) (H) IQ+2 [4] – 14†; Invisibility Art (VH) IQ+4 [16] – 16†; Jitte/Sai (A) DX+1 [2] – 16#; Judo (H) DX+3 [16] – 18; Jumping (E) DX+1 [2] – 16; Karate (H) DX+3 [16] – 18; Karate Art (H) DX+1 [7] – 16¥; Kusari (H) DX-1 [2] – 14; Meditation (H) Will+1 [2] – 15*; Mental Strength (E) Will+3 [2] – 17*; Observation (A) Per+3 [2] – 18‡; Poisons/TL8 (H) IQ+0 [4] – 12; Polearm (A) DX+0 [2] – 15; Power Blow (H) Will+2 [4] – 16†; Running (A) HT+0 [2] – 15; Savor-Fair (Dojo) (E) IQ+0 [1] – 12; Shadowing (A) IQ+1 [4] – 13; Shortsword (A) DX+3 [8] – 18□; Spear (A) DX+0 [2] – 15; Staff (A) DX+0 [2] – 15; Stealth (A) DX+1 [4] – 16; Swimming (E) HT+1 [2] – 16; Thrown Weapon (Shuriken) (E) DX+1 [2] – 16; Tonfa (A) DX+1 [2] – 16#; Two-Handed Sword (A) DX+1 [3] – 16□.

Techniques: Acrobatic Stand (Acrobatics) (A) def+4 [4] – 14; Targeted Attack (Broadsword Swing/Neck) (H) def+3 [4] – 16; Targeted Attack (Shortsword Thrust/Vitals) (H) def+2 [3] – 17; Targeted Attack (Thrown Weapon (Shuriken)/Eyes) def+3 [4] – 10.

Starting Spending Money: \$200 (20% starting wealth, minus the cost of a Very Fine Late Katana and Very Fine Wakizashi).

* Includes +2 from Inner Balance.

† Includes +2 from Forceful Chi.

‡ Includes +3 from Flexibility.

§ Includes +1 from Combat Reflexes.

Defaulted from Shortsword.

¥ Defaulted from Karate.

‡ Includes +4 from Acute Vision.

□ Defaulted from Broadsword.

Role-Playing Notes:

Kirigi's Daisho

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Katana	5d+12 cut	1	17	\$2,200	3	10	[1, 2]
	or	2d+9 imp	1	17			10	

SHORTSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Wakizashi	4d+14 cut	1	17	\$1,600	2	8	[1, 2]
	or	2d+7 imp	1	17			8	

TWO-HANDED SWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Katana	5d+13 cut	1	15	\$2,200	3	9†	[1, 2]
	or	2d+9 imp	1	15			9†	

Notes:

[1] Very Fine Quality sword bought at TL7+.

[2] Stats includes bonuses from Weapon Master and Weapon Bond

KRAVEN THE HUNTER

Villain

Real Name: Sergei Kravenoff.

Occupation: Bounty hunter, former big game hunter.

Identity: Publicly known.

Legal Status: Citizen of Kenya with a criminal record in the United States.

Other Aliases: Guy Kraven.

Place of Birth: Kenya.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional ally of the Chameleon.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Sergei Kravenoff is a descendant of Russian aristocrats who fled their homeland during the Communist Revolution. During the intervening decades, the Kravenoffs settled in Africa. Sergei grew up on a game preserve in Kenya, where he discovered he had a natural talent with animals. He quickly became known as the best animal tracker and trapper in Africa, the Indian subcontinent, and the Indochinese peninsula. As his success grew, so did his boredom – hunting dangerous animals was no longer a challenge.

To alleviate this boredom, he turned to tracking the most dangerous game he could think of: humans. To this end, he became a bounty hunter, anglicizing his name to "Guy Kraven" in the process, but better known to his clients as Kraven the Hunter. People, he discovered, were wiler prey than animals, but often easier to contain. Kraven didn't really care who he captured, so long as it was a challenge and he got paid for it.

Then he was contacted by an acquaintance, the Chameleon, to capture Spider-Man, who had recently thwarted one of the Chameleon's schemes (see *Chameleon, Spider-Man*). Amidst great publicity and controversy, Kraven arrived in New York City to start his hunt. After observing Spider-Man in action for several days, Kraven attacked him while the former was trying to save someone from a burning building. Spidey managed to defeat Kraven, who was arrested and deported for his life-endangering actions.

Recently, a man matching Kraven's description was seen sneaking off a ship docked in the New York Harbor. It is only a matter of time before Kraven makes his presence known.

Height: 6'.

Weight: 235 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Leather vest with a lion's face and mane, leopard-print leather pants, zebra-print belt, boots.

Strength Level: Thanks to the ingestion of an herbal potion concocted for him by an African witch-doctor, Kraven possesses superhuman strength, able to lift (press) 2 tons. Without this potion, which he must consume on a regular basis, Kraven's strength decreases to normal human level, which is still formidable due to his muscular build; when not augmented, Kraven possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: In addition to his superhuman strength, Kraven's herbal potion has granted him superhuman speed, agility, and stamina. He is able to sprint at speeds up to 60 mph, and perform a standing broad jump of 20 ft.

Other Abilities: Kraven is a skilled hunter and unarmed combatant.



700 points

Attributes: ST 18 [80]; DX 16 [120]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 5d+2/8d-1 (1d+2/3d); BL 500 lbs. (65 lbs.); HP 20 [4]; Will 12 [5]; Per 14 [15]; FP 20 [18]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Arabic (Accented) [4]; Dutch (Native) (Native Language) [0]; Egyptian (Native) [6]; English (Accented) [4]; Hindi (Accented) [4]; Vietnamese (Accented) [4].

Cultural Familiarities: East Asian [1]; Middle Eastern [1]; West African (Native) [0]; Western [1].

Advantages: Acute Hearing 2 [4]; Acute Vision 2 [4]; Animal Empathy [5]; Catfall (Chemical, -10%) [9]; Combat Reflexes [15]; Damage Resistance 2 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [2]; Enhanced Move (Ground) 2 (Chemical, -10%) [36]; Enhanced Parry (Bare Hands) 2 [10]; Hard to Kill 1 [2]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Lifting ST +32 (Chemical, -10%) [87]; Outdoorsman 4 [40]; Reputation (Best Big-Game Hunter in the World) 3 (Frequency: 10 or less; People Affected: Almost Everyone) [7]; Resistant to Disease (+8) [5]; Resistant to Poison (+3) [5]; Super Jump 1 (Chemical, -10%) [9]; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Call of the Wild [1]; Dirty Fighting [1]; Eye For Distance [1]; Fearsome Stare [1].

Disadvantages: Bad Temper (9) [-15]; Callous [-5]; Code of Honor (Professional: Bounty Hunter's) [-5]; Insomniac (Mild) [-10]; Light Sleeper [-5]; Loner (9) [-7]; Overconfidence (12) [-5]; Phobia (Crowds) (9) [-22]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Bring Contracts In Alive) [-10].

Quirks: Attentive [-1]; Likes Listening to Drum Solos [-1]; Nervous Stomach [-1]; Proud [-1]; Stays Bought [-1].

Skills: Animal Handling (Big Cats) (A) IQ+7 [28] – 18; Blowpipe (H) DX+0 [4] – 16; Brawling (E) DX+4 [12] – 20; Breaking Blow (H) IQ+1 [8] – 12; Breath Control (H) HT-1 [2] – 13; Camouflage (E) IQ+5 [1] – 16*†; Climbing (A) DX-1 [1] – 15; Connoisseur (Music) (A) IQ-1 [1] – 10; First Aid/TL6 (Human) (E) IQ+0 [1] – 11; Guns/TL8 (Musket) (E) DX+0 [1] – 16; Hiking (A) HT-1 [1] – 13; Hobby Skill (Famous Drummers) (E) IQ+0 [1] – 11; Jumping (E) DX+1 [2] – 17; Knot-Tying (E) DX+0 [1] – 16; Lifting (A) HT+0 [2] – 14; Mimicry (Animal Sounds) (H) IQ+4 [4] – 15†; Observation (A) Per+4 [8] – 18‡; Poisons/TL6 (H) IQ+0 [4] – 11; Power Blow (H) Will+0 [4] – 12; Pressure Points (Human) (H) IQ+3 [16] – 14; Riding (Equines) (A) DX+0 [2] – 16; Running (A) HT+0 [2] – 14; Shadowing (A) IQ+1 [2] – 12§; Stealth (A) DX+2 [8] – 18; Survival (Jungle) (A) Per+2 [2] – 18†; Survival (Plains) (A) Per+2 [2] – 18‡; Survival (Woodlands) (A) Per+2 [2] – 18†; Swimming (E) HT+0 [1] – 14; Traps/TL6 (A) IQ+3 [12] – 14; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+2 [8] – 18.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Defaulted from Survival (Jungles)

† Includes +4 from Outdoorsman

‡ Includes +2 from Acute Vision.

§ Defaulted from Observation.

Role-Playing Notes:

Design Notes:

1. The Nervous Stomach Quirk represents his allergies to the various chemicals in Western foods.
2. Kraven most likely has Status 1 [0], due to his Wealth. I didn't include it in his Advantages because he rarely takes advantage of it.

The Kree are a humanoid race that originated on the planet Hala in the Pama system. Due to their home world's gravity, the average Kree is twice as strong as the average human. They also tend to tire less quickly than human. They have lifespans slightly greater than humans, averaging 100-120 years, due in no small part to past genetic programs.

There are two sub-races of Kree: the original blue-skinned Kree, who are a small but powerful minority in the Empire, and the pink-skinned white Kree, the result of the blue Kree interbreeding with other humanoid races. White Kree can pass for human on Earth with ease. While the blue Kree believe themselves to be superior to white Kree, there are no functional differences between them.

The Kree Empire dominates the Greater Magellanic Cloud, the largest satellite galaxy of the Milky Way. Little is known about the origins of the Kree Empire, but while it has achieved a tech level far in advance of Earth, no new technological breakthroughs have occurred for thousands of years. It is known that the Kree have a long-standing rivalry with the Skrull Empire, which began not long after the two races first encountered each other (see *Skrulls*).

It is Imperial policy that every able-bodied man and woman in their Empire serve at least one tour of duty in the military, due to their conflict with the Skrulls. A white Kree is not considered a "citizen" in the Empire, with the right to vote or run for public office, until after a certain amount of time in the military is over (at least three tours of duty); a blue Kree, on the other hand, is automatically a citizen upon reaching the age of majority (around 25 Earth years).

The Kree have known about Earth for millennia, due to its strategic location between the Kree, Skrull, and Shi'ar Empires (see *Shi'ar*). It is known that the Kree are responsible for the creation of the Inhuman race, having performed experiments on the human race around 18,000 BC, Earth time; these experiments are also suspected of having produced the Atlanteans, either separately or as a branch of the Inhumans (see *Atlanteans*; *Inhumans*).

Recently, due to the increased Skrull presence in Earth's system, the Kree leadership has assigned Mar-Vell, a Captain in the Kree Army, to be one of their spies on Earth (see *Captain Marvel*). Mar-Vell has recently been recalled to Hala to be placed on trial for charges of treason, but has escaped. There are likely other white Kree on Earth serving as spies as well.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

Game-Mechanic Details:

The Kree possess a native TL 11⁺, with the standard space-opera superscience technologies (gravity manipulation, FTL drives, FTL communications, FTL sensors, and force screens). Developments unique to the Kree from *Ultra-Tech* include uploading of the mind to computer systems and the use of fast-grown clones as organ donors and revived bodies for the uploaded. These developments are reserved for the few Blue Kree who can afford them. They lack mature nanotechnology. The Kree possess bionic technology, but prefer to use it for bionic prosthetics, not full-conversion cyborgs. They have some performed experiments in genetic modification, but don't permit the technology to their general public.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Kree racial packages would be reduced by 15 points each.

Blue Kree

67 points

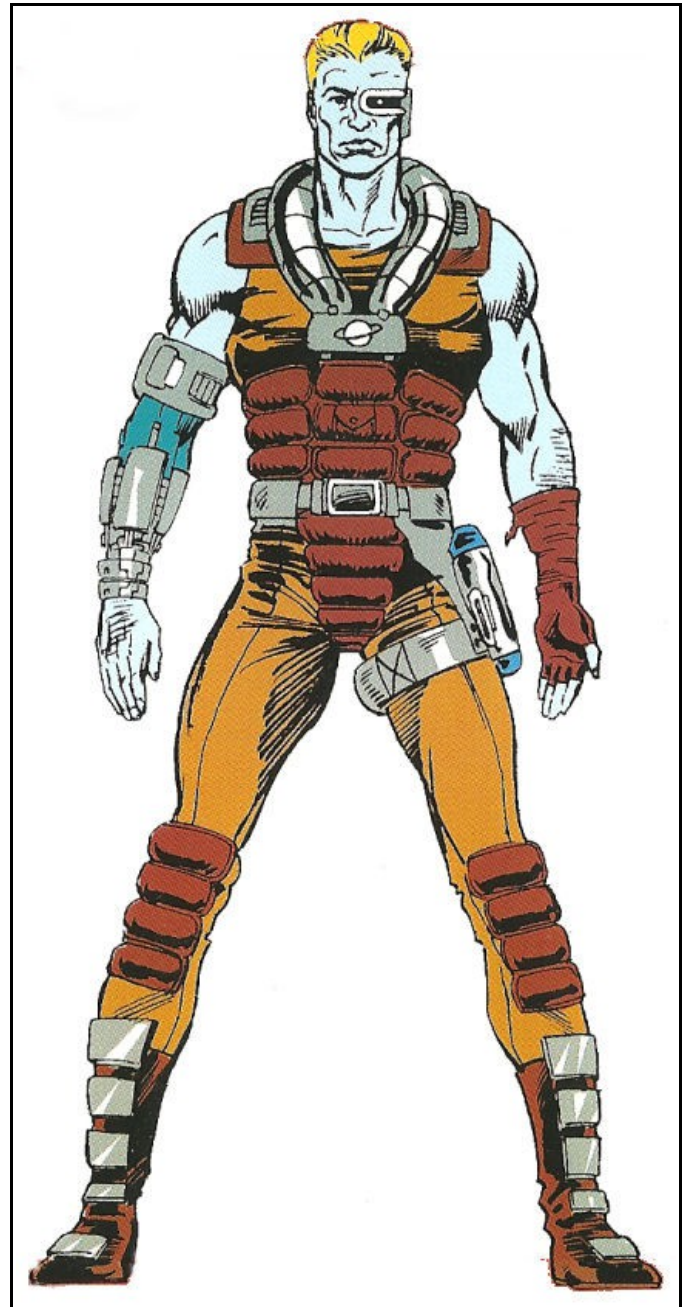
Attribute Adjustments: ST +4 [40]

Secondary Characteristic Adjustments: FP +5 [15].

Language Adjustments: Kree (Native) (Native Language) [0].

Advantages: High TL +3 [15]; Longevity [2].

Disadvantages: Intolerance (Skrulls) [-5];



Features: Blue skin [0].

White Kree

62 points

Attribute Adjustments: ST +4 [40]

Secondary Characteristic Adjustments: FP +5 [15].

Language Adjustments: Kree (Native) (Native Language) [0].

Advantages: High TL +3 [15]; Longevity [2].

Disadvantages: Intolerance (Skrulls) [-5]; Social Stigma (Second-Class Citizen) [-5].

KURTZBERG, ZELDA

Supporting Cast

Real Name: Zelda Kurtzberg

Occupation: College student pursuing both computer graphics and telecommunications degrees, waitress.

Identity: Zelda does not use a dual identity.

Legal Status: Zelda does not use a dual identity.

Other Aliases: None.

Place of Birth: Palmerton, Pennsylvania.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Girlfriend of Iceman, roommate of Vera Cantor, ally of the X-Men.

Base of Operations: Empire State University, Manhattan, New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Little is known about Zelda's past, as she doesn't like to talk about it. It is known that she grew up in rural Pennsylvania, in the southern Pocono Mountains. She is a mutant, but it is unlikely that she ever attended the Xavier Institute (see *Xavier Institute*).

Attending Empire State University, Zelda was roomed with Vera Cantor, who herself was already dating Hank McCoy, the X-Man known as the Beast (see *Beast*; *Cantor*; *Vera*; *X-Men*). Hank's friend, Bobby Drake, asked her out on a date, and the two hit it off (see *Iceman*). The first time Hank and Bobby had to run off to deal with a crisis as X-Men, Zelda figured out that Bobby was Iceman. She later confronted Bobby with the truth, revealing her own power to him, telling him he didn't need to hide his mutant powers from her, while assuring him his secret was safe with her.

Zelda works part-time in a Greenwich Village cafe in order to earn spending money. She has occasionally assisted the X-Men, but prefers to stay out of the spotlight, and out of combat altogether. Hank, Bobby, and Vera presented Zelda with her own X-Men uniform, "just in case", which landed unceremoniously in the closet after the boys had left.

Even more recently, Vera and Zelda were hypnotized by the mutant Mesmero; Mesmero's plans for the two are currently unknown (see *Mesmero*).

Height: 5' 5".

Weight: 112 lbs.

Eyes: Hazel.

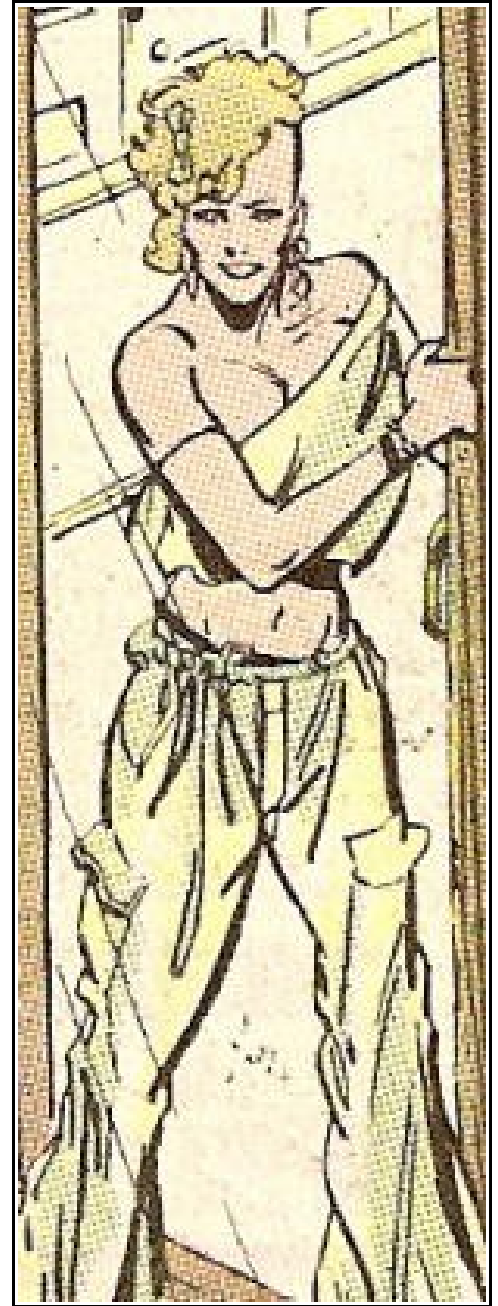
Hair: Blond, often dyed brown.

Uniform: None. She owns – but has not yet worn – a yellow X-Men uniform comprised of unstable molecules, with an identity-concealing half-mask and a blue "X" on the chest.

Strength Level: Zelda possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Zelda doesn't brag about it, but she is a mutant with the ability to transform herself into a gerbil; she maintains her normal intelligence in her transformed state, but cannot speak. While in her gerbil state, she is able to speak with, but not control, other rodents, including mice and rats.

One side effect of her transformation is that when she changes back to human she loses any dye that was put in her hair.



27 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; German (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Alternate Form (Gerbil) (Mutant, -10%) [14]; Appearance (Attractive) [4]; Speak With Animals (Accessibility: In Alternate Form Only, -10%; Specialized: Rodents, -60%; Mutant, -10%) [5].

Perks: Accent (Pennsylvania Dutch) [1].

Disadvantages: Pacifism (Self-Defense Only) [-15]; Secret (Mutant; Serious Embarrassment) [-5]; Sense of Duty (Friends) [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; Dyes Her Hair Brunette To Avoid Blonde Stereotypes [-1].

Skills: Artist/TL8 (Computer Graphics) (H) IQ-1 [2] – 10; Boating/TL8 (Motorboat) (A) DX-1 [1] – 9; Computer Operation/TL8 (E) IQ+1 [2] – 12; Connoisseur (Music) (A) IQ-1 [1] – 10; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 11; Electronics Operation/TL8 (Media) (A) IQ+0 [2] – 11; Housekeeping (E) IQ+0 [1] – 11; Lifting (A) HT+0 [2] – 10; Professional Skill (Waitress) (A) IQ+0 [2] – 11; Skiing (H) HT-1 [2] – 9; Swimming (E) HT+0 [1] – 10.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

Role-Playing Notes:

Zelda is a young woman who doesn't *want* to get involved in superheroics, but ends up involved with them anyway because she and her roommate are dating a pair of superheroes. Unlike Vera, Zelda does not find the world of the superhuman more "normal" than the mundane world. She would prefer to keep the superhuman lifestyle out of her life, despite being a mutant herself, because she feels it would have a negative impact on her dreams of working for a movie special effects crew.

Design Notes:

1. In the '60s, it was essentially a running gag in *X-Men* that Vera and Zelda would be stood up or have their double date with Hank and Bobby cut short without a word of explanation. This worked while the X-Men were keeping their identities secret (although how Vera never figured out that Hank was the Beast during that time was beyond me), it doesn't work now. It also became increasingly obvious over time that the writers didn't know what to do with her, so when they introduced Lorna Dane as a potential love interest for Bobby they dropped Zelda like a hot potato. I, however, saw unused potential in the character and brought her back for the Reboot, making her secretly a mutant herself.
2. In the comics, Zelda's hair constantly alternated between blond and brunette; it's like the artists couldn't decide which she was. Some readers joked that Zelda was a mutant with the power to change her hair color! I've gone ahead and given her a fairly reasonable explanation for the constant hair change, inspired by Susan from the webcomic *El Goonish Shive*.
3. Zelda is meant to represent the "average" mutant who just wants to live a "normal" life. Her power is unremarkable, but potentially useful in some situations.
4. As soon as I discovered her real last name was "Kurtzburg", I had her pegged as growing up in an area with a heavy German/Pennsylvania Dutch population. Palmerton is an actual zinc mining town in Carbon County, Pennsylvania, with a hospital that services most of the surrounding rural area, so I figured "why not have her from there?"; it's also close to Blue Mountain Ski Resort, hence her Skiing skill. Chances are, she did not live in Palmerton itself, being from one of the nearby towns or even some of the area between towns. Yes, I put a lot of my older sister into her, as I grew up in that very area (albeit across the Monroe/Carbon County line).

LEAPFROG

Villain

Real Name: Vincent "Vince" Patilio.

Occupation: Novelty toy inventor and retail clerk turned professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Married.

Known Relatives: Eugene (son); Rose (wife).

Group Affiliation: Sometime partner of Stilt-Man..

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Vincent Patilio invented a number of novelty items for toy companies, but because of his contracts never earned any royalties from the sales of these items – some of which have done quite well for themselves. Upset that the corporations were making millions off his toys while he had to work two retail positions to make ends meet, he decided not to hand over his latest novelty invention. This invention was a set of electric spring boots which could enable someone to leap at least twice as far or high as they normally could. Vincent managed, through trial and error, to increase the distance even greater.

Vincent designed a frog-like suit to hide his identity, and, calling himself the Leapfrog, started committing a number of robberies from the toy businesses he'd worked for in the past. On at least two occasions, he mugged the corporate executives of these companies while they were taking money out at the ATM. This brought him into conflict with the costumed vigilante Daredevil, but he managed to escape (see *Daredevil*).

Emboldened by this initial success, Leapfrog began making more daring robberies. Overconfident, and lacking any real combat training, he was quickly defeated by Daredevil and arrested.

During his trial, however, he denied ever having seen the boots before, and claimed the boots were the wrong shoe size and wouldn't fit. The Assistant District Attorney prosecuting the case had him try on the boots, intending to prove that the boots did in fact fit. Vincent then used the boots – which indeed did fit his feet – to escape. He then teamed up with Stilt-Man to engage in a second-story crime spree, before they were both again confronted by Daredevil (see *Stilt-Man*).

Vincent Patilio was among the various criminals who were involved in the massive breakout from Ryker's Island, which was led by the Rhino (see *Rhino*). Since then, he hasn't yet made a reappearance, although the authorities believe it is only a matter of time.

Height: 5' 9"

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

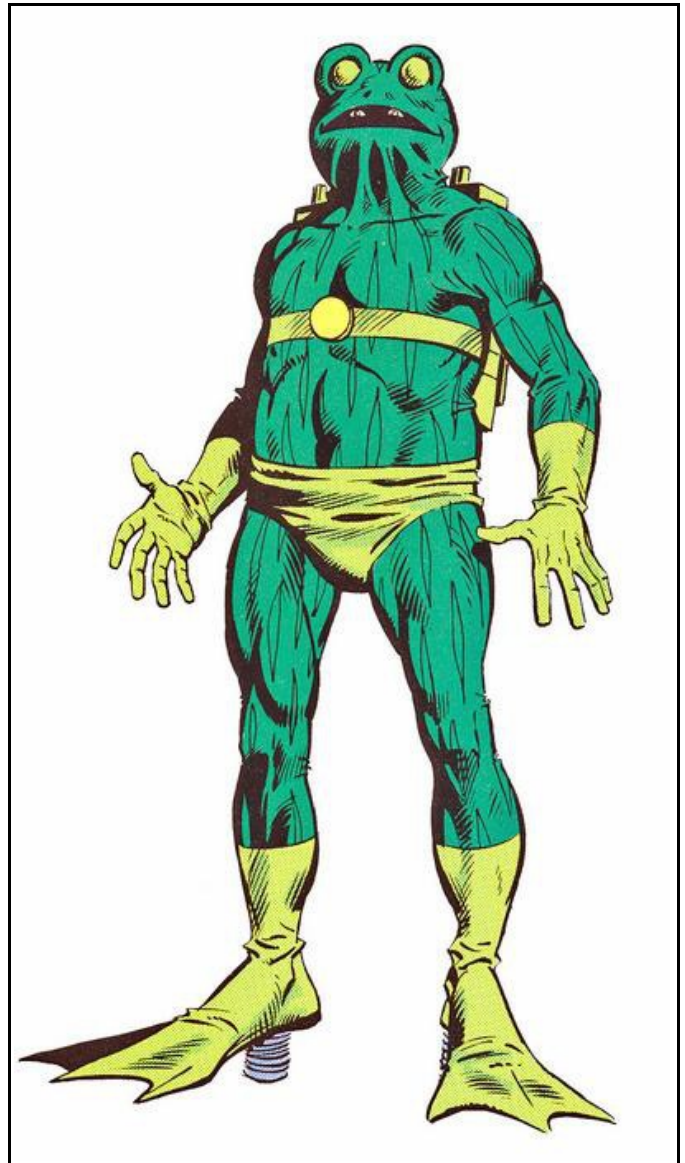
Uniform: A dark green bodysuit with a helmet shaped like a frog's head (his eyes are visible through the helmet's "mouth"), light green gloves, light green webbed boots with springs on the underside, a light green backpack with the support strap across the chest, and light green shorts.

Strength Level: Frog-Man possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: Vincent Patilio is a skilled inventor. He has also been developing a unique fighting style which takes advantage of the suit's leaping capabilities.

Paraphernalia: The boots of the Leapfrog suit enable the wearer to leap incredible distances due to its electric-powered springs. It is also lightly padded to partially absorb the shock of landing. The suit is able to make standing leaps of up to 26 feet high and over 100



feet long; the webbed feet on the boots, however, restrict the wearer's running speed, preventing the Leapfrog from making running leaps. The boots also enable him to kick harder than he normally would.

115 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Daredevil [15]; Fit [5]; High Manual Dexterity 1 [5]; Perfect Balance [15]; Striking ST +10 (Gadget/Breakable: DR 6, -10%; Gadget/Breakable: Machine, -5%; Gadget/Breakable, SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Kick Only, -60%) [10]; Super Jump 4 (Gadget/Breakable: DR 6, -10%; Gadget/Breakable: Machine, -5%; Gadget/Breakable, SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%) [26].

Perks: Acrobatic Kicks [1]; Dirty Fighting [1].

Disadvantages: Dependent (Son, Eugene; No More Than 50%; Loved One) (9) [-10]; Dependent (Wife, Rose; No More Than 25%; Loved One) (6) [-10]; Enemy (NYPD) (9) [-20]; Greed (12) [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Dual Identity [-1]; Imaginative [-1]; Obsession (Get Rich) [-1].

Skills: Acrobatics (H) DX+0 [2] – 12*; Artist (Drawing) (H) IQ-1 [2] – 11; Brawling (E) DX+0 [1] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Engineer/TL8 (Novelty Items) (H) IQ+0 [4] – 12; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+0 [1] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Novelty Items) (A) IQ+0 [2] – 12; NBC Suit/TL8 (A) DX+0 [2] – 12; Observation (A) Per+0 [2] – 12; Scrounging (E) Per+0 [1] – 12; Shadowing (A) IQ+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12.

Techniques: Attack From Above (Brawling) (A) def+2 [2] – 12; Kicking (Acrobatics) (H) def+2 [3] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

Real Name: Gustav Brandt

Occupation: Crimelord, mystic, former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Widower.

Known Relatives: Wife, daughter (names unrevealed, allegedly deceased).

Group Affiliation: Zodiac Cartel.

Base of Operations: Honolulu, Hawaii.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The man known as Gustav Brandt claims to have lost his sight, his family, and his home in a fire after retiring from military service in the Far East, though details are sketchy. He claims that he was taken in by a monastery not long after and taught to compensate for his blindness. While he achieved enlightenment of sorts, he left the monastery to relocate to Honolulu, where he became involved with the organized crime syndicate there, eventually becoming its acknowledged leader. His success was noticed by the budding Zodiac Cartel and he was offered a position in its ranks, taking the position of Libra (see *Zodiac*).

Brandt recently came into conflict with Captain America and his young partner, Bucky, over Brandt's organization's white slavery trade (see *Bucky*; *Captain America*). Brandt neither confirmed nor denied that he was aware of his organization's slave trade, instead claiming to be more focused on achieving further enlightenment. Brandt's lieutenant in the organization took the fall, committing suicide after confessing everything. Brandt then vanished from sight, and was later seen surfing.

More recently, Libra was present when the Zodiac attempted to hold the island of Manhattan hostage, using the power of the Zodiac Key wielded by Scorpio to power an impenetrable force field (see *Scorpio*). Just when the Zodiac appeared to be on the verge of success, half of the cartel leaders, including Libra, who had sensed the scheme's success would result in a disruption of the balance of power in the world, abandoned the scheme, with Scorpio using the Key to teleport the dissenters away.

Libra presumably continues to manage his criminal empire and on his quest for further enlightenment.

Height: 6' 0".

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Brown floor-length robe, black blindfold covering the eyes, sandals.

Strength Level: Libra has the normal human strength of a man his age, height, and build who engages in regular intensive toning exercise.

Known Superhuman Powers: Libra claims not to have superhuman powers, just an acknowledgment of what he calls the Balance. He has limited mystical abilities, but does not cast spells in the same manner as sorcerers such as Doctor Strange (see *Doctor Strange*). He is able to affect the perceptions of others, perceive where to strike to immobilize others, and shift to a place he calls The Place Between Places, enabling him to teleport anywhere in the world at will. His mystic senses are such that he can read the printed page as though his eyes still functioned.

Other Abilities: Libra, despite his physical handicap, is a highly skilled hand to hand combatant who relies on non-visual cues to determine where his opponents are. He is also a skilled surfer.

Limitations: Libra is blind.

650 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d+1/2d+2; BL 29 lbs.; HP 12 [0]; Will 13 [10]; Per 13 [10]; FP 14 [0]; Basic Speed 6.75 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Cantonese (Accented Spoken/Semi-Literate) [3]; English (Native) (Native Language) [0]; Thai (Accented) [4].



Cultural Familiarities: East Asian [1]; Western [0].

Advantages: Combat Reflexes [15]; Inner Balance 4 [60]; Invisibility (Glamour (Will-5), -5%; Switchable, +10%; Chi, -10%) [38]; Organized Crime Rank 5 [10]; Perfect Balance [15]; Protected Vision [5]; Silence 8 (Glamour (Will-5), -5%; Chi, -10%) [34]; Striking ST +4 (Chi, -10%) [18]; Trained By a Master [30]; Warp (Gyroscopic, +10%; No Strain, +25%; Range Limit: 10,000 miles, -10% ; Reliable +10, +50%; Chi, -10%) [165]; Wealth (Filthy Rich) [50].

Perks: Style Familiarity: T'ai Chi Chuan [1].

Disadvantages: Blindness (Mitigator: Daily Meditation, -60%) [-20]; Discipline of Faith (Mysticism) [-10]; Incurious (6) [-10]; Loner (12) [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [-1]; Devout Buddhist [-1]; Seeks Knowledge of the Balance For Its Own Sake [-1]; Surfing Is a Form of Meditation [-1]; Tries Not to Take Sides in Disputes [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Autohypnosis (H) Will+3 [2] – 16†; Blind Fighting (VH) Per+3 [4] – 16†; Body Sense (H) DX+5 [8] – 18†; Breath Control (H) HT+4 [4] – 18†; Climbing (A) DX+1 [2] – 14*; Immovable Stance (H) DX+6 [1] – 19†‡; Judo (H) DX+2 [12] – 15; Judo Art (H) DX+1 [6] – 14§; Karate (H) DX+2 [12] – 15; Light Walk (H) DX+2 [1] – 15†; Lizard Climb (H) DX+2 [1] – 15†; Meditation (H) Will+4 [4] – 17†; Mental Strength (E) Will+7 [8] – 20†; Pressure Points (H) IQ+1 [8] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 11; Sports (Surfing) (A) DX+1 [4] – 14; Stealth (A) DX+1 [4] – 14; Sumo Wrestling (A) DX+1 [4] – 14.

Techniques: Arm Lock (Judo) (A) def+4 [4] – 19; Pressure Point Strike (H) def+1 [2] – 14; Roll With Blow (Sumo Wrestling) (H) def+2 [3] – 14; Sweep (Karate) (H) def+3 [4] – 15.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +4 from Inner Balance.

‡ Includes +4 from Perfect Balance.

§ Defaulted from Judo.

Role-Playing Notes:

Libra is a patient man who prefers to not get involved in disputes between the other Zodiac members, and spends his time either in study, meditation, or surfing as opposed to actually running his criminal empire, letting his lieutenants run the day to day operations.

Design Notes:

1. Organized Crime Rank is built as 2/level as per the guidelines on p. 15 of *Social Engineering*.

LIVING MONOLITH

Villain

Real Name: Ahmet Abdol.

Occupation: Former professor of Egyptology, religious cult leader.

Identity: Secret.

Legal Status: Citizen of Egypt with a criminal record in the United States.

Other Aliases: Living Pharaoh.

Place of Birth: Cairo, Egypt.

Marital Status: Married, legally separated.

Known Relatives: Salome (daughter); Filene (wife, separated); Rama-Tut (alleged ancestor).

Group Affiliation: Leader of the Cult of the Living Pharaoh.

Base of Operations: Long Island, New York.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #X/2.

History: While working on his doctorate thesis concerning the ancient Pharaohs of Egypt while at the University of Cairo, Ahmet Abdol became convinced that at least one of the earliest, Pharaoh Rama-Tut, was actually a superhuman mutant and that he, himself, was descended from the Pharaoh (see *Rama-Tut*). (In actuality, Rama-Tut did not have any children while on the throne, though any children from before or after his reign are unaccounted for.) He convinced his daughter of his claim, but could not win over his wife, who ultimately left him. Over the next few decades, as his colleagues ridiculed his claims, he started to gather followers in a religious cult of personality centered on himself, calling himself the Living Pharaoh; his daughter, Salome, served as his high priestess.

Seeking to gain the power he believed was rightfully his, Abdol's scientists in the Cult of the Living Pharaoh discovered a way to siphon power from various energy sources into his body. Most of these sources tended to be fleeting in their use, so they sought a living mutant with potential energy powers to tap; they found one in Alex Summers (see *Havok*). During a family weekend at the Xavier Institute, when Alex was visiting his older brother, Scott, agents of the Cult kidnapped Alex and brought him before the Living Pharaoh (see *Cyclops*; *Xavier Institute*). The Living Pharaoh's scientists placed Alex in a chamber designed to amplify Alex's innate ability to absorb ambient radiation; the energy Alex absorbed was then siphoned from him and fed to the Living Pharaoh. As Alex looked on in horror, Abdol transformed into the Living Monolith; ironically, this same incident triggered Alex's other powers. Alex's brother Scott and a number of his classmates, some of whom would go on to form the X-Men, rescued Alex and defeated the Monolith; however, the Monolith had fled the scene, though the rest of the Cult, including Salome, were arrested (see *X-Men*).

The Living Monolith's activities during the next few years are unknown. Recently, however, the Monolith fought the Fantastic Four when he attempted to capture the Human Torch in an effort to increase his own power (see *Fantastic Four*; *Human Torch*). He was betrayed, however, by his daughter Salome, who utilized the Cult's technology to siphon his power into herself; rather than becoming a giant, however, she became a being of pure cosmic energy. Immediately after, Salome flew off into space, leaving Abdol to be arrested for their crimes.

Height: (as Abdol) 5' 11"; (as Living Monolith) 33'.

Weight: (as Abdol) 200 lbs; (as Living Monolith) 10.4 tons.

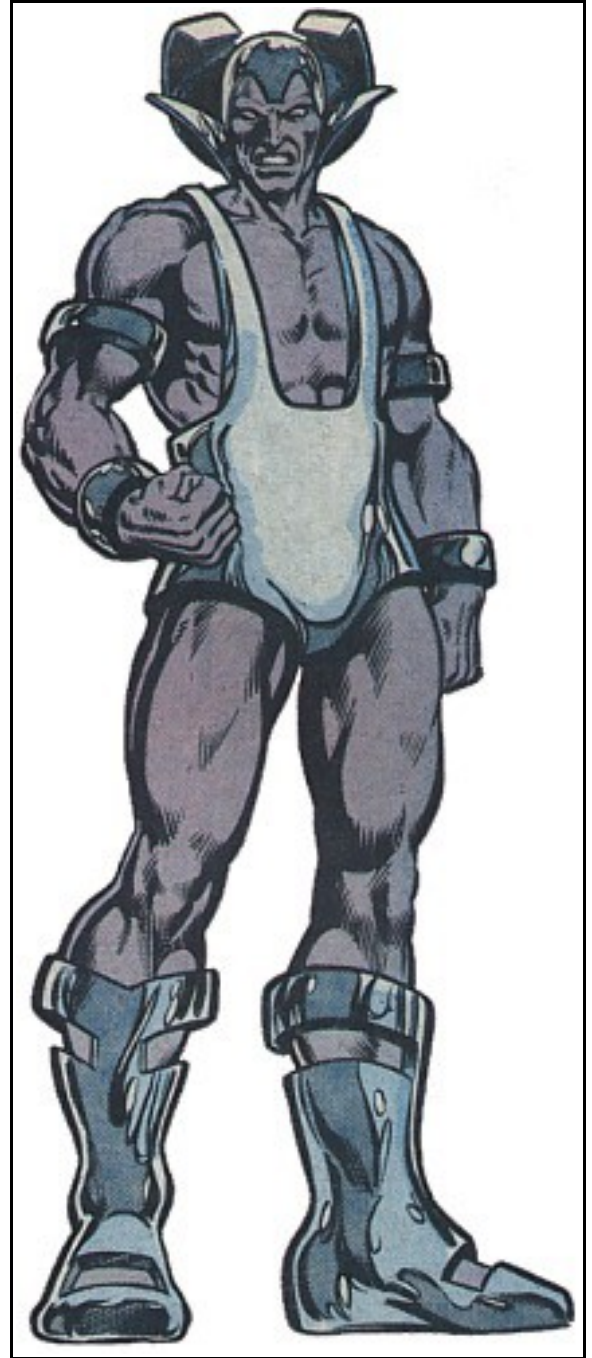
Eyes: (as Abdol) Brown; (as Living Monolith) white.

Hair: (as Abdol) Black; (as Living Monolith) none.

Other Distinguishing Features: As the Living Monolith, his skin turned a deep gray.

Uniform: As the Living Pharaoh, Abdol dressed much as an ancient Egyptian Pharaoh of old. As the Living Monolith, he wore metallic silver-gray shorts, metallic silver-gray boots, and armbands on the biceps, bracelets on the wrists, and a headdress made of the same materials.

Strength Level: In his unpowered state, Abdol possessed the normal human strength of a man his age, height, and build who engaged in moderate exercise. As the Living Monolith, he possesses superhuman strength enabling him to lift (press) around 200 tons.



Known Superhuman Powers: As the Living Pharaoh, Abdol possessed no innate powers. When imbued with cosmic energy from an outside source, he grows to 33 feet tall, complete with superhuman strength, superhuman durability, and the ability to fire energy beams with various effects from his eyes and hands.

Weapons: As the Living Pharaoh, Abdol utilized a staff that could fire a powerful kinetic force beam.

1,141 points

Attributes: ST 12 [20]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: Ancient Egyptian (Literate) [2]; Arabic (Native) (Native Language) [0]; English (Accented) [4].

Cultural Familiarities: Middle Eastern (Native) [0]; Western [1].

Advantages: Academic 2 [10]; Burning Attack 8d (Armor Divisor (5), +150%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Elemental: Radiation, -10%; Super, -10%) [104]; Charisma 3 [15]; Crushing Attack 8d (Armor Divisor (2), +50%; Damage Modifier: Double Knockback, +20%; Damage Modifier: Explosive (Damage/3×yards), +50%; Damage Modifier: Incendiary, +10%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Selectivity (Damage Modifiers), +10%; Elemental: Radiation, -10%; Super, -10%; Alternative Attack, ×1/5 [20]; Damage Resistance 20 (Tough Skin, -40%; Elemental: Radiation, -10%; Super, -10%) [40]; Enhanced Move (Ground) 2 (Accessibility: Growth Size Only, -10%) [36]; Extra ST +43 (Growth Size, -40%; Elemental: Radiation, -10%; Super, -10%) [172]; Growth 4 (Link, +10%; Maximum Size Only, +0%; Elemental: Radiation, -10%; Super, -10%) [36]; High Pain Threshold (Link, +10%) [11]; Injury Tolerance (Damage Reduction /20) (Elemental: Radiation, -10%; Super, -10%) [160]; Status 1 [0*]; Super ST +14/+500 (Growth Size, -40%; Elemental: Radiation, -10%; Super, -10%) [476]; Wealth (Wealthy) [20].

Perks: Supersuit [1].

Disadvantages: Callous [-5]; Compulsive Rhetoric (9) [-7]; Delusion ("I am descended from the Pharaohs!") [-10]; Megalomania [-10]; Origins Magnet [-15]; Secret Identity (Imprisonment) [-20]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Vengeance) [-10].

Quirks: Trivial Reputation (Fringe Historian/Archeologist) [-1].

Skills: Archeology (H) IQ+0 [4] – 12; Expert Skill (Egyptology) (H) IQ+0 [4] – 12; Innate Attack (Beam) (E) DX+1 [2] – 12; Innate Attack (Gaze) (E) DX+1 [2] – 12; Leadership (A) IQ+2 [1] – 14†; Propaganda (A) IQ+2 [8] – 14; Public Speaking (A) IQ+4 [1] – 16†‡; Research/TL8 (A) IQ+2 [2] – 14‡; Survival (Desert) (A) Per-1 [1] – 11; Teaching (A) IQ+2 [4] – 12‡§; Writing (A) IQ+2 [2] – 14‡.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +3 from Charisma.

‡ Includes +2 from Academic.

§ Includes -3 from Callous.

Role-Playing Notes:

Abdol is convinced of his alleged lineage, despite a lack of proof, and cannot be convinced otherwise. He is power-hungry and seeks to restore the lineage of Pharaohs in Egypt, with himself as the first. Everyone around him, including his daughter, is a pawn and a means to an end. He's sworn vengeance on his daughter due to her betrayal, though how he'll follow through on that vow is anyone's guess.

When the Living Monolith is involved, people around him develop incredible superhuman powers. So far, he's attributed the two instances to coincidence. GMs should feel free to use him as a means to trigger origins for other NPCs, or even the occasional PC.

LIZARD

Non-Villain Antagonist

Real Name: Dr. Curtis Connors.

Occupation: Scientist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Coral Gables, Florida.

Marital Status: Separated.

Known Relatives: Martha (wife, separated), William (son).

Group Affiliation: None.

Base of Operations: New York City; formerly West Palm Beach, Florida.

First Post-Reboot Appearance: (as Dr. Connors) UNCANNY X-MEN #1; (as Lizard) AMAZING SPIDER-MAN #

History: Dr. Curtis Connors had been a research biochemist at a think-tank firm in Florida when he lost his right arm in a lab accident caused by an intern. The intern lied and placed the blame on Connors, leading to Connors' firing.

Blacklisted by the scientific firms in Florida, he eventually settled into a teaching position at Empire State University in New York City. While there, he studied reptiles, particularly their ability to grow back their limbs and tail, a trait long since removed from the mammalian gene pool. He eventually earned his tenure there after publishing a number of papers on reptilian characteristics.

Connors hoped to be able to duplicate the process in people, with the intent of regenerating his lost arm. After twenty years, he was finally successful, producing a serum which appeared to give lab rats the ability to regenerate their legs.

Injecting himself with the serum, Connors was delighted when his arm started to grow back. His delight turned to horror as the arm turned scaly and green, which spread to the rest of his body. This was the first time that Connors became the Lizard.

The Lizard went on a near-mindless rampage through New York, eventually battling Spider-Man, who came to realize who the Lizard really was. Ultimately, Connors's star pupil Gwen Stacy, with Spider-Man's help, managed to develop a biochemical serum which reverted him to human form (see *Spider-Man*; *Stacy*, *Gwen*). However, the changes which led to the Lizard still reside in Connors on a genetic level.

Connors has become the Lizard on at least two other occasions. Each time, he has faced Spider-Man in combat, only to be returned to human form.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: (as Connors) Brown, (as Lizard) None.

Skin: (as Lizard) Green scales.

Uniform: None.

Strength Level: Dr. Connors has the normal human strength of a man his age, height, and build who engages in moderate regular exercise. As the Lizard, he possesses superhuman strength, enabling him to lift (press) 12 tons.

Known Superhuman Powers: Dr. Connors possesses the ability to grow back his limbs after they've been severed.

As a side-effect of the process which gave him that ability, Connors is able to turn into the super-powered Lizard. As the Lizard, he possesses superhuman strength, sharp claws on both his hands and feet, sharp teeth, and a six and a half foot long tail which he can use as a weapon, striking at up to 70 miles per hour. His hands and feet have retractable claws in the palms and heels which help him climb surfaces that would otherwise be inaccessible. His skin becomes covered with thick scales, like those of an alligator, able to



resist (though not invulnerable to) most pistol rounds. His powerful legs enable him to leap 18 feet in a standing broad jump. Also, as the Lizard, he heals much faster, enabling him to regenerate his limbs at a faster rate than normal.

The Lizard also appears to have a quasi-telepathic ability to communicate with and command all reptiles within about a one mile radius.

Other Abilities: In his human form, Dr. Connors is a brilliant biologist and biochemist, and is a leading herpetologist (a scientist who studies reptiles).

Limitations: As the Lizard, the R-complex of Connors's brain (the most primitive region of the human brain, containing the basest impulses) overwhelms the cerebrum, causing his mind to become progressively inhuman. Furthermore, he becomes cold-blooded, requiring external heat sources to stay active.

Dr. Curt Connors

743 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 14 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [-10]; Per 14 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form: The Lizard (Difference In Point Cost: 594 points; Once On, Stays On, +50%; Trigger: Losing a Stress Atavism Roll, Occasional, -30%; Super, -10%) [611]; Rapid Healing [5]; Regrowth (Passive Biological, -5%) [38]; Tenure (Empire State University) [5]; Wealth (Comfortable) [10].

Disadvantages: Dependent (Son; No More Than 25%; Loved One) (9) [-20]; Dependent (Wife; No More Than 50%; Loved One) (9) [-10]; Guilt Complex [-5]; Pacifism (Reluctant Killer) [-5]; Secret (Is The Lizard) (Utter Rejection) [-10]; Stress Atavism (Severe) (12) [-20]; Unusual Biochemistry [-5].

Quirks: Broad-Minded [-1]; Fascinated By Reptiles [-1].

Skills: Bioengineering/TL8 (Genetic Engineering) (H) IQ+1 [8] – 15; Biology (VH) IQ+1 [12] – 15; Chemistry/TL8 (H) IQ+1 [8] – 15; Expert Skill (Herpetology) (H) IQ+5 [24] – 19; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 13; Teaching (A) IQ+0 [2] – 14; Weird Science (VH) IQ-1 [4] – 13.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

Lizard (as standalone character)

760 points

Attributes: ST 13 [30]; DX 14 [80]; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Dmg 8d/10d; BL 3,026 lbs; HP 13 [0]; Will 12 [30]; Per 12 [30]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Broken Spoken/Illiterate) [-5].

Cultural Familiarities: None [-1].

Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 4 (Flexible, -20%) [16]; High Pain Threshold [10]; Lifting ST +110 (Passive Biological, -5%) [314]; Mind Control (Accessibility: Reptiles Only, -50%) [20]; Regeneration (Regular: 1HP/hr) (Passive Biological, -5%) [24]; Regrowth (Passive Biological, -5%) [38]; Single-Minded [5]; Speak With Animals (Specialized: Reptiles, -50%) [10]; Striker (Crushing; Tail) (Cannot Parry, -40%; Long, +1, +100%; Weak, -50%) [6]; Striking ST +55 (Passive Biological, -5%) [262]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1]; Unfazeable [15].

Perks: Biting Mastery [1]; Scales [1].

Disadvantages: Appearance (Unattractive) [-4]; Berserk (9) [-15]; Bestial [-10]; Cold-Blooded (Stiffen up under 50°) [-5]; Colorblindness [-10]; Disturbing Voice [-10]; Easy to Read [-10]; Gullibility (9) [-15]; Hidebound [-5]; Loner (9) [-7]; Low TL -8 [-40]; Social Stigma (Monster) [-15]; Speech Impediment [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Dislikes Humans [-1];

Skills: Acrobatics (H) DX-2 [1] – 12; Bioengineering/TL8 (Genetic Engineering) (H) IQ+1 [8] – 7; Biology (VH) IQ+1 [12] – 7; Brawling (E) DX+2 [4] – 16; Chemistry/TL8 (H) IQ+1 [8] – 7; Climbing (A) DX-1 [1] – 13; Expert Skill (Herpetology) (H) IQ+5 [24] – 11; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 5; Teaching (A) IQ+0 [2] – 6; Weird Science (VH) IQ-1 [4] – 5.

Starting Spending Money: \$0.

Lizard (as Alternate Form)

594 points

Attribute Adjustments: ST +3 [30]; DX +4 [80]; IQ -8 [-160]; HT +2 [20].

Secondary Characteristic Adjustments: Will +8 [40]; Per +6 [30].

Language Adjustments: English (Broken Spoken/Illiterate) [-5].

Cultural Familiarity Adjustments: No Cultural Familiarities [-1].

Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 4 (Flexible, -20%) [16]; High Pain Threshold [10]; Lifting ST +110 (Passive Biological, -5%) [314]; Mind Control

(Accessibility: Reptiles Only, -50%) [20]; No Guilt Complex [5]; No Pacifism (Reluctant Killer) [5]; Regeneration (Regular: 1HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Speak With Animals (Specialized: Reptiles, -50%) [10]; Striker (Crushing; Tail) (Cannot Parry, -40%; Long, +1, +100%; Weak, -50%) [6]; Striking ST +55 (Passive Biological, -5%) [262]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1]; Unfazeable [15].

Perks: Biting Mastery [1]; Scales [1]; No Broad-Minded [1]; No Fascinated by Reptiles [1].

Disadvantages: Appearance (Unattractive) [-4]; Berserk (9) [-15]; Bestial [-10]; Cold-Blooded (Stiffen up under 50°) [-5]; Colorblindness [-10]; Disturbing Voice [-10]; Easy to Read [-10]; Gullibility (9) [-15]; Hidebound [-5]; Loner (9) [-7]; Low TL -8 [-40]; No Tenure [-5]; Social Stigma (Monster) [-15]; Speech Impediment [-10]; Wealth (Comfortable Drops to Dead Broke) [-35].

Quirks: Dislikes Humans [-1].

Skills: Acrobatics (H) DX-2 [1] – 12; Brawling (E) DX+2 [4] – 16; Climbing (A) DX-1 [1] – 13.

Role-Playing Notes:

Design Notes:

1. Dr. Connors has "bought off" the One Arm trait he had before becoming the Lizard. Whether he got the better end of the deal with the other traits is anyone's guess.
2. The Lizard and Dr. Connors share many traits, most notably Regrowth and Unusual Biochemistry. As such, I've calculated the Lizard's cost as both an Alternate Form and a "standalone character".
3. The Lizard's Speech Impediment disadvantage is simply a renamed Stuttering.

Real Name: Loki Laufeyjarsen.

Occupation: God of mischief and cunning.

Identity: Loki uses no dual identity, but the general public of Earth believes him to be a mythological figure.

Legal Status: Citizen of Asgard with a criminal record.

Other Aliases: God of Lies, God of Evil, Prince of Deception.

Place of Birth: Jotunheim.

Marital Status: Married (thrice; separated from his first two wives).

Known Relatives: Farbauti (father, deceased), Laufey (mother), Byleist, Helblindi (brothers, deceased), Glut (first wife, separated), Angrboda (second wife, separated), Sigyn (third wife), Fenrir, Jormungandr, Slepnr, Vali (sons), Narvi (son, deceased), Einmyria, Eisa, Hel (daughters), Sam Lokispawn (alleged offspring, possibly adopted, gender unknown), Odin (foster father), Frigga (foster mother), Thor, Tyr, Heimdall, Balder, Hod, Hermod, Bragi, Uller, Vidar (foster brothers), Freyja (foster sister).

Group Affiliation: Gods of Asgard.

Base of Operations: Asgard.

First Historical Appearance: VENUS #6 (August 1949).

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1.

History: The son of storm giants of Jotunheim, Loki was born at a diminutive height, closer to the Asgardian gods in stature than that of a giant's (see *Asgardians*). He was found as an infant by a warrior party led by Odin, and was adopted by him (see *Odin*). Loki's natural father and brothers had been killed by that same warrior party, a fact he later discovered when he first visited Jotunheim. (Loki's surname is derived from his mother's name, as is common among the giants of Jotunheim.)

Loki grew up among the gods, and learned the arts of magic from anyone who would teach him. He proved to be one of the most intelligent and cunning gods in Asgard, and often aided the gods when they needed him. He also had a penchant for mischief; as a child and well into his teens, Loki grew bored easily, and used his magic to pull pranks on his adopted siblings, particularly on Thor (see *Thor*).

Loki fathered three infamous children with his second ex-wife, the giantess Angrboda, only one of which was humanoid in form. The first and most humanoid was his daughter, Hela, who became the ruler of Niffelheim, the Norse land of the dead. The second was the giant serpent Jormangandr, better known as the Midgard Serpent, whose great bulk encircles Earth in ethereal form. The third was the giant wolf Fenrir (also known as Fenris). Loki is also the *mother* of Odin's eight-legged horse Slepnir, having once changed himself into a filly to seduce a giant's horse to aid the Asgardians and save his foster sister Freyja from an unwanted marriage (see *Freyja*; *Fenrir*; *Hela*; *Midgard Serpent*; *Slepnir*). Loki's current wife, Sigyn, has given him two sons: Vali and Narvi; however, at some unspecified point in the past Vali was transformed into a wolf and killed Narvi (see *Sigyn*).

For a time, several hundred years by all accounts, Loki was chained to a sleeping serpent whose wounds dripped acid as punishment for a truly malicious prank he'd pulled on Odin. (According to mythological account, Loki had arrived at a party held by the sea god, Aegir, uninvited, and proceeded to creatively insult every god and goddess present, intending to create strife amongst them; the plan backfired, and the strife he caused was directed solely at him. Also according to myth, however, this was done after the deaths of Balder and Hod, which have not yet come to pass. See *Balder*; *Hod*.) According to myth, he was chained to the serpent by the entrails of his late son, Narvi, which were transformed into iron; more likely, the chains were made of uru by the dwarves of Nidavallir and enchanted to prevent Loki from using his own magic or shapeshifting abilities. Sigyn stayed by his side the entire time, catching the acid in a ceramic bowl; thanks to her efforts, Loki was only in pain when she had to pause to empty the bowl.

Once he was released, Loki was made to swear a magically-binding oath to not pull any more malicious pranks on anyone associated with the House of Odin. Since then, he has been testing the boundaries of the oath he made, looking for loopholes to



exploit. The other gods still do not trust him, as it has been foretold that Loki would be aiding the forces of evil during Ragnarok, the prophesied "end of the gods".

Recently, Loki has been spotted on Earth, alternately aiding and creating trouble for Thor. In some of these instances, Loki has been accompanied by a shapeshifting young child, Sam, whose gender is constantly called into question and who calls Loki "father" (see *Sam Lokispawn*). Whether Sam is truly Loki's child, a child adopted by him, or simply a construct is unknown. However, Loki has shown the child genuine kindness and affection, even going so far as to protect the child from danger, so it is unlikely that the child is merely a construct. (If Sam is a magical construct, it would be as part of a scheme so elaborate that the details and motivation behind it can only be guessed at.)

Height: 6' 2".

Weight: 570 lbs.

Eyes: Blue

Hair: Grey-brown

Uniform: Green bodysuit with yellow trim, black loincloth with yellow trim, yellow boots, black cowl, yellow cape, gold bracelets, gold helmet.

Strength Level: Loki possesses superhuman strength, able to lift (press) around 35 tons.

Known Superhuman Powers: Loki possesses the standard attributes of the Asgardian race. He possesses superhuman strength, a high degree of imperviousness to injury, and is immune to all terrestrial diseases. Like all Asgardians, he is extremely long-lived, although not immortal. Ages ago, Loki cast a series of spells on himself which enable him to survive a beheading, living long enough to reattach his head to the rest of his body. These spells also enable him to reattach any body part that becomes severed.

Loki possesses several powers not possessed by the standard Asgardian. First and foremost, Loki is able to change his shape with ease, almost instinctively. He can use this ability to take on the appearance and even gender of any being, although in most cases he does not gain their special abilities. On at least one occasion, he transformed himself into a female horse, which he was obliged to stay in while pregnant with Slepniir.

Loki is also one of the most skilled sorcerers in the Asgardian Nine Worlds, although he is not the most powerful (Odin and Frigga are said to be more powerful). His skills are such that he is able to reshape matter, read and control minds, shape energy shields, fire energy bolts, levitate objects, fly at great speeds, and even augment the abilities of other beings. (This is not a complete listing of his potential abilities, just a small sample of what he has accomplished in the past.)

Other Abilities: Loki is a master manipulator and con artist.

Much was gambled, and much lost, but the great game continues. I endure—and tomorrow is another day. An immortal has nothing if not time to plot and scheme and try again.

– Loki, *Uncanny X-Men Annual #9, 1985*

1,920 points

Attributes: ST 34/220 [30*]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 3d+2/6d (23d/25d); BL 231 lbs (5 tons); HP 34 [0]; Will 16 [10]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: Old Norse (Native) [0].

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Ally (Sam Lokispawn, alleged offspring; 50% starting points) (9) [2]; Appearance (Handsome) [8†]; Asgardian God [575]; Body Control Talent 4 [20]; Charisma 4 [20]; Elastic Skin (Link: Morph, +10%; Magical, -10%) [20]; Energy/3 [60]; Hard to Kill 4 [8]; Hard to Subdue 4 [8]; Hermaphromorph (Link: Morph, +10%; Magical, -10%) [5]; Indomitable [15]; Injury Tolerance (Independent Body Parts) (Reattachment Only, -50%; Magical, -10%) [14]; Magery 4 [45]; Matter/4 [80]; Mind/4 [80]; Morph (Extra Morphing Capacity: 90 points; Link: with Elastic Skin and Hermaphromorph, Can be used separate from them, +20%; Reduced Time 3, +60%; Magical, -10%) [260]; No Low TL 5 [25]; Omnilingual [40]; Rapid Healing [5]; Smooth Operator 4 [60]; Social Chameleon [5]; Space/3 [60]; Status 6 [25§]; Super ST +12/+200 [40‡]; Unaging (Temporary Disadvantage: Maintenance: 1 person Monthly (Apples of Idunn), -5%) [15]; Unkillable 1 (Magical, -10%) [45]; Versatile [5]; Voice [10]; Wealth (Filthy Rich) [50].

Perks: Disarming Smile [1]; Haughty Sneer [1]; Supersuit [1].

Disadvantages: Code of Honor (Gentleman's) [-10]; Compulsive Lying (12) [-15]; Dependent (Sam Lokispawn, alleged offspring; No more than 50%; Loved One) (12) [-20]; Jealousy [-10]; No Extended Lifespan [-10]; Origins Magnet [-15]; Reputation (Scoundrel) -2 (Everyone; Almost All the Time) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Trickster (9) [-22]; Vow ("I will not harm or pull any malicious pranks on anyone who is a member of or associated with the House of Odin") (Major Vow; Involuntary) [-15].

Quirks: Always Looks For Loopholes [-1]; Broad-Minded [-1]; Careful [-1]; Treats Everything Like A Game [-1].

Skills: Alchemy/TL3 (VH) IQ+0 [8] – 14; Body Language (Human/Asgardian) (A) Per+1 [4] – 15; Bow (A) DX+0 [2] – 12; Broadsword (A) DX-1 [1] – 11; Carousing (E) HT+6 [4] – 18#; Connoisseur (Visual Arts) (A) IQ+0 [2] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 14; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+4 [3] – 18#¥; Energy (VH) IQ+11 [36] – 25; Escape (H) DX+0 [4] – 12; Fast-Talk (A) IQ+11 [20] – 25#α; Gambling (A) IQ+2 [8] – 16; Games (Card Games) (E) IQ+2 [4] – 16; Games (Chess) (E) IQ+2 [4] – 16; Innate Attack (Beam) (E) DX+3 [8] –

15; Intimidation (A) Will+9 [20] – 25#; Law (Contracts) (H) IQ+4 [20] – 18; Lockpicking/TL3 (A) IQ-1 [1] – 13; Matter (VH) IQ+11 [36] – 25]; Mimicry (Animal Sounds) (H) IQ+1 [2] – 15□; Mimicry (Speech) (H) IQ+1 [2] – 15□; Mind (VH) IQ+6 [16] – 20]; Observation (A) Per+0 [2] – 14; Poetry (A) IQ+0 [2] – 14; Politics (A) IQ+6 [2] – 20#□; Propaganda/TL3 (A) IQ+1 [4] – 15; Psychology (Human/Asgardian) (H) IQ+2 [12] – 16; Public Speaking (A) IQ+10 [2] – 24#□£; Riding (Equines) (A) DX-1 [1] – 11; Savoir-Faire (High Society) (E) IQ+6 [4] – 20#; Sex Appeal (Human/Asgardian) (A) HT+10 [2] – 22#□€; Shapeshifting (H) IQ+2 [1] – 16©; Shield (E) DX+1 [1] – 13@; Shield (Force) (E) DX+2 [4] – 14; Sleight of Hand (H) DX+2 [12] – 14; Space (VH) IQ+2 [2] – 16]; Stealth (A) DX+2 [8] – 14; Streetwise (A) IQ+4 [2] – 18#; Teamster (Equines) (A) IQ-1 [1] – 13; Thaumatology (VH) IQ+6 [16] – 20]; Ventriloquism (H) IQ+0 [4] – 14.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 15.

Starting Spending Money: \$400,000.

* Includes +12/+200 from Super ST.

† Upgraded from Appearance (Attractive), part of Asgardian God.

‡ Upgraded from Super ST +11/+150, part of Asgardian God.

§ Includes +1 from Wealth (Filthy Rich).

Includes +4 from Smooth Operator.

¥ Defaulted from Psychology (Human/Asgardian).

‡ Includes +4 from Magery.

□ Includes +2 from Voice.

£ Includes +4 from Charisma.

€ Includes +4 from Appearance.

© Includes +4 from Body Control Talent.

@ Defaulted from Shield (Force).

Role-Playing Notes:

At heart, Loki is a schemer. He desires to humiliate his adopted brother, Thor, whose shadow Loki believes he grew up in. Of course, the line between "humiliate" and "destroy" has become blurred over the years Loki was chained to an acid-dripping serpent. He seeks to become ruler of Asgard, but his nature is such that he must concoct elaborate schemes rather than take the throne by force. He often laments that his schemes have a tendency to backfire on him, but he openly refuses to believe the fault for the backfires is his own, constantly blaming others for his failures.

LORELEI

Villain

Real Name: Lori (apparently).

Occupation: Mercenary, formerly a tribal storyteller and hunter.

Identity: Lorelei's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the woman known as Lorelei are currently a mystery. She was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to her current form in some as-yet unexplained manner (see *Savage Land*). Unlike the other Mutates, she was apparently one of the Fall People rather than one of the Swamp Men.

She and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Lorelei has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*). During the latter conflict, Lorelei betrayed the Mutates and sided with the Brotherhood, becoming their first – and to date only – non-mutant member.

Height: 5' 4".

Weight: 104 lbs.

Eyes: Blue.

Hair: Blond, worn down to her knees.

Uniform: None, but tends to wear long dresses that show off her cleavage.

Strength Level: Lorelei possesses the normal human strength of a woman her age, height, and build who engages in minimal exercise.

Known Superhuman Powers: Lorelei possesses the ability to enslave the wills of men around her through her singing; for some reason, women are immune to her powers. While she normally just uses this ability to make them docile or to fight each other, she is also able to modulate her voice to cause them to flee in terror or stand in awe of her.

150 points

Attributes: ST 9 [-10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [5]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

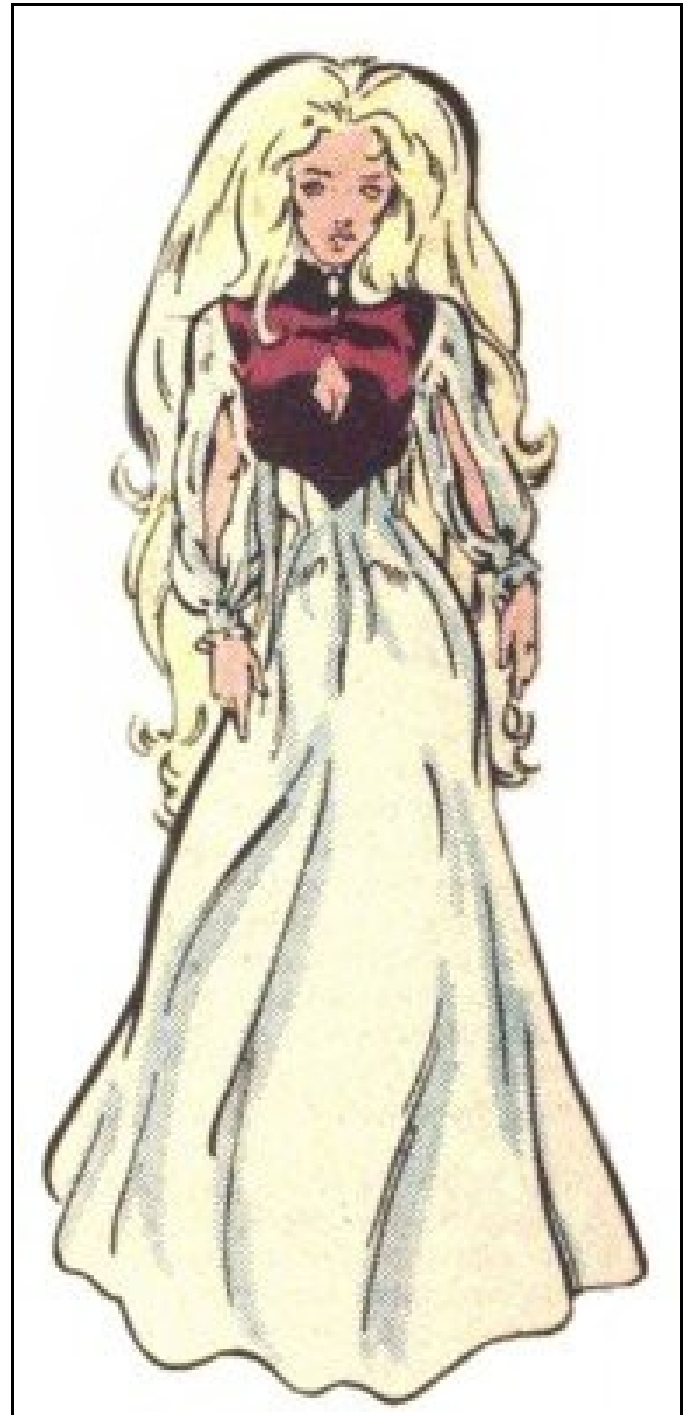
Cultural Familiarities: Savage Land [0].

Advantages: Allure 4 [20]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Mind Control (Accessibility: Only Affects Men, -20%; Independent, +70%; Sense-Based: Hearing (Target's Sense), -20%; Psionic, -10%) [60]; Musical Ability 1 [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5]; Social Chameleon [5]; Terror (Will-4) (Accessibility: Only Affects Men, -20%; Sense-Based: Hearing (Target's Sense), -20%; Psionic, -10%; Alternative Ability, $\times 1/5$) [7]; Voice [10]; Zeroed [10].

Perks: Penetrating Voice [1]; Perfume [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Enemy (Savage Land Mutates; Medium-Sized) (9) [-20]; Low TL -8 [-40]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Goal (Alter Powers To Also Affect Women) [-1]; Incurable Flirt [-1]; Long Fingernails [-1]; Vanity [-1].



Skills: Bow (A) DX+1 [4] – 12; Dancing (A) DX+4 [2] – 15*; Mind Control (VH) Will+2 [16] – 14; Musical Influence (VH) IQ+1 [8] – 12†; Sex Appeal (A) HT+9 [1] – 20*‡§; Singing (E) HT+10 [8] – 21*†§; Survival (Jungle) (A) Per+1 [4] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +4 from Allure.

† Includes +1 from Musical Ability.

‡ Includes +4 from Appearance.

§ Includes +2 from Voice.

Role-Playing Notes:

Lorelei never cared for the other Mutates, believing them crude and brutish. She finds some of her Brotherhood teammates no better, but she's intrigued that the Scarlet Witch holds so much power over them. Ultimately, though, Lorelei will use whoever she wishes to better her own position. She doesn't yet understand the concept of "money", but when she does she'll be certain to try to accumulate a lot of it, if only for the comforts and perceived power it brings.

Design Notes:

1. Lorelei, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. While with the Mutates, Lorelei possessed the following trait, lost when she defected to the Brotherhood: Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30].
3. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

LUMPKIN, WILLIE

Supporting Cast

Real Name: William "Willie" Lumpkin.

Occupation: Mailman.

Identity: Willie does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Widower.

Known Relatives: Fredrick "Freddy" (nephew); Wilhelmina "Billie" (niece); Timothy "Timmy" (grand-nephew).

Group Affiliation: US Postal Service, Manhattan branch offices.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Willie has served in the US Postal Services as a mail carrier in Manhattan for decades. His route included the Baxter Building and the Stark family mansion (see *Avengers Mansion*; *Baxter Building*; *Iron Man*). Having worked that route most of his career, he found his life had become dreary and monotonous. That changed the day the rest of the Fantastic Four moved into Reed Richards's scientific complex at the top of the Baxter Building (see *Fantastic Four*; *Mister Fantastic*). After presenting Reed with their mail, he half-jokingly petitioned for membership, demonstrating his ability to wiggle his ears. Reed responded with equal humor, half-jokingly responding that they would keep him in mind.

Since then, Willie has become involved with the Fantastic Four's adventures in a peripheral though sometimes important way. Most notably, he knew where to throw a circuit breaker in the building when the Mad Thinker had trapped the Four inside one of their labs, enabling them to escape (see *Mad Thinker*). Since then, Willie has been proud to say he's a member of the Fantastic Four's extended family.

Height: 5' 8".

Weight: 165 lbs.

Eyes: Blue.

Hair: White.

Uniform: None.

Strength Level: Willie possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Willie can wiggle his ears.



20 points

Attributes: ST 10 [0]; DX 9 [-20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [5]; Per 11 [5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Fearlessness 3 [6]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Serendipity 1 [15]; USPS Rank 0 [0].

Perks: Ear-Wiggler [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Dependent (Billie, niece; 100% Point Value; Loved One) (6) [-1]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Pacifism (Self-Defense Only) [-15].

Quirks: Attentive [-1]; Code of Honor ("The mail must go through.") [-1]; Responsive [-1];

Skills: Area Knowledge (East Manhattan) (E) IQ+2 [4] - 12; Driving/TL8 (Automobile) (A) DX+0 [2] - 9; Games (Checkers) (E) IQ+1 [2] - 11; Games (Chess) (E) IQ+1 [2] - 11; Hiking (A) HT+0 [2] - 11; Musical Instrument (Trumpet) (H) IQ-1 [2] - 9; Professional Skill (Mailman) (A) IQ+2 [8] - 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

Willie is a good man who is living his semi-retirement years vicariously through the tales of the Fantastic Four. He knows he is too old for adventuring, but that doesn't stop him from doing his part when the time comes. For the first time in years he is actually enjoying himself.

Design Notes:

1. There are times in the comics where it appears that Willie has Weirdness Magnet. One of the most notable examples was when he was visited by Dickens's Christmas Ghosts because they missed their assigned haunting, causing him to hate Christmas ever since. I've decided *not* to give him that disadvantage mostly because in a superhero universe everyone who is even remotely involved with a super could claim such a disad. (Plus, I have an intense dislike of Weirdness Magnet due to a player who tries to take it for every character he makes, even when I specify "no paranormal traits".)

LUPO

Villain

Real Name: Unrevealed.

Occupation: Hunter, warrior.

Identity: Lupo's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Lupo are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Lupo has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*). In addition, for a time he briefly served the sorceress Zaladane in her attempt to forcibly unite the Savage Land under her rule (see *Zaladane*).

Height: 5' 6".

Weight: 145 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Lupo's hands and feet have been adapted to extend sharp claws at will, and his ears are large and pointed like those of a wild animal.

Uniform: None.

Strength Level: Lupo possesses the normal human strength of a man his age, height, and build who engages in moderately intensive exercise.

Known Superhuman Powers: Lupo possesses the psionic ability to control canines. He normally commands a pack of up to a half dozen dire wolves, a species of wolf native to the Savage Land that has otherwise been extinct since the Paleolithic era.

In addition, his ears enable him to hear sounds in the ultrasonic frequencies. His claws are sharp enough to tear into flesh, though not into steel.

Limitations: In times of extreme stress, Lupo occasionally regresses to an animal state, acting on instinct like the wolves he commands.

404 points

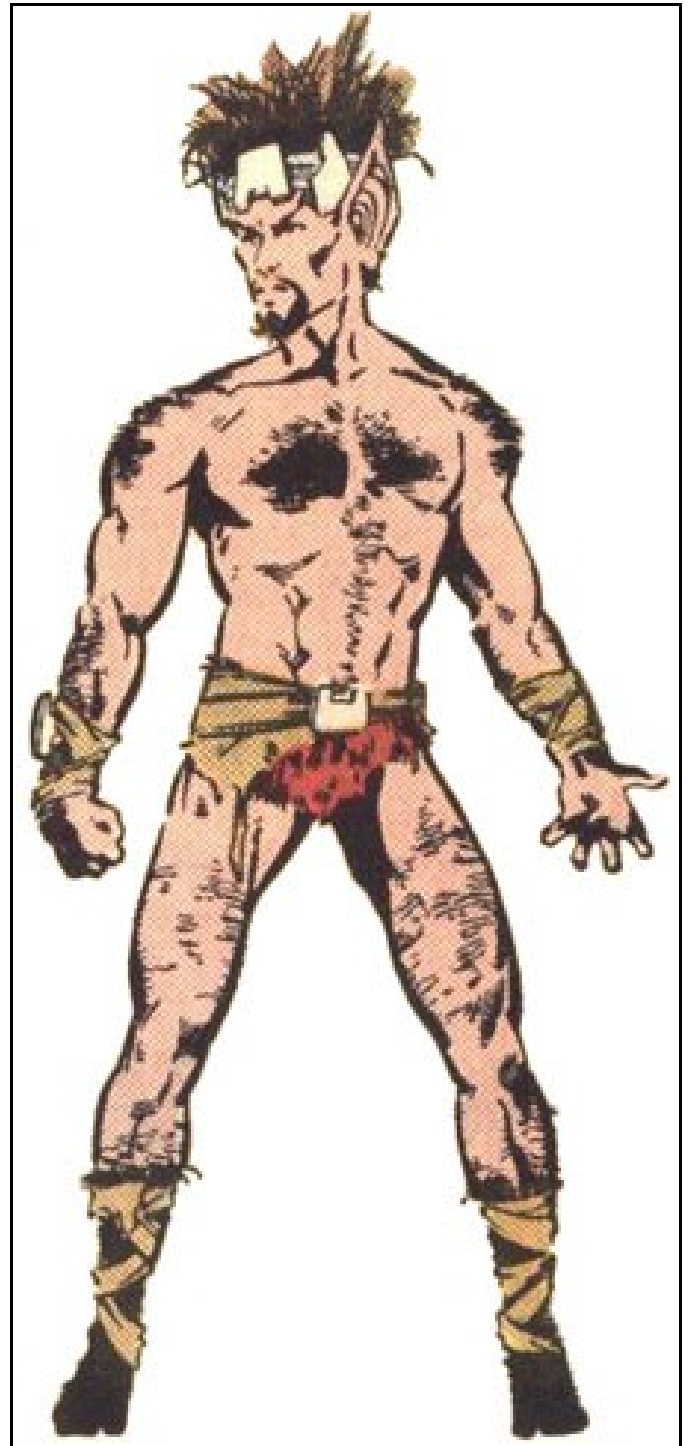
Attributes: ST 12 [20]; DX 14 [80]; IQ 10 [0]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 14 [20]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Absolute Direction [5]; Acute Hearing 3 [6]; Ally Group (Dire Wolf Pack; 25% of Starting Points; Group Size: 6-10; Frequency: Constantly Available) [24]; Animal Empathy [5]; Animal Friend 4 [20]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Danger Sense [15]; High Pain Threshold [10]; Mind Control (Independent, +70%; Specific: Canines, -60%; Psionic, -10%) [50]; Outdoorsman 3 [30]; Parabolic Hearing 3 [12]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30];



Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Speak With Animals (Specialized: Canines, -60%; Psionic, -10%) [8]; Ultrahearing [5]; Very Fit [15].

Perks: Call of the Wild [1]; Clinch (Brawling) [1]; Neck Control [1]; Special Exercises (DR 1 w/ Tough Skin) [1].

Disadvantages: Chummy [-5]; Impulsiveness (9) [-15]; Low TL -8 [-40]; Oblivious [-5]; Sense of Duty (Savage Land Mutates) [-5]; Stress Atavism (Severe) (12) [-20]; Truthfulness (6) [-10]; Wealth (Poor) [-15].

Quirks: Bloody Mess [-1]; Distinctive Feature (Oversized Ears) [-1]; Immodest [-1]; Prefers Company of Wolves to Humans [-1].

Skills: Animal Handling (Canines) (A) IQ+6 [8] – 16*; Area Knowledge (Savage Land) (E) IQ+4 [12] – 14; Brawling (E) DX+2 [4] – 16; Breath Control (H) HT-1 [2] – 13; Climbing (A) DX+0 [2] – 14; Fishing (E) Per+3 [1] – 17†; Jumping (E) DX+1 [2] – 15; Mimicry (Animal Sounds) (H) IQ+2 [2] – 12†; Naturalist (H) IQ+4 [8] – 14†; Navigation/TL0 (A) IQ+6 [2] – 16†‡; Riding (Dinosaurs) (A) DX+3 [1] – 17*; Running (A) HT+0 [2] – 14; Stealth (A) DX+1 [4] – 15; Survival (Jungle) (A) Per+2 [1] – 16†; Swimming (E) HT+1 [2] – 15; Tactics (H) IQ+0 [4] – 10; Tracking (A) Per+5 [8] – 19†; Traps/TL0 (A) IQ+2 [8] – 14; Veterinary/TL0 (H) IQ+4 [4] – 14*; Weather Sense (A) IQ+2 [8] – 12.

Techniques: Kicking (Brawling) def+2 [3] – 16; Targeted Attack (Brawling Claw/Neck) (H) def+3 [4] – 14.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +4 from Animal Friend.

† Includes +3 from Outdoorsman.

‡ Includes +3 from Absolute Direction.

Role-Playing Notes:

Lupo is one of the more savage of the Mutates, constantly leaping into the fray with his claws bared and wolves at his side. He fights to kill, unless specifically ordered not to; in his mind, it's a kill or be killed world.

Design Notes:

1. Lupo, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

MACHETE

Non-Villain Antagonist

Real Name: Ferdinand Lopez.

Occupation: Mercenary, revolutionary, former goatherd.

Identity: Known to the authorities.

Legal Status: Citizen of Costa Negro with a criminal record in the United States.

Other Aliases: None.

Place of Birth: Costa Negro, South America.

Marital Status: Uncertain; possibly married, divorced, or widowed.

Known Relatives: Tanita (daughter).

Group Affiliation: Batroc's Brigade.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The small South American nation of Costa Negro has been in a state of almost constant civil war for the last twenty years. It was in this environment that Ferdinand Lopez grew up.

Lopez's village had wavered between indifference to and acceptance of the US-aligned junta (military dictatorship) in power, if not actual loyalty. That changed when the local warlord took notice of one of the *señoritas* in the village and forcibly abducted her to be his bride. To prevent an uprising, the warlord ordered the village razed by his troops. Lopez and his daughter were among the few survivors; his daughter's mother's fate is unknown.

Realizing just how corrupt the government of Costa Negro was, Lopez joined the revolutionaries that he had up until that point considered criminals. It was there he discovered his talent with blades of all kinds. He distinguished himself in guerrilla combat against the government forces on several occasions.

When Mesmero conquered the nation, only to be stopped by the X-Men, Lopez got the idea of hiring himself out as a mercenary in the United States to help fund the revolution, as well as help put his daughter through school (see *Mesmero*; *X-Men*). Calling himself "Machete" after both a popular movie and his favored weapon, he was soon hired by Georges Batroc for a mission (see *Batroc*, *Georges*).

Since signing on with Batroc and his Brigade, Machete has fought Captain America, the Captain's sidekick Bucky, Iron Man, and the Taskmaster (see individual entries). He'll presumably remain with Batroc's Brigade for the foreseeable future.

Height: 6' 2".

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

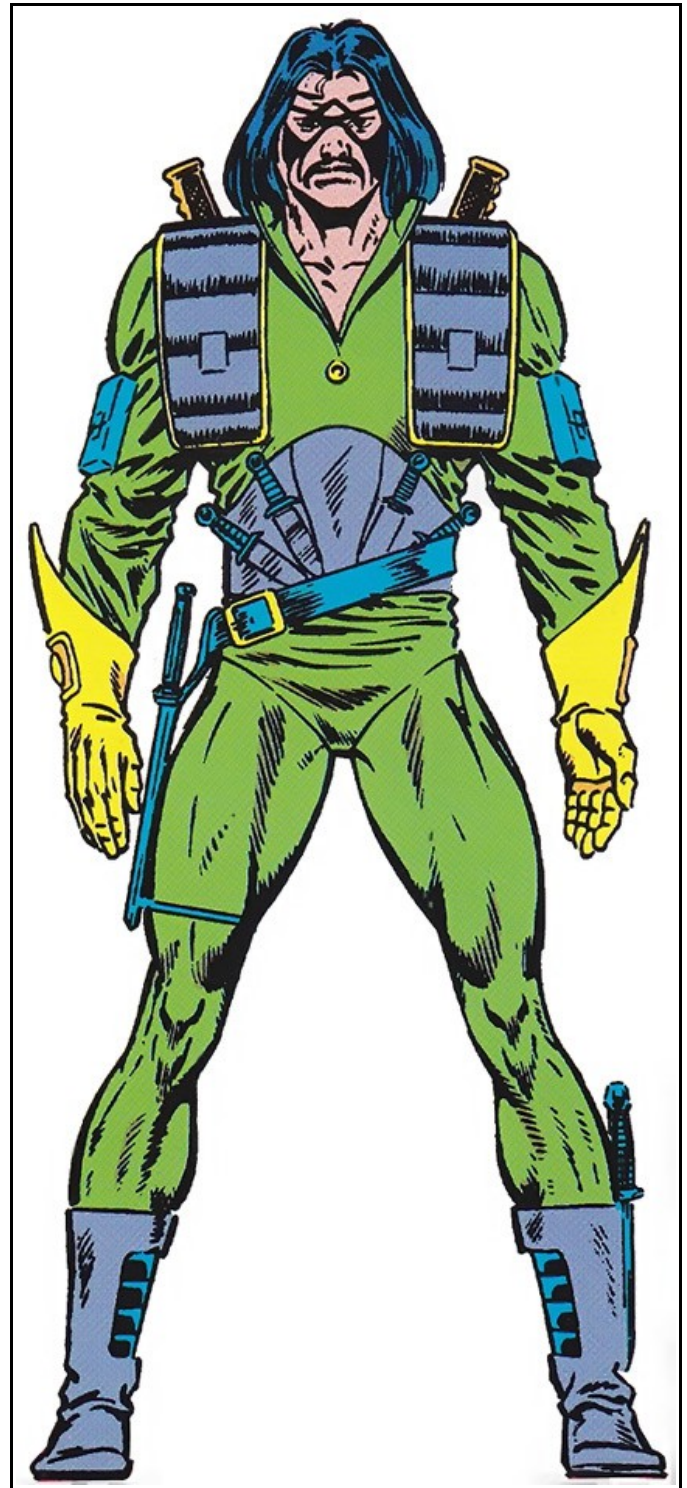
Uniform: Green bodysuit with gray ballistic armor over the chest, black domino mask, yellow gloves, gray boots, blue belt, various straps holding a large number of blades, from combat knives to short swords.

Strength Level: Machete possesses the normal human strength of a man his age, height, and build who engages in moderately intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Machete is a skilled combatant with all sorts of bladed weaponry. He also has some skill with firearms and has training with unarmed combat. He is multilingual, speaking fluent Spanish, English, French, and Portuguese.

Weapons: Machete carries an undisclosed number of bladed weapons on his body, including but not limited to two falchions, a straight-bladed short sword, a large combat knife, and four to eight throwing knives.



375 points

Attributes: ST 13 [30]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 34 lbs.; HP 13 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) [6]; French (Native) [6]; Portuguese (Native) [6]; Spanish (Native) (Native Language) [0].

Cultural Familiarities: Latin American (Native) [0]; Western [1].

Advantages: Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Enhanced Parry (All Parries) +1 [10]; Extra Attack +1 (Multi-Strike, +20%) [30]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Natural Swordsman 3 [30]; Rapid Healing [5]; Striking ST +1 [5]; Very Fit [15]; Weapon Master (All Swords) [35].

Perks: Classic Features (Hispanic) [1]; Focused Fury [1]; Off-Hand Weapon Training (Broadsword) [1]; Off-Hand Weapon Training (Shortsword) [1]; Quick-Swap (Broadsword) [1]; Quick-Swap (Shortsword) [1]; Special Exercises (DR w/ Tough Skin) [1]; Special Exercises (Striking ST +1) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Dependent (Daughter; 0 points or less; Loved One) (6) [-15]; Hidebound [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (People of Costa Negro) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Dislikes Dictatorial Governments [-1]; Dual Identity [-1]; Prefers "Revolutionary" Over "Supervillain" [-1]; Sends As Much Money Home As He Can [-1].

Skills: Animal Handling (Equines) (A) IQ-1 [1] – 10; Animal Handling (Goats) (A) IQ+1 [4] – 12; Brawling (E) DX+2 [4] – 14; Breath Control (H) HT+0 [4] – 12; Broadsword (A) DX+8 [20] – 20*; Carpentry (E) IQ+0 [1] – 11; Climbing (A) DX+0 [2] – 12; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 11; Farming/TL7 (A) IQ+0 [2] – 11; First Aid/TL7 (Goats) (E) IQ+1 [2] – 12; First Aid/TL7 (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 12; Guns/TL8 (Rifle) (E) DX+0 [1] – 12; Hiking (A) HT+0 [2] – 12; Jumping (E) DX+0 [1] – 12; Knife (E) DX+6 [4] – 18*†; Main-Gauche (A) DX+6 [11] – 18*‡; Mechanic/TL7 (Automobile) (A) IQ-1 [1] – 10; Observation (A) Per+1 [4] – 13; Packing (A) IQ-1 [1] – 10; Professional Skill (Goatherd) (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 12; Scrounging (E) Per+0 [1] – 12; Shortsword (A) DX+8 [8] – 20*§; Soldier/TL8 (A) IQ+1 [4] – 12; Stealth (A) DX+1 [4] – 13; Streetwise (A) IQ+1 [4] – 12; Survival (Jungle) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Tactics (H) IQ+0 [4] – 11; Thrown Weapon (Knife) (E) DX+4 [12] – 16; Tracking (A) Per+0 [2] – 12; Weather Sense (A) IQ-1 [1] – 10; Wrestling (A) DX+2 [8] – 14.

Techniques: Dual-Weapon Attack (Broadsword) (H) def+4 [5] – 20; Dual-Weapon Attack (Shortsword) (H) def+4 [5] – 20.

Starting Spending Money: \$150 (20% of Starting Wealth, minus cost of his blades).

Weapons: Two Large Falchions, one Shortsword, one Large Knife, four Large Throwing Knives, all Fine quality.

* Includes +3 from Natural Swordsman.

† Defaulted from Shortsword.

‡ Defaulted from Knife.

§ Defaulted from Broadsword.

Role-Playing Notes:

Machete is a man who only engages in criminal activity to help fund the rebel movement in his native country and support his daughter. He has an intense dislike of dictatorial governments, hence his support of the revolutionaries in Costa Negro fighting against the string of dictators there. He knows he is not a leader, but holds himself to a code of honor, looking for employers who are, in his mind, reasonable. He doesn't see himself as a villain; in his mind, he's a revolutionary and mercenary trying to help free his country.

MACHINESMITH

Villain

Real Name: Samuel "Starr" Saxon.

Occupation: Robotist, professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record

Other Aliases: None.

Place of Birth: Memphis, Tennessee.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Starr Saxon is master robot-maker whose ability with robots is said to rival that of Doctor Doom (see *Doctor Doom*). Deciding to use his skills for personal gain, he began offering his robots' services to underworld clients, calling himself the Machinesmith. One of his robots was used by the crimelord known as the Owl against the costumed vigilante Daredevil, but was destroyed (see *Daredevil*; *Owl*).

Saxon, upset at Daredevil's interference, began a complicated revenge scheme which had his robots impersonating a number of heroes and villains, with each one attacking Daredevil. Recognizing that he was facing robots instead of the real deals, Daredevil tracked the robots to Saxon's warehouse factory, where he was confronted by four men all matching the Machinesmith's description. During the fight, three of the four were revealed to be robots and destroyed; the fourth (and presumably real) Saxon fell from a great height, and was believed killed by the fall.

As the Machinesmith is a master roboticist, it is possible that the Starr Saxon who fell was also an advanced robot duplicate, and not the real Saxon.

Height: 6' 1"

Weight: 205 lbs.

Eyes: Green.

Hair: Bald; red facial hair.

Uniform: Green turtleneck shirt, yellow one-piece jumpsuit, green boots.

Strength Level: The Machinesmith possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: The Machinesmith is an expert roboticist and computer programmer able to build and program robots that can look and behave like human beings.

Weapons and Paraphernalia: The Machinesmith has created a vast arsenal of weaponry, defense systems, and surveillance devices far in advance of modern technology, whose specifications are constantly upgraded.

300 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ally Group (Robots; 100% of starting points, Group Size: 6-10 members; Frequency of Appearance: 15 or less) (Minion, +50%) [135]; Gadgeteer [25]; Gizmos 3 [15]; High TL +2 [10]; Intuitive Mathematician [5]; Robotist 4 [20]; Wealth (Very Wealthy) [30].

Perks: Base (Warehouse Factory) [1]; Doodad 3 [3].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Callous [-5]; Code of Honor (Professional) [-5]; Greed (9) [-22]; Loner (9) [-7]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5].

Quirks: Atheist [-1]; Attentive [-1]; Broad-Minded [-1]; Prefers Robots To Humans For Company [-1].

Skills: Accounting (H) IQ-1 [2] - 12; Beam Weapons/TL10 (E) DX+2 [4] - 12; Bioengineering/TL10 (Tissue Engineering) (H) IQ+1 [8] - 14; Computer Programming/TL10 (AI) (H) IQ+7 [16] - 20*; Electronics Repair/TL10 (Sensors) (A) IQ+5 (Sensors) [4] - 18*; Engineer/TL10 (Robotics) (H) IQ+8 [20] - 21*; Games (Chess) IQ+2 [4] - 15; Games (Go) IQ+1 [2] - 14; Guns/TL10 (Pistol) (E) DX+2 [4] - 12; Mathematics/TL10 (Applied) IQ+0 [2] - 12*; Mechanic/TL10 (Robotics) (A) IQ+6 [6] - 19*†; Merchant (A) IQ-1 [1] - 12; Physiology/TL8 (Human) (H) IQ+0 [4] - 13; Streetwise (A) IQ+0 [2] - 13.

Starting Spending Money: \$80,000 (20% of Starting Wealth).



* Includes +4 from Roboticist.

† Defaulted from Engineer/TL10 (Robotics).

Role-Playing Notes:

Design Notes:

1. Machinesmith will not be revealed to have survived the fall by being resurrected into a robot body until Year Two. As such, the stats above reflect his human form, not his greatly-improved android body.

MAD THINKER

Villain

Real Name: Unrevealed.

Occupation: Mercenary, professional criminal, scientist.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: The Thinker.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Nephew (name unrevealed).

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The man who calls himself the Thinker had a long and successful career as a criminal mastermind with a penchant for industrial espionage, operating behind the scenes for many thefts of experimental prototypes and records. He would plot each detail of the caper down to the last second, using his calculations to enable his hired muscle to avoid the authorities. (He calls himself the Thinker, but once his activities came to public attention, his superhuman adversaries and the press have referred to him as the "Mad Thinker", much to his continued exasperation.)

The Thinker first came to the public attention when he planned to steal several of Reed Richards's secret prototypes that were stored in the Baxter Building (see *Baxter Building*; *Mister Fantastic*). He managed to trap the Fantastic Four in one of their labs, but they soon escaped with the help of their mailman, Willie Lumpkin; the Thinker admitted he never calculated Lumpkin into his plans, a mistake he assured himself he would never again make (see *Fantastic Four*; *Lumpkin, Willie*). Following this, he was sent to prison, presumably for the first time.

The Thinker has since come into conflict with the Fantastic Four on a second occasion, as well as Spider-Man, Daredevil, and the X-Men (see *Daredevil*; *Spider-Man*; *X-Men*). Following his second clash with the Fantastic Four, it was revealed that he was still in prison from their first encounter, and that the Thinker that opposed them and other superhumans was a robot he was controlling from prison.

Height: 5' 9".

Weight: 215 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: The Mad Thinker possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None, although his ability to calculate probabilities in his head borders on the uncanny.

Other Abilities: The Thinker is a brilliant scientist and mathematician, with a solid grounding in a number of disciplines. His knowledge of probabilities is such that he is often able to predict what someone will do and say in a given situation, provided he has enough time to study that person. He is able to do intensive calculations in his head as fast as any computer. He has a near photographic memory, enabling him to recall 99% of what he sees, hears, or reads.

The Mad Thinker is also an expert at building robots, using robots that look just like him and a helmet in his jail cell to continue his efforts even while incarcerated.

Unlike other highly intelligent scientists and engineers, the Thinker has yet to come up with any cutting edge technology of his own, relying on using the advancements of others in different ways.

Weapons: The Thinker has access to a number of modern and ultra-tech weapons and armor, and is never without a sidearm of some sort, from a conventional pistol to any number of energy pistols.

The Thinker's primary weapons, however, are his army of robots and androids, originally built off Reed Richards's designs and improved over time.



240 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 14 [80]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 12 [6]; Will 14 [0]; Per 14 [0]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Absolute Timing [2]; Academic 3 [15]; Alternate Form (Robot Body) (Difference In Point Cost: 44 Points; Gadget/Breakable, DR 5, -15%; Gadget/Breakable, SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Projected Form, -50%) [43]; Intuitive Mathematician [5]; Natural Scientist 3 [30]; Photographic Memory [10]; Single-Minded [5]; Social Scientist 3 [30]; Status 1 [0*]; Wealth (Wealthy) [10].

Perks: Eye For Distance [1]; Headhunter [1]; Incredible Patience [1].

Disadvantages: Appearance (Unattractive) [-4]; Dependent (Nephew; 25% Point Value; Loved One) (6) [-10]; Greed (12) [-15]; Hidebound [-5]; Low Pain Threshold [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Truthfulness (12) [-5].

Quirks: Broad-Minded [-1]; Careful [-1]; Dislikes the Appellation "Mad" With Regard to His Chosen Name [-1]; Dual Identity [-1]; Nosy [-1].

Skills: Computer Hacking/TL8 (VH) IQ-1 [4] – 13; Computer Programming/TL8 (H) IQ+0 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 14; Encyclopedist! (WC) IQ-1 [12] – 13†; Engineer/TL8 (Robotics) (H) IQ+0 [4] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 10; Mathematics/TL8 (Applied) (H) IQ+4 [6] – 18‡§; Mathematics/TL8 (Pure) (H) IQ+4 [20] – 18; Mathematics/TL8 (Statistics) (H) IQ+4 [6] – 18‡§; Mechanic/TL8 (Robotics) (A) IQ+0 [2] – 14; Observation (A) Per+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+0 [1] – 14; Scholar! (WC) IQ-1 [12] – 13#; Science! (WC) IQ-1 [12] – 13‡; Scrounging (E) Per+1 [2] – 15; Streetwise (A) IQ-1 [1] – 13.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Conditional +3 from Academic.

‡ Includes +3 from Natural Scientist.

§ Defaulted from Mathematics (Pure).

Conditional +3 from Social Scientist.

‡ Conditional +3 from Natural Scientist.

Role-Playing Notes:

The Thinker's primary motivations are the accumulation of additional knowledge (including the continuing thefts of Reed's scientific research), the accumulation of wealth, and revenge on the Fantastic Four. Unknown to many is his devotion to his nephew, whose medical bills he is paying for. He's a patient man, planning capers down to the second.

Robot Body

44 points

Attribute Adjustments: ST +4 [40].

Advantages: Machine [25].

Disadvantages: Electrical [-20]; Unnatural Feature (Synthetic Skin) 1 [-1].

Design Notes

1. I'm not sure yet whether I should use the "Awesome" android, or take a page from the original run of *New Warriors* and have him using the shapeshifting android Primus as his primary henchman. I'm actually thinking of merging the two; "Awesome" kinda lacks personality, but both he and Primus have roughly the same physical attributes and role.
2. In Year Two, the Thinker will likely have his link to the robot body surgically implanted rather than incorporated into his helmet, removing the Gadget/Breakable limitations on his Alternate Form.

MAGNETO

Villain

Real Name: Magnus (it is unknown whether this is his first or last name, or merely an alias).

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Uncertain; has a criminal record in the United States.

Other Aliases: Master of Magnetism.

Place of Birth: Unrevealed, although believed to be somewhere in Eastern Europe.

Marital Status: Widower (presumably).

Known Relatives: Magda (wife; believed deceased).

Group Affiliation: Leader of the Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Very little is known about the history of the man who has become known to the public as Magneto, the self-proclaimed Master of Magnetism. His accent hints at his being from Eastern Europe, and he has made a few references about a past wife, Magda, who allegedly either abandoned him or was killed at some unspecified point in the past (possibly both are pieces of the truth).

Magneto's first public activities brought him into conflict with the New York based team of mutant heroes, the X-Men, when he kidnapped a young mutant girl with unrevealed powers. The X-Men intervened and rescued the girl before Magneto's scheme could come to fruition. Following that incident, he was arrested and kept in a plastic jail cell at Ryker's Island, but managed to escape. He has since clashed several times with the X-Men, aided by a group he has named, with a certain touch of irony, the Brotherhood of Mutants (see *Brotherhood of Mutants*, *X-Men*).

It has recently been revealed that Magneto has a history of sorts with Charles Xavier, headmaster of the Xavier Institute for Gifted Youngsters the five founding X-Men graduated from (see *Xavier*, *Charles*). The full details of the past relationship between Magnus and Xavier have yet to be revealed, however.

During one of his many confrontations with the X-Men, this one involving the enigmatic alien known as the Stranger, Magneto was captured by a Shi'ar scouting expedition and was imprisoned on their penal planet (see *Shi'ar*, *Stranger*). He recently escaped this prison planet and returned to Earth, bringing along with a cache of stolen Shi'ar technology. Using this technology to temporarily boost his powers, he set a half mile long asteroid in a stable orbit around Earth and carved out a base of operations in it for the Brotherhood's use. He hinted that he has new information to use against the X-Men's leader, Cyclops, but the nature of this information has yet to come to light (see *Cyclops*).

Height: 6'.

Weight: 185 lbs.

Eyes: Blue.

Hair: Silver.

Uniform: Red metallic mesh bodysuit, purple metallic mesh pants, metallic purple collar, black belt, purple boots, purple gloves, purple cape, red helmet with purple trim.

Strength Level: Magneto possesses the average human strength of a man his apparent age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Magneto is a mutant who possesses the psionic power to create magnetic fields and manipulate ferrous metals. By creating a magnetic field around himself which interacts with the Earth's own magnetic field, he is able to fly. He has also shown the ability to create force fields that can deflect police gunfire around himself and his Brotherhood; it is not known if he can deflect more powerful weapons. With effort, he has been shown moving up to 400 tons of steel at once.

Other Abilities: Magneto is well-versed in many scientific fields, particularly those pertaining to genetics and psychology.



Paraphernalia: Magneto owns several helmets designed to shield his mind from telepathic scans and attacks.

Pyro: So, they say that you're the bad guy.

Magneto: Is that what they say?

Pyro: That's a dorky looking helmet. What's it for?

*Magneto: This 'dorky looking helmet' is the only thing that's going to protect me against the **real** bad guys.*

– **X2: X-Men United**

2,080 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 10.

Languages: English (Accented) [4]; German (Accented) [4]; Latin (Accented) [4]; Modern Hebrew (Native) [6]; Polish (Native) (Native Language) [0]; Russian (Accented) [4].

Cultural Familiarities: Eastern European (Native); Western [1].

Advantages: Charisma 4 [20]; Combat Reflexes [15]; Control Ferrous Metals 20 (Collective, +100%; Long-Range 1, +50%; Ranged, +40%; Mutant Psionic, -10%) [840]; Damage Resistance 30 (Area Effect, 16 yds (Variable, +5%), +210%; Force Field, +20%; Limited Defense: Metals, -40%; Switchable, +10%; Mutant Psionic, -10%) [435]; Danger Sense [15]; Eidetic Memory [5]; Fit [5]; Flight (Planetary, -5%; Mutant Psionic, -10%) [34]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Immunity to Telepathy (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed), -10%) [11]; Indomitable [15]; Magnetic Control Talent 4 [20]; Telekinesis 20 (Magnetic, -50%; Mutant Psionic, -10%) [40]; Telekinesis 15 (Magnetic, -50%; Super-Effort, +400%; Mutant Psionic, -10%) [330]; Versatile [5]; Wealth (Multimillionaire 1) [75].

Perks: Cloaked [1]; Disarming Smile [1]; Haughty Sneer [1]; Rule of 15 [1].

Disadvantages: Callous [-5]; Code of Honor (Pirate's) [-5]; Delusion ("It Is My Destiny To Lead Mutantkind") [-10]; Loner (12) [-5]; Megalomania [-10]; Obsession (Mutant Supremacy; Long-Term Goal) (9) [-15]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Antitheist [-1]; Chauvinistic [-1]; Not Until My First Cup! [-1]; Plays To Win [-1]; Proud [-1].

Skills: Detect Lies (H) Per+2 [12] – 15; Diplomacy (H) IQ-1 [2] – 12; Engineer/TL8 (Psychotronics) (H) IQ+1 [8] – 14; Expert Skill (Mutants) (H) IQ+2 [12] – 15; History (20th Century Europe) (H) IQ+0 [4] – 13; Intimidation (A) Will+0 [2] – 15; Inventor! (WC) IQ-1 [12] – 12; Leadership (A) IQ+5 [4] – 18*; Literature (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Physics/TL8 (VH) IQ+1 [12] – 14; Psychologist! (WC) IQ-1 [12] – 12; Telekinetic Control (VH) IQ+5 [12] – 18†; Weird Science (VH) IQ-1 [4] – 12.

Starting Spending Money: \$4,000,000 (20% Starting Wealth)

* Includes +4 from Charisma

† Includes +4 from Magnetic Control Talent.

Role-Playing Notes:

Magneto is a classic tragic hero along the lines of Shakespeare's MacBeth. He is convinced of his own superiority and his destiny, and is willing to use any means necessary to get what he wants. He has an air of nobility about him which lets him gather his Brotherhood of Mutants, but his own history has shown him that coexistence between humans and mutants is doomed to failure. He is convinced a war is brewing between various factions that would seek to control or destroy mutants, and is taking steps to push mutantkind to be ready for it, even if he has to start the war himself to ensure that mutants win.

He never factors in the rest of the superhumans into his preparations for war, but since returning from the Shi'ar Empire will attempt to sway non-mutant superhumans to his cause as well. Prior to that, he arrogantly turned aside several non-mutants who could have been sympathetic to his cause.

Design Notes

1. Level of Control Ferrous Metals is calculated based off being able to control about 2 tons (4,000 lbs) at once. As per **Powers**, p. 90, weight controlled is $10 \times (\text{Control level squared})$. Solving for the Control level gives me $(4000 / 10)^{(1/2)} = 20$. Have I ever mentioned I hate math? Good thing it's nothing more strenuous than Algebra.

MAN-BULL

Villain

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES

#

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



MARVEL GIRL

Hero

Real Name: Jean Grey.

Occupation: College student, lifeguard, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Annandale-on-Hudson, New York.

Marital Status: Single.

Known Relatives: John (father), Elaine (mother), Sarah (sister).

Group Affiliation: X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: (as Jean Grey) AMAZING SPIDER-MAN #1; (as Marvel Girl) UNCANNY X-MEN #1.

History: Marvel Girl is the younger of two girls born to John and Elaine Grey. Jean's older sister, Sarah, has to date not exhibited any mutant powers. Because of her parents' inability to help Jean with her telekinetic abilities, which manifested at a young age, they contacted Professor Xavier, who recommended that Jean attend his newly opened School for Gifted Youngsters, where she became one of the first students to attend (see *Xavier, Charles; Xavier Institute*). While at Xavier's, Jean also received training on her burgeoning telepathic powers.

Having recently graduated from Xavier's, Jean and several other graduates are attending Empire State University while at the same time working together as the first all-mutant superhero team, the X-Men (see *X-Men*). In many ways, it was her idea to form the X-Men.

Jean is pursuing a degree in fashion design, while working as a lifeguard at the school to help pay her tuition. Jean designed the X-Men's uniforms as an assignment for her design classes; she received high marks for them.

Although Jean loves her fellow X-Man Scott Summers, better known as Cyclops, and has since they were at Xavier's together, she was often annoyed at his shyness preventing him from asking her out (see *Cyclops*). Because of this, she once accepted her Economics classmate Peter Parker's stammered offer of a date, despite the fact that he thought she was Mary Jane Watson (he was standing behind Jean at the time he asked, and mistook one redhead for another; see *Spider-Man; Watson, Mary Jane*). MJ, who was nearby and overheard the whole thing, responded by asking out Scott. The four agreed to make it a double date, only to have the date interrupted by one of the Sandman's criminal rampages (see *Sandman*). Afterward, Jean scolded Scott for him getting Pete and MJ to set up that double date so he could spend time with her, and told him to ask her himself the next time, despite Scott's protests of innocence. The two have been happy together ever since.

Height: 5' 4"

Weight: 105 lbs.

Eyes: Green.

Hair: Red.

Uniform: Green bodysuit with a yellow X on the front and back, yellow gloves, yellow boots, green half-mask.

Strength Level: Marvel Girl possess the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

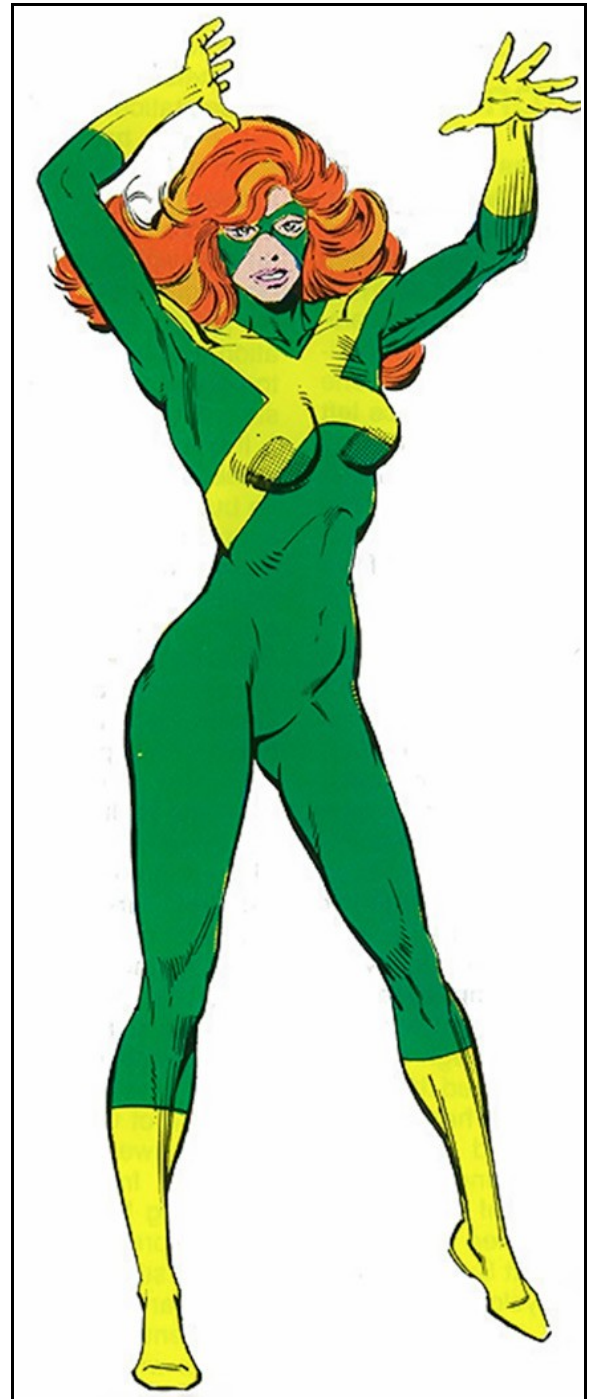
Known Superhuman Powers: Marvel Girl possesses the psionic power of telekinesis, able to move objects through force of will. Due to training at Xavier's, Jean is able to use her telekinesis in order to fly. Her training includes being able to form telekinetic shields to protect herself and her teammates.

In addition, Jean has the power of telepathy. Among her many stunts include being able to stun someone or put them to sleep, and creating a telepathic network with her teammates. She is most adept at scanning surface thoughts, but is able to perform deeper mind probes.

Other Abilities: Jean has an eye for fashions, practices Tai Chi to stay in shape, and has received training as a lifeguard.

921 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 12 [20].



Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 15 [20]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Air Move 12 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Emotion Sense 3 [18]; Fashion Sense [5]; Flight (Psychokinetic, -10%) [36]; Mental Blow 4 [28]; Mind Shield 5 [20]; PK Shield 30 [120]; Psychokinesis Talent 4 [20]; Sleep 7 [144]; Social Chameleon [5]; Telekinetic Control 30 [240]; Telepathy Talent 4 [20]; Telereceive 4 [45]; Telesend 5 [27]; Voice [10].

Perks: Classic Features (Redhead) [1]; Hydrokinesis [1]; PK Umbrella [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Compulsive Generosity (12) [-5]; Secret Identity (Serious Embarrassment) [-5]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [1]; Humble [1]; Likes Singing Karaoke [-1]; Teetotaler [-1].

Skills: Acting (A) IQ-1 [1] – 10; Artist (Drawing) (H) IQ-1 [2] – 10; Carousing (E) HT [1] – 12; Dancing (A) DX [2] – 12; Detect Lies (H) Per+0 [4] – 12; Emotion Sense (H) IQ+3 [2] – 14*; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Judo Art (H) DX [4] – 12; Karate Art (H) DX [4] – 12; Meditation (H) Will+1 [8] – 16; Mental Blow (H) Will+3 [2] – 18*; Mind Shield (H) Will+2 [1] – 17*; PK Shield (H) IQ+5 [8] – 16†; Professional Skill (Fashion Designer) (A) IQ-1 [1] – 10; Singing (E) HT+2 [1] – 14; Sleep (H) Will+2 [1] – 17*; Swimming (E) HT [1] – 12; Telekinetic Control (VH) IQ+5 [12] – 16†; Telereceive (H) IQ+4 [4] – 15*; Telesend (H) IQ+5 [8] – 16*.

Techniques: Broadcast (Telesend) (H) def+7 [8] – 16; Expansion (PK Shield) (H) def+5 [6] – 16; Lasting Blow (Mental Blow) (H) def+4 [5] – 18; Lifesaving (Swimming) (H) def+5 [6] – 12; Mass Grab (Telekinetic Control) (H) def+5 [6] – 14; Multiplicity (Telereceive) (H) def+3 [4] – 13; Paralysis (Mental Blow) (H) def+4 [5] – 18; Send Senses (Telesend) (H) def+4 [5] – 16; Unconsciousness (Mental Blow) (H) def+4 [5] – 18.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* Includes +4 from Telepathy Talent

† Includes +4 from Psychokinesis Talent

‡ Includes +2 from Voice.

Role-Playing Notes:

Design Notes

1. Marvel Girl's Psychokinetic and Telepathic Power Modifiers are based off "Mutant Psionic (-10%)" (see *Appendix: Power Modifiers*).
2. This sheet is a total retooling using abilities from *Psionic Powers*. It cleans up a lot that was messy before.

MASQUE

Villain

Real Name: Unknown.

Occupation: Panhandler, flesh-sculptor.

Identity: Masque does not use a dual identity.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: His own tribe of Morlocks.

Base of Operations: New York City sewer and subway systems.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Nothing is known about the Morlock called Masque before he or she came to live in the Morlock tunnels (see *Morlocks*). It is known that Masque is one of the Morlocks who has been in the tunnels underneath New York City the longest, but s/he is not one of the original Morlocks. Many of the Morlocks desired new looks upon joining the community, and Masque was often the means of creating these new looks.

Masque first came to the attention of the X-Men when s/he was part of the group that captured the Angel (see *Angel*; *X-Men*). Masque was jealous of Angel's good looks, and sought to ruin the winged X-Man's appearance, including plans to turn the feathered wings into "something draconic", but was prevented from doing so by the Morlock's leader, Callisto, who wanted Angel unaltered (see *Callisto*).

More recently, Masque has led a rebellion against Callisto's leadership of the Morlocks, but was defeated by Callisto in single combat and cast out of the community. Following his expulsion, Masque and several followers started kidnapping mutant children from around the city, altering their faces and attempting to raise them as his own tribe of Morlocks. This scheme led him into confrontation once again with the X-Men and with private investigator Karen Page, who was investigating the missing children (see *Page, Karen*). S/he was last seen disappearing into the tunnels with his followers after releasing several (but it was hinted not all) of the children.

Height: 5' 6".

Weight: 140 lbs.

Eyes: Red.

Hair: Unknown.

Note: Masque's own gender is currently unknown.

Uniform: Black figure-concealing robes, leather boots.

Strength Level: Masque possesses the normal human strength of a person of his apparent age, height, and build who engages in little exercise.

Known Superhuman Powers: Masque possesses the ability to alter the physical features of anyone s/he touches, using his fingers to shape the flesh of the target. The only person s/he is unable to alter is himself.

65 points

Attributes: ST 10 [0]; DX 9 [-20]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native/Semi-Literate) (Native Language) [-2].

Cultural Familiarities: Western [0].

Advantages: Charisma 2 [10]; Control Flesh 2 (Accessibility: Not On Self, -10%; Mutant, -10%) [16]; Gifted Artist 3 [15]; Hard to Kill 2 [4]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [+5].

Perks: Androgynous [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Smell [-10]; Jealousy [-10]; Loner (9) [-7]; Pacifism (Reluctant Killer) [-5]; Status -2 [-10]; Wealth (Dead Broke) [-25].

Quirks: Careful [-1]; Dull [-1]; Never Smiles [-1]; Prefers To Make People Ugly [-1]; Upset at Inability to Affect Self [-1].

Skills: Area Knowledge (New York City Sewer and Subway Systems) (E) IQ+1 [2] - 12; Artist (Flesh-Sculpting) (H) IQ+5 [12] - 16*; Detect Lies (H) Per+0 [4] - 12; Disguise/TL8 (Human) (A) IQ+2 [8] - 13; Fast-Talk (A) IQ+0 [2] - 11; Holdout (A) IQ-1 [1] - 10; Intimidation (A) Will+0 [2] - 12; Knife (E) DX+0 [1] - 9; Panhandling (E) IQ+2 [1] - 13†; Public Speaking (Rhetoric) (E)



IQ+1 [1] – 13†; Scrounging (E) Per+0 [1] – 12; Stealth (A) DX+1 [4] – 10; Streetwise (A) IQ+0 [2] – 11; Throwing (A) DX+0 [2] – 9; Thrown Weapon (Knife) (E) DX+0 [1] – 9; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$0.

* Includes +3 from Gifted Artist.

† Includes +2 from Charisma.

Role-Playing Notes:

Masque approaches hir fellow Morlocks as a sculptor would a block of granite. There is no affection for the other Morlocks, just pride in a job well done at those who have accepted the offer of a new look and a drive to continue the art towards those who have not yet felt the touch of hir hands on their faces. Masque is also bitter at the fact that the only face s/he cannot alter is hir own.

Masque's own tendencies are to push for a reduction in Appearance, rather than an improvement. In hir mind, the world is an ugly place; unable to improve hir own looks, Masque has decided to make the people in it as ugly as the world.

Design Notes

1. *Ugh*, what pronoun to use when you're deliberately keeping the gender of the character vague? On the Internet, at least, the objective and possessive form of a unisex pronoun has stabilized as "hir" (derived from "his or her"), but no one can agree on the subjective form. I, personally, do not like the use of the various forms of "they" for such purposes, as I keep thinking of that pronoun as a plural, not a singular. "It" is right out, due to the implication of an inanimate object. I chose "s/he" as it could appear as a contraction of "he or she".

MASTERMIND

Villain

Real Name: Jason Wyngarde

Occupation: Professional criminal, former stage illusionist.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Divorced.

Known Relatives: Regan, Martinique (daughters); ex-wife (name unrevealed).

Group Affiliation: Former member of the Brotherhood of Mutants.

Base of Operations: Mobile, formerly Las Vegas, Nevada.

First Post-Reboot Appearance: UNCANNY X-MEN #4

History: Jason Wyngarde enjoyed some limited success as a stage illusionist with his own performance in an off-the-Strip show in Las Vegas until several of the casino's executives saw bootlegged footage. Because none of his illusions could be captured on film or digitally, he was ultimately fired, even after some of the executives sat through his shows. (As his successor at the casino has had several shows televised live, he suspects this as the reason for his firing.) Not long after this, his wife divorced him, taking their daughters with her. Despondent, Wyngarde accepted an offer to join Magneto's Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*).

Taking the name Mastermind, Wyngarde attempted a few times to establish himself as Magneto's right-hand man. He successfully led the Brotherhood in busting Magneto out of the Ryker's Island prison, which succeeded despite the interference of the X-Men, but later attempts to lead have proven less successful (see *X-Men*). As part of the Brotherhood, he has faced off against the X-Men several times.

When Magneto was captured by a Shi'ar scouting expedition, Mastermind lost to his teammate Scarlet Witch in a bid for the Brotherhood's leadership (see *Scarlet Witch*; *Shi'ar*). After Magneto returned from space, Mastermind decided to leave the group in protest over Magneto confirming the non-mutant Lorelei's membership in the Brotherhood; where he will show up next is anyone's guess (see *Lorelei*).

Height: 5' 10".

Weight: 145 lbs.

Eyes: Black.

Hair: Grey-black.

Uniform: None, dresses in suits.

Strength Level: Mastermind possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Mastermind is a mutant with the ability to psionically create extremely detailed and realistic illusions directly into the minds of everyone around him. His illusions attack all five senses; an illusory brick wall with roses growing out of it will not only look like a brick wall, but feel like one, too, while the roses will smell like real roses. These illusions appear so real that most people, even if they are aware that they're illusions, subconsciously react to them as if they were real; even if someone consciously knows the above wall is an illusion, he will be unable to pass through it. An illusory thorn-bush may even draw blood should someone prick their finger; any such damage would be purely psychosomatic.

Because Mastermind broadcasts his illusions directly into the brains of those around him, they are unable to be recorded on camera. If there are people viewing a live feed inside his area of influence, however, they will think they see the illusions on the feed.

Limitations: Since breaking his leg during the Brotherhood's sojourn into the Savage Land, Mastermind has walked with a cane; the leg was not set properly prior to being put in a splint (see *Savage Land*).

255 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [5]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 2 [-15]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].



Advantages: Charisma 1 [5]; Eidetic Memory [5]; Illusion (Area Effect: 128 yds, +300%; Extended: Taste/Smell, +20%; Extended: Touch, +20%; Mental, +100%; Stigmata, +100%; Mutant Psionic, -10%) [158]; Social Chameleon [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Accent (Oxford British) [1];

Disadvantages: Addiction (Tobacco) [-5]; Callous [-5]; Fanaticism (Mutant Supremacy) [-15]; Lameness (Crippled Legs) [-10]; Pacifism (Reluctant Killer) [-5]; Selfish (12) [-5]; Skinny [-5].

Quirks: Allergies (Hay Fever) [-1]; Argues For The Sake Of Arguing [-1]; Atheist [-1]; Careful [-1]; Male Chauvinist [-1].

Skills: Artist (Illusion) (H) IQ+3 [16] – 16; Computer Operation/TL8 (E) IQ+0 [1] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 13; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 13; Detect Lies (H) Per-1 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Lip Reading (A) Per-1 [1] – 12; Literature (H) IQ-1 [2] – 12; Performance (A) IQ+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Savoir-Faire (Mafia) (E) IQ+0 [1] – 13; Sleight of Hand (H) DX+1 [8] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

Role-Playing Notes:

Mastermind is a bitter man who has lost everything he cared about. He was fired because his illusions could not be televised, his ex-wife insists that he have no contact with their daughters, and the one leader he thought he could believe in recently reversed his apparent position on an issue he thinks is key (mutant supremacy over even other superhumans). Some might think he's due for a mid-life crisis.

Design Notes:

1. The image kinda reminds me of David Thewlis, who played Remus Lupin in the Harry Potter movies. This is ironic as the image was first printed in '86, long before the Harry Potter novels were written (and if I read the novels correctly, that was the year Lupin and the others graduated Hogwarts).

MASTERS, ALICIA

Supporting Cast

Real Name: Alicia Masters (legally changed upon adoption from her birth name of Alicia Reiss).

Occupation: Sculptor.

Identity: Alicia does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Phillip Masters (alias Puppet Master, adopted father); Jacob Reiss (father, deceased); Marcia Reiss Masters (mother, deceased).

Group Affiliation: Ally of the Fantastic Four, former pawn of the Puppet Master.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Alicia was the daughter of biochemist Jacob Reiss, a friend and business partner of Phillip Masters, who would later become known as the criminal Puppet Master (see *Puppet Master*). Masters grew to resent Reiss's success, most notably his seemingly idyllic home life, and came to obsessively desire to possess Reiss's wife and daughter. One night, his bitterness overwhelmed him and he started to destroy Reiss's lab, only to be caught in the act by Reiss. The two men fought, which triggered an explosion in the lab. Unknown to Masters, Reiss's wife and daughter had accompanied him to the lab that night and were also caught in the blast. Although Masters, Marcia Reiss, and Alicia Reiss survived the explosion, Alicia was blinded by the toxic gases released by it. In guilt over his part in Jacob Reiss's death, Masters eventually married Marcia and legally adopted Alicia, resolving to try and cure Alicia's blindness. Marcia later died from cancer stemming from exposure to chemicals released in the explosion.

After Marcia's death, Phillip Masters moved to New York City; Alicia went with him. There, they opened an art studio in Greenwich Village while Alicia attended a school for the handicapped. Learning from her stepfather, Alicia soon proved to have a talent for sculpture, soon becoming an acclaimed artist in her own right. However, the elder Masters had become unstable and began to use the magical properties of a special clay he'd discovered for personal gain, a move which put him in conflict with the Fantastic Four (see *Fantastic Four*). Unknown to him, Alicia had previously met Ben Grimm at one of her art showings and begun to develop feelings for the man under the rocky hide (see *Thing*). When the elder Masters took on the identity of the Puppet Master, he forced Alicia to assist him. She rebelled, however, and came to the Thing's aid against her stepfather. Not long afterward, at Ben's urging the Fantastic Four began to investigate various means to restore Alicia's sight; this has led them into conflict with both the alchemist Diablo and the ancient Egyptian pharaoh Rama-Tut (see *Diablo*; *Rama-Tut*). Following their clash with Diablo, Alicia chose to remain blind rather than have her sight bound to Diablo's constant alchemical practices.

Height: 5' 4".

Weight: 110 lbs.

Eyes: Hazel.

Hair: Strawberry blond.

Uniform: None.

Strength Level: Alicia possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Alicia is a skilled artist specializing in sculpture. Her other senses are more acute than a normal person's, though not to a superhuman degree.

Limitations: Alicia is blind.



58 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 13 [10]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Fearlessness 3 [6]; Fit [5]; Gifted Artist 4 [20]; High Manual Dexterity 2 [10]; Reputation (Gifted Sculptor) 2 (Large Class of People) (10) [2].

Perks: Unusual Training (Blind Fighting, Non-Combat Movement Only) [1].

Disadvantages: Blindness [-50]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Friends and Family) [-5]; Wealth (Struggling) [-10].

Quirks: Devout Wiccan [-1]; Hollywood Homely [-1]; Humble [-1]; Responsive [-1].

Skills: Artist (Pottery) (H) IQ+3 [2] – 14*; Artist (Sculpting) (H) IQ+5 [8] – 16*; Artist (Woodworking) (H) IQ+3 [2] – 14*; Blind Connoisseur (Sculpture) IQ+1 [4] – 12; Detect Lies (H) Per-1 [2] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Swimming (E) HT+1 [2] – 12.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from Gifted Artist.

Role-Playing Notes:

Alicia is a kind-hearted woman who has found courage far beyond her life of a blind sculptress. She is devoted to Ben Grimm, and has several times chosen to remain blind rather than have her or any of her friends bound to someone's whims.

MATADOR

Villain

Real Name: Manuel Eloganto.

Occupation: Professional criminal, mercenary, former bullfighter.

Identity: Known to the authorities.

Legal Status: Citizen of Spain with a criminal record in Spain, the United States, Mexico, and Nicaragua.

Other Aliases: El Supremo.

Place of Birth: Madrid, Spain.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Occasional member of Batroc's Brigade.

Base of Operations: Mobile.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN #

History: Manuel Eloganto was once a famous but notorious professional bullfighter across much of Latin America, but one whose ego and callous attitude toward both the fans and the bulls he fought soon netted him many enemies, both inside and outside the sport. During what would be his final match, the spectators in Mexico City were heard cheering for the bull!

Injured by the bull when he turned to cuss out the fans, Eloganto was forced to retire. However, he had blown all his winnings from his previous matches on a lavish lifestyle and could not afford his medical expenses.

At first, he engaged in a number of bank robberies across Mexico. This brought him into conflict with the Mexican cartels, however, who didn't appreciate a freelancer in their territory who refused to give them a cut of the loot. It was at this time he was given the name "Matador" by the press.

Forced across the border, Eloganto came into conflict with Spider-Woman and Iron Man when he attempted to rob an armored car in Los Angeles, California, and was arrested (see *Iron Man*; *Spider-Woman*). While in prison, he testified against the Mexican cartels in exchange for a reduced sentence and aid for his debts.

Apparently released on his own recognizance while awaiting trial, Eloganto decided to hire himself out as a mercenary. He was later recruited by Georges Batroc into the latter's Brigade for a raid on Stark Industries' Dallas, Texas, plant (see *Batroc, Georges*; *Batroc's Brigade*; *Stark Industries*). The raid would probably have been successful if Captain America had not been visiting at the time, which put Matador into conflict with both the Captain and Iron Man (see *Captain America*).

Matador's subsequent activities are currently unknown, but he is presumably back in prison awaiting trial.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Blue silk shirt, green bullfighter's jacket, green calf-length bullfighter's pants, red slippers, black bullfighter's hat, black half-mask, maroon cummerbund.

Strength Level: Matador possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Matador is a trained bullfighter.

Weapons and Paraphernalia: Matador carries a bullfighter's saber and a red bullfighter's cloak. Batroc has upgraded Matador's saber with a monomolecular edge, allowing it to slice through stronger materials than normal blades, while the cloak is made of a synthetic substance which resembles spider silk.



244 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 12 [10]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Accented) [4]; Portuguese (Native) [6]; Spanish (Native) (Native Language) [0].

Cultural Familiarities: Latin American [1]; Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Enhanced Block 2 [10]; Fit [5]; Hard to Kill 3 [6]; High Pain Threshold [10]; Wealth (Comfortable) [10]; Weapon Master (Matador Saber and Cloak) [25].

Perks: Off-Hand Weapon Training (Broadsword) [1]; Off-Hand Weapon Training (Cloak) [1]; Style Familiarity (Bullfighting) [1]; Sure-Footed (Uneven) [1]; Weapon Bond (Matador Saber) [1].

Disadvantages: Callous [-1]; Debt -1 [-1]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Ambiguous Sexuality [-1]; Chauvinistic [-1]; Expression ("¡Olé!") [-1]; Self-Centered [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Broadsword (A) DX+3 [12] – 16; Cloak (A) DX+1 [2] – 14*; Cloak Sport (A) DX+3 [12] – 16; Jumping (E) DX+0 [1] – 13; Performance (A) IQ+2 [8] – 12; Riding (Cattle) (A) DX-1 [1] – 12; Running (A) HT+0 [2] – 14; Survival (Desert) (A) Per+0 [2] – 12; Survival (Plains) (A) Per+0 [2] – 12.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 13; Feint (Cloak Sport) (H) def+4 [5] – 20; Targeted Attack (Broadsword Swing/Neck) (H) def+3 [4] – 14.

Starting Spending Money: \$2,960 (20% of Starting Wealth, sans the cost of his mono-edged sword and a fancy cloak).

* Defaulted from Cloak (Sport).

Role-Playing Notes:

Matador is callous and self-centered, with a flair for the dramatic. He doesn't seem to care for anyone else. Despite his cruelty to the bulls in a bullfighting ring, he is unable to take a human life.

In combat, Matador will always attempt to open by getting others to attack him, attempting to entangle his opponents in his cloak.

Matador's Saber

BROADSWORD

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
9	Mono-Edged Saber	1d+7 (10) cut	1	12	\$5000	3	10	[1, 2]
	<i>or</i>	1d+2 (10) imp	1	12			10	[1]

Notes:

[1]Damage includes bonuses from Weapon Master.

[2]Built as a CAVALRY SABER (p. B271) with the Monowire Blade option from **Ultra-Tech** (p. UT163)

MEDUSA

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Secret.

Legal Status: Citizen of Attilan, in the United States illegally on a forged visa proclaiming her a citizen of France.

Other Aliases: Madame Medusa, "Madelyn Sousa".

Place of Birth: Attilan, Blue Area of the Moon.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Almost nothing is known about Medusa prior to being recruited by the criminal calling himself the Wizard for his team, the Frightful Four (see *Frightful Four*; *Wizard*). This uncertainty is mostly due to her amnesia; she has no memory prior to waking up in an alley in Paris, France. Medusa claims to have spent the next few years living a life of petty robbery just to survive.

Eventually, Medusa was discovered by the Wizard and inducted into the Frightful Four. However, her haughty demeanor soon put her at odds with the rest of the team (except for the Wizard himself, who found in her a kindred soul).

As a member of the Frightful Four, Medusa attacked the Fantastic Four in their Baxter Building headquarters (see *Baxter Building*; *Fantastic Four*). While the rest of the Frightful Four were captured, Medusa managed to escape. She was later spotted breaking the Wizard out of prison.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Dark purple bodysuit, black gloves, black boots, dark purple half mask, black belt.

Strength Level: As an Inhuman, Medusa possesses slightly greater strength than a human of her age, height, and build, though not to a superhuman degree.

Known Superhuman Powers: Medusa possesses the psionic ability to telekinetically manipulate the strands of her hair. While theoretically she can manipulate individual hairs, she prefers to use either her entire head of hair or select groups of hairs. Her hair is physically stronger than a normal human's, having a tensile strength akin to that of a steel cable of the same thickness. Her hair is at least ten feet long, and while lacking a physical nervous system her telekinetic control is such that her hair appears to have a sense of touch equal to that of her skin.

Through practice, Medusa is able to form her hair into up to six "arms", which she can use to lift herself and others. When attempting to lift additional weight, such as a teammate, she uses some of her hair to brace herself, so that her scalp is not supporting the entire weight. The maximum amount of weight she has been observed lifting with her hair is around 3,200 lbs (1.6 tons). She is also able to create a fan with her hair.

726 points

Attributes: ST 12 [0*]; DX 14 [40*]; IQ 12 [20*]; HT 12 [0*].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [4*]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Brachiation Move 3 [0]; Dodge 10.

Languages: English (Accented) [4]; French (Accented) [4]; Tylan (Native) (Native Language) [0].

Cultural Familiarities: Attilan (Native) [0]; Western [1].

Advantages: Appearance (Beautiful) [8†]; Brachiator (Psionic, -10%) [5]; Combat Reflexes [15]; Constriction Attack (Psionic, -10%) [14]; Extra Arms 6 (Extra-Flexible, +50%; Long +1, +100%; Psionic, -10%) [144]; Extra Attack [25]; Fit [5]; High Pain Threshold [10]; Inhuman [100]; Rapid Healing [5]; Super ST +7/+30 (Conditional ST, +0%; Psionic, -10%) [273]; Zeroed [10].

Perks: Air Jet [1]; Controllable Disadvantage (Callous) [1]; Haughty Sneer [1]; Huge Weapons (SM +1) [1]; Power Grappling [1].

Disadvantages: Amnesia (Partial) [-10]; Code of Honor (Gentleman's) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Selfish (12) [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].



Quirks: Attracted to the Wizard [-1]; Broad-Minded [-1]; Dislikes Removing Her Mask [-1]; Staid [-1]; Teetotaler [-1].

Skills: Body Language (Human) (A) Per+2 [8] – 14; Breath Control (H) HT+0 [4] – 12; Climbing (A) DX+2 [2] – 16 ‡; Detect Lies (H) Per+0 [3] – 12 §; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 12; Filch (A) DX+0 [2] – 14; Forced Entry (E) DX+0 [1] – 14; Gesture (E) IQ+2 [4] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Guns/TL8 (Rifle) (E) DX+0 [1] – 14; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Lifting (A) HT+0 [2] – 12; Lockpicking/TL8 (A) IQ+2 [8] – 14; Observation (A) Per+2 [8] – 14; Pickpocket (H) DX+0 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Sleight of Hand (H) DX+0 [4] – 14; Spear (A) DX+0 [2] – 14; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+0 [2] – 12; Throwing (A) DX+1 [4] – 15; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+2 [8] – 16.

Techniques: Back Kick (Karate) (H) def+4 [5] – 14; Choke Hold (Wrestling) (H) def+3 [4] – 16; Kicking (Karate) (H) def+2 [3] – 14; Leg Throw (Judo) (H) def+2 [3] – 14; Neck Snap (ST) (H) def+7 [8] – 15; Timed Defense (Dodge) (H) def+2 [3] – 10.

Starting Spending Money: \$10,000 (100% of Starting Wealth).

* Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from Inhuman.

† Upgraded from Appearance (Attractive), part of Inhuman.

‡ Includes +2 from Brachiator.

§ Defaulted from Body Language.

Role-Playing Notes:

Medusa isn't a criminal by choice; she had to resort to burglary in order to survive. She has no real loyalty to the rest of the Frightful Four, despite having an obvious attraction to the Wizard. She is very much a warrior princess in temperament and ability, believing herself superior to most of her teammates. While presently amnesiac, a chance encounter with her family or the aid of a telepath could restore her memory.

Design Notes:

1. Yes, Crystal and Medusa are still sisters in the Reboot; however, their familial relationship is *not* going to be revealed this early. Medusa first appears late in Year One, and not everything should be revealed at once.

MESMERO

Villain

Real Name: Unrevealed.

Occupation: Professional criminal, alleged former hypnotherapist.

Identity: Secret.

Legal Status: Citizenship unknown with a criminal record in the nation of Costa Negro.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Nothing is known about the past of the mutant calling himself Mesmero. He claims to have been a hypnotherapist at one point, but the allure of using his powers for personal gain became too great. He decided to conquer the small South American nation of Costa Negro, and started hypnotizing everyone he met there into believing he was their elected dictator-for-life. This scheme was thwarted by the X-Men who were investigating the possibility of and trying to prevent a civil war there (see *X-Men*). Although thrown in prison for crimes there, he soon used his powers to escape.

Following this, he laid low for several months. He recently reappeared in New York City, and has hypnotized various female friends and allies of the X-Men – most notably Vera Cantor, Zelda Kurtzburg, Candy Southern, and private eye Karen Page – into becoming his slaves (see individual entries). What he plans for these women is unknown.

Height: 5' 10".

Weight: 180 lbs.

Eyes: Red with yellow corneas.

Hair: Green.

Skin: Green.

Uniform: Green armored bodysuit with purple trim, purple gloves, purple boots, purple cape, green and purple hood, purple belt.

Strength Level: Mesmero possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Mesmero is a mutant with superhuman hypnotic abilities. He can put virtually anyone under his mental control by making eye contact with him or her for a few seconds. He can induce partial or complete amnesia in a victim, implant new memories, or almost totally alter a his victim's personality. The number of people he can maintain control over is unknown; he was able to convince several thousand people that he was someone completely different for several days.

Mesmero can also cause various sensations, such as differing levels of pain, in the minds of others even if these people are not under his control. He can also cause others to see, hear, and feel illusions.

489 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 15 [10]; Per 12 [-5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; Portuguese (Native Spoken/Illiterate) [3]; Spanish (Native Spoken/Illiterate) [3].

Cultural Familiarities: Latin American [1]; Western (Native) [0].

Advantages: Affliction 5 (Pain; Will-4) (Based on Will (Target Roll), +20%; Incapacitation: Agony, +100%; Alternative Enhancements (Irritant: Moderate Pain, +20%; Irritant: Severe Pain, +40%; Irritant: Terrible Pain, +60%) +24%; Malediction (Uses Speed/Range Table), +150%; Mutant Psionic, -10%) [192]; Appearance (Attractive) [4]; Elastic Skin (Glamour (Will-5), -5%; Mutant Psionic, -10%) [17]; Illusion (Extended: Touch, +20%; Mental, +100%; Sense-Based: Vision (Eye Contact), -20%; Mutant Psionic, -10%) [48]; Mind Control (Conditioning, +50%; Extended Duration: Permanent Until Dispelled, +150%; Rationalization, +20%; Mutant Psionic, -10%) [155]; Telepathy Talent 4 [20]; Wealth (Comfortable) [10].

Perks: Accent (Mid-Atlantic/Snooty American) [1].



Disadvantages: Greed (9) [-22]; Hidebound [-5]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Phantom Voices [-5]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Code of Honor (Gentlemanly Behavior) [-1]; Distinctive Feature (Green Skin) [-1].

Skills: Artist (Illusion) (H) IQ+2 [1] – 15*; Brainwashing/TL8 (H) IQ+7 [16] – 20*; Connoisseur (Wine) (A) IQ-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [3] – 12†; Fast-Talk (A) IQ+0 [2] – 13; Hypnotism (Human) (H) IQ+7 [16] – 20*; Observation (A) Per+0 [2] – 12; Professional Skill (Therapist) (A) IQ+0 [2] – 13; Propaganda/TL8 (A) IQ+0 [2] – 13; Psychology (H) IQ+1 [8] – 14; Public Speaking (A) IQ-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+1 [1] – 13.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +4 from Telepathy Talent.

† Defaulted from Psychology.

Role-Playing Notes:

Mesmero, for all his intelligence and power, is not one of the world's creative thinkers. He has commented that even after he took over the nation of Costa Negro he wasn't sure what to do afterward. Chances are, he'd be happiest using his powers as a legitimate therapist, but his ego and the voices in his head demand that he use them for grander schemes.

METEORITE

Non-Villain Antagonist

Real Name: Ned Lathrop.

Occupation: Government agent, former professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a pardoned criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Freedom Force.

Base of Operations: Washington, DC.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Meteorite before his first appearance.

He, along with the rest of the team that would come to be known as Freedom Force, first came to public attention when they attempted to rob an armored car in Washington, DC, only to have their efforts thwarted by Captain America and his partner-in-training, Bucky, who were there to testify in front of the Senate Committee on Superhuman Affairs (see *Bucky*; *Captain America*; *Freedom Force*).

While sitting in a federal prison awaiting trial, Meteorite and his teammates were given the option to become government agents under the direction of Department of Homeland Security agent Valerie Cooper as an alternative to SHIELD's Sentinel program, in exchange for having the charges for their armored car robbery dropped (see *SHIELD*; *Sentinels*). Accepting, Meteorite and the others were given the name Freedom Force.

As a member of Freedom Force, Meteorite has come into conflict with the Renegades and Captain America, the latter in a case of mistaken intentions while both were investigating the Serpent Squad (see *Renegades*; *Serpent Squad*).

Height: 6' 1".

Weight: 220 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: Blue bodysuit, red gloves, black boots, black belt; formerly included a black domino mask (which didn't hide his identity).

Strength Level: Meteorite possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. Using his powers to increase his own density, he gains superhuman strength able to lift (press) an observed 25 tons.

Known Superhuman Powers: Meteorite is a mutant with the ability to increase his body's density, presumably by drawing mass from the same extradimensional source as size-changers such as Ant-Man, granting him superhuman strength and durability, the exact limits of which are unknown; at present, he has proven able to upend an armored car with little effort and shrug off police handgun fire.

In addition, Meteorite is able to negate the effect of gravity to levitate and move rock – including asphalt and concrete, but not steel beams – through the air. He has been observed lifting a roughly fifteen foot diameter disc of six feet thick rock, which can weigh up to an estimated 100 tons, and moving it up to 30 miles per hour while he and his teammates are on it. He must remain in physical contact with the rock to counter the effects of gravity on it.

965 points

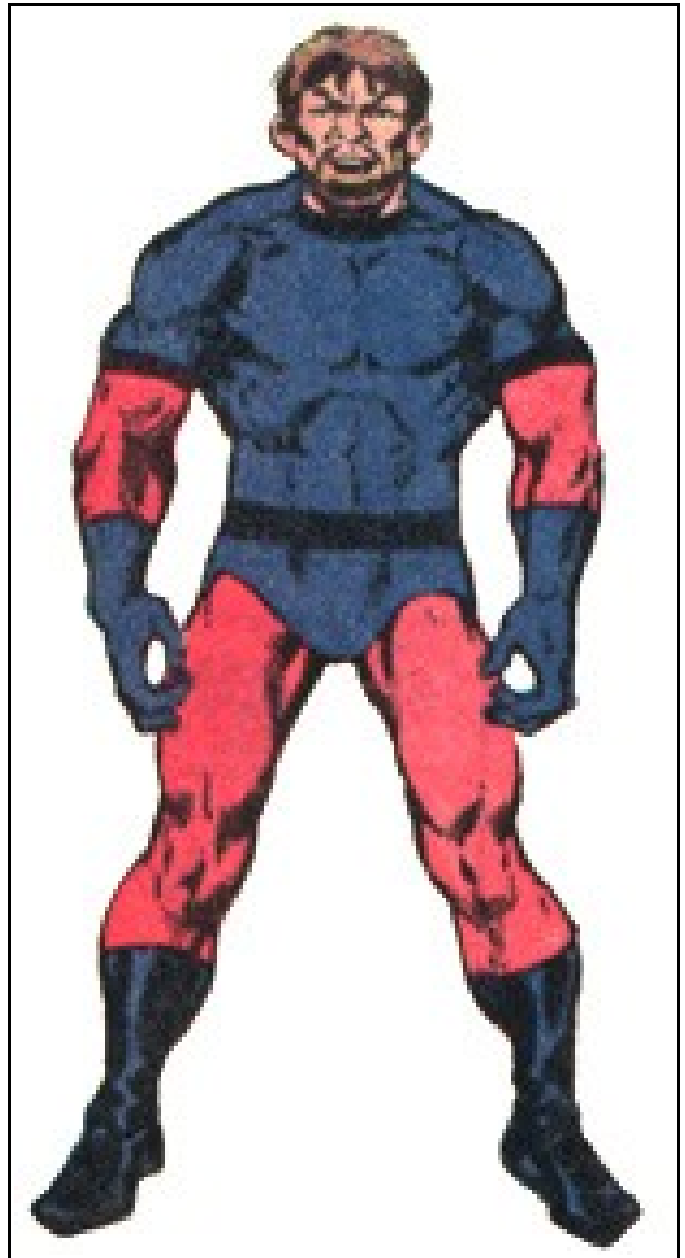
Attributes: ST 12 [20]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+2 (2d+1/4d+1; 17d/19d); BL 29 lbs (106 lbs; 5,249 lbs.); HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Damage Resistance 15 (Reflexive, +40%; Switchable, +10%; Tough Skin, -40%; Mutant, -10%) [75]; DHS Rank 4 [20]; Super ST +11/+150 (Switchable, +10%; Elemental: Gravity, -10%; Mutant, -10%) [429]; Telekinesis 41 (Extended Duration (×10), +40%; Melee Attack: Reach C, -30%; Persistent, +40%; Specific: Rock/Stone/Asphalt, -50%; Mutant Psionic, -10%) [185];



Telekinesis 9 (Extended Duration (×10), +40%; Melee Attack: Reach C, -30%; Persistent, +40%; Specific: Rock/Stone/Asphalt, -50%; Super-Effort, +400%; Mutant Psionic, -10%) [185].

Perks: Skintight Outfit [1].

Disadvantages: Bully (9) [-15]; Code of Honor (Criminal's) [-5]; Duty to Department of Homeland Security (12) [-10]; Low Self-Image [-10]; Social Stigma (Criminal Record) [-5].

Quirks: Affects a Really Bad Fake North Jersey Accent [-1]; Chauvinistic [-1]; No Sex Drive [-1]; Not Until My First Cup! [-1]; Scruffy-Looking [-1].

Skills: Brawling (E) DX+3 [8] – 14; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Intimidation (A) Will+2 [8] – 12; Law (Federal) (H) IQ-2 [1] – 8; Lifting (A) HT+0 [2] – 11; Running (A) HT+0 [2] – 11; Streetwise (A) IQ+0 [2] – 10; Swimming (E) HT+0 [1] – 11; Throwing (A) DX+0 [2] – 11; Wrestling (A) DX+1 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

Of all of Freedom Force, Meteorite is the most thuggish. He appreciates that he now has legal license to push folks around, but no real loyalty to anyone but his teammates.

Design Notes:

1. DHS Rank is derived from *Social Engineering: Pulling Rank*, based off using the Department of Homeland Security as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. I went with "Meteorite" rather than "Lifter" for his name because of the two names he's used in the comics I thought it was the better one. The Resistants had some really good names in their line-up (and a few generic ones... I'm looking at you, Quill).

The so-called Microverse is an extra-dimensional realm only marginally connected to Earth. The primary means of accessing the Microverse appears to be through the shunting of mass extradimensionally via Pym Particles, although more traditional methods (such as vibrational attunement) might still be used to transition between the realms.

The Microverse as a whole has not been mapped, but it appears to have laws of physics similar to our own. Stars and planetary systems exist in the Microverse, though it is not known whether the stars coalesce into galaxies or are spread fairly evenly throughout the universe. One star system in the Microverse appears to possess roughly the same "location" in that universe that Sol does in ours; it is this system that has had the most contact with Earth.

This star system has four habitable planets. One planet, K'ai, is home to a race of green-skinned humanoids roughly fitting the human physical norm, and has a level of technology roughly equivalent to Europe's High Medieval Age. The other three planets – Zebulon, Cadmus, and Azara – have technology slightly ahead of Earth enabling regular travel between them, and have formed the Alliance of United Worlds (simply called "the Alliance" in everyday speech). The people of Zebulon and Cadmus appear to be human, while the people of Azara are humanoids with skin tones that vary between scarlet and lavender. The people of Zebulon claim to be descended from a "lost tribe" of Earth humans from some time in the past; the people of Cadmus are descended from those of Zebulon who rejected the claim of descent from another realm and were exiled to their sister planet. Zebulon and Cadmus are roughly the same size and orbit around a point roughly halfway between the two. Azara and K'ai are "co-orbital" in that their orbits are close enough to each other that the planets occasionally swap orbits when they get close to each other, roughly once every year and a half.

A nearby system contains the planets Terragonia, home of a green-skinned insectoid people ruled by a Queen, and Bast, home of a black-furred feline humanoid people. Terragonians are often found among the people of the Alliance; most likely, the systems are part of a binary system, permitting travel between them.

The first people from Earth to visit the Microverse were Hank Pym and Janet van Dyne, the adventurers known as Ant-Man and Wasp, who visited Azara following a mishap involving the size-change inducing Pym particles (see *Ant-Man*; *Wasp*). Not long after, the planet Zebulon was visited by the Fantastic Four, who were investigating whether the Dr. Pym's accident with Pym Particles could be duplicated (see *Fantastic Four*).

Contact between Earth and the Microverse was non-existent for months, until Mister Fantastic, leader of the Fantastic Four, mistakenly transported the Molecule Man to the Microverse instead of another universe he was aiming for (see *Mister Fantastic*; *Molecule Man*). The Molecule Man formed a

partnership with a renegade technologist who had taken to calling himself the Psycho-Man, after developing psychotronic technology which would create and amplify various emotional states (see *Psycho-Man*). The two lured the Fantastic Four back to the Microverse and attempted to turn them against each other. The two were defeated and apparently dissolved their partnership. The Psycho-Man has since been spotted on Earth; due to various factors, the Psycho-Man appears as only one foot tall on Earth. It is not known whether the one-foot height is the maximum height all Microversians can attain on Earth or if he deliberately chose to be five and a half times smaller than normal.

The Alliance has since come under attack from forces under the command of the renegade Azaran calling himself General Kartha, who intends to conquer all four worlds (see *General Kartha*). To combat Kartha's forces, the Alliance has formed an elite strike team, which has not yet been named but consists of the best warriors in the Alliance, led by the Alliance Colonel Arcturus Rann of Zebulon and Princess Mari of Cadmus (see *Princess Mari*; *Rann, Col. Arcturus*).

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #x/1.

Game-Mechanic Details:

K'ai has a native TL3, and in a campaign set in the modern day, visitors from K'ai to Earth would have Low TL -5 [-25]. The other planets have a native TL 10, with limited superscience (mostly in artificial gravity), and would have High TL 2 [10] when visiting Earth.

Designer's Notes:

1. I really didn't want to go with names such as "Sub-Atomica" or "Micronauts", as the Microverse is not actually a "sub-atomic" realm, nor would its people believe themselves to be part of such. It's a case of "you don't have to get your science 100% correct, just make sure it's not blatantly *wrong*!" To call it a "sub-atomic" realm is clearly "blatantly wrong" in my opinion.
2. Not sure yet what the best name for the reworked Micronauts is, or how to present them. Marvel cannot legally use the name "Micronauts" any more, nor use half the members of the Micronauts team used in the title, due to the Micronauts originally being a licensed title (much like other licenses they've had, such as *Star Wars*, *Transformers*, and *G.I. Joe*) of a toy line. Bug, Marionette, and Arcturus Rann were Marvel creations and hence owned by Marvel, so they're likely to show; the rest of the team and Baron Karza, their nemesis, are not. The current official name of the team is "Microns", but that conflicts with my previous note. (General Kartha is, of course, an expy of Baron Karza with a slight name change for copyright and trademark issues.)

Real Name: Calvin Rankin.

Occupation: College student pursuing an astrophysics degree, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Passaic, New Jersey.

Marital Status: Single.

Known Relatives: Ronald (father).

Group Affiliation: Former member of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: From an early age Cal's father, a noted biochemist, always told him he was destined to do great things. Athletic and intelligent, Cal performed well at everything he put his mind to, but could not shake the feeling that something was missing; he was good, but he wasn't, in his mind, "great". His scholastic and athletic accolades won him a few scholarships to Empire State University.

Cal was in his freshman year at Empire State when the greatness he'd spent his life searching for was thrust upon him, much to his surprise. An explosion in the science building caused him to inhale the fumes from several chemicals at once. This caused a body-wide change; as the X-Men and Spider-Man were on hand to assist in getting the building empty and the fire under control, Cal found himself able to copy many of their powers (see *Spider-Man*; *X-Men*).

Drunk with power, Cal, now calling himself the Mimic, arrogantly challenged the X-Men to combat, using their powers against them. He managed to hold his own until they decided to split their forces, headed in five different directions. The Mimic found himself unable to maintain his duplicated powers and conceded the battle.

Still believing his powers set him above those he duplicated, he basically demanded the X-Men make him a member. It wasn't until the X-Men were ambushed in Central Park by the Mutant Liberation Front while he was present that they saw the man he could be, as he leaped to the X-Men's defense without a second thought (see *Mutant Liberation Front*). It was at this point they offered him membership.

Mimic's membership in the X-Men didn't last very long, as his brash personality caused him to clash with Cyclops, who was regarded as the team's leader, over practically everything (see *Cyclops*). During an argument, he flew off in a huff, claiming that he'd seek his destiny without them. Weeks later he fell under the domination of the Puppet Master, who caused him to again attack the X-Men (see *Puppet Master*). Marvel Girl, using her telepathy, discovered this and caused Mimic to fall asleep, breaking the Puppet Master's hold over him (see *Marvel Girl*). Humbled, Mimic apologized to Cyclops for his earlier outburst, but indicated that he needed to figure out who he was before he could rejoin the team.

Mimic has since aided the X-Men against the android Super-Adaptoid, which resulted in the Adaptoid trying to duplicate Mimic's duplicated powers (see *Super-Adaptoid*). The resulting feedback canceled out both their powers. Mimic was later seen practicing with Cyclops's eye beams, indicating his power mimicry had returned. Whether the Mimic will return to active duty with the X-Men in the future is unknown.

Height: 6' 2".

Weight: 225 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue bodysuit with a white "M" on the chest, white gloves, white boots, blue half-mask, white belt with a blue "M" on the belt buckle. As an X-Man he wore a similar uniform, only with the "M" on the chest and buckle replaced with an "X".

Strength Level: Normally, Mimic possesses the normal human strength of a man his age, height, and build who engages in regular exercise. However, when copying powers he is able to temporarily boost his strength up to the level of the person he's copying, which can potentially reach the Class 500 range, able to lift (press) over 500 tons.



Known Superhuman Powers: Mimic possesses the superhuman ability to copy the powers of up to five other superhumans around him. He needs to be within 100 feet of the person whose powers he's copying in order to actively duplicate the power, but can retain the powers up to a mile distant.

11,627 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Fit [5]; High Pain Threshold [10]; Jack of All Trades 3 [30]; Modular Abilities (1000 Point Cosmic Power) (Accessibility: Cannot Duplicate Chi, Magical, Divine, Demonic, Spirit, or Tech-Based Powers, -10%; Accessibility: Can Only Duplicate Up To 5 Power Sets, -10%; Accessibility: Cannot Go Beyond One Mile From Power Set's Template, -10%; Accessibility: Must Be Within 100 Feet of a Person With the Power in Order to Duplicate It, -20%; Physical and Mental, +100%; Requires Concentrate, -15%; Trait-Limited: Advantages Only, -10%; Super, -10%) [11,500]; Versatile [5].

Perks: Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Overconfidence (6) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Utter Rejection) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Arrogant [-1]; Proud [-1]; Show Off [-1]; Stop Having Fun, Guys! [-1].

Skills: Astronomy/TL8 (H) IQ-2 [1] – 10; Boxing Sport (A) DX-1 [1] – 11; Brawling (E) DX+1 [2] – 13; Innate Attack (Beam) (E) DX+1 [2] – 13; Innate Attack (Gaze) (E) DX+1 [2] – 13; Innate Attack (Projectile) (E) DX+1 [2] – 13; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Physics/TL8 (Astrophysics) (H) IQ-2 [1] – 10; Sports (American Football) (A) DX-1 [1] – 11; Sports (Baseball) (A) DX-1 [1] – 11; Wrestling Sport (A) DX-1 [1] – 11.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

Role-Playing Notes:

Mimic is brash and arrogant, believing his powers put him above those he's copying. At heart, however, he's a good man who will ultimately do the right thing.

When hanging around the X-Men, whether as an ally or an antagonist, he tends to copy Cyclops's eye-blasts, Angel's wings, Beast's strength, Marvel Girl's telekinesis, and Iceman's ice-projection powers; he'll occasionally swap out Marvel Girl's and Iceman's powers for their opponents'.

Design Notes:

1. Mimic is able to copy abilities that have the Biological (-10%), Passive Biological (-5%), Mutant (-10%), Psionic (-10%), Mutant Psionic (-10%), Mutant Biology (-0%), and Super (-10%) sources. He is unable to copy Chi (-10%), Demonic (-10%), Divine (-10%), Magical (-10%), and Spirit (-25%) powers, or any ability with a Gadget limitation. I haven't decided yet whether he should be able to copy Chemical (-10%) or Power Cosmic (+50%) abilities; I suppose that should be left up to a GM's ruling in play.
2. I'm not sure right now whether he's a Hero or Non-Villain Antagonist as in Year One he'll flip between the two roles almost on a whim.

MISTER FANTASTIC

Hero

Real Name: Dr. Reed Richards.

Occupation: Scientist, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Stretch" (Ben Grimm's nickname for him).

Place of Birth: Central City, California.

Marital Status: Single.

Known Relatives: Nathaniel (father; deceased).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: When Reed Richards was attending Columbia University, he already had the basis of a theory that would allow for faster-than-light travel, building on the equations of Steven Hawking and others. He told his college roommates, Ben Grimm and Victor von Doom, of these plans; in response to this, Grimm half-jokingly volunteered to pilot the first manned craft (see *Doctor Doom; Thing*).

Reed and Victor argued incessantly over the scientific calculations; while Reed saw this as simply a friendly exchange of ideas, Victor saw otherwise. In anger one day, Vic stormed out of the room; this was the last Reed saw of him for several years.

After several years of working for various scientific think-tank and aerospace firms, Reed and Ben, working for NASA, finally developed a working prototype of the stardrive. While the drive was being installed on a space shuttle frame, which Reed named the *Fantastic*, he met and began dating Sue Storm, whose father, Franklin, was the chief medical officer of the project (see *The Fantastic, Invisible Woman*). Sue's younger brother, Johnny, eventually joined the staff as a mechanic (see *Human Torch*).

During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shielding on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, Johnny, and Ben – were bombarded with radiation the ship's shielding could not keep out. It was only due to a last-minute jury-rig of Johnny's that the ship was able to return to Earth. (Reed has since analyzed the radiation and adjusted the shielding on the *Fantastic* accordingly.)

Not long after, Reed and the others manifested their superhuman powers. Since then, Reed has divided his time between working on a cure for Ben Grimm, his blossoming romance with Sue, his graduate studies professor position at Empire State University, and leading the Fantastic Four (see *Fantastic Four*).

Height: 6' 1".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown with white temples.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: Mr. Fantastic has the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Reed possesses the ability to expand, reshape, and retract any portion of his body. He is able to stretch his extremities to 10 times their original length, bend any part of his body in any shape, compact to become a large ball, or expand and thin himself out to become akin to a trampoline. His body naturally absorbs impacts; even bullets don't do more than scratch him.

Other Abilities: Reed Richards is acknowledged as one of the smartest men on Earth – perhaps even *the* smartest (a position also claimed by Doctor Doom). He is a genius in both nuclear and astrophysics, focusing on the theoretical aspects of both. He has developed a number of scientific advancements, most notably the faster-than-light drive installed on the *Fantastic*, and the unstable molecules from which the Fantastic Four's uniforms (and those of a number of other superhumans) are composed of. Reed has helped



invent or refine several fields of science and technology, including but not limited to parachronics (time and dimensional travel) and psychotronics (psionic technology).

Paraphernalia: Reed Richards' Fantastic Four uniforms and regular clothing have been created using unstable molecules, enabling them to stretch, expand, and contract when he does.

*Reporter: Is it true that he can stretch **any** part of his anatomy?*

Johnny: Yeah, but I've always found him to be a little limp.

– **Fantastic Four**

1,451 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 12 [-15]; Per 13 [-10]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Air Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Constriction Attack (Super, -10%) [14]; Damage Resistance 45 (Tough Skin, -40%; Super, -10%) [113]; Double-Jointed (Super, -10%) [14]; Flight (Gliding, -50%; Slow (Basic Move), -25%; Super, -10%; Alternative Ability, ×1/5) [2]; High Manual Dexterity 4 [20]; High Pain Threshold [10]; High TL +2 [10]; Independent Income 20 [20]; Injury Tolerance (Damage Reduction, /20; Homogenous; Super, -10%) [216]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Lightning Calculator [2]; Morph (Cosmetic, -50%; Super, -10%) [40]; Natural Scientist 4 [40]; Reputation (Smartest Man Alive) 4 (Almost Everyone, All the Time) [20]; Security Clearance (NASA; "Need to Know" on a broad range of secrets) (Minor Importance, -50%) [5]; Single-Minded [5]; Stretching 4 (Super, -10%) [22]; Super Jump 1 (Bouncing Only, -50%; Super, -10%; Alternative Ability, ×1/5) [1]; Super ST +13/+300 (Accessibility: Only When Using Constriction Attack, -10%; Gives Conditional ST Bonus, +0%; Super, -10%) [494]; Tenure (University) [5]; Versatile [5]; Wealth (Wealthy)

Perks: Cotton Stomach [1]; Energizer [1]; No Denigration in Zero-G [1]; Skintight Outfit [1]; Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Enemy (Doctor Doom; Equal in Power) (9) [-10]; Honesty (9) [-15]; Oblivious [-5]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5]; Sense of Duty (Humanity) [-15]; Vow (Cure Ben Grimm) (Major Vow) [-10]; Workaholic [-5].

Quirks: Attentive [-1]; Careful [-1]; Dual Identity [-1]; Shy Around Attractive Women [-1]; Staid [-1].

Skills: Body Language (Human) (A) Per+0 [2] – 13; Computer Operation/TL10 (E) IQ [1] – 15; Current Affairs/TL10 (Science & Technology) (E) IQ+0 [1] – 15; Encyclopedist! (WC) IQ+3 [60] – 18; Free Fall (A) DX+0 [2] – 12; Games (Chess) (E) IQ+0 [1] – 15; Intelligence Analysis/TL10 (H) IQ-1 [2] – 14; Inventor! (WC) IQ+5 [84] – 20*; Judo (H) DX+0 [4] – 12; Leadership (A) IQ-1 [1] – 14; Parachuting/TL10 (E) DX+0 [1] – 12; Public Speaking (A) IQ-1 [1] – 14; Science! (WC) IQ+10 [144] – 25*; Spacer/TL10 (E) IQ [1] – 15; Teaching (A) IQ-1 [1] – 14; Vacc Suit/TL10 (A) DX-1 [1] – 11; Weird Science (VH) IQ [8] – 15; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$20,000 (20% Starting Wealth).

* Conditional +4 from Natural Scientist when replacing suitable skills.

Role-Playing Notes:

Reed is best described as a super-intelligent geek. While still shy around attractive women, he has become more confident since attaining his powers, buying off his Clueless disadvantage and becoming the acknowledged leader of the Fantastic Four. He credits his friends in the FF for keeping him grounded in reality.

Design Notes:

1. This version of Reed has more in common with the lovable dork from the movies than any of the comics versions to date.

MISTER FEAR

Villain

Real Name: Zoltan Drago.

Occupation: Professional criminal, former psychiatrist and psychologist.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Zoltan Drago was a psychologist and psychiatrist specializing in psychopharmacology (the effects of drugs on one's mind) who worked closely with the New York City District Attorney Office. Thanks to his contact with several criminals, he became fascinated with the idea that criminals seemed to thrive on the fear they caused in others. Engaging in unorthodox research into this seeming phenomenon, Drago distilled and concentrated the common pheromones put out by people (usually imperceptible to humans due to their greatly atrophied sense of smell, compared to other animals), focusing on the pheromones that caused fear in others. He used his own pheromones for this project, unwilling to share the research with anyone just yet.

Working late in his home lab one night, Drago fell asleep while monitoring the distillation of the latest batch. Unchecked, this distillation proceeded far beyond what he had planned, creating a super-concentrated fear pheromone powder. Intrigued by these results, he created a number of pills from the powder and swallowed several of them. The next day at the office, he found himself avoided by most of his coworkers, and found through concentration that he was able to induce heightened levels of fear in anyone he wanted. By the end of the day, however, these effects were fading. A second dose of the pills boosted his abilities back up to where they were originally.

Inspired by the rash of costumed criminals making their debuts, Drago devised the identity of Mister Fear. In his first outing, he used his new fear powers to induce the criminals Ox and Eel to assist him in a number of robberies (see *Eel*; *Ox*). During this altercation, he fought Daredevil, who thwarted the criminals, sending them to prison (see *Daredevil*).

Zoltan Drago was one of the criminals who escaped the Ryker's Island correctional facility during the mass breakout led by the Rhino (see *Rhino*). Daredevil believes it is only a matter of time before he faces Mister Fear again.

Height: 6' 0".

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue and purple bodysuit, blue-black facemask with a skull motif, purple hooded cloak, purple boots, purple gloves, blue steel clasps for the cloak by his neck, black belt.

Strength Level: Mister Fear possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Zoltan Drago possesses the superhuman ability to generate the emotion of fear in anyone within a thirty foot radius of himself. Drago's body constantly emits pheromones keyed specifically for humans; through concentration, he is able to trigger this emotion in anyone he can see and is in his range. (While keyed for humans, other races which are similar in



physiology to humans – including many of the great apes – will also be affected.) Even when he's not concentrating, he exudes an aura that makes people around him uneasy.

Paraphernalia: Mister Fear has a number of chemical sprayers in his uniform for spraying concentrated chemicals at close range. Many of these chemicals can induce hallucinations or act as acids. He is also known to carry a pistol which shoots pellets of his fear pheromones beyond the thirty foot range.

Limitations: Mister Fear must consume special pills which enable him to maintain his powers. Due to continued use, he only has to take the pills once a week, and not twice a day as before.

215 points

Attributes: ST 11 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 15 [10]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Empathy [15]; Indomitable [15]; Terror (Will-5; Active, +0%; Sense-Based: Smell, -20%; Chemical, -10%) [56]; Wealth (Comfortable) [10].

Perks: Clinch (Brawling) [1]; Cloaked [1]; Fearsome Stare [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Frightens Animals [-10]; Greed (9) [-22]; Loner (12) [-5]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Skinny [-5]; Social Stigma (Criminal Record) [-5]; Workaholic [-5].

Quirks: Careful [-1]; Dual Identity [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ+1 [8] – 14; Body Language (Human) (A) Per+1 [4] – 14; Brainwashing/TL8 (H) IQ-1 [2] – 12; Brawling (E) DX+1 [2] – 12; Chemistry/TL8 (H) IQ+1 [8] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 13; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [1] – 14*; Diagnosis/TL8 (Human) (H) IQ-1 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [2] – 12; Fast-Draw (Pistol) (E) DX+1 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Interrogation (A) IQ+3 [10] – 16†; Intimidation (A) Will+1 [4] – 16; Liquid Projector/TL8 (Sprayer) (E) DX+0 [2] – 12; Pharmacy/TL8 (Synthetic) (H) IQ+1 [8] – 14; Physician/TL8 (Human) (H) IQ-1 [2] – 12; Physiology/TL8 (Human) (H) IQ+1 [8] – 14; Poisons/TL8 (H) IQ-1 [1] – 12‡; Psychology/TL8 (Human) (H) IQ+1 [4] – 14; Research/TL8 (A) IQ+1 [4] – 14; Savoir-Faire (Police) (E) IQ+1 [2] – 14; Streetwise (A) IQ-1 [1] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +3 from Empathy.

† Defaulted from Intimidation.

‡ Defaulted from Pharmacy/TL8 (Synthetic).

Role-Playing Notes:

Design Notes:

1. While Mister Fear's fear-pheromone powers are keyed to the human physiology, other humanoid races – including Atlanteans, Asgardians, Kree, Shi'ar, and the great apes (chimpanzees, bonobos, orangutans, and gorillas) – will be affected, but Task Difficulty Modifiers for their variant physiologies may give them a bonus or penalty to the resistance roll.

MOCKINGBIRD

Hero

Real Name: Roberta "Bobbie" Morse.

Occupation: Adventurer, private investigator, former criminal profiler.

Identity: Secret.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: "Birdie".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Renegades, formerly SHIELD.

Base of Operations: Mobile; formerly SHIELD Headquarters, Arlington, Virginia.

First Post-Reboot Appearance: RENEGADES #1.

History: Very little is known about Bobbi Morse's history. She claims to have once been a profiler for SHIELD, the agency charged with investigating superhuman criminals, but resigned in protest upon learning of the Sentinel program (see *Sentinels*; *SHIELD*). Following her resignation, she hired herself out as a private investigator, but found the majority of her cases to be following cheating spouses with a camera. It is not known whether she ever used her Mockingbird persona on any of her cases.

Bobbi was in New York City on an investigation when she found herself thrust into a brawl between the Wrecking Crew and several unaffiliated costumed adventurers (see *Wrecking Crew*). Changing into her Mockingbird uniform in an alley, Bobbi joined the fray and managed to hold her own against the superhumanly strong Thunderball, managing to get him to collapse part of Central Park's wall on top of him, knocking him out (see *Thunderball*). Following that altercation, Mockingbird joined the others in forming a team to assist each other in their goals (see *Renegades*).

Bobbi has taken it upon herself to tutor her teammate Jewel in several advanced aspects of criminal science, noting Jewel's natural inquisitive mind and investigative instinct (see *Jewel*). She has also responded to her teammate Hawkeye's occasional flirtatious behavior with some flirting of her own, though she only sees it as "harmless social fun" (see *Hawkeye*).

Height: 5' 9".

Weight: 155 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Black and white bodysuit with a wide neckline, white boots, white utility belt, black eye-mask with white trim.

Strength Level: Mockingbird possesses the normal human strength of a woman of her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Mockingbird is an expert hand to hand combatant, skilled in unarmed, quarterstaff, and escrima fighting. She is also an expert pistolier, adept at dual-wielding pistols. She has proven adept at riding horses and motorcycles alike, as well as piloting speedboats, helicopters, and small aircraft.

Weapons and Paraphernalia: Mockingbird uses a pair of titanium steel batons which can be combined and extended to form a quarterstaff. She'll occasionally also carry a pair of semi-automatic pistols chambered in .45ACP.

Mockingbird's outfit is made from an advanced ballistic fabric originally provided to her from SHIELD's contract with AIM (see *AIM*).

Limitations: Bobbi Morse is nearsighted, wearing corrective contact lenses.



722 points

Attributes: ST 14 [40]; DX 15 [100]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 13 [0]; Per 15 [10]; FP 15 [3]; Basic Speed 7.50 [5]; Basic Move 7 [0]; Dodge 14.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Daredevil [15]; Driver's Reflexes 2 [10]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 [25]; Gunslinger [25]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Natural Copper 2 [20]; Trained By A Master [30]; Very Fit [15].

Perks: Akimbo (Guns (Pistol)) [1]; Concealed Carry Permit [1]; Convincing Nod [1]; Disarming Smile [1]; Ex-Cop 1 [1]; Eye For Distance [1]; High-Heeled Heroine [1]; License (Private Investigator) [1]; Masked [1]; Off-Hand Weapon Training (Guns (Pistol)); Off-Hand Weapon Training (Shortsword) [1]; Off-Hand Weapon Training (Smallsword) [1]; Off-Screen Reload [1]; Style Familiarity (Double Trouble) [1]; Style Familiarity (Escrima) [1]; Style Familiarity (Quarterstaff) [1]; Sure-Footed (Uneven) [1]; Wall o' Lead [1]; Weapon Bond (Escrima Sticks) [1]; Weapon Bond (Quarterstaff) [1].

Disadvantages: Bad Sight (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Hero's) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Teammates) [-5]; Workaholic [-5].

Quirks: Adrenaline Junkie [-1]; Broad-Minded [-1]; Congenial [-1]; Dislikes Orwellian "Big Brother" Practices [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX+1 [8] – 16; Acting (A) IQ+1 [4] – 14; Boating/TL8 (A) DX+1 [1] – 16*; Body Language (A) Per+3 [1] – 18†; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+0 [2] – 15; Criminology/TL8 (A) IQ+3 [4] – 16†; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 14; Detect Lies (H) Per+1 [2] – 16†; Driving/TL8 (Motorcycle) (A) DX+3 [4] – 18*; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 14; Escape (H) DX+0 [4] – 15; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 16‡; Fast-Draw (Pistol) (E) DX+1 [1] – 16‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 14; Forced Entry (E) DX+1 [2] – 16; Guns/TL8 (Pistol) (E) DX+3 [8] – 18; Hiking (A) HT+0 [2] – 14; Holdout (A) IQ+1 [4] – 14; Intelligence Analysis/TL8 (H) IQ+3 [8] – 16†; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+1 [8] – 16; Jumping (E) DX+1 [2] – 16; Karate (H) DX+1 [8] – 16; Lip Reading (A) Per+0 [2] – 15; Lockpicking/TL8 (A) IQ+0+1 [4] – 14; Main-Gauche (A) DX+1 [2] – 16§; Observation (A) Per+3 [4] – 18†; Parachuting/TL8 (A) (E) DX+1 [2] – 16; Parry Missile Weapons (H) DX+3 [16] – 18; Piloting/TL8 (Helicopter) (A) DX+1 [1] – 16*; Piloting/TL8 (Light Airplane) (A) DX+1 – 16*; Psychology (Human) (H) IQ+1 [8] – 14; Research/TL8 (A) IQ+1 [4] – 14; Riding (Equines) (A) DX+1 [4] – 16; Savoir-Faire (Police) (E) IQ+3 [2] – 16‡; Sex Appeal (Human) (A) HT+3 [1] – 17#; Shadowing (A) IQ+3 [3] – 16‡; Smallsword (A) DX+3 [12] – 18; Staff (A) DX+3 [12] – 18; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+3 [4] – 16‡; Swimming (E) HT+1 [2] – 15; Throwing (A) DX+1 [4] – 16; Urban Survival (A) Per+0 [2] – 15; Wrestling (A) DX+1 [4] – 16.

Techniques: Armed Grapple (Staff) (H) def+2 [3] – 18; Dual-Weapon Attack (Guns (Pistol)) (H) def+4 [5] – 18; Dual-Weapon Attack (Sword) (H) def+4 [5] – 18; Elbow Strike (Karate) (A) def+2 [2] – 16; Kicking (Karate) (H) def+2 [3] – 16; Mounted Shooting (Guns (Pistol)/Equines) (H) def+4 [5] – 18; Mounted Shooting (Guns (Pistol)/Motorcycle) (H) def+4 [5] – 18; Sweep (Staff) (H) def+3 [4] – 18; Targeted Attack (Sword Swing/Hand) (H) def+2 [3] – 16; Whirlwind Attack (Staff) (H) def+5 [6] – 18.

Starting Spending Money: \$2,600 (20% of Starting Wealth, minus the cost of her weapons).

* Includes +2 from Driver's Reflexes.

† Includes +2 from Natural Copper.

‡ Includes +1 from Combat Reflexes.

§ Defaulted from Smallsword.

Includes +4 from Appearance.

Role-Playing Notes:

MODOK

Villain

Real Name: Unrevealed.

Occupation: Subversive, former accountant.

Identity: Secret.

Legal Status: Citizenship unknown, no known criminal record.

Other Aliases: Mobile Organism Designed Only for Computation; MODOC; Mobile Organism Designed Only For Killing.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: AIM.

Base of Operations: An AIM facility in an undisclosed location.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

History: The entity currently known as MODOK was born a human man who worked as an accountant for one of AIM's legitimate business offices (see *AIM*). Noticing more than a few discrepancies in the budget, he brought them before his superiors, not knowing his superiors were ranking scientists in AIM's subversive side.

In order to keep the accountant from becoming a whistle-blower and publicly revealing AIM's criminal side, the accountant was kidnapped and taken to a secret underground facility, where he was one of about two dozen "volunteers" subjected to a number of experiments designed to turn them into living computers. In the accountant's case, his personality was altered through telepathy and surgical means, and then exposed to various nanotech and genetic retroviruses. The end result was that his head grew larger than the rest of his body, increasing his cranial capacity.

Unknown to and unplanned by the AIM scientists, the accountant, whom they re-designated MODOC (Mobile Organism Designed Only for Computing), also developed incredible psionic powers, which he used to dominate the base. When the lead scientist of the facility attempted to warn Dr. Arnim Zola, AIM's leader and founder, of what had been unleashed, MODOC used his powers to kill the scientist (see *Zola, Dr. Arnim*). Renaming himself MODOK (which he said was Mobile Organism Designed Only for *Killing*), he began a scheme to conquer the United States which drew the attention of both Captain America and Nick Fury, an agent of the CIA, who fought and defeated MODOK's AIM faction, though MODOK escaped, along with most of his splinter AIM faction (see *Captain America; Fury, Nick*). It was later revealed that MODOK had taken control of a third of AIM's holdings before anyone noticed.

MODOK later approached Dr. Zola with an offer of collaboration. In truth, however, MODOK plans to supplant Zola as AIM's Chief Scientist. The result of this internal struggle inside AIM remains to be seen.

Height: 12'.

Weight: 750 lbs.

Eyes: White, formerly brown.

Hair: Brown.

Uniform: MODOK wears a gold-titanium alloy battlesuit in order to move.

Strength Level: MODOK currently possesses the strength of a man much weaker than his height would indicate; he possesses the normal human strength of man his body's regular height and build (about 5' 8", 160 lbs.); his strength is unable to support his massive head without assistance.

Known Superhuman Powers: MODOK possesses incredible psionic power. Among his observed feats are reading someone's surface thoughts, probing a person's memories, and basic telekinesis. His headband permits him to focus his psionic energy into potent concussive energy blasts that can deform and with repeated blows punch through steel plate.

In addition to all this, MODOK possesses a superhuman computer-like intellect, able to concentrate on multiple things at once in a manner akin to a multiple-core CPU computer, with different parts of his brain working on different projects.



Paraphernalia: MODOK uses a hoverchair which can fly at speeds up to 120 miles per hour. This chair protects him from harm by projecting a force field around him; this field is stronger against energy attacks than it is physical attacks.

1,122 points

Attributes: ST 9 [-10]; DX 6 [-80]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: SM +2; BL 16 lbs.; Dmg 1d-2/1d-1; HP 20 [18]; Will 20 [25]; Per 13 [-10]; FP 12 [0]; Basic Speed 5.00 [10]; Basic Move 2 [-15]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Absolute Timing [2]; Compartmentalized Mind 3 (No Mental Separation, -20%) [120]; Crushing Attack 3d×5 (Armor Divisor (2), +50%; Damage Modifier: Double Knockback, +20%; Damage Modifier: Incendiary, +10%; Damage Modifier: Surge, +20%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed (Does Not Work For Thief), -5%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Psionic, -10%) [124]; Hard to Kill +3 [6]; Hover-Chair [271]; Indomitable [15]; Intuition [15]; Intuitive Mathematician [5]; Mathematical Ability 4 [40]; Merchant Rank 6 [30]; Mind Control (Conditioning, +50%; Independent, +70%; Rationalization, +20%; Psionic, -10%) [115]; Mind Probe (Invasive, +75%; Sensory, +20%; Universal, +50%; Psionic, -10%) [47]; Mind Reading (Multiple Contacts, +50%; Sensory, +20%; Universal, +50%; Psionic, -10%) [63]; Photographic Memory [10]; Resistant to Telepathy +3 [5]; Telecommunications (Telesend) (Broadcast, +50%; Sensie, +80%; Universal, +50%; Psionic, -10%) [81]; Telekinesis 10 (Increased Range: Line-of-Sight, +40%; Psionic, -10%) [65]; Wealth (Wealthy) [20].

Disadvantages: Appearance (Unattractive) [-4]; Bad Temper (9) [-15]; Callous [-5]; Cannot Kick [-5]; Chronic Pain (Severe; Interval: 4 hours) (9) [-15]; Hidebound [-5]; Lamé (Crippled Legs) [-10]; Megalomania [-10]; Short Arms (2 Arms) [-10]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Bowlegged [-1]; Careful [-1]; Chauvinistic [-1]; Likes Killing [-1]; Third Person [-1].

Skills: Accounting (H) IQ+2 [1] – 17*; Administration (A) IQ-1 [1] – 14; Computer Programming/TL8 (H) IQ+0 [4] – 15; Cryptography/TL8 IQ+2 [1] – 17*; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 15; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 15; Encyclopedist! (WC) IQ+0 [24] – 15; Innate Attack (Gaze) (E) DX+4 [12] – 10; Intelligence Analysis/TL8 (H) IQ+0 [4] – 15; Interrogation (A) IQ+3 [4] – 18†; Intimidation (A) Will+0 [2] – 20; Inventor! (WC) IQ-1 [12] – 14‡; Leadership (A) IQ-1 [1] – 14; Market Analysis (H) IQ+5 [8] – 20*; Mathematics/TL8 (Applied) (H) IQ+5 [8] – 20*; Mathematics/TL8 (Statistics) (H) IQ+3 [2] – 18; Mental Surgery (H) IQ-1 [2] – 14; Research/TL8 (A) IQ+0 [2] – 15; Savoir-Faire (Mafia) (E) IQ+0 [1] – 15; Science! (WC) IQ+0 [24] – 15‡; Strategy (Land) (H) IQ-1 [2] – 14; Tactics (H) IQ-1 [2] – 14; Telereceive (H) IQ+0 [4] – 15; Telesend (H) IQ+0 [4] – 15; TK Grab (H) IQ-2 [1] – 13.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +4 from Mathematical Ability.

† Defaulted from Intimidation.

‡ Conditional +4 from Mathematical Ability when used in place of Engineer or Physics.

Role-Playing Notes:

MODOK has ambition and is ruthlessly efficient in pursuing his goals. He has patience and a Machiavellian attitude, willing to make short-term sacrifices if he calculates them as benefiting him in the long run. While he has been called "sadistic", he is really just very callous, taking no pleasure from the pain he inflicts. Despite this, he has developed a taste for killing.

Despite his intellect, he lacks creativity. He can develop and implement a complex plan down to the second, but he needs help coming up with the idea for the plan in the first place.

MODOK's Hover Chair

MODOK's hover chair is built as a Meta-Trait with the following traits:

271 points

Advantages: Damage Resistance 30 (Directional: All Except Front, -20%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%) [60]; Damage Resistance 20 (Force Field, +20%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Electronic, -30%) [50]; Damage Resistance 50 (Force Field, +20%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Hardened 2, +40%; Limited Defense (Energy Attacks Only), -20%; Electronic, -30%) [140]; Enhanced Move (Air) 2.5 (Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Nuisance Effect: Obvious, -5%; Electronic, -30%) [13]; Flight (Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Low Ceiling: 30 feet, -10%; Electronic, -30%) [8].

MOLECULE MAN

Villain

Real Name: Owen Reece.

Occupation: Former nuclear power plant technician turned professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Psycho-Man.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Owen Reece was a technician at a Roxxon Energy Company nuclear power plant in the Midwest when the strangest incident occurred (see *Roxxon Energy*). While manipulating the waldos to remotely remove the nuclear waste and put fresh uranium into one of the three reactors on site, the reactor inadvertently switched itself on for half a minute; because Reece was the closest to the reactor while its shielding was open, he was bathed in nuclear radiation. Unlike what was expected, though, Reece did not immediately die of exposure, nor did he seem to be suffering from radiation poisoning of any kind. The only actual injury that occurred was that Reece was left with a series of scars on his face. An inquiry into the accident could not explain how it happened. Because the company felt they needed a scapegoat for the incident, as opposed to publicly admitting to being baffled, Reece was fired even though the accident was not his fault.

A lonely man with no friends and no family to turn to, Reece sank into a deep depression. At the height of his depression, he leaped off a bridge, only for his survival instinct to kick in at the last moment to cause the water beneath him to rise and cushion the blow from the fall. Realizing what had happened, Reece correctly determined his powers were the result of the reactor accident and decided to use his new powers for revenge against his firing. Calling himself the Molecule Man, Reece attacked the plant's corporate headquarters, a move which drew the attention of the Fantastic Four, whose leader, Reed Richards, was touring the facility (see *Fantastic Four*; *Mister Fantastic*). While sympathizing with Reece's plight, the Four were unable to talk him down; the resulting fight nearly destroyed one of the reactors, which perhaps coincidentally was the same reactor which had switched itself on weeks before. At the last minute, Reece used his powers to shut the reactor down before it went into meltdown. In a moment of clarity, he begged the Fantastic Four to kill him. Instead, Reed used his scientific genius to shunt Reece to another universe, one which Reed believed the Molecule Man could not hurt anyone besides himself.

The Molecule Man was later encountered during the Fantastic Four's second sojourn into the so-called Microverse, an alternate dimension normally accessible through reducing one's size through shunting mass extra-dimensionally using Pym particles (see *Ant-Man*; *Microverse*). Now focused on revenge on the Fantastic Four, who he irrationally believed responsible for the accident which scarred him, he formed a short-lived partnership with the renegade Microversian known as the Psycho-Man to attack the Fantastic Four through turning them against each other (see *Psycho-Man*). Where and when the Molecule Man will strike next is anyone's guess.

Height: 5' 7".

Weight: 160 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Owen has several scars on his face, radiating from the point where the nose meets the eyes, in the shape of lightning bolts.

Uniform: Green tunic with purple lightning bolts on the chest, green pants, purple wrist bands, purple boots, purple belt.

Strength Level: The Molecule Man possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.



Known Superhuman Powers: The Molecule Man possesses incredible psionic control over matter, which he can manipulate on the molecular level, enabling him to perform such stunts as levitating and moving objects, creating and freezing a tidal wave, and using the ground to engulf his opponents. The only real limits on his power are self-imposed; for instance, he believes he cannot manipulate living tissue, so for all intents and purposes he cannot directly affect anyone with his powers. He cannot transmute one element into another, but he can break apart and combine various ambient elements and compounds; for example, he can combine the carbon in charcoal with oxygen in the air to create carbon monoxide.

While he believes he cannot affect or create living tissue, should he die his own power will revive him, even if his body is disintegrated.

2,165 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 20 lbs.; HP 11 [4]; Will 12 [-5]; Per 13 [0]; FP 10 [0]; Basic Speed 4.75 [0]; Basic Move 4 [0]; Dodge 7.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Control Matter (Accessibility: Cannot Affect Living Flesh, -20%; Collective, +100%; Reflexive, +40%; Psionic, -10%) [630]; Corrosion Attack 3d×5 (Accessibility: Cannot Affect Living Flesh, -20%; Cosmic: Irresistible Attack, +300%; Increased 1/2D Range ×10, +15%; Reduced Range ×1/5, -20%; Psionic, -10%) [548]; Create Matter 10 (Accessibility: Cannot Affect Living Flesh, -20%; Transmutation Only (Accessibility: Can Only Combine or Separate Compounds, Not Transmute Elements, -20%), -80%; Psionic, -10%) [80]; Damage Resistance 60 (Force Field, +20%; Hardened 1, +20%; Psionic, -10%) [390]; Eidetic Memory [5]; Energy Reserve (Psionic) 30 [90]; Single-Minded [5]; Telekinesis 50 (Accessibility: Cannot Affect Living Flesh, -20%; Animation (Object Can Fly If Equipped), -20%; Psionic, -10%) [125]; Unkillable 3 [150]; Versatile [5].

Perks: Aerokinesis [1]; Hydrokinesis [1]; Power Source [1]; Umbrella; Universal Remote [1].

Disadvantages: Appearance (Unattractive) [-4]; Clueless [-10]; Indecisive (9) [-15]; Low Self-Image [-10]; Obsession (Revenge) (6) [-20]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (12) [-5]; Status -1 [-5]; Truthfulness (9) [-7]; Wealth (Poor) [-15].

Quirks: Careful [-1]; Distinctive Feature (Facial Scars) [-1]; Mild OCD [-1]; Nervous Ranter [-1]; Uncongenial [-1].

Skills: Animate Object (H) IQ+3 [2] – 16*; Electronics Operation/TL8 (Scientific) (A) IQ-1 [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ-1 [1] – 12; Innate Attack (Beam) (E) DX+1 [0] – 10; Matter Shaping (H) IQ+3 [2] – 16*; Professional Skill (Nuclear Power Plant Technician) (A) IQ-1 [1] – 12; Transmutation (H) IQ+3 [2] – 16*.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +4 from Matter Control Talent.

Role-Playing Notes:

A bitter, lonely man who thinks he has nothing left to live for, Owen is out for revenge against the world that he feels has rejected him. His accident has left him unhinged.

MOLE MAN

Villain

Real Name: Dr. Harvey Elder.
Occupation: Bioengineer.
Identity: Publicly known.
Legal Status: Citizen of the United States with no known criminal record.
Other Aliases: None.
Place of Birth: Unrevealed
Marital Status: Presumably single.
Known Relatives: None.
Group Affiliation: None.
Base of Operations: "Monster Island", a previously uninhabited atoll in the South Pacific.
First Post-Reboot Appearance: FANTASTIC FOUR #

History: A reclusive genius who had inherited a sizable estate, Harvey Elder grew up ridiculed by nearly everyone because of his small size and his need for especially thick glasses to correct his sight. Upon entering college, he soon proved to be a genius in the field of genetic engineering. His appearance and glasses caused his classmates to refer to him as a "mole man"; he would later take this name for himself, with a hint of irony.

His first published work upon receiving his doctorate proved to be his undoing. A proponent of Dr. Mendel, a Nazi scientist who once proposed a similar idea, Dr. Elder wrote that a genetically engineered slave race should be developed to "free mankind for greater pursuits." In the paper, he listed exactly which traits he believed the race should have; the whole focus of the paper was a proposal to create such a race. Blacklisted from every scientific firm in the Western world, he decided to prove his theories right. Setting himself up on an uninhabited atoll in the South Pacific, he set to work attempting to create this race. After many trials and errors over the years, he finally succeeded in creating the race he wanted (see *Moloids*).

The Mole Man first came to the attention of the Fantastic Four when one of his monstrous creations, a fire-breathing creature which superficially resembled a *Tyrannosaurus rex*, "escaped" its pen and started terrorizing nearby shipping lanes. In reality, he had released the creature as the first part of an elaborate revenge scheme against those who had ridiculed him and his theories. He soon came into contact with the Fantastic Four; he recognized Reed Richards and Ben Grimm as two of the few people who did not ridicule him, and changed his plans (see *Fantastic Four*; *Mister Fantastic*; *Thing*). After aiding the Fantastic Four in destroying the "rogue" creation, he offered his expertise in attempting to reverse Ben's transformation into the Thing. Dr. Richards was uncomfortable with the situation, but agreed with the stipulation that the Mole Man use Reed's facilities in the Baxter Building so Reed could supervise and compare notes (see *Baxter Building*).

Agreeing to these terms, the Mole Man accompanied the Fantastic Four to their Manhattan headquarters. There, he used Reed's scientific equipment to create bestial creatures with the Fantastic Four's powers and released them into the city to take revenge on everyone else in the world he believed – rightly or not – to mock him. The Fantastic Four was forced to engage the creatures while the Mole Man fled back to Monster Island. Ironically, the Mole Man had discovered that the Thing's mutated form was in fact not only reversible but that Ben Grimm should already be able to switch back and forth between his human and mutated forms. He left a note for Dr. Richards explaining the reasons why Grimm had not done so; Reed has so far not told anyone else about this.

Height: 4' 8"



Weight: 220 lbs.

Eyes: Brown.

Hair: Black with gray streaks.

Uniform: Loose green jumpsuit, green boots, green cloak.

Strength Level: The Mole Man has the normal human strength of a man his age, height, and build who engages in no physical exercise.

Known Superhuman Powers: None.

Other Abilities: The Mole Man is an expert in the field of genetic engineering.

Weapons: The Mole Man wields a five foot long staff, usually made of wood or steel. He often has additional weapons hidden inside the staff.

Limitations: The Mole Man is extremely nearsighted, requiring extremely thick glasses just to see clearly.

205 points

Attributes: ST 8 [-20]; DX 10 [0]; IQ 14 [80]; HT 10 [0].

Secondary Characteristics: SM -1; Dmg 1d-3/1d-2; BL 13 lbs; HP 12 [8]; Will 14 [0]; Per 14 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 4 [0]*; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group: Moloids (Point Total: 25% or less; Size: ~1000, ×18; Frequency: Constant, ×4; Minion (w/Slave Mentality), +0%) [72]; Danger Sense [15]; Enhanced Parry (Staff) +1 [5]; High Manual Dexterity +4 [20]; Status 2 [0†]; Wealth (Filthy Rich) [50].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Bloodlust (9) [-15]; Compulsive Rhetoric (12) [-5]; Dwarfism [-15]; Fat [-3]; Hunchback [-10]; Jealousy [-10]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Reputation: Amoral Scientist -3 (People Affected: Large Class, ×1/2; Frequency of Recognition: All the Time, ×1) [-8]; Stubbornness [-5]; Xenophilia (12) [-10].

Quirks: Bowlegged [-1]; Careful [-1]; Imaginative [-1]; Obsession: Prove That Dr. Mengele Was Right [-1].

Skills: Bioengineering/TL8 (Genetic Engineering) (H) IQ+6 [28] – 20; Biology/TL8 (Genetics) (H) IQ+3 [16] – 17; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 14; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Leadership (A) IQ-1 [1] – 13; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Pharmacy/TL8 (Synthetic) (H) IQ-2 [1] – 12; Physiology/TL8 (H) IQ+0 [4] – 14; Staff (A) DX+0 [2] – 10.

Starting Spending Money: \$400,000 (20% Starting Wealth).

* Includes -1 from Dwarfism.

† Includes +2 from Wealth.

Role-Playing Notes:

Designer's Notes:

1. While it might seem odd that he possesses both Bloodlust and Pacifism (Reluctant Killer), this was the best combination I could find to represent that he will always try to get in a parting kick when his opponent was down, but is psychologically incapable of personally taking a life. Of course, his Moloids don't have that little flaw, and will gladly kill whoever he wants.

The Moloids (dubbed *Homo subservius* by their creator) are a subhuman race created by the eccentric bio-engineer Dr. Harvey Elder, better known as the Mole Man (see *Mole Man*). The Mole Man designed them to be, in his opinion, "the perfect slave race". All members of the race are identical, standing 4 feet tall (just a little shorter than the Mole Man himself), with a lean and bony build, and lacking body hair of any kind. Despite their height and build, they are quite strong, much stronger than they look. In addition, Moloids lack sexual organs, making them unable to reproduce sexually; all Moloids are grown in the Mole Man's laboratory. The projected average lifespan of a Moloid is around 35-40 years.



The Mole Man designed the Moloids to be subservient to humanity in general, and specifically to himself. While the Mole Man refers to them as "mindless," the Moloids are actually as intelligent as the average human; any comments about being "mindless" are directed at their inherent subservient nature. They will believe anything they are told, and essentially cannot make decisions on their own if faced with a situation for which they have not been trained or instructed.

First Post-Reboot Appearance: FANTASTIC FOUR #.

-89 points

Attribute Adjustments: ST +2 [20].

Secondary Characteristic Adjustments: SM -1; Will -2 [-10]; FP +5 [15].

Languages: English (Native) (Native Language) [0].

Advantages: Breath-Holding 3 [6]; Fit [5]; High Manual Dexterity +3 [15]; High Pain Threshold [10]; Perfect Balance [15]; Rapid Healing [5]; Reduced Consumption 2 [4]; Single-Minded [5]; Unfazeable [15]; Universal Digestion [5].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Disturbing Voice [-10]; Gullibility (6) [-20]; Hidebound [-5]; Killjoy [-15]; Low Empathy [-20]; No Sense of Humor [-10]; Short Lifespan -1 [-10]; Slave Mentality [-40]; Social Stigma (Subjugated) [-20]; Status -2 [-10]; Wealth (Poor) [-15]; Workaholic [-5].

Quirks: Sexless [-1].

Features: Fixed Attributes [0].

Role-Playing Notes:

As these are mainly cannon fodder to use be used by the GM, there's really nothing to add that isn't already addressed in the entry itself. The Moloids are the Mole Man's idea of a perfect slave race: strong, short-lived, sexless, and willing to follow any order he gives. The latter, plus their numbers, make them useful as pawns.

Moloids are **NOT** intended for use as PCs.

MOLTEN MAN

Villain

Real Name: Mark Raxton.

Occupation: Former lab assistant turned professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Liz Allen (stepsister).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Mark Raxton was a lab assistant for an unnamed scientist who was working on a new frictionless metal alloy partially derived from remnants of a meteorite which had organic compounds in it. One day, while arguing with his boss, Mark lost his temper and knocked him out. During the scuffle, however, a sample of the metal alloy was exposed to his bare skin, swiftly spreading over his entire body.

Mark sought out his stepsister, Liz Allen, and a friend of hers, Peter Parker, for help in removing the alloy (see *Allen, Liz; Spider-Man*). However, when he learned that the bonding was apparently permanent, he again lost his temper. The temper caused his body to ignite into flames, seemingly turning the metal liquid; Mark was unharmed by the flames. Calling himself the Molten Man, he embarked on an anger-driven rampage throughout Manhattan's East Side before being confronted by Spider-Man. Their confrontation ended without a definitive winner, and Molten Man escaped capture.

Molten Man's current whereabouts are unknown.

Height: 6' 5".

Weight: 550 lbs.

Eyes: (originally) Brown, (currently) solid gold with no visible irises or pupils.

Hair: (originally) Brown, (currently) gold.

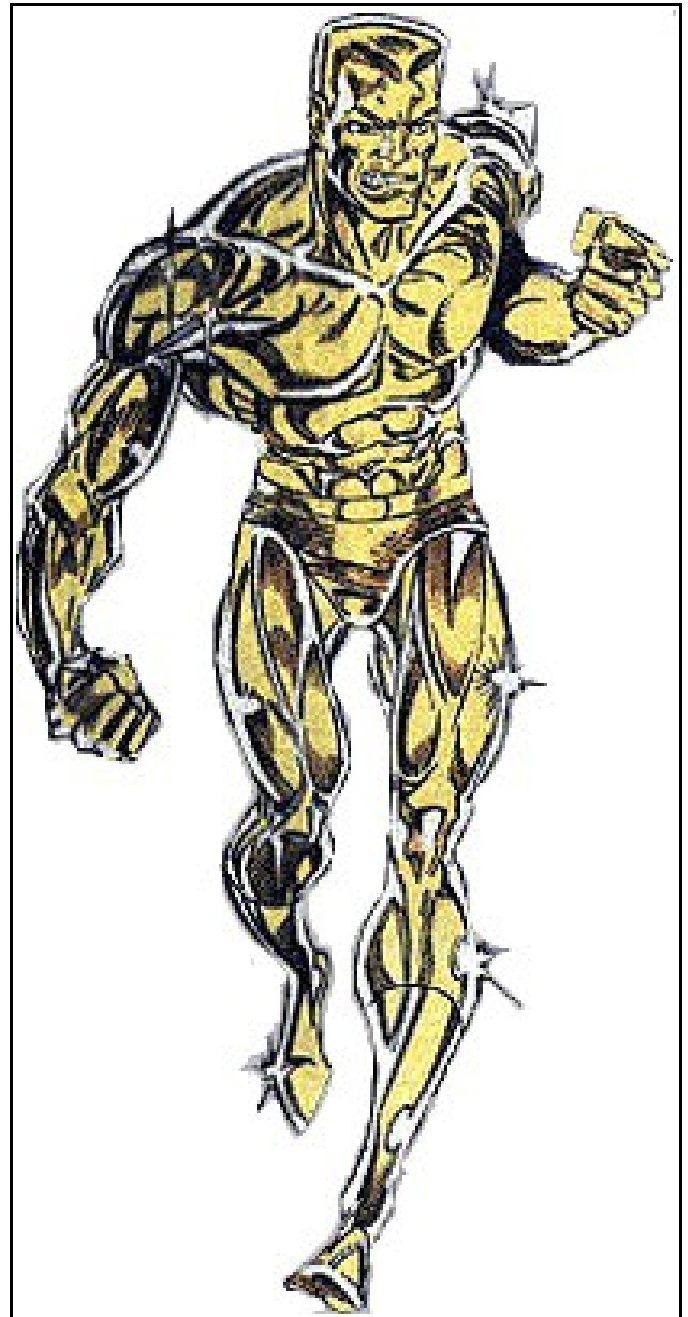
Other Distinctive Features: The Molten Man's skin is covered with a nearly-frictionless golden-colored metal alloy.

Uniform: A Speedo which has been coated in the same alloy which covers his skin, gold boots.

Strength Level: The Molten Man possesses superhuman strength, able to lift (press) roughly 20 tons under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the metal alloy which gave him his powers gave him superhuman durability. He is able to withstand blows that would kill a normal person. His metallic skin is nearly frictionless, allowing him to slip from anyone's grasp and preventing him from being caught in Spider-Man's webbing.

In his molten form, he can radiate heat up to 500° Fahrenheit, leaving severe burns and setting most objects aflame with just a touch.



*Spider-Man: Now you can **throw** fire too? I am **seriously** in need of a power upgrade. – Spectacular Spider-Man*

614 points

Attributes: ST 24/163 [30*]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 16d/18d (1d/2d-1); BL 4,993 lbs (34 lbs); HP 24 [0]*; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Touch 3 [6]; Burning Attack 3d (Aura, +80%; Melee Attack, Reach C, -30%; Elemental: Fire/Heat, -10%; Super, -10%) [20]; Hard to Subdue 1 [2]; High Pain Threshold [15]; Slippery 10 (Super, -10%) [18]; Super ST +11/+150 (Super, -10%) [429]; Temperature Control 10 (Heat, -50%; Elemental: Fire/Heat, -10%; Super, -10%) [15]; Temperature Tolerance 10 [10].

Perks: Illumination [1].

Disadvantages: Bad Temper (9) [-15]; Compulsive Gambling (6) [-10]; Overconfidence (9) [-7]; Social Stigma (Freak) [-10]; Unnatural Feature (Golden Skin/Hair) [-1].

Quirks: Cannot Float [-1]; Dual Identity [-1].

Skills: Brawling (E) DX+0 [1] – 12; Chemistry/TL8 (H) IQ+0 [4] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Gambling (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 11; Metallurgy/TL8 (H) IQ+0 [4] – 12; Research/TL8 (A) IQ+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +11/+150 from Super ST.

Role-Playing Notes:

When first encountered, the Molten Man wants to remove his inhuman state. He is slowly becoming accustomed and enamored with his new abilities, as well as continuously testing their limits.

The Morlocks are a group of homeless mutants who live in the sewers and abandoned subway tunnels underneath New York City. The Morlocks consider themselves a "tribe", a society living undetected or ignored by those who live above ground in the city. Most of the Morlocks are mutants whose mutations are such that they cannot pass for human without assistance; others, until recently, had their looks altered by the mutant named Masque (see *Masque*). Many of these mutants have abilities that have altered their looks to the point that they cannot pass for an unaugmented human.

No one is certain how the Morlocks first came to be. The name "Morlock" is taken from the future underground dwellers in H. G. Wells's *The Time Machine*. It is believed they have been living in the tunnels for at least two generations. Quite possibly, the Morlocks were not originally composed primarily of mutants; over time, however, the mutant population among the Morlocks grew until the term "Morlock" and "sewer-dwelling mutant" were synonymous among the homeless population.

The Morlocks' leader is a woman named Callisto; Callisto has said that she found, rather than founded, the Morlocks following a horrible disfigurement (see *Callisto*). Callisto proved to be a natural leader, and is considered their leader by almost all the other Morlocks.

The Morlocks first came to the attention of the rest of the superhuman community when a number of Morlocks, acting on Callisto's orders, kidnapped the mutant adventurer Angel in a bid to make him her "mate" (see *Angel*). This drew the Morlocks into conflict with Angel's teammates, the X-Men; it was through their efforts as well as those of Angel's girlfriend, Candy Southern, that Angel was released, though Callisto has said that one day Angel will be hers (see *Southern, Candy; X-Men*). Callisto then pledged that the Morlocks would not kidnap anyone ever again. They have since twice assisted the X-Men.

Masque was one of those who disagreed with Callisto's decree. Backed by a number of other disgruntled Morlocks, Masque made a bid for leadership, only to be defeated in single combat by Callisto and then exiled from the tunnels. Masque then led his followers in building a rival tribe of Morlocks by kidnapping and disfiguring a number of mutant children. The X-Men and private investigator Karen Page put an end to this scheme, forcing Masque to return the children he kidnapped, but there were hints that Masque did not release all those he'd kidnapped (see *Page, Karen*).

Other than Callisto and Masque, Morlocks of note are: Caliban, an albino who can sense other mutants; Leech, a green-skinned bald boy who generates an uncontrollable anti-power field; Sunder, a mentally retarded man with superhuman strength but lacks superhuman durability; Tar Baby, whose skin is black and sticky; Skin, a teenager whose skin (but not his muscles or bones) is elastic and prehensile; and Erg, who is able to shoot energy from one of his eyes (see *Caliban*).

Recently it has been revealed that there are other tribes of homeless mutants living underneath other cities as well, most notably Los Angeles; Chicago; Philadelphia; London, England; Paris, France; and Tokyo, Japan; all calling themselves "Morlocks". The implications of this revelation have yet to be explored. At the least, it is apparent that there is an outside party who is creating tribes of Morlocks in cities around the world, but for what purpose is unknown. Members of the Chicago tribe recently encountered Iron Fist and his allies in Knightwing Restorations, while the Los Angeles tribe ran afoul of Spider-Woman during one of her cases (see *Iron Fist; Knight, Misty; Spider-Woman; Wing, Colleen*).

First Post-Reboot Appearance: UNCANNY X-MEN #

MUTANT LIBERATION FRONT

Villain Team

The Mutant Liberation Front is a collection of superhuman criminals and terrorists who are dedicated to ensuring mutantkind's continued survival by removing those who would use or abuse their positions of power to harm their kind. As such, all of the MLF's active members have been mutants, though they are not opposed to having non-mutant members.

The MLF was first formed by the mutant shapeshifter Mystique and the blind mutant precog Destiny; their first recruit was their foster daughter Rogue (see *Destiny*; *Mystique*; *Rogue*). The rest of the MLF has tended to be comprised of superhuman mercenaries with a shifting roster; the only member other than the three founders who has been present in all cases is the super-strong mutant Frenzy (see *Frenzy*).

The Mutant Liberation Front first came to public attention when they attacked and tried to assassinate SHIELD director Henry Gyrich and engineer Oliver Trask at the unveiling of SHIELD's new robotic Sentinels, only to be thwarted through the actions of the X-Men, who were in the crowd, SHIELD's Interpol liaison Teresa Rourke, and the Sentinels themselves (see *Bainsidhe*; *Gyrich*, *Henry Peter*; *Sentinels*; *SHIELD*; *Trask*, *Oliver*; *X-Men*). Destiny, Rogue, Frenzy, and Mystique escaped in the chaos, though not before the MLF managed to destroy half the Sentinels that were present. At the time, the MLF consisted of the three founders, Avalanche, Pyro, and Frenzy (see *Avalanche*; *Pyro*).

The MLF has since clashed with the X-Men on two other occasions. On the first, members of the MLF – Rogue, Avalanche, Pyro, Frenzy, Tower, and Stinger – ambushed the X-Men in Central Park as a diversion while Mystique, Destiny, and Avalanche stole into the Federal Reserve building and made off into the Morlock tunnels with a load of gold ingots (*Morlocks*; *Stinger*; *Tower*).

In the second encounter, the MLF – this time consisting of Mystique, Rogue, Frenzy, Timeshadow, and Solarr – were receiving a shipment of weapons from AIM only to be caught in a fight between the X-Men and their sometimes member/sometimes adversary Mimic (see *AIM*; *Mimic*; *Timeshadow*; *Solarr*). The weapons and the payment were destroyed, and Timeshadow and Solarr were taken into custody, though the rest of the MLF escaped.

Where the Mutant Liberation Front will appear next is anyone's guess.

First Post-Reboot Appearance: UNCANNY X-MEN #

Membership Roster

Mystique – Co-Founder. Mystique has led the MLF since its formation.

Destiny – Co-Founder. Destiny serves as the MLF's strategist.

Rogue – First recruit. Foster child of Mystique and Destiny, Rogue has served with the MLF since its founding.

Avalanche – Second recruit. Avalanche remains with the MLF despite several incarcerations.

Pyro – Third recruit. Pyro has served faithfully with the MLF since he was recruited for its first public action.

Frenzy – Fourth recruit. Frenzy is the team's acknowledged muscle, and a firm believer in their cause, if not always their actions.

Stinger – Fifth recruit. Stinger was incarcerated following her first public appearance, but has escaped and likely rejoined the team.

Tower – Sixth recruit. Tower joined as additional muscle, but his first loyalty is to his sister, Stinger, not the MLF.

Timeshadow – Seventh recruit. Although a believer in the cause, it is unlikely that the MLF will free him, due to his being drunk in action.

Solarr – Eighth recruit. Solarr is a mercenary, and finds the MLF's cause and actions to be petty. He likely will not rejoin the team.

	
MYSTIQUE (Raven Darkholme) Founder	DESTINY (Irene Adler) Active X-MEN #
	
ROGUE (real name unrevealed) Active X-MEN #	AVALANCHE (Dominic Petros) Active X-MEN #
	
PYRO (John Allerdyce) Active X-MEN #	FRENZY (Joanna Cargill) Active X-MEN #
	
TOWER (real name unrevealed) Active X-MEN #	STINGER (Wendy) Active X-MEN #
	
TIMESHADOW (real name unrevealed) Active X-MEN #	SOLARR (Silas King) Active X-MEN #

MYSTERIO

Villain

Real Name: Quentin Beck.

Occupation: Professional criminal, former special effects designer and stuntman.

Legal Status: Citizen of the United States with a criminal record.

Identity: Known to the authorities.

Other Aliases: "Domehead".

Place of Birth: Riverside, California.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Quentin Beck started his career as a Hollywood stuntman, doing stunt work for television series and movies alike, before finding himself more interested in designing special effects. In a short time, he became known as one of the best effects designers in the industry. A friend of his joked that he should pit his talents against Spider-Man, who had just made the shift from amateur wrestler to costumed crimefighter in New York City (see *Spider-Man*). Intrigued by this suggestion, Beck traveled to New York and put Spider-Man under surveillance, hiring one of the independent gangs in the city to attack and record the web-slinger in action. He also gathered the remains of Spider-Man's webbing, to see if it could be duplicated.

Armed with this information, Beck devised the costumed identity of Mysterio, and embarked on a city-wide crime spree intended to draw Spider-Man's attention. At first, Mysterio presented himself as a magic-user, spouting stage magician nonsense and presenting his effects as real magic. Spider-Man discovered the truth, although in their first confrontation he was unable to apprehend Beck.

Mysterio has returned to plague Spider-Man on two different occasions since then. The last time ended in Mysterio's arrest. However, both the Rhino and the Vulture have recently been seen meeting with someone who looks a lot like Mysterio, at least from a distance, so it remains to be seen whether the Mysterio in prison is the real deal or an automaton, or whether he escaped prison the same time they did (see *Rhino*; *Vulture*).

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Dark green battlesuit with light green gloves and boots, purple cape, helmet composed of a glass one-way mirror enabling him to see out with ease but which obscures his identity from view.

Strength Level: Mysterio possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His battlesuit enables him to lift (press) close to 850 pounds under optimum conditions.

Known Superhuman Powers: None.

Other Abilities: Mysterio is a genius in designing special effects, with specialties in chemistry, robotics, and pyrotechnics.

Weapons: Mysterio's battlesuit protects him from harm, increases his strength, and possesses various hidden compartments and chemical sprayers. He also relies on subterfuge, creating robots which are designed to look like his battlesuit. Among the various chemical sprays he has used are a colorless and odorless gas which weakens someone's will when inhaled, and a chemical which can dissolve Spider-Man's webbing.



336 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Artificer 2 [20]; Combat Reflexes [15]; Gadgeteer [25]; Gizmos 3 [15]; High Pain Threshold [10]; High TL +1 [5]; Signature Gear (Battlesuit) [8]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Cloaked [1].

Disadvantages: Compulsive Lying (12) [-15]; Greed (9) [-22]; Obsession (Defeat Spider-Man) [-7]; Pacifism (Reluctant Killer) [-5].

Quirks: Imaginative [-1]; Likes B-Grade Horror Movies [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Armoury/TL9 (Battlesuits) (A) IQ+2 [2] – 15*; Armoury/TL8 (Small Arms) (A) IQ+1 [1] – 14*; Battlesuit/TL9 (A) DX+1 [4] – 14; Camouflage (E) IQ+1 [2] – 14; Chemistry/TL8 (H) IQ+1 [8] – 14; Climbing (A) DX+0 [2] – 13; Computer Programming/TL8 (H) IQ+1 [8] – 14; Disguise/TL8 (Human) (A) IQ+1 [4] – 14; Electrician/TL8 (A) IQ+2 [2] – 15*; Electronics Operation/TL8 (Media) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Media) (A) IQ+2 [2] – 15*; Engineer/TL9 (Electronics) (H) IQ+2 [4] – 15*; Engineer/TL9 (Robotics) (H) IQ+2 [4] – 15*; Explosives/TL8 (Fireworks) (A) IQ+0 [2] – 13; Hazardous Materials/TL8 (Chemical) (A) IQ-1 [1] – 12; Hobby Skill (Horror Movie Trivia) (E) IQ+0 [1] – 13; Holdout (A) IQ+1 [4] – 14; Jumping (E) DX+1 [2] – 14; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 13; Makeup/TL8 (E) IQ+1 [2] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 13; Mechanic/TL9 (Robotics) (A) IQ+2 [4] – 15*; Observation (A) Per+1 [4] – 14; Performance (A) IQ+2 [8] – 15; Stage Combat (A) IQ+1 [3] – 14†; Traps/TL8 (A) IQ+1 [4] – 14.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Artificer.

† Defaulted from Performance.

Role-Playing Notes:

Mysterio's Battlesuit

MYSTIQUE

Villain

Real Name: Raven Darkholme (presumably).

Occupation: Terrorist, political aide.

Identity: Secret.

Legal Status: Citizen of Germany with no known criminal record.

Other Aliases: Far too many to count.

Place of Birth: Bavaria, Germany.

Marital Status: Unknown.

Known Relatives: Irene Adler (alias Destiny, life partner), Rogue (real name unrevealed, foster daughter).

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Mystique's past; due to her powers, even her age is uncertain. At an unspecified point in the past, Mystique met and fell in love with the blind mutant seer Irene Adler (see *Destiny*). Together, they have helped raise the young woman who calls herself Rogue as their foster daughter (see *Rogue*).

Mystique grew concerned about the fate of her fellow mutants, and in an effort to prevent their exploitation or potential genocide began the terrorist organization known as the Mutant Liberation Front, composed primarily of mutant mercenaries and criminals (see *Mutant Liberation Front*). In order to gain access to government files, Mystique adopted the persona of an aide to a United States senator.

Mystique first came to the public's attention when she led the MLF in a public assassination attempt on SHIELD director Henry Gyrich at the unveiling of SHIELD's new robotic Sentinel enforcers (see *Gyrich, Henry Peter*; *Sentinels*; *SHIELD*). Although unsuccessful in the assassination, due in no small part to the interference of the mutant adventurers known as the X-Men, Mystique later came to regard the attempt as a victory, as the United States Congress has begun taking a closer look at Gyrich's actions (see *X-Men*).

Mystique continues to lead the Mutant Liberation Front. Recent actions, however, have strained her relationship with Rogue.

Height: 5' 10" (variable).

Weight: 150 lbs.

Eyes: (as Raven Darkholme) Brown; (as Mystique) yellow, no visible pupils.

Hair: (as Raven Darkholme) Black; (as Mystique) auburn.

Skin: (as Mystique) Blue.

Uniform: Black bodysuit with a white chest and shoulder pattern, black boots, occasionally white gloves, black choker with a gold clasp.

Strength Level: Mystique possesses the normal human strength of a woman in her apparent age, height, and build who engages in intensive aerobic exercise.

Known Superhuman Powers: Mystique is a metamorph, with the mutant power to make herself look and sound like any person of either gender she has a chance to study. She is able to control her skin pigmentation, eye color, hair color and length, and even her height and build to a slight extent, adjusting her height by several inches while maintaining her overall weight. Mystique's control is such that she is able to fool retina scanners, fingerprint readers, and voice-print software. Her skill is such that she is able to use her powers to greatly retard her body's aging.

440 points

Attributes: ST 12 [10]; DX 14 [80]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 14 [4]; Will 13 [5]; Per 13 [5]; FP 13 [0]; Basic Speed 6.75 [0]; Basic Move 6 [0]; Dodge 10.

Languages: German (Native) (Native Language) [0]; English (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Body Control Talent 4 [20]; Combat Reflexes [15]; Double-Jointed [15]; Elastic Skin (Link w/ Hermaphromorph, Can Be Used Separately, +20%; Mutant, -10%) [22]; Empathy [15]; Fit [5]; Hermaphromorph (Link w/ Elastic Skin, Must Be Used Together, +10%; Mutant, -10%) [5]; Mimicry (Voice Library, +50%; Mutant, -10%) [14]; Social Chameleon [5]; Status 2 [5*]; Unaging [15]; Wealth (Wealthy) [20].



Perks: Accent (Californian/Television American) [1]; Alcohol Tolerance [1]; Convincing Nod [1]; High-Heeled Heroine [1]; Low Rejection Threshold [1]; Reproductive Control (Reabsorption) [1]; Sexy Pose [1]; Supersuit [1].

Disadvantages: Secret Identity (Imprisonment) [-20]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Freak) [-10].

Quirks: Distinctive Feature (Blue Skin) [-1]; Likes Violent Solutions [-1]; Proud [-1]; Sexual Orientation (Bisexual) [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Acting (A) IQ+2 [8] – 14; Beam Weapons/TL8 (Pistol) (E) DX+1 [2] – 15; Beam Weapons/TL8 (Rifle) (E) DX+1 [2] – 15; Body Language (Human) (A) Per+1 [4] – 14; Climbing (A) DX+4 [1] – 18†; Connoisseur (Literature) (A) IQ-1 [1] – 11; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Dancing (A) DX-1 [1] – 13; Disguise/TL8 (A) IQ+8 [2] – 20‡§; Driving/TL8 (Automobile) (A) DX+0 [2] – 14; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 14; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 15#; Fast-Draw (Knife) (E) DX+1 [1] – 15#; Fast-Draw (Pistol) (E) DX+1 [1] – 15#; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 15; Guns/TL8 (Rifle) (E) DX+1 [2] – 15; History (20th Century Western European) (H) IQ+0 [4] – 12; Holdout (A) IQ+0 [2] – 12; Intelligence Analysis/TL8 (H) IQ+1 [8] – 13; Judo (H) DX+1 [8] – 15; Karate (H) DX+1 [8] – 15; Knife (E) DX+1 [2] – 15; Leadership (A) IQ+2 [4] – 14; Lockpicking/TL8 (A) IQ+0 [2] – 12; Makeup/TL8 (E) IQ+0 [1] – 12; Market Analysis (H) IQ+0 [4] – 12; Mimicry (Speech) (H) IQ+4 [4] – 16‡; Observation (A) Per+1 [4] – 14; Photography/TL8 (A) IQ+0 [2] – 12; Politics (A) IQ+0 [2] – 12; Rapier (A) DX-1 [1] – 13; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Servant) (E) IQ+0 [1] – 12; Sex Appeal (A) HT+2 [2] – 14¥; Shadowing (A) IQ+2 [8] – 14; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+0 [2] – 12; Throwing (A) DX+1 [4] – 15; Thrown Weapon (Knife) (A) DX+1 [4] – 15.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +5 from Double-Jointed.

‡ Includes +4 from Body Control Talent.

§ Includes +4 from Elastic Skin.

Includes +1 from Combat Reflexes.

¥ Includes +1 from Appearance.

Role-Playing Notes:

For all her noble intentions, Mystique is a sociopath. The only person she cares about is Destiny; she views her foster daughter, Rogue, as someone with abilities she can use. Mystique is willing to lie to, steal from, and kill anyone who gets in her way.

NAMOR

Hero

Real Name: Namor McKenzie.

Occupation: Monarch.

Identity: Publicly known.

Legal Status: Ruler of Atlantis.

Other Aliases: Sub-Mariner, The Avenging Son.

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Thakorr (grandfather, deceased), Fen (mother), Leonard McKenzie (father, deceased), Thomas McKenzie (uncle, presumed deceased), Dorma, Byrrah, Aquaria Nautica Neptunia (alias Namora) (cousins).

Group Affiliation: Atlantean Royal Family, employer of the Atlantean Royal Guard; former member of the Invaders and the All-Winner's Squad, former partner of Namora.

Base of Operations: Atlantis, Atlantic Ocean.

First Historical Appearance: MOTION PICTURE FUNNIES WEEKLY #1.

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

History: In the 1910s, prior to the outbreak of World War I, an icebreaker in the North Atlantic ocean captained by Leonard McKenzie was boarded by a strange blue-skinned woman, who said that her name was Fen (see *Fen*). In an almost fairytale like fashion, she had learned the language of those on board the ship by listening to them, all the while falling in love with the captain from afar. McKenzie soon reciprocated her love, and the two were married days later by the ship's chaplain, despite the fact that Fen could not remain outside the water for more than a brief time. (Normal Atlanteans can only remain outside of the water for around 10 minutes before they suffocate, but Fen somehow proved able to remain out of the water for much longer times, reportedly up to an hour; see *Atlanteans*.)

Fen's father, King Thakorr, believed that Fen was being held captive by the surface ship and attacked the ship, killing many of the crew. He was surprised and forced to admit his error when Fen courageously defended her dying husband from her father. Fen agreed to return to her home, but only on the condition that the rest of the ship's crew was free to leave unharmed. (A similar encounter by McKenzie's brother, Thomas, who was investigating the surviving crew's story, led to a similar ill-fated romance of his own; see *Namora*.)

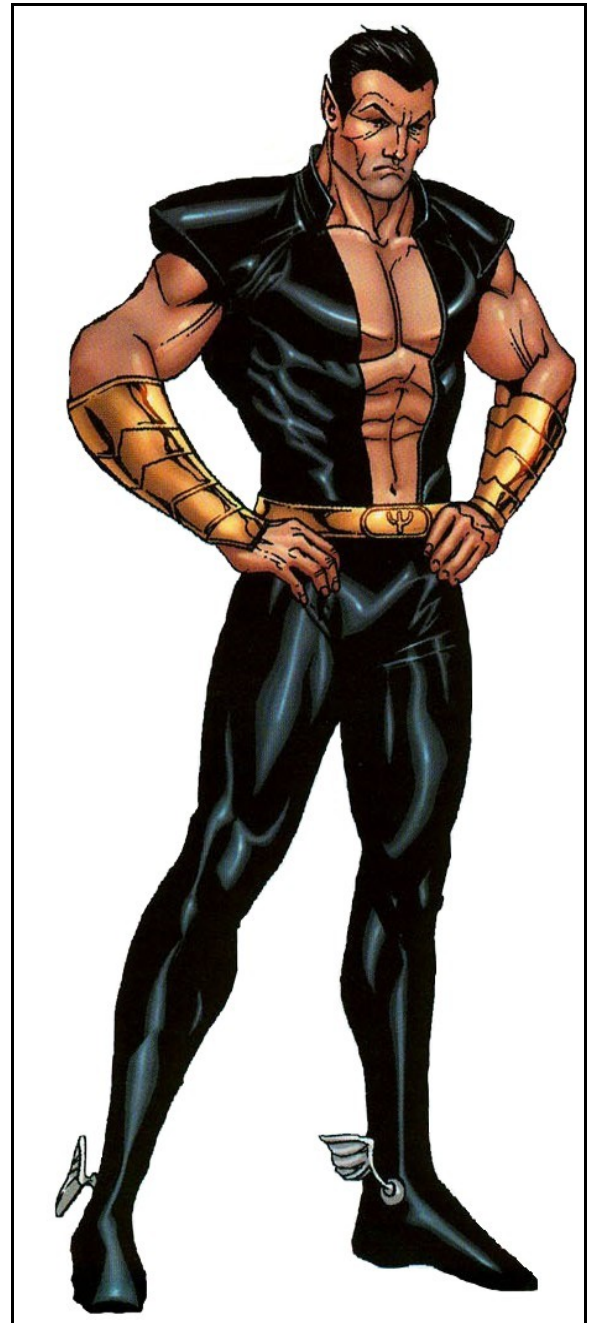
Nine months later, Fen gave birth to a son, who had Caucasian skin like his father. Fen named him Namor, which in the Atlantean tongue meant "Avenging Son"; it is not certain if Fen intended for Namor to eventually avenge her fallen husband, or if her opinion of surface-worlders had changed by that time. Namor proved able to breathe both air and water, as well as proving exceedingly strong and able to even fly through the air, presumably due to the small wings he grew, almost like fins, on his ankles. Namor was ill-treated by his grandfather, which led to resentment and a fierce temper. Right

before the outbreak of World War II, Thakorr sent Namor to the surface world to learn its ways. Seeing this as an exile from his home, Namor quickly came into conflict with the first, android Human Torch. Namor eventually became known on the surface as the Sub-Mariner, and was a member of the wartime team known as the Invaders, serving alongside Captain America, the Human Torch, and Union Jack, among others (see *Captain America*). Following the War, he served in the All-Winners Squad and mentored his cousin, Namora, who shared his status as a half-Atlantean.

In 1957, Namor was summoned back to Atlantis by his mother to discover that King Thakorr had died in combat with a renegade Atlantean warlord who had usurped the throne (see *Atlantis*). In single combat with this warlord, Namor slew the usurper, earning the right to assume the throne. Amidst great controversy, he did so; he has ruled Atlantis ever since, only occasionally venturing to the surface world. His most notable surface appearance as Atlantis's monarch was in 1962, to appeal to the United Nations for recognition of Atlantis as a sovereign nation, and hence membership. The debate lasted several decades, and was only recently granted.

Namor remains Atlantis's monarch, with Fen as his chief adviser. A man of action, Namor occasionally leads his troops from the front when facing off against barbarian warlords. His most common foes have been Attuma, Krang, and his treacherous cousin Byrrah (see *Attuma*; *Byrrah*; *Krang*).

Height: 6'.



Weight: 200 lbs.

Eyes: Green.

Hair: Black.

Other Distinguishing Features: Namor possesses pointed ears and small feathered wings on his ankles.

Uniform: Black whaleskin leather vest, black whaleskin leather pants, gold bracers, gold belt.

Strength Level: Namor possesses superhuman strength several times greater than that of a normal Atlantean. While the normal Atlantean can lift (press) around 800 lbs in the air, over four times that of the average surface human, Namor can lift (press) roughly 80 tons in air.

Known Superhuman Powers: In addition to his prodigious strength, Namor possesses the many of the physical attributes of *H. sapiens mermanus* (Atlanteans). He is able to move in water with ease and endure the pressure of the ocean floor. As a hybrid of *H. sapiens sapiens* (modern humans) and *H. sapiens mermanus*, he is able to breathe with ease in both water and air.

Namor also possesses a few traits not shared by humans or Atlanteans. He possesses small wings on his ankles which somehow permit him to fly through the air at speeds of around 50 mph. It is believed that Namor is a mutant, as his flight and ankle-wings are not possessed by his cousin Namora, who is also a human-Atlantean hybrid.

Namor is reputed to be bulletproof. In truth, Namor is able to withstand conventional firearms fire from most pistols and common assault rifles; anything larger will cause him serious injury. His reputation for being bulletproof originated at the start of World War II during an early rampage through New York City, when the most common police weapons were not as powerful (consisting primarily of .38 Special revolvers).

Limitations: Namor's strength will wane if he does not totally immerse himself in water for six to eight hours at least once a week; a normal swimming pool or large tub will suffice. Furthermore, he is weakened by exposure to intense heat and/or fire; total immersion in water for a few hours will restore his strength.

Other Abilities: Namor is a skilled underwater tracker and survivalist. He has had some training in Atlantean combat arts, although he tends to be a rather undisciplined fighter. Due to spending several decades ruling over the Atlantean people, he has become adept at politics, although as a man of action he does not like to rely on those skills.

1,221 points

Attributes: ST 33/320 [0]*; DX 14 [80]; IQ 11 [20]; HT 14 [20]*.

Secondary Characteristics: Dmg 3d+2/6d (33d/35d); BL 218 lbs (20,480 lbs/10 tons); HP 33/320 [0]; Will 15 [20]; Per 13 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Air Move 12 [-4]; Basic Water Move 7; Dodge 10.

Languages: Atlantean (Native) (Native Language) [0]; English (Native) [6]

Cultural Familiarities: Atlantis (Native) [0]; Western [1].

Advantages: Appearance (Handsome) [12]; Atlantean Half-Breed [144]; Damage Resistance 20 (Tough Skin, -40%) [60]; Enhanced Move (Air) 1 (Mutant, -10%) [18]; Flight (Mutant, -10%) [36]; Injury Tolerance (Damage Reduction, /10) (Passive Biological, -5%) [142]; No Low TL +6 [30]; Status 7 [30]†; Super ST +13/300 (Mutant, -10%) [507]; Wealth (Filthy Rich) [50].

Disadvantages: Bad Temper (12) [-10]; Dependency (Immersion in Water; Weekly) [-10]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Atlantean Race) [-15]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Vulnerability to Fire (Fatigue Only, -50%; Wounding Modifier ×3) [-15].

Quirks: Chauvinistic [-1]; Expression ("Great Neptune!") [-1]; Proud [-1].

Skills: Administration (A) IQ+1 [4] – 12; Aquabatics (H) DX+0 [4] – 14; Brawling (E) DX+2 [4] – 16; Forced Entry (E) DX+0 [1] – 14; Intimidation (A) Will-1 [1] – 14; Leadership (A) IQ+1 [4] – 12; Navigation (Sea) (A) IQ+1 [4] – 12; Politics (A) IQ+1 [4] – 12; Spear (A) DX+0 [2] – 14; Strategy (Naval) (H) IQ+1 [8] – 12; Survival (Ocean) (A) Per+0 [2] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+1 [8] – 12; Thrown Weapon (Harpoon) (E) DX+1 [2] – 15; Tracking (A) Per-1 [1] – 12; Wrestling (A) DX+1 [4] – 15.

Techniques: Lifesaving (Swimming) (H) def+5 [6] – 14.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes ST +10 and HT +2 from Atlantean Half-Breed, and +13/+300 from Super ST.

† Includes +1 from Wealth

Role-Playing Notes:

Designer's Notes:

1. Namor has bought off the Low TL disadvantage from the Atlantean Half-Breed package, accounted for with the No Low TL advantage, as well as the Impulsiveness and Overconfidence disadvantages he possessed early in his career.

NAMORA

Hero

Real Name: Aquaria Nautica Neptunia, legally changed to Namora in Atlantis.

Occupation: Ambassador, former adventurer.

Identity: Publicly known.

Legal Status: Citizen of Atlantis with no criminal record.

Other Aliases: The Avenging Daughter.

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Thomas McKenzie (biological father, presumed deceased), mother (name unrevealed, deceased), adopted father (name unrevealed, deceased), Namor (first cousin), Leonard McKenzie (uncle, deceased), Fen (aunt).

Group Affiliation: Atlantean Royal Family, ambassador to the United Nations, former partner of Namor, former member of Atlas and the Monster Hunters.

Base of Operations: New York City and Atlantis.

First Historical Appearance: MARVEL MYSTERY COMICS #82 (May 1947).

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

History: During the first part of the 20th Century, tales of a hidden undersea civilization flourished after the crew of an American icebreaker, the *Oracle*, returned without their captain, Leonard McKenzie. An examination of the ship's records by McKenzie's brother, Thomas, showed that Leonard had married to a mysterious woman named Fen merely days before his death (see *Fen*). Curious as to Fen's identity, especially as the surviving crew indicated that she had survived Leonard's death but had left the ship soon afterward, Thomas McKenzie hired the *Oracle*'s navigator to take him to where they had first met Fen.

At some point, Thomas met an Atlantean girl who had come to the surface to explore, using a serum that had been developed to allow Atlanteans to breathe air for a short time. This girl had been inspired by Fen's own tale among her people following the birth of Fen's pink-skinned son, Namor (see *Namor*). This girl and Thomas had a brief affair, but never got married due to them realizing their relationship would never work out.

Returning to her own people, this girl soon married one of her own kind. Seven months after the marriage, she died in childbirth, revealing everything to her husband. Aquaria Nautica Neptunia was born with blue skin, like all Atlanteans; no one ever suspected her parentage.

As she grew into a teenager, Aquaria discovered that she was stronger than most Atlanteans. Her father soon told her that she was a human-Atlantean half-breed like Prince Namor, although he led her to believe that her mother was a surface woman. To reinforce this, he began calling her "Namora" (which translates roughly into "Avenging Daughter"). Her father introduced her to the Atlantean Royal Family, and she became a constant companion of Namor in their teen years after proving that she could hold her own in a fight against him.

After World War II ended, the Atlantean town she lived in with her father was attacked by a Nazi U-boat that had fled rather than be captured after Germany surrendered. Namor investigated, and found that Namora was the only survivor. To his surprise (although not to hers), they discovered that her skin tone had changed to Caucasian during their wartime separation. Following the revelation that she, like him, was a human-Atlantean hybrid, Namora became Namor's partner. She was clearly infatuated with her cousin (all Atlanteans are apparently distant cousins, and tend to introduce each other as such; both were unaware of how closely they were related), and tried several times to turn their adventuring partnership into something more, but Namor was apparently not interested.

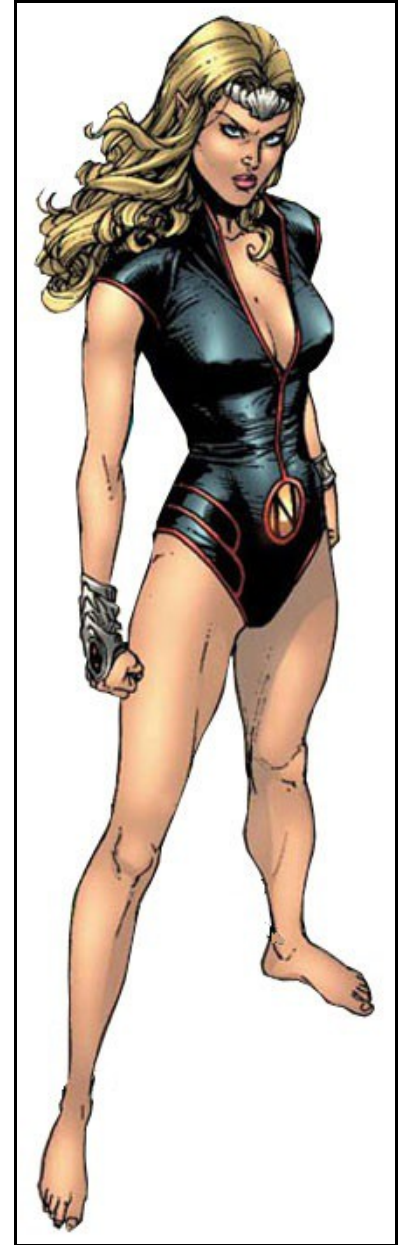
After Namor was recalled to Atlantis in 1957 to be crowned king, Namora continued to adventure on the surface, becoming first a member of the team of superhuman agents known as Atlas, assembled at the request of President Eisenhower by FBI agent Jimmy Woo in 1958, and then the Monster Hunters in the 1960s.

When Atlantis was accepted into the United Nations, Namora was named Atlantis's ambassador to the surface world. She currently divides her time between her duties at the U.N. and Atlantis. Recently, Namora was shot by a high-powered sniper rifle that fired an adamantium bullet. As the only other known human-Atlantean hybrid, Namor was asked to be typed for a blood transfusion. The doctor who performed the testing confirmed that Namor and Namora were first cousins. The doctor then revealed that he was the grandson of the *Oracle*'s navigator, who had met both of their mothers. Despite discovering how closely they were related, Namora still found time to flirt with Namor, indicating that perhaps – because all Atlanteans consider each other "cousins" anyway – romantic relationships between first cousins aren't taboo in Atlantis.

Height: 5' 11".

Weight: 189 lbs.

Eyes: Blue.



Hair: Blond.

Uniform: Black V-neck whale-skin leather leotard with red trim and a stylized "N" in a yellow circle on the abdomen, silver-plated seashell tiara, titanium wristbands.

Strength Level: Namora possesses superhuman strength several times greater than that of a normal Atlantean. While the normal Atlantean can lift (press) around 800 lbs in the air, over four times that of the average surface human, Namora can lift (press) roughly 80 tons in air.

Known Superhuman Powers: In addition to her prodigious strength, Namora possesses the many of the physical attributes of *H. sapiens mermanus* (Atlanteans). She is able to move in water with ease and endure the pressure of the ocean floor. As a hybrid of *H. sapiens sapiens* (modern humans) and *H. sapiens mermanus*, she is able to breathe with ease in both water and air. She is able to swim faster than most Atlanteans; she was recently clocked at a swimming speed of about 110 knots (or about 127 mph).

Namora is reputed to be bulletproof. In truth, she is able to withstand conventional firearms fire from most pistols and common assault rifles; anything larger will cause her serious injury. Her reputation for being bulletproof originated after World War II, when the most commonly-encountered weapons were not as powerful.

Limitations: Namora's strength will wane if she does not totally immerse herself in water for six to eight hours at least once a week; a normal swimming pool or large tub will suffice. Furthermore, she is weakened by exposure to intense heat and/or fire; total immersion in water for a few hours will restore her strength.

Other Abilities: Namora is an accomplished hand to hand combatant. By necessity, she has become adept at politics, although being a woman of action she despises the "petty squabbling" of surface politics.

1,530 points

Attributes: ST 33/320 [0*]; DX 14 [80]; IQ 11 [20]; HT 14 [20†].

Secondary Characteristics: Dmg 3d+2/6d (33d/35d); BL 218 lbs (10 tons); HP 33/320 [0]; Will 13 [10]; Per 13 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Water Move 7 [0]; Dodge 11.

Languages: Atlantean (Native) (Native Language) [0]; English (Native) [6].

Cultural Familiarities: Atlantis (Native) [0]; Western [1].

Advantages: Appearance (Beautiful) [12]; Atlantean Half-Breed [169]; Combat Reflexes [15]; Damage Resistance 30 (Tough Skin, -40%) [90]; Enhanced Move (Ground) 2 (Ground Move 28/56 mph) [40]; Enhanced Move (Water) 3 (Water Move 64/128 mph/111 knots) [30‡]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction (/100)) (Passive Biological, -5%) [285]; Legal Immunity (Diplomatic Immunity) [20]; No Low TL +6 [30]; Status 6 [25§]; Super ST +13/+300 (Mutant, -10%) [507]; Very Fit [15]; Wealth (Very Wealthy) [30].

Perks: Photogenic [1]; Power Grappling [1]; Sexy Pose [1].

Disadvantages: Bad Temper (12) [-10]; Dependency (Immersion in Water; Weekly) [-10]; Impulsiveness [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Vulnerability to Fire (Fatigue Only, -50%; Wounding Modifier ×3) [-15].

Quirks: Broad-Minded [-1]; Expression ("Great Neptune!") [-1]; Incurable Flirt [-1]; Infatuated with Namor [-1]; Proud [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+1 [4] – 12; Aquabatics (H) DX+2 [12] – 16; Body Language (Human) (A) Per-1 [1] – 12; Brawling (E) DX+4 [12] – 18; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Detect Lies (H) Per+1 [8] – 14; Diplomacy (H) IQ+1 [8] – 12; Escape (H) DX+2 [12] – 16; Fast-Draw (Knife) (E) DX+1 [1] – 15#; Fishing (E) Per+0 [1] – 13; Forced Entry (E) DX+0 [1] – 14; Gesture (E) IQ+3 [8] – 14; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+2 [12] – 16; Knife (E) DX+0 [1] – 14; Lip Reading (A) Per+1 [4] – 14; Naturalist (Earth) (H) IQ+1 [8] – 12; Navigation/TL1 (Sea) (A) IQ+3 [12] – 14; Politics (A) IQ+1 [4] – 12; Public Speaking (A) IQ+1 [4] – 12; Riding (Giant Sea Horses) (A) DX+0 [2] – 14; Search (A) Per+1 [4] – 14; Sex Appeal (Atlantean) (A) HT+3 [1] – 17¥; Spear (A) DX-1 [1] – 13; Stealth (A) DX+0 [2] – 14; Survival (Open Ocean) (A) Per-1 [1] – 12; Swimming (E) HT+2 [4] – 16; Tactics (H) IQ+1 [8] – 12; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+2 [8] – 16.

Techniques: Breakfall (Judo) (A) def+1 [1] – 17; Choke Hold (Wrestling) (H) def+3 [4] – 16; Elbow Strike (Brawling) (A) def+2 [2] – 18; Hand-Clap Parry (Judo) (H) def+5 [6] – 12; Kicking (Brawling) (H) def+2 [3] – 18.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +10 from Atlantean Half-Breed and +13/+300 from Super ST.

† Includes +2 from Atlantean Half-Breed.

‡ Includes +1.5 from Atlantean Half-Breed.

§ Includes +1 from Wealth.

Includes +1 from Combat Reflexes.

¥ Includes +4 from Appearance.

Role-Playing Notes:

NELSON, FOGGY

Supporting Cast

Real Name: Franklin "Foggy" Nelson.

Occupation: Attorney, Public Defender.

Identity: Foggy Nelson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Candace (sister).

Group Affiliation: City of New York Public Defenders Office.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1

History: Franklin "Foggy" Nelson attended Harvard Law School alongside his longtime friend and coworker, Matt Murdock (see *Daredevil*). It was also at Harvard that he met Elektra Nattchios, who was at that time Matt's girlfriend, before her father was killed and she disappeared (see *Elektra*).

For the last few years, Nelson has been working in the New York City Public Defenders Office, often facing off against Matt, who is now an Assistant District Attorney, in the courtroom. The two have a standing bet: whoever loses a major case has to buy drinks that night at Josie's Bar, a local bar in Hell's Kitchen. As Foggy knows about Matt's enhanced senses – or his "built-in bull-crap detector," as he puts it – Foggy is often suspicious that sometimes Matt is deliberately losing a case.

At present, Foggy does not know that Matt is the costumed vigilante Daredevil, although he has his suspicions.

Height: 5' 10"

Weight: 220 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: None.

Strength Level: Foggy Nelson possesses the normal human strength of a man his age, height, and build who engages in little regular exercise and a lot of junk food.

Known Superhuman Powers: None.

Other Abilities: Foggy Nelson is a skilled lawyer.

50 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 12 [40]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 11 [4];

Will 12 [0]; Per 12 [0]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Administrative Rank 1 [5]; Hard to Kill 4 [8]; Serendipity 1 [15]; Status 1 [5]; Wealth (Comfortable) [10].

Perks: Convincing Nod [1]; One-Way Fluency (Understands Spanish) [1]; Permit (Concealed Carry) [1].

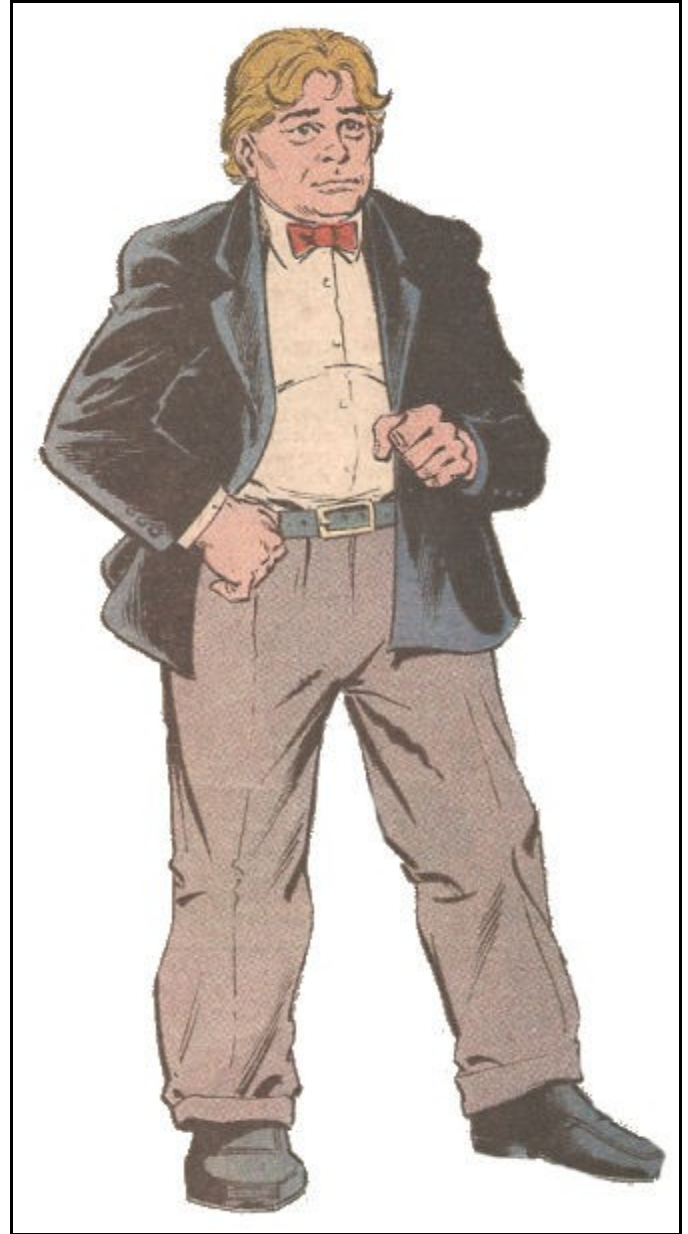
Disadvantages: Code of Honor (Professional) [-5]; Gluttony (12) [-5]; Overweight [-1]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Friends and Family) [-5].

Quirks: Comic Relief [-1]; Responsive [-1]; Sweet Tooth [-1].

Skills: Body Language (Human) Per+0 [2] – 12; Connoisseur (Food) (A) IQ-1 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (E) IQ+0 [1] – 12; Guns/TL8 (E) DX+1 [2] – 10; Holdout (A) IQ-1 [1] – 11; Interrogation (A) IQ+0 [2] – 12; Law (New York City) (H) IQ+2 [12] – 14; Public Speaking (Debate) (E) IQ+2 [4] – 14; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Speed-Reading (A) IQ+0 [2] – 12.

Starting Spending Money: \$8,000 (20% Starting Wealth).

Role-Playing Notes:



NIGHTSHADE

Villain

Real Name: Tilda Johnson.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record, still a minor.

Other Aliases: Deadly Nightshade.

Place of Birth: Harlem, New York City.

Marital Status: Single.

Known Relatives: Mother (name unrevealed).

Group Affiliation: An independent gang in Harlem, previously none.

Base of Operations: Harlem, New York City; briefly Chicago, Illinois.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A brilliant young woman, Tilda Johnson grew up in poverty in Harlem. At the age of ten, she was already making strides in what would become her "werewolf serum", though her mother, teachers, and classmates at the public school she went to continued to think of her as "brilliant but lazy", not seeing that she had already surpassed most people with doctorates. Seeing in the world around her that crime paid, she decided to start her own criminal organization, mostly as a way to get out of poverty and fund her future experiments.

Calling herself Nightshade – sometimes Deadly Nightshade – Tilda let herself get arrested on a drug charge mainly to get into a prison. Once imprisoned in the minimum security section of Ryker's Island penitentiary, she quickly enticed the male guards and started injecting the inmates and several guards alike with her "werewolf serum", turning them into humanoid wolves under her control.

At that point, her antics at the prison caught the attention of Captain America, who investigated with his partner, Bucky (see *Bucky*; *Captain America*). Although she managed to inject her serum into the Captain, he fought off her pheromone influence to lead a "werewolf revolt" while Bucky personally fought Nightshade and procured the antidote, reverting the Captain to normal. In a move that could only be called a childish temper tantrum, Nightshade ordered her werewolves to commit mass suicide by plunging over Ryker's outer walls onto the rocks just off its shore, following them over the side soon after.

Nightshade turned up not long after in Chicago, where she tried to appeal to the local adventurer, Iron Fist, to help her become 'Queen of the U.S.', expecting him to choose her over his current girlfriend, Misty Knight, when Nightshade used her genius to hack into and override Knight's cybernetic prosthetic arm (see *Iron Fist*; *Knight*, *Misty*). Upset that he spurned her, she attempted to blow up the city, but was stopped and arrested.

Apparently escaping prison not long after, Nightshade laid low for several months, before resurfacing in her native Harlem, where she had apparently become the second-in-command of one of the area's independent gangs, managing the day-to-day operations for a man known as "Chunky" Russo. Her operations in Harlem have come under investigation by Bucky; a second confrontation between the two teenage girls is inevitable.

Height: 5' 4".

Weight: 115 lbs.

Eyes: Brown.

Hair: Black.

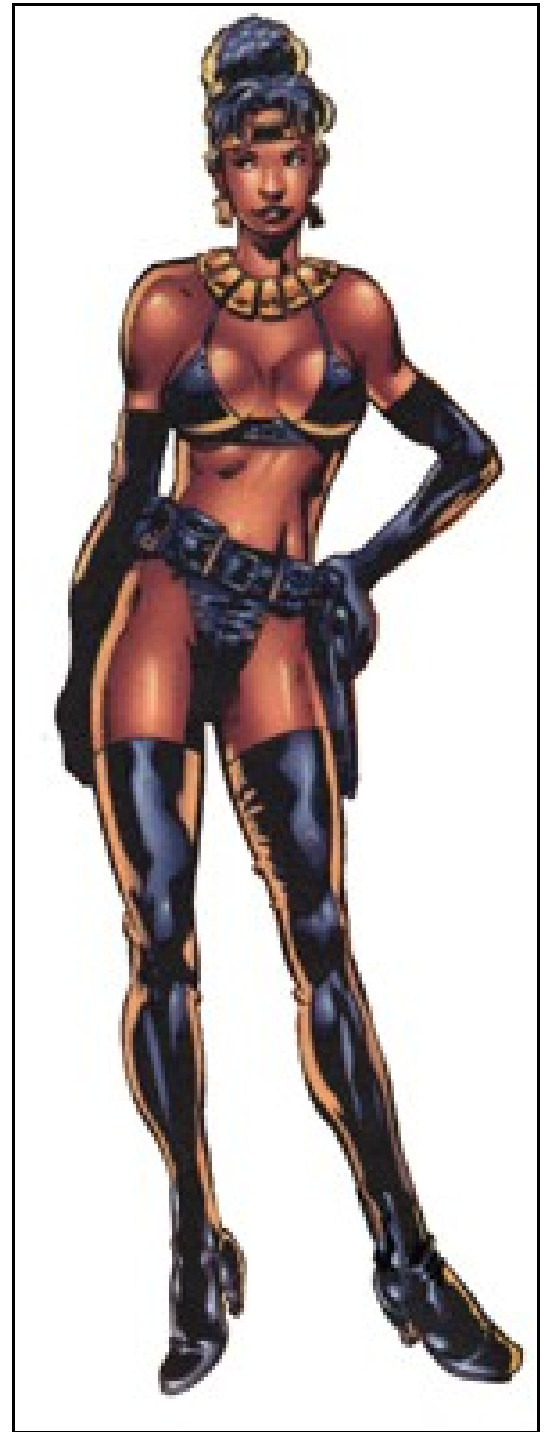
Uniform: Black leathers in varying levels of skimpiness.

Strength Level: Nightshade possesses the normal human strength of a woman her age, height, and build who engages in moderately intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Nightshade is extensively self-taught in genetics, biochemistry, cybernetics, robotics, and physics. She is a skilled fighter, though she remains rather inexperienced, and a decent shot with a pistol.

Weapons and Paraphernalia: Nightshade's primary weapons are a semiautomatic pistol and a bullwhip. In addition, she wears a perfume made of pheromones which will affect most men (and some women), enabling her to influence them. She has created a biochemical fluid which can imprint a lupine phenotype on its recipients, turning people into something akin to a werewolf, as well as software which can remotely hack into and control most computer systems, including advanced cybernetic prostheses.



305 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 12 [-10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Artificer 2 [20]; Craftiness 2 [10]; Cyberneticist 2 [10]; Eidetic Memory [5]; Fit [5]; Gadgeteer [25]; Gizmo 3 [15]; Mind Control (Accessibility: Only on Hetero/Bi Men and Bi/Lesbian Women, -20%; Area Effect: 8 yard radius, +150%; Emanation, -20%; Emotion Control, -50%; Sense-Based (Smell), -20%; Chemical, -10%) [65]; Natural Scientist 2 [20]; Single-Minded [5]; Versatile [5].

Perks: High-Heeled Heroine [1]; Sexy Feints [1].

Disadvantages: Bad Temper (6) [-20]; Callous [-5]; Compulsive Lying (9) [-22]; Delusion ("Captain America is in love with me!") [-10]; Greed (12) [-12]; Impulsiveness (9) [-15]; Overconfidence (9) [-7]; Selfish (6) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Attentive [-1]; Imaginative [-1]; Sees Bucky as a "Romantic Rival" [-1]; Shocking Affectation (Skimpy Dresser) [-1]; Vanity [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ+4 [12] – 18*; Brawling (E) DX+2 [4] – 14; Chemistry/TL8 (H) IQ+4 [12] – 18; Computer Hacking/TL8 (VH) IQ+1 [4] – 15†; Computer Programming/TL8 (H) IQ+2 [4] – 16†; Electronics Repair/TL8 (Computers) (A) IQ+3 [1] – 17†‡; Guns/TL8 (Pistol) (E) DX+1 [2] – 13; Holdout (A) IQ+1 [1] – 15§; Inventor! (WC) IQ+2 [48] – 16#; Judo (H) DX+0 [4] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 14*; Physics/TL8 (VH) IQ+0 [2] – 14*; Sex Appeal (Human) (A) HT+4 [2] – 16¥; Shadowing (A) IQ+1 [1] – 15§; Stealth (A) DX+2 [2] – 14§; Streetwise (A) IQ+0 [2] – 14; Whip (A) DX+0 [2] – 12.

Techniques: Feint (Sex Appeal) (H) def+1 [2] – 17.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +2 from Natural Scientist.

† Includes +2 from Cyberneticist.

‡ Includes +2 from Artificer.

§ Includes +2 from Craftiness.

Conditional +2 from Cyberneticist and/or Artificer when substituting for those skills.

¥ Includes +4 from Appearance.

Role-Playing Notes:

Nightshade is rather emotionally immature. She is prone to tantrums when things are not going her way, including ordering her "werewolves" to commit mass suicide. Because of various past conflicts, she has an incredible hatred for Bucky, seeing the other girl as a "rival" for Captain America's "affections". She honestly believes that Cap has a thing for her.

Nightshade's "Werewolves"

The following racial template represents the typical results of her "werewolf serum" on the average person. Not being true supernatural werewolves, they lack many of the weaknesses (including that of silver), but also lack a traditional werewolf's supernatural durability.

There may yet be lingering effects on those survivors who received the antidote and reverted to normal.

50 points

Attribute Adjustments: ST +4 [40]; DX +2 [40]; IQ -4 [-80]; HT +2 [20].

Secondary Characteristic Adjustments: Per +4 [20].

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 3 [6]; Claws (Blunt Claws) [3]; Parabolic Hearing 2 [8]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Perks: Fur [1].

Disadvantages: Bestial [-10]; Ham-Fisted -1 [-5]; Hidebound [-5].

Features: Born Biter +1; Digitigrade Posture; Ordinary Tail.

Design Notes:

1. "Chunky" is actually an android she built, but that's not going to be revealed until the start of Year Two, so no stats for him.

NILE, TANA

Non-Villain Antagonist/Hero

Real Name: Tana Nile.

Occupation: Explorer, adventurer, former conqueror.

Identity: Tana Nile's existence is unknown to the general populace of Earth; she does not use a dual identity.

Legal Status: Citizen of the Rigellian Annex.

Other Aliases: None.

Place of Birth: Capitol City, Rigel IV.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ally of Captain Marvel, former member of the Rigellian Colonizer Corps and soldier in the Rigellian Annex military.

Base of Operations: Mobile throughout the known galaxy.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Raised among her native Rigellians, Tana Nile entered the Rigellian military at a young age; it has been hinted that she enlisted below the legal age (see *Rigellians*). For years, she never questioned the orders she was given; like all Rigellians, she believed in the superiority of her race compared to the others. Rising through the ranks, Nile was selected for training in the Colonizer Corps.

As a Colonizer, Nile helped bring several systems into the Rigellian Annex. As part of her duties included bringing world and into the Annex, Nile decided to study other species' mentalities; this sometimes put her at odds with members of her crew, who felt that studying "lesser" beings was a waste of time. She often did this by studying their art and music, using holographic disguises stored in her battlesuit to pass for the native dominant species of the planet.

Nile's arrival on Earth proved to be a turning point in her career. Her efforts to "annex" Earth brought her into conflict with the Fantastic Four, Earth's semi-official liaisons to the interstellar community (see *Fantastic Four*). Seeing no reason not to humor the humans, she listened to their case as to why she should leave Earth alone. None of the claims they made swayed her, until their leader, Mister Fantastic, indicated that the Kree and Skrull Empires have made similar claims on Earth (see *Kree*; *Mister Fantastic*; *Skrulls*). Intrigued by this claim, Nile consulted with the Kree and Skrull ambassadors to the Annex, and discovered the truth behind it. Not wishing to drag the Annex into an unnecessary conflict with either interstellar empire, Nile officially rescinded her claims to Earth and departed.

Following her departure from Earth, Nile continued in the Colonizer Corps, but her meeting with the Fantastic Four and the way they stood up for their own people made her start to question the Rigellians' xenophobic ways. Nile found herself stripped of her rank when she refused to conquer a planet whose inhabitants had not yet developed radio or the internal combustion engine. Instead of submitting to the required reeducation, Nile fled the Annex.

She soon found herself on a station in neutral space, Port Nowhere, where she encountered the Kree adventurer Captain Mar-Vell and his lover, Una (see *Captain Marvel*; *Una*). She has since joined Mar-Vell and Una in their efforts to stop the Kree Colonel Yon-Rogg from staging his own invasion of Earth (see *Yon-Rogg*).

Height: 5' 8".

Weight: 155 lbs.

Eyes: White.

Hair: Unrevealed.

Skin: Golden.

Uniform: Red and gray metallic body armor.

Strength Level: Tana Nile possesses the equivalent strength of a human woman of her apparent age, height, and build who engages in regular exercise. Her Rigellian Colonizer battlesuit enables her to lift (press) roughly one ton.

Known Superhuman Powers: Like all Rigellians, Tana Nile possesses the ability to control another being's mind and/or limbs. In addition, Tana possesses rudimentary telepathic and telekinetic ability. She is able to scan a person's surface thoughts and send brief telepathic messages, provided she is able to see her target. She is able to move as much weight telekinetically as she is able to lift without assistance from her battlesuit. Her telekinesis is such that she cannot exceed a distance of 30 feet.



Weapons and Paraphernalia: Tana Nile usually carries a neural blaster pistol as her sidearm, and wears a suit of powered armor which grants protection against most kinetic and energy weapons as well as enhancing her strength to superhuman levels. Her battlesuit is powered by her psionic power; it cannot be used by anyone that lacks psionics.

580 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [10]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10 [0].

Languages: English (Accented Spoken/Illiterate) [2]; Kree (Native) [6]; Rigellian (Native) (Native Language) [0]; Shi'ar (Native) [6]; Skrullian (Native) [6].

Cultural Familiarities: Kree Empire [1]; Rigellian Annex [0]; Shi'ar Empire [1]; Skrull Empire [1].

Advantages: Alien Friend 2 [10]; Appearance (Attractive) [4]; Born War-Leader 2 [10]; Combat Reflexes [15]; Fit [5]; No Intolerance [10]; Psychokinesis Talent 2 [10]; Rigellian [140]; Signature Gear (Rigellian TL11 Psionic Battlesuit) [64]; Telepathy Talent 2 [10]; Telereceive (Shallow) 4 [27]; Telesend 4 [24]; TK Grab (Short-Range) 10 [40]; Unfazeable [15].

Perks: Controllable Disadvantage (Callous) [1]; Courtesy Military Rank 6 [6]; Energizer [1]; Off-Screen Reload [1]; Suit Familiarity (Battlesuit) [1]; Tactical Reading [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Enemy (Rigellian Colonizers; Large Group, under 1,000 people) (9) [-30]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Bad With Names [-1]; Chauvinistic [-1]; Mild OCD [-1]; Proud [-1]; Simply Not Funny [-1].

Skills: Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 14; Climbing (A) DX+0 [2] – 12; Connoisseur (Music) (A) IQ+0 [2] – 12; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Diplomacy (H) IQ+2 [4] – 14*; Electronics Operation/TL11 (Surveillance) IQ+0 [2] – 12; Escape (H) DX+0 [4] – 12; Expert Skill (Xenology) (H) IQ+2 [4] – 14*; Force Sword (A) DX+2 [8] – 14; Hiking (A) HT+0 [2] – 12; Intelligence Analysis/TL11 (H) IQ+2 [4] – 14†; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Leadership (A) IQ+2 [2] – 14‡; Mathematics/TL11 (Applied) (H) IQ-1 [2] – 11; Navigation/TL11 (Hyperspace) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 12; Piloting/TL11 (Aerospace) (A) DX+0 [2] – 12; Piloting/TL11 (Contragravity) (A) DX-1 [1] – 11; Piloting/TL11 (High-Performance Spacecraft) (A) DX+2 [8] – 14; Propaganda/TL11 (A) IQ+0 [2] – 12; Psychology (Comparative) (H) IQ+0 [4] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+2 [1] – 14‡; Shield (Force) (E) DX+2 [4] – 14; Shiphandling/TL11 (Starship) (H) IQ+0 [4] – 12; Spacer/TL11 (E) IQ+0 [1] – 12; Stealth (A) DX+0 [2] – 12; Strategy (Interstellar) (H) IQ+1 [2] – 13‡; Strategy (Land) (H) IQ+1 [2] – 13‡; Strategy (Space) (H) IQ+1 [2] – 13‡; Tactics (H) IQ+1 [2] – 13‡; Telereceive (H) IQ+2 [4] – 14‡; Telesend (H) IQ+2 [4] – 14‡; Throwing (A) DX+0 [2] – 12; TK Grab (H) IQ+2 [4] – 14§.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Alien Friend.

† Includes +2 from Born War-Leader.

‡ Includes +2 from Telepathy Talent.

§ Includes +2 from Psychokinesis Talent.

Role-Playing Notes:

When first encountered, Tana Nile is already a somewhat unorthodox Rigellian, studying the worlds she is bringing into the Annex rather than just conquering outright. Her time on Earth, short as it was, affected her greatly as it reinforced many of the ideas she'd previously had exposure to.

In her next appearance, when she encountered Captain Marvel, she is actively being hunted by her own people for "reeducation". She laments that she misses her home, and yet states she no longer feels at home there. Her reasons for assisting Mar-Vell are as yet unrevealed.

Designer's Notes:

1. In her first appearance, Tana Nile possesses Military Rank 6 [30], roughly analogous to an Army Colonel or Navy Captain, Status 2 [0] (free from Rank), Wealth (Comfortable) [10], and Security Clearance (Need to Know on a Broad Range of Secrets) [10]. She had not yet bought off her racial Intolerance. After leaving Earth, she loses all those; her Military Rank becomes Courtesy Military Rank, and she is reduced to Status 0.
2. This build, and the High TL trait in the Rigellian racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. For Tana Nile after she leaves Earth, the campaign would likely be considered a TL 11 setting, reducing her Rigellian Battlesuit's price from \$640K to \$80K, her Signature Gear point cost by 61 points (to 3 points), removing her racial High TL 3 [15], and increasing her Starting Money (\$18,750 (50% of TL 11 Starting Wealth) in cosmic campaigns).

The extradimensional beings who inhabit the realm known as Olympus claim their descent from Gaea, the entity who has infused her life force with that of Earth itself (see *Gaea*; *Olympus*). Olympus has many aspects which are similar to that of the Nine Worlds of Asgardian cosmology (see *Asgard*). Among these similarities is the fact that solid matter on Olympus is thrice as dense as that on Earth; this means that a person or object which originated on Olympus weighs three times as much under Earth's gravity. Despite this, Olympus's gravity is the same as Earth's; a mortal from Earth has no troubles with gravity or breathing while on Olympus. There are a number of regions on Earth where it is possible to travel to Olympus, but the best-known location is on the slopes of Mount Olympus in northern Greece. Because of this location, the Olympians were worshipped throughout ancient Greece.

The Olympian gods are superhumanly strong. Most are able to lift (press) around 25 tons; some, such as Hercules, Ares, and Zeus, are able to lift (press) much more (see *Ares*; *Hercules*; *Zeus*). They are immortal, not aging once they reach a certain point; the oldest still appear as if in their mid-30s, while some, such as Hebe, goddess of youth, Hermes, the messenger, and Eros, god of romance, appear much younger (see *Hebe*; *Hermes*). In addition, most of the gods have unique abilities which relate to their deific portfolios.

According to ancient Greek mythology, Gaea gave birth through parthenogenesis to Ouranos, the primordial god of the sky. She then mated with Ouranos to produce the three Cyclopes, the three Hundred-Handed Giants, and the first generation of Titans. Ouranos confined the Cyclopes and Hundred-Handed to Tartarus, a region of the underworld (see *Hades*). Upset that six of her children were being treated with such callousness by their father, she encouraged Kronus, the oldest of the Titans, to overthrow Ouranos's rule and free his siblings. Kronus did so, reportedly castrating his father with a flint sickle, but then cast the Cyclopes and Hundred-Handed back into Tartarus. In rage, Gaea prophesied that one day one of his own children will overthrow him.

Kronus had six children with his sister-wife, Rhea. In order, they were Hades, Hestia, Demeter, Hera, Poseidon, and Zeus (see *Hera*; *Poseidon*). Kronus exiled the first five at birth to Tartarus (according to myth, he swallowed them whole). Zeus escaped this fate because Rhea substituted a stone swathed in rags for the infant Zeus, who was raised on Earth on the isle of Crete. Upon reaching adulthood, Zeus freed his siblings from Tartarus, as well as the Cyclopes and Hundred-Handed Giants. He then led a war which lasted ten years against the Titans, ultimately overthrowing them and banishing the majority of male Titans to Tartarus; the female Titans as well as the Titan Prometheus either stood with

Zeus or did not interfere, and hence were spared from the Titans' fate.

As the main gods who fought in the war, Zeus, Poseidon, and Hades decided to draw lots to divide the realms between them. Zeus drew the sky, Poseidon the sea, and Hades the underworld.

Many tales involving the gods are well-documented by mythographers. As Greek influence spread, so did the worship of the Olympians. Their worship spread primarily due to the empires forged by Alexander and later by Rome. This expansion brought the gods into conflict with the Egyptian, Babylonian, Hindi, Celtic, and Norse gods, the latter of whom were worshipped by the Germanic and Teutonic people on Rome's northern frontier (see *Asgardians*). Poseidon, under his Roman name of Neptune, grew to be worshipped by the Atlanteans (see *Atlanteans*). Ultimately, the worship of the gods faded as Christianity and later Islam spread; Poseidon was allowed to retain his Atlantean worshippers. The worship of the Olympians gained a brief resurgence during the Renaissance, as study of the ancient classics became widespread.

Today, the Olympians appear to be content with simply watching and subtly interfering with mortal affairs. Some of the gods, such as Hercules and Hermes, have spent time on Earth learning mortal ways. Others only venture to Earth when the situation demands it. Because of the amount of information available about the Olympians, many neo-pagans have begun worshipping them; this pleases many of the gods, especially those who did not agree with Zeus's proclamation to let their worship fade.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

Game-Mechanic Details:

Olympus has a native TL 4, raised over time from the original TL 1. Some of the gods, particularly Ares, Hercules, Hermes, and Hebe, have bought off the Low TL disadvantage.

Olympian God

605 points

Attribute Adjustments: ST +9 [90]; HT +2 [20].

Languages: Ancient Greek (Native) [0].

Advantages: Appearance (Attractive) [4]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [45]; Super ST +11/+150 [440]; Unaging [15].

Perks: Racial Gifts (Deific Powers) [1].

Disadvantages: Low TL -4 [-20].

Features: Interbreeds Easily With Mortals [0].

Real Name: Peter Quinn.
Occupation: Government agent, former professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a pardoned criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Freedom Force.
Base of Operations: Washington, DC.
First Post-Reboot Appearance: CAPTAIN AMERICA #
History: Not much is known about Oracle before his first appearance. Given his appearance, he is possibly a former Morlock (see *Morlocks*).

He, along with the rest of the team that would come to be known as Freedom Force, first came to public attention when they attempted to rob an armored car in Washington, DC, only to have their efforts thwarted by Captain America and his partner-in-training, Bucky, who were there to testify in front of the Senate Committee on Superhuman Affairs (see *Bucky*; *Captain America*; *Freedom Force*).

While sitting in a federal prison awaiting trial, Oracle and his teammates were given the option to become government agents under the direction of Department of Homeland Security agent Valerie Cooper as an alternative to SHIELD's Sentinel program, in exchange for having the charges for their armored car robbery dropped (see *SHIELD*; *Sentinels*). Accepting, Oracle and the others were given the name Freedom Force.

As a member of Freedom Force, Oracle has come into conflict with the Renegades and Captain America, the latter in a case of mistaken intentions while both were investigating the Serpent Squad (see *Renegades*; *Serpent Squad*).

Height: 5' 3".

Weight: 135 lbs.

Eyes: White.

Hair: Bald; no facial hair.

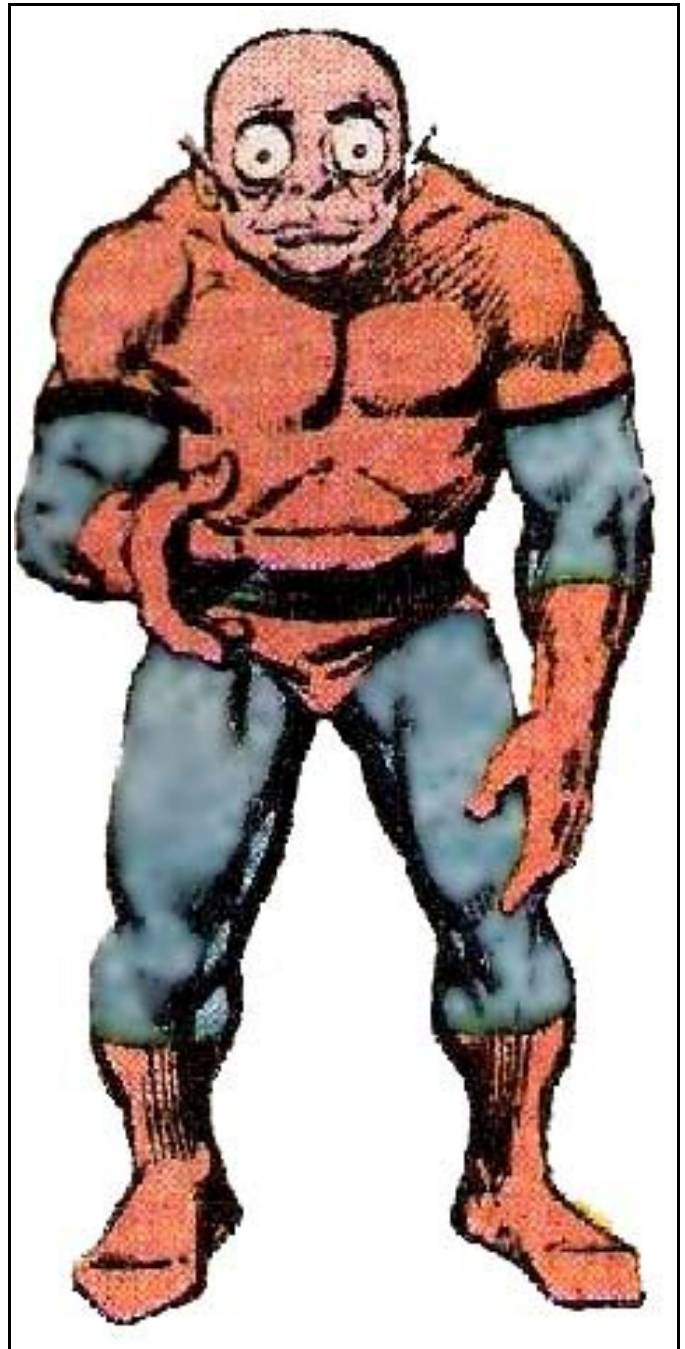
Other Distinguishing Features: Oracle has pointed ears.

Uniform: Orange bodysuit, blue gloves, blue boots, black belt; formerly included a black domino mask (which obviously couldn't hide his identity).

Strength Level: Oracle possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: Oracle is a mutant with the ability to see for miles through a form of clairvoyance. He is also able to project energy beams through his eyes, in a manner not unlike Cyclops of the X-Men, which he can adjust from lasers to concussive energy (see *Cyclops*; *X-Men*).

Other Abilities: Oracle is a skilled sniper.



255 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Acute Hearing 1 [2]; Acute Vision 5 [10]; Burning Attack 5d (Accurate +3, +15%; Armor Divisor (2), +50%; Increased Range (×5), +20%; Increased 1/2D Range (×5), +10%; Rapid Fire: RoF 2, +40%; Variable, +5%; Mutant, -10%) [58]; Crushing Attack 5d (Accurate +3, +15%; Increased Range (×5), +20%; Increased 1/2D Range (×5), +10%; Rapid Fire: RoF 2, +40%;

Variable, +5%; Mutant, -10%; Alternative Attack, $\times 1/5$ [9]; DHS Rank 4 [20]; Gunslinger (Accessibility: Sniper Rifles Only, -60%) [10]; Telescopic Vision 20 (Variable, +5%; Mutant, -10%) [95].

Perks: Deadeye 3 [3]; Rope Shooter (Rifle) [1]; Style Familiarity (Sniper) [1]; Weapon Bond (Sniper Rifle) [1].

Disadvantages: Appearance (Unattractive) [-4]; Code of Honor (Professional) [-5]; Duty to Homeland Security (12) [-10]; Hidebound [-5]; Hunchback [-10]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5].

Quirks: Bowlegged [-1]; Broad-Minded [-1]; Champions Mutant Equality [-1]; Distinctive Features (Pointed Ears and Oversized Eyes) [-1].

Skills: Brawling (E) DX+1 [2] – 12; Camouflage (E) IQ+1 [2] – 12; Climbing (A) DX-1 [1] – 10; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 11; Forward Observer/TL8 (A) IQ+1 [4] – 12; Guns/TL8 (Rifle) (E) DX+3 [8] – 14; Innate Attack (Gaze) (E) DX+3 [8] – 14; Jumping (E) DX+0 [1] – 11; Law (Federal) (H) IQ-1 [2] – 10; Observation (A) Per+5 [2] – 16*; Running (A) HT-1 [1] – 10; Savoir-Faire (Police) (E) IQ+0 [1] – 11; Stealth (A) DX+1 [4] – 12; Throwing (A) DX-1 [1] – 10; Tracking (A) Per+1 [4] – 12; Urban Survival (A) Per+0 [2] – 11; Wrestling (A) DX+1 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +5 from Acute Vision.

Role-Playing Notes:

Oracle is a believer in mutant equality and a solid team player, loyal to his teammates and of Freedom Force probably the member most loyal to Val Cooper. (He never really liked Slither, and wasn't sad to see him leave.) He believes he is in the best possible situation he can for assisting the fight for mutant rights.

Design Notes:

1. DHS Rank is derived from *Social Engineering: Pulling Rank*, based off using the Department of Homeland Security as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. I went with "Oracle" rather than "Peeper", "Peepers", or "Occult" for his name because the first two are just plain dumb, while the third, which was his Resistants name, while better didn't really fit the character.

OSBORN, HARRY

Supporting Cast

Real Name: Harold "Harry" Osborn.

Occupation: College student pursuing a business degree.

Identity: Harry Osborn currently does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Norman (Green Goblin, father), mother (name unrevealed, deceased).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Harry Osborn is the son of industrialist Norman Osborn, and the best friend of Peter Parker (see *Green Goblin*; *Spider-Man*). This friendship started when Harry was transferred to Peter's high school after being expelled from the Massachusetts Academy, the fourth such elite private school he had been to in the previous two years. Harry stepped in to protect Peter from Flash Thompson, the school bully; although Harry ended up on the business end of Flash's beating that day, the gesture was not lost on Pete. After that, the two were practically inseparable (see *Thompson, Flash*).

Harry is currently attending Empire State University, rooming off-campus with Pete in a small two-bedroom apartment that Norman insists on paying for. While his father insists that Harry study the sciences, Harry has found that he has inherited his mother's gift for business, and is defying his father's wishes to pursue a business degree. (While Norman outwardly complains of this situation, he is pleased that the company he founded will be left in capable hands, business-wise.)

Harry is currently unaware of both his father's and his best friend's secret identities.

Height: 5' 10".

Weight: 170 lbs.

Eyes: Green.

Hair: Reddish-brown

Uniform: None.

Strength Level: Harry Osborn possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

III points

Attributes: ST 10 [0]; DX 10 [0]; HT 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Merchant Rank 0 (Heir to Rank 8) [20]; Business Acumen 3 [30]; Wealth (Comfortable; Heir to Multimillionaire 2) [55].

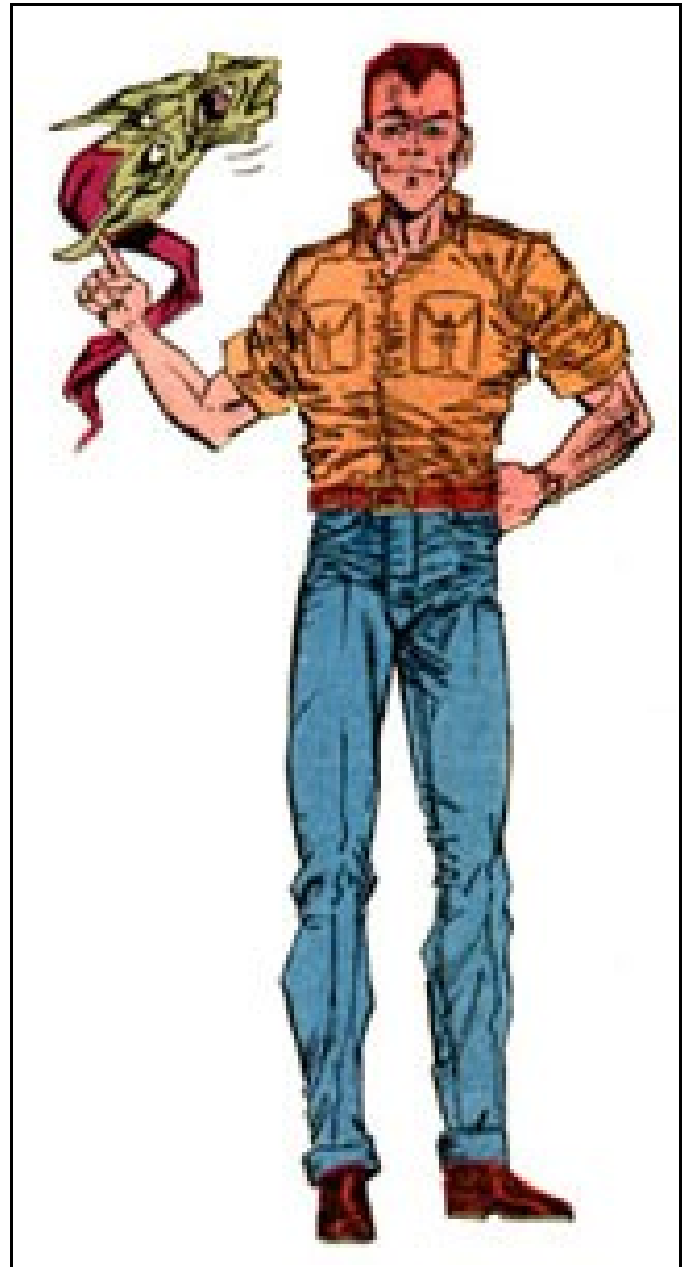
Perks: Disarming Smile [1].

Disadvantages: Compulsive Gambling (12) [-5]; Light Sleeper [-5]; Pacifism (Reluctant Killer) [-5]; Selfless (9) [-7]; Skinny [-5].

Quirks: Congenial [-1]; Dreamer [-1].

Skills: Accounting (H) IQ+1 [1] - 12*; Administration (A) IQ+2 [1] - 13*; Current Affairs/TL8 (Business) (E) IQ+0 [1] - 11; Economics (H) IQ+1 [1] - 12*; Finance (H) IQ+1 [1] - 12*; Market Analysis (H) IQ+1 [1] - 12*; Mathematics/TL8 (Statistics) (H) IQ-1 [2] - 10; Savoir-Faire (High Society) (E) IQ+0 [1] - 11.

Starting Spending Money: \$20,004,000 (20% of Starting Wealth).



* Includes +3 from Business Acumen.

Real Name: Leland Owlsey.
Occupation: Businessman, crimelord.
Identity: Publicly known.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Unrevealed.
Known Relatives: None.
Group Affiliation: Head of his own criminal organization, one-time employer of the Ani-Men.
Base of Operations: New York City Greater Metropolitan Area.
First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Leland Owlsey, nicknamed the Owl, was a financial investor with connections to various criminal organizations, until an audit by the IRS uncovered his criminal connections. The Owl then abandoned all pretense of respectability, focusing entirely on his criminal endeavors.

The Owl has twice tangled with the vigilante Daredevil (see *Daredevil*). The first time he was extending into the drug trade, dealing a narcotic called Mutant Growth Hormone, derived from the pituitary glands of adolescent mutants, which has the effect of granting the user increased strength and durability for a short time. Daredevil broke up the lab and freed the young mutants Owl had captive. The Owl managed to escape, however.

The second time, the Owl hired the Ani-Men to engage in a city-wide crime spree (see *Ani-Men*). Daredevil defeated the Owl and the Ani-Men, and all six were sent to prison.

The Owl was involved in the prison break led by the Rhino (see *Rhino*). He has since approached a number of animal-themed criminals at an underworld bar, one of the so-called Bars With No Name where criminals can network and relax, but his purpose for doing so has not yet been revealed (see *Bar With No Name*).

Height: 5' 11".
Weight: 240 lbs.

Eyes: Brown.
Hair: Brown.

Uniform: Dark green business suit, dark green cloak, titanium steel "claws" strapped to his wrists.

Strength Level: The Owl possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: The Owl possesses the psionic ability to levitate himself and fly for short distances at a speed not exceeding 30 miles per hour.

Weapons: The Owl wears a pair of razor-edged titanium steel talons attached to his forearm which extend over his knuckles.

255 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Basic Air Move 10 [-2]; Dodge 8.

Languages: English (Native) (Native Language) [0].

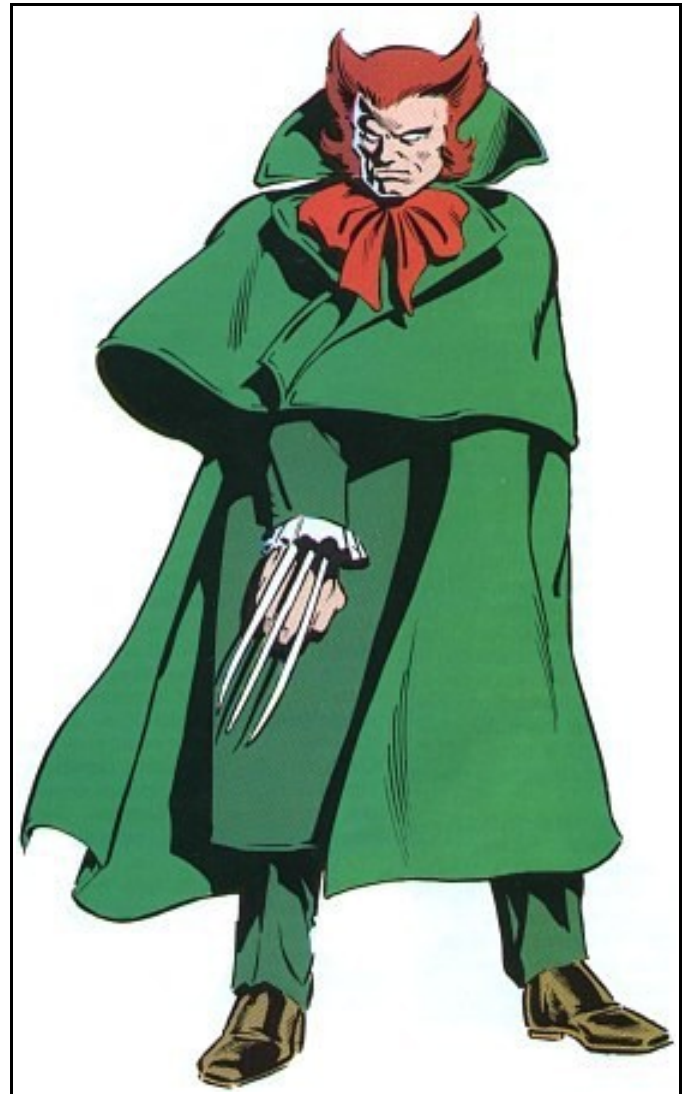
Cultural Familiarities: Western [0].

Advantages: Business Acumen 2 [20]; Enhanced Move (Air) 0.5 (Handling Penalty -1, -5%; Psionic, -10%) [9]; Flight (Low Ceiling: 30 feet, -10%; Psionic, -10%) [32]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Intuition [15]; Merchant Rank 6 [30]; Social Chameleon [5]; Status 3 [0*]; Wealth (Filthy Rich) [50].

Perks: Headhunter [1].

Disadvantages: Callous [-5]; Compulsive Gambling (12) [-5]; Enemy (NYPD) (9) [-20]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Distinctive Feature (Haircut) [-1]; Dual Identity [-1]; Minor Handicap (Bum Knee) [-1]; Nosy [-1].



Skills: Accounting (H) IQ+0 [1] – 12†; Administration (A) IQ+2 [2] – 14†; Body Language (A) Per+2 [8] – 14; Brawling (E) DX+2 [4] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Criminology/TL8 (A) IQ+1 [4] – 13; Current Affairs/TL8 (Business) (E) IQ+1 [2] – 13; Economics (H) IQ+2 [4] – 14; Finance (H) IQ+2 [4] – 14; Gambling (A) IQ+1 [1] – 13; Games (Card Games) (E) IQ+1 [2] – 13; Intimidation (A) Will+0 [2] – 12; Market Analysis (H) IQ+2 [4] – 14; Observation (A) Per+1 [4] – 13; Politics (A) IQ+2 [8] – 14; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13.

Starting Spending Money: \$399,800 (20% of Starting Wealth, minus the cost of two Bladed Hands)

* Includes +2 from Merchant Rank and +1 from Wealth.

† Includes +2 from Business Acumen.

Role-Playing Notes:

Owl's Claws

BRAWLING, BOXING, DX or KARATE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
8	Bladed Hand	1d cut	C	9	\$200	1	6	Fine Quality
	<i>or</i>	1d imp	C	9			6	

Real Name: Raymond Bloch.

Occupation: Professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Seaside Heights, New Jersey.

Marital Status: Single.

Known Relatives: Ronald (brother).

Group Affiliation: Sometime partner of the Eel, employee of the Kingpin, would-be pawn of Dr. Karl Malus and Mister Fear.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: A career criminal, Raymond Bloch was hired muscle for Wilson Fisk, the self-proclaimed Kingpin of Crime, when he was selected by the Kingpin for an experiment in granting superhuman abilities (see *Kingpin*). (It is believed that Bloch was already known as "Ox" to his fellow criminal enforcers even before gaining powers.) To this end, Ox was sent to a secret lab owned by Dr. Karl Malus and subjected to a number of chemical and stem cell growth experiments (see *Malus, Dr. Karl*). Already a large man, Bloch grew about half a foot and nearly a hundred pounds of extra-dense muscle. Determining the process a success, Malus attempted to use the Ox against the Kingpin, an action which drew the attention of the costumed vigilante Daredevil, who convinced Ox he was being used by both and to stop the fighting.

Ox was later seen involved in the four-way gang war between the Kingpin, the Green Goblin, Doctor Octopus, and the Hammerhead Maggia family, again working for the Kingpin (see *Doctor Octopus*; *Green Goblin*; *Hammerhead*; *Maggia*). During this conflict, Ox teamed with Daredevil and Spider-Man against Doc Ock and the Goblin (see *Spider-Man*). Because of this aid, and because there were no outstanding warrants on Bloch, the two crimefighters were forced to let him go.

Even later, Ox and the costumed mercenary Eel were coerced by the criminal Mister Fear into serving him, which again pitted him against Daredevil. Ox was then arrested and taken to prison. Some months later, he was among the criminals who escaped during the mass breakout led by the Rhino (see *Rhino*). He was last seen at one of the so-called Bars With No Name, a drinking establishment for superhuman criminals, being approached by the criminal Owl for reasons unknown (see *Bar With No Name*; *Owl*).

Height: 6' 8".

Weight: 400 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: The Ox possesses superhuman strength enabling him to lift (press) five tons.

Known Superhuman Powers: Besides his superhuman strength, the Ox possesses superhuman durability, enabling him to shrug off most antipersonnel weaponry with ease.

585 points

Attributes: ST 24/85 [50*]; DX 11 [20]; IQ 9 [-20]; HT 11 [10].

Secondary Characteristics: Dmg 2d+1/4d+2 (9d+2/11d+2); BL 115 lbs. (1,445 lbs.); HP 24 [0]; Will 11 [10]; Per 11 [10]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Accented) (Native Language) [-2].

Cultural Familiarities: Western [0].

Advantages: Damage Resistance 40 (Tough Skin, -40%; Passive Biological, -5%) [110]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Single-Minded [5]; Super ST +9/+70 (Passive Biological, -5%) [356]; Very Fit [15].



Disadvantages: Bad Temper (12) [-10]; Code of Honor (Pirate's) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Wealth (Struggling) [-10].

Quirks: Atheist [-1]; Bloody Mess [-1]; Chauvinistic [-1]; Incompetence (Guns) [-1]; Third Person [-1].

Skills: Area Knowledge (Manhattan) (E) IQ+1 [2] – 10; Boxing (A) DX+2 [8] – 18; Carousing (E) HT+1 [2] – 12; Climbing (A) DX+1 [4] – 12; Intimidation (A) Will+2 [8] – 13; Lifting (A) HT+1 [4] – 12; Running (A) HT+1 [4] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 10; Streetwise (A) IQ+3 [12] – 12; Throwing (A) DX+1 [4] – 12.

Techniques: Aggressive Parry (Boxing) (H) def+1 [2] – 9.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +9/+70 from Super ST.

Role-Playing Notes:

Ox, as his name indicates, is not the brightest person out there. A career criminal, he's long been the muscle of a group; his gaining powers hasn't changed much in his life.

PAGE, KAREN

Supporting Cast

Real Name: Karen Page.

Occupation: Private investigator, former police officer.

Identity: Karen Page does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Paige Matthews (an alias she uses when undercover).

Place of Birth: Fagan Corners, Vermont.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Former member of the Vermont State Police.

Base of Operations: Hell's Kitchen, Manhattan, New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: From an early age, all Karen Page wanted was adventure. Her parents, on the other hand, insisted that she marry "some nice young man" and be a doting housewife, a prospect which she viewed with dread. At the age of eighteen, she left home and joined the Vermont State Police. After four years of handing out speeding tickets and arresting drunk drivers, she resigned from the force and moved to New York City, where she opened her own private investigation office in Hell's Kitchen.

Karen first met the costumed vigilante Daredevil when both were working on the same case, albeit from different angles (see *Daredevil*). Karen was tracking down some missing mutant kids, while Daredevil was tracking down the source of a new drug on the streets, Mutant Growth Hormone or MGH. Karen was instantly attracted to Daredevil, and made it her mission to discover the man underneath the cowl.

Karen first met Matt Murdock and Franklin "Foggy" Nelson at a coffee shop several days later (see *Nelson, Foggy*). When Nelson indicated a need for a private eye to assist his defense case, Karen offered her services. The trail she followed led to a warehouse over in Brooklyn owned by Wilson Fist, where she was soon confronted by the hitman Bullseye, who tried to kill her (see *Bullseye*). She was saved at the last moment by Daredevil, who had been following her. Karen resented the save, despite admitting to herself that she could not have taken on Bullseye alone.

Karen has worked for Nelson several other times. Each time, the case inevitably drew Daredevil's attention. She is beginning to suspect that Daredevil is either Murdock or Nelson, but cannot prove anything.

Karen recently assisted the X-Men on a case (see *X-Men*). Afterwards, however, she was approached and mentally dominated by the criminal mutant Mesmero (see *Mesmero*). Mesmero's plans for her remain unrevealed.

Height: 5' 7".

Weight: 135 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Karen Page possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Karen is a skilled detective, hand to hand combatant, and a decent shot with a pistol.

Weapons: Karen carries a compact pistol chambered in 9mm Parabellum.



305 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 12 [0]; Per 14 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Spanish (Broken) [2].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Daredevil [15]; Extra Attack 1 [25]; Fearlessness 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Less Sleep 2 [4]; Sensitive [5]; Very Fit [15]; Voice [10].

Perks: Convincing Nod [1]; Honest Face [1]; Patience of Job [1]; Permit (Conceal Carry) [1]; Pistol-Fist (Guns (Pistol)) [1]; Sexy Pose [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Professional) [-5]; Guilt Complex [-5]; Obsession (Discover Daredevil's Secret Identity (12) [-5]; On The Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Attentive [-1]; Incurable Flirt [-1]; Infatuated With Daredevil [-1]; Refuses to Handle Divorce Cases [-1].

Skills: Acting (A) IQ+2 [8] – 14; Climbing (A) DX+1 [4] – 14; Driving/TL8 (Automobile) (A) DX-1 [1] – 12; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 12; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [1] – 14*; Fast-Draw (Pistol) (E) DX+1 [1] – 14*; Forced Entry (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Holdout (A) IQ+0 [1] – 12†; Intimidation (A) Will+1 [1] – 12‡; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Karate (H) DX+1 [8] – 14; Law (Vermont Criminal) (H) IQ+0 [4] – 12; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+0 [2] – 14; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+6 [2] – 19§; Shortsword (A) DX+1 [4] – 14; Sleight of Hand (H) DX+1 [8] – 14; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+0 [2] – 12; Tracking (A) Per+0 [2] – 14.

Techniques: Kicking (Karate) (H) def+2 [3] – 14; Knee Strike (A) def+1 [1] – 14.

Starting Spending Money: \$1,390 (20% of Starting Wealth, minus the cost of a 9mm pistol based on the Walther P99).

* Includes +1 from Combat Reflexes.

† Defaulted from Sleight of Hand.

‡ Defaulted from Acting.

§ Includes +4 from Appearance and +2 from Voice.

Role-Playing Notes:

Designer's Notes:

1. When I first started looking at Karen's *OHOTMU Update '89* entry, I discovered right away that she was little more than a Damsel in Distress. While this worked fine in 1963, it doesn't really work in the 2010s. (No wonder she was killed off in the 1990s.) I then looked into ideas for revamping her without succumbing to the "how gross can *you* get?" trap of the Ultimates Universe. I also noticed that *Daredevil* didn't really have a private investigator in the cast. So, behold Karen Page, Private Eye.

PANTHER

Hero

Real Name: T'Challa.

Occupation: Monarch, tribal protector.

Identity: Publicly known.

Legal Status: Ruler of Wakanda,

Other Aliases: Black Panther.

Place of Birth: Wakanda.

Marital Status: Single.

Known Relatives: T'Chaka (father, deceased), N'Yami (mother), Suri (sister), Jakarra (half-brother), Joshua, Itobo, Ishanta, Zuni (cousins), unnamed grandfather (deceased).

Group Affiliation: Sometime partner of Wind-Rider.

Base of Operations: Wakanda.

First Post-Reboot Appearance: LOST WORLD OF WAKANDA #25.

History: For as long as the people of Wakanda can remember, the Panther, a shadowy figure who stalks the land, has protected them from all threats, internal and external (see *Wakanda*). Until recently, only the members of the royal family were aware that the role of the Panther has been passed down from father to son throughout their lineage for generations.

When he was a boy, T'Challa was sent by his father T'Chaka to England to be educated in the ways of the outside world, against the wishes of the rest of the royal family. For the most part, he only returned to Wakanda during the summer. A curious child, he constantly questioned the Wakandans' insular customs, but mindful of his family he didn't challenge them. When he was fourteen, he was recalled abruptly to his homeland for his grandfather's funeral. Not long after, he learned the history of the role of the Panther and was told that he and his half-brother Jakarra would be competing for the role upon T'Chaka's future relinquishing of the role.

This occurred earlier than he expected. Returning home at the age of 25 with a degree in physics, he found his father dying from a poacher's gunshot wound. Feeling obliged to take on the mantle of leadership, he was given two trials: to defeat six of Wakanda's greatest warriors in combat, and to obtain a secret heart-shaped herb that grows only in a secluded valley along Wakanda's northern border with Kenya and Uganda which could grant increased strength and heightened senses.

During the second trial, he met and fell in love with the young woman known to the locals as Wind-Rider, who was worshipped locally as a weather goddess (see *Wind-Rider*). Wind-Rider, whose given name he learned was Ororo, soon reciprocated his feelings and accompanied him back to the royal palace. Their romance was only the first of the great controversies of T'Challa's reign; his family did not care for her, as she was an outsider, but the fact that their new king was courting the local weather goddess endeared him to his people.

Having succeeded at the trials (Jakarra had failed to defeat the six warriors), T'Challa drank an elixir made from the herb, which further enhanced his physique and senses, and donned the guise of the Panther. Not seeking to further alienate his family, he named Jakarra his heir for the throne, should he fall while acting as the Panther. In addition, he granted Jakarra permission to attempt the trials again annually, as he rightly figured that if he fell without a child the role of the Panther would otherwise end with him; however, he also began secretly training his younger teenage sister Suri in the combat arts, against the customs of their people, believing her to be a better candidate for the role of the Panther than his brother. (He has kept this belief to himself, though, so that she won't gloat.)

Since then, the Panther has come into conflict with Ulysses Klaw, a European entrepreneur and elephant poacher who had, unknown to T'Challa or his family, been the one to shoot T'Chaka (see *Klaw*). Klaw intended to exploit the Great Vibranium Mound of Wakanda, the only apparently natural deposit of the metal Vibranium in the entire world. At the end of this conflict, Klaw was turned into a being made of "solid" sound waves and fled the country.



T'Challa and Ororo were later seen visiting New York City during a meeting of world leaders at the United Nations. Their later exploits have so far gone unrecorded.

Height: 6'.

Weight: 185 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black bodysuit, black gloves, black boots, black full-face cowl with feline ear coverings, gold weapon bracelets, gold belt, gold tribal necklace. The bodysuit worn by his father in the role was made of native fabrics; T'Challa has imported an advanced ballistic fabric for his own uniform to better protect himself from the guns wielded by hunters, poachers, and other criminals.

Strength Level: Thanks to his training and the herbs consumed during his rites of passage, T'Challa is as strong as a human being without powers can be. He can lift (press) a maximum of 800 pounds with supreme effort.

Known Superhuman Powers: The Panther's senses of sight, hearing, and smell are highly – almost superhumanly – acute, though the latter two are not on par with those of the vigilante Daredevil (see *Daredevil*). He is able to see clearly at night with little difficulty, and can make out faint sounds from farther out than most people.

Other Abilities: The Panther is a skilled hand to hand combatant, possessing the speed and physique of a highly gifted athlete. His fighting style incorporates moves and stances that seem rather cat-like, most likely from studying the hunting techniques of the large cats of the Serengeti. He has also trained himself to travel through a forest or jungle region via brachiating (swinging from tree branch to tree branch using his arms).

Weapons: The claws on his uniform's gloves are made of sharpened high-density metal, enabling them to dig into most materials with relative ease.

978 points

Attributes: ST 23 [130]; DX 15 [100]; IQ 14 [80]; HT 15 [50].

Secondary Characteristics: Dmg 2d+1/4d+1; BL 106 lbs.; HP 23 [0]; Will 15 [5]; Per 16 [10]; FP 15 [0]; Basic Speed 7.5 [0]; Basic Move 10 [15]; Brachiation Move 7 [10]; Dodge 11.

Languages: English (Native) [6]; Mkanda (Native) (Native Language) [0]; Swahili (Native) [6].

Cultural Familiarities: Sub-Saharan Africa [0]; Western [1].

Advantages: Acute Hearing 2 [4]; Acute Vision 2 [4]; Administrative Rank 7 [35]; Animal Empathy [5]; Appearance (Handsome) [12]; Brachiator [5]; Catfall (Chi, -10%) [9]; Charisma 2 [10]; Claws (Sharp Claws) (Gadget/Can Be Stolen, Forcefully Removed, -10%; Hands Only, -0%) [5]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Daredevil [15]; Diplomatic Immunity [20]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) 3 [15]; Extra Attack 1 [25]; Fearlessness 3 [6]; Flexibility [5]; High Pain Threshold [10]; Night Vision 6 [6]; Parabolic Hearing 1 [4]; Resistance to Poisons (+8) [7]; Resistant to Sicknesses (+3) [5]; Status 7 [15*]; Trained By A Master [30]; Very Fit [15]; Very Rapid Healing [15]; Wealth (Multimillionaire 1) [75].

Perks: Call of the Wild [1]; Chi Resistance (Kiai) [1]; Chi Resistance (Pressure Points) [1]; Focused Fury [1]; Rapid Retraction (Punches) [1]; Skintight Outfit [1]; Style Familiarity (African Stickfighting) [1]; Style Familiarity (Combat Wrestling) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Gentleman's) [-10]; Duty to Wakanda (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Sense of Duty (Comrades) [-5]; Stubbornness [-5].

Quirks: Enamored With Wind-Rider [-1]; Broad-Minded [-1]; Goal (Bring Wakanda Into Modern Era While Retaining Native Beauty) [-1].

Skills: Acrobatics (H) DX-1 [2] – 14; Administration (A) IQ-1 [1] – 13; Animal Handling (Big Cats) (A) IQ+0 [2] – 14; Astronomy/TL8 (Observational) (A) IQ+0 [2] – 14; Blind Fighting (VH) Per-1 [4] – 15; Breaking Blow (H) IQ+0 [4] – 14; Breath Control (H) HT-1 [2] – 14; Camouflage (E) IQ+2 [3] – 16†; Climbing (A) DX+5 [2] – 20‡; Connoisseur (Literature) (A) IQ-1 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Detect Lies (H) Per-1 [2] – 15; Diplomacy (H) IQ+0 [4] – 14; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Flying Leap (H) IQ+0 [4] – 14; Hiking (A) HT+0 [2] – 15; Intelligence Analysis/TL8 (H) IQ+1 [8] – 15; Judo (H) DX-1 [2] – 14; Jumping (E) DX+1 [2] – 16; Karate (H) DX+3 [16] – 18; Kiai (H) HT+0 [4] – 15; Lifting (A) HT+0 [2] – 15; Light Walk (H) DX+0 [4] – 15; Lizard Climb (H) DX+0 [4] – 15; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 13; Metallurgy/TL8 (H) IQ-1 [2] – 13; Mind Block (A) Will+1 [4] – 16; Naturalist (Earth) (H) IQ+0 [4] – 14; Observation (A) Per+1 [4] – 17; Physics/TL8 (VH) IQ+0 [8] – 14; Politics (A) IQ+0 [2] – 14; Power Blow (H) Will+0 [4] – 15; Psychology (Human) (H) IQ+0 [4] – 14; Public Speaking (A) IQ+2 [2] – 16§; Riding (Equines) (A) DX-1 [1] – 14; Running (A) HT+0 [2] – 15; Savoir-Faire (Dojo) (E) IQ+1 [2] – 15; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Smallsword (A) DX+1 [4] – 16; Spear (A) DX-1 [1] – 14; Stealth (A) DX-1 [1] – 14; Survival (Jungle) (A) Per+0 [2] – 16; Survival (Plains) (A) Per+0 [2] – 16; Swimming (E) HT+1 [2] – 16; Tactics (H) IQ+1 [8] – 15; Throwing (A) DX+0 [2] – 15; Tracking (A) Per+2 [8] – 18; Traps/TL8 (A) IQ+1 [4] – 15; Weather Sense (A) IQ+0 [2] – 14; Wrestling (A) DX+1 [4] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 14; Armed Grapple (Smallsword) (H) def+2 [3] – 16; Dual-Weapon Defense (Smallsword Parry) (H) def+1 [2] – 12; Elbow Strike (Karate) (A) def+2 [2] – 18; Wrench Arm (Wrestling) (H) def+4 [5] – 16.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +2 from Administrative Rank and +2 from Wealth.

† Defaulted from Survival (Jungle).

‡ Includes +2 from Brachiator and +3 from Flexibility.

§ Includes +2 from Charisma.

Role-Playing Notes:

T'Challa is an honorable man who is torn between protecting the insular customs and beauty of his native land and the desire to see his people's standard of living improve to modern standards. He is a staunch defender of his people.

Design Notes:

1. I did not call him "Black Panther" as that name is (in English, at any rate) a redundancy in its description; panthers are, by definition, great cats (mostly lions, leopards, and jaguars) with all-black coats of fur.

PARALYZER

Non-Villain Antagonist

Real Name: Randall Darby.
Occupation: Government agent, former professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a pardoned criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Freedom Force.
Base of Operations: Washington, DC.
First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Paralyzer before his first appearance. He claims to have worked a dozen call centers before deciding to use his powers as a criminal.

He, along with the rest of the team that would come to be known as Freedom Force, first came to public attention when they attempted to rob an armored car in Washington, DC, only to have their efforts thwarted by Captain America and his partner-in-training, Bucky, who were there to testify in front of the Senate Committee on Superhuman Affairs (see *Bucky*; *Captain America*; *Freedom Force*).

While sitting in a federal prison awaiting trial, Paralyzer and his teammates were given the option to become government agents under the direction of Department of Homeland Security agent Valerie Cooper as an alternative to SHIELD's Sentinel program, in exchange for having the charges for their armored car robbery dropped (see *SHIELD*; *Sentinels*). Accepting, Paralyzer and the others were given the name Freedom Force.

As a member of Freedom Force, Paralyzer has come into conflict with the Renegades and Captain America, the latter in a case of mistaken intentions while both were investigating the Serpent Squad (see *Renegades*; *Serpent Squad*).

Height: 6'

Weight: 200 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Purple bodysuit, metallic silver/steel hand coverings, red boots, black belt; formerly a black domino mask (which didn't hide his identity).

Strength Level: Paralyzer possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Paralyzer is a mutant with the ability to generate and project incredible amounts of bioelectricity from his body. His electric blasts can be tuned to merely stun or as strong as to electrocute a person. He is also able to create an electric field which he can extend to fill a typical aircraft hangar.



140 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Affliction (*Stun Bolt*) 6 (HT-5; Armor Divisor (2), +50%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×5), +10%; Elemental: Electricity, -10%; Mutant, -10%) [96]; Burning Attack (Electric Bolt) 6d (Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range (×5), +10%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [12]; Burning Attack (*Electric Wall*) 3d (Area Effect: 16 yds, +200%; Damage Modifier: Surge, +20%; Wall (Permeable): Any Shape, +60%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [11]; DHS Rank 4 [20].

Disadvantages: Code of Honor (Pirate's) [-5]; Duty to Homeland Security (12) [-10]; Greed (12) [-15]; Lecherousness (15) [-7]; No Fine Manipulators (Accessibility: Only In Uniform, -50%) [-15]; Overconfidence (12) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Chauvinistic [-1]; Dual Identity [-1].

Skills: Brawling (E) DX+1 [2] – 12; Climbing (A) DX-1 [1] – 10; Computer Operation/TL8 (E) IQ+0 [1] – 10; Current Affairs/TL8 (Sports) (E) IQ+0 [1] – 10; Fast-Talk (A) IQ+0 [2] – 10; Hiking (A) HT-1 [1] – 10; Innate Attack (Beam) (E) DX+3 [8] – 14; Jumping (E) DX+0 [1] – 11; Law (Federal) (H) IQ-1 [2] – 9; Professional Skill (Customer Service Operator) (A) IQ+2 [8] – 12; Running (A) HT-1 [1] – 10; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Savoir-Faire (Police) (E) IQ+0 [1] – 10; Streetwise (A) IQ+0 [2] – 10; Swimming (E) HT+0 [1] – 11; Wrestling (A) DX+1 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

Paralyzer is a mercenary, in a cause only for the money. He appreciates that he's getting a stable paycheck in Freedom Force, but won't hesitate to take the occasional side job on either side of the law if he thinks he can get away with it. He is also quite the womanizer, making a pass at any available attractive woman, including – to her chagrin – his boss, Val Cooper!

Design Notes:

1. DHS Rank is derived from *Social Engineering: Pulling Rank*, based off using the Department of Homeland Security as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. I went with "Paralyzer" rather than "Shocker" for his name because of the two names he's used in the comics I thought it was the better one. The Resistants had some really good names in their line-up (and a few generic ones... I'm looking at you, Quill).
3. Sadly, I don't have a pic of him with the metal over his hands and feet like his Resistants outfit had, but in an outfit closer to his Mutant Force uniform. I'm wary of giving him claws like his 616 version. Really, how does he *stand* on those feet-claws?

PARKER, MAY

Supporting Cast

Real Name: May Reilly Parker.

Occupation: Office manager.

Identity: Aunt May does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Aunt May".

Place of Birth: Brooklyn, New York.

Marital Status: Widowed.

Known Relatives: Ben (husband, deceased); Peter (nephew).

Group Affiliation: None.

Base of Operations: Queens, New York.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Much of May Parker's early life has yet to be revealed. It is known that she married Ben Parker at an early age, but that she proved incapable of having children. After Ben's younger brother and his wife were killed in a terrorist bombing, Ben and May took in the couple's young son, Peter, and raised him as if he had been their own child (see *Spider-Man*).

Ben Parker was recently killed by a carjacker, and Peter has entered college at Empire State University in Manhattan. In attempting to fill the loneliness, May has re-entered the workforce. Still an active woman in her early 40s, she has accepted a position as office manager for one of Osborn Industries' offices in Queens. She respects and is even somewhat attracted to Norman Osborn, although she chides herself over her feelings (see *Green Goblin*).

An intelligent woman, she suspects that Peter is Spider-Man, but is willing to let him tell her when he is ready. Her suspicions were first raised when she suffered a gunshot wound as an innocent bystander in a drive-by shooting not long after Ben died. She received a blood transfusion from Peter while in the hospital, and her health improved almost immediately, as did her eyesight. (Formerly extremely nearsighted, May Parker now enjoys perfect 20/20 vision. It should be noted that Peter's eyesight corrected itself at the same time he gained his powers.) It is unknown whether any of Peter's spider-powers were transferred in the transfusion.

She has asked all of Peter's friends to call her "Aunt May" rather than "Mrs. Parker".

Height: 5' 5".

Weight: 110 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: May Parker appears to have the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Aunt May has been said (by her nephew, Peter) to wield a mean rolling pin; however, this may just be hyperbole. She has proven to be a capable office manager.

75 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Charisma 1 [5]; Goodwife 1 [5]; Longevity [2]; Merchant Rank 3 [15]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5].

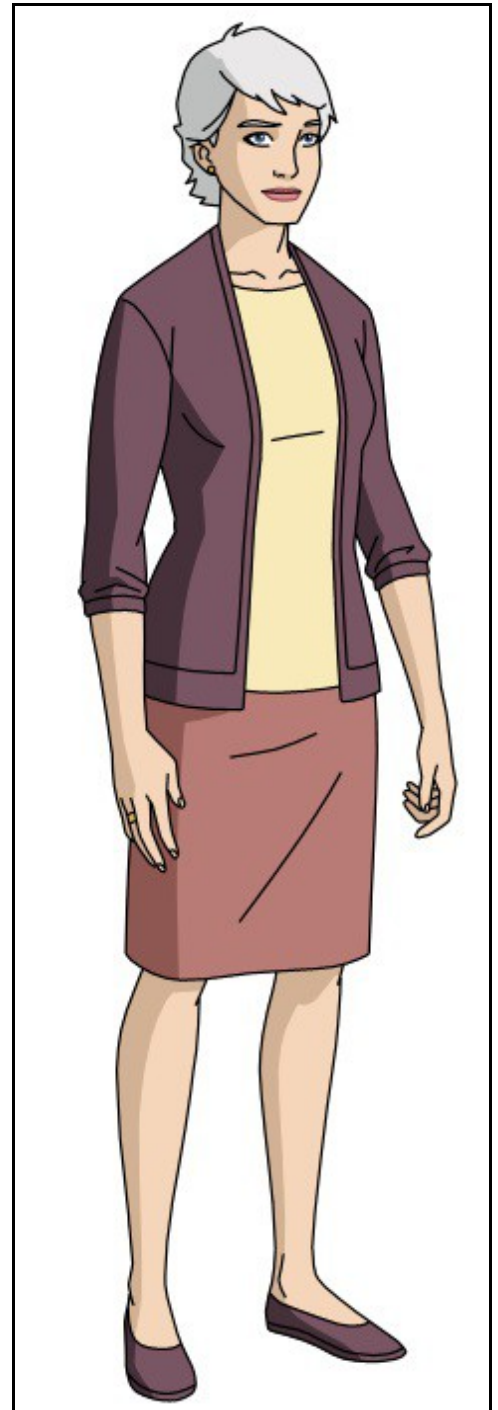
Perks: Job Hunter [1]; Pet (House Cat) [1].

Disadvantages: Honesty (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Peter Parker) [-2].

Quirks: Attentive [-1]; Careful [-1]; Congenial [-1]; Devout Protestant (Methodist) [-1]; Humble [-1].

Features: Sterile.

Skills: Accounting (H) IQ+1 [8] – 12; Administration (A) IQ+1 [4] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Cooking (A) IQ+0 [1] – 11*; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 11; Housekeeping (E) IQ+1 [1] – 12*; Musical Instrument



(Guitar) (H) IQ-1 [2] – 10; Professional Skill (Office Manager) (A) IQ+1 [4] – 12; Sewing/TL8 (E) IQ+1 [2] – 12*; Typing (E) DX+2 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Goodwife.

Role-Playing Notes:

May is an intelligent, charming, and above all independent woman in her early 40s who is striking out on her own again after suffering "empty nest syndrome", losing her husband and seeing the man she raised as a son heading out on his own. She's always willing to give life advice to her nephew and his increasingly large – and certainly unique – circle of friends. She's well aware that some of his friends are superhuman, mutant and otherwise.

Designer's Notes:

1. I have avoided making May Parker an old woman in the Reboot mainly because I didn't think Peter should have an aunt old enough to be his grandmother, as has been depicted in both the mainstream and Ultimate universes (as well as on television and film).
2. It has been suggested that Aunt May's own longevity in the comics is due to a blood transfusion she received from Peter early on. I've adapted this to hint that May Parker may have gained powers of her own, although it remains to be seen whether she'll display any.
3. The "terrorist bombing" in which Peter's parents died is alluded to be one of the attacks on the World Trade Center.

PERSEPHONE

Supporting Cast

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

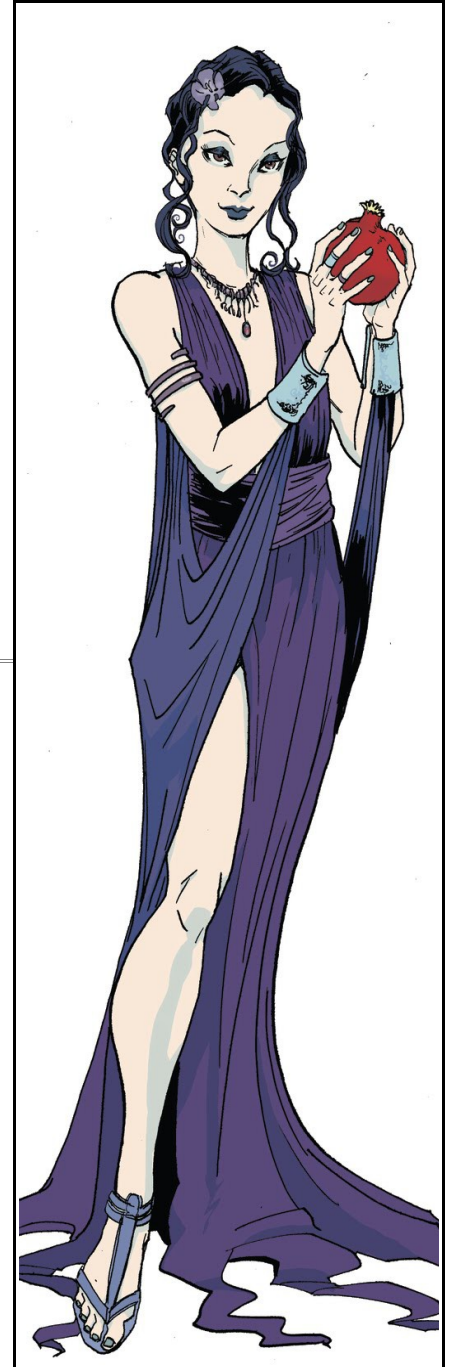
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



Real Name: Rachel Anne Summers.

Occupation: Observer, former college student, former adventurer, former mutant hunting "hound", former prisoner in a mutant concentration camp, former freedom fighter, former teacher.

Identity: Secret.

Legal Status: None.

Other Aliases: Rachel Grey, Marvel Girl, Mother Askani, "Starsoul".

Place of Birth: Salem Center, Westchester County, New York, in an alternate universe.

Marital Status: Single.

Known Relatives: Scott Summers (alias Cyclops, father, deceased), Jean Grey Summers (alias Phoenix, mother, deceased), Alex Summers (alias Havok, uncle, deceased), Christopher Summers (alias Corsair, removed from reality), Nathan Christopher Charles Summers (a.k.a. Nathan Dayspring Askani'son, alias Cable, "half-brother", removed from reality). All from alternate universes.

Group Affiliation: Current agent of the High Tribunal. Formerly a member of the New Mutants, Ahab's Hounds, the Mutant Underground, the X-Men, Excalibur, the Askani, and the Starjammers, all of alternate timelines and time periods.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #1/2.

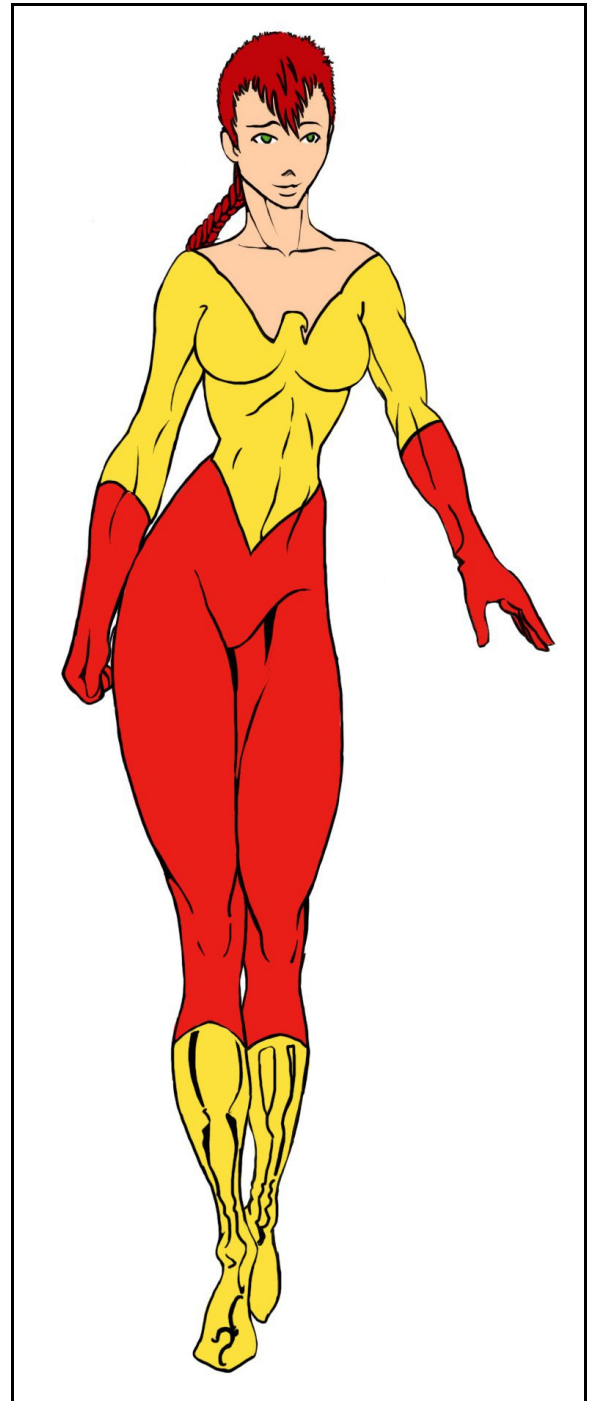
History: Rachel's past is confusing to follow, even occasionally for her. She was born in an alternate future, one which may now never come to pass, to that universe's counterparts to Cyclops and Marvel Girl (see *Cyclops*; *Marvel Girl*). Early on in her life, she trained with the second generation of New Mutants at Charles Xavier's School for Gifted Youngsters, before the school was attacked by the mutant-hunting robot Sentinels, which had taken over the United States in her home timeline (see *Sentinels*; *Xavier Institute*). Rachel was captured and forced by a man called Ahab to serve the Sentinels as a mutant-hunting "hound". After a time, however, she was sent to a mutant internment camp along with several of the surviving X-Men of her timeline (see *X-Men*). Rachel then aided in a breakout from the camp, and went into hiding.

To save her from certain death, Rachel's friend, Kate Pryde, had instilled within Rachel's mind a post-hypnotic trigger which enabled Rachel to tap onto the Phoenix Force, a cosmic entity embodying mortals' passions, to amplify her innate yet untrained time travel powers. As such, Rachel traveled back in time to a point several years before she was supposed to be born; to her surprise, however, it was not *her* past. She briefly joined the X-Men of that time period, before being kidnapped by the extradimensional movie producer, Mojo. Rachel eventually managed to flee Mojo's dimension, where she joined several of her old X-Men teammates in a new team, Excalibur, based out of England.

Rachel at that point was the host for the Phoenix Force, which amplified her natural telekinesis but muddled her memories. She also revealed her existence to her parents' counterparts, who eventually came to regard her as their own daughter. She also took an interest in keeping an eye on her "little brother", Nathan Christopher; in her native timeline, he never existed.

At one point, she was thrust back into the timestream, eventually finding herself in a time ruled by an immortal mutant despot named Apocalypse. Rachel founded a resistance movement to Apocalypse's rule, eventually becoming known as Mother Askani as she grew older. One of her acolytes – likely aided by Rachel – traveled back in time to save Nathan's life from a techno-organic virus which threatened to kill him. At the same time, Rachel reached across time to bring the minds of Nathan's parents – the Scott and Jean Summers of that timeline – into prepared bodies. While only a few hours passed in their native timeline, Scott and Jean spent several years raising Nathan; however, when Rachel died of old age, their minds reverted back to their original bodies in their original time.

Ultimately, Nathan as an adult was responsible for the complete destruction of the timeline ruled by Apocalypse. An unexpected side effect of this action was that Rachel was thrust back into the timestream at the same physical age she was when she had previously left it, but with full memories of her time as Mother Askani, including her death. She then returned to her adopted parents' timeline, but without a link to the Phoenix Force. It was at this time Rachel all but legally changed her last name to Grey, honoring her mother,



when Scott was mentally and then physically seduced by Emma Frost, an event which contributed to one of Jean's deaths (see *White Queen*).

For a time afterward, she joined her "uncle", Alex, and her "grandfather", Christopher, in the interstellar freebooters known as the Starjammers, before returning to Earth, where she took a teaching position with the recently reopened Institute (which incidentally had been renamed after her mother) (see *Havok*).

Recently, however, that timeline and many of the timelines closely tied to it were eliminated by the High Tribunal, the ultimate multiversal authority (see *High Tribunal*). Once again, Rachel found herself thrust into the new, replacement timeline, only this time she was brought before the High Tribunal as an anomaly. The Tribunal has given Phoenix the seemingly impossible task of surveying the new timeline for it. Since then, Rachel has been wandering this new world she's found herself in, curious as to the High Tribunal's motives for giving her this task.

Even more recently, Rachel has discovered that the woman she believed was her mother was actually the Phoenix Force of her native timeline who had assumed the physical form and identity of Jean Grey. In most timelines, "Jean" had died shortly after Rachel was conceived, either killed by the Shi'ar because she became Dark Phoenix, or by committing suicide to prevent further acts of cosmic destruction as Dark Phoenix (see *Shi'ar*). In only a handful of timelines did "Jean Grey" survive to give birth to Rachel, and in only *one* of those timelines did Rachel survive to adulthood. This has led Rachel to wonder if perhaps the Phoenix Force of one timeline was the exact same as on any other, and whether it was the Phoenix Force itself which has permitted Rachel to survive the destruction of timelines.

Height: 5' 8"

Weight: 135 lbs.

Eyes: Green.

Hair: Red, presently dyed brown.

Other Distinguishing Features: Rachel possesses scars on her face, indicating her status as a "hound". She normally uses her telepathy to hide these scars by causing people to subconsciously not notice them. Rachel also possesses intricate permanent tattoos on her back, placed there by the Shi'ar of a now-destroyed timeline.

Uniform: Gold shirt with a phoenix pattern, red pants, red gloves, gold boots. This uniform is identical to the first uniform she wore as a member of the X-Men of Earth-616, when she first became the host to that universe's Phoenix Force.

Strength Level: Rachel possesses the normal human strength of a woman her physical age, height, and build who engages in moderate regular toning exercise.

Known Superhuman Powers: A second-generation mutant, Phoenix possesses the psionic powers of telepathy, telekinesis, and time travel. Using her telepathy, she is able to scan someone's surface thoughts, communicate mentally with others, and probe someone's memories. In addition, she is able to project images she pulls from others' minds into thin air for all around her to see. She is also able to stun someone into unconsciousness, focusing her telepathy into a "mind bolt". Rachel's telepathy also enables her to determine if someone is a mutant by picking up on the variations in a mutant's synapses. She is able to affect peoples' minds on a subconscious level, which she normally just uses to hide her facial scars; lately, she's been using it to hide from the superhuman populace in general.

Using her telekinesis, Phoenix is able to move objects at will, form a psychokinetic shield around her, and fly at great speeds. For a short time, she also had the ability to rearrange matter on the molecular level, although she only used this power when possessing the Phoenix Force.

Rachel also possesses the ability to cast her mind into the past or future, and to use this power to have someone temporarily "trade places" with their past self. Using the power of the Phoenix Force, she was able on a handful of occasions to physically transport herself across the timestream. On the first of these occasions, she ended up in a past that was similar to but not exactly her own (see *History*, above).

Rachel's powers also make her immune to "changes" in the timestream, allowing her to remember the past, even if that past is destroyed. Once, she died of old age in an alternate future, but when that alternate future was destroyed found herself in the present day of the timeline she had previously left at the same age she left, complete with all the memories of her time in the destroyed timeline.

4,070 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 15 [15]; Per 12 [0]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Air Move 15 [2]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Affliction (*Temporal Mind-Swap*) 1 (Advantage: Possession (with Accessibility: Alternate Self Only, Timespanning: Past Only, Projection, and Mind-Swap), +600%; Cancellation, +10%; Extended Duration: Permanent, +150%; Melee Attack: Reach C, -30%; Persistent, +40%; Preparation Required: 1 hour, -50%; Mutant Psionic, -10%) [81]; Appearance (Attractive) [4]; Combat Reflexes [15]; Damage Resistance 50 (Force Field, +20%; Hardened 1, +20%; Mutant Psionic, -10%) [325]; Detect Mutants (Precise, +100%; Mutant Psionic, -10%) [19]; Emotion Sense 2 [9]; Enhanced Move (Air) 1.5 (Mutant Psionic, -10%) [27]; ESP Talent 4 [20]; Flight (Mutant Psionic, -10%) [36]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Illusion (Area Effect, 4 yds, +50%; Ranged, +40%; Visual Only, -30%; Mutant Psionic, -10%) [38]; Mental Blow 4 [28]; Mental Surgery 2 [25]; Mind Clouding 9 [54]; Mind Shield 5 [20]; Mindwipe 4 [31]; Omnilingual (Mutant Psionic, -10%) [36]; Possession

(Accessibility: Alternate Self Only, -50%; Mind-Swap, +10%; Projection, -50%; Time-Spanning (Past and Future), +100%; Mutant Psionic, -10%) [100]; Psychokinesis Talent 4 [20]; Seekersense 3 [18]; Sensory Control 3 [43]; Signature Sniffer 1 [4]; Suggestion 4 [35]; Super-Spy 2 [30]; Telekinesis! 12 (Increased Range (×5), +20%; Super-Damage, +900%; Visible, -10%; Mutant Psionic, -10%; Wildcard Power, ×4) [2,376]; Telepathy Talent 4 [20]; Telereceive 5 [60]; Telescan 5 [25]; Telesend 5 [27]; Telespeak 5 [63]; Temporal Inertia [15]; Time Mastery Talent 2 [10]; Very Fit [15]; Very Rapid Healing [15]; Zeroed [10].

Perks: Avatar [1]; Dirty Fighting [1]; Intimidation Factor [1]; Tactical Reading [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Hero's) [-10]; Duty (Living Tribunal) (9) [-5]; Flashbacks (Mild) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Hidden Scars ("Hound" Tattoos, hidden via telepathy) [-1]; Hiding From "Parents" [-1]; Hollywood Homely [-1]; Pet Peeve (Anti-Mutant Bigotry) [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Acting (A) IQ+2 [2] – 14*; Aerobatics (H) DX+0 [4] – 13; Autohypnosis (H) Will-1 [2] – 14; Body Language (Human) (A) Per+1 [4] – 13; Body Sense (H) DX+1 [8] – 14; Brawling (E) DX+3 [8] – 16; Breath Control (H) HT-2 [1] – 12; Climbing (A) DX-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Detect Lies (H) Per+3 [8] – 15*; Emotion Sense (H) IQ+2 [1] – 14†; Escape (H) DX+2 [4] – 15*; Fast-Draw (Knife) (E) DX+1 [1] – 14‡; Filch (A) DX+0 [2] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+1 [2] – 14; Forward Observer/TL8 (A) IQ+0 [2] – 12; Hiking (A) HT-1 [1] – 13; Housekeeping (E) IQ+0 [1] – 12; Innate Attack (Beam) (E) DX+5 [16] – 18; Innate Attack (Projectile) (E) DX+5 [8] – 18§; Jumping (E) DX+0 [1] – 13; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+0 [2] – 12; Lifting (A) HT-1 [1] – 13; Lip Reading (A) Per+2 [8] – 14; Lockpicking/TL8 (A) IQ+2 [8] – 14; Mental Blow (H) Will+5 [8] – 20†; Mental Strength (E) Will+1 [2] – 16; Mental Surgery (H) IQ+2 [1] – 14†; Mind Clouding (H) IQ+8 [20] – 20†; Mind Shield (H) Will+5 [8] – 20†; Mindwipe (H) Will+2 [1] – 17†; Observation (A) Per+4 [8] – 16*; Panhandling (E) IQ+0 [1] – 12; Pickpocket (H) DX+1 [2] – 14*; Psi-Sense (H) Per+6 [12] – 16#; Running (A) HT+0 [1] – 13; Seekersense (H) Per+8 [20] – 20#; Sensory Control (H) Will+2 [1] – 17†; Shadowing (A) IQ+4 [8] – 16*; Stealth (A) DX+3 [4] – 16*; Streetwise (A) IQ+0 [2] – 12; Suggestion (H) IQ+4 [4] – 16†; Swimming (E) HT+0 [1] – 14; Teaching (A) IQ+0 [2] – 12; Telekinetic Control (VH) IQ+8 [24] – 20¥; Telereceive (H) IQ+2 [1] – 14†; Telescan (H) IQ+2 [1] – 14†; Telesend (H) IQ+2 [1] – 14†; Throwing (A) DX+1 [4] – 14; Tracking (A) Per+5 [12] – 17*; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Broadcast (Telesend) (H) def+7 [8] – 14; Deep Probe (Telereceive) (H) def+8 [9] – 14; Multiplicity (Telereceive) (H) def+4 [5] – 13.

Starting Spending Money: \$2,000 (50% of Starting Wealth).

* Includes +2 from Super-Spy.

† Includes +4 from Telepathy Talent.

‡ Includes +1 from Combat Reflexes.

§ Defaulted from Innate Attack (Beam).

Includes +4 from ESP Talent.

¥ Includes +4 from Psychokinesis Talent.

Role-Playing Notes:

Rachel is a brave, caring young woman who has seen many atrocities against mutants, mutated humans, and baseline humans in her many lifetimes.

Design Notes:

1. Yes, before anyone asks, this *is* the mainstream Rachel Summers/Rachel Grey currently seen in *Wolverine and the X-Men* and *X-Men Legacy*, and prior to that in *Uncanny X-Men* v1, *Excalibur* v1, *X-Men* v2, *X-Men: Deadly Re-Genesis*, *War of Kings*, et. al. Her powers – and secretly the Phoenix Force – have enabled her to survive the destruction of Earth-616 (the mainstream Marvel Universe) and the creation of Earth-Reboot.
2. Rachel's history required a lot of research. She's always been one of my favorite X-Men, even when she was running around in an '80s gymnastics leotard and leg warmers, without a uniform or code-name. Her time in *Excalibur*, v1, greatly developed the character. Her first appearance in the uniform I've described was *Uncanny X-Men* v1 #199, and revealed to her teammates in *Uncanny X-Men Annual* #9, set between issues #199 and #200. I always liked this outfit, even more than the spiked red leather catsuit she wore in *Excalibur*. (And yet, later artists tended to forget this uniform existed, probably because *Uncanny X-Men Annual* #9 was the only place it was clearly seen – the issues of *Uncanny X-Men* around that time period had some *horrible* artwork.) (The image I used was taken from a scan of the *Annual*, and cleaned up even more by a Photoshop-savvy friend.)
3. Oddly enough, Rachel, while she remembers her complete history as detailed above, is again in the body of a young woman in her late teens/early twenties. Blame the Living Tribunal and the Phoenix Force for that, if you wish. This woman's been through Hell and back (with the ashes to prove it!), and she's still kicking. At least she's not angsty about it.

PIPER

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Piper's existence is unknown to the general public.

Legal Status: None.

Other Aliases: "Pied Piper".

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Piper are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was given powers in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Piper has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants, although for some unexplained reason he was absent when they clashed with the Avengers (see *Avengers*; *Brotherhood of Mutants*).

Height: 6' 1".

Weight: 165 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None, though frequently seen wearing a brown hooded tunic.

Strength Level: Piper possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Piper is psionically able to control the actions of many animals through his music. He is able to hear into the ultrasonic range, permitting him to play music that he and his animals can hear but most others cannot. Animals need to be able to hear his music in order to obey him. His music does not affect those considered "higher" animals – in short: chimpanzees, gorillas, dolphins, whales, elephants, and, of course, humans. He prefers to affect the megafauna of the Savage Land.

Other Abilities: Piper is a skilled musician with the panpipes, flutes, and similar instruments.

200 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 10 [-10]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Combat Reflexes [15]; Hard to Kill 3 [6]; High Manual Dexterity +1 [5]; Mind Control (Accessibility: Only When Playing His Pipes, -20%; Independent, +70%; Requires Musical Influence Roll, +0%; Specific (Non-Sapient Animals), -10%; Psionic, -10%); Musical Ability 4 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Temperature Tolerance 1 [1]; Ultrahearing [5].

Perks: Clinch (Brawling) [1]; Neck Control (Brawling) [1].

Disadvantages: Loner (12) [-5]; Low TL -8 [-40]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Mutates) [-5]; Skinny [-5]; Truthfulness (9) [-7]; Wealth (Poor) [-15].

Quirks: Can't Read Music [-1]; Careful [-1]; Easily Seduced -3 [-3]; Nervous Ranter [-1]; Scruffy-Looking [-1]; Talks To Himself [-1].

Skills: Animal Handling (Big Cats) (A) IQ+0 [2] – 12; Animal Handling (Theropods) (A) IQ+0 [2] – 12; Bolas (A) DX+1 [4] – 12; Brawling (E) DX+1 [2] – 12; Breath Control (H) HT+1 [8] – 12; Climbing (A) DX+1 [4] – 12; Knot-Tying (E) DX+1 [2] – 12; Mechanic/TL0 (Flutes) (A) IQ+0 [2] – 12; Mechanic/TL8 (Panpipes) (A) IQ+0 [2] – 12; Musical Composition (H) IQ+3 [1] –



15*†; Musical Influence (VH) IQ+3 [4] – 15*; Musical Instrument (Flutes) (H) IQ+4 [4] – 16*; Musical Instrument (Panpipes) (H) IQ+4 [4] – 16*; Navigation/TL0 (Land) (A) IQ+0 [2] – 12; Riding (Theropods) (A) DX+0 [2] – 12 ‡; Spear (A) DX+0 [2] – 11; Stealth (A) DX+1 [4] – 12; Survival (Jungle) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 11; Thrown Weapon (Spear) (E) DX+1 [2] – 12; Tracking (A) Per+0 [2] – 12; Veterinary/TL0 (H) IQ+0 [4] – 12; Weather Sense (A) IQ+0 [2] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +4 from Musical Ability.

† Defaulted from Musical Instrument (Panpipes).

‡ Defaulted from Animal Handling (Theropods).

Role-Playing Notes:

Piper is not one to enter combat himself, preferring to send animals – usually dinosaurs – in to fight in his stead. He likes to find areas above the fight in order to better direct the animals he controls. Piper would be considered by many to be socially retarded; his social skills with others are lacking. He serves the Mutates' master out of fear rather than loyalty.

Piper has an unspoken agreement with his teammate Lupo where Piper will not affect the latter's dire wolf pack unless Lupo has regressed to a feral state.

Design Notes:

1. Piper, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

PLANTMAN

Villain

Real Name: Samuel Smithers.

Occupation: Professional criminal, ecoterrorist, former gardner.

Identity: Known to the authorities.

Legal Status: Naturalized citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Liverpool, England.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional employee of Count Nefaria.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A genius underachiever, Samuel Smithers attempted to get a degree in botany, enrolling at Empire State University in New York City rather than any of his native English colleges. A firm believer in the Gaia Hypothesis, where the Earth's biosphere is itself a living entity, his undergraduate experiments to prove the theory were ultimately unsuccessful and inconclusive (see *Gaea*). After flunking out of college, the best job his green thumb landed him was as a gardener for a millionaire on Long Island. Lonely and miserable, considering himself a failure, he found solace in tending to the plants on the estate while continuing his experiments in private in the estate's private greenhouse.

One day, while adding a new experimental fertilizer he'd cooked up to the sprinkler system, the container of fertilizer was struck by lightning, covering him with it. As there was no rain that day (indeed, accounts vary as to whether the sky was clear or overcast), his boss blamed him for making the fertilizer into an explosive and fired him. Still, something had changed; for the first time, Smithers could 'hear' the 'voices' of the plants around him. Instinctively, he commanded the tomato vines to grow to incredible lengths and choke the life out of the millionaire, which they did.

Realizing what he had at his control, Smithers developed a plant-themed uniform and declared himself the Plantman, "defender of the natural ecosystem", and attempted to extend Manhattan's Central Park to cover the entire island, assisted by a number of humanoid plants he called his simuloids. He was thwarted in this attempt by Captain America and Spider-Man, who teamed up to take him down (see *Captain America*; *Spider-Man*).

Although sent to prison, he was later released on bail, his bail having been paid for by Count Luciano Nefaria, who hired Plantman to assist in a number of schemes (see *Count Nefaria*). Alongside the criminals Porcupine, Eel, Scarecrow, and Unicorn, all under Nefaria's command, Plantman came into conflict with the X-Men (see individual entries). The group soon fell to infighting, however, and Plantman was captured and returned to prison.

Plantman was later seen engaging in combat with Captain America after robbing a bank. When pressed for a reason for the heist, he lamented that he had yet to make a tree that could grow money. Whether this was the real Plantman or a simuloid acting on the real Plantman's orders is not known.

Smithers was last seen in the mass jailbreak led by the Rhino; where he will strike next is anyone's guess (see *Rhino*).

Height: 6'.

Weight: 195 lbs.

Eyes: Green.

Hair: Gray.

Uniform: Green bodysuit with spikes resembling leaves on his shoulders, green gloves and boots with leaf-pattern trim, green belt with a leaf-styled buckle, green cowl and half-mask.

Strength Level: Plantman possesses the normal human strength of a man his age, height, and built who engages in regular exercise.

Known Superhuman Powers: Smithers possesses the psionic ability to communicate with and control plant life. The plants under his control will grow at incredible rates, and can move around to the best of their ability. While most plants – other than his humanoid



simulacra – remain rooted, trees will move their branches while vines will ensnare his targets. In his vicinity, he can cause plants to grow in seconds to sizes which assist him.

Weapons and Paraphernalia: Plantman wields a pair of wrist-shooters which fire needle-like projectiles. These projectiles are often filled with various plant-based poisons.

1,010 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 11 [-10]; Per 11 [-10]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ally Group (Plant Simuloids; 50% of Starting Points; Group Size 11-20) (Minion, +50%) (12) [48]; Binding (Vines) 30 (Area Effect: 8 yds, +150%; Constricting, +75%; Environmental, +20%; Malediction: Speed/Range Table, +150%; One-Shot, -10%; Selective Area, +20%; Selectivity, +10%; Variable, +5%; Psionic, -10%; Alternative Attack, ×1/5) [57]; Plant Control 160 [800]; Plant Control Talent 4 [20]; Speak With Plants (Psionic, -10%) [14].

Perks: Forgettable Face [1].

Disadvantages: Delusion (Plants Speak To Me) [-10]; Loner (9) [-7]; Overconfidence (12) [-5]; Sense of Duty (Wild Nature) [-15]; Social Stigma (Criminal) Record [-5]; Wealth (Struggling) [-10].

Quirks: Calls People and Animals "Meat" [-1]; Careful [-1]; Chauvinistic [-1]; Dual Identity [-1].

Skills: Biology/TL8 (Earthlike Botany) (H) IQ+1 [8] – 14; Brawling (E) DX+1 [2] – 12; Chemistry/TL8 (H) IQ-1 [2] – 12; Gardening (E) IQ+4 [1] – 17*; Guns/TL8 (Wrist Gun) (E) DX+1 [2] – 12; Plant Control (H) IQ+7 [16] – 20*; Poisons/TL8 (H) IQ+0 [4] – 13†; Riding (Plant) (A) DX-1 [1] – 10; Wrestling (A) DX+1 [4] – 12.

Techniques: Independent Animation (Plant Control) (H) def+7 [8] – 20; Rapid Growth (Plant Control) (H) def+5 [6] – 15.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from Plant Control Talent.

† Conditional +4 from Plant Control Talent for plant-based poisons.

Role-Playing Notes:

Plantman is a man who is angry at the perceived limitations of the human world, much preferring the company of the plants around him over his fellow man. He has been known to call other people and animals "meat", though whether this means he's losing his humanity or if he's being impersonated by his simulacra when he says it is unknown.

Plantman's Plant Simulacra

The following represents the typical stats of his plant-based duplicates.

504 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 58 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 5 [0*]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Body of Wood [76]; Doesn't Eat or Drink [10]; Elastic Skin [20]; Plant Control 70 [350].

Disadvantages: Dependency (Sunlight; Daily) [-15]; Fragile (Combustible) [-5]; Reprogrammable [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Skills: Brawling (E) DX+0 [1] – 12; Guns/TL8 (Wrist Gun) (E) DX+0 [1] – 12; Plant Control (H) IQ+5 [24] – 15; Wrestling (A) DX+0 [2] – 12.

* Includes -1.00 from Body of Wood.

Design Notes:

1. The Plant Control advantage and related skill/techniques are taken from "A Song of Many Worlds" in *Pyramid #3/49: World-Hopping*. The advantage as stated includes the Psionic (-10%) power modifier.
2. His Delusion is not really a delusion, of course, but best suits how others react to him because of it.

POLARIS

Supporting Cast

Real Name: Lorna Dane (this is her legal name since her adoption; her birth name is unknown).

Occupation: High school student.

Identity: Lorna doesn't hide her identity, but it hasn't become public knowledge as yet.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: Magnetrix (a name used briefly before rejecting it).

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Neither the names of her birth parents or her adopted parents have been revealed.

Group Affiliation: Student at the Xavier Institute; associate of the X-Men.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, New York.

First Post-Reboot Appearance: UNCANNY X-MEN ANNUAL #1.

History: Not much is yet known about Lorna Dane's past, including her true parentage. According to statements made, she was adopted as an infant. It is known that she was born with green hair, and until she enrolled at the Xavier Institute kept it dyed brown at her adopted parents' insistence (see *Xavier Institute*). Like many mutants, her powers manifested at puberty.

Lorna was one of the small army of Institute students recruited by Scott Summers to help rescue his brother Alex from the Cult of the Living Pharaoh who had abducted him (see *Cyclops*; *Havok*; *Living Monolith*). Not long after this, Alex also enrolled at the Institute, and the two started dating, spurred by their mutual interest in geophysics.

Lorna, now calling herself Polaris, was later seen assisting in the defense of the Institute when it was attacked by the Juggernaut (see *Juggernaut*). She has expressed an interest in joining the X-Men following her graduation next year (see *X-Men*).

A chance encounter with Magneto has both of them wondering if they're related, due to the similarity of their powers (see *Magneto*). Professor Xavier, headmaster of the Institute, has stated his belief that the two are not related, given his own history with Magneto (see *Xavier*; *Charles*).

Height: 5' 7"

Weight: 115 lbs.

Eyes: Green.

Hair: Green (previously dyed brown).

Uniform: As a student of the Xavier Institute, she trains while wearing the blue and yellow bodysuit, blue gloves, and blue boots that are standard issue to students. When assisting the X-Men, she has worn a dark green sleeveless leotard with a wide neckline, light green leggings, light green cape, metallic green armbands, dark green boots, and a green tiara. (Presumably she owns a long-sleeved variation for colder climes.)

Strength Level: Polaris possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Polaris is a mutant who possesses the psionic ability to generate and control magnetic fields. Using these fields, she is able to lift up to ten tons of ferrous metal. Although not currently as powerful as Magneto, Polaris has exhibited greater range with her magnetic powers, due to her training at Xavier's. She is able to produce a force field which can protect her and those around her from attack, though powerful or repeated blows generate feedback which can cause her field to weaken. Thanks to her training, she is able to protect against energy attacks as well as against metals. By tapping into the Earth's magnetic field, she is able to fly; she has been observed flying at over 100 miles per hour. By concentrating, she is able to perceive the world around her as lines of magnetic force.

905 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 10 [-4]; Dodge 10.

Languages: English (Native) (Native Language) [0].



Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Control Ferrous Metals 5 (Collective, +100%; Mutant Psionic, -10%) [143]; Damage Resistance 20 (Area Effect (4 yds), +100%; Force Field, +20%; Hardened 1, +20%; Semi-Ablative, -20%; Switchable, +10%; Mutant Psionic, -10%) [220]; Enhanced Power Block 2 [10]; Enhanced Move (Air) 2.5 (Mutant Psionic, -10%) [45]; Fit [5]; Flight (Planetary, -5%; Mutant Psionic, -10%) [34]; High Pain Threshold [10]; Magnetism Talent 2 [10]; See Invisible (Magnetic Vision) (Mutant Psionic, -10%) [14]; Telekinesis 15 (Increased Range $\times 5$, +20%; Magnetic, -50%; Mutant Psionic, -10%) [45]; Telekinesis 10 (Increased Range $\times 5$, +20%; Magnetic, -50%; Super-Effort, +400%; Mutant Psionic, -10%) [230].

Perks: Cloaked [1]; Skintight Uniform [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (12) [-5]; Social Stigma (Minor) [-5]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Distinctive Feature (Green Hair) [-1]; Dual Identity [-1].

Skills: Aerobatics (H) DX+1 [8] – 13; Cloak (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 12; Fishing (E) Per+0 [1] – 12; Flight (A) HT+0 [2] – 12; Geology/TL8 (Earthlike) (H) IQ-1 [2] – 11; Hiking (A) HT-1 [1] – 11; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 11; Navigation/TL8 (Land) (A) IQ-1 [1] – 11; Physics/TL8 (Geophysics) (H) IQ-1 [2] – 11; PK Shield (H) IQ+3 [8] – 15*; Sports (Soccer) (A) DX+0 [2] – 12; Survival (Woodlands) (A) Per-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Telekinetic Control (VH) IQ+2 [8] – 14*; Weather Sense (A) IQ+0 [2] – 12.

Techniques: Kicking (Karate) def+2 [3] – 12; Mass Grab (Telekinetic Control) def+7 [8] – 14; Sweeping Kick (Karate) (H) def+3 [4] – 12; Trip (Judo) (H) def+1 [2] – 10.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Magnetic Control Talent.

Role-Playing Notes:

PRIMUS

Non-Villain Antagonist

Real Name: Primus.

Occupation: Presently unknown; formerly a pawn of a few professional criminals and subversives.

Identity: Primus does not use a dual identity; his existence is known to the authorities but not the general public.

Legal Status: Property of Advanced Idea Mechanics; has obtained paperwork to establish "James Primus" as a naturalized citizen of the United States with no criminal record.

Other Aliases: James Primus.

Place of Creation: An AIM facility in northern New Jersey.

Marital Status: Inapplicable.

Known Relatives: Inapplicable.

Group Affiliation: Occasional ally of Baron Zemo and the Mad Thinker.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Primus is the creation of noted scientist Arnim Zola, founder and leader of AIM, created from living tissue and given both the ability to think creatively and – either by accident or design – a greater amount of free will than most of Zola's other creations (see *AIM*; *Zola*, *Dr. Arnim*).

At first, Zola planned to use Primus to impersonate Nick Fury, an agent of the CIA who had clashed with AIM forces in the past, in order to lure Captain America, who Fury had recently worked with and who the Captain trusted, into a trap (see *Captain America*; *Fury*; *Nick*). However, Primus's childlike curiosity got the better of it and it started to question – some might even say 'pester' – Zola about not only details of the plan that didn't pertain to its role but also the reasoning behind the trap. Zola, however, did not feel inclined to share, and instead ordered Primus to "shut up and go away!"

Primus left the complex where it had been created, and soon came across Baron Zemo, who was looking to form an alliance with Dr. Zola and AIM against Captain America. Taking the appearance and mimicking the voice and mannerisms of Dr. Zola, Primus assisted the Baron against the Captain, until the truth came out. Taking pity on Primus, in whom he saw a potentially noble spirit, Captain America talked it down, convincing it that Zemo did not have its best interests in mind. Primus then left the area, taking on a more generic male human appearance and deciding to take the name "James Primus" to learn more about humanity and his place in it.

Primus was later seen working with the Mad Thinker, gathering information on the X-Men, though his later activities remain unknown (see *Mad Thinker*; *X-Men*).

Height: Variable, prefers to stay 6' 4".

Weight: 350 lbs.

Eyes: Variable, usually brown.

Hair: Variable, originally none.

Skin: Chalk white, can alter to any color.

Uniform: None.

Strength Level: Primus possesses superhuman strength enabling him to lift (press) up to five tons.

Known Superhuman Powers: Primus was designed as a metamorph, who possesses the ability to alter his height, proportions, shape, and facial features into any form he desires. Regardless of the shape he takes, his mass remains the same.

His unique bio-android form possesses superhuman strength and resilience. He is able to harden his skin to rock-like consistency, while his malleable form is able to deflect bullets and energy blasts, or allow them to pass harmlessly through him.

1,294 points

Attributes: ST 25/86 [60*]; DX 12 [40]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 2d+2/5d-1 (10d/12d); BL 125 lbs. (1,479 lbs.); HP 25 [0]; Will 12 [5]; Per 14 [15]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].



Advantages: AI (Not Reprogrammable) [42]; Alternate Identity (Legal) [5]; Ambidexterity [5]; Body Alteration Talent 4 [20]; Combat Reflexes [15]; Constriction Attack [15]; Damage Resistance 45 (Flexible, -20%) [180]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Extra Arms 4 (Extra-Flexible, +50%; Long +1, +100%; Switchable, +10%) [104]; Extra-Flexible Arms (Switchable, +10%) [11]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction / 10) [150]; Mimicry (Voice Library, +50%) [15]; Morph (Active Change, +20%; Cosmetic, -50%; Mass Conservation, -20%; Unlimited, +50%; Alternative Ability, ×1/5) [20]; Regeneration (Regular: 1 HP/hr) [25]; Regrowth [40]; Stretching 2 [12]; Striker (Crushing; Limb) (Alternative Attack, ×1/5) [1]; Striker (Cutting; Limb) (Alternative Attack, ×1/5) [2]; Striker (Impaling; Limb) (Alternative Attack, ×1/5) [2]; Super ST +9/+70 [360]; Telecommunications (Cable Jack) [5]; Telecommunications (Radio) [10].

Perks: Striking Surface (Switchable) [1].

Disadvantages: Curious (9) [-7]; Gullibility (12) [-10]; Pacifism (Reluctant Killer) [-5]; Unusual Biochemistry [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Distractible [-1]; Literal-Minded Tangents [-1]; Responsive [-1]; TV Junkie [-1].

Skills: Acting (A) IQ+1 [4] – 12; Camouflage (E) IQ+1 [2] – 12; Disguise/TL8 (Human) (A) IQ+3 [1] – 14†; Forced Entry (E) DX+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Lip Reading (A) Per-1 [1] – 13; Lockpicking/TL8 (A) IQ+1 [4] – 14; Mimicry (Speech) (H) IQ+1 [8] – 12; Observation (A) Per-1 [1] – 13; Search (A) Per-1 [1] – 13; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 13.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 12.

Features: Sterile [0].

Starting Spending Money: \$800 (20% of Starting Wealth)

* Includes +9/+70 from Super ST.

† Includes +4 from Body Alteration Talent.

Role-Playing Notes:

Primus is in many ways a still a child, reacting to the world with a sense of wonder and a still developing moral compass. At present, he is seeking out his place in the world. If he was to gain a good mentor, it is possible he could one day join a team such as the Avengers; lacking that, or worse under the influence of men like Baron Zemo or Doctor Doom, he could possibly become a veritable menace to the world.

PSYCHO-MAN

Villain

Real Name: Unrevealed.

Occupation: Former technologist, now renegade scientist.

Identity: Secret on Earth; known to the authorities of Zebulon.

Legal Status: Exiled citizen of Zebulon with a criminal record; would be considered an illegal alien on Earth.

Other Aliases: None.

Place of Birth: City of Nef, planet of Zebulon, Microverse.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Molecule Man.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The man now known as the Psycho-Man was born in the extradimensional realm known to Earth as the Microverse, on the planet Zebulon (see *Microverse*). The future Psycho-Man was a genius in the heretofore unexplored field of psychotronics, but found that his work was often being suppressed by politicians in the Alliance, the main interplanetary government of Zebulon's star system. When he attempted to protest this treatment of his work, he was told that his work had no practical applications. Several weeks later, he was fired from his post and all of his work confiscated and reportedly destroyed by Alliance officials.

Upset at this treatment, he fled Zebulon to one of the system's outer space stations, where he used the technology there along with the notes he was able to recover to create his first psychemagnetron. Using this development, he goaded the station's technicians to develop a series of humanoid-piloted combat robots equipped with psychemagnetrons installed, planning for the eventual conquest of the Alliance, replacing it with a technocracy, with him in charge. It was apparently at this time he started to call himself the Psycho-Man.

The Psycho-Man discovered an unlikely ally in the Molecule Man, who had been exiled to the Microverse by Reed Richards of the Fantastic Four (see *Fantastic Four*; *Mister Fantastic*; *Molecule Man*). The Molecule Man convinced the Psycho-Man to lure the Fantastic Four to the Microverse, where the two attempted to turn the Four against each other. Upon their failure, the Psycho-Man was turned over to the authorities on Zebulon.

It is not known how the Psycho-Man escaped from the Alliance, but he was later spotted bringing one of his advanced combat robots to Earth. Now at a height of just under a foot tall (though whether this was a conscious choice or a side-effect of the transit from the Microverse is unknown), with his combat robot standing six and a half feet tall, he has begun plotting the destruction of the Fantastic Four. How he intends to do this is at present unknown.

Height: 5' 9" (in the Microverse); 11" (on Earth).

Weight: 175 lbs (in the Microverse); 7.13 oz (on Earth).

Eyes: Brown.

Hair: Black.

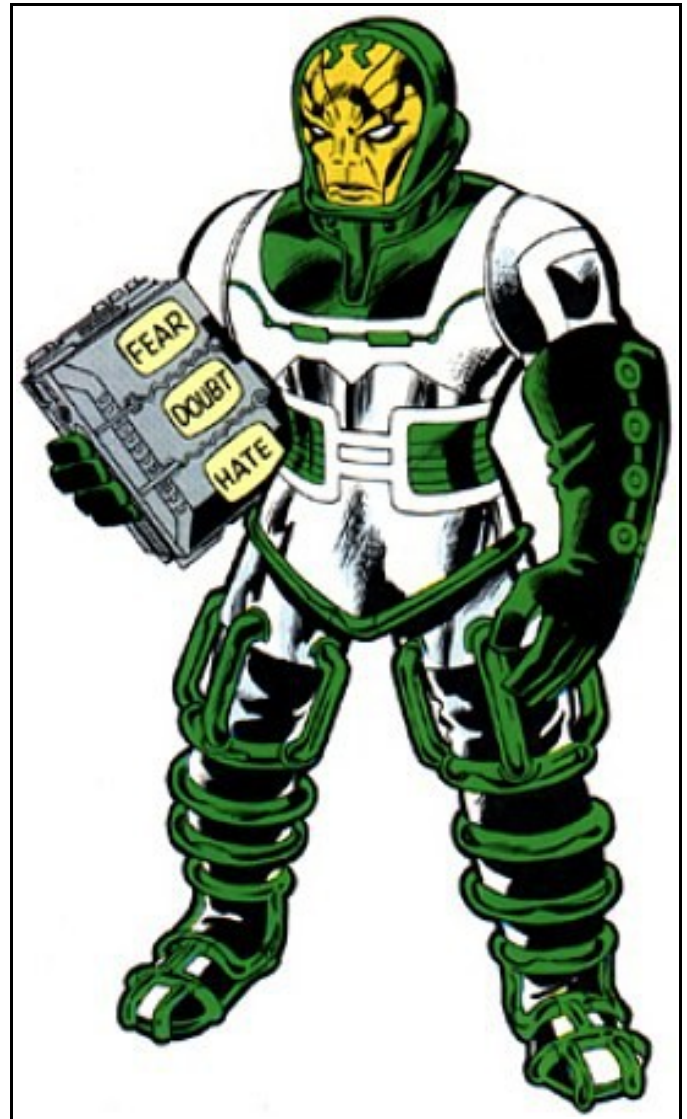
Uniform: Metallic white body armor with green trim, green gloves, and black boots. The combat robot possesses the same color scheme.

Strength Level: On his native Zebulon, the Psycho-Man possesses the normal human strength of a man his age, height, and build who engages in regular exercise. On Earth, he possesses the proportionate strength of a humanoid of his build and adjusted height, which enables him to bench-press roughly six and a half pounds. His combat robot presumably has suitable strength to engage the Thing in combat (see *Thing*).

Known Superhuman Powers: None.

Other Abilities: The Psycho-Man is skilled in many scientific fields, but is best known for his work in psychotronics, technologies related to psionic abilities.

Weapons and Paraphernalia: The Psycho-Man's primary weapon is what he calls a psychemagnetron, a device which can create and amplify various emotions in humans and those with similarly advanced brains. The primary settings on the psychemagnetron induce



and amplify feelings of fear, rage, doubt, and hate, though he has been known to use a setting which can suppress violent emotions with feelings of peace and tranquility.

The combat robot he pilots stands six and a half feet tall on Earth, and he has adapted it to possess a humanoid face for operations on Earth. This combat robot carries a giant mock-up of a psychemagnetron with settings displayed for "Fear", "Doubt", and "Hate"; in reality, a psychemagnetron with more than just those three settings is built into the robot's head. The robot is durable enough to withstand a few blows from the Thing before suffering significant damage. The Psycho-Man's cockpit is embedded in the robot's chest, not the head, as that is the best-protected area.

In addition, the Psycho-Man has made extensive use of a universal translator common in his native world.

2,031 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Broken) [2]; Zebulonian (Native) (Native Language) [0].

Cultural Familiarities: Microverse (Native) [0].

Advantages: Alternate Form (Combat Robot) (Difference in Point Cost: 2,005 pts; Accessibility: Only While On Earth, -20%; Non-Reciprocal Damage, +50%) [1,825]; Alternate Form (Micro-Sized) (Accessibility: Only While On Earth, -20%) [12]; High Manual Dexterity 3 [15]; High TL 2 [10]; Psychotronicist 3 [15]; Wealth (Wealthy) [20].

Perks: Efficient (Electronics Repair (Psychotronics)) [1]; Energizer [1]; Off-Screen Reload [1].

Disadvantages: Callous [-5]; Compulsive Scheming (12) [-10]; Jealousy [-10]; Low Pain Threshold [-10]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Status 0 [-5*].

Quirks: CRS (Can't Remember Minor Details) [-1]; Imaginative [-1]; Mild OCD [-1]; Never Smiles [-1]; No Sex Drive [-1].

Skills: Administration (A) IQ-1 [1] - 13; Beam Weapons/TL10 (Pistol) (E) DX+0 [1] - 10; Beam Weapons/TL10 (Projector) (E) DX+2 [4] - 12; Brawling (E) DX+2 [4] - 12; Current Affairs/TL10 (Science & Technology) (E) IQ+0 [1] - 14; Driving/TL10 (Mecha) (A) DX+2 [8] - 12; Electronics Operation/TL10 (Psychotronics) (A) IQ+6 [12] - 20†; Electronics Repair/TL10 (Psychotronics) (A) IQ+6 [11] - 20‡; Engineer/TL10 (Psychotronics) (H) IQ+6 [16] - 20†; Expert Skill (Psionics) (H) IQ+6 [16] - 20†; Gunner/TL10 (Beams) (E) DX+2 [4] - 12; Intimidation (A) Will+0 [2] - 14; Mathematics/TL10 (Applied) (H) IQ+0 [3] - 14‡; Piloting/TL10 (Vertol) (A) DX+0 [2] - 10; Psychologist! (WC) IQ+0 [24] - 14; Science! (WC) IQ+0 [24] - 14.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +1 to Status from Wealth.

† Includes +3 from Psychotronicist.

‡ Defaulted from Engineer (Psychotronics).

Alternate Form: Micro-Sized

-90 points

Attribute Adjustments: ST -8 [-80];

Secondary Characteristic Adjustments: SM -4; Basic Move -4 [-20].

Advantages: Catfall [10].

Alternate Form: Combat Robot

2,005 points

Attribute Adjustments: ST +150 [1500]; DX +2 [40]; HT +2 [20].

Advantages: Damage Resistance 45 [225]; Machine [25]; Mind Control (Area Effect: 64 yds radius, +300%; Emotion Control, -50%; Superscience, -10%) [170]; Radiation Tolerance (PF 50) [25]; Sealed [15]; Vacuum Support [5].

Disadvantages: Electrical [-20].

Role-Playing Notes:

Psycho-Man revels in the power he gains from his machines. He has a cruel sadistic streak that is at its worst when his victim is completely helpless. He only directly confronts a foe when he feels he is in an unbeatable position.

Design Notes:

1. Follow my math on this for his micro-sized ST and Weight:

11 inches = 0.9167 feet = 0.3056 yards

Growth/Shrink ST = 5 * (height in yards) (p. B58).

ST = 5 * 0.3056 = 1.5278, round up to 2 for the Alternate Form.

ST = 2 * CUBEROOT(Weight) (*Update*, p. 3)

Weight = (ST/2)^3

Weight = (1.5278/2)^3

(1.5278/2)^3 = 0.4458 lbs. = 7.1328 oz.

PUNISHER

Anti-Hero

Real Name: Franklin Castle.

Occupation: Vigilante; former police officer, former soldier.

Identity: Publicly known.

Legal Status: Citizen of the United States with no known criminal record, wanted for various crimes by the FBI and several state law enforcement agencies across the United States.

Other Aliases: None known.

Place of Birth: Queens, New York.

Marital Status: Widower.

Known Relatives: Wife (name unrevealed, deceased), son (name unrevealed, deceased), daughter (name unrevealed, deceased).

Group Affiliation: None; receives equipment from the international organization called the Punishers.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #X/2.

History: In 1989, Frank Castle enlisted in the United States Marine Corps straight out of high school. When the Gulf War happened in 1990-91, his unit was one of the first sent over, and performed beyond expectations, remaining active over in Kuwait and Iraq throughout the entire war.

After twenty years of service, including a few years as a drill sergeant followed by service in later Afghanistan campaigns, Frank, now holding the rank of Gunnery Sergeant, retired from the Marines and moved with his wife and two children to Philadelphia, Pennsylvania, where he joined the city police force. In his first year on the force, he was approached by men representing one of the city's crime lords, who attempted to recruit him into their ranks. Flatly refusing their offer, Frank found his attempts to bring their boss to justice hampered by officers on the force that were already on the crime lord's payroll.

Frank made a large enough nuisance to the city's organized criminals that attempts on his life were made. The last and most disastrous was a car bomb meant to kill him but instead killed his wife and children. Following their funeral, Frank resigned from the police force, which the crime lords believed would bring his crusade to a halt.

They were wrong. Dead wrong.

One week after the funeral, Castle was visited at his home by a woman who explained that Castle's crusade and recent loss had drawn the attention of her organization. She claimed that this organization, which she left unnamed, would help provide him with the tools and support that would let him punish those who had taken his loved ones from him. She presented him with a gift as a sign of good faith: a shirt made from lightweight ballistic fabric with a white skull pattern on it.

Castle then began by walking into the mansion of the crime lord who had ordered his death and killing everyone present, save the maids and the crime lord's young son. Since then, Castle has become known in the press and law enforcement circles as the Punisher, as he has continued his crusade against organized crime by moving from city to city and killing the local crime lords, while leaving the spouses and children unharmed. It has recently been revealed that the organization supplying him is known as the Punishers, and may have leaked the name 'Punisher' to the press for Castle. Castle himself is currently unaware of the organization's name, though he has begun to investigate reports of other folks with the Punishers' trademark skull-print shirt.

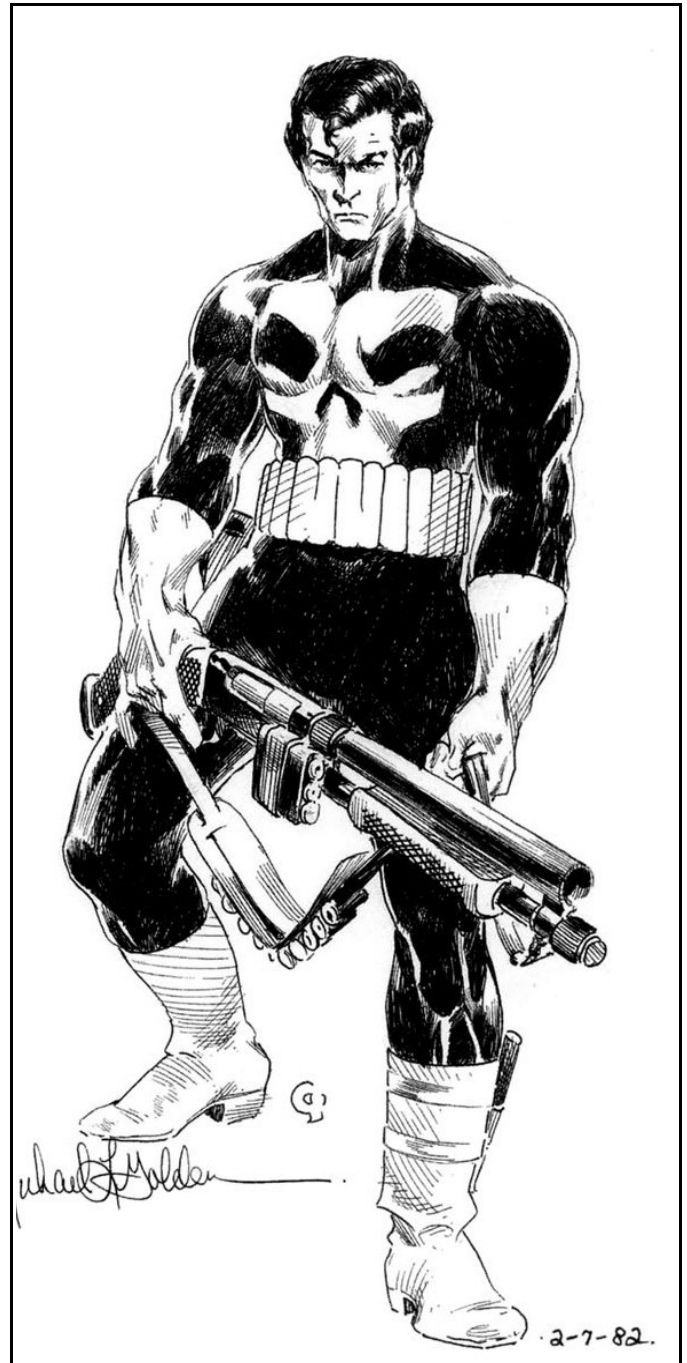
Height: 6' 1".

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black bodyshirt with a white skull pattern, black pants, black belt with white buckle in the form of a skull, boots; often wears a black trenchcoat.



Strength Level: Frank Castle possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: As a war veteran Castle possesses the typical skills of a soldier of his exceptional caliber. He is an expert marksman with all conventional weaponry and a skilled hand to hand combatant. His time in the police has honed his investigative ability.

Weapons: Frank normally carries a pair of machine pistols, a pump-action police shotgun, and a large Bowie knife. He has been known to use a wide variety of weaponry from pistols and assault rifles to anti-tank rockets, depending on the situation and what he can get his hands on.

Paraphernalia: Frank's bodyshirt is made from an advanced lightweight ballistic fabric that resembles normal cloth until it is struck by bullets, at which point it hardens. This shirt is made of the same fabric developed by AIM and Stark Industries for superhuman and police SWAT armors (see *AIM*; *Stark Industries*). The Punisher also occasionally wears a heavier ballistic fabric vest painted with the same white skull.

Vehicles: The Punisher owns a large van which operates as his mobile command center. This van has had its sides reinforced with additional armor. He also has a motorcycle he uses when the van would be too obvious.

May God have mercy upon my enemies, because I won't.

– General George S. Patton

547 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 2d-1/3d+1; BL 29 lbs; HP 15 [6]; Will 13 [5]; Per 14 [10]; FP 14 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 12.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Middle Eastern [1]; Western (Native) [0].

Advantages: Ambidexterity [5]; Born Soldier 2 [10]; Combat Reflexes [15]; Danger Sense [15]; Enhanced Dodge 1 [15]; Foresight 1 [10]; Foresight (Ambushes) 1 [5]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Patron (The Punishers; Equipment: No More Than Starting Wealth, +50%) (9) [30]; Resistant to Poisons/Toxins (+3) [5]; Single-Minded [5]; Striking ST +7 [35]; Temperature Tolerance 1 [1]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Wealth (Comfortable) [10].

Perks: Armorer's Gift (Rifle) [1]; Armorer's Gift (SMG) [1]; Cool Under Fire [1]; Courtesy Military Rank 2 [2]; Cross-Trained (Pistols) [1]; Cross-Trained (Rifles) [1]; Cross-Trained (SMGs) [1]; Improvised Weapons (Brawling) [1]; Infinite Ammunition (Quasi-Realistic Ammo) [1]; Off-Screen Reload [1]; Off-Hand Weapon Training (Pistols) [1]; Off-Hand Weapon Training (SMGs) [1]; One-Armed Bandit (Shotgun) [1]; Pistol-Fist [1]; Special Exercises (Striking ST +7) [7]; Style Familiarity: MCMAP [1]; Sure-Footed (Uneven) [1]; Tap-Rack-Bang (Rifle) [1]; Tap-Rack-Bang (Shotgun) [1]; Tap-Rack-Bang (SMG) [1]; Wall o' Lead (Rifle) [1]; Wall o' Lead (SMG) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Enemy (Law-Enforcement Agencies) (9) [-20]; Enemy (Organized Criminal Cartels) (12) [-40]; Obsession (Eliminate Organized Crime) (6) [-20]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Bloody Mess [-1]; Loner By Choice [-1]; Quick and Efficient [-1]; Scruffy-Looking [-1]; Stop Having Fun, Guys! [-1].

Skills: Body Language (Human) (A) Per+0 [2] – 14; Brawling (E) DX+3 [8] – 16; Breath Control (H) HT-1 [2] – 13; Camouflage (E) IQ+1 [1] – 13*; Climbing (A) DX+0 [2] – 13; Criminology/TL8 (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+2 [4] – 14; Current Affairs/TL8 (People) (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [4] – 14; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 12; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 13; Fast-Draw (Ammo) (E) DX+1 [1] – 14†; Fast-Draw (Knife) (E) DX+1 [1] – 14; First Aid/TL8 (Human) (E) IQ+3 [8] – 15; Forced Entry (E) DX+1 [2] – 14; Gunner/TL8 (Machine Gun) (E) DX+1 [2] – 14; Guns/TL8 (Grenade Launcher) (E) DX+2 [2] – 15‡; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+2 [2] – 15‡; Guns/TL8 (Light Machine Gun) (E) DX+4 [4] – 17‡; Guns/TL8 (Pistol) (E) DX+4 [4] – 17‡; Guns/TL8 (Rifle) (E) DX+5 [8] – 18‡; Guns/TL8 (Shotgun) (E) DX+5 [8] – 18‡; Guns/TL8 (Submachine Gun) (E) DX+5 [16] – 18; Hiking (A) HT+0 [2] – 14; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Intimidation (A) Will+2 [8] – 15; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Knife (E) DX+1 [2] – 14; Law (Philadelphia Criminal) (H) IQ-1 [2] – 11; Leadership (A) IQ+1 [1] – 13§; Lifting (A) HT+0 [2] – 14; Lip Reading (A) Per-1 [1] – 13; NBC Suit/TL8 (A) DX+0 [2] – 13; Observation (A) Per+0 [2] – 14; Parachuting/TL8 (E) DX+0 [1] – 13; Psychology (Human) (H) IQ+1 [8] – 13; Public Speaking (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Military) (E) IQ+3 [2] – 15§; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Scrounging (E) Per+2 [1] – 16§; Shadowing (A) IQ+1 [4] – 13; Soldier/TL8 (A) IQ+4 [8] – 16; Stealth (A) DX+1 [4] – 14; Strategy (Land) (H) IQ+0 [4] – 12; Streetwise (A) IQ+1 [4] – 13; Survival (Desert) (A) Per+0 [2] – 14; Survival (Mountain) (A) Per-1 [1] – 13; Survival (Woodlands) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+2 [4] – 14§; Teaching (A) IQ+0 [2] – 12; Throwing (A) DX+1 [4] – 14; Tracking (A) Per+0 [2] – 14; Traps/TL8 (A) IQ+1 [4] – 13; Weather Sense (A) IQ+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Double-Loading (Fast-Draw (Ammo)) (A) def+2 [2] – 14; Dual-Weapon Attack (Guns (SMG)) (H) def+4 [5] – 18; Elbow Strike (Brawling) (A) def+2 [2] – 16; Knee Strike (Brawling) (A) def+1 [1] – 16.

Starting Spending Money: \$20,000 (50% of Starting Wealth).

- * Defaulted from Survival (Desert).
- † Includes +1 from Combat Reflexes.
- ‡ Defaulted from Guns (SMG).
- § Includes +2 from Born Soldier.

Role-Playing Notes:

Frank is a man driven to avenge the deaths of his wife and children by waging a war on organized crime. He knows what he's doing is likely to be the death of him, and he knows he's gotta be at least a little messed up in the head to do what he does. He doesn't care, though, as he figures one day he'll be reunited with his loved ones.

Design Notes:

1. I got some flack when writing this up for not making the Punisher a Vietnam veteran like his mainstream counterpart. Note, however, that a 'Nam veteran in 2010 would probably be pushing 70. Making him a Desert Storm veteran at least keeps him, in the timeframe of the Reboot, around 40, which isn't a bad age for a veteran, although he's likely to be slowing down as age hits him.
2. The organization, the Punishers, providing Frank with his initial gear as well as additional gear and intelligence as needed was inspired by a pic of an Asian woman cosplaying as Lynn Michaels, the "Lady Punisher". (I may one day stat her up, too.)
3. Part of me wanted to just give him Gun! (DX/WC) or condense the Guns skills to just "Light Anti-Armor Weapons", "Pistols", and "Rifles", as per the one Pyramid article. I decided not to do the latter due to not really knowing how the various Perks from ***Gun-Fu*** being condensed would have worked, particularly for the machine pistols.

PUPPET MASTER

Villain

Real Name: Phillip Masters (his legal name since immigrating to the United States; his birth name is unrevealed).

Occupation: Sculptor, professional criminal, former biologist.

Identity: Known to the authorities.

Legal Status: Naturalized citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Dragonin, Transia.

Marital Status: Widowed.

Known Relatives: Marcia (wife, deceased), Alicia (step-daughter).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Phillip Masters was born in the small Balkan nation of Transia, which at one point was part of the nation of Yugoslavia, and spent his early childhood on the slopes of Mount Wundagore, which sits on the border between Transia, Romania, and Latveria (see *Doctor Doom*). For unknown reasons, the clay and wood from the trees found on this mountain appear to have mystical properties. As a child, Masters and his parents, ethnic Serbs, immigrated to the United States to avoid one of the many "ethnic cleansings" that were sweeping through the Balkans since the collapse of Soviet oversight; Masters brought along a sizable amount of Wundagore's clay. As a child, his cultural differences and personality made him a social outcast.

As an adult, Masters pursued a degree in biology. While in college, he met Jacob Reiss and Marcia Deaton, who became his first real friends. Reiss and Deaton soon married, and Masters was the best man at their wedding. Masters and Reiss pooled their resources after graduating to establish a small biochemical research firm. Over time, however, Masters became jealous of his friend's success at life, and came to desire everything Reiss had for himself, including Marcia and young daughter Alicia (see *Masters, Alicia*). To this end, Masters arranged for an accident to occur in the lab. Unfortunately, Marcia and Alicia happened to be visiting at the time the lab exploded, robbing Alicia of her sight and poisoning Marcia. Feeling guilty over his part in the accident, Masters married Marcia and adopted Alicia, and gave up his interest in biology to return to his first passion, sculpture. Moving to New York City, Masters opened an art studio in Greenwich Village and enrolled Alicia in schools for the blind; Marcia died of cancer a few years later.

Lost in his art, Masters recently discovered that by shaping his Wundagore clay into the form of a being, he could control their actions. As a test of this power, to see if he could force someone to do something they normally would not, he used the clay to force a cab driver to walk to his death off the Brooklyn Bridge. The cab driver was saved by the Human Torch, and could not remember anything about the incident before the Torch had saved him (see *Human Torch*). Curious about the Fantastic Four, he took control of another member of the team, the Thing, and used him to attack the rest of the team (see *Fantastic Four; Thing*). Alicia, however, had previously met the Thing at one of her art showings and confronted her father about his manipulation of the Thing; she was horrified to hear him refer to himself as the Puppet Master. Alicia knocked the figure of the Thing from his hand, breaking his control over the other man. Masters was arrested, but soon released due to a lack of admissible evidence.

Since then, the Puppet Master has come into conflict with the Fantastic Four on one other occasion, and has assisted them – without their knowledge – against the Dragon Man, who was then being controlled by the Wizard; the latter incident was to save Alicia's life (see *Dragon Man; Wizard*).

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Bald; brown facial hair.

Uniform: None.

Strength Level: The Puppet Master possesses the normal human strength of a man his age, height, and build who engages in no regular exercise.



Known Superhuman Powers: All of the Puppet Master's so-called powers derive from the special magical clay collected from Mount Wundagore. This clay possesses a minute fraction of the magic of a powerful, currently unnamed demonic entity, enabling the Puppet Master to take mental control over whoever the models look like while he holds them. (The Puppet Master himself does not attribute the clay's powers to magic but to radioactivity. However, as many biophysicists would point out, "radiation does not work like that"; any scientist who studies the clay will look for another answer, though most will reject the concept of magic.)

While holding and concentrating on the effigy in his hand, the Puppet Master is able to see and hear what his subject does, from the subject's point of view. There is apparently no limit to the range of the control.

Other Abilities: The Puppet Master is a master sculptor and a skilled, though uninspired, biologist.

Weapons: The Puppet Master has a number of models made from a clay found on Mount Wundagore in the Balkans.

134 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 12 [40]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 15 [15]; Per 12 [0]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 5 [5]; Dodge 7.

Languages: English (Native) (Native Language) [6]; Serbian (Native) (Native Language) [0].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Gifted Artist 3 [15]; High Manual Dexterity 4 [20]; Mind Control (Cosmic: Does Not Need To See Target, +50%; Gadget/Breakable: DR 0, -20%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Thief Must Win a Quick Contest of DX or ST, -30%; Link (w/ Mind Reading; Can Be Used Separately), +20%; Long-Range 2, +100%; No Memory, +10%; Preparation Required: 1 hour, -50%; Puppet, -40%; Reliable +5, +25%; Requires Concentrate, -15%; Magical, -10%) [65]; Mind Reading (Gadget/Breakable: DR 0, -20%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Thief Must Win a Quick Contest of DX or ST, -30%; Link (w/ Mind Control, Must Be Used Together), +10%; Long-Range 2, +100%; Preparation Required: 1 hour, -50%; Sensory Only, -20%; Magical, -10%) [21].

Perks: Doodad 3 [3]; Efficient (Artist (Sculpting)) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Back (Mild) [-15]; Jealousy [-10]; Loner (12) [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Alicia, stepdaughter) [-2].

Quirks: Careful [-1]; Chauvinistic [-1]; Crotchety Old Man [-1]; Delusion (Radiation is responsible for the clay's properties) [-1]; Dual Identity [-1].

Skills: Area Knowledge (Greenwich Village) (E) IQ+1 [2] – 13; Artist (Drawing) (H) IQ+2 [2] – 14*; Artist (Sculpting) (D) IQ+4 [8] – 16*; Artist (Woodworking) (H) IQ+3 [4] – 15*; Biology/TL8 (Earth) (VH) IQ+0 [8] – 12; Jeweler/TL8 (H) IQ+2 [2] – 14*; Photography/TL8 (A) IQ+2 [1] – 14*; Puppeteer (H) Will+2 [12] – 17; Sewing/TL8 (E) DX+3 [1] – 12*.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +3 from Gifted Artist.

Role-Playing Notes:

Masters is a lonely, bitter man who only wants what he feels is best for his adopted daughter. However, his ideas and her ideas about what is "best" for her vary significantly. Masters doesn't realize that the clay has part of the essence of a powerful demonic entity, who has been subtly influencing his thoughts.

The Puppet Master is normally encountered as a mastermind, manipulating people and events through his collection of clay models. If threatened with violence, he will attempt to escape or, should that not be an option, surrender and beg for mercy.

Design Notes:

1. The Puppeteer (Will/H) skill is the skill he uses rather than his base Will for controlling people via his puppets. The listed skill level does *not* include the Reliable +5 from the Mind Control advantage, which would normally be added on.

Real Name: John Allerdyce.

Occupation: Terrorist, mercenary, novelist, former journalist.

Identity: Known to the authorities.

Legal Status: Citizen of Australia with a criminal record in the United States.

Other Aliases: None.

Place of Birth: Sydney, Australia.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Born and raised in Australia, Allerdyce's powers manifested at puberty but for the longest time he failed to exploit them. He worked as a journalist for a newspaper in Sydney and wrote several trashy romance novels on the side until, with the paper's shift from print to electronic format, he was let go.

At this point, it is believed he was contacted by the mutant terrorist Mystique, who was forming the Mutant Liberation Front, and believed that Allerdyce's powers would be of benefit (see *Mutant Liberation Front; Mystique*). Taking the name Pyro, Allerdyce discovered and embraced his dark side, throwing himself into the MLF's activities with sadistic glee.

Alongside the Mutant Liberation Front, Pyro has twice clashed with the superhuman adventurers known as the X-Men, and was taken into police custody both times (see *X-Men*). He was last seen escaping prison as part of the mass breakout led by the Rhino (see *Rhino*).

Height: 5' 10".

Weight: 160 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Yellow bodysuit with a triangular red area covering the neck and shoulders; yellow gloves; red boots, red half-mask with mirrored corrective eye lenses.

Strength Level: Pyro possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Pyro is a mutant with the psionic ability to control and shape ambient flames. He is unable to generate the flames himself, needing to rely on external sources, but even the flame from a lit cigarette is enough for Pyro to manipulate. He is able to manipulate fire up to almost 50 feet from him.

He is able to cause any flame in his area to grow or diminish in intensity and size. In addition, he can alter the shape of the flame at will, forming shapes like giant claws and cages.

Weapons and Paraphernalia: Pyro has wrist-mounted flamethrowers fed from a tank on his back. These flamethrowers are generally used to provide him with flame for his powers, but he can, if he chose, use them directly as a weapon. In addition, his suit is fireproofed.

860 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

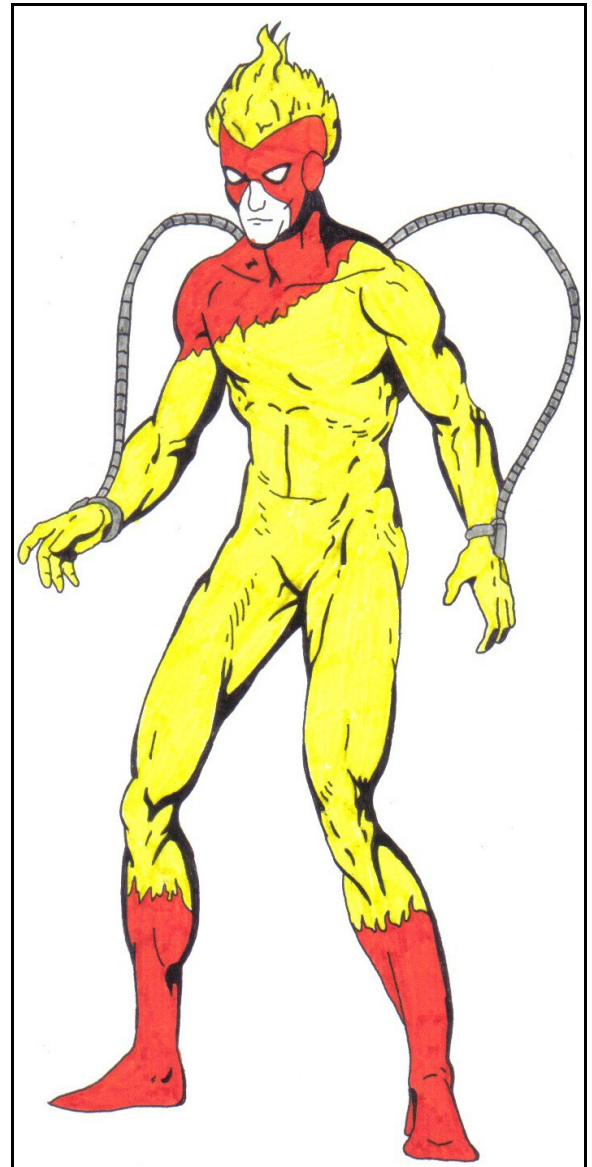
Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Academic 2 [10]; Burning Attack 6d (Jet, +0%; Jet: Increased Range ×5, +40%; Jet: Increased 1/2D Range ×2, +5%; Variable, +5%; Mutant Psionic, -10%) [42]; Control Fire 15 (Collective, +100%; Mutant Psionic, -10%) [570]; Create Fire 15 (Destruction Only, +0%; Mutant Psionic, -10%) [135]; Fit [5]; Hard to Kill 3 [6]; Heat/Fire Talent 4 [20]; Talker 2 [10]; Temperature Tolerance 3 [3].

Perks: License (Press Pass) [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Impulsiveness (12) [-10]; Overconfidence (9) [-7]; Pyromania (9) [-7]; Sadism (9) [-22]; Social Stigma (Criminal Record) [-5].



Quirks: Dislikes Aussie Stereotypes [-1]; Dual Identity [-1]; Knuckle Cracker [-1]; No Sex Drive [-1]; Rule-Breaker [-1].

Skills: Artist (Flame-Shaping) (H) IQ+5 [8] – 16*; Current Affairs/TL8 (Headline News) (E) IQ+0 [2] – 12; Detect Lies (H) Per+1 [2] – 12†; Fast-Talk (A) IQ+3 [4] – 14†; Innate Attack (Beam) (E) DX+3 [8] – 14; Interrogation (A) IQ+1 [4] – 12; Liquid Projector/TL8 (Flamethrower) (E) DX+3 [8] – 14; Literature (H) IQ-1 [2] – 10; Observation (A) Per+1 [4] – 12; Research/TL8 (A) IQ+2 [2] – 13‡; Savoir-Faire (High Society) (E) IQ+3 [2] – 14†; Savoir-Faire (Police) (E) IQ+3 [2] – 14†; Streetwise (A) IQ+0 [2] – 11; Typing (E) DX+1 [2] – 12; Writing (A) IQ+2 [2] – 13‡.

Starting Spending Money: \$2,200 (20% of Starting Wealth, minus the cost of a flamethrower).

* Includes +4 from Heat/Fire Talent.

† Includes +2 from Talker.

‡ Includes +2 from Academic.

Role-Playing Notes:

Pyro is a sadist and pyromaniac who delights in torturing and burning people alive.

On occasion, he has been known to use his (now invalid) press credentials to get where he shouldn't go, provided he is able to make sure that those checking for such things aren't looking too closely.

QUICKSILVER

Non-Villain Antagonist

Real Name: Pietro Maximoff.

Occupation: Professional criminal (reluctantly).

Identity: Publicly known.

Legal Status: Unknown, no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Wanda (alias Scarlet Witch, sister).

Group Affiliation: Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #4

History: Not much is known about Pietro's history before his first appearance. He and his twin sister Wanda claim to be Gypsies, although there are hints that they were adopted rather than born into the culture (see *Scarlet Witch*).

It is not currently known how the two came to the attention of the mutant criminal Magneto, but the self-proclaimed Master of Magnetism was quick to induct them into his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). It is not known if Pietro was using the name "Quicksilver" at that time. Wanda in particular was easily swayed by Magneto's personal charm and force of personality; Pietro has admitted that he only accepted Magneto's offer to protect his impressionable sister. In their first appearance with the group, the Quicksilver and the rest of the Brotherhood faced off against the X-Men; although they were defeated, they managed to escape (see *X-Men*).

Quicksilver has encountered the X-Men on a number of occasions since. Each time, he managed to escape capture. It soon became clear to the X-Men that Pietro was not in the Brotherhood for the reasons the others were, and they once offered him membership. Pietro declined at that time, as he felt he should stay close to Wanda to try and prevent Magneto's influence from spreading.

During a time when the Brotherhood was separated from Magneto, Wanda took over the leadership of the group. Quicksilver quickly became concerned at his sister's growing callousness and heavy-handed approach to leadership. Wanda's changing personality has led to a breakdown in the twins' relationship with each other. Both Wanda and Magneto rightfully believe that it is only a matter of time before Pietro betrays them.

Height: 6'.

Weight: 175 lbs.

Eyes: Blue.

Hair: Silver.

Uniform: Blue and silver bodysuit with a lightning bolt pattern separating the blue from the silver running from his left shoulder to his right boot, the blue is on the top-right, the silver on the lower-left; upper armbands and gloves of the opposing color; blue boots.

Strength Level: Quicksilver possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Quicksilver is a mutant who is able to run at supersonic speeds. His entire body is oriented towards the rigors of high-speed running; the metabolic processes in his body are such that he metabolizes over 90% of the energy in his food (it is estimated that the average person only metabolizes 25% of his food), and his muscles do not generate fatigue poisons. Furthermore, his skin and muscles are denser than normal in order to withstand the friction of moving at such high speeds. His eyes even have a thin membrane over them which protects them from friction and dust while running. In addition, his lungs are such that he can breathe normally at the pressures induced at high speed. He regenerates from most wounds at an enhanced rate.

Quicksilver's potential top speed is uncertain. He once produced a sonic boom when running, but normally runs at around 200 miles per hour, which he can maintain for several hours before needing to rest. With a running start, he is able to run vertically up the sides of buildings or across wide expanses of water without sinking, though he admits that he doesn't want to try running across an ocean. He is able to instantly accelerate from a dead stop to his combat speed.



In addition to his speed, his brain processes sensory input at superhuman rates, enabling him to see bullets in flight and granting him superhuman reflexes.

915 points

Attributes: ST 12 [20]; DX 16 [120]; IQ 11 [20]; HT 16 [60].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [10]; Per 15 [20]; FP 16 [0]; Basic Speed 8.00 [0]; Basic Move 10 [10]; Dodge 15.

Languages: English (Accented) [4]; Romanian (Native) (Native Language) [0].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Altered Time Rate 2 (Super-Speed, +20%; Mutant, -10%) [220]; Claim to Hospitality (Gypsies) [5]; Damage Resistance 2 (Tough Skin, -40%; Mutant Biology, +0%) [6]; Enhanced Dodge 3 [45]; Enhanced Move (Ground) 2 (Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Mutant, -10%) [76]; Enhanced Move (Ground) 2 (Mutant, -10%) [36]; Enhanced Parry (Bare Hands) 3 [15]; Enhanced Time Sense (Mutant, -10%) [41]; Extra Attack 2 (Multi-Strike, +20%) [60]; High Pain Threshold [10]; Nictitating Membrane 2 (Mutant Biology, +0%) [2]; Regeneration (Fast: 1 HP/min) (Fatigue Recovery, +100%; Mutant, -10%) [95]; Speed Talent 4 [20]; Walk on Liquid (Accessibility: Only When Moving (Full Move), -30%; Mutant, -10%) [9].

Perks: Pressure Tolerant Lungs (Dense) [1].

Disadvantages: Code of Honor (Gypsy's) [-5]; Impulsiveness (6) [-20]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Wanda) [-2]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Devout Believer (Eastern Orthodox Christianity) [-1]; Dual Identity [-1]; Pet Peeve (Indecisiveness) [-1].

Skills: Boxing (A) DX+1 [4] – 17; Filch (A) DX+0 [2] – 16; Forced Entry (E) DX+1 [2] – 17; Knot-Tying (E) DX+0 [1] – 16; Move! (WC) DX+2 [48] – 18; Parry Missile Weapons (H) DX+0 [4] – 16; Pickpocket (H) DX-1 [2] – 15; Savoir-Faire (Servant) (E) IQ+1 [2] – 12; Sleight of Hand (H) DX+0 [4] – 16; Speed-Reading (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Tracking (A) Per+0 [2] – 15.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

Role-Playing Notes:

Quicksilver comes off as brash, arrogant, and impulsive. From his point of view, everyone else is moving way too slow. He is only reluctantly a member of the Brotherhood, joining mainly to keep an eye on his sister. He started off protective of his sister, but her recent actions have led to them being estranged. It depends on whether the Brotherhood will face the X-Men or Avengers next to see which group he'll defect to.

RAMA-TUT

Non-Villain Antagonist

Real Name: Unrevealed.

Occupation: Pharaoh.

Identity: Rama-Tut's existence as a pharaoh of Egypt is historical record, though details about his reign are sketchy. He is not publicly believed to be from the future.

Legal Status: Ruler of ancient Egypt during the First Dynasty.

Other Aliases: Immortus (alleged), Kang (alleged), Ka (possible), Scorpion II (possible).

Place of Birth: 41st Century Earth.

Marital Status: Married.

Known Relatives: Numerous wives and concubines (names unrevealed), Neithhotep (presumed daughter or granddaughter), Ahmet Abdol (alias the Living Monolith, alleged descendant), Salome Abdol (alleged descendant).

Group Affiliation: Pharaoh of of Lower Egypt.

Base of Operations: Memphis, ancient Pre-Dynastic Lower Egypt.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: What follows is the account given by Rama-Tut himself in regards to his origin. This may or may not be the truth.

The man who would one day name himself Rama-Tut claims to have been born in the 41st Century, a time of universal peace and prosperity. There had not been a war or even a minor skirmish in his time for half a century. Advanced technology had provided everyone with any material goods they wanted. People – and here he seemed to include aliens such as the Kree and Skrulls, not just humans – were free to pursue their interests as they saw fit (see *Kree*; *Skrulls*). Even the warrior arts were reduced to simply gladiatorial exhibitions with no real danger to bystanders or other warriors. Rama-Tut was born into this time as a man who craved life-threatening excitement, the possibility of death and the thrill of triumphing over the odds.

Simply put, he was *bored*. There was no place for him in the idyllic paradise of the future.

Seeking to alleviate his boredom, he stole into a museum and climbed into a time machine that was on display there. At first, he claims, he intended to head to the early 20th Century, to fight in one of the World Wars. However, a time storm erupted as he passed through the mid-21st Century, which flung him deep into the past, landing during the 31st Century B.C. in what would later be Giza, in Egypt.

His experience with the time storm had blinded him, and he crawled from the wreckage only to be captured and brought before an Egyptian chieftain. Thankfully, one of the many implants in his body from his time was a biological computer which acted as a universal translator, enabling him to learn the local language in a matter of hours. This chieftain ordered his tribe's shaman to heal the man's eyes, then put him to work. The shaman used a rare herb, the name of which has been lost to antiquity, to restore his eyesight. Figuring he had little to lose and everything to gain, once his eyesight returned the future Rama-Tut challenged the chieftain to ritual combat for leadership. He trounced the chieftain, killing him in the process. At this time, he took the name Rama-Tut and began a campaign to unite the Nile Delta and Lower Egypt under his banner. To hide his time machine, which he claims to have no means to fix with the "primitive" early Bronze Age technology of the time, he ordered the construction of a temple to house it; this temple would one day be known as the Sphinx.

It took Rama-Tut ten years to unite Lower Egypt, facing off against another who was also attempting the feat. This other had taken the title of "pharaoh", or god-king. At the end of the campaign, Rama-Tut faced the pharaoh in single combat, killing him and assuming the title of "pharaoh" himself. He then settled in to rule Lower Egypt with a stern but (in his words) fair hand. The thrill of battle had been sated, for a time, and he felt he was obligated to govern his conquest. From time to time, however, he led his troops into battle against the other powers of the time: Sumeria to the west and Upper Egypt to the south. By his own words, however, he



only fought the wars that were thrust upon him. (As he is not the most diplomatic of people with a fierce temper, it's a matter of debate how many of these conflicts were started over sleights either by or against him, and who declared war on who.)

In the modern day, Reed Richards of the Fantastic Four was researching a cure for blindness for the Four's friend, Alicia Masters, when he came upon an account of Pharaoh Rama-Tut's temporary blindness and the herbal cure (see *Fantastic Four*; *Masters, Alicia*; *Mister Fantastic*). The Fantastic Four and Alicia traveled in a time machine built by Reed's rival, Victor von Doom, to the time of Rama-Tut's reign to learn more of the details about the cure (see *Doctor Doom*).

Upon arriving in Lower Egypt, the Fantastic Four sought an audience with the pharaoh, using a universal translator of Skrull design (as no one living in the 21st Century knew how to pronounce the ancient Egyptian of the time). Rama-Tut, curious about the visitors, granted the audience, and to the Four's surprise addressed them in English. Rama-Tut explained his origins to the Four, then expressed regret over the death of the shaman who had healed him during his campaign of unity without passing on the knowledge to an apprentice. (This statement was later shown to be false, as the shaman was later revealed to be alive as the court physician.)

Taken by the beauty of both Alicia and Susan Storm, the Invisible Woman, Rama-Tut decided to try and add them to his harem of wives and concubines (see *Invisible Woman*). Furthermore, the thought of having a working time machine had grabbed his attention. He used one of the surviving pieces of 41st Century technology that he had brought with him, disguised as a ceremonial scepter, to sap the wills of the Four and their friend. While Alicia and Susan were made to believe they were among his wives, Reed was made to believe he was the court architect, and Johnny Storm and Ben Grimm were put to work as slaves (see *Human Torch*; *Thing*). Rama-Tut ordered his troops to collect the time machine, taking care not to break anything, and spent much of his free time inspecting and attempting to duplicate it. (He would later remark that it was the *same* time machine he had stolen in his native time, though whether he means the two were built to the same specifications or whether they truly are the exact same machine remains to be seen.)

Days later, as Reed, Sue, and Alicia were part of Rama-Tut's entourage in inspecting one of the temples he'd ordered built for the dominant priest caste, in what would later become the ancient Egyptian capital city of Memphis (now part of modern-day Cairo), the sight of Ben and Johnny among the slaves brought Sue to her senses. Remembering what Rama-Tut had done to them, she grabbed the scepter and used it to free the others of Rama-Tut's control. For the first time actually afraid for his life, Rama-Tut granted the Four and Alicia their freedom, telling them where their time machine had been moved to. He warned them not to return, but swore to make no move against them in their own time. He was last seen entering the chamber underneath the Sphinx that housed his own time machine.

According to a recently discovered historical record, unearthed at Memphis following the Fantastic Four's visit to the past, Rama-Tut went missing and was presumed deceased for ten years following the Fantastic Four's visit, only to appear once again to reign as pharaoh until his death. The time traveling Kang the Conqueror and the enigmatic Immortus, lord of the timeless realm of Limbo, both claim to be future incarnations of Rama-Tut, though the validity of these claims is under debate (see *Immortus*; *Kang*). The details of Rama-Tut's disappearance and future reappearance are as yet unknown.

Height: 6' 3".

Weight: 230 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Ceremonial Egyptian garb.

Strength Level: Rama-Tut appears to possess the normal human strength of a man his apparent age, height, and build who engages in intensive exercise.

Known Superhuman Powers: None.

Other Abilities: Rama-Tut is highly skilled in hand to hand and spear combat. He is also a capable administrator.

Weapons: Rama-Tut has been known to use a spear which has been adapted to fire a variety of energy beams, from a laser to a disintegrator, as well as being outfitted to do incredible damage by vibrating at a subsonic frequency. He also carries a sidearm which is capable of being set to any number of beams. His most notable weapon, however, is a scepter outfitted with a cobra's head, which contains a powerful neural dominator, enabling him to enslave the wills of others.

574 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 14 [5]; Per 13 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: 41st Centurian (Native) (Native Language) [0]; Ancient Egyptian (Native) [6].

Cultural Familiarities: 41st Century Earth (Native) [0]; Pre-Dynastic Egypt [1].

Advantages: Appearance (Handsome) [12]; Charisma 4 [20]; Combat Reflexes [15]; Enhanced Dodge 2 [30]; Enhanced Parry (All) 2 [20]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; High TL 4 [20]; Omnilingual [40]; Religious Rank 8 [40]; Single Minded [5]; Status 8 [10*]; Very Fit [15]; Wealth (Multimillionaire 2 [100].

Perks: Grip Mastery (Spear) [1].

Disadvantages: Bad Temper (12) [-10]; Code of Honor (Soldier's) [-10]; Impulsiveness (9) [-15]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Selfish (12) [-5].

Quirks: Adrenaline Junkie [-1]; Broad-Minded [-1]; Code of Honor ("My word is my bond.") [-1]; Holds Grudges [-1]; Patterns His Likeness Off the Egyptian God Set [-1].

Skills: Administration (A) IQ-1 [1] – 12; Armoury/TL12 (Small Arms) (A) IQ+1 [4] – 14; Beam Weapons/TL12 (Pistol) (E) DX+1 [2] – 14; Bow (A) DX+1 [4] – 14; Boxing (A) DX+3 [12] – 16; Climbing (A) DX-1 [1] – 12; Electronics Operation/TL12 (Temporal) (A) IQ-1 [1] – 12; Electronics Repair/TL12 (A) IQ+1 [4] – 14; Engineer/TL12 (Small Arms) (H) IQ-1 [2] – 12; First Aid/TL1 (Human) (E) IQ+0 [1] – 13; Hiking (A) HT-1 [1] – 12; History (20th/21st Century) (H) IQ-1 [2] – 12; History (Pre-Dynastic Egypt) (H) IQ-1 [2] – 12; Innate Attack (Beam) (E) DX+1 [2] – 14; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will+1 [2] – 14; Knife (E) DX+0 [1] – 13; Leadership (A) IQ+3 [1] – 16†; Mathematics/TL12 (Applied) (H) IQ-1 [2] – 12; Observation (A) Per+1 [4] – 14; Public Speaking (A) IQ+3 [1] – 16†; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Shield (Shield) (E) DX+1 [2] – 14; Shortsword (A) DX-1 [1] – 12; Spear (A) DX+1 [4] – 14; Stealth (A) DX+0 [2] – 13; Strategy (Land) (H) IQ+0 [4] – 13; Survival (Desert) (A) Per-1 [1] – 12; Survival (Plains) (A) Per-1 [1] – 12; Tactics (H) IQ+1 [8] – 14; Teamster (Equines) (A) IQ-1 [1] – 12; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+3 [12] – 16.

Starting Spending Money: \$26,000,000 (20% of Starting Wealth).

* Includes +3 from Religious Rank and +3 from Wealth.

† Includes +4 from Charisma.

Role-Playing Notes:

Rama-Tut is a man who is used to being obeyed without question. He still craves excitement, and has found it leading the ancient Egyptian armies from the front. He has, however, accepted his obligation to lead the nation he conquered.

Design Notes:

1. Rama-Tut's Starting Wealth and TL are set for the modern day (TL8). For a campaign set in the Egyptian Bronze Age, he gains seven additional levels of High TL [+45], two additional levels of Wealth (netting Multimillionaire 4) [+50], and his Starting Money becomes \$100,000,000 (20% of Starting Wealth at TL 1), which helps offset the cost of much of the ultra-tech equipment he has at his disposal. His Status and Religious Rank remain unchanged.
2. Looking at the list of kings and pharaohs of ancient Egypt, I didn't really see a place to fit him into the historical record in the first two Dynasties, at least nothing that really made sense. However, in pre-dynastic Lower Egypt, it is possible he was either the king known as King Ka, King Scorpion II, or both (some scholars say they were the same person). I approached this as if he was one of the two, with his daughter or granddaughter being Queen Neithhotep, and her marriage to the pharaoh being the unification of Upper and Lower Egypt.
3. I'm also not definitively stating whether Rama-Tut is indeed a past version of Kang or Immortus in the Reboot. (I also haven't yet decided whether Immortus, because of his nature as the lord of a timeless realm, is the pre-Reboot version or not.)

RATTLER

Villain

Real Name: Klaus (last name unrevealed).

Occupation: Mercenary, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of Austria with an international criminal record.

Other Aliases: None.

Place of Birth: Austria.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little is known about Rattler prior to being approached by the Stryke brothers, Jordan and Leonard, to join their team of snake-themed mercenaries, the Serpent Squad (see *Eel*; *Serpent Squad*; *Viper*). From comments made, it can be guessed that Rattler had served a number of prison sentences in parts of Europe.

As part of the Serpent Squad, he has twice come into conflict with Captain America and his young partner, Bucky, the second time when the Captain teamed with the Homeland Security team of superhuman operatives, Freedom Force (see *Bucky*; *Captain America*; *Freedom Force*). Following the second incident, Rattler was sent to prison, and presumably deported.

Rattler's future exploits have yet to be revealed.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Dark red bodysuit with a light brown padded chest in a snake pattern, light brown boots of the same pattern, and a six foot long cybernetic tail of the same colors and pattern.

Strength Level: Rattler possesses the normal human strength of a man his age, height, and build who engages in moderately intensive regular exercise.

Known Superhuman Powers: Rattler's cybernetic tail is equipped with a subsonic vibration emitter, his signature "rattle", which creates a wide cone of vibrations in the air, which can be used to push objects and people away from him, or to shatter objects and bone.

In addition, the tail is somewhat prehensile, able to be used in melee combat, either to grab someone or as a whip.

240 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 11 [5]; Per 12 [10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: German (Native) (Native Language) [0]; English (Native) [6].

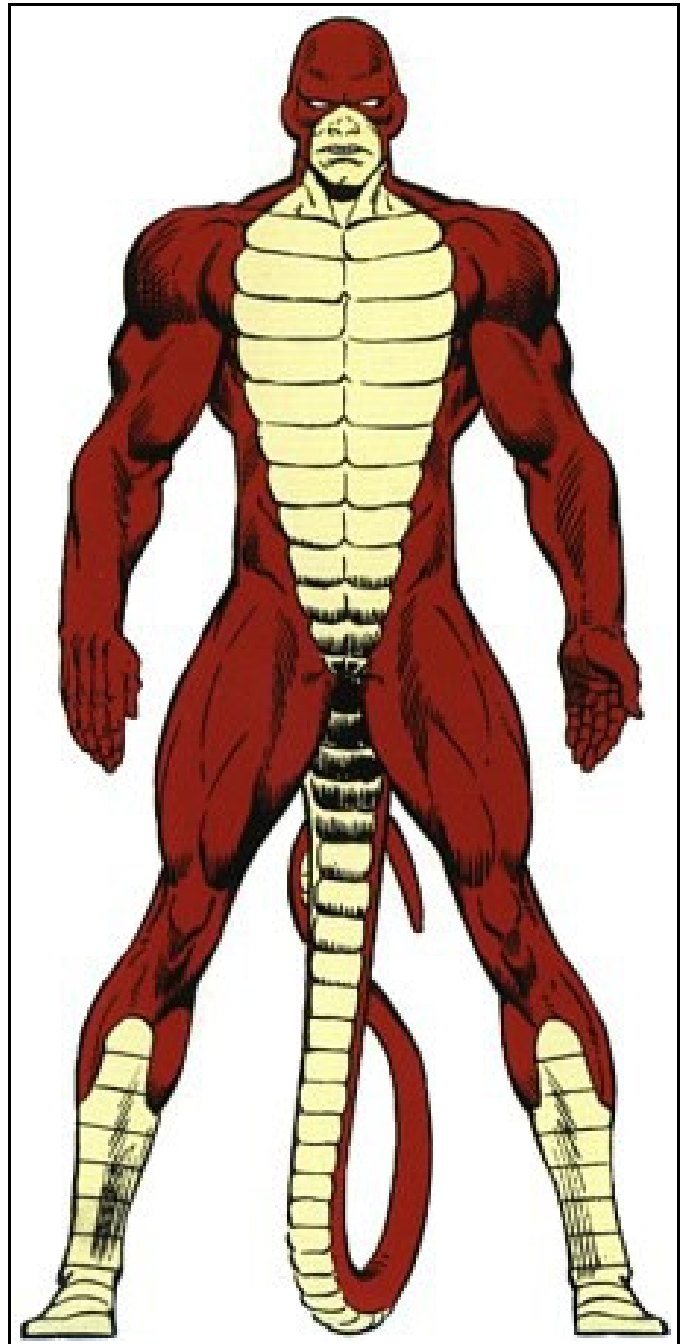
Cultural Familiarities: Western [0].

Advantages: Burning Attack 6d (Cone 3 yds, +80%; Damage Modifier: Non-Incendiary, -10%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%; Alternative Attack, ×1/5) [9]; Combat Reflexes [15]; Crushing Attack 6d (Cone 3 yds, +80%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%) [44]; Extra Arm 1 (Extra-Flexible, +50%; Long +1, +100%; Temporary Disadvantage: No Fine Manipulators, -30%; Electronic, -30%) [19]; Extra Attack 1 [25]; Fit [5]; High Pain Threshold [10]; Striker (Crushing; Tail) (Long 1, +100%; Electronic, -30%; Alternative Attack, ×1/5) [2]; Tough Guy 2 [10].

Disadvantages: Callous [-5]; Greed (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Doesn't Hesitate to Engage in Friendly Fire [-1]; Dual Identity [-1]; Massive Property Damage [-1]; Thick Austrian Accent [-1].

Skills: Brawling (E) DX+2 [4] – 14; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+0 [2] – 12; Escape (H) DX-2 [1] – 10; Forced Entry (E) DX+2 [1] – 14*; Hiking (A) HT+0 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Intimidation (A) Will+3 [4] –



14*; Jumping (E) DX+0 [1] – 12; Observation (A) Per+0 [2] – 12; Parachuting/TL8 (E) DX+0 [1] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Shadowing (A) IQ+2 [2] – 12*; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+2 [2] – 12*; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 12; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Tough Guy.

Role-Playing Notes:

Rattler is a brute with very little loyalty to his teammates. He has been known to use his rattle on opponents his teammates were in melee combat with, not caring if they're caught in the crossfire. In his mind, it's his teammates' responsibility to stay out of his rattle's way.

RED GHOST

Villain

Real Name: Ivan Kragoff.

Occupation: Renegade scientist.

Identity: Known to the authorities.

Legal Status: Citizen of Russia with no criminal record.

Other Aliases: None.

Place of Birth: Leningrad, Russia.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Ivan Kragoff was a noted Russian scientist working on the Russian counterpart of the United States' Force Bio-Enhancement Program, an outgrowth of the super-soldier program that produced Captain America during World War II (see *Captain America*). Unknown to his superiors, Kragoff was himself a latent superhuman mutant, which he discovered when using samples of his own DNA in several experiments.

Due to increased United Nations oversight of Russia's super-soldier programs following the collapse of the Soviet Union and the declassification of hundreds of unethical medical experiments performed during the Soviet era, Kragoff and his colleagues were forced to restrict the majority of their experiments to mice, rats, and lesser primates, rather than human testing. Three of Kragoff's most successful experiments were a gorilla, an orangutan, and a baboon, who he named Mikhail, Piotr, and Igor, respectively, each of whom he secretly trained to be loyal to himself rather than any other human, following his orders over any other. Kragoff, an old-school Communist Party man, was resentful over the lack of ability for human testing, particularly after several of his experiments on his three prize primates proved viable.

One of the projects was a chamber for bathing the test subject in a controlled simulation of a "cosmic ray storm". Of the test subjects exposed to this chamber, only the three primates taught by Kragoff survived. Most of the others – mice, rats, dogs, and cats – died in the chamber, while a number of others – various species of monkeys and apes – developed cancer. Because of its abysmal success rate, not to mention the randomness of the powers gained by the three successes, the cosmic ray storm chamber was deemed a failure and scheduled for destruction, and the three "super-apes" ordered killed and dissected to determine how they changed and how to replicate those specific successes. Kragoff, however, had a plan. He released the three "super-apes", as he called them (ignoring that Igor was more properly a monkey, not an ape), and stole the cosmic ray storm chamber, destroying the rest of the lab in the process.

Kragoff set himself up in an abandoned Soviet-era Siberian lab and used the chamber on himself, gaining powers of his own. As a test of both his own powers and those of the super-apes, he sent a challenge to Reed Richards of the Fantastic Four, who he had met years before, declaring himself the Red Ghost, "the greatest Russian scientist" and "champion of Soviet-era scientific practices" (see *Fantastic Four*; *Mister Fantastic*). The challenge was one of team combat, he and his super-apes verses the Fantastic Four. The two teams met on a Pacific atoll in international waters, away from the jurisdiction of either country. At first, the two teams were fairly evenly matched, with the Red Ghost and the super-apes each attacking a different member of the Four. The battle quickly turned, however, when the Human Torch and the Thing traded partners, using teamwork to defeat Mikhail and Piotr in quick order and turned to assist Reed and the Invisible Woman (see *Human Torch*; *Invisible Woman*; *Thing*). Defeated, the super-apes fled, with Kragoff chasing after them, barking orders in Russian after them.

After returning to their Siberian base lab, Kragoff found himself under arrest by the Russian FSB (the successor to the infamous KGB), though he quickly managed to escape, leading the apes across into the wasteland near the famous Tunguska crater. Even more recently, Piotr and Igor have been spotted abducting the homeless in several cities across the United States, Canada, and Mexico. Kragoff's plans for these homeless are unknown.

Height: 5' 11".

Weight: 215 lbs.



Eyes: Brown.

Hair: White, bald on top.

Uniform: Red overcoat, red pants, blue gloves, blue boots, blue belt.

Strength Level: The Red Ghost possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: The Red Ghost possesses the ability to make any part of his body intangible, enabling him to walk through most obstructions or on air. However, he still needs to breathe while intangible; he can only pass through solid objects for as long as he is able to hold his breath. Through concentration, he is able to make only parts of his body intangible as well as objects he is carrying.

By reaching into someone's chest and making his hand partially tangible, he is able to cause incredible pain, possibly even killing his target.

Other Abilities: Ivan Kragoff is a skilled multidisciplinary scientist, often considered one of the ten smartest people in the world.

Allies: The Red Ghost is often accompanied by his three "super-apes" (in reality, two great apes and a monkey): Mikhail, the superhumanly strong and durable gorilla; Piotr, the orangutan, who can create magnetic fields; and Igor, the shapeshifting baboon. These three primates were given superhuman powers through a combination of genetic engineering (possibly including the retroviral introduction of latent mutant X-genes), experimental nanotechnology, and exposure to various frequencies of gamma and cosmic radiation. In addition to their powers, all three are more intelligent than the average members of their species; whether they were chosen because of their intelligence or gained their intelligence through the experiments is not known at this time.

Mikhail the gorilla has achieved superhuman strength roughly equal to that of the Thing, able to lift (press) roughly 80 tons. In addition to this strength, Mikhail possesses incredible durability, enabling him to withstand blows from superhuman opponents. Mikhail is not that skilled a combatant, however, relying as much on his instinct to intimidate as his ability to hit an opponent.

Piotr the orangutan is able to generate magnetic fields, similar to the powers of the mutants Magneto and Polaris, enabling him to manipulate, attract, or push away objects containing ferrous metals (see *Magneto*; *Polaris*). He cannot change the shape of the metal like the two mutants can, but with effort he can carry aloft roughly 70 tons of steel. Piotr is also able to project a protective magnetic force field large enough to protect himself and up to three others which can deflect incoming gunfire.

Igor the baboon is able to change his shape into that of any animal or object he can imagine, so long as the mass of the object or animal is roughly the same as his own, with roughly a 10% difference in size. In addition to his shapeshifting, he is able to extend his arms and legs to twice their length. Igor's own mass, about 25 kg/55 lbs, does not change during these transformations; his body subconsciously shifts his mass around to accommodate the changes.

Weapons and Paraphernalia: The Red Ghost has built a number of scientific sensors and radiation emitters.

He will occasionally carry a gyroco pistol which shoots miniature rockets with various warheads.

Red Ghost

1,057 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 12 [2]; Will 13 [-10]; Per 13 [-10]; FP 12 [0]; Basic Speed 6.00 [6]; Basic Move 6 [0]; Dodge 9.

Languages: English (Accented) [4]; German (Accented) [4]; Mandarin (Accented) [4]; Russian (Native) (Native Language) [0].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Affliction (Intangible Hand Attack) 6 (HT-5; Affects Insubstantial (Selective), +30%; Alternative Enhancements: Coma (+250%), Heart Attack (+300%), Incapacitation: Agony (+100%), Seizure (+100%), Moderate Pain (+20%), Severe Pain (+40%), Terrible Pain (+60%), +414%; Cosmic: Irresistible Attack, +300%; Follow-Up (Punch), +0%; Super, -10%) [501]; Ally (Igor the Baboon; 20% Point Value) (15) [3]; Ally (Mikhail the Gorilla; 100% Point Value) (15) [15]; Ally (Piotr the Orangutan; 50% Point Value) (15) [6]; Animal Empathy [5]; Animal Friend 2 [10]; Gadeteer [25]; Insubstantiality (Can Carry Objects (Heavy Encumbrance), +100%; Partial Change (Can Turn Carried Item Substantial), +100%; Reflexive, +40%; Super, -10%) [264]; Natural Scientist 4 [40].

Perks: Controllable Disadvantage (Callous) [1].

Disadvantages: Bad Back (Mild) [-15]; Bully (12) [-10]; Chronic Pain (Mild; Interval: 1 hour) (9) [-2]; Overconfidence (12)

[-5]; Selfish (9) [-7]; Sense of Duty (Super-Apes) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Card-Carrying Communist [-1]; Delusion (Anything is Acceptable in the Name of Science!) [-1]; Dislikes "In Soviet Russia..." Jokes [-1]; Dual Identity [-1].

Skills: Animal Handling (Primates) (A) IQ+1 [1] – 16*; Armoury/TL8 (Small Arms) (A) IQ-1 [1] – 14; Brawling (E) DX+0 [1] – 12; Computer Programming/TL8 (H) IQ-1 [2] – 14; Current Events/TL8 (Science & Technology) (E) IQ+1 [2] – 16; Electronics Repair/TL8 (Scientific) (A) IQ-1 [1] – 14; Guns/TL8 (Gyroco) (E) DX+1 [2] – 12; Observation (A) Per+1 [4] – 14; Science! (WC) IQ+5 [84] – 20†; Shadowing (A) IQ-1 [1] – 14; Stealth (A) DX+3 [11] – 14‡; Survival (Woodlands) (A) Per-1 [1] – 12; Teaching (A) IQ+0 [2] – 15.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Animal Friend.

† Conditional +4 from Natural Scientist when replacing suitable skills.

‡ Defaulted from IQ-4.

Mikhail the Gorilla

1,029 points

Attributes: ST 32/319 (Size, -10%) [81*]; DX 10 [0]; IQ 7 [-60]; HT 12 [20].

Secondary Characteristics: SM +1; Dmg 3d+1/6d-1; BL 205 lbs.; HP 32/319 [0]; Will 10 [15]; Per 10 [15]; FP 12 [0];

Basic Speed 5.50 [0]; Basic Move 7 [10]; Brachiation Move 3 [0]; Dodge 8.

Languages: Russian (Accented) (Native Language) [-2].

Cultural Familiarities: None [-1].

Advantages: Brachiator [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Damage Resistance 149 (Tough Skin, -40%; Super, -10%) [373]; Extra Arms 2 (Foot Manipulators, -30%; Temporary Disadvantage: Bad Grip -1 and Ham-Fisted -2, -15%) [11]; Injury Tolerance (Damage Reduction /10 (Super, -10%)) [135]; Perfect Balance [15]; Super ST +13/+300 (Size, -10%; Super, -10%) [494]; Teeth (Sharp Teeth) [1]; Terrain Adaptation (Uneven) [5].

Perks: Fur [1].

Disadvantages: Bad Temper (12) [-10]; Ham-Fisted -1 [-5]; Impulsiveness (9) [-15]; Innumerate [-5]; Semi-Upright [-5]; Sense of Duty (Red Ghost and the other Super-Apes) [-5]; Short Lifespan 1 [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Distractible [-1]; Staid [-1].

Skills: Brawling (E) DX+2 [4] – 12; Climbing (A) DX+5 [8] – 15†; Gesture (E) IQ+3 [8] – 10; Intimidation (A) Will+0 [2] – 10; Sumo Wrestling (A) DX+2 [8] – 12.

Features: Born Biter 1 [0].

* Includes +13/+300 from Super ST.

† Includes +2 from Brachiator and +1 from Perfect Balance.

Piotr the Orangutan

594 points

Attributes: ST 13 [30]; DX 11 [20]; IQ 7 [-60]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 10 [15]; Per 11 [20]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 4 [-5]; Brachiation Move 5 [15]; Dodge 8.

Languages: Russian (Accented) (Native Language) [-2].

Cultural Familiarities: None [-1].

Advantages: Brachiator [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Damage Resistance 35 (Area Effect: 2 yd radius, +50%; Force Field, +20%; Switchable, +10%; Psionic, -10%) [298]; Extra Arms 2 (Foot Manipulators, -30%; Temporary Disadvantage: Bad Grip -1 and Ham-Fisted -2, -15%) [11]; Perfect Balance [15]; Teeth (Sharp Teeth) [1]; Telekinesis 13 (Magnetic, -50%; Super-Effort, +400%; Psionic, -10%) [286]; Terrain Adaptation (Uneven) [5].

Role-Playing Notes:

The Red Ghost is a scientific sociopath, believing that when it comes to advancing scientific knowledge, the ends always justify the means. He holds a grudge against Reed Richards for some unspecified disagreement in the past. While he has been called a sadist, he doesn't actually take pleasure from the pain he inflicts on someone; he won't be swayed by cries for mercy, either, observing the results with a dispassionate eye.

Although he won't admit it, he has developed a fondness for his super-apes, often referring to them as his "children".

Design Notes:

1. Special thanks to the online "Animalia in GURPS" site for the baseline stats for the Super-Apes. The site uses a few house rules that aren't fully RAW; I've used only one of these house rules in these write-ups: making an increase or decrease to Brachiation Move at ±5 per level.

Disadvantages: Bad Temper (12) [-10]; Ham-Fisted -1 [-5]; Impulsiveness (9) [-15]; Innumerate [-5]; Semi-Upright [-5]; Sense of Duty (Red Ghost and the other Super-Apes) [-5]; Short Lifespan 1 [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Nosy [-1].

Skills: Climbing (A) DX+6 [12] – 17*; Telekinesis (H) IQ+3 [16] – 10.

Features: Born Biter 1 [0].

* Includes +2 from Brachiator and +1 from Perfect Balance.

Igor the Baboon

204 points

Attributes: ST 9 [-10]; DX 12 [40]; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 11 [25]; Per 11 [25]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 7 [5]; Brachiation Move 4 [5]; Dodge 10.

Languages: Russian (Accented) (Native Language) [-2].

Cultural Familiarities: None [-1].

Advantages: Body Control Talent 4 [20]; Brachiator [5]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Extra Arms 2 (Foot Manipulators, -30%; Temporary Disadvantage: Bad Grip -1 and Ham-Fisted -2, -15%) [11]; Morph (Active Change, +20%; Mass Conservation, -20%; No Memorization Required, +50%; Unlimited, +50%; Super, -10%) [160]; Perfect Balance [15]; Stretching 2 (Super, -10%; Alternative Ability, ×1/5) [3]; Striking ST +3 (Bite Only, -60%) [6]; Teeth (Sharp Teeth) [1]; Terrain Adaptation (Uneven) [5].

Perks: Fur [1].

Disadvantages: Bad Temper (12) [-10]; Bully (15) [-5]; Chummy [-5]; Impulsiveness (9) [-15]; Semi-Upright [-5]; Short Lifespan -1 [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Distractible [-1]; Mischievous [-1]; Nosy [-1].

Skills: Climbing (A) DX+5 [8] – 17*; Shapeshift (H) IQ+6 [12] – 12†.

* Includes +2 from Brachiator and +1 from Perfect Balance.

† Includes +4 from Body Control Talent.

RED GUARDIAN

Non-Villain Antagonist

Real Name: (original) Volodymyr Fomin; (current) Alexi Shostakov. There have been others who held the role, but their names and number are unknown.

Occupation: Special government agent, former test pilot and soldier.

Identity: Classified, known only to select Russian authorities.

Legal Status: Citizen of Russia with no criminal record.

Other Aliases: Krasnyj Straz ("Red Guardian" in Russian).

Place of Birth: Moscow, Russia.

Marital Status: Divorced.

Known Relatives: Natalia Romanova (alias Black Widow, ex-wife).

Group Affiliation: (original) Invaders, formerly the Soviet Army, later an unnamed Russian circus; (current) Russian Federal Security Bureau, formerly the Russian Air Force.

Base of Operations: The Kremlin, Moscow, Russia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

History: During World War II, the Soviet Union invented the identity of Red Guardian to be a Communist counterpart to Captain America (see *Captain America*). They chose their most decorated soldier, Volodymyr Fomin, and gave him additional special forces training, a shield patterned after the Captain's, and a uniform which would identify him as the Soviets' hero.

Red Guardian served as a member of the Invaders at the behest of Stalin. At first, Red Guardian insisted on attempting to usurp Captain America's leadership of the team, but after realizing that Cap was a better leader of men he moderated his stance. The two icons of their respective ideologies soon formed grudging respect for each other, which over time turned into friendship. Fomin admitted to Cap he didn't always see eye to eye with Stalin's policies, and that he fought to protect his homeland, not the leadership.

After World War II, Fomin retired from active duty to become an acrobat for a Russian circus. He maintained contact with Captain America after the War, which in turn led to Rogers's dismissal from the role during the McCarthy era.

After Fomin retired from the role of Red Guardian, others were chosen to take up the mantle. It is speculated that the average Red Guardian served for about a decade before retirement. The role was retired altogether with the collapse of the Soviet Union.

Recently, however, the rise of a new generation of superhumans and the resumption of the role of Captain America had many in Russia thinking they needed a counterpart of their own. To this end, Colonel Alexi Shostakov of the Russian Air Force, one of their top pilots, was chosen by the Russian government to be the new Red Guardian. His identity was kept a secret from all but the top members of the Russian military and government; to nearly everyone else, including his wife,

Alexi Shostakov was killed testing a new fighter jet. (His wife, Natalia Romanova, was later recruited by the FSB and retrained to be one of their top espionage agents; see *Black Widow*.) While the color red has been closely tied to the Communist Party of the Soviet Union, Russia's politicians have placated fears of a return of Soviet-era policy by pointing out the addition of blue on the uniform, one of the other major colors on the Russian flag.

Since taking on the role, Shostakov has worked tirelessly to protect Russia's interests and people. In his first recorded activity, he encountered his ex-wife Natasha in her new role as an espionage agent, assisting in making her seeming defection to the American CIA look legitimate.

He later met with his counterparts from other nations – including Captain America and Union Jack – in Bern, Switzerland, as part of a world meeting of national superheroes (see *Union Jack*). It was there that he and Captain America had a long talk about the original Red Guardian, with the Captain relating much of Volodymyr Fomin's history, impressing upon Shostakov the heroic responsibility of the role. The two parted amicably, though Shostakov has admitted he was tempted to start a fight just to see how he'd fare against his counterpart.



Later, when the FSB discovered Natalia's defection had become genuine, they sent Shostakov to kill her. The two fought, but Shostakov failed to kill her, though only he knows whether he was pulling his punches. During the fight, Shostakov dropped hints that Natalia's memories of being married to him may have been implanted by the FSB. Whether he was punished for not killing her is unknown, as are his later exploits.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: (original) Red bodysuit with a white star on the chest, white gloves, white boots, white belt, red cowl. (current): Red bodysuit with a blue star on the chest, white gloves, white boots, blue belt, red cowl.

Strength Level: Red Guardian possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Both Red Guardians were highly trained in the combat arts of their time.

Weapons: Red Guardian uses a shield made of unrevealed materials that is designed to replicate many of the properties of Captain America's adamantium-vibranium alloy throwing shield. It is known that Red Guardian's shield contains vibranium, enabling him to ricochet the shield off walls when thrown; it is likely not as indestructible as the Captain's. Visually, the shield is red with a blue star in the center.

630 points

Attributes: ST 18 [80]; DX 15 [100]; IQ 13 [60]; HT 15 [50].

Secondary Characteristics: Dmg 2d-1/3d+1; BL 65 lbs.; HP 18 [0]; Will 13 [0]; Per 15 [10]; FP 15 [0]; Basic Speed 8.00 [10]; Basic Move 8 [0]; Dodge 12.

Languages: Arabic (Accented) [2*]; English (Accented) [2*]; Mandarin Chinese (Accented) [2*]; Russian (Native) (Native Language) [0]; Spanish (Accented) [2*].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Born Soldier 2 [10]; Combat Reflexes [15]; FSB Rank 6 [30]; Hot Pilot 2 [10]; Language Talent [10]; Luck [15]; Martial Artist (Military) 4 [40]; Status 1 [0†]; Striking ST +1 [5]; Trained By A Master [30]; Very Fit [15]; Wealth (Very Wealthy) [30]; Weapon Master (Shield) [20].

Perks: Courtesy Military Rank 6 [6]; Dabbler (Boating, Driving, Submarine, Shiphandling, all at def+2) [1]; One-Way Fluency (Understands German) [1]; Special Exercises (Striking ST +1) [1]; Style Familiarity (Boxing) [1]; Style Familiarity (Fairbairn Close Combat System) [1]; Style Familiarity (Judo) [1]; Style Familiarity (Krav Maga) [1]; Style Familiarity (MCMAP) [1]; Style Familiarity (Sambo) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (to FSB; Extremely Hazardous) (15) [-20]; Fanaticism (Russia) [-15]; Secret Identity (Utter Rejection) [-10]; Sense of Duty (Russian People) [-10].

Quirks: Closet Fan (Yakov Smirnoff) [-1]; Jokingly Claims Russia's Superiority in All Human Endeavors [-1]; Respects Honorable Opponents [-1]; Thinks Karate and Kung Fu Are For Show-Offs [-1]; Tries To Explain Away Russia's Flaws [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Acting (A) IQ-1 [1] – 12; Artillery/TL8 (Guided Missile) (A) IQ-1 [1] – 12; Climbing (A) DX-1 [1] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 13; Electronics Operation/TL8 (Security) (A) IQ-1 [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 14; Engineer/TL8 (Combat) (H) IQ-1 [2] – 12; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 13; Explosives/TL8 (Explosive Ordnance Disposal) (A) IQ+0 [2] – 13; Fast-Draw (Knife) (E) DX+1 [1] – 16‡; Fast-Draw (Pistol) (E) DX+1 [1] – 16‡; Fast-Talk (A) IQ-1 [1] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Forced Entry (E) DX+0 [1] – 15; Forward Observer (A) IQ-1 [1] – 12; Free Fall (A) DX-1 [1] – 14; Gunner/TL8 (Cannon) (E) DX+3 [2] – 18§; Guns/TL8 (Pistol) (E) DX+2 [4] – 17; Guns/TL8 (Rifle) (E) DX+1 [1] – 16#; Hiking (A) HT-1 [1] – 14; Judo (H) DX+3 [2] – 18¥; Jumping (E) DX+0 [1] – 15; Karate (H) DX+7 [16] – 22¥; Knife (E) DX+4 [1] – 19¥; Leadership (A) IQ+3 [4] – 16‡; Lockpicking/TL8 (A) IQ-1 [1] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 11; Navigation/TL8 (Air) (A) IQ+1 [1] – 14‡; NBC Suit/TL8 (A) DX-1 [1] – 14; Parachuting/TL8 (E) DX+0 [1] – 15; Piloting/TL8 (High-Performance Airplane) (A) DX+3 [4] – 18§; Savoir-Faire (Military) (E) IQ+2 [1] – 15‡; Scuba/TL8 (A) IQ-1 [1] – 12; Shield (E) DX+7 [8] – 22¥; Skiing (H) HT-2 [1] – 13; Soldier/TL8 (A) IQ+2 – 15‡; Spear (A) DX+3 [1] – 18¥; Staff (A) DX+3 [1] – 18¥; Stealth (A) DX+3 [1] – 18¥; Survival (Arctic) (A) Per-1 [1] – 14; Survival (Desert) (A) Per-1 [1] – 14; Survival (Jungle) (A) Per-1 [1] – 14; Survival (Mountain) (A) Per-1 [1] – 14; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [2] – 14‡; Thrown Weapon (Disc) (E) DX+5 [16] – 20; Traps/TL8 (A) IQ-1 [1] – 12; Wrestling (A) DX+7 [12] – 22¥.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 15; Choke Hold (Wrestling) (H) def+2 [3] – 21; Ground Fighting (Karate) (H) def+2 [3] – 20; Ground Fighting (Wrestling) (H) def+4 [5] – 22.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes one level from Language Talent.

† Includes +1 from Wealth.

‡ Includes +1 from Combat Reflexes.

§ Includes +2 from Hot Pilot.

Defaulted from Guns (Pistol).
¥ Includes +4 from Martial Arts (Military).
J Includes +2 from Born Soldier.

Role-Playing Notes:

Red Guardian is an honorable man and a staunch Russian patriot. He does not blindly follow his superiors, and will adjust the mission parameters he is given if they would put his country or her people in danger. In private, he has voiced concerns over Putin's policies leading to a resurgence of a Soviet-era Cold War.

Design Notes:

1. FSB Rank is derived from ***Social Engineering: Pulling Rank***, based off using the FSB as a 20-point Patron (equal to the CIA) with an assistance roll of 11 or less. It does not affect his Status.

RENEGADES

Hero Team

The outlaw team known as the Renegades is one born of circumstance and necessity.

First Post-Reboot Appearance: RENEGADES #1.

Membership Roster

Luke Cage – Founding member.

Jewel – Founding member.

Hawkeye – Founding member.

Mockingbird – Founding member.

Wolverine – Founding member.

 LUKE CAGE Founding Member	 JEWEL (Jessica Jones) Founding Member
 HAWKEYE (Clint Barton) Founding Member	 MOCKINGBIRD (Bobbi Morse) Founding Member
 WOLVERINE (Logan) Founding Member	

RHINO

Villain

Real Name: Unrevealed (it is possible that his first name is Alex).

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Alex O'Hirn, "Horn-head".

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Former employee of Count Nefaria.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The man who would become the Rhino was a small-time muscle-man for the Maggia "family" of organized criminals headed by Count Luchios Nefaria when he was selected by the Count's scientists for an experimental strength-enhancing treatment (see *Count Nefaria*; *Maggia*). He was selected because of his already-muscular physique and low intelligence.

The experiment was a success, and the man was given an outfit composed of a thick material which resembled a rhinoceros hide, outfitted with two large horns on his forehead. Given the code-name of the Rhino, he was sent to cause mayhem throughout the Lower East Side of Manhattan. His rampage was thwarted by Spider-Man, who used the Rhino's low intelligence against him, causing the Rhino to bury himself under a building he was tricked into collapsing on top of himself (see *Spider-Man*). Following this, the Rhino was taken into custody. Presumably, as he remained in prison, he was no longer employed by the Nefaria crime family.

The Rhino later escaped custody, causing a mass breakout of criminals where he broke through the wall of the prison. He was last seen meeting with someone who greatly resembled Mysterio, at least from a distance (see *Mysterio*).

Height: 6' 10".

Weight: 710 lbs.

Eyes: Green.

Hair: Unrevealed.

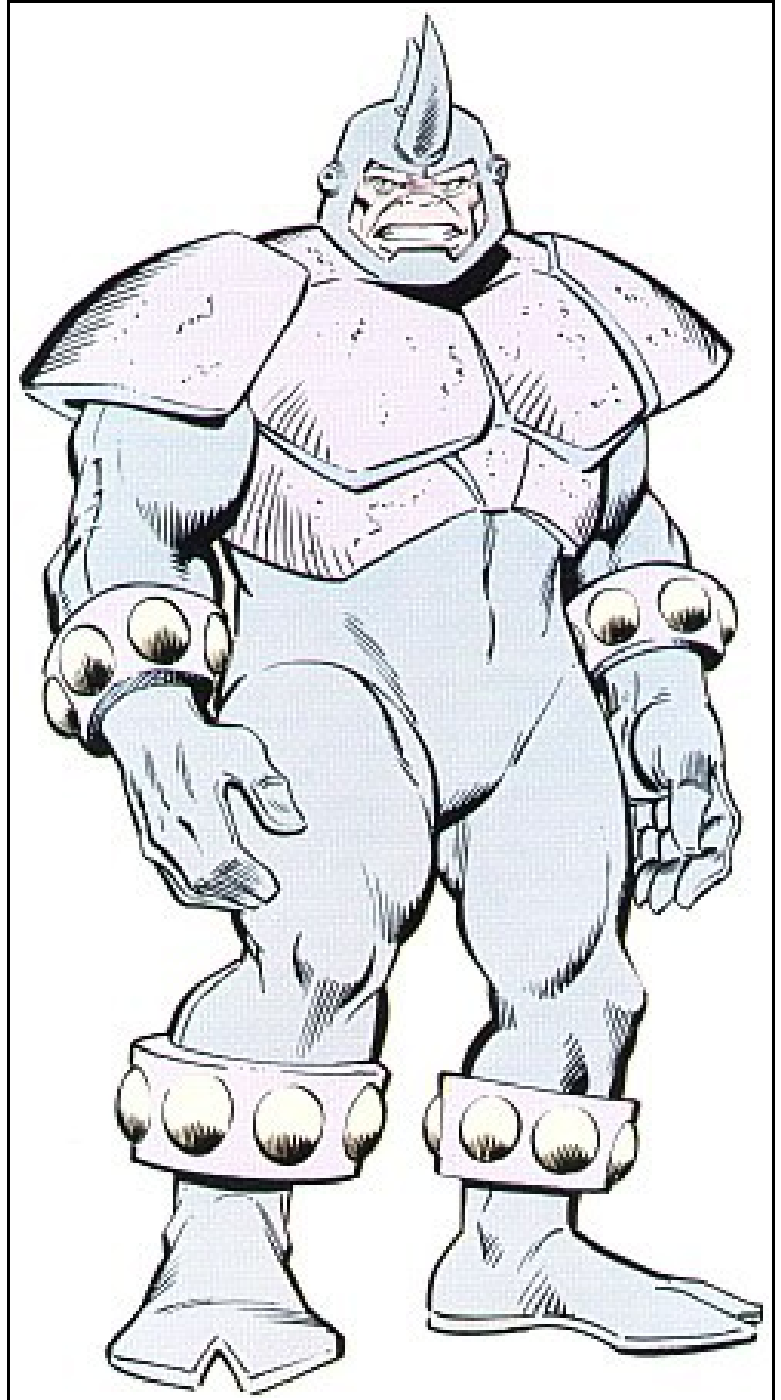
Uniform: Grey bodysuit, grey gloves, grey boots, darker grey plates around his upper chest in a manner not unlike a football player's pads, grey open-face cowl with two horns on his forehead.

Strength Level: The Rhino possesses superhuman strength, enabling him to lift (press) 80 tons under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Rhino possesses superhuman durability, healing quickly from wounds.

Weapons: The Rhino's uniform includes a pair of horns on his forehead composed of titanium steel coated with a thin covering of the same material his uniform is made of.

Limitations: The Rhino possesses less than average intelligence.



875 points

Attributes: ST 32/320 (Size, -10%) [180*]; DX 8 [-40]; IQ 8 [-40]; HT 12 [20].

Secondary Characteristics: SM +1; Dmg 3d+1/6d-1 (33d/35d); BL 205 lbs. (20,480 lbs/10 tons); HP 32 [0]; Will 8 [0]; Per 10 [10]; FP 12 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 10 (Tough Skin, -40%) [30]; Enhanced Move (Ground) 2 (Ground Move 20/40 mph) [40]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Super, -10%) [20]; Injury Tolerance (Damage Reduction /20) (Passive Biological, -5%) [190]; Regeneration (Regular: 3 HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Striker (Impaling; Horns) [8]; Super ST +12/+300 (Size, -10%; Passive Biological, -5%) [408]; Unfazeable [15].

Perks: Dirty Fighting [1]; Power Grappling [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Grip -2 [-10]; Bad Temper (9) [-15]; Easy to Read [-10]; Gullibility (12) [-10]; Hidebound [-5]; Hunchback [-10]; On the Edge (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Violently Dislikes Country/Western and Elevator Music [-1].

Skills: Brawling (E) DX+3 [8] – 11; Forced Entry (E) DX+2 [4] – 10; Forceful Blow (Unarmed) (VH) DX+2 [16] – 10; Intimidation (A) Will+1 [4] – 9; Penetrating Strike (Unarmed) (VH) DX+2 [16] – 10; Running (A) HT+0 [2] – 12; Shockwave (Unarmed) (VH) DX+2 [16] – 10; Sports (American Football) (A) DX+0 [2] – 8; Streetwise (A) IQ+1 [4] – 9; Throwing (A) DX+2 [8] – 10; Wrestling (A) DX+2 [8] – 10.

Techniques: Aggressive Parry (Brawling) (H) def+1 [2] – 8; Breakfall (Wrestling) (A) def+5 [5] – 15; Head Butt (H) def+1 [2] – 11; Two-Handed Punch (Brawling) (A) def+2 [2] – 11.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +12/+300 from Super ST.

Role-Playing Notes:

The Rhino is not the sharpest crayon in the box and he knows it. He also knows that he's one of the strongest beings out there, and tends to be rather unsubtle in his application of this strength.

RIGELLIANS

Aliens and Other Races

The Rigellians are a race of humanoids who originated on the fourth planet in the Rigel system and have colonized a large interstellar empire. Rigel IV is a world with a gravity and atmosphere very close to Earth, and the Rigellians have tended to colonize similar worlds.

Rigellians are naturally psionic. They possess two natural psionic powers – the ability to control another being's mind, and the ability to take control of another being's arms or legs – and many Rigellians develop other psionic abilities; the most common are telepathic in nature.

The Rigellians have managed to avoid getting involved with the various wars between the other major interstellar powers: the Kree Empire, the Skrull Empire, and the Shi'ar Empire (see *Kree*; *Shi'ar*; *Skrulls*). They are not as militaristic as the other races, but don't take the rights of a world's native species into consideration when colonizing a world.

So far, the only Rigellian to have visited Earth is Tana Nile, who attempted to claim Earth for the Rigellian Annex until Dr. Richards of the Fantastic Four pointed out that the Skrulls and Kree have made similar claims on the planet (see *Fantastic Four*; *Mister Fantastic*; *Nile, Tana*).

First Post-Reboot Appearance: FANTASTIC FOUR #

Game-Mechanic Details:

The Rigellians possess a native TL 11⁺, with the standard space opera superscience technologies (gravity manipulation, FTL stardrives, FTL communications, FTL sensors, and force shields) plus monowire and ranged neural weapons. They are advanced in psionic technologies, giving them effective TL 12⁺ in those regions, but lack mature nanotechnology.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Rigellian racial package would be reduced by 15 points.

Rigellian

140 points

Languages: Rigellian (Native) (Native Language) [0].

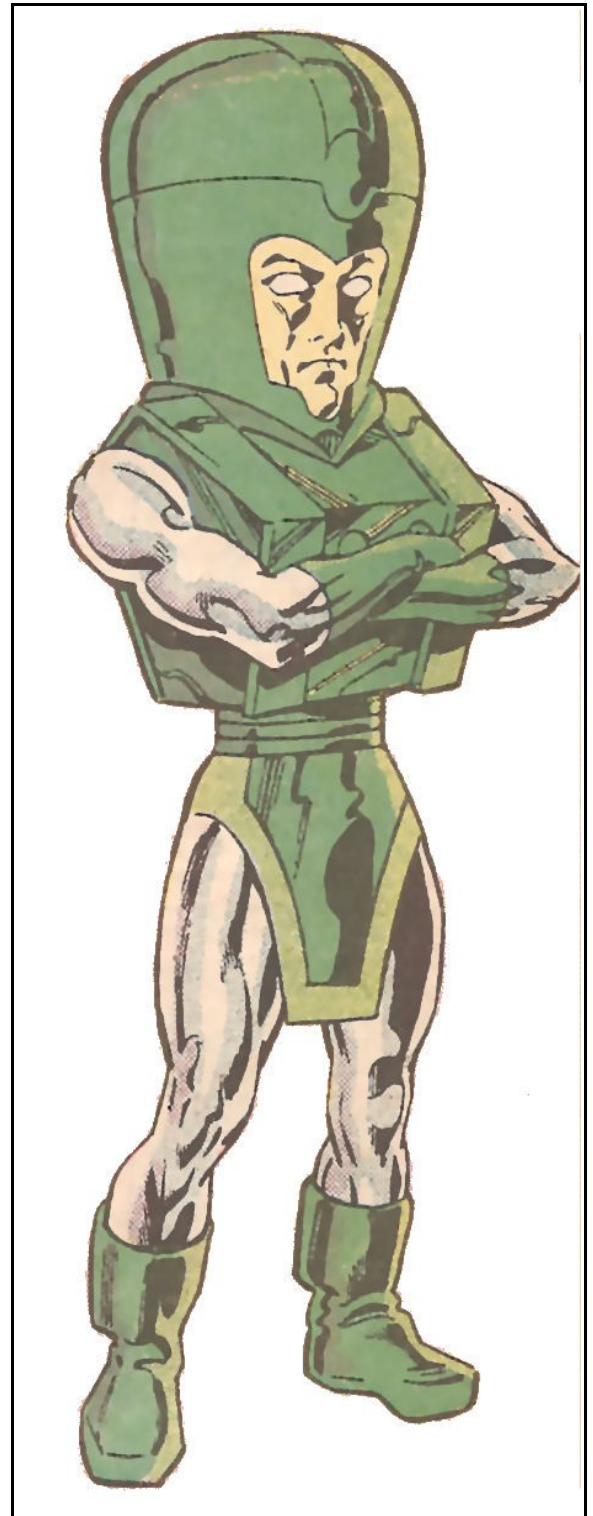
Cultural Familiarities: Rigellian Annex (Native) [0].

Advantages: High TL +3 [15]; Mind Control (Independent, +70%; Psionic, -10%) [80]; Telekinesis 10 (Animate Life-Forms: Partial, +20%; Psionic, -10%) [55].

Perks: Racial Gifts (Other Psionic Powers) [1].

Disadvantages: Intolerance (Total) [-10].

Quirks: Dislikes Crowds [-1].



ROBERTSON, JOE

Supporting Cast

Real Name: Joseph Robertson.

Occupation: Newspaper editor.

Identity: Joe Robertson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Robbie".

Place of Birth: Harlem, New York.

Marital Status: Married.

Known Relatives: Martha (wife); Randolph ("Randy", son).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Joe Robertson has been with the Daily Bugle newspaper for over twenty-five years. The full details of his past have yet to be revealed. He started with the paper as a reporter, but over the last five years has been the paper's City Editor. In this position, he works closely with publisher and editor-in-chief J. Jonah Jameson (see *Jameson, J. Jonah*). Unlike Jameson, Robertson does not believe that Spider-Man is a criminal, having had his life saved by the wall-crawler several times (see *Spider-Man*).

Height: 6' 1".

Weight: 210 lbs.

Eyes: Brown.

Hair: White, formerly black.

Uniform: None.

Strength Level: Joe Robertson possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

50 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Merchant Rank (Newspaper) 5 [25]; Status 1 [0*]; Wealth (Comfortable) [10].

Disadvantages: Addiction (Tobacco; Cheap; Legal; Highly Addictive) [-5]; Code of Honor (Professional) [-5]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Pacifism (Self-Defense Only) [-15].

Quirks: Careful [-1]; Prefers to Smoke Pipes [-1].

Skills: Administration (A) IQ+2 [8] – 13; Area Knowledge (New York City) (E) IQ+0 [1] – 11; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Professional Skill (Journalist) (A) IQ+1 [4] – 12; Research/TL8 (A) IQ+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Typing (E) DX+1 [1] – 11†; Writing (A) IQ+1 [4] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +1 from Merchant Rank.

† Defaulted from Administration.

Role-Playing Notes:



ROGUE

Villain

Real Name: Unrevealed.

Occupation: Terrorist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: None.

Place of Birth: Unrevealed, but presumably somewhere in the Deep South.

Marital Status: Single.

Known Relatives: Irene Adler (alias Destiny, foster parent), Raven Darkholme (alias Mystique, foster parent).

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Rogue's full history is unknown, as is her given name. She was raised in the Deep South, as evidenced by her thick Southern drawl, but ran away from home at the tender age of thirteen when her powers manifested. Based on comments made, it can be inferred that her powers manifested when she first kissed a boy named Cody, putting him into a coma; it is not known whether he ever recovered.

On the run, she adopted the name Rogue. It was apparently at this point she was discovered by Raven Darkholme, the mutant terrorist known as Mystique, and her elderly lover Irene Adler (see *Destiny*; *Mystique*). Rogue was taken into their home and all but legally adopted by them. Irene attempted to help Rogue control her powers, but Mystique saw her as a powerful weapon and over the past year has drawn her into Mystique's terrorist organization (see *Mutant Liberation Front*).

Rogue has thrice fought the X-Men as a member of the Mutant Liberation Front, and once fought Captain America (see *Captain America*; *X-Men*). Each time she managed to escape capture. Oddly enough, her teammate Frenzy has taken Rogue under her wing; Rogue looks at the other woman as the big sister she never had (see *Frenzy*). Destiny has cautioned Mystique that Rogue's continued borrowing of powers and abilities from superheroes may have unintended psychological consequences.

Height: 5' 8".

Weight: 120 lbs.

Eyes: Brown.

Hair: Brown, with a white stripe dyed down the center.

Uniform: Yellow and green bodysuit, yellow gloves, yellow boots, black leather trenchcoat, yellow belt.

Strength Level: Rogue possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Rogue is a mutant who is able to temporarily "borrow" the powers and memories of other superhumans by making skin contact. At present, Rogue is unable to turn off her power; as such, she tends to wear full-body clothing and gloves in order to avoid accidental skin contact.

When Rogue borrows a person's powers, that person is knocked unconscious for the duration. Extremely strong personalities have been known to influence Rogue's own actions; when she kissed Captain America, she took on many of his own personality traits.

Rogue's power theft seems to operate on a 1:60 ratio. If she has contact with her target for a second, she retains that person's powers and memories for a full minute; if she maintains contact with the target for a full minute, she will retain the powers and memories for a full hour. It is not known if continued contact would ultimately result in a permanent transfer of power. Even after her stolen powers and memories fade, she retains what she calls an "echo" in her mind.

Logan: Rogue? Is she...?

Jean Grey: She's fine. Took on some of your more charming personality traits for a while.

– X-Men

850 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 12 [20].



Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Affliction 11 (HT-10; Always On (Effects Are Dangerous), -40%; Contact Agent, -30%; Extended Duration (×60), +80%; Fixed Duration, +0%; Incapacitation: Unconsciousness, +200%; Melee Attack: Reach C, -30%; Mutant, -10%) [297]; Appearance (Attractive) [4]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Mind Probe (Extended Duration (×60), +80%; Fixed Duration, +0%; Follow-Up (Affliction), +0%; Invasive, +75%; Memory Bank (Unlimited Capacity), +150%; Reliable +10, +50%; Mutant, -10%) [89]; Neutralize (Super and Related) (Cosmic, +300%; Extended Duration (×60), +80%; Fixed Duration, +0%; Follow-Up (Affliction), +0%; Power Theft (Gains Stolen Powers), +200%; Reliable +10, +50%; Mutant, -10%) [360]; Status 1 [5].

Disadvantages: Compulsive Carousing (12) [-5]; Loner (6) [-10]; Pacifism (Cannot Kill) [-15]; Phantom Voices (Annoying) [-5]; Phobia: Crowds (12) [-15]; Social Stigma (Minor) [-5].

Quirks: Careful [-1]; Distinctive Feature ("Skunk-Stripe" Hair) [-1]; Likes Video Games [-1]; Mild OCD [-1].

Skills: Beam Weapons (Pistol) (E) DX+0 [1] – 12; Carousing (E) HT+0 [1] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+2 [4] – 13; Scrounging (E) Per+1 [2] – 13; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Role-Playing Notes:

Rogue is a terrorist mainly because the women she regards as her mothers have drawn her into their terrorist organization. In truth, her heart is not in it.

Rogue is a lonely person, unable to touch anyone. Seeing others in intimate relationships frustrates her to no end, being reminders of not only what she lost when her powers manifested, but also the timing of said manifestation. Perhaps this is why she chooses to kiss her male targets when she wants to steal their powers.

Oh, and don't forget to exaggerate the Southern drawl.

Design Notes:

1. Rogue's Neutralize power is designed to enable her to steal powers with the following sources: Biological (-10%), Chemical (-10%), Mutant (-10%), Mutant Psionic (-10%), Passive Biological (-5%), Psionic (-10%), and Super (-10%); Chi (-10%), Demonic (-10%), Divine (-10%), and Magical (-10%) abilities are entirely up to the GM. She is unable to "borrow" powers with a Mutant Biology (+0%) power modifier, due to game mechanics, nor can she borrow any tech-based abilities. This technically means she cannot borrow Angel's wings, despite Mutant Biology being a sub-set of Mutant, as Mutant Biology relates to physical changes in the body and does not have an anti-power.
2. Although the Extended Duration lists "×60", there is no listing for that in the Basic Set or anywhere else I'm aware of. I'm using the "×100" pricing as it seems a better fit than the "×30" pricing.

SANDMAN

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Known to the authorities

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Flint Marko.

Place of Birth: New York City.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the man known as the Sandman are currently unrevealed. It is known that he has been a professional criminal most of his life, under the alias Flint Marko. All Marko has stated was that he "ended up being stuck on the wrong side of a pile of sand when something went wrong," but he has not yet given any details.

Whatever actually happened to grant him his powers, Marko returned to his native New York City to pursue his criminal career anew. He swiftly came into conflict with Spider-Man; while the two have clashed many times, the web-slinger has yet to take Marko into custody (see *Spider-Man*).

Recently, the Sandman accepted an offer by the criminal Wizard to become a member of the Frightful Four (see *Frightful Four*; *Wizard*). Alongside the rest of the Frightful Four, the Sandman was defeated by the Fantastic Four, and for the first time since gaining his powers was incarcerated (see *Fantastic Four*).

Height: 6' 1".

Weight: 450 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green t-shirt with horizontal black stripes, brown pants, brown shoes.

Strength Level: At his normal human height, the Sandman possesses greater than average, but not superhuman strength. At his maximum observed height of 20 feet, he possesses superhuman strength enabling him to lift (press) around 2 tons.

Known Superhuman Powers: Marko's body is now entirely composed of sand. He has complete control over his body, able to shape it into any form he can think of; not the most original thinker, he mainly creates additional arms, extending his arms to incredible lengths, and forming his hands into hammer-like strikers. By drawing upon additional silicates – sand and dirt – from the surrounding area, he is able to grow to a height of around 20 feet while still supporting himself. He also can slide through grates and fences as if they weren't there, and enter pipes and other containers that a normal human could not enter.

Sandman's body is highly resistant to injury, due to his particulate nature. He is able to control his density, becoming as hard as sandstone for short periods of time.

Weaknesses: The Sandman's body is vulnerable to intense heat, which can fuse him into a form resembling glass.

1,090 points

Attributes: ST 15 [50]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 45 lbs; HP 15 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Body of Earth [175]; Constriction Attack [15]; Control Sand 5 (Collective, +100%; Elemental: Earth, -10%; Super, -10%) [135]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Extra Arms 4 (Switchable, +10%; Elemental Earth, -10%; Super, -10%) [36]; Extra ST +35 (Growth Size, -30%) [245]; Growth 3 (Accessibility: Needs Extra Sand, -20%; Elemental Earth, -10%; Super, -10%) [18]; High Pain Threshold [10]; Morph (Active Change, +20%; Cosmetic, -50%; Improvised Forms, +100%; Elemental Earth, -10%; Super, -10%) [150]; Permeation (Earth) (Elemental Earth, -10%; Super, -10%) [16]; Regeneration (Very



Fast: 1 HP/sec) (Elemental Earth, -10%; Super, -10%) [80]; Regrowth (Elemental Earth, -10%; Super, -10%) [32]; Stretching 3 (Elemental Earth, -10%; Super, -10%) [15]; Striker (Crushing) (Long +3, +300%) [20]; Unkillable 2 (Elemental Earth, -10%; Super, -10%) [80].

Perks: Supersuit [1].

Disadvantages: Greed (9) [-22]; Hidebound [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Status -1 [-5]; Vulnerability to Fire (×2) [-30]; Wealth (Poor) [-15].

Quirks: Will Not Harm Children [-1].

Skills: Brawling (E) DX+2 [4] – 14; Filch (A) DX+1 [4] – 13; Forced Entry (E) DX+2 [4] – 14; Intimidation (A) Will+2 [8] – 12; Savoir-Faire (Mafia) (E) IQ+1 [4] – 11; Streetwise (A) IQ+2 [8] – 12; Urban Survival (A) Per+2 [8] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

Role-Playing Notes:

SAURON

Villain

Real Name: Unrevealed.

Occupation: Warrior, medic.

Identity: Sauron's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Sauron are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner; what is not known is if he is a human mutated to an animalistic form or a pterodactyl granted a more humanoid form and intelligence (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Sauron has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*). He also apparently left the Mutates for a time or was assigned by his mysterious benefactor to serve the sorceress Zaladane in her own attempt to conquer the Savage Land (see *Zaladane*). This service put him in conflict with the adventurers Ka-Zar and Shanna the She-Devil (see *Ka-Zar*; *Shanna the She-Devil*).

Whether Sauron remains with the Mutates and where he will strike next is anyone's guess.

Height: 7'.

Weight: 200 lbs.

Eyes: Red.

Hair: Black, sparse.

Uniform: None.

Strength Level: Sauron possesses superhuman strength enabling him to lift (press) around half a ton (approximately 1,000 lbs) under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Sauron possesses large, leathery wings underneath his arms which enable him to fly like a pterodactyl or bat would. These wings have a twenty foot wingspan, which he can reduce to around twelve feet by folding them up under his arms. He is able to fly at speeds of around 60 miles per hour.

Sauron's hands and feet end in sharp claws, and his beak is filled with sharp teeth, unlike a pterodactyl's beak. His eyesight has been enhanced to enable him to see small figures on the ground while he is in flight. His skin is tough and scaly, like that of a lizard's, giving him some resistance to physical damage. He lacks external ears, but can hear sounds in the upper subsonic frequencies.

Other Abilities: Sauron possesses medical knowledge far in advance of the Stone Age environs of the Savage Land.

Limitations: Sauron is prone to entering berserk rages if he should be damaged in combat. In addition, his body relies on external heat sources in order to maintain mobility; fortunately, he lives in a tropical jungle.

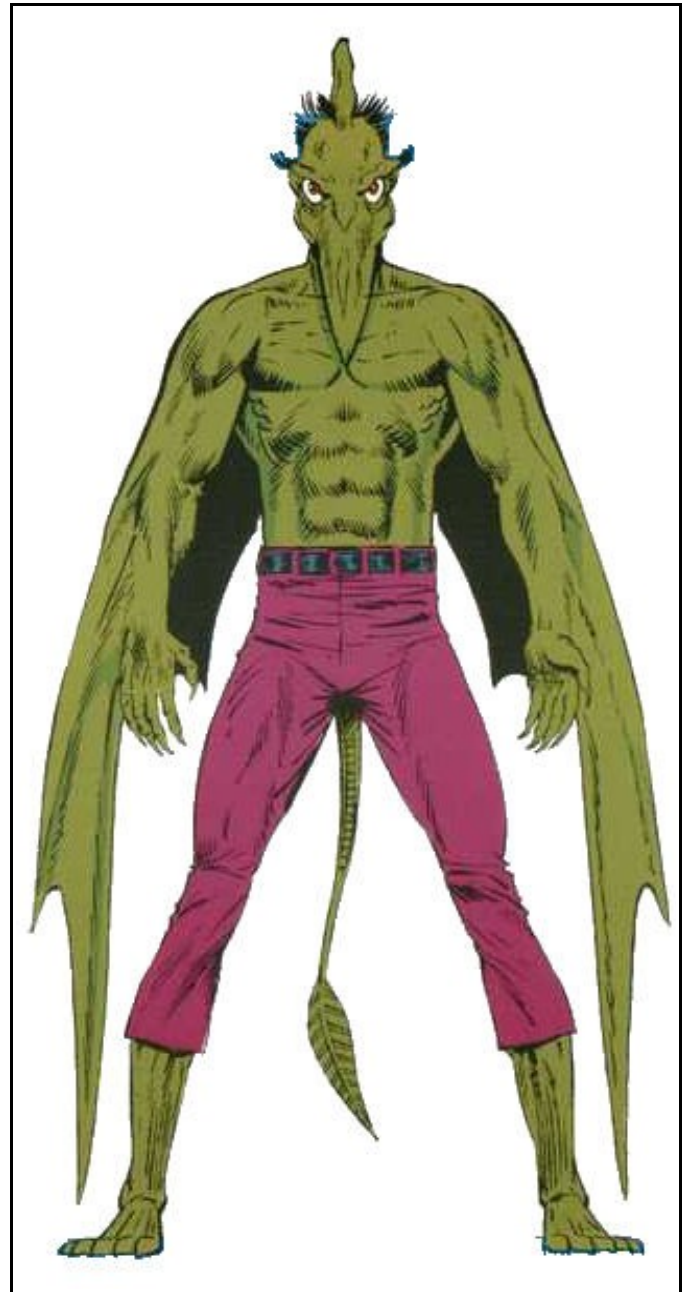
420 points

Attributes: ST 25 [150]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 2d+2/5d-1; BL 125 lbs; HP 25 [0]; Will 11 [0]; Per 11 [0]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Air Move 15 [2]; Dodge 11.

Languages: English (Native) [6]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].



Advantages: 3D Spatial Sense [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 3 [15]; Enhanced Move (Air) 1 (Air Move 30/60 mph) [20]; Flight (Winged, -25%) [30]; Healer 2 [20]; Indomitable [15]; Night Vision 4 [4]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Teeth (Sharp Teeth) [1]; Telescopic Vision 2 [10]; Very Fit [15].

Perks: Biting Mastery [1]; Cutting Edge Training (Diagnosis) 7 [7]; Cutting Edge Training (First Aid) 7 [7]; Cutting Edge Training (Physician) 7 [7]; Extended Hearing (Low) [1]; Scales [1].

Disadvantages: Appearance (Monstrous) [-20]; Berserk (12) [-10]; Cold-Blooded (Stiffen Up Under 50°F) [-5]; Hidebound [-5]; Impulsive (12) [-5]; Low TL -8 [-40]; Sadism (12) [-15]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Bloody Mess [-1]; Proud [-1]; Third Person [-1].

Skills: Aerobatics (H) DX+2 [4] – 16*; Diagnosis/TL7 (Human) (H) IQ+2 [4] – 13†; First Aid/TL7 (E) IQ+2 [1] – 13†; Flight (A) HT+1 [4] – 15; Karate (H) DX+0 [4] – 14; Physician/TL7 (Human) (H) IQ+2 [4] – 13†; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX-1 [1] – 13; Survival (Jungle) (A) Per+1 [4] – 12; Tracking (A) Per+1 [4] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +2 from Healer.

Role-Playing Notes:

Sauron is one of the more savage of the Mutates, delighting in combat and spreading fear. He has no loyalty to the other Mutates, working with them out of necessity than any sense of kinship.

Design Notes:

1. Sauron, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.
3. I've obviously adjusted Sauron from his mainstream counterpart, Karl Lykos. He may actually be Lykos in a permanently transformed state, however; his medical knowledge certainly points in that direction. Whether he will be able to return to a human state is unknown.

The Savage Land is a prehistoric tropical jungle nestled in the mountains of Antarctica, the origins of which are currently unknown. The Savage Land appears to be a mash-up of many prehistoric eras, potentially originally built as a kind of nature preserve, with dinosaurs from the Jurassic and Triassic coexisting with Paleolithic humans and megafauna long thought extinct.

The Savage Land sits in a wide valley, easily encompassing five hundred square miles, in the Eternity Range. It is heated by an open volcanic vent and a number of active volcanoes surrounding it. A large lake dominates the center of the valley, fed by streams coming off springs in the mountains; one stream runs out of the lake towards the ocean. Mount Hope, the tallest mountain in the vicinity, sits outside the Savage Land, but is visible to the northwest.

For some unexplained reason, the passage of day and night inside the Savage Land is not tied to the rest of Antarctica. Instead, possibly due to advanced technology used by whoever designed and built the area, the day there passes at a nearly uniform 12 hours of daylight and 12 hours of night, even at the height of the Antarctic summer and winter, when the days and nights last up to 24 hours, respectively. In addition, the animals and residents of the Savage Land do not appear to suffer from the effects of ozone depletion.

There are several tribes of humans that live in the Savage Land. The two most prominent tribes are the Fall People, who are identical to modern humans, and the Swamp Men, who are closer in stature to Neanderthals.

The first documented case of someone encountering the Savage Land occurred following World War I, when a British explorer named Paul Destine got lost and became separated from his expedition during an attempt to reach the South Pole. When he finally rejoined his expedition several days later, they considered his account as sheer fantasy based on hypothermia and snowblindness. For the next few decades, others stumbled into the Savage Land without realizing what it was; many wrote down their accounts, although they were passed off as fantasy or science fiction at the time. It wasn't until 1962, when the British gentleman explorer Matthew, Lord Plunder gathered the various writings of the "hidden Antarctic jungle" and found that each one had elements of topography and wildlife that matched up, despite the accounts often being written decades apart and with no prior knowledge of the other accounts. Furthermore, one account even gave a map with landmarks on how to find it from the coastline! Taking his young son Robert with him, Matthew Plunder traced the route and officially discovered the Savage Land. Over the next several decades, Lord Plunder and his son split their time between their home in England and the Savage Land.

Twenty years ago, Robert Plunder, having inherited the title of Lord Plunder, and his wife, a paleontologist, moved to the Savage Land with their sons Parnival and Kevin. Lord and Lady Plunder befriended the Fall People tribe, but were killed during a raid on the Fall People village by the Swamp Men. Parnival, being the older child, managed to escape the Savage Land and make his way back to England. Kevin, the younger child, also escaped his parents' deaths and fled into an area known as the Land of Mist (so named due to the mists from one jungle stream falling into the volcanic vent) with the aid of his pet saber-tooth tiger, Zabu; Kevin would later become known as Ka-Zar among the denizens of the Savage Land (see *Ka-Zar*; *Zabu*).

Recently, the Savage Land has gained additional attention from the outside world. First, a mysterious being whose name and face are hidden in shadows utilized unknown means to transform a number of Swamp Men into the Savage Land Mutates; the Mutates have come into conflict with the Avengers, Brotherhood of Mutants, Ka-Zar, and the X-Men (see individual entries). Second, a graduate biology student named Shanna O'Hara entered the Savage Land, originally intending to do her Master's thesis on the ecosystem there, only to be drawn into aiding Ka-Zar and Zabu against the sorceress Zaladane in the latter's attempt to conquer the Savage Land for herself (see *Shanna the She-Devil*; *Zaladane*). Finally, Parnival Plunder, now calling himself the Plunderer, has set his sights on exploiting the Savage Land's natural resources, alongside mercenaries from Roxxon Energy Company, in violation of the Antarctic Treaty, which under international law prohibits any such exploitation (see *Plunderer*; *Roxxon Energy*).

First Post-Reboot Appearance: UNCANNY X-MEN #

Fall People Village, 2010 A.D.

Population: 350 (Search -2)

Physical and Magical Environment

Terrain: Jungle

Appearance: Average

Hygiene: +0

Normal Mana (Rare Enchantment)

Culture and Economy

Language: Savage Land Speech **Literacy:** Illiterate

TL: 0

Wealth: Struggling (×1/2)

Status: -2 to +2

Political Environment

Government: Tribal

CR: 1 (Corruption 0)

Military Resources: \$2.2K

Defense Bonus: +6

Notes

The Fall People village is set upon a hill with a permanent wooden wall surrounding it. This technically makes it TL 1 for architecture.

It's recommended that GMs and players use *Lands Out Of Time* for the dinosaurs of the Savage Land. 3e's *Bestiary* and *Dinosaurs* are also valid references, but require some adjustment to the stats.

SAVAGE LAND MUTATES

Villain Team

The Savage Land Mutates are a team composed of natives of the Savage Land who have been altered to superhuman – and some of them inhuman – forms by an unknown master to do his bidding (see *Savage Land*).

In their first recorded exploit, the Mutates attacked the X-Men, who were visiting the Savage Land for other reasons (see *X-Men*). The Mutates were defeated, but as the Savage Land is not under any one nation's jurisdiction the X-Men let them go.

Some time later, the Mutates – minus Equilibrius and Piper, but with the addition of three new members: Vertigo, Whiteout, and Worm – took control of a crowd of people in Rio De Janiero, Brazil, during the annual Carnival there (see *Equilibrius*; *Piper*; *Vertigo*; *Whiteout*; *Worm*). This drew the attention of the Avengers, who defeated the Mutates and turned them over to the Brazilian authorities (see *Avengers*).

Apparently the Mutates were deported back to the Savage Land by the Brazilian authorities.

At one point, three of the Mutates – Sauron, Whiteout, and Worm – apparently either left the team or were assigned by their mysterious benefactor to serve the sorceress Zaladane, who was attempting to conquer the Savage Land for herself (see *Sauron*; *Zaladane*). This brought them into conflict with Ka-Zar, Shanna the She-Devil, and the Fall People tribe, but the three escaped capture and returned to their benefactor (see *Ka-Zar*; *Shanna the She-Devil*).

Some months later, the Mutates came into conflict with the visiting Brotherhood of Mutants while the latter team was separated from their leader, Magneto (see *Brotherhood of Mutants*; *Magneto*). At this time, the Mutate Lorelei betrayed the Mutates to join the Brotherhood's ranks (see *Lorelei*).

Where and when the Mutates will appear next is anyone's guess.

First Post-Reboot Appearance: UNCANNY X-MEN #

Design Notes:

1. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

		
AMPHIBIUS Active X-MEN #	BARBARUS Active X-MEN #	BRAINCHILD Active X-MEN #
		
EQUILIBRIUS Active X-MEN #	GAZA Active X-MEN #	LORELEI Active X-MEN # Quit in MCP #30
		
LUPO Active X-MEN #	PIPER Active X-MEN #	SAURON Active X-MEN #
		
VERTIGO Active AVENGERS #	WHITEOUT Active AVENGERS #	WORM Active AVENGERS #

Real Name: Nyssa Savakis.

Occupation: Travel agent, reluctant adventurer.

Identity: Nyssa currently does not use a dual identity.

Legal Status: Citizen of Greece with no criminal record.

Other Aliases: Azura (a name given to her by Hera and Ares).

Place of Birth: Isle of Lemnos, Greece.

Marital Status: Single.

Known Relatives: Elissa Savakis (mother), Phelix Savakis (legal father, deceased), Zeus (biological father), Petros (half-brother on mother's side), Apollo, Ares, Dionysus, Hephaestus, Hercules, Hermes (half-brothers on father's side), Artemis, Athena, Eris, Hebe, Persephone (half-sisters on father's side), Aphrodite (sister-in-law), Hades, Poseidon (uncles), Hera (aunt, step-mother), Demeter, Hestia (aunts). For more details on her extended Olympian family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogony* and other works.

Group Affiliation: Unofficially the gods of Olympus.

Base of Operations: Mobile, formerly Corinth, Greece.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History: As a young girl, Nyssa Savakis learned the stories of the ancient Greek gods and heroes (see *Olympian Gods*). A tomboy while growing up, she would often play at being Atalanta, the only woman among the Argonauts. Like most modern westerners, she believed the ancient gods were merely mythological figures, or at best men of renown who in ancient times had come to be elevated to positions of worship by the ancients.

Unknown to her family, Nyssa's mother, Elissa, was descended from a number of women of the Isle of Lemnos in the Aegean Sea who had enticed the Argonauts to stay with them for a time (the accounts vary in the time spent there, from a month to two years). As such, she is descended from a number of the ancient gods. It was this mingling of divine blood, diluted as it was by several thousand years, in one person that caught the eye of Zeus, king of the gods (see *Zeus*). To this end, and seeing another age of heroes ascendant on Earth, he devised a plan to produce not just an offspring but an eventual heir. The end result was Nyssa, who in classical Greek fashion was born the same day as her half-brother Petros.

For the most part, Nyssa's life was rather uneventful. As an adult, she worked in a travel agency in Corinth which handled Aegean cruises. Recently, however, the man she believed was her father was killed in one of the terrorist attacks that seem to plague the Mediterranean on a regular basis. Unknown to her, the goddess Hera had learned of Zeus's infidelity and was determined to destroy everyone close to Elissa, one at a time; it was Hera who had arranged for the attack through her son Ares and his son Deimos (see *Ares*; *Hera*).

This attack occurred while Nyssa was on a business trip to Los Angeles, California. The day she heard the news, she was attacked by a biker gang known as the Warhawks, which were founded and led by Ares (see *Warhawks*). Ares somehow sensed their familial connection – or was informed by Hera, who may have learned it from Zeus – but was unsuccessful in the attack when Nyssa's own lightning powers manifested, and by the intervention of Hercules, who had witnessed both the attack and her calling down lightning on Ares (see *Hercules*).

Nyssa was briefly mentally and emotionally overcome, but with Herc's aid started fighting back against Ares and Hera. Herc later flew back with her to Greece, where she discovered that her mother knew that Nyssa's father was Zeus, though hints were dropped that Elissa did not know which child was of divine origin. Herc has since taken Nyssa to both Mount Olympus and the realm of Hades in order to meet the rest of the family (see *Hades*). While still adjusting to her new situation, she has formed a friendship of sorts with her half-sister Hebe, who is not only the daughter of Nyssa's nemesis, Hera, but is also Herc's wife, whom she often turns to for advice with how to deal with her divinely dysfunctional family (see *Hebe*).

According to Zeus, Nyssa is destined to one day peaceably supplant him as the leader of the Olympian gods. Hera fears this, and has redoubled her efforts to destroy Nyssa.



Height: 5' 6".

Weight: 115 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

Strength Level: Nyssa possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Nyssa has inherited a number of powers from her father, Zeus. First and foremost, she is able to call down lightning from the sky. She also possesses a number of other lightning-based powers, the full extent of which she is still learning.

Her divine parentage gives her many of the attributes of an ancient demigod, primarily superhuman durability and stamina. She is immune to all terrestrial poisons and diseases, and has proven invulnerable to most common handguns.

Weapons and Paraphernalia: Nyssa owns a number of Zeus's thunderbolts, forged by Hephaestus and given to her by Zeus himself (see *Hephaestus*).

555 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 15 [10]; Will 12 [5]; Per 12 [5]; FP 20 [21]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Accented) [4]; Greek (Native) (Native Language) [0].

Cultural Familiarities: Eastern European [1]; Middle Eastern [1]; Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Burning Attack (*Call Lightning*) 6d (Costs 6 FP (Variable), -15%; Damage Modifier: Surge, Arcing, +100%; Increased Range: Line-of-Sight, +70%; Overhead, +30%; Takes Recharge (1 hour), -30%; Variable, +5%; Cosmic, +50%) [93]; Burning Attack (*Lightning Bolt*) 6d (Costs 6 FP (Variable), -15%; Damage Modifier: Surge, Arcing +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Alternative Attack, ×1/5; Cosmic, +50%) [16]; Damage Resistance 20 (Tough Skin, -40%; Cosmic, +50%) [110]; Destiny (Supplant Zeus) [10]; Electricity Talent 3 [15]; Fit [5]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: One Skill, -80%; Cosmic, +50%; Alternative Ability, ×1/5) [6]; Immunity to Disease [10]; Immunity to Poisons/Toxins [15]; Injury Tolerance (Damage Reduction (/3) (Cosmic, +50%)) [112]; Regeneration (Fast: 1 FP/min) (Fatigue Only, +0%) [50]; Wealth (Comfortable) [10].

Perks: Generator [1].

Disadvantages: Code of Honor (Professional) [-5]; Enemy (Hera; More Powerful; Hunter) (12) [-40]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Devout Greek Orthodox Christian [-1]; Natural Skeptic [-1].

Skills: Area Knowledge (Aegean Sea) (E) IQ+1 [2] – 12; Boating/TL8 (Large Powerboat) (A) DX+0 [2] – 11; Boating/TL8 (Motorboat) (A) DX-1 [1] – 10; Boating/TL8 (Sailboat) (A) DX+0 [2] – 11; Brawling (E) DX+1 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Electric Weapon (Unarmed) (VH) DX-1 [4] – 10; Innate Attack (Beam) (E) DX+1 [2] – 12; Literature (Greek Mythology) (A) IQ+1 [4] – 12; Professional Skill (Travel Agent) (A) IQ+1 [4] – 12; Running (A) HT-1 [1] – 12; Scuba/TL8 (A) IQ+1 [4] – 12; Survival (Island/Beach) (A) Per-1 [1] – 11; Swimming (E) HT+0 [1] – 13; Thrown Weapon (Spear) (E) DX+1 [2] – 12; Typing (E) DX+1 [2] – 12; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

Role-Playing Notes:

A strong, independent woman, Nyssa is also deeply religious, being a devout Greek Orthodox Christian. She is currently wary of the veracity of her extended family's claims of godhood, though she cannot deny the power they hold over their extradimensional realms. Nyssa is currently skeptical of the claim that she is destined to supplant Zeus as leader of the Olympian gods.

SCARECROW

Villain

Real Name: Ebenezer Laughton.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Rhineback, New York.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The history of the costumed criminal going by the name Scarecrow is unknown. By all accounts he had been a small-time burglar engaging in the occasional bit of industrial espionage prior to the emergence of the latest wave of superhuman crimefighters. Deciding he needed a gimmick, he bought a loose-fitting Halloween scarecrow outfit. After training a murder of crows to respond to his commands, he embarked on a crime wave in Manhattan, robbing penthouses and corporate offices, often having his crows fly back to his safe-house with jewels and computer flash drives.

Eventually, his crime spree caught the attention of a number of the costumed vigilantes in New York, including Daredevil, Captain America, and Spider-Man, who joined forces when all three had tracked Scarecrow to his hideout (see *Captain America*; *Daredevil*; *Spider-Man*). Following this altercation, the Scarecrow was arrested and taken into custody.

Apparently released on bail, Scarecrow came into conflict with Captain America a second time when he was hired by Doctor Faustus as part of a series of attacks designed to wear down the Captain so he'd be more susceptible to the Doctor's manipulations (see *Doctor Faustus*). (To ensure that the attacks would not be traced back to him, Faustus hired Scarecrow anonymously.) Following this confrontation, Scarecrow was again sent to prison.

He was later seen as part of the mass breakout from Ryker's Island Penitentiary led by the Rhino (see *Rhino*). Following that, he fled to Texas for a time, only to run afoul of the Ghost Rider, who left Scarecrow temporarily catatonic with his "penance stare" (see *Ghost Rider*). By all reports, the Scarecrow was then returned to prison in New York; whether he'll return from his catatonic state or how it will affect him in the long run is anyone's guess.

Height: 6.

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green tunic, green pants, orange-yellow gloves, orange-yellow shoes, orange-yellow full-face cowl patterned after a Jack O' Lantern, rope belt, tufts of straw at the wrists and ankles, as well as various places where the tunic and pants are deliberately ripped.

Strength Level: Scarecrow possesses the normal human strength of a man his age, height, and build who engages in regular toning exercise.

Known Superhuman Powers: None.

Other Abilities: The Scarecrow is a highly adept contortionist—extremely flexible and agile due to heavy training. He is double-jointed and can fit his body through any aperture at least one foot wide. He is therefore able to escape from conventional locks and chains, and to perform various acrobatic stunts. He is also a master at training birds.

Weapons: The Scarecrow often carries a pitchfork as a weapon. To date, this pitchfork has not exhibited any special abilities.

Allies: The Scarecrow has a murder of two dozen pet crows, which he has taught to perform a variety of actions in response to his hand gestures and tones of voice. At his command, the crows will attack and kill the victims he designates. The crows have been trained to attack anyone who rushes at the Scarecrow or points a gun at him. They are trained to carry off jewels, valuables, and anything else at which the Scarecrow points.



260 points

Attributes: ST 10 [0]; DX 14 [80]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 10 [0]; Per 12 [10]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ally Group (Murder of Crows, 5% or less of Starting Value; Group Size: 21-50; Non-Sapient) (15) [6]; Animal Friend 4 [20]; Combat Reflexes [15]; Double-Jointed [15]; Extra Attack 1 [25]; Hard to Kill 2 [4]; High Pain Threshold [10]; Very Fit [15].

Perks: Improvised Weapons (Polearm) [1]; Improvised Weapons (Spear) [1].

Disadvantages: Appearance (Unattractive) [-4]; Callous [-5]; Dependent Group (Murder of Crows; No More than 5%) (9) [-14]; Odious Personal Habit (Masochist) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Admires Jack the Ripper [-1]; Dual Identity [-1]; Opportunist [-1]; Unresolved Mommy Issues [-1]; Vow ("Kill Father Should They Cross Paths) [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Animal Handling (Crows) (A) IQ+6 [8] – 16*; Brawling (E) DX+2 [4] – 16; Climbing (A) DX+4 [1] – 18†; Computer Operation/TL8 (E) IQ+2 [4] – 12; Current Affairs/TL8 (Sports) (E) IQ+0 [1] – 10; Falconry (A) IQ+6 [8] – 16*; Forced Entry (E) DX+0 [1] – 14; Holdout (A) IQ+2 [8] – 12; Jumping (E) DX+0 [1] – 14; Observation (A) Per+2 [8] – 14; Polearm (A) DX+2 [8] – 16; Spear (A) DX+2 [8] – 16; Streetwise (A) IQ+2 [8] – 12; Throwing (A) DX-1 [1] – 13; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Wrestling (A) DX+2 [8] – 16.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from Animal Friend.

† Includes +5 from Double-Jointed.

Role-Playing Notes:

Scarecrow is a creep who believes that with great pain comes great rewards, and that what doesn't kill him will ultimately make him a stronger person. He believes his father ran out on him and his mother, and doesn't know whether to thank his father for that pain or kill him (he's currently decided on the latter); he might in fact do both.

The long-term effects of Ghost Rider's penance stare are currently unknown.

SCARLET WITCH

Villain

Real Name: Wanda Maximoff.

Occupation: Professional criminal, sorceress.

Identity: Publicly known.

Legal Status: Unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Pietro (alias Quicksilver, brother).

Group Affiliation: Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #4.

History: Not much is known about the origins of the Scarlet Witch before her first appearance. She and her twin brother Pietro claim to be Gypsies, although there are hints that they were adopted rather than born into the culture (see *Quicksilver*).

It is not currently known how the two came to the attention of the mutant criminal Magneto, but the self-proclaimed Master of Magnetism was quick to induct them into his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). Wanda in particular was easily swayed by Magneto's personal charm and force of personality; Pietro has admitted that he only accepted Magneto's offer to protect his impressionable sister. Wanda was apparently already calling herself the Scarlet Witch before joining the group. In their first appearance with the group, the Scarlet Witch and the rest of the Brotherhood faced off against the X-Men; although they were defeated, they managed to escape (see *X-Men*).

Wanda has changed since joining the Brotherhood. She is far more confident since joining, but has also become colder towards others, including her brother. During a brief time when Magneto was separated from the group, Wanda took charge and led the Brotherhood with the same heavy hand that Magneto did. After he was reunited with the team, Magneto made her his official second-in-command. These developments have adversely affected her relationship with her brother; both Wanda and Magneto believe it is only a matter of time before Pietro betrays them.

Height: 5' 4".

Weight: 110 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Black sleeveless Spandex bodysuit, red shoulder-less low-neck dress with leg slits up to the waist and loose elbow-length sleeves, black elbow-length Spandex gloves, red sash around the waist, red calf-high boots with mystic patterns on the front and four-inch heels, black headband.

Strength Level: The Scarlet Witch possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Wanda Maximoff is a mutant who was born with the ability to wield ambient magical energies. Most Earth-born sorcerers utilize three main sources of power: innate mental powers, ambient magical energies, and extra-dimensional sources. Wanda is naturally inclined to use ambient energies to the exclusion of the other two.

Wanda knows a number of spells dealing primarily with illusions, transmutation, and probability. She has been shown being able to turn multiple people invisible, create realistic illusions that affect all the senses and which can be captured on film and digital media, and the ability to grant "good luck" to allies and "bad luck" to opponents. She has also been shown casting eldritch bolts of raw magical energy to injure opponents, although these tend to tire her out if she fires off too many of them in a short time frame. In addition to these, she is able to create shields of mystic energy to protect herself from harm.

Wanda also knows several spells which she uses to alter matter. She has shown the ability to turn a solid metal door into gas, turn pavement into mud, and even so far as to briefly turn one of her teammates, the Toad, into his namesake animal as punishment (see *Toad*).

Wanda's powers are unpredictable, and don't always operate the way she wants them to. Since joining the Brotherhood, however, her powers have become more reliable than before.



425 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 14 [10]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented) [4]; Romanian (Native Spoken/Semi-Literate) [-2].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Appearance (Beautiful) [12]; Claim to Hospitality (Gypsies) [5]; Combat Reflexes [15]; Energy/2 [40]; Fit [5]; High Pain Threshold [10]; Illusion/3 [30]; Intuition [15]; Luck/3 [30]; Magery 3 (Radically Unstable Magery (Activation Roll), -10%; Mutant, -10%) [28]; Matter/3 [60].

Perks: High-Heeled Heroine [1]; Magical School Familiarity (Gypsy Magic) [1]; Photogenic [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Code of Honor (Gypsy) [-5]; Fanaticism (Mutant Supremacy) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Magneto) [-2]; Social Stigma (Minority Group) [-10]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1]; Impressionable [-1].

Skills: Acrobatics (H) DX+1 [8] – 12; Acting (A) IQ+0 [2] – 12; Autohypnosis (H) Will+2 [12] – 16; Carousing (E) HT+1 [2] – 12; Escape (H) DX+1 [8] – 12; Filch (A) DX+1 [4] – 12; Fortune Telling (Gypsy) (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+3 [8] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+0 [4] – 11; Karate (H) DX+0 [4] – 11; Leadership (A) IQ+0 [2] – 12; Observation (A) Per+2 [8] – 14; Running (A) HT+1 [4] – 12; Sex Appeal (Human) (A) HT+4 [2] – 15*; Shield (Force) (E) DX+3 [8] – 14; Sleight of Hand (H) DX+1 [8] – 12; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+0 [2] – 12; Survival (Woodlands) (A) Per+2 [8] – 14; Thaumatology (VH) IQ+3 [8] – 15†.

Magical Realm Skills: Energy (VH) IQ+3 [8] – 15†; Illusion (VH) IQ+3 [8] – 15†; Luck (VH) IQ+3 [8] – 15†; Matter (VH) IQ+3 [8] – 15†.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from Appearance.

† Includes +3 from Magery.

Role-Playing Notes:

Early on in her career, Wanda is wide-eyed and impressionable, easily swayed by powerful personalities like Magneto.

Later on, as she gains confidence and her magic becomes more predictable, Wanda starts to emulate Magneto's personality and heavy-handed approach to leadership, becoming colder and harsher towards members of her team whose flaws are readily apparent. She sees Magneto as the father figure in her life, and is consciously changing to meet what she perceives as his expectations.

Design Notes:

1. Cost of Magery includes Magery 0 with both Radically Unstable Magery and Mutant applied to it. It just looked weird putting both Magery 0 and Magery 3 with the same limitations on them on the sheet together.
2. In her first appearance, she possesses Radically Unstable Magery (All Failures Are Critical Failures) (-30%), and lacks the Callous disadvantage. Her time with the Brotherhood has enabled her to buy up the Radically Unstable Magery to the -10% level, but she gained Callous as a result.
3. Her Social Stigma is either Mutant (in the Americas and Western Europe) or Gypsy (in Eastern Europe), depending on where she is at the time.
4. One thing that always bothered me about Wanda was how *undefined* her power set in the comics was. She started off as a probability manipulator, and evolved over time into a full-fledged reality manipulator – on a subconscious level! And it seems with that kind of power, the writers didn't know what to do with her, except as a plot device to completely mess things up on a cosmic scale. So, I've cut her back to a manageable, playable level of power.

SCORPIO

Villain

Real Name: Jacob "Jake" Fury.

Occupation: Subversive, professional criminal, businessman, former soldier.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Hell's Kitchen, New York City.

Marital Status: Single

Known Relatives: Nick (brother), Dawn (sister).

Group Affiliation: Head of his own criminal cartel; member of the Zodiac, formerly the US Army.

Base of Operations: New Orleans, Louisiana.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #1.

History: Jacob Fury is the younger brother of Nick Fury, a noted war hero of the Iraq and Afghanistan campaigns (see *Fury*, *Nick*). For a short time, Jake joined the US Army in emulation of his older brother, but found military life stifling. Apparently during his time in the military his admiration of his brother turned to jealousy and then hatred. After serving his tour, he declined reenlistment and dropped out of sight.

He reappeared several years later in New Orleans, Louisiana, having procured an ancient artifact called the Zodiac Key through unknown means. After establishing himself as an officer of a local corporation, he used this Key to take control of the New Orleans underworld, and was inducted into criminal cartel known as the Zodiac; as he was born on Halloween night, he was given the position of Scorpio (see *Zodiac*). As Scorpio, he has clashed several times with his older brother, now an agent for the CIA.

Scorpio was present when the Zodiac attempted to hold the island of Manhattan hostage, using the power of the Zodiac Key to power an impenetrable force field. Just when the Zodiac appeared to be on the verge of success, half of the cartel leaders, including Scorpio, who had been uneasy with the scheme (criticizing it as being "straight out of a comic book"), grabbed the Zodiac Key and used it to teleport away.

Scorpio remains his brother's primary nemesis, using his criminal empire and the resources of the Zodiac to continue to attack Nick. Even before the Manhattan incident, he has been seen in the company of one of the other Zodiac leaders, Capricorn, who has been hinted to be his younger sister, Dawn, though there is evidence to the contrary as well (see *Capricorn*).

Height: 5' 10".

Weight: 185 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Red advanced ballistic fabric bodysuit with black astrological signs on it, red gloves, red boots, red full-face cowl with yellow markings, black chain belt.

Strength Level: Scorpio possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Jacob Fury is a good hand to hand combatant, able to hold his own against his brother.

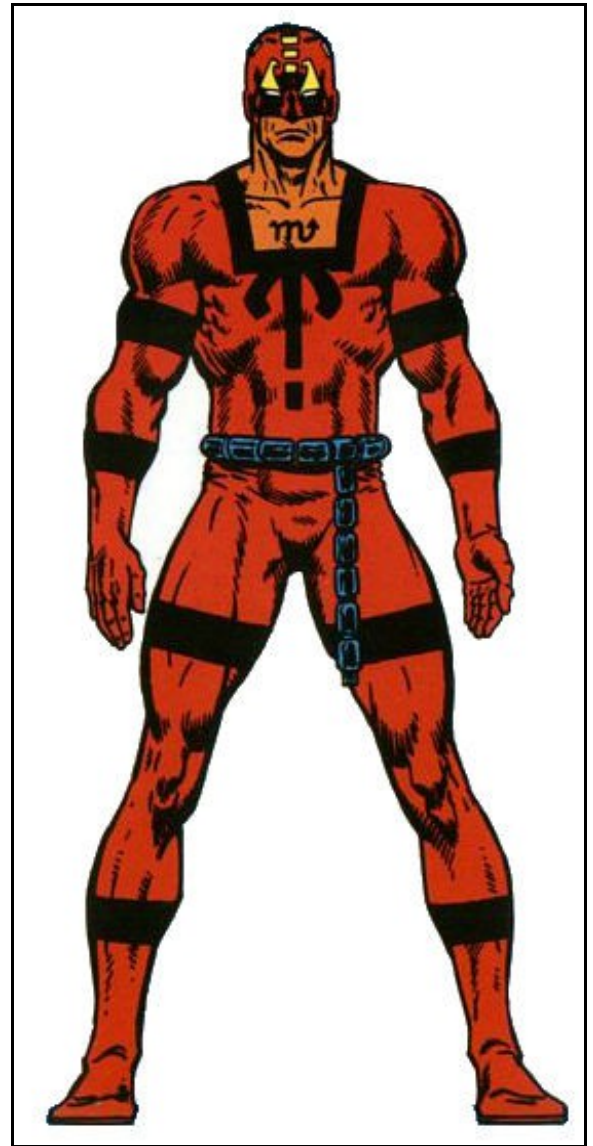
Weapons: Scorpio's primary weapon is the so-called Zodiac Key, a virtually indestructible device shaped like an ankh, the origins of which are unknown. The Key is able to manipulate tremendous amounts of energy, apparently in a psionic manner, though Scorpio himself lacks psionic powers. Primary among its powers is the ability to fire a wide range of energy beams, from kinetic energy and electric stun bolts to disintegrator beams, as well as form powerful force fields around its wielder. The Key is also able to be used as a near-infinite power source for almost any machine, and can teleport himself and at least six other people to anywhere in the world. Other abilities of the Zodiac Key are currently unrevealed.

467 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Spanish (Native) [6].



Cultural Familiarities: Latin American [1]; Middle Eastern [1]; Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Indomitable [15]; Merchant Rank 7 [35]; Organized Crime Rank 6 [30]; Patron (Zodiac Key; Built on As Many Points As the GM Wishes!) (15) [60]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Status 4 [0*]; Wealth (Multimillionaire 1) [75].

Perks: Style Familiarity (Military Hand to Hand: Fairbairn Close Combat Training) [1]; Style Familiarity (Military Hand to Hand: MCMAP) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Gentleman's) [-10]; Enemy (Nick Fury, brother; Equal in Power) (9) [-10]; Jealousy [-10]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5].

Quirks: Chauvinistic [-1]; Obsession (Destroy His Brother) [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Administration (A) IQ+1 [4] – 13; Beam Weapons/TL8 (Pistol) (E) DX+2 [4] – 14; Climbing (A) DX+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 12; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Economics (H) IQ+0 [4] – 12; Finance (H) IQ+0 [4] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 13; Guns/TL8 (Rifle) (E) DX+2 [4] – 14; Hiking (A) HT+0 [2] – 12; Jitte/Sai (A) DX+2 [7] – 14 †; Judo (H) DX+2 [12] – 14; Jumping (E) DX+0 [1] – 12; Karate (H) DX+2 [12] – 14; Knife (E) DX+0 [1] – 12; Leadership (A) IQ+3 [2] – 15 ‡; Politics (A) IQ+0 [2] – 12; Public Speaking (A) IQ+2 [1] – 14 ‡; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Shortsword (A) DX+2 [8] – 14; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 13; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 12; Wrestling (A) DX+2 [8] – 14.

Techniques: Choke Hold (Wrestling) (H) def+2 [3] – 14.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +2 from Merchant Rank and +2 from Wealth.

† Defaulted from Shortsword.

‡ Includes +3 from Charisma.

Role-Playing Notes:

Jake Fury is driven by two goals: accumulation of power, and the destruction of his brother. He sees his position in the Zodiac as being a means towards both of these goals, though he has no real loyalty towards any of the other Zodiac members, save perhaps Capricorn.

The Zodiac Key

The Zodiac Key is about 18 inches long (a foot and a half), shaped like an ankh but with the "arms" turning to point "down", away from the loop, letting it entangle a melee weapon like a sai. Virtually indestructible, its composition is a complete mystery to Earth scientists; it may actually be a mystical artifact.

Unknown to anyone, the Zodiac Key is sentient and intelligent, allowing itself to be used by Scorpio for its own indiscernible reasons.

2,946 points

Attributes: ST 10 [0]; DX 0 [-200]; IQ 15 [100]; HT 20 [100].

Secondary Characteristics: SM -4; Dmg 1d-2/1d; BL 20 lbs.; HP 30 [40]; Will 20 [25]; Per 15 [0]; FP 20 [0]; Basic Speed 5.00 [0]; Basic Move 0 [0]; Dodge 0.

Languages: None [-6].

Cultural Familiarities: None [-1].

Advantages: Control! All EM Energy 5 (Collective, +100%; Wildcard Power, ×4) [1,200]; Damage Resistance 100 (Hardened 6, +120%) [1,100]; Injury Tolerance (Damage Reduction /200; Homogenous; No Blood; No Eyes; No Head; No Neck) [412]; Warp (Exoteleport, -50%; Exoteleport: Modified Capacity (Static): 1,200 lbs, +175%; No Strain, +25%; Range Limit: 10,000 miles, -10%; Reliable +10, +50%) [290].

Perks: Generator [1].

Disadvantages: No Legs (Portable) [-30]; No Manipulators, -50%; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Design Notes:

1. Organized Crime Rank is built upon the rules in *Social Engineering: Pulling Rank*, does *not* grant Status, and permits an Assistance Roll of 12 or less, with his New Orleans-based criminal cartel treated as a base 15-point Patron. His Merchant Rank, however, is based on the rules in the *Basic Set*, and does grant Status.
2. Because the Zodiac Key is intelligent, it is built as an Ally rather than a piece of gear.
3. It is because of the Zodiac Key that Nick, who is at 710 points, is considered "Equal in Power" as opposed to "Greater in Power" compared to Jake. If anything, because of the Key, Jake is *more* powerful than Nick.

SCORPION

Villain

Real Name: MacDonald "Mac" Gargan.

Occupation: Former private investigator turned professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Mac Gargan was a private investigator known for his attention to detail, with a bit of a reputation for amoral conduct in pursuit of his information, who was approached by Daily Bugle publisher J. Jonah Jameson. Jameson wanted Gargan to find and unmask Spider-Man (see *Jameson, J. Jonah; Spider-Man*).

Gargan started his investigation by following Peter Parker, the photographer who always managed to get photos of Spider-Man in action when other photographers could not. Gargan speculated that Spider-Man had confided in Parker about his secret identity; his own suspicion was that Spider-Man was Parker's friend, Harry Osborn (see *Osborn, Harry*).

Figuring that in order to unmask Spider-Man properly he would need to defeat him in combat, Gargan sought out Dr. Karl Malus, who had recently put out a press release that indicated that he'd discovered a means of inducing controlled mutations. Gargan offered himself as a human test subject, intending to bill Jameson for the cost of the procedure. Malus's procedure granted Gargan increased strength, speed, and agility. Donning a battlesuit developed by the underworld technician, the Tinkerer, which included a seven-foot long tail, Gargan set out to test his new abilities by completing his assignment: defeating and exposing Spider-Man's identity (see *Malus, Dr. Karl; Tinkerer*).

Dr. Malus's mutagenic procedure had an adverse effect on Gargan's mind. Calling himself the Scorpion, Gargan committed a series of crimes to draw Spider-Man's attention. The two fought several times over the next few days, with neither one scoring a definitive win. Spider-Man finally defeated the Scorpion, who was sent to prison. Jameson, when he discovered what Gargan had done, refused to pay for the procedure, the Tinkerer's equipment, or Gargan's bail, and fired him from the case. The Scorpion has sworn revenge against both Spider-Man and Jameson, and recently escaped from prison during the mass prison break led by the Rhino (see *Rhino*).

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green bodysuit made of lightweight steel mesh with high-tensile polymer inserts and an insulating layer of rubber, green boots, green gloves, green full-face cowl, cybernetically controlled tail.

Strength Level: The Scorpion possesses superhuman strength enabling him to lift (press) 15 tons under optimal conditions.

Known Superhuman Powers: Besides his superhuman strength, the Scorpion possesses superhuman speed, agility, and durability.

Other Abilities: Mac Gargan was a skilled private investigator, noted for his keen observational skills.



1,038 points

Attributes: ST 47/137 [40‡]; DX 15 [100]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 5d/7d+2 (14d/16d); BL 442 lbs (3,754 lbs/1.88 tons); HP 34/137 [0‡]; Will 12 [0]; Per 14 [10]; FP 14 [0]; Basic Speed 7.25 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0]; Spanish (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Super, -10%) [9]; Damage Resistance 4 (Tough Skin, -40%) [12]; Enhanced Move (Ground) 2 (Super, -10%) [36]; Enhanced Time Sense (Super, -10%) [41]; Extra ST +23 (Super, -10%) [207]; Flexibility [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10; Passive Biological, -5%) [143]; Perfect Balance (Super, -10%) [14]; Striker (Crushing; Tail) (Long +1, +100%; Gadget/Breakable: DR 20, -5%; Gadget/Breakable: SM 0, -25%) [9]; Super ST +10/+100 (Super, -10%) [360].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Glasses/Contact Lenses, -60%) [-10]; Bad Temper (9) [-15]; Berserk (15) [-5]; Callous [-5]; Greed (12) [-15]; Obsession (Destroy Spider-Man and Jameson) (9) [-7]; Reputation (Amoral PI) -2 (Frequency: 7 or less; Small Class: Those Who Have Used His Service) [-2]; Social Disease [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Chauvinistic [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX-1 [1] – 14*; Brawling (E) DX+1 [2] – 16; Climbing (A) DX+3 [1] – 18*†; Connoisseur (Music) (A) IQ-1 [1] – 11; Criminology/TL8 (A) IQ+0 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 15; Musical Instrument (Single-Reed Woodwinds: Saxophone) (H) IQ-2 [1] – 10; Observation (A) Per+1 [4] – 15; Photography/TL8 (A) IQ+0 [2] – 12; Shadowing (A) IQ+1 [4] – 13; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+0 [2] – 12; Tracking (A) Per-1 [1] – 13.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

‡ Includes +23 from Extra ST and +10/+100 from Super ST.

Role-Playing Notes:

The Sentinel robot is a product of advanced technology, SHIELD directives, and hidden agendas (see *SHIELD*).

Project: Sentinel began a few decades back when Director Gyrich of SHIELD grew dissatisfied with what he perceived as the faults of SHIELD's own superhuman operatives and ordered SHIELD's logistics division to seek an alternative that would not include, in his words, "powerful potential rogue agents" (see *Gyrich, Henry Peter*). Over the years, many different approaches were proposed, implemented on a trial basis, and failed.

Recently, however, Gyrich found what he was looking for in a proposal by Oliver Trask, an engineer working for Stark Industries (see *Stark Industries; Trask, Oliver*). Trask had developed a scanner which could be used to detect whether a mutant or a mutate was in the vicinity, but had kept the design private for reasons of his own. Trask, who was an admirer of Gyrich's, presented SHIELD with the scanner behind Stark's back. Gyrich later met with Sebastian Shaw, head of Shaw Industries, at a Hellfire Club social event, arranging for Shaw's own engineers to come up with a robot under SHIELD's control (see *Black King; Hellfire Club*). In this way, the Sentinels came into being. To acknowledge Trask's importance to the project, Gyrich appointed Trask as the chief overseer of the Sentinels' production and deployment.

Shaw, himself secretly a mutant, arranged for the Sentinels to ignore the members of the Hellfire Club's Inner Circle should they be detected as mutants or genetic mutates. This, to his mind, gives the Hellfire Club an advantage should Gyrich overstep his authority and order a roundup of all superhumans, mutant and otherwise.

Shaw, Gyrich, and Trask were attacked by the mutant terrorist organization calling itself the Mutant Liberation Front at the unveiling of the Sentinels (see *Mutant Liberation Front*). The MLF attempted to assassinate Gyrich and Trask, but failed to do so through the intervention of the X-Men and SHIELD's Interpol liaison, a former classmate of the X-Men (see *Bainsidhe; X-Men*). In response to this attack, which destroyed half of the active Sentinels that were present, Trask and Shaw have increased production of the robots.

At present, there are three models of Sentinel. The primary model is the 10 foot tall combat model, referred to as the Mark I. This unit is intended to fight superhuman opponents, and as such possesses greater strength than its size would indicate.

The second, less common Mark II model is a 30 foot tall command unit equipped with a genetic scanner that has a wider range, along with a number of additional sensors in its head. This unit maintains constant radio contact with the smaller units under its control. It also possesses the programming and physical capability to hack into any camera connected to the Internet to search for the targets it has identified, in order to transmit the locations to the smaller combat units. It is programmed with a wide number of small unit tactics derived from many police and military reports, which it uses to coordinate the combat models' efforts.

The third model, called the Mark III, is a 5 foot 6 inch tall reconnaissance model, intended to operate in crowded areas, able to disguise itself – to a point – in human clothing to pass undetected by those not looking directly at it. This unit is equipped with a more acute version of the genetic scanner, albeit with a greatly reduced range. These units are constantly scanning the populace and use facial recognition software and a full-time Internet connection to discretely identify anyone with superhuman abilities. As can be expected, much public outcry has been made about this particular model, but Gyrich has assured the people on live television and Congress many times that the units will only be utilized to scan for potential perpetrators at the scenes of crimes. (He lied; there are many more of these units roaming American cities than he's admitted to, compiling a national database of all superhumans.)

First Post-Reboot Appearance: UNCANNY X-MEN #



Sentinel: Do not be alarmed. I am here to serve and protect.

Little Kid: Mommy! Buy me that! Buy me that!

– X-Men: The Animated Series 1.1

Sentinel Mark I Combat Unit

872 points

Attributes: ST 60 (Size, -10%) [450]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: SM +1; Dmg 7d-1/9d; BL 720 lbs; HP 60 [0]; Will 10 [0]; Per 12 [10]; FP 0 [0]; Basic Speed 6.00 [0]; Basic Move 8 [10]; Basic Air Move 10 [-4]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: None [-1].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; AI [32]; Damage Resistance 50 (Semi-Ablative, -20%) [200]; Detect Genetic Anomalies (Analyzing, +100%; Precise, +100%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Air Move 2.5 (Air Move 80/160 mph) [50]; Flight [40]; Imaging Radar (Extended Arc: 360°, +125%; Increased Range (×2), +10%; Multi-Mode, +50%; Targeting, +20%) [61]; Machine [25]; Sealed [15]; T-Ray Vision [25]; Telecommunication (Radio) (Burst (×10), +30%; Increased Range (×2), +10%; Secure, +20%; Video, +40%) [20]; Telescopic Vision 3 [15]; Vacuum Support [5].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; Electrical [-20]; Ham-Fisted -2 [-10]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Social Stigma (Valuable Property) [-10]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Skills: Brawling (E) DX+2 [4] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8]; Forced Entry (E) DX+0 [1] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [4] – 14.

Weapons: Integrated GE M134 electric gatling in 7.62×51mm NATO (*High-Tech*, pp. 135, 137) with 500 rounds; 2 integrated H&K HK69A1 grenade launchers (*High-Tech*, pp. 142, 145) preloaded with a special ST 30 glue grenade, and one more loaded with a HEAT warhead (*High-Tech*, p. 170), all three launchers lack reloads; integrated AIM-tech gatling laser (*Ultra-Tech*, pp. 115-116); integrated Stark-tech heavy electrolaser (*Ultra-Tech*, pp. 119-120). Other weapons can be loaded or swapped based on the intended target. The laser and electrolaser draw power from the robot's internal power plant.

Note: Because the weapons are integrated into their frames and not used in the conventional sense, the Sentinel uses the relevant Innate Attack skill (Beams or Projectile) rather than a mixture of Beam Weapons, Guns, or Gunner.

Sentinel Mark II Command Unit

1,060 points

Attributes: ST 110 (Size, -30%) [700]; DX 8 [-40]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: SM +3; Dmg 12d/14d; BL 2,420 lbs; HP 110 [0]; Will 10 [-10]; Per 14 [10]; FP 0; Basic Speed 4.50 [0]; Basic Move 6 [10]; Basic Air Move 10 [2]; Dodge 7.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: None [-1].

Advantages+: Absolute Direction (Requires Signal, -20%) [4]; AI [32]; Damage Resistance 50 (Semi-Ablative, -20%) [200]; Detect Genetic Anomalies (Analyzing, +100%; Precise, +100%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Flight [40]; Imaging Radar (Extended Arc: 360°, +125%; Increased Range (×10), +30%; Multi-Mode, +50%; Targeting, +20%) [65]; Machine [25]; Payload 2 (484 lbs.) [2]; Sealed [15]; T-Ray Vision [25]; Telecommunication (Radio) (Burst (×10), +30%; Increased Range (×10), +30%; Secure, +20%; Video, +40%) [22]; Telescopic Vision 3 [15]; Vacuum Support [5].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Electrical [-20]; Ham-Fisted -2 [-10]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Social Stigma (Valuable Property) [-10]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Skills: Computer Hacking/TL8 (VH) IQ+0 [8] – 12; Computer Operation/TL8 (E) IQ+2 [4] – 14; Computer Programming/TL8 (H) IQ-2 [1] – 10; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+2 [8] – 14; Expert Skill (Supers) (H) IQ+0 [4] – 12; Intelligence Analysis/TL8 (A) (H) IQ+0 [4] – 12; Observation (A) Per+2 [8] – 16; Research (A) IQ+2 [8] – 14; Tactics (H) IQ+0 [4] – 12.

Weapons: None, relies on its size, strength, and command over other Sentinels for defense.

Sentinel Mark III Recon Unit

488 points

Attributes: ST 20 [100]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 10 [-10]; Per 14 [10]; FP 0 [0]; Basic Speed 6.00; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 9

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: None [-1].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; Acute Genetic Anomaly Detection 3 [6]; AI [32]; Damage Resistance 30 (Semi-Ablative, -20%) [120]; Detect Genetic Anomalies (Analyzing, +100%; Precise, +100%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Air Move 2 (Air Move 72/144 mph) [50]; Flight [40]; Imaging Radar (Extended Arc: 360°, +125%; Multi-Mode, +50%; Targeting, +20%) [61]; Machine [25]; Sealed [15]; T-Ray Vision [25]; Telecommunication (Radio) (Burst (×10), +30%; Secure, +20%; Video, +40%) [20]; Vacuum Support [5].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; Electrical [-20]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Social Stigma (Valuable Property) [-10]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Skills: Electronics Operation/TL8 (Security) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+2 [8] – 14; Forced Entry (E) DX+2 [4] – 14; Forensics (H) IQ+0 [4] – 12; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+2 [8] – 16; Search (A) Per+1 [4] – 15; Stealth (A) DX+2 [8] – 14. Plus *one* of Beam Weapons/TL10 (Rifle) *or* Guns/TL8 (Grenade Launcher, Rifle, or Submachine Gun) *or* Liquid Projector/TL8 (Flamethrower), all (E) DX+0 [1] – 12.

Weapons: Commonly equipped with an M14A1 assault carbine (*High-Tech*, pp. 119, 121), a pair of FN P90 sub-machine guns (*High-Tech*, pp. 124, 126), an AIM-tech laser carbine (*Ultra-Tech*, pp. 115-116), a Stark-tech electrolaser carbine (*Ultra-Tech*, pp. 119-120), a flamethrower (p. B281), or any number of 40mm grenade launchers with less-than-lethal warheads.

Role-Playing Notes:

Sentinels are emotionless machines programmed to locate, subdue, arrest, and occasionally eliminate superhumans. They are impossible to influence without receiving direct orders from their designated human commanders, whom they obey without question. Under no circumstances whatsoever will a Sentinel refuse to obey Gyrich or Trask, unless ordered to by Shaw (and Shaw alone), even when that order is illegal.

Design Notes:

1. Point values on the above are provided in case a player wants to assume one as an Alternate Form, has one as an Ally, or manages to physically possess one (either through transplanting the brain into the Sentinel or through some sort of telemechanics power).
2. It is my understanding that these Sentinels may be considered by many to be party-killers. Feel free to add the Rules Inclusion (Law of Conservation of Ninja) Quirk if you find this to be so; this will limit their effectiveness in large numbers.

Serpent Squad

Villain Team

The Serpent Squad is a team of costumed mercenaries, each of whom has a snake motif.

The Squad is the brainchild of the criminal Jordan Stryke, who had adopted the costumed identity of the Viper (see *Viper*). Stryke came up with the idea by observing such teams as the Fantastic Four, X-Men, and the Brotherhood of Mutants, coming to the conclusion that where a single criminal might fail, a team would have a better chance of success (see *Brotherhood of Mutants*; *Fantastic Four*; *X-Men*).

Viper's first recruit was his brother Leonard, who had earlier taken on the identity of the Eel (while the eel is more properly a fish rather than a snake, Viper figured the general public, who he holds in very low esteem, wouldn't know the difference nor care; see *Eel*). He then extended invitations to Death-Adder, Diamondback, and Rattler, all of whom accepted for various reasons (see *Death-Adder*; *Diamondback*; *Rattler*).

In their first outing as a team, the Serpents engaged in a raid against a Stark Industries server farm in New Jersey, only to come into conflict with Captain America and his young partner, Bucky (see *Bucky*; *Captain America*). Despite the interference, the Serpents managed to complete the mission. (Their client turned out to be a scientist working for AIM; see *AIM*.)

The Serpents then engaged in a series of industrial espionage crimes, attacking and obtaining classified information from a number of defense contractors, which put them under investigation by the FBI, SHIELD, and Homeland Security (see *SHIELD*). SHIELD asked Captain America to investigate, while in the DHS, Val Cooper sent her team, Freedom Force, to do the same (see *Freedom Force*).

Freedom Force sent one of their own, the serpentine Slither, to attempt an infiltration of the Serpents (see *Slither*). As luck would have it, the meeting was observed by the Captain, resulting in a three-way brawl before Freedom Force's field leader, Crucible, managed a truce with the Captain (see *Crucible*). At this time, most of the Serpents were captured and arrested. A few were sent to Ryker's Island while awaiting trial.

Several of the Serpents were later released on bail or broke out of Ryker's during the mass prison break led by the Rhino (see *Rhino*). One, Diamondback, later assisted Captain America and Batroc's Brigade against the Taskmaster (see *Batroc's Brigade*; *Taskmaster*).

Viper has since come into contact with a number of other snake-themed criminals, expressing interest in expanding the Squad.

First Post-Reboot Appearance: CAPTAIN AMERICA #

Membership Roster

- Viper – Founder and leader.
- Eel – First recruit.
- Diamondback – Second recruit.
- Death-Adder – Third recruit.
- Rattler – Fourth recruit.

 VIPER (Jordan Stryke) Founder, Leader	 EEL (Leonard Stryke) Active CAPTAIN AMERICA #
 DIAMONDBACK (Rachel Leighton) Active CAPTAIN AMERICA #	 DEATH-ADDER (Real name unrevealed) Active CAPTAIN AMERICA #
 RATTLER (Klaus; last name unrevealed) Active CAPTAIN AMERICA #	

SHANNA THE SHE-DEVIL

Hero

Real Name: Shanna O'Hara.

Occupation: Adventurer, warrior, former graduate ecology student.

Identity: Publicly known.

Legal Status: Dual citizen of the United States and Kenya with no criminal record in either country; adopted member of the Fall People tribe of the Savage Land.

Other Aliases: She-Devil, She-Leopard (epitaphs given to her by her opponents).

Place of Birth: Kenya, Africa.

Marital Status: Considered married by Savage Land customs; legally single in her birth country.

Known Relatives: Ka-Zar (Kevin Plunder, common-law husband); Gerald (father); Patricia (mother); Parnival, Lord Plunder (brother-in-law).

Group Affiliation: Partner of Ka-Zar and Zabu.

Base of Operations: Fall People Village, Savage Land.

First Post-Reboot Appearance: LOST WORLD OF THE SAVAGE LAND #13.

History: Shanna O'Hara was the daughter of an American-born Kenya wildlife preserve warden. As a child, Shanna would occasionally be found observing a pack of lions, and more than once would be found playing with the cubs while the adult lions watched. One of her father's co-workers, however, panicked one day and shot one of the lions; this incident has led to Shanna's lifelong distrust of firearms. Shanna's father, seeking to avoid another incident, sent her back to the States to live with her mother.

As she grew older, Shanna studied ecology and veterinary medicine, intending to follow in her father's footsteps as an African preserve warden. As part of her graduate studies, she had to do field research; she decided to do her graduate research in the Savage Land, an apparently artificial prehistoric jungle nestled in the mountains of Antarctica (see *Savage Land*).

Upon entering the Savage Land, Shanna was amazed at how untouched by modern man the place was. She hired a local, Ka-Zar, as a guide; she soon found that she and Ka-Zar had a lot in common, particularly when she met his companion, the sabertooth Zabu (see *Ka-Zar*). The more time she spent in the Savage Land and with Ka-Zar and Zabu, the more at home she felt. It wasn't long before a romance blossomed between Shanna and Ka-Zar.

Shanna and Ka-Zar became embroiled in the sorceress Zaladane's attempt at conquering the Savage Land (see *Zaladane*). Even later, she learned of Ka-Zar's history when they encountered his older brother, Parnival Plunder, the Plunderer, and his alliance with a team from Roxxon Energy Company to exploit the resources of the Savage Land (see *Plunderer*; *Roxxon Energy*). Shanna and Ka-Zar are now considered married according to the Fall People's customs; their continued adventures in the Savage Land are as yet unrevealed.

Height: 5' 8".

Weight: 140 lbs.

Eyes: Green.

Hair: Red.

Uniform: Leopard skin leotard open down to her navel, small knife sheath on one arm, armband made of animal teeth on the other arm.

Strength Level: Shanna possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.



Other Abilities: Shanna is a skilled if untrained hand to hand combatant, and has developed into a skilled huntress and tracker. Her fighting style has been likened to that of a large cat. She has an affinity with wild animals that sometimes seems superhuman, enabling her to walk among packs of carnivorous animals without incident. She maintains her skill as a veterinarian.

Weapons: Shanna has been known to use a steel bowie knife and a sharp stone spear.

438 points

Attributes: ST 13 [30]; DX 15 [100]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 13 [5]; Per 14 [10]; FP 14 [0]; Basic Speed 7.50 [5]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0]; Savage Land Speech (Native Spoken/Illiterate) [3]; Swahili (Accented) [4].

Cultural Familiarities: Savage Land [1]; Sub-Saharan Africa [1]; Western (Native) [0].

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 3 [6]; Animal Empathy [5]; Animal Friend 4 [20]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Daredevil [15]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Night Vision 3 [3]; Stalker 4 [20]; Very Fit [15]; Voice [10].

Perks: Call of the Wild [1]; Extra Option (Bulletproof Nudity) [1]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Razor Kicks [1].

Disadvantages: Bad Temper (12) [-10]; Easy to Read [-10]; Impulsive (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Broad-Minded [-1]; Dislikes Guns [-1]; Gone Native (Savage Land) [-1]; Responsive [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Animal Handling (Big Cats) (A) IQ+3 [2] – 16*; Area Knowledge (Savage Land) (E) IQ+0 [1] – 12; Bolas (A) DX+0 [2] – 15; Bow (A) DX+0 [2] – 15; Brawling (E) DX+2 [4] – 17; Camouflage (E) IQ+5 [1] – 17†‡; Climbing (A) DX+3 [2] – 18§; Expert Skill (Ecology) (H) IQ+0 [4] – 12; Fast-Draw (Knife) (E) DX+1 [1] – 16#; First Aid/TL0 (Human) (E) IQ+0 [1] – 12; Hiking (A) HT+4 [2] – 18†; Jumping (E) DX+1 [2] – 16; Knife (E) DX+1 [2] – 16; Knot-Tying (E) DX+1 [2] – 16; Mimicry (Animal Sounds) (H) IQ+1 [2] – 13¥; Mimicry (Bird Calls) (H) IQ+1 [2] – 13¥; Naturalist (Earth) (H) IQ+0 [4] – 12; Navigation/TL0 (Land) (A) IQ+4 [2] – 16†; Observation (A) Per+0 [2] – 14; Parry Missile Weapons (H) DX+1 [8] – 16; Pharmacy/TL0 (Herbal) (H) IQ-2 [1] – 10; Riding (Theropods) (A) DX+3 [1] – 18*; Running (A) HT+0 [2] – 14; Spear (A) DX+0 [2] – 15; Stealth (A) DX+3 [1] – 18†; Surgery/TL8 (Big Cats) (VH) IQ+0 [8] – 12; Survival (Jungle) (A) Per+1 [4] – 15; Survival (Plains) (A) Per+1 [4] – 15; Swimming (E) HT+1 [2] – 15; Throwing (A) DX+0 [2] – 15; Thrown Weapon (Knife) (E) DX+1 [2] – 16; Thrown Weapon (Spear) (E) DX+1 [2] – 16; Tracking (A) Per+4 [2] – 18†; Traps/TL0 (A) IQ+0 [2] – 12; Veterinary/TL0 (H) IQ+3 [2] – 15*; Veterinary/TL8 (H) IQ+3 [2] – 15*; Weather Sense (A) IQ+1 [4] – 13; Wrestling (A) DX+1 [4] – 16.

Techniques: Attack From Above (Knife) (A) def+2 [2] – 16; Choke Hold (Wrestling) (H) def+3 [4] – 16; Kicking (Brawling) (H) def+2 [3] – 17;

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +4 from Animal Friend.

† Includes +4 from Stalker.

‡ Defaulted from Survival (Jungle).

§ Includes +3 from Flexibility.

Includes +1 from Combat Reflexes.

¥ Includes +2 from Voice.

Role-Playing Notes:

Shanna has essentially "gone native" in the Savage Land, becoming more at home there in the wild than in the civilization she grew up in. She has a fierce temper but is also fiercely loyal to her friends and husband.

Design Notes:

1. Shanna is one of the few characters I'll explicitly give the Extra Option Perk to (p. PU2:20); in her case, for Bulletproof Nudity, as fitting her "jungle girl" motif.
2. Shanna's social traits are calculated for a TL8 campaign. In a campaign set in the Savage Land, she would gain High TL +8, increasing her point value by 40 points and reducing her Starting Wealth from \$30,000 to \$250; giving her a higher level of Wealth would not be inappropriate.

The Shi'ar are a race of humanoids with both mammalian and avian characteristics who have recently conquered a large interstellar empire, the Shi'ar Imperium, and are still in the middle of their expansionist phase. They have recently encountered the other major interstellar powers. For the most part, Shi'ar are able to pass for human, with the exception of having feathers instead of hair. A small percentage of Shi'ar possess wings under their arms which permit them flight in most atmospheres; as these Shi'ar are known as "throwbacks", it can be assumed that the Shi'ar as a whole have recently (from an evolutionary standpoint) lost their wings, with the so-called throwbacks still possessing the genes for the wings.

At some point in the last few hundred years, the Shi'ar fought with the feline Mephitisoids for dominance over their sector of space (see *Appendix: Other Alien Races: Mephitisoids*). Many Mephitisoids are currently enslaved by the Imperium. Other species in the Imperium are given varying levels of autonomy, from slavery to near-equal terms.

The current leader of the Shi'ar Imperium is Majestor (or Emperor) D'ken. He commands the Imperial Guard, selected from Shi'ar and other species in the Imperium.

First Post-Reboot Appearance: CAPTAIN MARVEL #

Game-Mechanic Details:

The Shi'ar possess a native TL 11⁺. While possessing the standard space-opera superscience – gravity manipulation, FTL stardrives, FTL communications, FTL sensors, and force shields – they also have mature nanotechnology.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Shi'ar racial package would be reduced by 15 points, to 52 points.

Shi'ar

67 points

Attribute Modifiers: ST +1 [10]; DX +2 [40].

Languages: Shi'ar (Native) (Native Language) [0].

Cultural Familiarities: Shi'ar Empire (Native) [0].

Advantages: High TL +3 [15].

Perks: Feathers [1]; Racial Gifts (Wings) [1].



SHIELD

Non-Villain Antagonist Team

The Superhuman Hazards Investigation, Elimination, and Lockdown Directive, better known to the general public simply as SHIELD, is a U.S. government agency charged with policing the growing superhuman population. SHIELD's mandate specifically calls for investigation into criminal activity conducted by superhuman suspects when federal law is violated. In addition, SHIELD is to assist in handling superhuman criminals when called upon by state and local police forces.

Founded in 1958, SHIELD was originally a branch inside the FBI and headed by celebrated FBI agent Jimmy Woo, who had fought against the Chinese mastermind known as the Yellow Claw for years. Over the years, as the superhuman population inside the U.S. rose and diminished several times, SHIELD grew to rival its parent organization in size and resources. In the mid-1990s, President Clinton authorized SHIELD to function independently from the FBI, though the two organizations still operate on a friendly rivalry, pooling resources and intelligence when needed. SHIELD has offices in every major city in the United States.

SHIELD maintains an overall structure identical to that of the FBI. SHIELD agents are trained alongside their FBI counterparts, and are typically armed with Glock 22 semiautomatic pistols chambered in the popular .40 S&W round; these agents are usually issued special APHP ammunition. (This round is a hollow-point round with a dense core protruding into the hollow cavity. Against "hard" or armored targets, the bullet acts as an armor-piercing round, while against "soft" fleshy targets, such as a human body, the bullet acts like a standard hollow-point round.)

Since becoming autonomous from the FBI, SHIELD has been run by Director Henry Peter Gyrich, who has been noted for his contempt of superhumans in general, and mutants in particular (see *Gyrich, Henry Peter*). Under Gyrich's leadership, SHIELD has instituted a number of programs for subduing and detaining superhumans, including obtaining advanced weaponry from AIM, the construction of a federal penitentiary designed for holding superhuman prisoners known as the Vault in the Colorado Rockies, and most recently the controversial robotic Sentinel program (see *AIM; Sentinels*).

First Post-Reboot Appearance: UNCANNY X-MEN #

Agent Maria Hill: And what does that mean to you?

Agent Grant Ward: It means someone wanted our initials to spell out "shield".

– *Marvel's Agents of SHIELD*, #1.1

Typical SHIELD Agent

150 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs., HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Fit [5]; Legal Enforcement Powers 2 [10]; Natural Copper 2 [20]; SHIELD Rank 3 [15].

Disadvantages: Duty to SHIELD (15) [-15].

Skills: Criminology/TL8 (A) IQ+3 [4] – 14*; Current Affairs/TL8 (E) IQ+0 [1] – 11; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Fast-Draw (Pistol) (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Intelligence Analysis/TL8 (H) IQ+1 [2] – 12*; Interrogation (A) IQ+2 [2] – 13*; Law (United States Federal Criminal) (H) IQ+0 [4] – 11; Observation (A) Per+2 [2] – 13*; Running (A) HT+0 [2] – 11; Savoir-Faire (Police) (E) IQ+2 [1] – 13*; Search (A) Per+1 [1] – 12*; Shadowing (A) IQ+1 [1] – 12*; Stealth (A) DX+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

Techniques: Disarming (Wrestling) def+0 [0] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Natural Copper.

Design Notes:

1. SHIELD Rank is built from **Social Engineering: Pulling Rank**, treating SHIELD as a base 20-Point Patron (large national agency), with the average agent pulling in assistance on a 3d roll of 7 or less. It does *not* indicate how many subordinates he has under him, nor does it affect his Status.



SHOCKER

Villain

Real Name: Herman Schultz.

Occupation: Burglar.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Herman Schultz was a burglar with an aptitude for working with tools serving his third prison term when he came up with the idea for a device which would be able to open any door or lock quickly and quietly. Assigned to the prison's workshop, he filched parts and over a period of several months developed a prototype of what would later become his signature weapon: a wrist-mounted unit which generated waves of vibrational force which could shake any door loose.

Schultz escaped prison using the prototype, but was severely injured by the vibrational feedback. Developing a padded bodysuit to absorb the feedback, he embarked on a series of successful burglaries, taking the name of the Shocker, until he encountered Spider-Man (see *Spider-Man*). Although he managed to defeat the web-slinger in their first confrontation, a second encounter days later resulted in his being taken into police custody. As he was in the same prison as the Rhino when the latter broke through a wall, resulting in a mass escape, it is possible that the Shocker was among the convicts that escaped in the confusion (see *Rhino*).

Height: 5' 9".

Weight: 175 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Brown and yellow padded bodysuit, brown cowl, yellow full-face mask, brown gloves, brown boots, silver belt and trim.

Strength Level: The Shocker possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None; all of his abilities are built into his uniform.

Other Abilities: Herman Schultz is a skilled burglar and safecracker.

Weapons: Built into the Shocker's gloves are a pair of vibro-shock devices which create vibrations which can crumble solid concrete or severely injure a normal human.

Paraphernalia: The Shocker's uniform is made of padding which absorbs the vibrational feedback from his vibro-shock devices.



215 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 2 [20]; Combat Reflexes [15]; Contact (Fence) (Effective Skill: 12; Frequency: 9 or less; Somewhat Reliable) [1]; Corrosion Attack 6d (Gadget/Breakable, DR 4, -15%; Gadget/Breakable, Size -6, -10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Variable, +5%; Elemental: Vibration, -10%; Alternative Attack, ×1/5) [6]; Corrosion Attack 6d (Extra Recoil, Rcl 3, -20%; Gadget/Breakable: DR 4, -15%; Gadget/Breakable, Size -6, -10%; Increased Range, ×2, +10%; Increased 1/2D Range, ×5, +10%; Rapid Fire, +40%; Underwater, +20%; Variable, +5%; Elemental: Vibration, -10%) [78]; High Manual Dexterity 2 [10].

Disadvantages: Code of Honor (Street) [-5]; Kleptomania (9) [-22]; Pacifism (Reluctant Killer) [-5]; Phobia (Triskaidekaphobia: The Number 13) (12) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1]; Imaginative [-1].

Skills: Armoury/TL8 (Small Arms) IQ+1 [1] – 13*; Boxing (A) DX-1 [1] – 12; Climbing (A) DX-1 [1] – 12; Electronics Operation/TL8 (Security) IQ+0 [2] – 12; Engineer/TL8 (Microtechnology) (H) IQ+0 [1] – 12*; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 12; Forced Entry (E) DX+0 [1] – 13; Innate Attack (Beam) (E) DX+1 [2] – 14; Jumping (E) DX+0 [1] – 13; Lockpicking/TL8 (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Mechanic/TL8 (Micromachines) (A) IQ+1 [1] – 13*; Streetwise (A) IQ+0 [2] – 12; Wrestling (A) DX-1 [1] – 12.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Artificer.

Role-Playing Notes:

Real Name: Sif.

Occupation: Shieldmaiden, former fertility goddess.

Identity: The general public of Earth does not believe Sif to be anything more than a mythological figure.

Legal Status: Princess of Asgard.

Other Aliases: Sif Goldenhair (a common epitaph), Violet Nordstrom (her alias on Earth).

Place of Birth: Vanaheim.

Marital Status: Separated.

Known Relatives: Thor (husband, separated), Uller (son by Odin; brother-in-law), Thrud (alias Trudi Nordstrom, daughter by Thor), Magni, Modi (step-sons), Odin (father-in-law), Balder, Bragi, Hoder, Heimdall, Tyr, Vidar (brothers-in-law), Loki (foster brother-in-law), Freyja (foster sister-in-law), Frigga (step-mother-in-law).

Group Affiliation: Gods of Asgard.

Base of Operations: Houston, Texas, also Asgard and Vanaheim.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1

History: Sif grew to adulthood as one of the Vanir of Vanaheim, one of the Nine Worlds of Norse mythology (see *Asgard*). The Vanir are a sister race to the Aesir; together, the two represent the race of Asgardian gods (see *Asgardians*). Sif's parentage is unknown.

Sif was widely held to be one of the most beautiful of the Vanir, second only to Freyja (see *Freyja*). Unlike other Vanir women, however, Sif also learned the arts of warfare, although she preferred not to use those skills when less violent methods could suffice. Her beauty was apparent when she was just reaching adulthood; so much so that Odin, the ruler of the Aesir who was visiting Vanaheim, seduced her (see *Odin*). This union resulted in the birth of Sif's son, Uller.

During the brief war between the Aesir and the Vanir, Sif was due to fight a duel on a given morning with Odin's son, Thor (see *Thor*). Knowing that facing Odin's violent red-haired son in battle would mean her death, Sif decided on a different tactic. When the day of the duel dawned, both Sif and Thor were no-shows, due to them having spent the entire night together in his bed. This incident prompted Odin and the Vanir's leader, Njord, to set aside their differences and end the war. Sif married Thor not long afterward, and has been faithful to him ever since. On their wedding night, she placed her sword in a storage bin in their palace, and she embraced her role as a fertility and agricultural goddess. (These events are not known to present-day mythographers, having been lost in the purges of Norse lore by the spread of Christianity. Later mythographers mistakenly placed Sif amongst the Aesir.)

At one point, one of the pranks pulled by Loki, the god of mischief, went too far, and Sif's pride and joy – her mane of golden blond hair – was shaved off and destroyed (see *Loki*). (Some mythographers have indicated that Loki must have either seduced her or impersonated Thor in order to get close enough to pull this off, based on passages from his *flyte*, or "insult poem", from right before his imprisonment, when he claimed that she was not always faithful to Thor.) Due to Thor's not-so-subtle manhandling of Loki in retaliation, Loki bargained with the dwarves of Nidavallir to produce a mane of hair spun from pure gold, which took root and grew the moment it touched her scalp.

After the worship of the Norse gods came to an end, Sif continued to help raise Thor's children – two of whom, Magni and Modi, were Thor's sons by a different goddess, although some say their mother was a giantess (see *Magni and Modi*). Thor, on the other hand, grew more sullen and violent as time went on. It was only after Thor hit Sif in a drunken fit of anger that she left him, taking their daughter Thrud and his sons with her; Sif made sure that Thor saw she was taking her sword with her (see *Thrud*). Sif returned to Vanaheim, but not without regrets. While there she set aside her role as a fertility goddess, embracing her skill as a warrior.

Sif has recently appeared on Earth, living in an apartment in Houston, Texas, with her daughter and step-sons, and going by the alias "Violet Nordstrom". She has been keeping close watch on Thor's activities, now that he is trapped in the body of a mortal, and has even come to his aid on a number of occasions. Recent discussions with Loki have led her to the conclusion that to release the god she loves, the mortal aspect he is trapped in must die. To this end, she has manipulated various foes of Thor's into combat with his mortal identity. Sif is not aware that Loki is manipulating her into killing her husband, as Thor's mortal and immortal sides cannot presently exist without each other.



Height: 6".

Weight: 650 lbs.

Eyes: Blue.

Hair: Golden blond.

Uniform: When entering or expecting combat, Sif wears a suit of mail with a custom-fitted breastplate. These appear to be made of Asgardian steel, which is three times as heavy and durable as normal steel. She often wears a green cloak attached to the breastplate's collar.

Strength Level: Sif possesses superhuman strength greater than that of a standard Asgardian goddess. She is able to lift (press) 35 tons (the average Asgardian goddess can only lift (press) 25 tons).

Known Superhuman Powers: Sif possesses the standard superhuman traits of an Asgardian goddess. As an agricultural goddess, Sif possesses various powers over plants, causing them to grow quickly and to move as she directs. Since taking up the sword again, she rarely uses these powers, preferring to hold them in reserve unless necessary.

Other Abilities: Sif is an accomplished swordswoman and unarmed combatant.

Weapons: Sif wields an enchanted uru broadsword named Gatecleaver, which is capable of slicing through almost any material known to man or god, with the possible exception of adamantium. This sword weighs nine pounds (normal broadswords are three pounds), and has been enchanted to permit its wielder to pass between Asgard, Midgard (Earth), and Vanaheim with ease. She also wields a round shield made of the same material; the shield has not to date shown any magical traits.

1,800 points

Attributes: ST 29/217 [0*]; DX 14 [80]; IQ 11 [20]; HT 14 [20†].

Secondary Characteristics: Dmg 3d/5d+2 (22d/24d); BL 168 lbs (9,418 lbs/4.5 tons); HP 30 [2]; Will 14 [15]; Per 14 [15]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) [6]; Old Norse (Native) (Native Language) [0].

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Affliction 4 (Accessibility: Plants Only, -25%; Advantage: Growth 4, +40%; Area Effect, 8 yd radius, +150%; Malediction: Speed/Range Table, +150%; Magical, -10%) [162]; Alternate Identity ("Violet Nordstrom"; Illegal) [15]; Appearance (Transcendent) [20]; Asgardian God [575]; Binding (Vine Entanglement) 40 (Area Effect, 2 yard radius, +50%; Constricting, +75%; Environmental, -40%; Malediction: Speed/Range Table, +150%; One-Shot, -10%; Magical, -10%) [252]; Combat Reflexes [15]; Enhanced Block 3 [15]; Enhanced Parry (Broadsword) 3 [15]; Extra Attack 1 (Multi-Strike, +20%; Single Skill: Broadsword, -20%) [25]; Fashion Sense [5]; Natural Swordsman 2 [20]; High Pain Threshold [10]; No Low TL 5 [25]; Plant Control Talent 2 [10]; Regeneration (Regular: 3HP/hr) [25]; Status 6 [20‡]; Super ST +12/+200 [40‡]; Telekinesis 40 (Environmental: Animate Plants, -40%; Magical, -10%) [100]; Unaging (Temporary Disadvantage: Maintenance (Apples of Idunn, Once Monthly, -2%) [15]; Very Fit [15]; Wealth (Multimillionaire 1) [75]; Weapon Master (Broadsword-and-Shield) [25].

Perks: Classic Features (Nordic) [1]; Fearsome Stare [1]; Focused Fury [1]; High-Heeled Heroine [1]; Named Possession (Gatecleaver) [1]; Off-Hand Weapon Training (Broadsword) [1]; Sexy Pose [1]; Shoves and Tackles (Shield) [1]; Style Familiarity (Sword-and-Shield Fighting) [1]; Weapon Bond (Gatecleaver) [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Norse) [-5]; Dependent (Daughter: Thrud/Trudi; No more than 50%; Loved One) (9) [-10]; Dependents (Step-Sons: Magni and Modi; No more than 50%; Loved One) (9) [-10]; Enemy (Amora the Enchantress; Equal in Power; Rival) [-5]; Impulsiveness (12) [-10]; Jealousy [-10]; No Extended Lifespan 5 [-10]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Vow (Release Thor From His Mortal Identity) [-10].

Quirks: Congenial [-1]; Dislikes Using Her Plant Powers [-1]; Expression ("Od's Blood!") [-1]; Overly Protective Mother [-1]; Proud [-1].

Skills: Breaking Blow (H) IQ+3 [16] – 14; Broadsword (A) DX+11 [36] – 25§; Carousing (E) HT+2 [4] – 16; Climbing (A) DX+0 [2] – 14; Connoisseur (Music) (A) IQ+1 [4] – 12; Dancing (A) DX+0 [2] – 14; Diplomacy (H) IQ+1 [8] – 12; First Aid/TL3 (Asgardian) (E) IQ+1 [2] – 12; Forced Entry (E) DX+2 [4] – 16; Immovable Stance (H) DX+0 [4] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+2 [12] – 16; Karate (H) DX+2 [12] – 16; Naturalist (Asgard) (H) IQ+1 [8] – 12; Plant Control (H) IQ+3 [8] – 14#; Power Blow (H) Will+0 [4] – 14; Riding (Equines) (A) DX+0 [2] – 14; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Sex Appeal (Asgardian) (A) HT+8 [2] – 22¥; Shield (E) DX+11 [40] – 25; Spear (A) DX+2 [8] – 16; Strategy (Land) (H) IQ+1 [8] – 12; Survival (Mountain) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+1 [8] – 12; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Wrestling (A) DX+2 [8] – 16.

Techniques: Cavalry Training (Broadsword) (H) def+2 [3] – 25; Combat Riding (Riding (Equines)) (H) def+4 [5] – 18; Targeted Attack (Broadsword Swing/Neck) (H) def+1 [2] – 21; Targeted Attack (Broadsword Thrust/Vitals) (H) def+1 [2] – 22.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +7 from Asgardian God, and +12/+200 from Super ST.

† Includes +2 from Asgardian God.

‡ Includes +2 from Wealth

§ Includes +2 from Natural Swordsman

Includes +2 from Plant Control Talent.

¥ Includes +8 from Appearance.

└ Includes Super ST +11/+150 from Asgardian God.

Role-Playing Notes:

Gatecleaver

BROADSWORD

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
3	Gatecleaver	5d+17 cut	1	+2		9	18	[1, 2, 3, 4]
	<i>or</i>	3d+12 imp	1	+2			18	
	<i>or Super ST</i>	24d+53 cut	1	+2				
	<i>or Super ST</i>	22d+50 thr	1	+2				

Notes:

- [1] Sword is made of uru, which is 3x as heavy as modern steel and costs 90x as much. It is also unbreakable, permitting it to be used with Super ST.
- [2] Very Fine quality sword, priced at TL3.
- [3] Enchanted with Accuracy +2, Defending Weapon +2, Puissance +2, and the ability to cast three different Plane Shift spells: one to Midgard (Earth), one to Asgard, and the third to her native Vanaheim. To cast the Plane Shift spells, motions are made which appear to be "cleaving" a gate in mid-air (hence the sword's name).
- [4] Gatecleaver possesses a 5-point dedicated Powerstone in its hilt (which provides 10 energy due to being "dedicated"), to assist in casting Plane Shift.

Real Name: Sinthia Schmidt.

Occupation: Subversive, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of Germany with no known criminal record; wanted by various law enforcement agencies for various offenses in several countries.

Other Aliases: None known.

Place of Birth: Auschwitz, Germany.

Marital Status: Single.

Known Relatives: Johann Schmidt (alias Red Skull, alleged father).

Group Affiliation: Frequent partner of Crossbones.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about the early life of Sinthia Schmidt, and what has been revealed has been the subject of much scrutiny. She claims to be the daughter of Johann Schmidt, the Red Skull who in World War II was not only considered second in power in Nazi Germany to Hitler himself, but also the head of the Nazi Hydra Science Division (see *HYDRA*). The Red Skull was frequently opposed by Captain America during the War (see *Captain America*).

The Red Skull's activities following the fall of Nazi Germany are unknown, as are the circumstances surrounding his alleged death. At some point, however, desiring an heir to carry on his legacy, he fathered a child with an unidentified woman. By all reports, the Skull was enraged that his only heir was a girl. Why he permitted the girl, later named Sinthia, to survive is unknown; what is known is that he never showed her an ounce of affection, instead raising her to know only hate.

There are a few holes in this story, as noted by Captain America's young protege, Bucky (see *Bucky*). First and foremost is Sin's apparent age; she appears to be in her mid-20s, which means that she was born near the end of the 20th Century. Her alleged father would have to have been in his 70s or 80s when he fathered her. Also, it seems highly unlikely that, if he had desired an heir, the Red Skull would have settled for only one child from only one woman, nor would he have started as late as he apparently did. Bucky theorizes that, if Sin is related to the Skull, there are a few generations between them.

These holes are not irreconcilable, however. According to Captain America, the Red Skull was alleged to have received a treatment similar to the Super-Soldier Serum that produced the Captain; the Captain is known to be aging at a much slower rate, so if Sin is the Skull's daughter it is possible she inherited the slower aging from her father. It is also possible that the Red Skull did indeed have multiple children, who he made to fight among themselves to earn the right to be his heir; Sin is certainly brutal and ruthless enough to have killed any other siblings she may have had in order to earn her father's approval.

Sin first appeared in Geneva, Switzerland, where she and the criminal Crossbones attacked a conference of national superheroes, alongside a number of hired gunmen (see *Crossbones*). She began the fight by crippling the Italian hero Omerta before facing off against Captain America, the British Union Jack, and the Russian Red Guardian (see *Red Guardian*; *Union Jack*). During this fight, she was responsible for the destruction of the Swiss headquarters of the Super-Heroes of Europe. Although unable to defeat the trio, she managed to escape, although Crossbones was taken into custody.

Later on, having apparently broken Crossbones out of prison, Sin was seen operating in the Malay archipelago island nation of Madripoor, working alongside the criminal psychiatrist Doctor Faustus (see *Doctor Faustus*). At present, it appears as though Sin and Crossbones are merely seeking money by robbing banks throughout the area, including several in Hong Kong, where she again ran afoul of Captain America.



Recently, it was revealed that Sin, Crossbones, and Faustus are working for an unrevealed benefactor. Sin in particular was uncharacteristically docile in her benefactor's presence.

Height: 5' 9".

Weight: 155 lbs.

Eyes: Green.

Hair: Red with black highlights.

Uniform: Sleeveless red leather bustier decorated with a red skull motif, black leather pants, black leather fingerless gloves that reach her upper arms, thigh-high red boots, black belt, black choker with a ruby shaped into a skull.

Strength Level: Sin possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Sin is an expert hand to hand combatant, a marksman with most conventional weaponry, and a certified demolitions expert.

850 points

Attributes: ST 15 [50]; DX 15 [100]; IQ 12 [40]; HT 15 [50].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 14 [10]; Per 14 [10]; FP 15 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 14.

Languages: English (Native) [6]; German (Native) (Native Language) [0].

Cultural Familiarities: East Asian [1]; Latin American [1]; Middle Eastern [1]; Western [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extended Lifespan (×2) [2]; Extra Attack 1 [25]; Gizmo 1 [5]; Gunslinger [25]; High Pain Threshold [10]; Omnilingual [40]; Patron ([FNORD]) (9) [20]; Social Chameleon [5]; Trained By A Master [30]; Very Fit [15]; Wealth (Multimillionaire 1) [75].

Disadvantages: Bloodlust (6) [-20]; Bully (9) [-15]; Callous [-5]; Impulsiveness (9) [-15]; Odious Personal Habit (Ax-Crazy) [-15]; Sadism (6) [-30]; Sense of Duty ([FNORD]) [-2]; Trickster (9) [-22].

Skills: Acting (A) IQ+0 [2] – 12; Axe/Mace (A) DX+1 [4] – 16; Blind Fighting (VH) Per+0 [8] – 14; Body Language (Human) (A) Per-1 [1] – 13; Brawling (E) DX+3 [8] – 18; Breath Control (H) HT-2 [1] – 13; Carousing (E) HT+0 [1] – 15; Climbing (A) DX-1 [1] – 14; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Connoisseur (Wine) (A) IQ-1 [1] – 11; Current Affairs/TL8 (E) (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (E) (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (E) (Politics) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 14; Electronics Operation/TL8 (Security) (A) IQ+2 [8] – 14; Electronics Repair/TL8 (Security) (A) IQ+2 [7] – 14*; Escape (H) DX+1 [8] – 16; Explosives/TL8 (Demolition) (A) IQ+3 [12] – 15; Fast-Draw (Ammo) (E) DX+1 [1] – 16†; Fast-Draw (Knife) (E) DX+1 [1] – 16†; Fast-Draw (Pistol) (E) DX+1 [1] – 16†; First Aid/TL8 (Human) (E) IQ+2 [4] – 14; Flying Leap (H) IQ+2 [12] – 14; Forced Entry (E) DX+0 [1] – 15; Gambling (A) IQ+2 [8] – 14; Garrote (E) DX+1 [2] – 16; Gunner/TL8 (Machine Gun) (E) DX+3 [8] – 18; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+3 [8] – 18; Guns/TL8 (Light Machine Gun) (E) DX+3 [6] – 18‡; Guns/TL8 (Pistol) (E) DX+3 [6] – 18‡; Guns/TL8 (Rifle) (E) DX+3 [8] – 18; Guns/TL8 (Submachine Gun) (E) DX+3 [6] – 18‡; History (Modern Western) (H) IQ+0 [4] – 12; Holdout (A) IQ+0 [1] – 12§; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Interrogation (A) IQ+2 [7] – 14#; Intimidation (A) Will+0 [2] – 14; Jitte/Sai (A) DX+3 [4] – 16; Judo (H) DX+3 [16] – 18; Jumping (E) DX+0 [1] – 15; Karate (H) DX+3 [16] – 18; Kiai (H) HT-1 [2] – 14; Knife (E) DX+3 [8] – 18; Leadership (A) IQ+0 [2] – 12; Lifting (A) HT-1 [1] – 14; Lip-Reading (A) Per+0 [2] – 14; Liquid Projector/TL8 (Flamethrower) (E) DX+1 [2] – 16; Lockpicking/TL8 (A) IQ+2 [8] – 14; Market Analysis (H) IQ+0 [4] – 12; Mental Strength (E) Will+0 [1] – 14; Mind Block (A) Will+0 [2] – 14; Parachuting/TL8 (E) DX+0 [1] – 15; Philosophy (Nazi Ideology) (H) IQ+0 [4] – 12; Pickpocket (H) DX+0 [4] – 15; Power Blow (H) Will+0 [4] – 14; Pressure Points (Human) (H) IQ+2 [12] – 14; Psychology (Human) (H) IQ+2 [12] – 14; Research/TL8 (A) IQ-1 [1] – 11; Running (A) HT-1 [1] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Savoir-Faire (Servant) (E) IQ+0 [1] – 12; Search (A) Per+0 [2] – 14; Shadowing (A) IQ+1 [4] – 13; Shortsword (A) DX+1 [3] – 16¥; Skiing (H) HT-2 [1] – 13; Sleight of Hand (H) DX+0 [4] – 15; Smuggling (A) IQ+1 [4] – 13; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+1 [4] – 13; Surgery/TL8 (Human) (VH) IQ+0 [8] – 12; Survival (Arctic) (A) Per-1 [1] – 13; Survival (Desert) (A) Per-1 [1] – 13; Survival (Jungle) (A) Per-1 [1] – 13; Survival (Mountain) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+0 [4] – 12; Throwing (A) DX+1 [4] – 16; Thrown Weapon (Axe/Mace) (E) DX+1 [2] – 16; Thrown Weapon (Knife) (E) DX+3 [8] – 18; Thrown Weapon (Shuriken) (E) DX+1 [2] – 16; Tracking (A) Per+0 [2] – 14; Whip (A) DX+1 [4] – 16; Wrestling (A) DX+3 [12] – 16.

Starting Spending Money: \$4,000,000.

* Defaulted from Electronics Operation (Security).

† Includes +1 from Combat Reflexes.

‡ Defaulted from Guns (Rifle).

§ Defaulted from Sleight of Hand.

Defaulted from Intimidation.

¥ Defaulted from Knife.

Role-Playing Notes:

Sin is criminally insane, a product of years of mistreatment at her father's hands. The only person she feels anything other than hate for is Crossbones, and even then the relationship is not exactly "healthy".

Design Notes:

1. Sin's father, the Red Skull, will not have an entry for Year One of the Reboot, as his continued existence into the 21st Century will not be confirmed (though some major hints will be given).

The Skrulls are an extraterrestrial humanoid race who have created a vast interstellar empire. Skrulls are basically reptilian but have certain mammalian characteristics such as hair and mammary glands (on the females). Newborns are hatched from eggs but are nursed by their mothers. They have lifespans which average over 200 years. Their average height tends to be shorter than the human average, although their heights are within the human norm; most Skrulls stand between 4' 6" and 5' 8", with some individuals reaching up to 6' 4". Skrulls appear to have the same strength as a human of the same height and build.

Skrulls originated on the planet Skrullos in the Drox system, a planet which apparently possesses a similar gravity and atmosphere as Earth, as Skrulls have operated on Earth without needing special equipment.

While Skrulls have a humanoid form, they have developed – either through evolution or genetic engineering in their past – the ability to alter their appearance to assume the form of any other being or item that has the same general mass. Once a new shape is assumed, a Skrull will not return to his original shape unless he wills it or is killed. Clothing which adapts with the wearer (made of unstable molecules similar to those developed on Earth by Reed Richards; see *Mister Fantastic*) is common in the Skrull Empire.

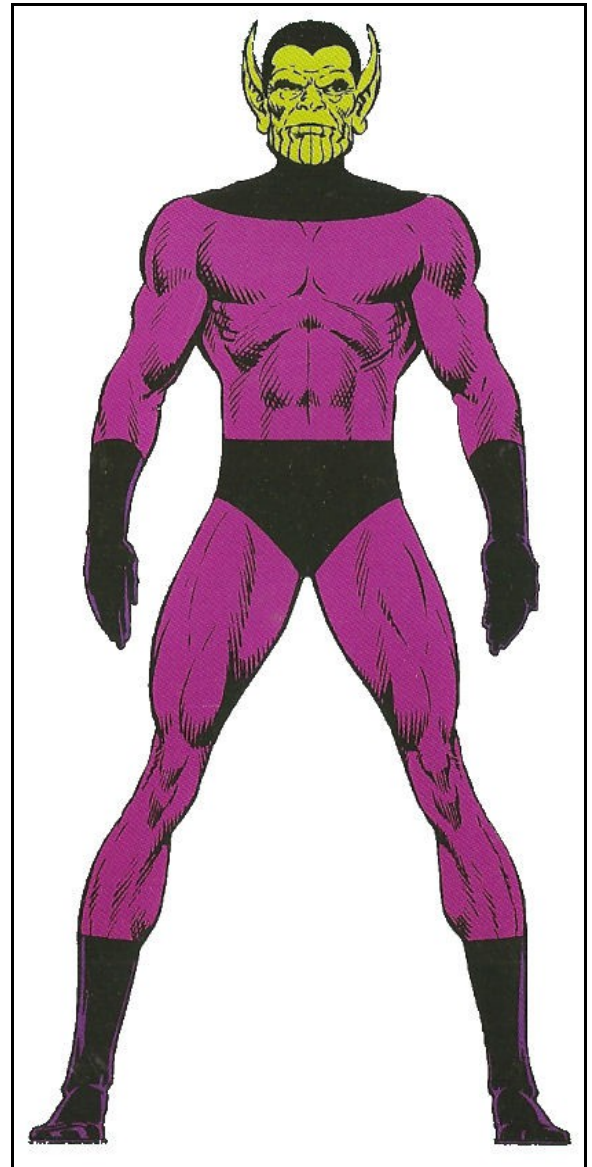
The Skrull Empire is ruled by a hereditary emperor or empress. The current emperor is Emperor Dorrek VIII, although there have been rumblings of a possible overthrow by his ambitious wife, R'kill. Dorrek's heir is his gentle daughter Anelle; while Anelle is said to be an only child, another daughter, Veranke, is known to exist.

Millennia ago, the Skrull Empire expanded through pursuing peaceful albeit aggressive trade relations with other races. This changed when the Skrulls encountered the Kree, a militaristic race which had itself just discovered faster-than-light travel (see *Kree*). Relations between the two races broke down almost immediately, and the peaceful Skrulls were forced to become as militaristic as their opponents. The two powers have fought a number of wars that have so far ended in a prolonged stalemate, with neither side gaining any real advantage over the other.

The Skrulls have known about Earth for centuries due to the Sol system's strategic location as a natural hyperspace crossroad connecting the Kree, Skrull, and Shi'ar Empires, and have placed observers in unobtrusive cover identities amongst the populace in order to monitor the populace in anticipation of eventual annexation into the Skrull Empire (see *Shi'ar*). After Earth developed rudimentary spaceflight in the 1950s, they have been keeping closer watch on the planet than before.

The Skrulls first came to the attention of the humans when a small number of their observers apparently went rogue and committed a number of high-profile crimes which drew the attention of the Fantastic Four (see *Fantastic Four*). Since then, the Fantastic Four have used their experimental starship to visit the Skrull homeworld on Earth's behalf (see *The Fantastic*). While Emperor Dorrek has disavowed the actions of the rogues, doubt remains as to whether they had unofficial support in their crimes.

First Post-Reboot Appearance: FANTASTIC FOUR #.



Game-Mechanic Details:

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Skrull racial package would be reduced by 15 points.

Skrull

196 points

Advantages: Extended Lifespan 2 [4]; High TL +3 [15]; Infravision [10]; Morph (Active Change, +20%; Mass Conservation, -20%; Once On, Stays On, +50%; Unlimited (Cosmetic, -50%), +25%; Biological, -10%) [165]; Subsonic Hearing [5].

Perks: Racial Gifts (Elastic Skin and Mimicry) [1]; Supersuit [1].

Disadvantages: Intolerance (Kree) [-5].

Features: Green Skin [0]; Oviparous (Lays Eggs) [0]; Red Eyes [0].

SLITHER

Villain

Real Name: Aaron Salomon.

Occupation: Professional criminal, former government agent.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Former member of Freedom Force.

Base of Operations: Mobile, formerly Washington, DC.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Slither before his first appearance. It is especially unknown if he was born with his serpentine features or if he mutated to his current form during adolescence.

He, along with the rest of the team that would come to be known as Freedom Force, first came to public attention when they attempted to rob an armored car in Washington, DC, only to have their efforts thwarted by Captain America and his partner-in-training, Bucky, who were there to testify in front of the Senate Committee on Superhuman Affairs (see *Bucky*; *Captain America*; *Freedom Force*).

While sitting in a federal prison awaiting trial, Slither and his teammates were given the option to become government agents under the direction of Department of Homeland Security agent Valerie Cooper as an alternative to SHIELD's Sentinel program, in exchange for having the charges for their armored car robbery dropped (see *SHIELD*; *Sentinels*). Accepting, Slither and the others were given the name Freedom Force.

As a member of Freedom Force, Slither has come into conflict with the Renegades and Captain America, the latter in a case of mistaken intentions while both were investigating the Serpent Squad (see *Renegades*; *Serpent Squad*). During the second case, Slither was offered a place with the Serpents, and would have accepted if he hadn't been knocked out by Rattler's vibration attack (see *Rattler*).

Following that case, Slither and Cooper got into a heated argument over his tactics, which led to him resigning from the team and storming out of the office; of his teammates, only Meteorite was sad to see him leave (see *Meteorite*). Whether or not he will take the Serpent Squad's offer of membership in the near future is unknown.

Height: 6' 9".

Weight: 210 lbs.

Eyes: Green.

Hair: None.

Skin: Dark green scales.

Other Distinguishing Features: Slither possesses a long, highly flexible neck, a head like a snake's, and sharp fangs.

Uniform: Light green short-sleeved leotard with a black trim around the neck and upper arms, dark green leggings, light green gloves, light green boots, and a black belt.

Strength Level: Slither possesses the normal human strength of a man his age, height, and build who engages in regular exercise. He sometimes appears to have enhanced strength, but only when constricting about a target.

Known Superhuman Powers: Slither possesses several physical mutations that are serpentine in nature. First and foremost, his whole body can lose its stiffness, being able to bend in any direction and constrict in a manner akin to that of a constrictor snake (similar to an anaconda or boa constrictor). His scaly hide gives him a modicum of resistance to common damage, though he is not bullet-proof. His skin also lets him sense subsonic vibrations on surfaces he is touching. In addition, his fangs carry a venom which, when injected into a target, causes paralysis for a short time. Finally, his sense of taste is superhumanly acute, enabling him to taste many different scents in the air, same as a snake's tongue.

350 points

Attributes: ST 12 [20]; DX 15 [100]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 11.



Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Acute Taste & Smell 6 (Mutant Biology, -0%) [12]; Affliction (Paralysis Venom) 7 (HT-6; Blood Agent, -40%; Incapacitation: Paralysis, +150%; Irritant: Nauseated (Secondary Effect), +6%; Melee Attack: Reach C, -30%; Mutant Biology, -0%) [131]; Combat Reflexes [15]; Constriction Attack* (Mutant Biology, -0%) [15]; Damage Resistance 2 (Tough Skin, -40%; Mutant Biology, -0%) [6]; Discriminatory Smell (Mutant Biology, -0%) [15]; Double-Jointed (Mutant Biology, -0%) [15]; Snake Powers Talent 4* [20]; Teeth (Sharp Teeth) [1]; Vibration Sense (Mutant Biology, -0%) [10].

Perks: Scales [1]; Sure-Footed (Slippery) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Temper (12) [-10]; Greed (9) [-22]; Sadism (12) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Dislikes Snake Puns [-1]; Look Out For Number One First [-1]; Uncongenial [-1]; Will Not Hesitate to Betray an Employer If Made a Better Offer [-1].

Skills: Acting (A) IQ+0 [2] – 10; Brawling (E) DX+2 [4] – 17; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+4 [1] – 19 †; Computer Operation/TL8 (E) IQ+0 [1] – 10; Escape (H) DX+3 [1] – 18 †; Guns/TL8 (Pistol) (E) DX+0 [1] – 15; Hiking (A) HT+0 [2] – 12; Intimidation (A) Will+2 [8] – 12; Jumping (E) DX+0 [1] – 15; Lifting (A) HT+0 [2] – 12; Pickpocket (H) DX-2 [1] – 13; Running (A) HT+0 [2] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 10; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+0 [2] – 10; Throwing (A) DX-1 [1] – 14; Tracking (A) Per+0 [2] – 12 ‡; Wrestling (A) DX+1 [4] – 16 ‡.

Features: Born Biter 3 [0].

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Snake Powers Talent adds to the effective ST score for Constriction Attack, granting him effective ST 16 when squeezing.

† Includes +5 from Double-Jointed.

‡ Conditional +4 from Snake Powers Talent.

Role-Playing Notes:

Slither is an amoral opportunist who only really cares about himself and his next big score. He only joined Freedom Force due to the "get out of jail free" card offered by Val Cooper, having no loyalty to the team or to any altruistic cause. His only real friend in the team was Meteorite, but Slither had no qualms about betraying him if the pay was right.

SOLARR

Villain

Real Name: Silas King.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Little is known about Solarr's past. It is known from comments made that he was a smuggler before being recruited into the terrorist organization called the Mutant Liberation Front (see *Mutant Liberation Front*).

During his only known outing with the MLF, he was part of a team sent to retrieve a shipment of AIM's laser rifles from a black market arms dealer (see *AIM*). This shipment was interrupted by the X-Men, who had been tipped off to it by an anonymous party (see *X-Men*). During the altercation, Solarr was responsible for a few of the weapons being destroyed when one of his heat beams missed his target and hit the cargo instead, though he claims he was destroying evidence. Solarr voluntarily surrendered afterward and let himself be taken into police custody.

Solarr was last seen as part of the mass breakout led by the Rhino (see *Rhino*). Whether he will rejoin the MLF remains to be seen.

Height: 6'.

Weight: 210 lbs.

Eyes: Brown.

Hair: Brown with red highlights.

Uniform: Yellow bodysuit with a symbol akin to a red sun on the chest, red pants, metallic red armbands, red boots.

Strength Level: Solarr possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Solarr is a mutant with the ability to metabolize large amounts of energy from various light sources, most notably sunlight, and project it as heat from his hands. He can vary the amount of power from his blasts, but at his hottest he can melt concrete. He can only store a limited amount of energy at a time and needs to recharge by spending time in a well-lit area; alternatively, he can absorb infrared energy fired at him to recharge.

435 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; French (Accented) [4]; Spanish (Accented) [4]; Portuguese (Accented) [4].

Cultural Familiarities: Latin American [1]; Western (Native) [0].

Advantages: Burning Attack 15d (Accurate +3, +15%; Costs 15 ER (Variable), -40%; Increased 1/2D Range $\times 5$, +10%; Rapid Fire: RoF 2, +40%; Reduced Range $\times 1/2$, -10%; Variable, +5%; Mutant, -10%) [83]; Combat Reflexes [15]; Damage Resistance 10 (Absorption: Into Energy Reserve, +80%; Limited: Burning Attacks, -40%; Tough Skin, -40%; Mutant Biology, +0%) [50]; Driver's Reflexes 2 [10]; Energy Reserve (Mutant) 30 [90]; Fit [5]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Regeneration (Fast: 1 ER/Min) (Accessibility: In Direct Sunlight Only, -30%; Energy Reserve Only, +0%; Mutant, -10%) [30]; Status 1 [5]; Wealth (Comfortable) [10].

Perks: Forgettable Face [1]; Ignition [1]; Illumination [1]; Off-Hand Weapon Training (Innate Attack (Beam)) [1]; Supersuit [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Professional) [-5]; Greed (9) [-22]; Light Sleeper [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [-1]; Closet Fan (Abrams-verse Star Trek) [-1]; Congenial [-1]; Habitual Bargainer [-1]; Proud [-1].

Skills: Accounting (H) IQ-1 [2] - 10; Acting (A) IQ+1 [4] - 12; Boating/TL8 (Large Powerboat) DX+2 [2] - 14*; Boating/TL8 (Motorboat) DX+2 [2] - 14*; Driving/TL8 (Automobile) DX+2 [2] - 14*; Fast-Talk (A) IQ+1 [4] - 12; Guns/TL8 (Pistol) DX+1 [2] - 13; Hobby Skill (Treknobabble) (E) IQ+1 [2] - 12; Innate Attack (Beam) (E) DX+2 [4] - 14; Merchant (A) IQ+1 [4] - 12;



Navigation/TL8 (Land) (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Smuggling (A) IQ+3 [12] – 14; Streetwise (A) IQ+1 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Driver's Reflexes.

Role-Playing Notes:

Solarr prides himself on being a professional in his dealings with others. He was hired by the MLF, but it was clear that he didn't care for their "shoddy" methods or their terrorist agenda.

Design Notes:

1. Solarr probably deviates from his mainstream counterpart in temperament significantly. Of course, his mainstream counterpart was already dead by the time I learned of his existence in '86, so I never got to read any issues with him in it; all my knowledge of him comes from his entry in *OHOTMUDE* #19, which didn't give much on his skills or personality. He was a third-string villain killed off because the writers needed to pull a Worf Effect on someone to show how bad the real bad guy of the issue was.

SOUTHERN, CANDY

Supporting Cast

Real Name: Candace "Candy" Southern.

Occupation: Socialite, college student pursuing a business degree, adventurer.

Identity: Secret; she has not yet adopted a name for her adventurous alter ego.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Southern Belle" (a name jokingly given to her by Iceman).

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Ally of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Candy Southern was raised among the New York City elite, and was a childhood acquaintance of Warren Kenneth Worthington III (see *Angel*). The two had not seen each other for years until he revealed his mutant nature at a high society party her parents dragged her to. She was immediately attracted to him, but having heard of his reputation as a lady-killer she rebuffed him when he made a pass at her.

Without any brothers to inherit the family business, Candy was pressured by her folks to pursue a business degree. Instead of allowing them to purchase her way into an Ivy League school, Candy instead enrolled at Empire State University. To her surprise, she learned Warren was taking many of the same classes. A cautious study relationship turned into a friendship, and soon the two were all but officially a couple.

As Warren's girlfriend, Candy has found herself thrust into the world of the superhuman. Her first taste of that lifestyle was when the party she and Warren were attending was crashed by a trio of costumed criminals – Porcupine, Batroc the Leaper, and the Swordsman – who were looking to rob the rich and famous (see *Batroc*; *Porcupine*; *Swordsman*). While Warren fought Batroc and Porcupine, Candy found herself facing off against the Swordsman. With little more than self-defense training to draw on, she caught him in an arm lock and threw him to the floor, knocking him out. After that, she began intensive martial arts training in earnest, soon becoming a black belt in jiu-jitsu at a full contact dojo.

With a new sense of purpose and her training, Candy was soon assisting Warren's friends in the X-Men on a regular basis (see *X-Men*). So far, though, she has managed to keep her own activities in the field with the X-Men a secret from the press, a feat she is proud of.

Recently, however, Candy was visited by the mutant Mesmero, who enslaved her, and several other friends and allies of the X-Men, to his will (see *Mesmero*). Mesmero's plans for her are currently unknown.

Height: 5' 8".

Weight: 135 lbs.

Eyes: Blue.

Hair: Black.

Uniform: Blue-black ballistic fabric bodysuit, gloves, boots, and half-mask with no markings.

Strength Level: Candy Southern possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Candy Southern has a black belt in jiu-jitsu and has become a marksman with an electrolaser rifle she acquired. She is also multi-lingual, being fluent in Arabic, French, German, Italian, Latin, Russian, Spanish, Cantonese, Japanese, and Mandarin Chinese.

Weapons and Paraphernalia: Candy has acquired, presumably through her parents' company, an advanced ballistic fabric bodysuit and an electrolaser rifle produced by Stark Industries (see *Stark Industries*). She also carries a small police nightstick in both her heroic and civilian identities.



350 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [5]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 11.

Languages: Arabic (Native) [4*]; Cantonese (Native) [4*]; English (Native) (Native Language) [0]; French (Native) [4*]; German (Native) [4*]; Italian (Native) [4*]; Japanese (Native) [4*]; Latin (Native) [4*]; Mandarin Chinese (Native) [4*]; Russian (Native) [4*]; Spanish (Native) [4*].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [20]; Business Acumen 2 [20]; Combat Reflexes [15]; Enhanced Dodge 1 [15]; Enhanced Parry (Bare Hands) 1 [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Independent Income 3 [3]; Language Talent [10]; Social Chameleon [5]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Accent (Deep Southern) [1]; Accent (Oxford British) [1]; Convincing Nod [1]; Cutting-Edge Training (Beam Weapons (Rifle)) 1 [1]; Haughty Sneer [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Rapid Retraction (Punches) [1]; Sexy Pose [1]; Style Familiarity (Jujutsu) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Pacifism (Cannot Kill) [-15]; Secret (Masked Adventurer) [-10]; Selfless (12) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Adrenaline Junkie [-1]; Broad-Minded [-1]; Horrible Hangovers [-1]; Not Until My First Cup! [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Administration (A) IQ+1 [1] – 13†; Beam Weapons/TL9 (E) DX+2 [4] – 14; Breath Control (H) HT+0 [4] – 12; Connoisseur (Music) (A) IQ-1 [1] – 11; Connoisseur (Visual Arts) (A) IQ-1 [1] -11; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 12; Diplomacy (H) IQ+0 [4] – 12; Economics (H) IQ+0 [1] – 12‡; Fast-Talk (A) IQ+1 [4] – 14; Judo (H) DX+2 [12] – 14; Jumping (E) DX+0 [1] – 12; Karate (H) DX+2 [12] – 14; Law (Business Law) (H) IQ-2 [1] – 10; Politics (A) IQ-1 [1] – 11; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Sex Appeal (A) HT+3 [1] – 15‡; Shortsword (A) DX+2 [8] – 14; Swimming (E) HT+0 [1] – 12.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 12; Arm Lock (Judo) (A) def+1 [1] – 15; Back Kick (Karate) (H) def+4 [5] – 14; Elbow Strike (Karate) (A) def+2 [2] – 14; Quick-Shot (Beam Weapons/TL9 (Rifle)) (A) def+6 [6] – 14; Targeted Attack (Karate Punch/Face) (H) def+3 [4] – 12.

Starting Spending Money: \$10,020 (20% of Starting Wealth, minus the cost of her gear).

Equipment: Baton (p. B273); TL9 Reflex Bodysuit (DR 12/4*) (*Ultra-Tech*, p. 172); TL9 Reflex Gloves (DR 6/2*) (*Ultra-Tech*, p. 172); TL9 Assault Boots (DR 12/6) (*Ultra-Tech*, p. 173); TL9 Electrolaser Carbine (*Ultra-Tech*, p. 120).

* Includes +1 level from Language Talent.

† Includes +2 from Business Acumen.

‡ Includes +4 from Appearance.

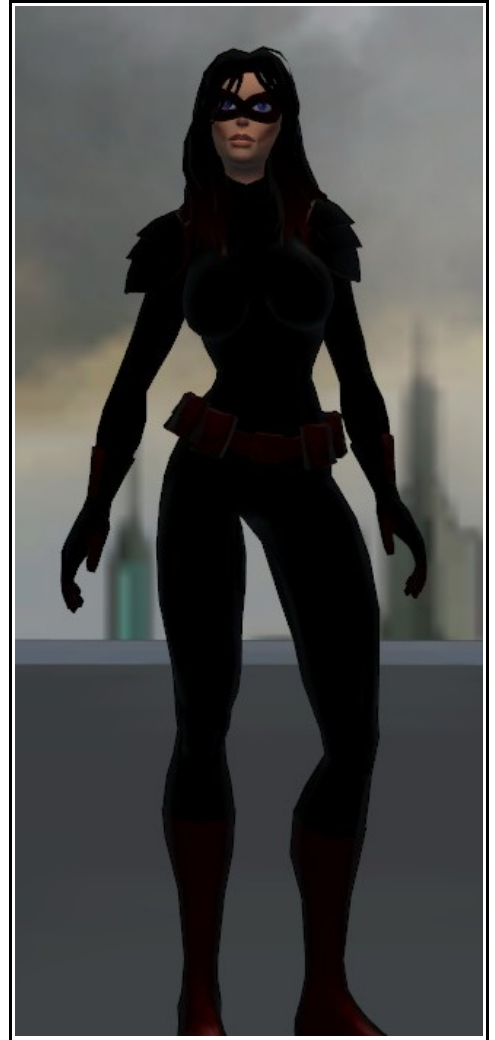
Role-Playing Notes:

Candy is a rich debutante who was raised with the knowledge that one day she would have to deal with having every detail of her life in the tabloids, and had those skills drilled into her. She is also a strong-willed woman with a good heart, and has from time to time commented on how "normal" the X-Men's activities seem to be compared to the high society lifestyle she grew up in. Candy has taken time to counsel Vera Cantor on how to handle the press.

Having found herself in the world of the superhuman, Candy has seemingly found her purpose in life. She takes pains to not be associated with her masked and as-yet-unnamed alter ego, as she is certain her social standing would be negatively impacted by it, including possibly being disowned by her parents.

Design Notes:

1. I didn't intend for Candy to adopt a heroic identity when I started the X-Men's entries in the Reboot, but as I started crafting her bio I found that it was a natural outgrowth of the character. As the only "heroic identity" given to her in the comics was "the Southern Belle", in *New Defenders* #141, with an outrageous outfit she definitely didn't approve of, I found it hard to give her a name. (She never actually went by the name; it was a ruse by an adversary of the team's.) So she's currently running around assisting the X-Men without a code-name.
2. Candy doesn't yet qualify for Trained By A Master or Gunslinger, though she is certainly headed that way.



SPIDER-MAN

Hero

Real Name: Peter Benjamin Parker.

Occupation: College student with a chemistry major, freelance photographer, costumed crimefighter.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Spidey, "Tiger" (Mary Jane's pet name for him), "web-head" (a common nickname used by friends and foes alike).

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Ben Parker (uncle, deceased); May Parker (aunt), parents (names unrevealed, deceased).

Group Affiliation: Reserve member of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Peter Parker was orphaned at a young age when his parents were killed in a terrorist bombing. He was then raised by his loving Aunt May and Uncle Ben in Queens, who raised him as they would have done had he been their own (see *Parker, May*; *Deceased: Parker, Ben*). A frail, studious youth with terrible nearsightedness, Peter was picked on and bullied nearly every day throughout middle school and high school, particularly by the school's resident bully, Flash Thompson. His only friend during this period was Harry Osborn, who stood up to Flash and helped Peter gain a modicum of self-respect (see *Osborn, Harry*; *Thompson, Flash*).

Following his high school graduation, Peter was accepted into the undergraduate biochemistry program at Empire State University. While on a tour of the labs during his orientation, he was bit by a genetically-engineered spider that had escaped from its cage. This spider was genetically unstable, and transferred some of its own DNA code into Peter's bloodstream, in a manner not unlike that of a retrovirus used in gene therapy. The spider's DNA combined with Peter's, changing him on the genetic level. (Because Peter's DNA was altered in this manner, he does not qualify as a "mutant." Genetic scanners, such as those installed in the Sentinels, will show him as an anomaly outside the human norm, but not as a true mutant; see *Sentinels*.) A side effect of the spider's changes was the correction of his vision.

At first, Peter attempted to use his powers as an amateur wrestler in order to earn money to supplement his income at college. Tragedy struck one night, however, when a thief stole much of the earnings from the arena. Peter had the opportunity to stop the thief, but did nothing as he felt the thief was beneath his notice. Less than an hour later, he learned that his Uncle Ben had been shot and killed by a carjacker. Trailing the police cars and landing on his uncle's stolen car, he found himself face to face with the same thief he'd let go. At that moment, Peter realized that if he'd acted sooner, his uncle would still be alive. He left the thief unconscious, hanging by his webbing from a lamp-post for the police to apprehend.

Since that time, he has made it a point that no one else was going to die because of his failure to act.

Height: 5' 10".

Weight: 165 lbs.

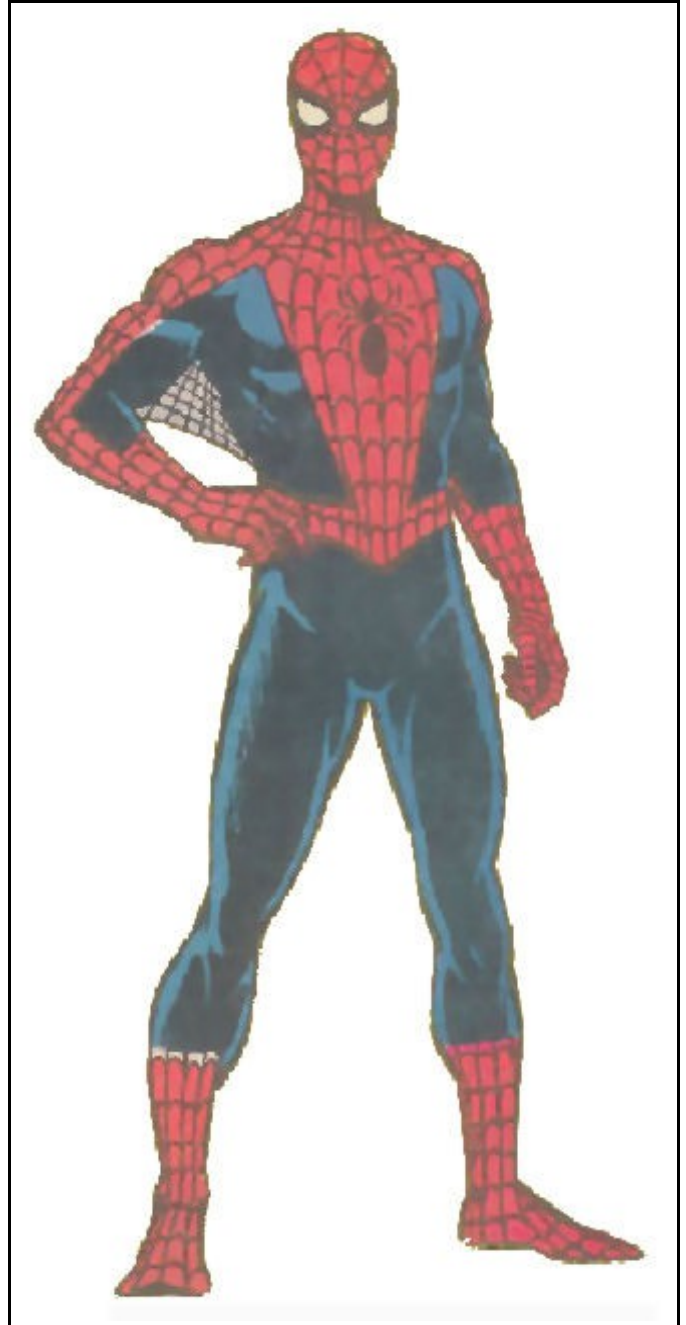
Eyes: Hazel.

Hair: Brown.

Uniform: Black shirt with a red-with-black-spider-web design on the chest and outside of arms, black pants, large black spider logo on the chest, red full-face mask with white eyes and a black spider-web design, red with black spider-web design gloves, red with black spider-web design boots, red with black spider-web design belt.

Strength Level: Spider-Man possesses superhuman strength enabling him to lift (press) 10 tons.

Known Superhuman Powers: Because his body was mutated by the genetically-enhanced spider that bit him transferring some of its own DNA into his body, Spider-Man possesses a number of spider-related powers.



Spider-Man's entire physiology was altered by the spider bite. His strength and agility are many times that of a normal person's. His fingers and toes have tiny, microscopic claws which enable him to cling to most surfaces, and his leg muscles have been altered to enable him to leap tremendous distances. This enhanced musculature also gives him a perfect sense of balance.

Perhaps the most extensive change to Spider-Man's physiology is his ability to shoot webbing from his wrists. This webbing is almost identical to the webs created by common household spiders, except that Spider-Man's webbing is much stronger, proportional to that of a man-sized spider. He often travels quickly above the crowded streets of Manhattan by swinging on strands of webbing which attach themselves to lamp-posts and taller buildings. He also uses the webbing to bind criminals he catches in the act. The webbing tends to dissolve into a powder within two hours.

Spider-Man's senses have been enhanced by the spider's DNA merging with his own. Because of this, his reflexes are greatly enhanced. His senses are attuned in such a way that he is able to perceive bullets in flight, enabling him to dodge them if he is far enough away. He also has a type of danger sense, which he calls his "spider-sense", which enables him to detect imminent danger; although the sense does not tell him the nature of the danger, he can tell the severity and immediacy of the danger by how strong the sensation is.

Other Abilities: Peter Parker is a skilled chemist with a solid grounding in other physical sciences. He is also a skilled photographer.

Ben Parker: With great power comes great responsibility. – Amazing Fantasy #15 (1962)

883 points

Attributes: ST 22/112 [20‡]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 2d/4d (12d/14d); BL 97 lbs. (2,509 lbs/1.25 tons); HP 22/112 [0]; Will 14 [0]; Per 14 [0]; FP 20 [24]; Basic Speed 8.00 [0]; Basic Move 8 [0]; Brachiation Move 4 [0]; Dodge 15.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Binding (Webbing) 20 (Sticky, +20%; Biological, -10%) [44]; Brachiator [5]; Clinging (Passive Biological, -5%) [19]; Danger Sense (ESP, -10%) [14]; Daredevil [15]; Enhanced Dodge 3 [45]; Enhanced Time Sense (Super, -10%) [41]; Extra DX +6 (Super, -10%) [108]; Flexibility [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10; Limited: Crushing Attacks, -40%; Super, -10%) [75]; Perfect Balance (Super, -10%) [14]; Super Jump 2 (Biological, -10%) [18]; Super ST +10/+100 (Super, -10%) [360].

Perks: Acrobatic Kicks [1]; Climbing Line [1]; Skintight [1]; Swinging [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Comics Code) [-15]; Dependent (Aunt May; No More than 10%; Loved One; Frequency: 9 or less) [-26]; Guilt Complex [-5]; Low Self-Image [-10]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20]; Selfless (12) [-5]; Unluckiness [-10]; Wealth (Struggling) [-10]; Weirdness Magnet [-15].

Quirks: Prattles Incessantly In Combat [-1].

Skills: Acrobatics (H) DX+2 [8] – 20*; Area Knowledge (New York City) (E) IQ+1 [2] – 15; Astronomy/TL8 (H) IQ-2 [1] – 12; Biology/TL8 (Earthlike) (VH) IQ-3 [1] – 11; Carousing (E) HT+2 [4] – 14; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ [1] – 14; Criminology/TL8 (A) IQ-1 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Escape (H) DX+1 [1] – 19†; First Aid/TL8 (Human) (E) IQ [1] – 14; Geography/TL8 (Political) (H) IQ-2 [1] – 12; Innate Attack (Projectile) (E) DX+2 [4] – 20; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 12; Mathematics/TL8 (Pure) (H) IQ-2 [1] – 12; Photography/TL8 (A) IQ+1 [4] – 15; Physics/TL8 (VH) IQ-3 [1] – 11; Research/TL8 (A) IQ-1 [1] – 13; Shadowing (A) IQ [2] – 14; Stealth (A) DX+1 [4] – 19.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 20; Breakfall (Acrobatics) (A) def+5 [5] – 25; Jump Kick (Acrobatics) (H) def+4 [5] – 20; Kicking (Acrobatics) (H) def+2 [3] – 20; Sweep (Acrobatics) (H) def+3 [4] – 20.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

‡ Includes +10/+100 from Super ST.

Role-Playing Notes:

Designer's Notes:

1. Spider-Man's fighting techniques are all Acrobatics-based because he has received no training, formal or informal, in hand to hand combat. Still, his DX 18 and Acrobatics skill of 20 have proven quite formidable.
2. The "terrorist bombing" in which Peter's parents died is alluded to be one of the attacks on the World Trade Center.

SPIDER-WOMAN

Hero

Real Name: Jessica Drew.

Occupation: Private investigator.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Jonathan (alias Araneus, father, deceased); Merriam (mother, deceased).

Group Affiliation: None.

Base of Operations: Los Angeles, California.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN #1.

Origin: SENSATIONAL SPIDER-WOMAN ANNUAL #1.

History: In the 1980s and '90s, Jonathan Drew was active as the costumed adventurer Araneus, one of the first adventurers to go public after the disappearance of the American team called the First Line. His full history and origin are unknown, but it has been hinted that he was mutated to superhuman status by the enigmatic High Evolutionary, who he had worked with for years prior, as well as adventuring with a team known as the Shadowguard, whose full membership is not known (see *High Evolutionary*). In the early '90s, Jonathan married a British woman, Merriam, and the two settled in San Francisco, California, to raise their daughter, Jessica. After Jessica's birth, Jonathan returned to his first love, biology, and got a job at a research firm in the Bay Area, eventually retiring his Araneus identity altogether.

As Jessica grew older, it became apparent that she had inherited many of Jonathan's abilities. Knowing that Jess would eventually get involved in adventures of her own, Jonathan trained her as best he could in the unique combat style he'd developed earlier and instilled in her a desire to use her abilities to help others.

Recently, however, an old enemy of Jonathan's called the Spider-Wasp kidnapped Merriam and Jessica in an attempt to gain revenge on Araneus for putting him in prison (see *Spider-Wasp*). While Jonathan, donning the guise of Araneus for what would be the final time, and Spider-Wasp fought, Jessica used her own abilities to free herself and her mother from Spider-Wasp's death-trap. At the end of the fight, however, Merriam was killed by a stray blast from Spider-Wasp's poisoned projectiles, and Jonathan sacrificed himself to ensure that Spider-Wasp went down for good; both died when the warehouse they were in exploded.

Seeking a change after losing both her parents and not wanting to stay in an area where everything reminded her of them, Jess relocated to Los Angeles, where she soon took the identity of Spider-Woman for her own adventures, basing her outfit on a variation of her father's. For a short time she worked in a larger private investigation firm, but after earning her investigator's license she quit the firm to open up her own private investigation office. She inevitably dons her Spider-Woman identity during her cases, as they often involve superhuman and supernatural adversaries.

Jessica was recently visited by a ghost who identified himself as Magnus and who claimed to have known her father decades ago (see *Magnus*). Magnus claimed that his old mentor, the fabled sorceress Morgan La Fey, was looking to escape from her ages old prison, and not able to find her father sought her out for assistance instead (see *Morgan La Fey*).

Height: 5' 8".

Weight: 135 lbs.

Eyes: Green.

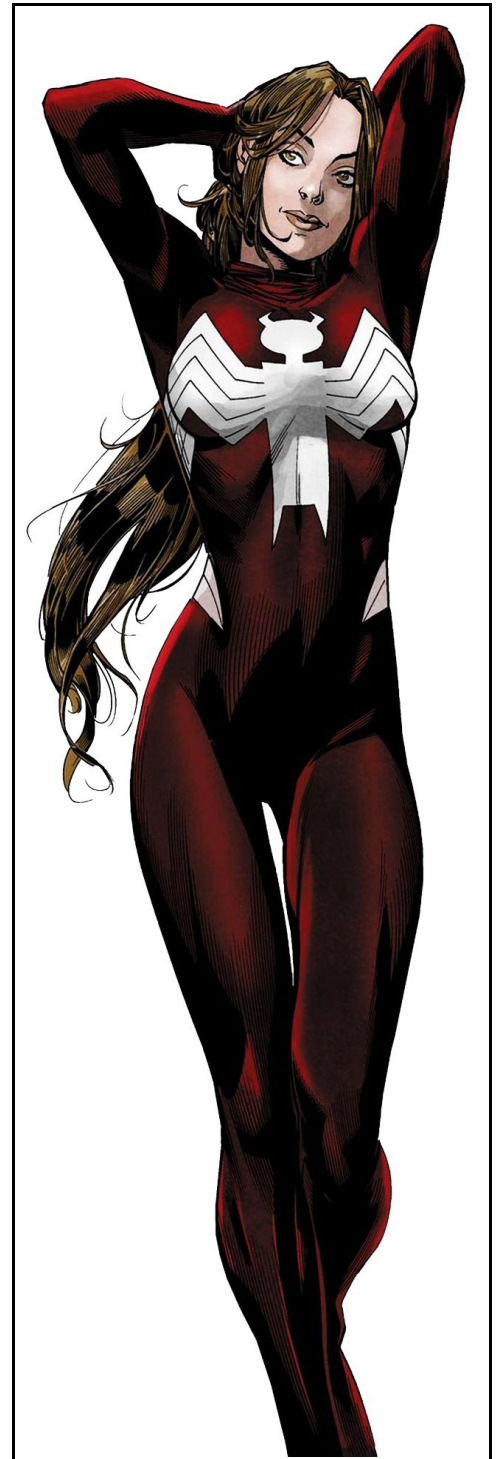
Hair: Black, worn loose down to her hips.

Uniform: Red bodysuit with a white spider design on the chest, red gloves, red boots, red half-mask with mirrored eyes.

Strength Level: Spider-Woman possesses superhuman strength enabling her to lift (press) roughly 10 tons.

Known Superhuman Powers: All of Spider-Woman's powers she inherited from her father.

In addition to her enhanced strength, Spider-Woman possesses superhuman durability, enabling her to withstand superhuman blows. Her agility is many times that of a normal person's, bordering on the superhuman. Her fingers and toes secrete a near-invisible adhesive substance which enable her to cling to most surfaces, and her leg muscles have been altered to enable her to leap tremendous



distances. This enhanced musculature also gives her a perfect sense of balance. Her physiology and metabolism is such that she has a near immunity to radiation and toxins. In addition, her senses of hearing and smell are extraordinarily acute.

Spider-Woman's body also produces an inordinate amount of bio-electricity, which she can discharge from her hands in what she calls her "venom blast". She is able to modulate her bioelectricity in order to merely stun a person or cause them pain, or push enough power in order to electrocute her target.

1,240 points

Attributes: ST 22/112 [20*]; DX 18 [40†]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 2d/4d (12d/14d); BL 97 lbs (2,509 lbs.); HP 22 [0]; Will 13 [5]; Per 13 [5]; FP 14 [0]; Basic Speed 8.00 [0]; Basic Move 8 [0]; Dodge 15.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Hearing 4 [8]; Affliction (*Venom Blast*) 5 (HT-4; Damage Modifier: Surge, +20%; Increased 1/2D Range (×5), +10%; Alternate Enhancements (Irritant: Moderate Pain, +20%; Irritant: Severe Pain, +40%; Irritant: Terrible Pain, +60%), +72%; Selectivity, +10%; Elemental: Electrical, -10%; Super, -10%) [96]; Appearance (Beautiful) [12]; Burning Attack (*Venom Blast*) 3d (Armor Divisor (3), +100%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×5), +10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, ×1/5) [7]; Clinging (Super, -10%) [18]; Discriminatory Smell (Super, -10%) [14]; Enhanced Dodge 3 (Super, -10%) [41]; Enhanced Parry (All Parries) 3 (Super, -10%) [27]; Enhanced Time Sense (Super, -10%) [41]; Extra DX +6 (Super, -10%) [108]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10 (Super, -10%)) [135]; Legal Enforcement Powers 2 (Informal, -50%) [5]; Perfect Balance (Super, -10%) [14]; Radiation Tolerance (PF 1,000) (Passive Biological, -5%) [43]; Rapid Healing [5]; Resistant to Poisons/Toxins (+8) [7]; Super Jump 3 (Super, -10%) [27]; Super ST +10/+100 (Super, -10%) [390]; Very Fit [15].

Perks: Accent (British) [1]; Disarming Smile [1]; Generator [1]; High-Heeled Heroine [1]; License (Private Investigator's) [1]; Sexy Pose [1]; Skintight Uniform [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Enemy [FNORD] (Equal in Power; Hunter; Unknown) (9) [-15]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Utter Rejection) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; Congenial [-1]; Devout Episcopalian [-1]; Not Until My First Cup! [-1].

Skills: Acrobatics (H) DX+0 [2] – 18‡; Artist (Drawing) (H) IQ-1 [2] – 11; Body Language (Human) (A) Per-1 [1] – 12; Brawling (E) DX+2 [4] – 20; Breath Control (H) HT-2 [1] – 12; Climbing (A) DX+3 [1] – 21†§; Computer Operation/TL8 (E) IQ+0 [1] – 12; Criminology/TL8 (A) IQ+0 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Los Angeles) (E) IQ+0 [1] – 12; Detect Lies (H) Per-1 [2] – 12; Escape (A) DX+2 [2] – 20§; First Aid/TL8 (E) IQ+0 [1] – 12; Forced Entry (E) DX+0 [1] – 18; Hiking (A) HT-1 [1] – 13; Innate Attack (Beam) (E) DX+2 [4] – 20; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Interrogation (A) IQ+0 [2] – 12; Intimidation (A) Will-1 [1] – 12; Judo (H) DX+2 [12] – 20; Jumping (E) DX+2 [4] – 20; Knot-Tying (E) DX+0 [1] – 18; Law (Los Angeles Criminal) (H) IQ+0 [4] – 12; Lifting (A) HT-1 [1] – 13; Observation (A) Per+0 [2] – 13; Running (A) HT-1 [1] – 13; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Shadowing (A) IQ+1 [4] – 13; Stealth (A) DX+0 [2] – 18; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 18; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+2 [8] – 20.

Techniques: Breakfall (Acrobatics) (A) def+3 [3] – 21; Drop Kick (Brawling) (H) def+1 [2] – 20; Evade (Acrobatics) (A) def+3 [3] – 21; Kicking (Brawling) (H) def+2 [3] – 20; Slip Handcuffs (Escape) (H) def+2 [3] – 17.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +10/+100 from Super ST.

† Includes +6 from Extra DX.

‡ Includes +1 from Perfect Balance.

§ Includes +3 from Flexibility.

Role-Playing Notes:

Jessica is feeling rather alienated right now, as she is in a new city with few friends and a growing number of enemies.

Design Notes:

1. Spider-Woman's origin marks her as my first "legacy" character. I altered her origins immensely, pretty much giving her father the origin laid out for her in her OHOTMUDE #4 entry.
2. It's entirely possible that her father and his nemesis, the Spider-Wasp, survived the explosion that appears to have killed them. After all, what Marvel character ever actually *died* in an explosion? ;)
3. I took some liberties with the outfit, combining the mainstream (Earth-616) and Ultimates imprint (Earth-1610) Jessicas' uniforms. Jessica-616's red and yellow uniform doesn't exactly scream "spider", while the full face mask for Jessica-1610's uniform doesn't quite work for me. I took Jessica-1610's uniform and made it a half-mask like that worn by Jessica-616. I hope it works for y'all.

STACY, CAPTAIN GEORGE

Supporting Cast

Real Name: George Stacy.

Occupation: Police precinct commander.

Identity: George Stacy does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Brooklyn, New York City.

Marital Status: Divorced.

Known Relatives: Gwen (daughter).

Group Affiliation: New York Police Department

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: George Stacy was born and raised in New York City, the latest in a family tradition of police service stretching back into the 1860s. He has only recently been promoted to the rank of Captain in the police force. He is currently assigned to the precinct which includes Empire State University on the southern end of Manhattan.

George Stacy wanted his only child, his daughter Gwen, to follow in the family footsteps by joining the police force, but has resigned himself to the fact that she is pursuing a career in biochemistry instead (see *Stacy*, *Gwen*). He's hopeful that she'll join the force's Crime Scene Investigation unit after graduation.

Captain Stacy first encountered the crimefighter Spider-Man when the wall-crawler first fought the criminal Scorpion (see *Scorpion*; *Spider-Man*). Stacy was impressed that Spider-Man broke off the fight to save a bystander from injury, and has assisted Spider-Man several times since.

Captain Stacy suspects that Peter Parker is Spider-Man, based mainly on circumstantial evidence, but has no real proof as yet.

Height: 5' 11".

Weight: 190 lbs.

Eyes: Brown.

Hair: Grey, formerly brown.

Uniform: Standard police uniform.

Strength Level: George Stacy possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: George Stacy is a skilled detective and administrator. In his youth, he was a skilled boxer, and retains much of his boxing skill today.

Weapons: George Stacy's personal sidearm is a Colt Government M1911 chambered for the .45 ACP with a built-in small tactical light. As a police captain, he has access to the weapons used by the SWAT teams.

150 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 1 [5]; Combat Reflexes [15]; Fit [5]; Intuition [15]; Legal Enforcement Powers 1 [5]; Police Rank 3 [5]; Status 1 [0]*; Wealth (Comfortable) [10].

Perks: Looks Good In Uniform [1]; Pistol-Fist (Pistol) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Professional) [-5]; Sense of Duty (to Gwen, his daughter) [-1]; Duty (NYPD) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Humble [-1]; Minor Handicap (Arthritis Setting Into Hip) [-1]; Responsive [-1].

Skills: Boating/TL8 (Unpowered) (A) DX-1 [1] - 10; Body Language (Human) (A) Per+1 [4] - 12; Boxing (A) DX+1 [4] - 12; Criminology/TL8 (A) IQ+2 [8] - 13; Current Affairs/TL8 (New York City) (E) IQ+0 [1] - 11; Detect Lies (H) Per+1 [8] - 12; Fishing (E) Per+1 [2] - 12; Guns/TL8 (Pistol) (E) DX+2 [4] - 13; Hiking (A) HT+0 [2] - 11; Interrogation (A) IQ+1 [4] - 12; Law (New York City) (H) IQ+1 [8] - 12; Savoir-Faire (Police) (E) IQ+1 [2] - 12; Urban Survival (A) Per+1 [4] - 12.

Starting Spending Money: \$7,050 (20% of Starting Wealth, minus the cost of the M1911 and integral tactical flashlight).



* Includes +1 from Rank.

STACY, GWEN

Supporting Cast

Real Name: Gwendolyn Stacy.

Occupation: College student, working on a biochemistry degree; part-time model.

Identity: Gwen Stacy does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Nerdette" (a nickname given to her by Flash Thompson).

Place of Birth: Queens, New York City

Marital Status: Single.

Known Relatives: George (father).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Gwen Stacy's early life is largely uneventful. It is known that she attended high school alongside Peter Parker and Flash Thompson, and that her father, police Captain George Stacy, expected her to follow in his footsteps and join the police academy (see *Stacy*, *Captain George*; *Spider-Man*; *Thompson*, *Flash*). Gwen, however, enrolled at Empire State University, where her natural intelligence and scientific aptitude led her to major in biochemistry.

Gwen first became involved with Spider-Man's adventures when he enlisted her help in attempting to cure Dr. Curt Connors, the biochemistry professor at the University, of being the Lizard (see *Lizard*). Since then, she has aided Spider-Man on several occasions, which has made her father fear for her safety; to alleviate his fears, she has enrolled in a self-defense course offered at the college. As "Spider-Man's sidekick" (a role she vehemently denies in public), her picture in the *Daily Bugle* was noticed by a fashion photographer; she has recently started a part-time career as a fashion model to supplement her college income (see *Daily Bugle*). These experiences have led her to becoming more self-confident.

Height: 5' 7".

Weight: 130 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Gwen Stacy possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Gwen is a gifted biochemist, and is studying the basics of hand-to-hand combat.

140 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Fit [5]; Natural Scientist 2 [20]; Rapid Healing [5].

Perks: High-Heeled Heroine [1]; Photogenic [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Charitable (12) [-15]; Chummy [-5]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5].

Quirks: Dreamer [-1].

Skills: Bioengineering/TL8 (Tissue Engineering) (H) IQ-2 [1] - 12; Biology/TL8 (Earthlike Biochemistry) (H) IQ+0 [1] - 14*; Chemistry/TL8 (H) IQ+0 [1] - 14*; Computer Operation/TL8 (E) IQ+0 [1] - 14; Dancing (A) DX+0 [2] - 11; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] - 14; Hiking (A) HT-1 [1] - 11; Mathematics/TL8 (Applied) (H) IQ+0 [1] - 14*; Physiology/TL8 (Human) (H) IQ+0 [1] - 14*; Savoir-Faire (Police) (E) IQ+0 [1] - 14; Skating (H) HT-2 [1] - 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Natural Scientist.



Role-Playing Notes:

Designer's Notes:

1. I'm not entirely sure if this Gwen will suffer the same fate as her mainstream and Ultimate Marvel counterparts (and hence kicking off the Clone Saga story arcs with their numerous retcons over the years; although Ultimate-Gwen does seem to have gotten better). Hence the lack of the Dramatic Death perk or of any Destiny disadvantage.
- 1a. Given recent events in the comics, I'm pondering having her go Spider-Gwen, though as Jessica Drew has the Spider-Woman name in the Reboot, I hesitate to call her "Spider-Girl".
2. While the entry indicates that she is "studying" combat, she has not been studying long enough to have any points invested in combat skills as yet. It is safe to assume that she would gain Boxing (A) DX-1 [1] – 10 or Brawling (E) DX+0 [1] – 11, and Judo (H) DX-2 [1] – 9 at some point in the near future.

STARK INDUSTRIES

Geography/Technology

Stark Industries is a multinational corporation which is the leading producer of advanced electronics and structural materials in the world. Founded in 1936 by industrialist Howard Stark, Sr., SI grew to be one of the top military contractors in the United States during World War II, producing munitions, motorcycles, halftracks, and tanks for Allied troops. Following World War II, the company expanded to where today it is considered one of the largest multinational corporations in the world, with operations in every industrialized nation.

In the 1970s, control of SI passed to Howard Stark, Jr., who while maintaining the military contracts attempted to diversify SI's nature, entering the energy and consumer electronics industries. It was under the younger Howard Stark's leadership that SI invented the ARC reactor, a nearly self-perpetuating renewable energy generator, though some leaders inside SI saw it as nothing more than a cost-ineffective science project and shelved it after building the prototype, which still powers the SI Los Angeles industrial complex.

Stark Industries suffered a loss recently with Howard's death, and for a time it looked like control of the company would pass to Howard's ambitious and amoral niece Morgan after his son, Tony, was severely injured while serving in Afghanistan with the US Army (see *Iron Man*; *Stark*, *Morgan*). Tony, however, has proven to have the famed Stark family genius intellect, surpassing his father and grandfather, and has cheated death several times while secretly creating his dual identity as Iron Man. Tony has created a separate non-profit foundation named after his mother – the Maria Stark Foundation – to help fund the Avengers, of which he as Iron Man is a member, independent of his own fortune or standing with the company (see *Avengers*).

Under Tony's leadership, SI has nearly eliminated its weapons manufacturing division, which has led some members of SI's

board of directors to question his intentions and leadership, especially as Tony has refused to move a lot of the manufacturing overseas to nations with cheaper labor. However, as long as SI continues to show a profit, all they can legally do is complain. This has, however, created a bit of a power vacuum among arms manufacturers for military contracts, which has led to increased competition from Hammer Industries and Advanced Idea Mechanics (see *AIM*; *Hammer*; *Justin*). Tony has increased SI's presence in the energy business, reducing the size and cost while increasing the output of the ARC reactor design. ARC reactors have been built to power the Long Island, New York, and Dallas, Texas, manufacturing plants, as well as the Baxter Building, headquarters of the Fantastic Four (see *Baxter Building*; *Fantastic Four*). This has put them in direct conflict with Roxxon Energy Company, one of the oldest and most successful oil companies in the world (see *Roxxon Energy*). Stark has recently fought off a hostile takeover from Roxxon.

It has recently been revealed that Howard's death and the incident in Afghanistan in which Tony was nearly killed was masterminded as a plot between Morgan Stark and Obadiah Stane, who sits on SI's board of directors (see *Stane*, *Obadiah*). Tony, however, remains unaware of this link.

Stark Industries maintains cordial relations with companies such as General Motors, Lockheed-Martin, and Worthington Enterprises, often collaborating with these companies by providing advanced electronics and materials (see *Angel*). Among the projects that have resulted from this collaboration are the Avengers Quinjet, the X-Men's Van and Jet, and the Fantastic Four's starship, the *Fantastic* (see *Avengers Quinjet*; *The Fantastic*; *X-Men*; *X-Men's Jet*; *X-Men's Van*).

First Post-Reboot Appearance: INVINCIBLE IRON MAN #1.

STICK

Supporting Cast

Real Name: Unrevealed.

Occupation: Martial arts instructor, pool hustler.

Identity: Secret.

Legal Status: Unrevealed.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: An unnamed ninja clan.

Base of Operations: Mobile.

First Post-Reboot Appearance: (in flashback) DAREDEVIL: THE MAN WITHOUT FEAR #; (actual) DAREDEVIL: THE MAN WITHOUT FEAR #

History: The history of the man known as Stick is unknown. It is known that he has lived and worked in the New York City area for the last few decades, making a meager living running a pool hall, and occasionally challenging newcomers and the overconfident to a game of pool – games where he inevitably beat them. It is known that Stick is a member – some say leader – of an unnamed ninja clan which has opposed their main rivals, the Hand, on numerous occasions (see *The Hand*).

Stick was first introduced to the young Matt Murdock days after the boy was released from the hospital (see *Daredevil*). Matt's father, Jack, had heard of Stick's ability and thought the man could help his son. Stick taught Matt everything he could, and kept an eye on Matt after the boy was orphaned.

Recently, Stick was confronted by Elektra, one of the Hand's best assassins (see *Elektra*). Somehow sensing the faint hints of goodness which still resided in Elektra's soul, he subdued her. He performed a mystic ritual to cleanse the Hand's corrupting influence from her soul, but she escaped and fled before the ritual could be fully completed.

Since then, Stick has encountered his old pupil Matt in the latter's costumed guise of Daredevil when the former was attacked by the Hand assassin, Kirigi (see *Kirigi*). Joining forces, Stick, Daredevil, and Elektra fought off Kirigi, who promised to return to finish the job. Since then, Stick has contacted other members of his ninja clan for aid. The final battle between the Hand and Stick's order has yet to be seen.

Height: 5' 9"

Weight: 135 lbs.

Eyes: Grey.

Hair: White.

Uniform: None.

Strength Level: Stick possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

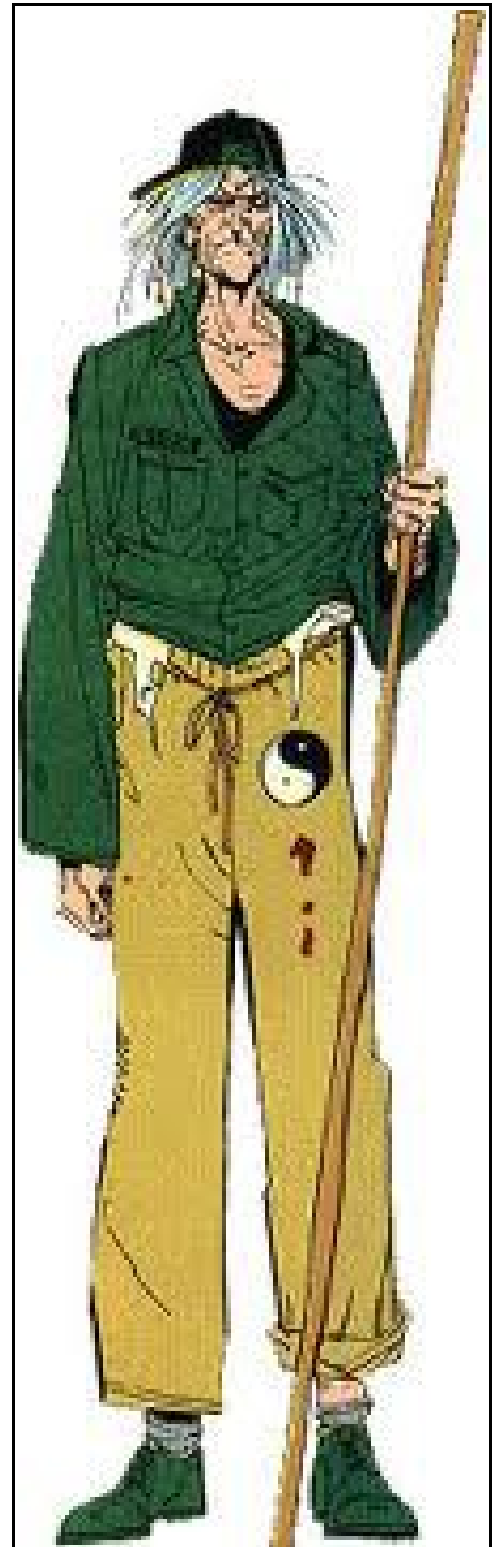
Known Superhuman Powers: Stick possesses various extrasensory abilities developed through intense martial arts training. Foremost among these is the ability to sense his surroundings through a kind of "proximity sense", which appears to have been developed through training his senses of hearing and touch into a kind of sonar and vibration sense. According to Stick, anyone may develop a proximity sense through training.

Also among his abilities are the ability to see briefly into the future, a technique he calls *kimagure*. Using this ability, he is able to sense threats to himself and those he cares about. Also using *kimagure*, he is able to see, hear, and smell events happening nearby as if he had eyes. This ability can be used at will, and he retains full awareness of what is happening around him when using it.

Other Abilities: Stick is a master staff-fighter and an adept hand to hand combatant.

Weaknesses: Stick is blind.

Weapons: Stick wields a 6 foot long *bo* staff.



Elektra: You speak in riddles, old man.

Stick: It keeps my students alert.

– *Elektra*

732 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [15]; Per 15 [15]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 6*.

Languages: English (Native) [0]; Japanese (Native) (Native Language) [0].

Cultural Familiarities: East Asian [0]; Western [1].

Advantages: Absolute Direction [5]; Absolute Timing [2]; Charisma 2 [10]; Clairsentience (Aware, +50%; Second Nature, +70%, Chi, -10%) [99]; Combat Reflexes [15]; Empathy [15]; Enhanced Parry (Staff) 4 [20]; Forceful Chi 3 [45]; High Pain Threshold [10]; Inner Balance 3 [45]; Magery (Path Book) 0 [5]; Precognition (Chi, -10%) [23]; Social Regard (Venerated) 1 [5]; Trained By A Master [30]; Vibration Sense (Sense of Perception, +100%; Chi, -10%) [19]; Weapon Master (Bo Staff) [20].

Perks: Grip Mastery (Staff) [1]; Style Familiarity (Bojutsu) [1].

Disadvantages: Blindness [-50]; Charitable (9) [-22]; Code of Honor (Xia) [-10]; Discipline of Faith (Asceticism) [-15]; Enemy (The Hand) (9) [-40]; Pacifism (Cannot Harm Innocents) [-10]; Truthfulness (12) [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Talks In Riddles Whenever Possible [-1]; Warped Sense of Humor [-1].

Skills: Acrobatics (H) DX-1 [2] – 14; Blind Fighting (VH) Per+5 [16] – 20†; Climbing (A) DX-1 [1] – 12; Connoisseur (Music) (A) IQ+1 [4] – 13; Esoteric Medicine (H) Per+0 [4] – 15; Exorcism (H) Will+3 [16] – 18; Gambling (A) IQ+0 [2] – 12; Games (Billiards/Pool) (E) IQ+8 [28] – 20; Hiking (A) HT-1 [1] – 12; Immovable Stance (H) DX+3 [4] – 16†; Judo (H) DX+2 [36] – 15‡; Jumping (E) DX+0 [1] – 13; Karate (H) DX+2 [36] – 15‡; Meditation (H) Will+3 [4] – 18†; Panhandling (E) IQ+2 [1] – 14§; Parry Missile Weapons (H) DX+7 [56] – 20‡; Philosophy (Buddhism) (H) IQ+2 [12] – 14; Power Blow (H) Will+4 [8] – 19#; Precognitive Parry (H) IQ+3 [28] – 15‡#; Pressure Points (Human) (H) IQ+4 [6] – 16#¥; Running (A) HT-1 [1] – 12; Savoir-Faire (Dojo) (E) IQ+2 [4] – 14; Staff (A) DX+7 [56] – 20‡; Staff Art (A) DX+5 [4] – 18‡; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 13.

Techniques: Back Strike (Staff) (H) def+2 [3] – 20; Sweep (Staff) (H) def+3 [4] – 20; Whirlwind Attack (Staff) (H) def+5 [6] – 20.

Starting Spending Money: \$796 (20% of Starting Wealth, minus the cost of his bo staff.)

* Includes -4 from Blindness.

† Includes +3 from Inner Balance.

‡ Includes -6 from Blindness.

§ Includes +2 from Charisma.

Includes +3 from Forceful Chi.

¥ Defaulted from Esoteric Medicine.

‡ Defaulted from Staff.

Role-Playing Notes:

STILT-MAN

Villain

Real Name: Wilbur Day.

Occupation: Engineer, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Divorced.

Known Relatives: Ex-wife (name unrevealed).

Group Affiliation: Sometime partner of the Leapfrog.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Wilbur Day was an engineer at a small firm on Long Island when the company developed a telescoping hydraulic ram. Before the firm could begin producing it commercially, Day, dissatisfied with his position in the company, stole the designs and the prototype. He then adapted the ram into a pair of stilts, which he built into a suit of armor he'd been working on at home in his spare time. Dubbing himself the Stilt-Man, he began a criminal career in New York City proper. His first few outings put him into conflict with the vigilante Daredevil, who defeated him and left him for the police (see *Daredevil*).

While Day was in prison, a small-time criminal named Turk stole the Stilt-Man suit, but proved utterly incompetent at using it (see *Barrett, Turk*). Day provided the authorities with information on how to disable the suit by destabilizing the internal gyroscopes.

Released on an early parole due to his assistance in stopping Turk, Day improved upon the suit's design, adapting the hydraulic rams to extend from his forearms, enabling him to punch harder and at a greater distance. He also adapted the gyroscopes so that he could not be defeated the same way. He then teamed with the costumed criminal Leapfrog in a second-story crime wave, before both were again defeated by Daredevil (see *Leapfrog*).

Day was among the criminals who were involved in the massive breakout from Ryker's Island, which was led by the Rhino (see *Rhino*). Since then, he hasn't yet made a reappearance, although the authorities believe it is only a matter of time.

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Metallic gray body armor.

Strength Level: Wilbur Day possesses the normal human strength who engages in little regular exercise. The Stilt-Man armor increases his strength to enable him to lift (press) around 1,500 pounds.

Known Superhuman Powers: None.

Other Abilities: Day is a skilled mechanical and hydraulic engineer. He is not yet a skilled hand to hand combatant, which has led to some embarrassing encounters.

Paraphernalia: The Stilt-Man armor possesses the ability to elongate its legs to achieve a maximum height of about 290 feet. It does this with a series of hydraulic rams and a spiral pattern of 20 inch wide titanium-steel cylinders. These legs permit him to stride up to 30 miles per hour at maximum height, and gyroscopes permit superior balance enabling him to stride over obstacles up to 280 feet in height. As a side effect, he is able to deliver kicking blows at up to 60 miles per hour.

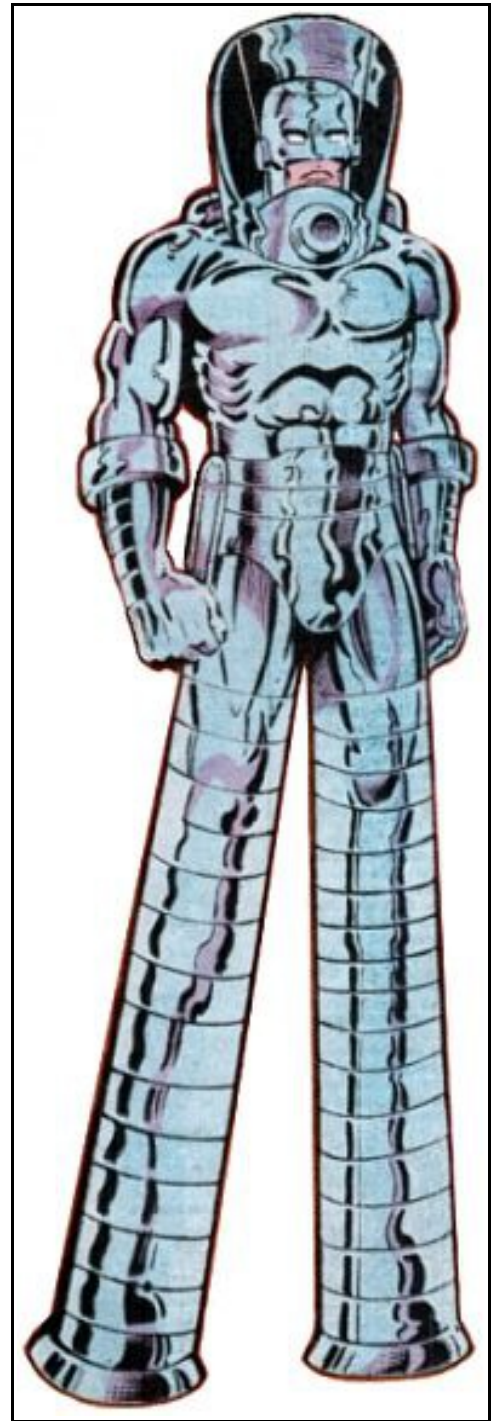
Day has also adapted the hydraulic rams to a more offensive capability, extending from his forearms to deliver high-powered blows at up to 10 feet away.

The armor is sufficient to withstand police handgun-fire, but it is unlikely to withstand SWAT weaponry. The suit's helmet has a retractable transparent lower faceplate which seals the suit, providing him with an hour and a half of stored air. In addition, the helmet has a built-in radio and GPS tied into an augmented reality HUD.

445 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [3]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.



Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Alternate Form (Stilt-Man Battlesuit; Difference in Point Cost: 343 points; Gadget/Can Be Stolen: Must Be Forcefully Removed, -10%) [323]; Artificer 2 [20]; Combat Reflexes [15]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Wealth (Comfortable) [10].

Perks: No Nuisance Rolls (Transporter) [1].

Disadvantages: Bad Sight (Nearsighted) [-10]; Greed (9) [-22]; Pacifism (Cannot Kill) [-15]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Dual Identity [-1]; Nervous Ranter [-1]; Show-Off [-1].

Skills: Area Knowledge (New York City) (E) IQ+4 [12] – 16; Armoury/TL8 (Battlesuits) (A) IQ+3 [4] – 15*; Battlesuit/TL8 (A) DX+1 [4] – 12; Electrician/TL8 (A) IQ+3 [4] – 15*; Engineer/TL8 (Battlesuits) (H) IQ+2 [4] – 14*; Engineer/TL8 (Electronics) (H) IQ+2 [4] – 14*; Engineer/TL8 (Hydraulics) (H) IQ+2 [4] – 14*; Engineer/TL8 (Legged Motive System) (H) IQ+2 [4] – 14*; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Hydraulics) (A) IQ+3 [4] – 15*; Mechanic/TL8 (Legged Motive System) (A) IQ+3 [4] – 15*.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Artificer.

Stilt-Man Battlesuit

343 points

Attribute Adjustments: ST +20 (Size, -10%) [160].

Secondary Characteristic Adjustments: SM +1.

Advantages: Absolute Direction (Requires Signal, -20%) [4]; Crushing Attack 5d (Melee Attack: Dual, +10%; Melee Attack: Reach 1-4, -15%; Variable, +5%) [25]; Damage Resistance 10 [50]; Doesn't Breathe (Oxygen Storage (×25), -50%) [10]; Enhanced Move (Ground) 1.5 (Move 15/30 mph) (Accessibility: Only When Using Stretching, -10%) [37]; Sealed (Switchable, +10%); Stretching 9 (Limited: Legs Only, -20%) [44]; Telecommunication (Radio) [10].

Perks: Accessory (HUD) [1].

Disadvantages: Electrical [-20]; Maintenance (One Person; Weekly) [-5].

Design Notes:

1. For the longest time I didn't want to stat this character. It took me at least three years before I forced myself to even look at him. I'm still not sure I got him right; he's one of those third-string villains who seems to plague Daredevil (and other heroes) only when no one else is around to cause trouble. I only really did him as a test case for using Alternate Form for other armored characters (most notably Iron Man).

STINGER

Villain

Real Name: Wendy (last name unrevealed).

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record, still a minor.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Tower (brother, real name unrevealed).

Group Affiliation: Mutant Liberation Front.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Little is known about Stinger before she joined the Mutant Liberation Front (see *Mutant Liberation Front*). She and her older brother, Tower, were recruited to participate in an attack on the X-Men as part of a diversion so the MLF's leader, Mystique, could rob the Federal Reserve vault in New York City (see *Mystique*; *Tower*; *X-Men*). Stinger was defeated when the Beast used a metal grate and rubber gloves to ground her bolts of electricity without taking damage himself, enabling him to approach her unharmed (see *Beast*). Stinger was then taken into police custody.

Stinger was tried as an adult and found guilty on various charges, but escaped during the mass breakout led by the Rhino; she has presumably rejoined the MLF (see *Rhino*).

Height: 5' 4".

Weight: 110 lbs.

Eyes: Brown.

Hair: Platinum blond (bleached).

Uniform: Yellow and red sleeveless bodysuit with white lightning bolts running from her shoulders to her navel; red boots, black belt.

Strength Level: Stinger possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Stinger is able to project electricity from her hands; this electricity follows the laws of physics after leaving her hands, and will seek out the path of least resistance. She is able to draw electrical power from other sources to increase the power of her electric bolts.

150 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Burning Attack 5d (Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range $\times 2$, +5%; Reduced Range $\times 1/2$, -10%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%) [45]; Damage Resistance 20 (Absorption: Into Burning Attack, +80%; Limited: Electricity, -40%; Tough Skin, -40%; Mutant, -10%) [90]; Fit [5]; Hard to Kill 3 [6]; Rapid Healing [5]; Single-Minded [5].

Perks: Generator [1]; Ignition [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Fanaticism (Mutant Liberation Front's Goals) [-15]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Bad Timing Girl [-1]; Incompetence (Physics) [-1]; Likes Violent Solutions to Problems [-1]; Talks Like a Valley Girl [-1].

Skills: Carousing (E) HT+0 [1] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 10; Fast-Draw (Knife) (E) DX+0 [1] – 11; Fast-Talk (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+3 [8] – 14; Knife (E) DX+1 [2] – 12; Streetwise (A) IQ+0 [2] – 10; Urban Survival (A) IQ+0 [2] – 10.

Starting Spending Money: \$800 (20% of Starting Wealth).

Role-Playing Notes:

Stinger talks like a California Valley Girl, much to her brother's annoyance. She is a fanatic believer in the MLF's goals and a fan of violent methods, and has little patience for political talk or legal double-speak, preferring to simply zap first and ask questions never.



Real Name: Kl'rt.

Occupation: Soldier, special military operative.

Identity: Publicly known in Skrull space, known to the authorities on Earth.

Legal Status: Citizen of the Skrull Empire with no criminal record.

Other Aliases: Franklin Storm.

Place of Birth: Imperial City, Skrullos, Skrull Empire.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Skrull Imperial Military.

Base of Operations: Imperial Military Command Center, Imperial City, Skrullos, Skrull Empire.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The full details of Kl'rt's past aren't known, but it can be assumed that as a staunch patriot he enlisted in the Skrull Imperial Army upon coming of age (see *Skrulls*). Military life seemed to agree with him, and he rose through the ranks to an officer's rank in almost record time. It is known that he has come into conflict with the Kree Captain Mar-Vell several times in the past while fighting the millennia-long Kree-Skrull Wars, and has great respect for his rival, both professionally and personally (see *Captain Marvel*; *Kree*). He also claims to be of "low birth", meaning that his family was not originally part of the "elite" of Skrull society.

Kl'rt was commander of the forces that first encountered the Fantastic Four when the latter was investigating the origins of a number of aliens hiding among the populace of Earth (see *Fantastic Four*). Following this incident, Kl'rt was one of a group selected to undergo experimentation to grant him powers nearly identical to those of the Fantastic Four. Apparently, he was the only one of the group to survive the process.

Sent to Earth as part of a scheme hatched by Queen R'Kill, Kl'rt's superiors ordered him to kidnap and impersonate Franklin Storm, father of the Human Torch and Invisible Woman of the Fantastic Four, hoping to draw the Four into a conflict or tear them apart from within (see *Human Torch*; *Invisible Woman*). Kl'rt protested over this action, but followed orders anyway. (Secretly, however, he sent a private coded message to Emperor Dorrek explaining the mission.) It was the Human Torch that dubbed Kl'rt a "Super-Skrull", a name which seems to have stuck against Kl'rt's wishes.

When Emperor Dorrek contacted Kl'rt's superiors and called off the mission, they killed Franklin Storm (citing "the Queen's orders"). Kl'rt then arrested his own superiors and swore to the Four that the whole operation was a fiasco he had no control over and one he wished he never was involved in. This move angered the Queen, but the Emperor himself promoted Kl'rt and made him the commander of the Skrull Imperial Guard, a position that answered solely to the Emperor.

Kl'rt was later seen meeting with several other Skrulls in the unaffiliated space station known as Port Nowhere (see *Port Nowhere*). His reasons for being there are not currently known.

Height: 6'.

Weight: 625 lbs.

Eyes: Red.

Hair: None.

Uniform: Metallic blue and gold body armor laced with unstable molecules.

Strength Level: Kl'rt possesses superhuman strength enabling him to lift (press) roughly 80 tons.

Known Superhuman Powers: Kl'rt is a Skrull, and as such he possesses the Skrulls' natural shapeshifting powers. In addition, he possesses many of the powers of the Fantastic Four. Primarily, he possesses the fire powers of the Human Torch, the invisibility and force fields of the Invisible Woman, the stretching powers of Mister Fantastic, and the strength and durability of the Thing (see *Mister Fantastic*; *Thing*). Unlike the Thing, only when actively using his superhuman strength or when physically attacked does his body take



on the appearance of the Thing's rocky hide, and then only in the arm, leg, and chest area, or where he was hit. His skill is such that he can use all four sets of powers simultaneously.

Other Abilities: Kl'rt is a skilled soldier, starship captain, starfighter pilot, and military strategist.

Weapons: While no longer reliant on them due to his powers, Kl'rt is of sufficient rank in the Skrull Army to have access to nearly any weapon in the Skrull Empire's arsenal.

4,319 points

Attributes: ST 30/317* [70]; DX 14 [80]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 3d/5d+2 (32d/34d); BL 180 lbs. (20,098 lbs./10 tons); HP 30/317 [0]; Will 15 [15]; Per 15 [15]; FP 15 [3]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Air Move 14 [0]; Dodge 10.

Languages: English (Native) [6]; Kree (Accented) [4]; Skrullian (Native) (Native Language) [0].

Cultural Familiarities: Skrull Empire (Native) [0].

Advantages: Affliction (Invisibility) 6 (HT±5; Advantage: Invisibility with Affects Machines, +600%; Area Effect: 16 yds, +200%; Cancellation, +10%; Malediction: Uses Speed/Range Table, +150%; Selective Area, +20%; Selectivity (Area Effect, Selective Area), +10%; Psionic, -10%) [648]; Burning Attack (*Fireballs*) 5d (Increased Range ×2, +10%; Increased 1/2D Range ×5, +10%; Rapid Fire, RoF 5, +70%; Rapid Fire: Selective Fire, +10%; Ricochet, +10%; Elemental: Heat/Fire, -10%; Super, -10%) [48]; Burning Attack (*Flame Jet*) 6d (Jet, +0%; Jet: Increased 1/2D Range ×2, +5%; Jet: Increased Range ×2, +10%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [6]; Burning Attack (*Flame Sheath*) 3d (Aura, +80%; Link (with DR), +10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Heat/Fire, -10%; Super, -10%) [23]; Charisma 3 [15]; Constriction Attack (Super, -10%) [14]; Control Fire 3 (Collective, +100%; Independent, +40%; Elemental: Heat/Fire, -10%; Super, -10%) [132]; Create Fire 10 (Cosmic: No FP Expenditure, +50%; Destruction: Create and Destroy, +100%; Elemental, -10%; Super, -10%) [69]; Damage Resistance 45 (Hardened 1, +20%; Nuisance Effect: Rocky Skin, -5%; Reflexive, +40%; Switchable, +10%; Super, -10%) [349]; Damage Resistance (*Flame Sheath*) 25 (Force Field, +20%; Link, +10%; Switchable, +10%; Visible, -10%; Elemental: Heat/Fire, -10%; Super, -10%) [138]; Damage Resistance (*Force Fields*) 30 (Area Effect: 16 yds, +200%; Force Field, +20%; Hardened 3, +60%; No Signature, +20%; Requires Concentrate, -15%; Switchable, +10%; Psionic, -10%; Alternative Ability, ×1/5) [116]; Danger Sense [15]; Double-Jointed (Super, -10%) [14]; Elastic Skin [20]; Enhanced Move (Air) 2.5 (Air Move 72/144 mph) (Elemental: Heat/Fire, -10%; Super, -10%) [40]; Extra Attack 2 [50]; Flight (Elemental: Heat/Fire, -10%; Super, -10%) [32]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Invisibility (Affects Machines, +50%; Can Carry Objects, Heavy Encumbrance, +100%; Switchable, +10%; Psionic, -10%) [100]; Legal Enforcement Powers 3 [15]; Military Rank 6 [30]; Mimicry (Voice Library, +50%) [15]; Modular Abilities (Cosmic Power: Force Constructs) (Points of Abilities: 50; Physical Only, +50%; Trait Limited: Advantages Only, -10%; Psionic, -10%) [650]; Skrull [196]; Status 5 [10†]; Stretching 4 (Super, -10%) [22]; Subsonic Hearing [5]; Super Jump 1 (Bouncing Only, -50%; Super, -10%; Alternative Ability, ×1/5) [1]; Super ST +13/+300 (Nuisance Effect: Rocky Skin, -5%; Super, -10%) [501]; Temperature Control 20 (Heat, -50%; Increased Range (×10), +30%; Super, -10%) [70]; Temperature Tolerance 160 [160]; Telekinesis 30 (Psionic, -10%; Alternative Ability, ×1/5) [27]; Unfazeable [15]; Very Fit [15]; Wealth (Filthy Rich) [50].

Perks: Cotton Stomach [1]; Ignition [1]; Illumination [1]; Striking Surface (Switchable) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (Skrull Military) (15) [-15]; Enemy (Queen R'Kill; Less Powerful; Rival) (9) [-2]; Honesty (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Skrulls) [-15].

Quirks: Broad-Minded [-1]; Dual Identity [-1]; Enamored With Princess Anelle [-1]; Loves His Country, Hates His Government [-1]; OUCH! [-1].

Skills: Administration (A) IQ+0 [2] – 12; Artillery/TL11 (Guided Missile) (A) IQ+1 [4] – 13; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 15; Climbing (A) DX+4 [1] – 18‡; Electronics Operation/TL11 (Force Shields) (A) IQ+1 [4] – 13; Electronics Operation/TL11 (Sensors) (A) IQ+1 [4] – 13; First Aid/TL11 (Skrulls) (E) IQ+0 [1] – 12; Force Sword (A) DX+0 [2] – 14; Free Fall (A) DX+0 [2] – 14; Gunner/TL11 (E) DX+0 [1] – 14; Innate Attack (Beam) (E) DX+2 [4] – 16; Innate Attack (Projectile) (E) DX+2 [4] – 16; Intelligence Analysis/TL11 (H) IQ+1 [8] – 13; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Leadership (A) IQ+3 [2] – 15§; Navigation/TL11 (Hyperspace) (A) IQ+0 [2] – 12; Navigation/TL11 (Space) (A) IQ+0 [2] – 12; NBC Suit/TL11 (A) DX+0 [2] – 14; Observation (A) Per-1 [1] – 14; Piloting/TL11 (Aerospace) (A) DX-1 [1] – 13; Piloting/TL11 (High-Performance Spacecraft) (A) DX-1 [1] – 13; Savoir-Faire (Military) (E) IQ+2 [4] – 14; Shield (Force) (E) DX+0 [1] – 14; Shiphandling/TL11 (Starship) (H) IQ+1 [8] – 13; Soldier/TL11 (A) IQ+1 [4] – 13; Spacer/TL11 (E) IQ+0 [1] – 12; Stealth (A) DX+0 [2] – 12; Strategy (Interstellar) (H) IQ+0 [4] – 12; Strategy (Space) (H) IQ+0 [4] – 12; Tactics (H) IQ+2 [12] – 14; Throwing (A) DX+0 [2] – 14.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +13/+300 from Super ST.

† Includes +2 from Military Rank and +1 from Wealth.

‡ Includes +5 from Double-Jointed.

§ Includes +3 from Charisma.

Role-Playing Notes:

Kl'rt is an honorable man who, while enjoying the powers he has been given, is not always pleased with his orders on how to use them. He is a career soldier who sees himself as the hero of the Skrull Empire, despite the horrors of war he's seen over the years. Despite his power, he does not desire the throne himself, not caring for court politics. He would much rather be on the front lines in the Kree-Skrull Wars or defending his people against actual threats (such as many natural disasters) than engage in numerous schemes on some backrocket world against people he respects and thinks are no actual threat to the Skrull Empire.

Design Notes:

1. This build, and the High TL trait in the Skrull racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. In any cosmic campaign, the campaign would likely be considered a TL 11 setting, reducing his point cost by 15 points and increasing his Starting Spending Money to \$1,500,000.
2. Military Rank is built from ***Social Engineering: Pulling Rank***, treating the Skrull Empire as a base 30-Point Patron (large political entity), with Kl'rt pulling in assistance on a 3d roll of 9 or less. It does *not* indicate how many subordinates he has under him.

TASKMASTER

Villain

Real Name: Unrevealed.

Occupation: Martial arts instructor, trainer of criminals.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None known.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Head of his own training academy for criminals.

Base of Operations: Weehawken, New Jersey; formerly Queens, New York.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The full origins of the man known as the Taskmaster is unknown. He claims to have discovered his ability to perfectly replicate the fighting moves of anyone he sees on the first try, which he refers to as "photographic reflexes", while in his youth, which led him to try his hand as a costumed mercenary.

As an adult, Taskmaster fought alongside a number of other criminals and mercenaries against the team known as the Shadowguard on a number of occasions before disappearing from public view. The public and authorities initially believed he had retired, and in a way he had. Instead of taking the full risks himself, Taskmaster opened up a martial arts dojo in Weehawken, New Jersey, across the Hudson River from Hell's Kitchen, Manhattan, where he began to train the next generation of criminals and mercenaries. Among those known to be graduates of his "academy" are Crossbones and Diamondback, both of whom have fought Captain America on numerous occasions (see *Captain America*; *Crossbones*; *Diamondback*). He also seems to have a rivalry with Georges Batroc, the reason for which is presently unknown (see *Batroc, Georges*). In addition to his Weehawken dojo, he owns a number of other dojos around the tri-state area which he uses to recruit new talent.

Taskmaster first came into direct conflict with the Captain America when the Captain's young protege, Rikki Buchanan, a former juvenile delinquent, was approached to join one of his "satellite academies" in her native Queens (see *Bucky*). Bucky was personally tutored for a short time by Taskmaster, but when she was asked to commit a crime to proceed to the next lesson, she rebelled and turned her knowledge of his activities over to the Captain and his SHIELD liaison, Sharon Carter, who moved in to apprehend Taskmaster (see *Carter, Sharon*; *SHIELD*).

Bucky and Carter soon traced Taskmaster's main operations to his New Jersey dojo. Expecting that they'd run into a number of advanced trainees as well as facing Taskmaster himself, Captain America hired Batroc, Diamondback, and the Swordsman to assist in bringing Taskmaster to justice (see *Swordsman*). Taskmaster fought and held off both Captain America and Batroc at the same time using their own moves against them before being arrested.

While in prison, Taskmaster was approached by SHIELD director Henry Gyrich to assist in training a new special SHIELD agent, whose name was never revealed (see *Gyrich, Henry Peter*).

Taskmaster was last seen cleaning up his Weehawken dojo, having apparently been released on bail, presumably with Gyrich's aid. His plans for future activities are unknown.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue-black bodysuit with brown lower sleeves and collar, white gloves, white boots, white hooded cloak that is brown on the inside, white full-face mask with a skeleton motif, brown belt and bandoleer with a number of pouches.

Strength Level: Taskmaster possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.



Known Superhuman Powers: Taskmaster possesses an apparently unique ability known as "photographic reflexes", enabling him to replicate any movement he sees, either in person or from video footage, while in the realm of his physical capability. This latter part means that while he has studied and replicated Spider-Man's acrobatics, he cannot perform them at the same speed.

Other Abilities: Taskmaster is a superb hand to hand combatant and a marksman with all conventional firearms. He has also become a very effective teacher.

Paraphernalia: Taskmaster has been known to use a number of weapons, including but not limited to a steel broadsword, a round circular throwing shield with a similar weight and design as Captain America's (though nowhere near as durable), a pair of batons, and a selection of personal handguns.

Limitations: Taskmaster claims his photographic reflexes have interfered with other parts of his memory; he claims he only remembers his own name by looking at his driver's license on a regular basis, and did not remember teaching Diamondback. He claims the only reason he remembers his rivalry with Batroc is because he remembers Batroc through remembering his moves. Whether there is any truth to these claims is uncertain.

720 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 12 [5]; Per 12 [5]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11 (14).

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Enhanced Block 3 (Accessibility: Only When Using ModAb, -10%) [14]; Enhanced Dodge 3 (Accessibility: Only When Using ModAb, -10%) [41]; Enhanced Parry (All Parries) (Accessibility: Only When Using ModAb, -10%) [27]; Extra Attack 1 (Accessibility: Only When Using ModAb, -10%) [23]; Gunslinger (Accessibility: Only When Using ModAb, -10%; Alternative Ability, $\times 1/5$) [5]; Hard to Kill 3 [6]; Hard to Subdue 1 [2]; Heroic Archer (Accessibility: Only When Using ModAb, -10%; Alternative Ability, $\times 1/5$) [4]; High Pain Threshold [10]; Modular Abilities (Super-Memorization) (3 1-point slots) (Physical Only, +50%; Trait-Limited: Perks Only, -40%; Savant, -10%) [24]; Modular Abilities (Super-Memorization) (4 12-point slots, 2 5-point slots) (Physical Only, +50%; Trait-Limited: Skills (and Techniques) Only, -10%; Savant, -10%) [266]; Perfect Balance [15]; Trained By A Master (Accessibility: Only When Using ModAb, -10%; Alternative Ability, $\times 1/5$) [6]; Very Fit [15]; Weapon Master (Varies) (Accessibility: Only When Using ModAb, -10%) [32].

Perks: Cloaked [1].

Disadvantages: Absent-Mindedness [-15]; Amnesia (Partial) [-10]; Code of Honor (Pirate's) [-5]; Hidebound [-5]; Overconfidence (12) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Bad With Names [-1]; Closet Fan (*The Hunger Games*) [-1]; Vague Answers [-1]; Will Train Anyone If Paid [-1].

Skills: Acrobatics (H) DX+2 [8] – 16*; Climbing (A) DX+0 [1] – 14*; Electronics Operation/TL8 (Media) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Hiking (A) HT-1 [1] – 13; Judo (H) DX+2 [12] – 16; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Lifting (A) HT-1 [1] – 13; Running (A) HT-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Teaching (A) IQ+1 [4] – 12; Throwing (A) DX+1 [4] – 15; Urban Survival (A) Per+1 [4] – 13; Wrestling (A) DX+2 [8] – 16.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

Role-Playing Notes:

Taskmaster is typically overconfident in his ability to fight anyone using their own moves against them. He also suffers from periodic memory loss, which sometimes manifests itself as him appearing somewhat scatterbrained as a result.

Real Name: Benjamin J. Grimm.

Occupation: Adventurer, starship pilot, former aircraft test pilot, former astronaut.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Brooklyn, New York.

Marital Status: Single.

Known Relatives: Petunia (aunt).

Group Affiliation: Fantastic Four; formerly the Yancy Street Gang, the United States Air Force, and NASA.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Ben Grimm grew up in the slums of Brooklyn, New York. As a youth, he fell in with the Yancy Street gang, committing petty thefts and harassing the police, although they were careful never to cross the line into outright criminal behavior.

Ben's dream from a young age was to become an astronaut. Realizing that this dream wasn't possible while a gang member, Grimm entered college on an Air Force ROTC scholarship. While in college, he was roommates with Reed Richards and Victor von Doom. Reed and Ben became close friends, and when Reed explained that he was working on a faster-than-light stardrive, Ben half-jokingly volunteered to fly the prototype, should Reed ever get one working (see *Doctor Doom; Mister Fantastic*).

After college, Ben Grimm became an officer in the United States Air Force, where he became one of their top test pilots. When the opportunity came for a transfer to NASA, to fly the space shuttle, Ben applied and was accepted for astronaut training.

While at NASA, Ben was surprised to find out that his old friend from college, Reed Richards, had in fact managed to design a faster-than-light stardrive. Ben was involved in the *Fantastic* project from the start, as Reed held Ben to his promise from college (truth be told, Reed couldn't keep Ben off the project if he tried). Ben was also instrumental in designing and building both the drive and the modifications to the space shuttle frame that would serve as the test bed (see *The Fantastic*).

During the maiden flight of the *Fantastic*, Ben, along with the others on the crew, was bombarded with unusual radiation that the ship's radiation shielding was unable to completely withstand. As a result of this, Ben found himself changing into something he called a "thing" (Johnny Storm, one of the others affected by the radiation, has pegged him with the superhero name of "The Thing" as a result; see *Human Torch*).

Ben has not yet fully adjusted to being a "freak", as he puts it, and is working with Reed and others to try and reverse the transformation. Reed theorizes that Ben should be able to change back and forth from human to "Thing", but some unknown factor which he has not yet uncovered is preventing this change from happening. The Mole Man, who has also studied Ben's mutation (under Reed's close scrutiny), has theorized that the factor is purely mental (see *Mole Man*).

Height: 6'.

Weight: 500 lbs.

Eyes: Blue.

Hair: None.



Uniform: Black pants, black belt with a white 4 on the buckle, white boots, occasionally adds a black tank top.

Other Distinguishing Features: The Thing's entire body has been altered, giving him a stony exterior that resembles orange rocks. In addition, his hands only have four fingers (including the opposable thumb) instead of the standard five; during his initial transformation, his ring and pinkie fingers merged. He also lacks external ears.

Strength Level: The Thing possesses superhuman strength, enabling him to lift (press) 80 tons.

Known Superhuman Powers: Ben's Grimm possesses superhuman strength and a thick, rocky outer layer of skin that provides a tremendous amount of protection from damage, rendering him nearly invulnerable from most forms of damage.

Other Abilities: Ben Grimm is a trained astronaut and aircraft test pilot with several Masters of Engineering degrees.

1,284 points

Attributes: ST 33/320 [100*]; DX 12 [40]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 3d+2/6d (33d/35d); BL 218 lbs. (20,480 lbs/10.25 tons); HP 33 [0]; Will 12 [0]; Per 13 [5]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 5 [-5]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Damage Resistance 45 (Can't Wear Armor, -40%; Hardened +1, +20%) [180]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Hot Pilot 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction: /10; Homogenous) [190]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Pressure Support 3 [15]; Security Clearance (NASA) ("Need to Know" Access to a Narrow Range of Secrets) [5]; Super ST +13/+300 [520]; Super Throw 2 [20].

Perks: Alcohol Tolerance [1]; Courtesy Military Rank (USAF Major) 4 [4]; Non-Protective Clothing [1]; Penetrating Voice [1]; Sanitized Metabolism [1]; Striking Surface [1].

Disadvantages: Addiction (Tobacco) [-5]; Bad Temper (9) [-15]; Chronic Depression (12) [-15]; Code of Honor (Soldier's) [-10]; No Sense of Smell/Taste [-5]; On The Edge (9) [-22]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Dislikes Being "Different" [-1]; Expression ("IT'S CLOBBERING TIME!") [-1]; Likes Playing the Role of the "Big Dumb Brute" [-1].

Skills: Boxing (A) DX+4 [16] – 16; Breath Control (H) HT [4] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 13; Engineer/TL8 (Aerospace) (H) IQ+1 [8] – 13; Engineer/TL8 (High-Performance Aircraft) (H) IQ+1 [8] – 13; Engineer/TL8 (Low-Performance Spacecraft) (H) IQ+1 [8] – 13; Engineer/TL8 (Rockets) (H) IQ+1 [8] – 13; Forced Entry (E) DX+0 [1] – 12; Free Fall (A) DX+3 [4] – 15†; Gunner/TL8 (Machine Gun) (E) DX+3 [2] – 15‡; Guns/TL8 (Rifle) (E) DX [1] – 12; Leadership (A) IQ-1 [1] – 11; Mathematics/TL8 (Applied) (H) IQ+3 [8] – 13; Navigation/TL8 (Air) (A) IQ+4 [8] – 18‡§; Navigation/TL8 (Space) (A) IQ+3 [3] – 17†‡; Piloting/TL8 (Aerospace) DX+4 [3] – 16‡#¥; Piloting/TL8 (High-Performance Airplane) DX+4 [4] – 16‡¥; Piloting/TL8 (Low-Performance Spacecraft) DX+4 [4] – 16‡¥; Shiphandling/TL8 (Spaceship) (H) IQ+1 [8] – 13; Soldier/TL8 (A) IQ+1 [4] – 13; Spacer/TL8 (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13; Throwing (A) DX+1 [4] – 13; Urban Survival (A) Per+1 [4] – 14; Vacc Suit/TL8 (A) DX+1 [4] – 13.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +13/+300 from Super ST

† Includes +2 from 3D Spatial Sense.

‡ Includes +2 from Hot Pilot

§ Includes +3 from 3D Spatial Sense

Defaulted from Piloting (High-Performance Airplane)

¥ Includes +1 from 3D Spatial Sense

Role-Playing Notes:

Ben Grimm is intensely loyal to his adopted family, the Fantastic Four. He's still coming to terms with his new form; this has led him to engage in actions which would have killed him long ago if it wasn't for his powers. However, do *not* threaten Reed, Sue, or Johnny, or "papa bear gets angry" and "it's clobbering time!"

THOMPSON, FLASH

Supporting Cast

Real Name: Eugene "Flash" Thompson.

Occupation: College student, attending on a football scholarship.

Identity: Flash Thompson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Eugene Thompson, "Flash" to most of his friends and acquaintances, was the local high school sports star and resident bully. As a child in elementary school, he was friends with Peter Parker, but later became Peter's school nemesis until their senior year. Part of the hostility he exhibited towards Peter was peer pressure – as a "jock", he felt obligated to pick on the "nerds" like Pete. Another part of the hostility was because of a rumor about his nickname – Pete once joked that it wasn't because of Flash's speed as a kid, with implications that greatly embarrassed Flash.

Since graduating high school, Flash has matured greatly. He is currently attending Empire State University on sports scholarships, and has actually renewed his friendship with Pete. Flash is also a fan of Spider-Man's, and although unaware that Pete and Spidey are the same person, has occasionally worn a spare Spider-Man outfit when Spidey and Pete needed to be seen at the same time or when proving that it could be anyone underneath the mask (see *Spider-Man*). To his chagrin, some of the folks at ESU are starting to think that Flash is Spidey.

Height: 6' 2".

Weight: 195 lbs.

Eyes: Blue.

Hair: Reddish blond.

Uniform: None.

Strength Level: Flash Thompson has the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Flash is a gifted all-around athlete, with a basic knowledge of hand to hand combat.

125 points

Attributes: ST 13 [30]; DX 12 [40]; IQ 10 [0]; HT 12 [0].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15];

Hard to Subdue 3 [6]; High Pain Threshold [10]; Natural Athlete 2 [20]; Very Fit [15].

Perks: Style Familiarity (Boxing) [1]; Style Familiarity (Submission Wrestling) [1].

Disadvantages: Code of Honor (Personal) [-5]; Compulsive Carousing (12) [-5]; Easy to Read [-10]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends) [-5]; Wealth (Struggling) [-10].

Quirks: Arrogant [-1]; Chauvinistic [-1]; Proud [-1]; Secretly Likes Romance Novels [-1].

Skills: Boxing (A) DX-1 [1] – 11; Boxing Sport (A) DX-1 [1] – 11; Carousing (E) HT+0 [1] – 12; Climbing (A) DX-1 [1] – 11; Connoisseur (Romance Novels) (A) IQ-1 [1] – 9; Jumping (E) DX+2 [1] – 14*; Lifting (A) HT+1 [1] – 13*; Savoir-Faire (Dojo) (E) IQ+0 [1] – 10; Sports (American Football) (A) DX+1 [1] – 13*; Sports (Baseball) (A) DX+1 [1] – 13*; Sports (Basketball) (A)



DX+1 [1] – 13*; Sports (Hockey) (A) DX+1 [1] – 13*; Swimming (E) HT+2 [1] – 14*; Throwing (A) DX+1 [1] – 13*; Wrestling (A) DX-1 [1] – 11; Wrestling Sport (A) DX-1 [1] – 11.
Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +2 from Natural Athlete.

Role-Playing Notes:

Flash is basically a good man who feels he was "forced" to become the stereotypical bullying jock during high school. Now that he's in college, he feels he's able to be the person he is rather than the person his friends expect him to be. He's surprising himself greatly. He comes off as arrogant and condescending at times, due to habits picked up during high school, but his actions have spoken of an inner nobility that's laid buried until recently. Even Peter is impressed with his old school nemesis.

THOR

Hero

Real Name: Thor Odinson.

Occupation: God of thunder, warrior, adventurer, construction worker.

Identity: Publicly known; however, the general public of Earth does not believe he is the actual Norse god. His identity as Siguard Jarlson is secret.

Legal Status: Prince of Asgard.

Other Aliases: Siguard Jarlson, Freyja (don't ask him about it).

Place of Birth: Asgard.

Marital Status: Married, separated.

Known Relatives: Odin (father), Jörd (also known as Fjörgyn, mother), Frigga (step-mother), Sif (wife, separated), Magni, Modi (sons by Iarnsaxa), Thrud (daughter), Uller (half-brother, step-son), Balder, Hoder, Heimdall, Vidar, (half-brothers), Loki (foster brother), Freyja (adopted sister), Nanna (sister-in-law; Balder's wife), Ve, Vili (uncles, presumed deceased), Bør (grandfather, presumably deceased), Buri (great-grandfather, presumably deceased).

Group Affiliation: Gods of Asgard, Avengers.

Base of Operations: Asgard; Houston, Texas.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1.

History: Thor is the Norse god of thunder, one of the extradimensional beings from the realm of Asgard (see *Asgard*). He is the son of Odin, ruler of the gods, and the earth goddess Jörd (or Fjörgyn), who may in fact be Gaea, the embodiment of the life force of Earth (which the Asgardians call "Midgard", or "Middle-Earth") (see *Asgardians*; *Gaea*; *Odin*).

Thor gained his uru hammer, Mjolner, as a result of his foster brother Loki's machinations. One of Loki's pranks had gone too far, and Thor's wife, Sif, had her golden tresses shaved off (see *Loki*; *Sif*). Thor, knowing that only one person in the Nine Worlds could have both dared the deed and pulled it off with that level of cunning, approached Loki with his usual level of subtlety and tact: he pummeled Loki mercilessly until Loki agreed to find a replacement of real, golden hair for Sif. Loki turned to the dwarves of Nidavallir, who made the hair on what amounted to simply empty promises. Loki then managed to con the dwarves into attempting to outdo the golden hair; one of the prizes Loki presented to the gods was Mjolner, upon which Odin laid several enchantments and awarded to Thor. Thor was so pleased with both Sif's new hair and Mjolner that he forgave Loki on the spot. (The trickster god isn't sure which Thor loves more: Sif or Mjolner.) At the time, Thor was unaware that Loki interfered with Mjolner's creation, resulting in its shortened handle.

At one point, Thor's hammer was stolen from him. With Loki's aid, he discovered the culprit: a storm giant from Jotunheim. Loki, being the offspring of giants himself, was sent forth to bargain for the hammer's return. The giant said that the hammer would be returned if Freyja, considered by nearly everyone as the most beautiful of goddesses, was to marry him (see *Freyja*). Freyja, however, flatly refused, despite Thor's undignified pleading. On the advice of Heimdall, Thor disguised himself as Freyja, and Loki disguised himself as "Freyja's" handmaiden – mostly to help Thor maintain the charade (see *Heimdall*). Disguised as such, Thor, as "Freyja", was welcomed to the giant's home. During the celebration, the hammer was placed in "her" hands; Thor then slew every giant in the room. As he considers himself the epitome of Norse warrior ideals, he doesn't like to talk about this incident. At all.

Thor is destined to die during Ragnarok, the epic battle that signifies the end of the world in Norse mythology. During the battle, Thor fated is to slay Jormungand (aka the Midgard Serpent), the monstrous offspring of Loki and the giantess Angrboda whose serpentine body reportedly encircles the Earth (see *Midgard Serpent*). However, after he slays the Serpent, Thor will not take more than nine steps before Jormungand's venom runs its course and kills him. Because of this knowledge, Thor is reckless in battle, taking risks that would frighten others. He has no concept of his own safety.

After the worship of the Asgardian gods faded on Earth, due to the rise of Christianity in northern Europe, Thor found himself growing bored. As a result, he grew even more bad tempered and sullen, to the point where Sif walked out on him, taking their daughter Thrud and his sons Magni and Modi (who had a different mother) with her; Sif's son Uller, who is incidentally also Thor's



half-brother, had already reached adulthood at the time of this incident (see *Magni and Modi; Thrud*). As punishment for this, Odin cast a spell which shifted Thor to Earth in the guise of a mortal, Siguard Jarlson, where Thor's blue-collar ways landed him a job as a construction worker in Houston, Texas.

During a recent demolition of a building, which led to Thor, as Jarlson, being trapped in a basement and in danger of physical death, Odin dropped Mjolner into Jarlson's hands. Upon striking Mjolner against the ground, Jarlson discovered his true identity.

Since then, Thor has become a founding member of the Avengers (see *Avengers*). In addition, he has discovered that other Asgardians are also on Earth, including Loki, Sif, Heimdall, Balder, Tyr, Freyr, and Freyja (see *Balder; Freyr; Tyr*). Some, he has found to be allies; others, enemies. And some, like Sif and Loki, he's not too sure about right now.

Ironically, Thor's more public actions have led to an underground revival of worship of the Norse gods.

Height: 6'.

Weight: 825 lbs.

Eyes: Blue.

Hair: Red.

Other Distinguishing Features: Thor has a piece of flint embedded in his forehead from an ancient duel. His helmet usually hides this.

Uniform:

Strength Level: Thor possesses superhuman strength far beyond that normally possessed by Asgardians. Thor can lift (press) over 100 tons. Thor is *not* the strongest Asgardian; that honor belongs to his son Magni, who is naturally able to lift (press) 500 tons.

Known Superhuman Powers: In addition to his superhuman strength, Thor possesses the other attributes possessed by the Asgardian people gods. He is able to withstand a great deal of punishment, is immune to all terrestrial diseases, and ages at a very slow rate.

Other Abilities: Thor is a skilled warrior, specializing in the use of his enchanted warhammer.

Weapons: Thor's warhammer, Mjolner, is made from the unbreakable metal uru, which is found only in the mines of Nidavallir, the realm of the dwarves. Due to Loki's interference during its creation, the handle is shorter than usual; Thor has added a strap to the end of the hammer to aid in its use. When spun by its strap, the hammer is capable of deflecting bullets.

Mjolner's main enchantment is its ability to return to its owner when thrown. Thor occasionally throws the hammer and immediately grabs the strap as it leaves his hand, enabling him to "fly". Other enchantments increase its accuracy, damage, and its ability to parry blows. Odin has since given Mjolner one additional enchantment: it is able to transform Thor into his mortal identity, Siguard Jarlson, and back again when struck on the ground. This enchantment will not cause Mjolner to grant Thor's powers to anyone who is not Thor, should someone else strike the hammer on the ground.

Mjolner is enchanted to let its wielder cast a number of spells dealing with storms and lightning.

Contrary to past depictions, anyone with the right amount of strength can lift Mjolner.

Paraphernalia: Thor occasionally uses an enchanted belt which doubles his already prodigious strength, increasing his strength to enable him to lift (press) in excess of 200 tons. He also wears an insulated gauntlet on his right hand which has been enchanted to always cool whatever it touches, as Mjolner can occasionally reach temperatures in combat that would melt lead and severely scar anyone who touches it.

Thor: Rock trolls fall before the might of Mjolner. I fear this brute won't be as obliging.

– *Ultimate Avengers: the Movie*

1,728 points

Attributes: ST 67/354 [350*+]; DX 13 [60]; IQ 9 [-20]; HT 15 [50].

Secondary Characteristics: Dmg 8d/10d (36d/38d); BL 989 lbs. (25,063 lbs./12.5 tons); HP 67/354 [0]; Will 14 [25]; Per 12 [15]; FP 15 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Air Move 14 [0]; Dodge 11.

Languages: English (Accented) [4]; Old Norse (Native) [0].

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Absolute Direction [5]; Alternate Form: Siguard Jarlson (Trigger: Striking Mjolner Against The Ground, -20%; Reduced Time 4 (1 second), +80%; Divine, -10%) [23]; Asgardian God [575]; Claim to Hospitality 3 [5]; Combat Reflexes [15]; Enhanced Block 3 [15]; Enhanced Parry (Axe/Mace) 3 [15]; Flight (Cannot Hover, -15%; Controlled Gliding, -45%; Gadget/Can Be Stolen: Must be Forcefully Removed, Does Not Work For Thief -5%; Gadget/Unique, -25%) [8]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10 (Limited: Crushing Attacks Only), -40%) [45‡]; Legal Enforcement Powers 2 (Informal, -10%) [5]; No Low TL +5 [25]; Pickaxe Pendant 4 [20]; Signature Gear: Mjolner [308]; Single-Minded [5]; Status 6 [30]; Super ST +13/+300 [80‡]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Weapon Master: Mjolner [20].

Perks: Named Possession [1]; Weapon Bond [1].

Disadvantages: Alcoholism [-15]; Bad Temper (9) [-15]; Bloodlust (12) [-10]; Code of Honor (Norse) [-5]; Compulsive Carousing (9) [-7]; Gluttony (6) [-10]; Hidebound [-5]; Impulsiveness (6) [-20]; Intolerance (Giants) [-5]; Lecherousness (12) [-15]; No Extended Lifespan [-10]; On the Edge (6) [-30]; Overconfidence (6) [-10]; Reputation -2 (For Brutality; Almost Everyone; All the Time) [-5]; Secret Identity (Serious Embarrassment) [-5]; Selfless (12) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Distinctive Feature: Piece of Flint In The Forehead [-1]; Like Heavy Metal Rock [-1]; Likes Thick Brews [-1]; Misses His Family [-1].

Skills: Axe/Mace (A) DX+12 [32] – 25§; Brawling (E) DX+3 [8] – 16; Driving/TL8 (Construction Equipment) (A) DX-1 [1] – 12; Professional Skill/TL8 (Construction Worker) IQ+1 [4] – 10; Riding (Equines) DX-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [2] – 10; Shield (E) DX+3 [8] – 16; Soldier/TL3 (A) IQ+1 [4] – 10; Streetwise (A) IQ+1 [4] – 10; Thrown Weapon (Axe/Mace) (E) DX+12 [28] – 25§; Two-Handed Axe/Mace (A) DX+12 [12] – 25#.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes ST +9 from Asgardian God.

† Includes Super ST +11/+150 from Asgardian God.

‡ Upgraded from Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) in Asgardian God.

§ Includes +4 from Pickaxe Pendant.

Defaulted From Axe/Mace.

Role-Playing Notes:

Thor is somewhat simple-minded. He has a rash temper, and is prone to act before thinking of the consequences. This has gotten him into trouble a number of times. His responses to threats are predictable: hit it with Mjolner. Thor *has* learned to temper his Norse warrior ways to better fit in with modern society, and he actually enjoys his construction work as he's found he enjoys occasionally building things rather than always destroying them. He doesn't always agree that the criminals he faces should be left alive, but he admits that times have changed.

Mjolner

Despite being called a "warhammer", Mjolner is built as a mace (page B274), with the weight adjusted to account for the thrice as dense matter of the Asgardian plane.

AXE/MACE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
3	Mjolner	cr	1, 2*	U	??	21	13

Enchantments:

Accuracy +3

Defending Weapon +3

Defending Shield +3

Graceful Weapon

Loyal Sword

Puissance +3

Design Notes:

1. I am working to redo Thor to match the updated Asgardian profile. It's a greater struggle than many would think.

Real Name: Thrud Thorsdotter, Anglicized from Þrúðr.

Occupation: College student, apprentice Valkyrie.

Identity: Thrud's existence on Earth is public knowledge, though very few believe she really is the Thrud of myth. Her mortal identity of Trudy Nordstrom is known only to a select few, though she makes no effort to keep the two separate.

Legal Status: Princess of Asgard; as Trudy Nordstrom is legally a citizen of the United States; no criminal record in either identity.

Other Aliases: Trudy Nordstrom.

Place of Birth: Asgard.

Marital Status: Single.

Known Relatives: Thor (father), Sif (alias Violet Nordstrom, mother), Uller, Magni, Modi (half-brothers), Loki (adopted uncle), Freyja (adopted aunt), Tyr, Heimdall, Balder, Hoder, Vidar (uncles), Odin (grandfather), Jörd (also known as Fjörgyn, grandmother), Frigga (step-grandmother), Bør (great-grandfather, presumably deceased), Buri (great-great-grandfather, presumably deceased), Eisa (step-cousin), many other notable Aesir.

Group Affiliation: Gods of Asgard, Valkyries of Asgard, University of Houston Women's Basketball Team.

Base of Operations: Houston, Texas; Asgard.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

History: By all accounts, Thrud was born centuries ago in Asgard to Thor and his wife, Sif (see *Asgard*; *Sif*; *Thor*). As she grew older, she exhibited several traits that showed through in her father's giant heritage, standing much taller than most gods, which often led her to be classified a giantess herself by some mythographers, though she was always counted among the Aesir due to her parentage (see *Asgardians*). Growing up, she was always a "daddy's tomboy", preferring the sword and shield over the so-called "womanly arts". At a young age, she was selected to be trained as a Valkyrie, and was tutored in the warrior arts by Brunnhilde, the most skilled of the Valkyrior (see *Valkyrie*).

When Sif walked out on her husband, Thrud decided to go with her mother, though she remained in regular contact with her father until he disappeared from Asgard. Thrud soon learned from Heimdall what had happened, and told her family (see *Heimdall*). When Sif chose to relocate to Midgard – what the Asgardians call Earth – she took Thrud and Thor's sons Magni and Modi with her (see *Magni and Modi*).

Still appearing as a young woman in her early 20s and wishing to learn more about Midgard and mortal life, Thrud commissioned a golden girdle from the Dwarves Eitri and Brokk of Nidavallir – descendants of the Dwarves of the same names who had forged Thor's hammer Mjolnir – to limit her strength when worn, and then using the papers provided by Sif when establishing their mortal identities to enroll at the University of Houston as a student, using the name Trudy Nordstrom. Due to her height and athletic nature, she was essentially drafted into their women's basketball team as their starting center.

Thrud has occasionally come to her father's assistance in his exploits, and has had a number of exploits of her own or alongside her brothers. She has a long-standing rivalry with her step-cousin Eisa, daughter of Loki, who has assisted Loki on several occasions (see *Loki*).

Height: 7' 8".

Weight: 824 lbs.

Eyes: Blue.

Hair: Reddish-brown.

Uniform: None.

Strength Level: Thrud possesses the normal superhuman strength of an Asgardian goddess/giantess of her age, height, and build who engages in intensive regular exercise. She is estimated to be able to lift (press) roughly 50 tons.



Known Superhuman Powers: Thrud possesses the standard attributes of an Asgardian goddess of her stature. Owing to her parentage, she is more durable than most other Asgardians, being immune to most conventional weaponry even without armor. As a Valkyrie, she has the ability to see a "death aura" around those who are soon going to die without assistance; Thrud does not have the ability yet to tell the reason for death.

Other Abilities: Thrud is a skilled athlete, swordswoman, spear-fighter, and horse rider.

Weapons and Paraphernalia: Thrud owns a sword and circular shield made of uru, but these weapons have not exhibited any magical properties beyond being unbreakable; her sword, however, has been named Mektigeslag, which hints at magical properties. As a Valkyrie, she is permitted to wear a suit of mail made of Asgardian steel, which she often wears with a blue cloak. In her identity as Trudy Nordstrom, Thrud wears an enchanted golden girdle around her waist which limits her strength to that of a human of her age, height, and build (which is still fairly prodigious).

1,500 points

Attributes: ST 62/250 (Size, -10%) [81*]; DX 13 [60]; IQ 11 [20]; HT 15 [50].

Secondary Characteristics: SM +1; Dmg 7d+1/9d+2 (26d/28d); HP 62 [0]; Will 11 [0]; Per 11 [0]; FP 15 [0]; Basic Speed 7.00 [0]; Basic Move 8 [0]; Dodge 11.

Languages: Old Norse (Native) (Native Language) [0]; English (Accented) [4].

Cultural Familiarities: Asgardian [0]; Western [1].

Advantages: Ally (Asgardian Flying Horse; 25% Starting Points) (15) [3]; Appearance (Beautiful) [8†]; Asgardian God [564‡]; Combat Reflexes [15]; Damage Resistance 40 (Tough Skin, -40%); [120]; Detect Death's Aura (Increased Range: Line-of-Sight, +70%; Reflexive, +40%; Sense-Based: Vision, -20%; Vague, -50%; Magical, -10%) [26]; Enhanced Block 3 [15]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 (Multi-Strike, +20%; Single Skill: Broadsword, -20%) [25]; Extra ST +31 (Size, -10%; Magical, -10%) [248]; Hard to Kill 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10 (Limited Defense: Crushing Attacks, -40%)) [45§]; No Low TL 5 [25]; Signature Gear (Sword and Shield) [14]; Social Regard (Feared; Valkyrie) 3 [15]; Special Rapport (Flying Horse) (Magical, -10%) [5]; Status 6 [25#]; Super ST +12/+200 (Size, -10%; Magical, -10%) [27¥]; Unaging [5]; Very Fit [15]; Wealth (Very Wealthy) [30]; Weapon Master (Valkyrie Weapons) [30].

Perks: Citizenship (United States) [1]; Fearsome Stare [1]; Focused Fury [1]; Named Possession (Sword, "Mektigeslag" ("Mighty Blows" in Norwegian) [1]; Rule of 15 [1]; Shield-Wall Training [1]; Style Familiarity (Armatura Equestris) [1]; Style Familiarity (Sword-and-Shield Fighting) [1]; Style Familiarity (Viking Spear Fighting) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Viking) [-5]; Enemy (Eisa, Daughter of Loki; Equal in Power; Rival) (9) [-5]; Gigantism [0]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5].

Quirks: Dual Identity [-1]; Proud [-1]; Sprinkles Battle Plans with Sports Jargon [-1]; Unimaginative [-1].

Skills: Animal Handling (Equines) (A) IQ+0 [2] – 11; Axe/Mace (A) DX+1 [4] – 14; Bow (A) DX+1 [4] – 14; Brawling (E) DX+1 [2] – 14; Broadsword (A) DX+3 [12] – 16; Climbing (A) DX-1 [1] – 12; Fast-Draw (Arrow) (E) DX+1 [1] – 14□; Fast-Draw (Sword) (E) DX+1 [1] – 14□; Hiking (A) HT-1 [1] – 14; Jumping (E) DX+1 [2] – 14; Kiai (H) HT-2 [1] – 13; Power Blow (H) Will+1 [8] – 12; Riding (Equines) (A) DX+0 [2] – 13; Running (A) HT-1 [1] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Shield (E) DX+3 [8] – 16; Spear (A) DX+3 [12] – 16; Sports (Basketball) (A) DX+0 [2] – 13; Swimming (E) HT+0 [1] – 15; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Spear) (E) DX+1 [2] – 14; Wrestling (A) DX+1 [4] – 14.

Techniques: Cavalry Training (Broadsword) (H) def+1 [2] – 15; Cavalry Training (Spear) (H) def+2 [3] – 16; Hands-Free Riding (Equines) (H) def+1 [2] – 12; Slam Dunk (Sports (Basketball)) (A) def+0 [0] – 10£.

Starting Spending Money: \$76,520 (20% of Starting Wealth, minus cost of a heavy mail hauberk built for SM +1)

* Includes +9 from Asgardian God, +31 from Extra ST, and +12/+200 from Super ST. With the Extra ST and Super ST negated by her girdle, she has ST 19, Dmg 2d-1/3d+1; BL 72 lbs.

† Upgraded from Appearance (Attractive) from Asgardian God.

‡ Adjusted from the standard Asgardian God template by applying "Size, -10%" to ST and Super ST.

§ Upgraded from Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) in Asgardian God.

Includes +1 level from Wealth.

¥ Replaces and upgraded from Super ST +11/+150 (Size, -10%) from the adjusted Asgardian God template.

∫ Upgraded from Extended Lifespan from Asgardian God.

□ Includes +1 from Combat Reflexes.

£ Includes +1 from SM.

Role-Playing Notes:

Thrud often comes across as a "trust fund jock", which when called on it will say, "it runs in the family." In her "mortal" identity, she doesn't hide the fact that she is Thor's daughter, though she is careful not to brag about it, either. In combat, she tends to be more reserved than her brothers or father, and has been known at times to sprinkle her battle talk with sports jargon, much to her parents' annoyance and brothers' amusement.

Design Notes:

1. Detect Death's Aura is priced as a Common "substance".
2. Unlike other Asgardians, I have put power modifiers on Thrud's Extra ST and Super ST in order to help describe how her girdle is able to suppress her strength. So far, I have not figured out how to charge for the girdle.
3. Social Regard (Feared) is from her status as a Valkyrie, and only applicable to Asgardians.
4. I had to basically invent the Slam Dunk non-combat technique, applying a -4 to Sports (Basketball), adjusted by SM.
5. In calculating Thrud's Signature Gear, I used the Orichalcum modifier from *Dungeon Fantasy 1: Adventurers* to simulate the Asgardian Dwarven metal uru. I also adjusted her gear for SM +1.

Real Name: Thundra.

Occupation: Warrior.

Identity: Publicly known, though the public does not believe she's from the future.

Legal Status: Citizen of the United Sisterhood Republic in a divergent 23rd Century.

Other Aliases: None.

Place of Birth: Greater Milago, United Sisterhood Republic.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: The following is what Thundra has related to others:

In the late 21st Century in a divergent future, the so-called "war of the sexes" turned literal, escalating into a worldwide biological warfare apocalypse that rendered 95% of the world population sterile. Thanks to the advanced genetic engineering capabilities of the time, the survivors managed to procreate by combining the DNA of the prospective parents regardless of gender, enabling those women who wanted nothing to do with men and men who wanted nothing to do with women to continue to pass on their beliefs to their engineered offspring.

By the time of the mid-23rd Century, civilization had somewhat stabilized, though wars continued to be fought. Thundra was born in the Greater Milago (Milwaukee-Chicago) Central Birthing Complex, the primary birthing complex of the United Sisterhood Republic, a female-dominated nation – comprised of much of the American Mid-West – where men were only bred as servants and entertainers. Engineered by the genetic engineers working the complex, Thundra was designed to be an "ultimate warrior", and sent to military training at the age of four. By the time she was twelve, she had already fought in dozens of campaigns against the U.S.R.'s primary opponent, the male-dominated nation of Machus to the east (Machus was said to dominate the northern Atlantic coastline of North America). She was promoted to an officer's rank when she was 18.

It has since been revealed that Machus and the USR utilize genetically engineered shock troopers of their chosen genders, who are taught propaganda from an early age regarding their own and their opposing nation's beliefs. The reality is that while a biological apocalypse did occur, it was not due to a "war of the sexes", but had other causes. In both Machus and the United Sisterhood Republic, men and women outside the military are equals, and the genetic engineering of the time enables hetero-, homo-, and trans-sexual couples to have children. Thundra, however, has not yet been informed that this is the case.

Somehow, the USR's intelligence network discovered that the men of Machus had discovered a time machine in the ruins of a building on an island called "Man Hattan". Thundra was charged with leading a commando team to find and destroy the time machine before Machus could use it to eliminate the USR before it formed. Thundra's team fought their way to the island and into the ruins; of a group of ten commandos, only Thundra survived. Seeing a chance to eliminate the threat of Machus for good, Thundra used the time machine herself. However, due to not knowing exactly when the cataclysm took place, Thundra set the controls to the wrong time period, plunging her back to the early 21st Century.

The world Thundra arrived in didn't make any sense to her! Men and women socialized openly; there was no hint of a war between the genders brewing. The gay and lesbian couples that were (to her) the norm in her time were in this strange world ostracized and struggling for equality, but not in open warfare. Men seemed to dominate, but many women were held as equals and held positions of power over men. She thought she'd gone mad. Still, she was determined to complete her mission; to keep Machus from ever forming, she had to make sure that the men of the world knew their place. Being a warrior, not a politician or social engineer, she decided the



best (possibly the only) route open to her was to find and humble the strongest man she could find in a public altercation. Learning of the Fantastic Four from a news report, she decided that Ben Grimm, the superhumanly powerful Thing, would be the perfect object lesson (see *Fantastic Four*; *Thing*).

Thundra fought the Thing twice, once in public in Times Square, besting him fairly both times, though she found she couldn't bring herself to kill him. That people cheered for the Thing even after he'd been beaten drove home just how different this world was; the cheers she received as well confused her, until Ben mentioned the public thought this was an exhibition match. Thundra later explained her history to the Fantastic Four; Reed Richards, leader of the Four, agreed to help her find her way home, but offered her a place to stay with them in the meantime (see *Mister Fantastic*). Deciding she needed to see more of this world and figure out what events led to the cataclysm – if it was indeed going to take place – Thundra agreed, and has moved into an apartment in the Baxter Building (see *Baxter Building*).

Thundra's activities since have gone unrecorded, but it's not likely that she'll remain out of the picture for long.

Height: 7' 2".

Weight: 400 lbs.

Eyes: Green.

Hair: Red.

Uniform: Red one-shoulder shirt, red pants with yellow lightning bolt designs on the side, black belt, yellow boots, red metallic armbands, silver tiara.

Strength Level: Thundra possesses superhuman strength enabling her to lift (press) roughly 80 tons.

Known Superhuman Powers: Genetically engineered for combat, Thundra possesses superhuman strength, endurance, agility, and durability. Her skin and musculature are durable enough to withstand getting shot by most combat pistols and assault rifles without breaking. Her body doesn't produce fatigue poisons as fast as a regular human's; she can exert herself at top performance for almost an hour before fatigue sets in. Her musculature is such that she can run at about 30 miles per hour, make incredible leaps, and throw objects farther distances than most others.

Other Abilities: Thundra is a highly skilled warrior, skilled in boxing, wrestling, and the martial arts of her time. While her military training included firearms training, she prefers not to use them in favor of weapons that utilize her physical strength.

1,380 points

Attributes: ST 30/315 [70*]; DX 17 [140]; IQ 11 [20]; HT 17 [70].

Secondary Characteristics: Dmg 3d/5d+2 (32d/34d); BL 180 lbs (20,098 lbs/10 tons); HP 30/317 [0]; Will 12 [5]; Per 13 [10]; FP 25 [24]; Basic Speed 8.50 [0]; Basic Move 10 [10]; Dodge 12.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: United Sisterhood Republic (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Born Soldier 2 [10]; Combat Reflexes [15]; Damage Resistance 20 (Tough Skin, -40%) [60]; Enhanced Move (Ground) 0.5 (Ground Move 15/30 mph) [10]; Flexibility [5]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: Two Skills, -60%; Chi, -10%) [12]; Injury Tolerance (Damage Reduction /3) [75]; Longevity [2]; Regeneration (Regular: 3 HP/hr) [25]; Super Jump 2 [20]; Super ST +13/+300 [520]; Super Throw 2 [20]; Trained By A Master [30]; Very Fit [15]; Zeroed [10].

Perks: Courtesy Military Rank 3 [3]; Fearsome Stare [1]; Huge Weapons (SM) 1 [1]; Improvised Weapons (Kusari) [1]; Patience of Job [1]; Power Grappling [1]; Style Familiarity (Bare-Knuckle Boxing) [1]; Style Familiarity (Combat Wrestling) [1]; Style Familiarity (Jujutsu) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Gullibility (15) [-5]; Impulsiveness (12) [-10]; Intolerance (Men) [-5]; Overconfidence (12) [-5]; Social Stigma (Uneducated) [-5]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Antitheist [-1]; Prone to Poor Decisions [-1]; Proud [-1]; Willfully Anachronistic [-1].

Skills: Acrobatics (H) DX+1 [8] – 18; Boxing (A) DX+3 [12] – 20; Brawling (E) DX+3 [8] – 20; Breaking Blow (H) IQ+1 [8] – 12; Climbing (A) DX+2 [1] – 19†; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 12; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 12; Fast-Draw (Flexible) (E) DX+1 [1] – 18‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+0 [1] – 17; Guns/TL8 (Rifle) (E) DX+0 [1] – 17; Hiking (A) HT+0 [2] – 17; Immovable Stance (H) DX-1 [2] – 16; Intelligence Analysis/TL8 (H) IQ+0 [4] – 11; Intimidation (A) Will+0 [2] – 12; Judo (H) DX+3 [16] – 20; Jumping (E) DX+1 [2] – 18; Karate (H) DX+3 [16] – 20; Kiai (H) HT-1 [2] – 16; Kusari (H) DX+3 [16] – 20; Navigation/TL8 (Land) (A) IQ+1 [4] – 12; Observation (A) Per+0 [2] – 13; Penetrating Strike (Unarmed) (VH) DX-2 [2] – 15; Power Blow (H) Will+1 [8] – 13; Running (A) HT+1 [4] – 18; Savoir-Faire (Military) (E) IQ+3 [2] – 14§; Shockwave (VH) DX-2 [2] – 15; Soldier/TL8 (A) IQ+2 [2] – 13§; Stealth (A) DX+1 [4] – 18; Strategy (Land) (H) IQ+1 [8] – 12; Survival (Plains) (A) Per+1 [4] – 14; Survival (Woodlands) (A) Per1 [4] – 14; Swimming (E) HT+1 [2] – 18; Tactics (H) IQ+2 [4] – 13§; Throwing (A) DX+3 [12] – 20; Two-Handed Sword (A) DX+1 [4] – 20; Wrestling (A) DX+3 [12] – 20.

Techniques: Counterattack (Boxing) (H) def+5 [6] – 20; Elbow Strike (Karate) (A) def+2 [2] – 20; Entangle (Kusari) (H) def+4 [5] – 20; Ground Fighting (Brawling) (H) def+4 [5] – 20; Ground Fighting (Wrestling) (H) def+4 [5] – 20; Head Lock (Wrestling) (H) def+3 [4] – 20; Kicking (H) def+2 [3] – 20.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +13/+300 from Super ST.

- † Includes +3 from Flexibility.
- ‡ Includes +1 from Combat Reflexes.
- § Includes +2 from Born Soldier.

Role-Playing Notes:

In her own time, Thundra is confident and a natural leader. In the modern day, however, Thundra is a fish out of water. The modern world seriously confuses her. For the first time, she's having to see men as more than just an enemy. She's developing respect for (and, if she would admit it to herself, a bit of a crush on) Ben Grimm.

Design Notes:

1. Thundra is not a Villain, but I'm not sure whether, given her situation, she's a Hero, Anti-Hero, or Non-Villain Antagonist.
2. I originally had some trouble with Thundra's background, especially given as she first appeared in the mainstream Marvel universe as a replacement for Medusa in the Frightful Four. Still, we rarely see much of her home time in the comics; what we've seen in recent comics tends to be the stereotypical post-apocalyptic desert/prairie, with no hints as to the genetic engineering science that led to her superhuman physique. I decided to give her an arc in a backup story in the anthology title instead, leading up to her appearance in the FF's title fighting Ben. The TL of her world is also a relative unknown, due to its post-apocalyptic conditions; for this reason, I have not adjusted her native TL from 8.
3. As far as Size Modifiers go, Thundra is right at the cusp between SM +0 and SM +1 (7' 6" being the halfway point between SM 0's 6 foot height and SM +1's 9 foot height). I have decided to make her SM +0 with Perks enabling her to use oversized weapons rather than SM +1 as she doesn't seem to have any problems fighting those shorter than her by a foot or two, nor do they seem to have a bonus when fighting her.
4. Thundra's social traits are calculated for her appearances in the modern day. In her own time, she lacks the Social Stigma, her Wealth is improved to Comfortable, her Courtesy Rank becomes actual Military Rank, and she gains Duty (USR Military) (15) [-15]; a net +22 points.

TIMESHADOW

Villain

Real Name: Unrevealed.

Occupation: Mercenary, former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Mutant Liberation Front; former soldier in the United States Army.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Timeshadow was a patient at a US Army run drug and alcohol rehab center when discovered by Mystique, who broke him out and recruited him into the Mutant Liberation Front (see *Mutant Liberation Front*; *Mystique*). Apparently, he was still considered "active duty" at the time; he'd been sent to the rehab center by his superior officers in the Army.

As a member of the MLF, Timeshadow was assigned to assist in receiving a shipment of weapons from one of AIM's underworld dealers, only to have the shipment interrupted by a fight between the X-Men and their frienemy Mimic (see *AIM*; *Mimic*; *X-Men*). Following this altercation, Timeshadow was taken into police custody and is believed imprisoned at the Fort Leavenworth military prison.

Height: 5' 11".

Weight: 170 lbs.

Eyes: Brown.

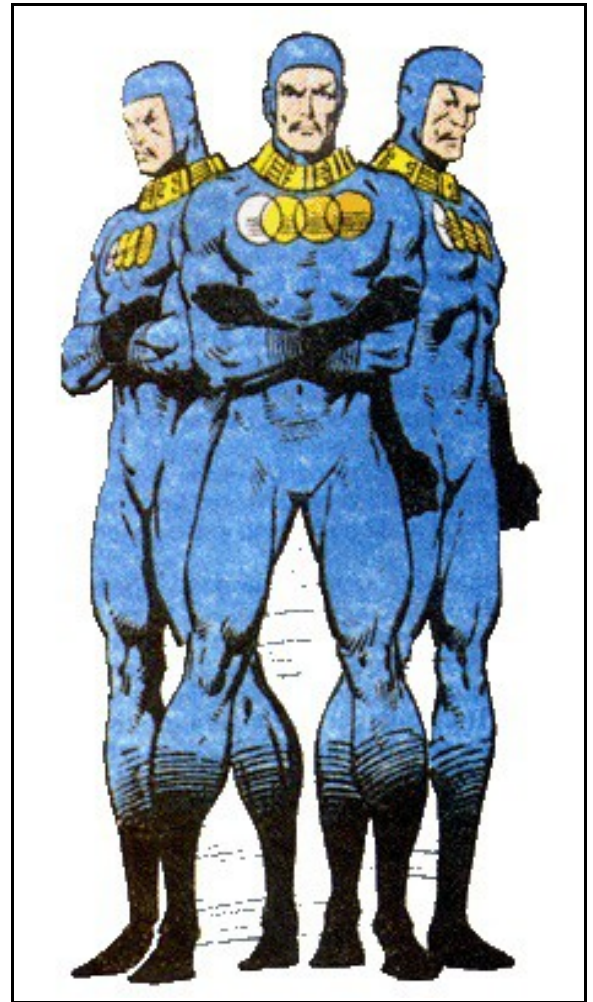
Hair: Brown.

Uniform: Blue bodysuit with a symbol of four overlapping circles shifting from white to dark gold, gold belt, black gloves, black boots, blue cowl.

Strength Level: Timeshadow possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Timeshadow is a mutant with the ability to summon duplicates of himself from possible futures. The number of alternates he's been shown to summon at any one time is ten; it's not known whether this is his limit.

Other Abilities: Timeshadow is a skilled hand to hand combatant and skilled in modern weapons.



910 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Duplication 10 (Construct, +60%; Duplicated Gear, +100%; Mutant, -10%) [875]; Fit [5].

Disadvantages: Addiction (Tobacco) [-5]; Alcoholism [-15]; Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Soldier's) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Chauvinistic [-1]; Distractible [-1]; Dull [-1].

Skills: Brawling (E) DX+1 [2] - 12; First Aid/TL8 (Human) IQ+0 [1] - 11; Gunner/TL8 (Machine Gun) (E) DX+1 [2] - 12; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+1 [2] - 12; Guns/TL8 (Rifle) (E) DX+1 [2] - 12; NBC Suit/TL8 (A) DX-1 [1] - 10; Savoir-Faire (Military) (E) IQ+0 [1] - 11; Soldier/TL8 (A) IQ-1 [1] - 10; Wrestling (A) DX-1 [1] - 10.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

Role-Playing Notes:

A veteran of the Afghanistan campaign, Timeshadow will attempt to stay cool in fights. However, despite being a superhuman himself he's out of his league against other supers. On top of this, he's liable to be under the influence at any given time.

TINKERER

Villain

Real Name: Unknown.

Occupation: Underworld technician and inventor.

Identity: Secret.

Legal Status: Presumably a citizen of the United States, no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Apparently single.

Known Relatives: None.

Group Affiliation: Occasional ally of Mysterio.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the man known as the Tinkerer are currently unknown. It is known that he has been an inventor and mechanic for the New York City organized criminal syndicates for several years, possibly decades.

The Tinkerer operates in a repair shop in Harlem, "Tinkerer's Home Appliance Repair." The above-ground shop is where he performs all of his strictly legitimate work, and he is known to repair any household appliances or electronics for reasonable rates, often subtly improving their performance. The basement of the shop, however, which he keeps off-limits to the general public, is where he entertains his criminal clientele.

The Tinkerer is responsible for creating the Scorpion's cybernetically-controlled tail, and has worked with Mysterio on numerous occasions (see *Mysterio*; *Scorpion*). The Tinkerer refuses to engage in overt criminal activities himself, preferring to stay behind the scenes as the one criminal supplier with the lowest overhead.

Height: 5' 8".

Weight: 165 lbs.

Eyes: Grey.

Hair: White, bald on top.

Uniform: None.

Strength Level: The Tinkerer possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Tinkerer is a skilled inventor and mechanic, and an expert in producing state-of-the-art technology from scrounged parts. He is able to produce devices which push the envelope of state-of-the-art from components found in most junkyards.

Weapons: The Tinkerer normally has access to a number of weapons he's designed and built.

155 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 14 [80]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 9 [0]; Will 12 [-10]; Per 14 [0]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 3 [30]; Gadgeteer [25]; High Manual Dexterity 5 [25]; Reputation (Superb Mechanic) 2 (All the Time, Large Class of People) [5]; Wealth (Comfortable) [10].

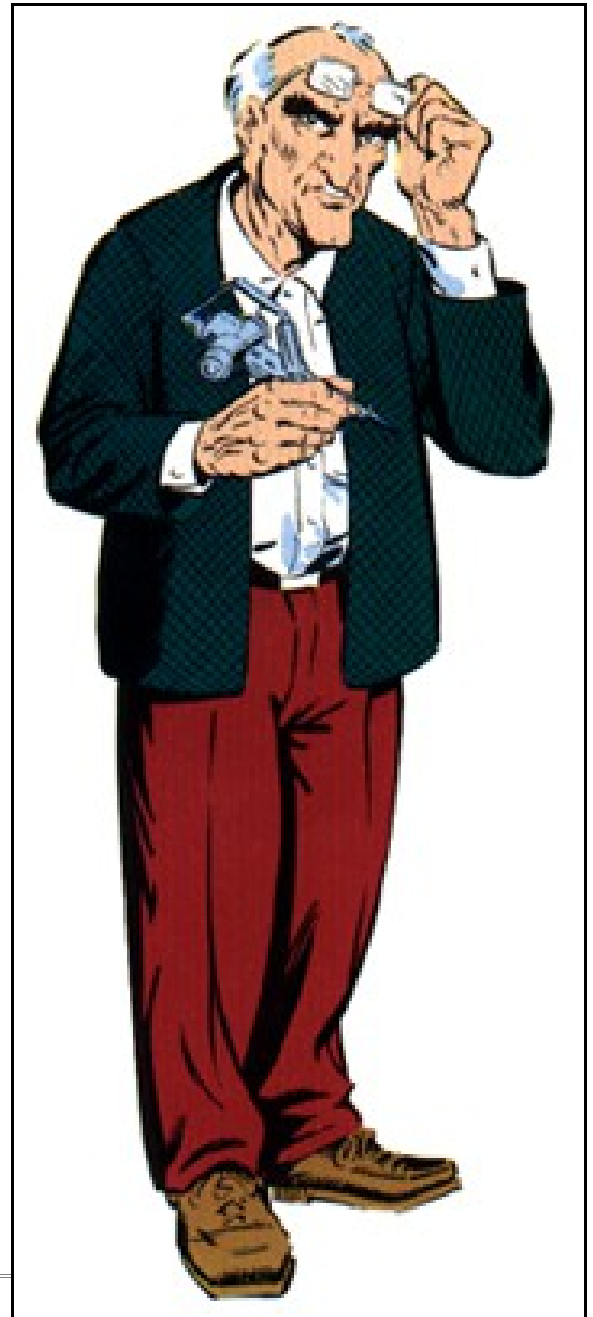
Perks: Forgettable Face [1].

Disadvantages: Code of Honor (Professional) [-5]; Miserliness (12) [-10]; Pacifism (Self-Defense Only) [-15]; Secret (Underworld Supplier) (Imprisonment) [-20]; Skinny [-5]; Workaholic [-5].

Quirks: Attentive [-1]; Likes Classical Music [-1]; Uncongenial [-1].

Skills: Connoisseur (Music) (A) IQ-1 [1] - 13; Electronics Operation/TL8 (Media) (A) IQ-1 [1] - 13; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] - 14; Forgery/TL8 (H) IQ+0 [4] - 14; Inventor! (WC) IQ+4 [72] - 18*; Lockpicking/TL8 (A) IQ+0 [2] - 14; Savoir-Faire (Mafia) (E) IQ+0 [1] - 14; Scrounging (E) Per+2 [4] - 16; Streetwise (A) IQ-1 [1] - 13.

Starting Spending Money: \$8,000 (20% of Starting Wealth).



* Conditional +3 from Artificer.

Role-Playing Notes:

An amoral, crotchety, lonely man, the Tinkerer is a criminal who prefers to operate behind the scenes. He has no permanent ties to any organized criminal syndicate, nor does he care who he develops his technology for. Indeed, he is mainly considered a criminal because most of his clients are, making him little more than an accessory to their crimes. If he was approached by a hero or anti-hero and offered money to develop a weapon, he wouldn't turn down the offer. If he has one code, it's that he will not betray any of his clients to another client.

TOAD

Villain

Real Name: Mortimer Toynbee.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of Canada with no criminal record.

Other Aliases: "Igor".

Place of Birth: Ontario, Canada.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #4.

History: Mortimer Toynbee was abandoned on an orphanage doorstep as an infant. His stature, mutant tongue, and less-than-average looks resulted in him being picked on by the other kids at the orphanage. He withdrew into himself, so much so that the people working the orphanage believed he was mentally retarded, when in reality he possessed a slightly above average intelligence. He developed a personality where he would show complete and utter devotion to anyone who showed him the slightest compassion.

As an adult, he was discovered by Magneto, who was forming his Brotherhood of Mutants, and given the name Toad after his physical attributes and sycophantic personality (see *Brotherhood of Mutants*; *Magneto*). Magneto did not believe that Toad's abilities would be of great value, but liked that Toad would not question him or seek greater power than what Magneto allowed.

As a member of the Brotherhood, Toad clashed several times with the X-Men, until Magneto was separated from the Brotherhood (see *X-Men*). At some time prior to this the Toad had become smitten with his teammate, the Scarlet Witch, and in his own way attempted to show his affection for her (see *Scarlet Witch*).

This led to her turning him into his namesake animal at least once. Even so, he followed her without question while the Brotherhood was trapped in the Savage Land when she assumed leadership of the group (see *Savage Land*). While in the Savage Land, the Toad lost a lot of weight and chose to eschew the outfit Magneto had given him; he has not yet designed a replacement uniform, opting for standard civilian attire instead.

Toad continues to serve as a member of the Brotherhood to this day.

Height: 5' 8".

Weight: 160 lbs. (was 260 lbs. early on).

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Toad's tongue reaches up to 12 feet away when he extends it to its full length.

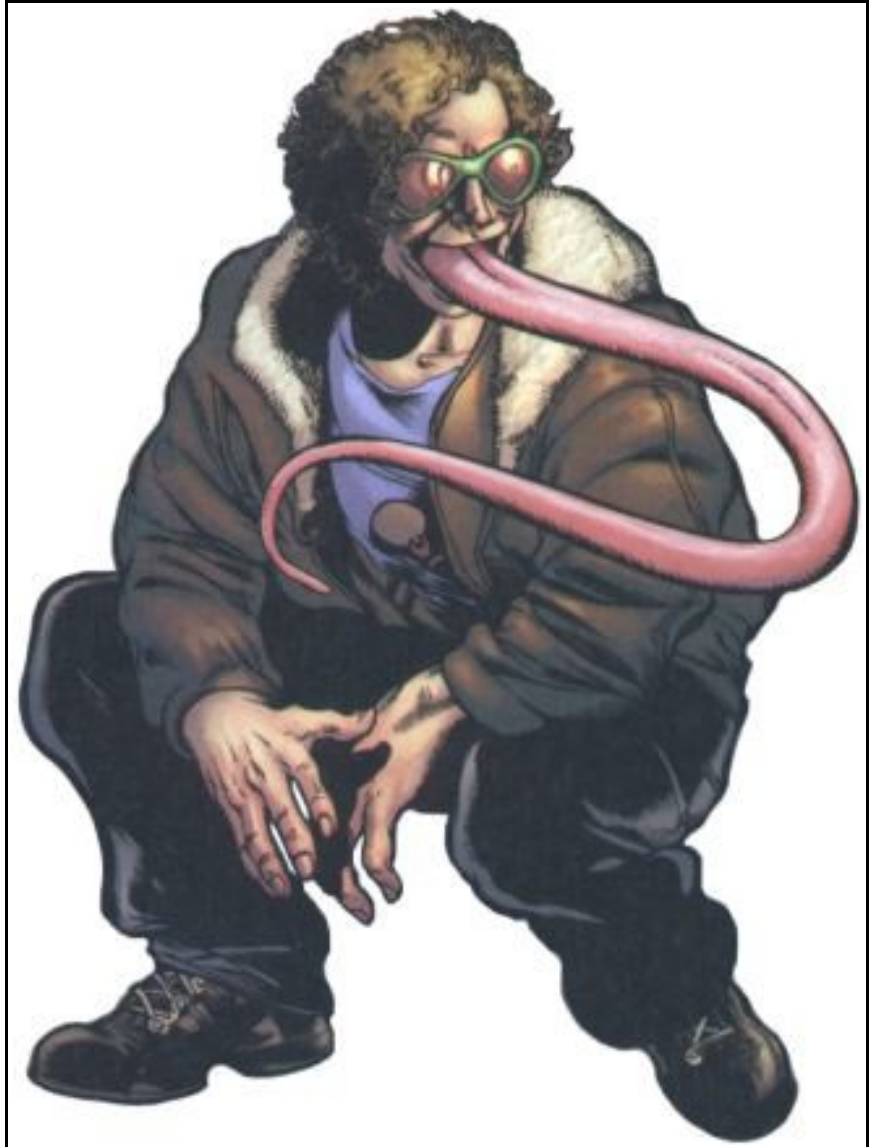
Uniform: Formerly a brown leotard with a collar akin to a medieval court jester's over an orange bodysuit, brown pixie boots, and goggles with red lenses; currently none.

Strength Level: The Toad possesses strength slightly greater than that of a normal human of his height, weight, and build, though he does not possess superhuman strength.

Known Superhuman Powers: The Toad is a mutant with animalistic traits that resemble those of his namesake.

Primarily, the Toad possesses enhanced strength in his legs enabling him to leap superhuman distances. He has been known to reach a height of 20 feet and a distance of 80 feet in the same leap. Toad's spine is more flexible than would be apparent, enabling him to spend time in a crouch without damage.

In addition, his fingers and toes have microscopic suction cups on them enabling him to cling to any surface with them.



Finally, Toad's tongue is able to extend to a length of 12 feet, and is strong enough to enable him to grasp a crossbeam and pull himself towards it.

Other Abilities: Toad is a skilled staff fighter. He is also smarter than he lets on.

330 points

Attributes: ST 15 [50]; DX 15 [100]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 10 [-5]; Per 13 [10]; FP 13 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Catfall (Mutant Biology, +0%) [10]; Clinging (Mutant Biology, +0%) [20]; Combat Reflexes [15]; Double-Jointed (Mutant Biology, +0%) [15]; Enhanced Dodge 2 [30]; Extra Arms 1 (Extra-Flexible, +50%; Long 2, +200%; Mutant Biology, +0%) [35]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Perfect Balance (Mutant Biology, +0%) [15]; Super Jump 3 (Mutant Biology, +0%) [30]; Versatile [-5].

Perks: Acrobatic Kicks [1]; Eye For Distance [1]; Grip Mastery (Quarterstaff) [1].

Disadvantages: Appearance (Ugly) [-8]; Clueless [-10]; Gregarious [-10]; Gullibility (9) [-15]; Low Self-Image [-10]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Status -1 [-5]; Truthfulness (6) [-10]; Wealth (Poor) [-15]; Workaholic [-5].

Quirks: Bowlegged [-1]; Constantly Calls Magneto "Master" [-1]; Dual Identity [-1]; Enamored with the Scarlet Witch [-1]; Imaginative [-1].

Skills: Acrobatics (H) DX+1 [4] – 16*; Climbing (A) DX+6 [2] – 21*†; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Surveillance) (A) IQ+1 [4] – 12; Escape (H) DX+4 [2] – 19†; Jumping (E) DX+3 [8] – 18; Scrounging (E) Per+1 [2] – 14; Staff (A) DX+1 [4] – 16; Stealth (A) DX+0 [2] – 15; Tracking (A) Per+1 [4] – 14.

Techniques: Acrobatic Stand (A) def+6 [6] – 16; Kicking (Acrobatics) (H) def+2 [3] – 16; Sweep (Staff) (H) def+3 [4] – 16.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +5 from Double-Jointed.

Role-Playing Notes:

Toad is the prototypical "yes-man"; he lets verbal abuse slide off him if the person abusing him ever shows him any kindness. Of all the Brotherhood, he is probably closest to Quicksilver, as Quicksilver doesn't berate him or put him down.

Design Notes:

1. This Toad is an amalgamation of the original comics Toad – the heavy-set, bowlegged sycophant introduced in *X-Men* v1 #4 (1962) – with the athletic long-tongue version made popular with the movie *X-Men* (2000) and the *X-Men Evolution* animated series (ca. 2009).

TOWER

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Wendy (aka Stinger, sister).

Group Affiliation: Mutant Liberation Front.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Little is known about Tower before he joined the Mutant Liberation Front, although it is likely that he was a career criminal (see *Mutant Liberation Front*). He and his younger sister, Stinger, were recruited to participate in an attack on the X-Men as part of a diversion so the MLF's leader, Mystique, could rob the Federal Reserve vault in New York City (see *Mystique*; *Stinger*; *X-Men*).

Tower was defeated by Cyclops and Iceman in that altercation and was taken into police custody (see *Cyclops*; *Iceman*). He was last seen as part of the mass breakout from prison led by the Rhino; he originally intended to sit it out, until he saw his sister escaping in the chaos and went to meet up with her (see *Rhino*).

Height: 6' 2".

Weight: 355 lbs.

Eyes: Brown.

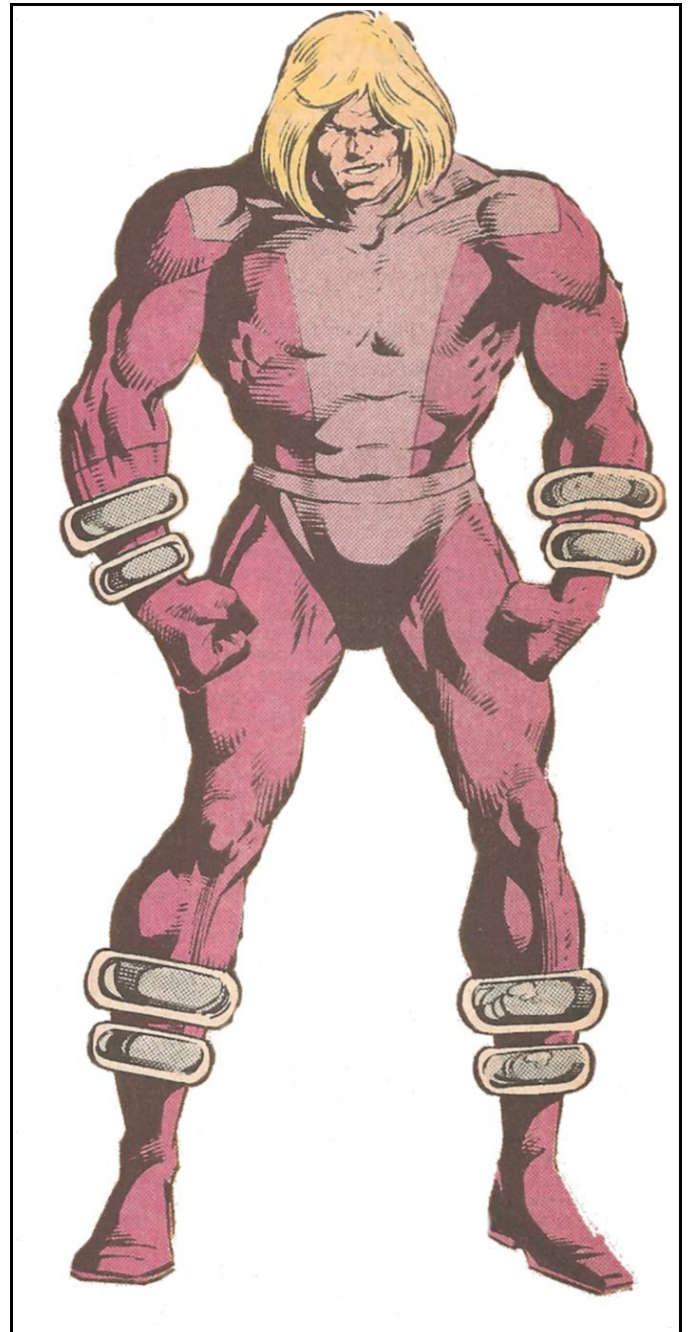
Hair: Black, bleached blond.

Uniform: Magenta bodysuit with a lighter lavender "T" pattern on the shoulders and chest, magenta gloves, black boots.

Strength Level: At his normal height, Tower possesses the normal human strength of a man his age, height, and prodigious build. At his full 15 foot height, he is able to lift (press) around 10 tons.

Known Superhuman Powers: Tower is a mutant with the ability to physically grow to a height of 15 feet. Apparently the additional mass is drawn from an extradimensional source, presumably the same source involved when Ant-Man and Wasp change size (see *Ant-Man*; *Wasp*).

Even at his normal human height, Tower possesses superhuman durability to injury. This durability is increased proportionately as he grows to attain his maximum height. At his normal human size, he has been shown to be impervious to police small arms fire; at his superhuman height he is able to withstand police sniper rifles without injury.



640 points

Attributes: ST 15 [50]; DX 11 [20]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 1d+1/2d+1 (2d+2/5d-1; 12d/14d); BL 45 lbs. (125 lbs./2,645 lbs.); HP 15 (25/115) [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 6.00 [0]; Basic Move 6 (8) [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Damage Resistance 15 (Tough Skin, -40%; Mutant, -10%) [38]; Damage Resistance +30 (Accessibility: Only At Growth Height, -10%; Tough Skin, -40%; Mutant, -10%) [60]; Extra Basic Move 2 (Accessibility: Only At Growth Height, -10%) [9]; Growth 2 (Mutant, -10%) [18]; High Pain Threshold [10]; Modified ST-Based Damage 12d-1 (Accessibility: Only At Growth Height, -10%; Armor Divisor (2), +50%; Mutant, -10%) [18]; Single-Minded [5]; Super ST +10/+100 (Growth Size, -20%; Mutant, -10%) [370]; Very Rapid Healing [15].

Perks: Striking Surface [1].

Disadvantages: Appearance (Unattractive) [-4]; Hidebound [-5]; Overconfidence (12) [-5]; Sense of Duty (Stinger, sister) [-2]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Dual Identity [-1]; Never Smiles [-1]; OUCH! [-1]; Pharma-Fever [-1].

Skills: Area Knowledge (New York City) (E) IQ+2 [4] – 12; Boxing (A) DX+1 [4] – 12; Carousing (E) HT+0 [1] – 13; Forced Entry (E) DX+1 [2] – 12; Gambling (A) IQ+0 [2] – 10; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Intimidation (A) Will+2 [8] – 12; Lifting (A) HT+1 [4] – 13; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+2 [8] – 12; Urban Survival (A) Per+0 [2] – 10.

Starting Spending Money: \$800 (20% of Starting Wealth).

Role-Playing Notes:

Tower cares about two main things: getting paid for the work he does, and his sister's well-being. He's not into the whole "proactively eliminate threats to mutantkind" line of the MLF's that his sister bought into, and was willing to serve out his sentence even after the breakout started until he spotted his sister among the escapees.

TRAPSTER

Villain

Real Name: Peter Petruski

Occupation: Chemist turned professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Gary, Indiana.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #X/2.

History: Pete Petruski was a research chemist who developed an extremely adhesive liquid which rivaled that of the "Adhesive X" developed by the German scientist Baron Zemo during World War II (the Zemo family has since patented Adhesive X and sells it in small tubes under the brand name "Über-Glue"; see *Baron Zemo*). Motivated primarily by greed, and also the knowledge that he'd receive almost nothing in return for developing it for the company he worked for, Petruski copied the formula to his home system and destroyed the company's notes, then went on to adapt a pneumatic grease gun into a delivery system for the glue. He also developed a number of other delivery systems for his adhesive, including a few explosive pellets. Apparently also about this time he submitted an application to the US Patent Office for the adhesive.

Embarking on a criminal campaign as the Trapster, he came into conflict with the Human Torch and was sent to prison (see *Human Torch*). Ironically, it was while in prison that he learned that the Patent Office had approved him as the sole owner of the glue's formula; he could go legit if he wanted to, licensing the formula to whatever company would produce it. However, he was soon broken out of prison by the criminal Wizard, who was recruiting for a team to go up against the Fantastic Four, of whom the Human Torch was a member (see *Fantastic Four*; *Wizard*). Wanting revenge for his earlier defeat, he agreed to join the Wizard's "Frightful Four" (see *Frightful Four*).

The Wizard set the Petruski up in an abandoned yet still functional glue factory (the company that previously owned it had moved production overseas), which he used to resume production of his adhesive. He ditched the pneumatic gun as being too unwieldy, developing a pair of wrist shooters for his glue paste. As a member of the Frightful Four, the Trapster once again clashed with the Human Torch. The fight was closer, until the Torch caused the Trapster's pressurized glue canisters to overheat and explode, trapping him in his own adhesive. Petruski was then returned to jail. Whether he'll serve his sentence and begin legitimate commercial production of his adhesive or return to criminal activities in the future is unknown.

Height: 5' 10".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Purple Kevlar vest over a purple shirt, purple pants, purple gloves, purple boots, gold harness for the paste containers, gold armbands holding his paste-shooters, gold utility belt, purple ballistic helmet with gold trim. Formerly a gold holster for his paste-gun.

Strength Level: The Trapster possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Trapster is an expert chemist with a good working knowledge of pneumatic systems.

Weapons: The Trapster's primary weapons are a pair of pneumatic paste-shooters on his wrists which shoot either an exceptionally adhesive paste or an extremely slippery lubricant under great pressure. The adhesive and adhesive are both stored in liquid form under intense pressure in tanks on his back; he also carries about 30 backup canisters of each on his person for manually loading into his paste-shooters. The pressure is such that he is able to shoot the paste about 180 feet. These shooters replace a pneumatic gun that served much the same function. The paste is fast-drying, setting to an extremely durable solid state in ten seconds. The glue is



waterproof and chemically inert to acids; it is, however, susceptible to breaking down under ultraviolet light; under normal sunlight, the paste becomes brittle and breakable in about 5 hours. The Trapster controls the nozzles of the paste-shooters from a special heads-up-display and eyeball-tracker built into his helmet, enabling him to select the width of the stream with an eye-blink; the nozzles can be set to a thin stream (down to ¼ inch wide) or a wide cone. In a thin stream, the paste when it dries is still quite flexible. He is also able to mix the paste with a small amount of another chemical which causes it to dry even faster; he usually uses this to create projectiles which hit like a professional boxer's punches.

The lubricant he shoots is a chemical solution which can be used to dissolve his adhesive. In addition, the lubricant is extremely slippery; objects and surfaces coated with the lubricant are almost impossible to hold onto. Like the paste, the lubricant can be fired in a thin stream or a wide cone. The lubricant is somewhat toxic; the Trapster makes sure he doesn't shoot it in someone's face.

The Trapster is skilled enough with his paste-shooters that he can paste an adventurer's limbs as he or she approaches him, jam machinery, build restraining walls, or thick paste "lassos" with which to ensnare an adventurer's limbs. Taking advantage of the glue's fluid nature, he can ensnare objects and draw them back to him. He has even fired a stream at a passing helicopter to have it carry him away, utilizing it in a manner similar to Spider-Man's webbing (see *Spider-Man*).

The Trapster also carries a number of mechanical traps he has devised. Most of these traps are built into housings the size of a super-ball or large marble; he can throw up to five of them at a time. Upon striking a surface, instead of rebounding, the casings of the traps rupture to explode in either mechanical bindings that wrap the target or cover the target in either the adhesive paste or the lubricant.

260 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [3]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Gizmo 3 [15]; Wealth (Comfortable) [10].

Paste-Shooters: Affliction 1 (*Lubrication Spray*) (Advantage: Slippery 5, +100%; Area Effect, 4 yds, +100%; Attribute Penalty: DX-5, +50%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Persistent, +40%; Alternative Attack, ×1/5) [8]; Binding 20 (*Paste-Shooters*) (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Reduced Range ×1/2, -10%; Selective Enhancements (Area Effect, 4 yds, +100%; Cone, 2 yds, +70%; Engulfing, +60%; Jet, +0%; Wall: Rigid (Any Shape), +60%), +138%; Sticky, +20%; Unbreakable, +40%) [106]; Crushing Attack (*Paste "Bullets"*) 2d-2 (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Increased 1/2D Range ×5, +10%; Rapid Fire: Multiple Projectiles (RoF 2×5), +100%; Reduced Ranged ×1/2, -10%; Alternative Attack, ×1/5) [3].

Perks: Climbing Line [1].

Disadvantages: Greed [9] [-22]; Laziness [-10]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Allergies (Grass Pollen) [-1]; Careful [-1]; Dual Identity [-1]; Holds Grudges [-1]; Not Until My First Cup! [-1].

Skills: Brawling (E) DX+0 [1] – 12; Chemistry/TL8 (H) IQ+3 [16] – 15; Climbing (A) DX+0 [2] – 12; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 12; Holdout (A) IQ+0 [1] – 12; Innate Attack (Projectile) (E) DX+2 [4] – 14; Jumping (E) DX+0 [1] – 12; Liquid Projector/TL8 (Sprayer) (E) DX+2 [4] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [2] – 12; Mechanic/TL8 (Pneumatics) (A) IQ+2 [8] – 14; Research/TL8 (A) IQ+0 [2] – 12; Running (A) HT+0 [2] – 11; Throwing (A) DX+0 [2] – 12; Traps/TL8 (A) IQ+0 [2] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

Role-Playing Notes:

The Trapster is a one-trick pony, and he knows it. He has a gimmick, and has become adept at adapting that gimmick to a variety of weapons. His whole goal is to achieve fame and fortune. To his credit, when he was considering names, he rejected "Paste-Pot Pete" for being "too lame", even by his standards. He is not a leader, but is a solid team player.

TRASK, OLIVER

Non-Villain Antagonist

Real Name: Oliver Trask.

Occupation: Engineer.

Identity: Trask does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably married, divorced, or widowed.

Known Relatives: Larry (son).

Group Affiliation: SHIELD, formerly Stark Industries.

Base of Operations: Arlington, Virginia.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Oliver Trask was a skilled engineer working for Stark Industries who had developed a scanner which could determine whether a superhuman was in the vicinity and the nature (mutant or otherwise) of the superhuman powers (see *Stark Industries*). However, he was obligated by his hiring contract to let SI have all the credit; he was certain that Tony Stark himself would be given the credit for it if knowledge of the scanner's existence was released to the public, if Stark Industries didn't just sit on the scanner or destroy it (see *Iron Man*). Because of this, he falsified his notes to indicate it was a failure.

Trask had long been an admirer of SHIELD director Henry Gyrich, and arranged to meet with him by riding on Stark's own invitation to a Hellfire Club party as a "plus one" (see *Gyrich, Henry Peter; Hellfire Club; SHIELD*). Trask had the same anti-superhuman bias as Gyrich, a view lacked by Stark. At the party, Trask let Gyrich know of the scanner and arranged to have the prototype delivered to Gyrich's desk behind Stark's back. Gyrich was impressed and arranged for Trask to be hired by SHIELD directly.

Trask worked closely with the engineering team that developed the Sentinels for SHIELD, doing some work on their sensors and programming himself (see *Sentinels*). Because of his role in their development, Trask was present at the Sentinels' unveiling to the public. During the unveiling, Trask and Gyrich were attacked by the mutant shapeshifter Mystique and her terrorist organization, the Mutant Liberation Front, only to be saved by the mutant adventurers known as the X-Men and SHIELD's Interpol liaison, Teresa Rourke (see *Bainsidhe; Mutant Liberation Front; Mystique; X-Men*). Trask chastised the X-Men for operating so openly, which in his mind necessitated the production of the Sentinels in the first place.

Trask has since been given the role of overseeing the Sentinels' deployment for SHIELD. He also began the creation of a national database of the identities of every superhuman in the United States, using information provided by the Sentinels' genetic scanners, facial recognition software, and social networking sites.

Height: 5' 9".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Oliver Trask possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: Trask is a skilled electronics engineer with a background in computer programming.

75 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 13 [60]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 10 [2]; Will 12 [-5]; Per 12 [-5]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 5 [5]; Dodge 7.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Circuit Sense 4 [20]; SHIELD Rank 6 [30]; Status 2 [0*]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Haughty Sneer [1].

Disadvantages: Callous [-5]; Combat Paralysis [-15]; Intolerance (Superhumans) [-5]; Pacifism (Cannot Kill) [-15]; Skinny [-5].



Quirks: Admires Gyrich [-1]; Dislikes Tony Stark [-1]; Mild OCD [-1]; Proud [-1]; Uncongenial [-1].

Skills: Administration (A) IQ+0 [2] – 13; Biology/TL8 (Genetics) (H) IQ+0 [4] – 13; Computer Programming (H) IQ+1 [8] – 14; Electronics Operation/TL8 (Medical) (A) IQ+5 [4] – 18†; Electronics Operation/TL8 (Sensors) (A) IQ+5 [4] – 18†; Electronics Repair/TL8 (Sensors) (A) IQ+5 [4] – 18†; Engineer/TL8 (Electronics) (H) IQ+4 [4] – 17†; Engineer/TL8 (Robotics) (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 13; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Savoir-Faire (Police) (E) IQ+1 [2] – 14;

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Rank.

† Includes +4 from Circuit Sense.

Role-Playing Notes:

Trask is a weak, conniving backstabber who would sell out his own mother to get ahead. He admires Gyrich and despises Stark, and is on fairly good terms with Sebastian Shaw.

Design Notes:

1. Yeah, I know his name in the comics was originally Bolivar, not Oliver, but ask yourself this: when was the last time you heard of or met anyone with the name "Bolivar"?

TYPHOID MARY

Villain

Real Name: Mary Walker (apparently).

Occupation: Professional assassin, aspiring actress.

Identity: Secret.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: Typhoid.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Employee of the Kingpin.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The assassin known as Typhoid Mary is a classic case of an extreme Multiple Personality Disorder or Dissociative Personality Disorder (popularly called a "split personality"), possessing two known personalities: "Typhoid" and "Mary". The cause of this disorder is not known. Mary is a shy woman who often stammers, and yet has shown great skill in immersing herself in a role; under the name Mary Walker (presumably her real name), she once was a rising off-Broadway actress before she suddenly disappeared. Typhoid, on the other hand, is a cruel, vicious killer; as Typhoid she runs a constant fever and her heart rate is erratic. Typhoid is aware of and despises Mary, while Mary appears to be unaware of her killer alter ego; it seems Typhoid can direct Mary to some extent.

Typhoid first came to the attention of the authorities when she first clashed with Daredevil while trying to assassinate a lieutenant in the Maggia's Hammerhead family (see *Daredevil*; *Hammerhead*; *Maggia*). Despite Daredevil's interference, Typhoid was successful in the assassination, but then apparently disappeared completely; as Mary she ran away and cowered in a subway car. A little later, Typhoid met with the Kingpin, who congratulated her on succeeding where others had failed, killing a target even with Daredevil's interference (see *Kingpin*). He gave her the task of finding out all she could about his nemesis and eliminating him.

Not long after, Matt Murdock, Daredevil's alter ego, and his friend Franklin "Foggy" Nelson were introduced to Mary by a mutual acquaintance at a high society party they'd been invited to (see *Nelson, Foggy*). Whether Typhoid is influencing Mary or whether Mary is attempting to restart her life even with Typhoid's interference is unknown. Typhoid does not yet know Murdock and Daredevil are the same, but has her suspicions.

Height: 5' 8".

Weight: 140 lbs.

Eyes: Green.

Hair: Red.

Uniform: Loose one-sleeve red leather shirt, black leather briefs, black fishnet stockings, black gloves, black boots, white face paint on the right half of her face.

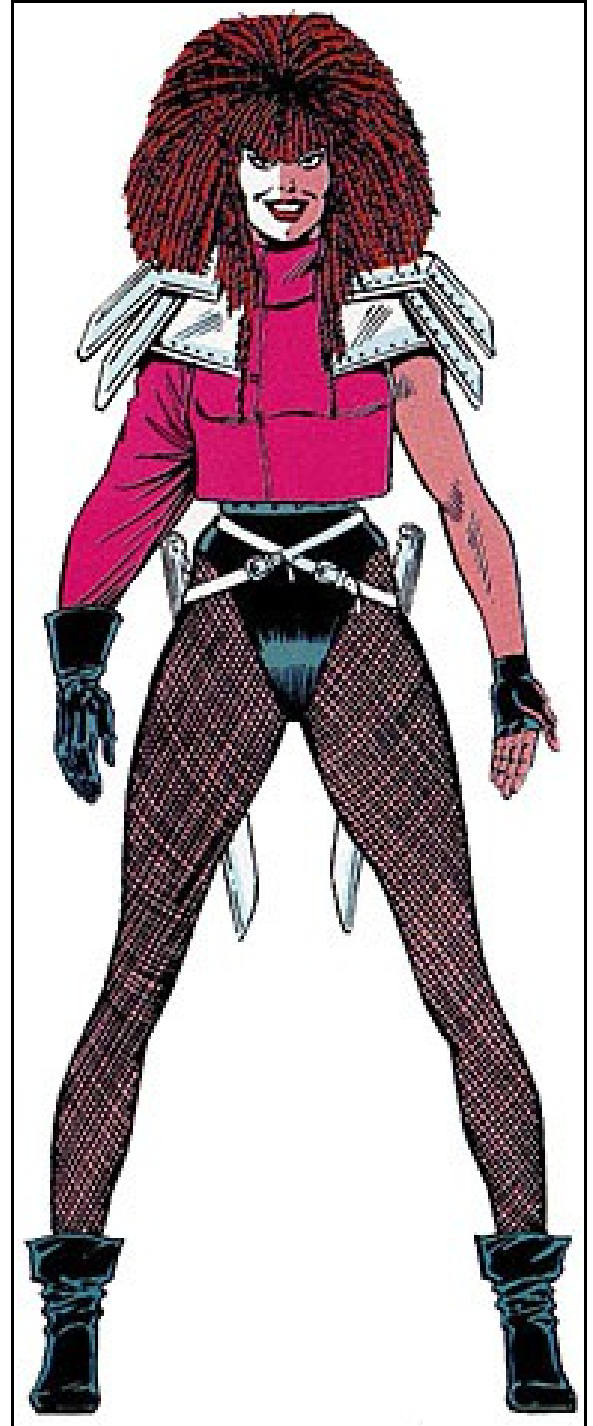
Strength Level: Typhoid Mary has the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Typhoid possesses rudimentary psionic telekinetic and pyrokinetic ability. With her telekinesis, she is able to lift and throw small objects, including increasing the distance of any item she throws, though moving anything over more than 10 pounds will start to tire her out. She is able to start small fires inside her line of sight, as well as encase her blades in a sheath of fire to do extra damage. (Presumably she also possesses these powers in her Mary persona, but to date she has not exhibited such.) It is not currently known whether Typhoid is a mutant or if she developed these abilities through other means.

In addition, for unknown reasons Typhoid and Mary possess different fingerprints, voice prints, and retinas.

Other Abilities: Typhoid is a skilled melee combatant, specializing in all sorts of short blades. Mary lacks combat skills, but is a skilled actress.

Weapons: Typhoid Mary carries a pair of machetes from her belt and a number of knives elsewhere on her person.



Typhoid

312 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 12 [10]; Per 12 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Absolute Direction [5]; Ambidexterity [5]; Appearance (Attractive) [4]; Burning Attack 1 pt (Costs 1 FP, -5%; Increased Range: Line-of-Sight, +40%; Malediction: Speed/Range Table, +150%; Psionic, -10%) [6]; Combat Reflexes [15]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: 'Incendiary Weapon' Only, -80%; Psionic, -10%) [8]; Single-Minded [5]; Super-Throw 1 (Psionic, -10%) [9]; Telekinesis 2 (Psionic, -10%) [9]; Very Fit [15]; Weapon Master (Light Blade Weapons) [30].

Perks: Dirty Fighting [1]; Ignition [1].

Disadvantages: Bloodlust (12) [-10]; Callous [-5]; Compulsive Killing (9) [-22]; Impulsiveness (9) [-15]; Overconfidence (9) [-7]; Phantom Voices (Annoying) [-5]; Sadism (6) [-30].

Quirks: Bloody Mess [-1]; Dislikes Her Mary Persona [-1]; Distinctive Feature (Grease-Paint) [-1]; Immodest [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Climbing (A) DX+2 [1] – 15*; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 11; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 11; Escape (H) DX+2 [2] – 15*; Fast-Draw (Knife) (E) DX+1 [1] – 14†; Fast-Draw (Sword) (E) DX+1 [1] – 14†; Forced Entry (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Holdout (A) IQ+1 [4] – 11; Incendiary Weapon! (WC) DX+1 [36] – 14; Intimidation (A) Will+1 [4] – 13; Judo (H) DX+0 [4] – 13; Jumping (E) DX+1 [2] – 14; Karate (H) DX+0 [4] – 13; Knife (E) DX+3 [7] – 16‡; Main-Gauche (A) DX+1 [2] – 14§; Mind Block (A) Will+1 [4] – 13; Running (A) HT+0 [2] – 13; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Shadowing (A) IQ+1 [4] – 11; Shortsword (A) DX+3 [12] – 16; Smallsword (A) DX+3 [11] – 16‡; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+2 [8] – 12; Swimming (E) HT+0 [1] – 13; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Thrown Weapon (Shuriken) (E) DX+1 [2] – 14.

Techniques: Targeted Attack (Knife Thrust/Vitals) (H) def+2 [3] – 15; Targeted Attack (Shortsword Swing/Neck) (H) def+3 [4] – 14; Targeted Attack (Thrown Weapon (Knife)/Eyes) (H) def+5 [6] – 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +3 from Flexibility.

† Includes +1 from Combat Reflexes.

‡ Defaulted from Shortsword.

§ Defaulted from Knife.

Mary

155 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 13 [2]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Absolute Direction [5]; Ambidexterity [5]; Appearance (Beautiful) [12]; Born Entertainer 2 [10]; Charisma 2 [10]; Combat Reflexes [15]; Fit [5]; Pitable [5]; Voice [10]; Wealth (Comfortable) [10].

Perks: Dabbler (select skills as needed) [1].

Disadvantages: Charitable (9) [-22]; Honesty (12) [-10]; Mundane Background [-10]; Pacifism (Self-Defense Only) [-15]; Phantom Voices (Diabolical) [-15]; Squeamish (12) [-10].

Quirks: Careful [-1]; Occasionally Loses Herself In Her Part [-1]; Unaware of Her Typhoid Persona [-1].

Skills: Connoisseur (Dance) (A) IQ+1 [3] – 12*; Connoisseur (Music) (A) IQ+1 [4] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+1 [2] – 12; Dancing (A) DX+2 [2] – 15†; Diplomacy (H) IQ+0 [1] – 11‡; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Group Performance (Choreography) (A) IQ+1 [2] – 12*; Housekeeping (E) IQ+0 [1] – 11; Makeup/TL8 (E) IQ+1 [2] – 12; Performance (A) IQ+4 [2] – 15‡‡; Savoir-Faire (Stage Performers) (E) IQ+1 [2] – 12; Singing (E) HT+4 [1] – 16†‡; Stage Combat (A) DX+2 [2] – 15†.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Defaulted from Dancing.

† Includes +2 from Born Entertainer.

‡ Includes +2 from Voice.

Role-Playing Notes:

Typhoid is a passionate, ruthless killer who occasionally suffers bouts of homicidal tendencies that she does not have any qualms about indulging.

Mary is an introverted yet caring young woman who sometimes gets lost in the role she's playing. Mary's only exposure to the world of the superhuman so far has been reading about them in the *Daily Bugle*; she is convinced that Spider-Man and Daredevil are simply creations of Jameson's just to sell newspapers. She probably won't believe that she *is* one.

Design Notes:

1. I wasn't sure if the Split Personality disadvantage as defined in the Basic Set was going to be useful for this character. As such, I am treating Typhoid and Mary as two distinct characters. I'm not sure which would be the "base" for an Alternate Form build; in real life, Mary would likely be considered the "original" personality.
2. It wouldn't be out of place for Typhoid to spend earned XP to buy off part of the Limited Skill Access limitation on her Imbue, permitting additional imbue skills such as Burning Strike and any skills that would conceivably be part of the Psychokinetic Power, such as Penetrating Strike or Guided Weapon.
3. As they are the same person, it is entirely possible for them to share skills; Mary might use Typhoid's combat skills without realizing how, while Typhoid might find herself using Mary's acting talents to fool someone. Not sure how to really represent this; Wild Talent might be a viable base, but how to modify it?

The Underground Liberated Totally Integrated Mobile Army To Unite Mankind is a terrorist organization dedicated to uniting the entire world through the overthrow of all national governments.

No one really knows how ULTIMATUM got its start. Operations credited to the organization have been ongoing for several years, usually in Africa, the Middle East, and East Asia. (ULTIMATUM tends to leave Europe alone, as they see the European Union as a step in the right direction. At the most, their European operations involve broadcasting propaganda, not attacks.)

Despite his claims, the operative known as Flag-Smasher is not believed by various law enforcement and intelligence agencies to have founded the organization, instead being one of their top-ranked operatives (see *Flag-Smasher*). The true leadership of ULTIMATUM remain hidden in anonymity. Because their operatives are generally well-equipped, several agencies believe ULTIMATUM to have backing from businessmen and certain governments (Latverian backing has not been ruled out by Interpol; see *Doctor Doom*). The number of operatives worldwide is also unknown; it could be only a few hundred, or it could be several million.

The first definitive appearance of ULTIMATUM forces led by Flag-Smasher in an attempt to blow up several federal buildings in New York City. These efforts were stopped by a combined effort of the New York police department, Captain America, the X-Men, Fantastic Four, Spider-Man, and Daredevil (see individual entries). During this altercation, Flag-Smasher challenged Captain America to personal combat, irrationally claiming their fight was the battle to determine the future of the world. The Captain soundly trounced Flag-Smasher, and ULTIMATUM's forces were rounded up, disarmed, and arrested.

Following that, a series of bombings in Washington, D.C., attracted the attention of the FBI and CIA. CIA agent Nick Fury investigated, uncovering the bombings were conducted as part of an ULTIMATUM operation, which he helped shut down (see *Fury, Nick*).

ULTIMATUM's next confirmed attack was in Hong Kong, again fighting Captain America, who was there on unrelated matters. The Captain later remarked that the attempt seemed personal, given that the attack was again led by Flag-Smasher and involved nothing more substantial than an assault on his person.

ULTIMATUM remains one of the better funded and organized terrorist organizations on the world stage, and many believe it is only a matter of time before they strike again.

First Post-Reboot Appearance: CAPTAIN AMERICA #

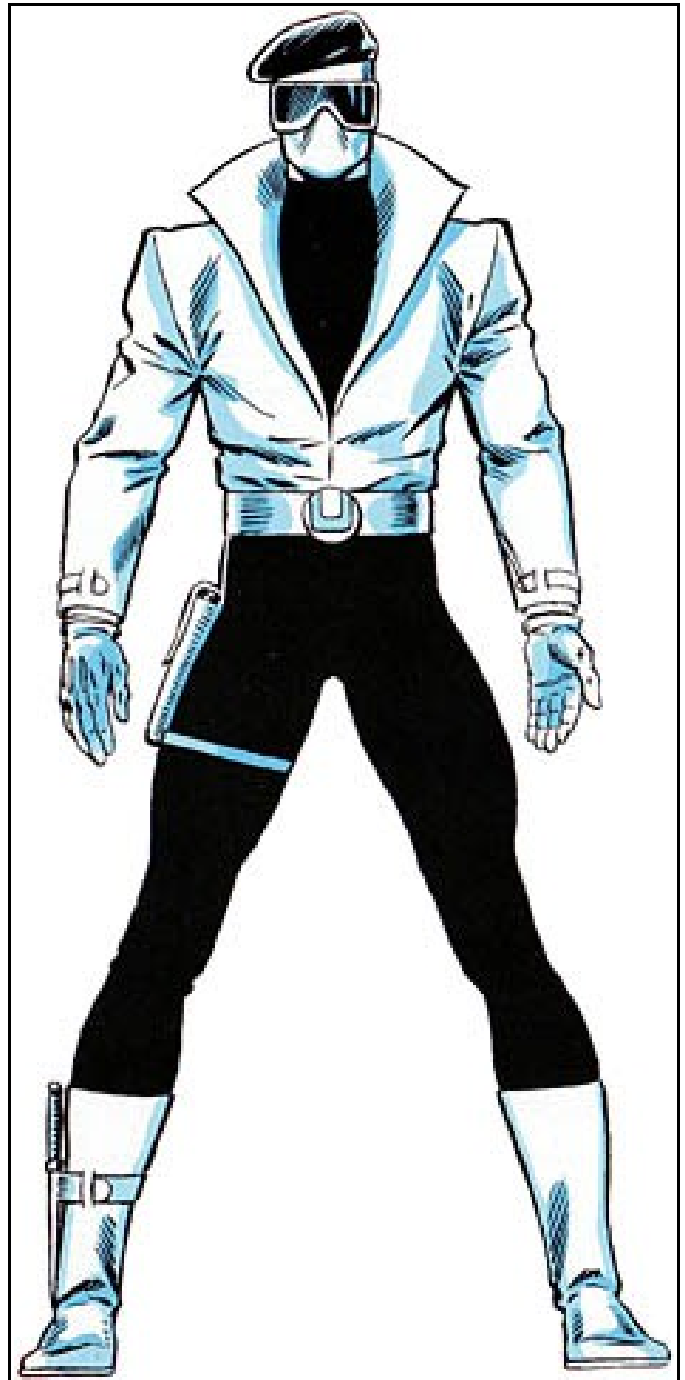
Game Mechanics Details:

The average ULTIMATUM operative can be built using the HYDRA template; more elite agents can be built using the AIM Soldier template (see *AIM*; *HYDRA*).

The bulk of ULTIMATUM's forces carry easily obtainable weapons, usually pistols in 9×19mm Parabellum, .40 S&W, or .45 ACP, rifles such as the AK-101 or AK-103 (modern versions of the classic AK-47; *GURPS High-Tech*, pp. 114, 120), or submachine guns like the H&K MP5K (*High-Tech*, pp. 123, 124). Some operatives carry RPG-7s (*High-Tech*, p. 148) when expecting to face heavy resistance (whether from armored vehicles, thick bunker doors, or superhuman bricks).

Design Notes:

1. Secretly, ULTIMATUM is one of a number of organizations secretly run by the Red Skull; this won't be revealed until Year Two.



UNION JACK

Hero

Real Name: Lady Jacqueline Falsworth.

Occupation: College student, adventurer.

Identity: Secret.

Legal Status: Citizen of the United Kingdom with no criminal record.

Other Aliases: "Jackie" (a nickname she hates), Lord Jack Falsworth.

Place of Birth: London, England.

Marital Status: Single.

Known Relatives: Lord William Falsworth (father, deceased); Lady Elizabeth Whitfield Falsworth (mother, deceased); Brian, Baron Falsworth (alias Union Jack II, grandfather); Lady Jacqueline Falsworth Crichton (alias Spitfire, great-aunt, deceased); Kenneth, Lord Crichton (first cousin once removed); Montgomery, Baron Falsworth (alias Union Jack I, great-grandfather, deceased); William, Baron Falsworth (great-great-grandfather, deceased); Lord John Falsworth (alias Baron Blood, great-great-uncle, undead); Steve Rogers (alias Captain America, godfather).

Group Affiliation: Associate of the Super-Heroes of Europe, Captain America, Bucky, and Red Guardian.

Base of Operations: London, England.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: During World War I, Montgomery, Baron Falsworth, took on the heroic role of Union Jack to stand as the hero of modern Great Britain, opposing his traitorous brother John, who had become a vampire and worked for the Germans as Baron Blood (see *Baron Blood*; *Vampires*). His son, Brian, took over the role during World War II, working with Captain America, the original Bucky, the android Human Torch, and Namor the Sub-Mariner, among others, as a member of the Invaders (see *Captain America*; *Namor*). At one point, Brian's sister Jacqueline was bitten by Baron Blood and given an ad-hoc blood transfusion from the various Invaders, including the synthetic "blood" of the Human Torch, gaining speed powers, whereupon she took the costumed identity of Spitfire (named after the fastest British airplane of the time).

Following the end of World War II, Brian only occasionally took action as Union Jack, while Jacqueline retired to the quiet life of the aristocracy. Brian inherited the title of Baron Falsworth in the fifties when his father passed away, and continued to act as Union Jack for another two decades. Brian intended that his son, William, carry on his heroic legacy, but William never pursued the training, instead becoming embroiled in politics, including a number of scandals. William and his wife, Elizabeth, were killed in a boating accident mere months after their only daughter, named Jacqueline after her heroic great-aunt, was born. Having kept in touch with Captain America, Brian insisted that the Captain be Jacqueline's godfather.

Brian, Baron Falsworth, tried to raise his granddaughter according to British aristocratic traditions, eventually insisting that the role of Union Jack go to his nephew, Kenneth Crichton. Kenneth, however, did not see himself as worthy of the role. Meanwhile, Jacqueline Falsworth grew up as a tomboy, and after coming of age started taking testosterone treatments and undergoing various surgeries (including breast removal), calling herself "Lord Jack" instead of "Lady Jacqueline". Jack underwent physical training, intending to take on the role of Union Jack himself.

During a visit by Captain America and his young partner, Rikki Buchanan, the new Bucky, to Falsworth Manor, Jack learned that Baron Blood had returned to active undeath. Against his grandfather's wishes, Jack donned a slightly reworked Union Jack uniform and assisted Captain America and Bucky in battling Baron Blood. (It was later revealed that Brian Falsworth was proud of Jack for his work as Union Jack, though the elder Falsworth is still uncomfortable with Jack's gender identity.)

Union Jack was later seen at an international meeting of national heroes, where he worked with Captain America and Russia's Red Guardian to take down the criminals Crossbones and Sin, who had attacked the conference (see *Crossbones*; *Red Guardian*; *Sin*).

Presumably, Jack Falsworth continues to divide his time between his college studies, where he is pursuing a degree in political science, and his actions as Union Jack.

Height: 5' 8" (173 cm).

Weight: 175 lbs. (79.5 kg)

Eyes: Blue.

Hair: Blond, dyed black.



Uniform: Blue-black bodysuit with the design of the British flag (the "Union Jack") on the chest, blue-black full-face cowl, brown belt, black gloves, black boots, red wrist-bands, red ankle-bands.

Strength Level: Union Jack possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Union Jack is a skilled hand to hand combatant and an expert shot with a pistol.

Weapons: Union Jack carries two standard weapons. The first is a silver-plated combat knife. The second is a semi-automatic pistol chambered in .40S&W; this replaces the .455 Webley revolver carried by his predecessors.

455 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 12 [5]; Per 12 [5]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0]; French (Accented) [4]; German (Accented) [4]; Latin (None/Literate) [2]; Russian (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Extra Attack 1 [25]; Fit [5]; Gizmo 1 [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Independent Income 10 [10]; Social Regard (Respected) 2 [10]; Status 2 [10]; Trained By A Master [30]; Wealth (Comfortable; Heir to Filthy Rich) [30].

Perks: Off-Hand Weapon Training (Knife) [1]; Quick-Swap (Knife) [1]; Style Familiarity (Dagger Fighting) [1]; Style Familiarity (Krav Maga) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Transgender) -2 [-10].

Quirks: Broad-Minded [-1]; Code of Honor (Gentlemanly Behavior) [-1]; Dislikes the Nickname "Jackie" [-1]; Wants to Live Up to the Family's Heroic Legacy [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Area Knowledge (London) (E) IQ+1 [2] – 12; Body Language (Human) (A) Per+0 [2] – 12; Breath Control (H) HT+0 [4] – 14; Climbing (A) DX+0 [2] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 12; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 12; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 15; Fast-Draw (Knife) (E) DX+1 [1] – 15*; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Flying Leap (H) IQ-1 [2] – 10; Forced Entry (E) DX+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 16; Immovable Stance (H) DX+0 [4] – 14; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Knife (E) DX+2 [4] – 16; Law (British Political) (H) IQ-1 [2] – 10; Lifting (A) HT-1 [1] – 13; Main-Gauche (A) DX+0 [2] – 14; Mental Strength (E) Will+2 [4] – 14; Observation (A) Per+0 [2] – 12; Politics (A) IQ-1 [1] – 10; Power Blow (H) Will+0 [4] – 12; Pressure Points (Human) (H) IQ+1 [8] – 12; Public Speaking (A) IQ-1 [1] – 10; Research/TL8 (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Stealth (A) DX+0 [2] – 14; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Tracking (A) Per+0 [2] – 12; Wrestling (A) DX+2 [8] – 16.

Techniques: Elbow Strike (Karate) (A) def+2 [2] – 16; Knee Strike (A) def+1 [1] – 16; Targeted Attack (Guns/TL8 (Pistol)/Weapon) (H) def+2 [3] – 14.

Starting Spending Money: \$204,000 (20% of Starting Wealth).

* Includes +1 from Combat Reflexes.

Role-Playing Notes:

Union Jack is a woman who identifies as a man (clinical name is "transsexual", though she hasn't yet gone for the final surgery to fully physically become male). He is attempting to follow the heroic legacy of his grandfather, great-aunt, and great-grandfather while trying to deal with his grandfather's insistence that Jack become "a proper English lady".

UNUS THE UNTOUCHABLE

Villain

Real Name: Angelo Unuscione.

Occupation: Professional criminal, former professional mixed martial arts prizefighter.

Identity: Publicly known.

Legal Status: Naturalized citizen of the United States with a criminal record.

Other Aliases: Gunther Bain.

Place of Birth: Milan, Italy.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Blob, member of the Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Angelo Unuscione immigrated to the United States at age 18 to enter the mixed martial arts circuit, billing himself as "Unus the Untouchable". Although he had what would be considered a successful career, he was repeatedly denied a shot at a championship title, in no small part due to being outed as a mutant. Embittered, Unus decided to take revenge on the MMA federation by kidnapping and holding the owners for ransom. This scheme was thwarted by the X-Man known as Beast, who developed a machine that increased Unus's field to incredibly powerful levels, to the point where he was unable to breathe because his field wasn't permitting any gases through (see *Beast*; *X-Men*). Humbled, Unus released his hostages, and Beast used his machine to return Unus's powers to their normal levels. Unus was arrested and sent to prison.

Unus escaped prison several months later and teamed up with the Blob, another foe of the X-Men, in order to discredit their mutual enemies (see *Blob*). The two designed their own X-Men uniforms, based on those of Cyclops and the Beast, and went on a rampage through midtown Manhattan (see *Cyclops*). Once again, the X-Men defeated him and he was returned to prison. While awaiting trial, they broke out of prison to join up with Magneto and his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). He has served with the Brotherhood ever since.

Height: 6' 1".

Weight: 220 lbs.

Eyes: Blue.

Hair: Black.

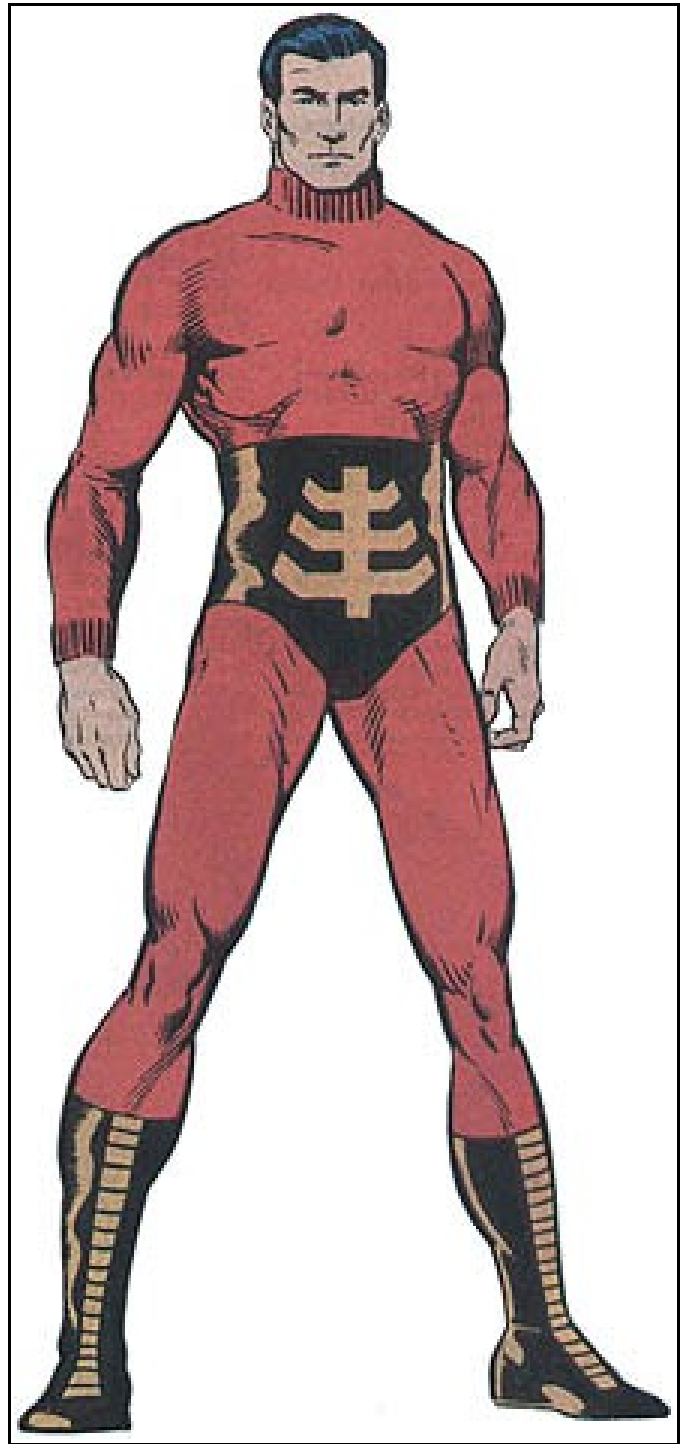
Uniform: Red woolen bodysuit, black trunks with a ziggurat pattern on them, black boots.

Strength Level: Unus possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Unus is a mutant who can psionically create a powerful force field around him, protecting him from harm. This force field can be varied in intensity at will, ranging from completely off to being strong enough to completely deflect .50 caliber machine guns. The field permits light and air to pass through so that he can breathe, see, and be seen; it is not known whether the field will protect him from lasers or gases. Quite possibly, the field will protect him against the enhanced energy of a laser. This field makes it difficult for those who attempt to grapple him to keep hold of him.

Unus is also able to use the field to push objects away from him, though he cannot push with his force field at a greater strength than he could normally.

Other Abilities: Unus is skilled at Brazilian Jiu-jitsu.



741 points

Attributes: ST 14 [40]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Accented) [4]; Italian (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Damage Resistance 85 (Force Field, +20%; Link (w/ Slippery), +10%; Switchable, +10%; Mutant Psionic, -10%) [553]; Enhanced Parry (Bare Hands) 1 [5]; Fit [5]; Slippery 5 (Force Field, +20%; Link (w/ DR), +10%; Switchable, +10%; Mutant Psionic, -10%) [13]; Telekinesis 14 (Repulsion, -60%; Mutant Psionic, -10%) [21]; Wealth (Comfortable) [10].

Perks: Classic Italian Features [1]; Dirty Fighting [1]; Style Familiarity (Brazilian Jujitsu) [1].

Disadvantages: Bad Temper (12) [-10]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Adrenaline Junkie [-1]; Holds Grudges For A Long Time [-1]; Show-Off [-1]; Stop Having Fun, Guys! [-1]; Vanity [-1].

Skills: Current Affairs/TL8 (Sports) (E) IQ+0 [1] – 10; Judo (H) DX+2 [12] – 14; Karate (H) DX+2 [12] – 14; Knife (E) DX+2 [4] – 14; Lifting (A) HT+0 [2] – 12; Performance (A) IQ+0 [2] – 10; Public Speaking (A) IQ+0 [2] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 10; Skiing (H) HT-1 [2] – 11; Swimming (E) HT+0 [1] – 12; Wrestling (A) DX+2 [8] – 14.

Techniques: Leg Grapple (Judo) (H) def+1 [2] – 15; Leg Throw (Judo) (H) def+2 [3] – 14; Lower-Body Head Lock (Wrestling) (H) def+5 [6] – 14.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

Role-Playing Notes:

Unus is a jock, plain and simple. While not exactly a bully, he's difficult to reason with and has to date coasted through life on his looks, athletic ability, and powers.

URICH, BEN

Supporting Cast

Real Name: Benjamin Urich.

Occupation: Newspaper reporter.

Identity: Ben Urich does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Brooklyn, New York City.

Marital Status: Divorced.

Known Relatives: Ex-wife (name unrevealed).

Group Affiliation: Employee of the Daily Bugle.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Ben Urich grew up in Brooklyn. From an early age, he delighted in discovering the truth behind events. He worked his way through college working in the mail room of the *Daily Bugle*; after receiving his journalism degree he was promoted to reporter (see *Daily Bugle*).

Urich became interested in the masked vigilante operating in Hell's Kitchen who was going by the name of Daredevil, and started following his exploits for the *Bugle* (see *Daredevil*). Daredevil's career almost became an obsession for Urich, to the point that his wife divorced him over it. Urich was determined to discover Daredevil's secret. Eventually, Urich obtained enough proof to link Daredevil to the blind Assistant District Attorney Matt Murdock.

As he was writing his expose, however, Urich came to realize what this piece would mean not only to himself, but to Murdock: If he went ahead and sent the piece to the *Bugle's* publisher, J. Jonah Jameson, Murdock would be finished (see *Jameson, J. Jonah*). Over the course of his investigation, Urich had started to relate to Murdock, and could not bring himself to destroy another man's life so callously. Ultimately, Urich deleted the article.

Urich has since lent his investigative and journalistic talents to aid Daredevil on several occasions since.

Height: 5' 9".

Weight: 140 lbs.

Eyes: Brown.

Hair: Gray.

Uniform: None.

Strength Level: Ben Urich possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

66 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Contact (Police Forensics) (Skill 15) (Frequency: 9 or less; Usually Reliable) [4]; Danger Sense [15]; Empathy [15]; High Manual Dexterity 2 [10]; Merchant Rank 0 [0]; Single-Minded [5].

Perks: Doodad 1 [1]; Focused (Writing) [1]; Permit (Concealed Carry) [1].

Disadvantages: Addiction (Tobacco) [-5]; Bad Sight (Nearsighted) (Mitigator: Glasses) [-10]; Code of Honor (Journalist's) [-5]; Combat Paralysis [-15]; Loner (12) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Matt Murdock/Daredevil) [-2].

Quirks: Broad-Minded [-1]; Dogged Persistence [-1]; Nosy [-1]; Trivial Reputation (Disliked By Police) [-1].

Skills: Area Knowledge (New York City) (E) IQ+0 [1] - 12; Artist (Drawing) (H) IQ-2 [1] - 10; Carousing (E) HT+2 [4] - 12; Current Affairs/TL8 (New York City) IQ+0 [2] - 12; Detect Lies (H) IQ+1 [1] - 13*; Fast-Talk (A) IQ+0 [2] - 12; Lip Reading (A) Per+0 [2] - 12; Observation (A) Per+2 [8] - 14; Professional Skill (Journalist) (A) IQ+0 [2] - 12; Research/TL8 (A) IQ+0 [2] - 12; Streetwise (A) IQ+0 [2] - 12; Typing (E) DX+1 [2] - 11; Writing (A) IQ+0 [2] - 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).



* Includes +3 from Empathy.

Role-Playing Notes:

Vampires are creatures formed by ancient sorcery who exist in a state between life and death, a state commonly called "undeath". Vampires live a parasitic existence, subsisting on the blood of the living. The exact origins of the vampire are lost to antiquity, although the most prominent vampire, Vlad Dracula, has claimed the ancient text called the Darkhold holds the key to both the creation and the permanent destruction of vampires (see *Dracula*). To become a vampire, a person has to be bitten by a vampire, made to drink some of the vampire's own blood, and killed. Three nights later, the victim of this turning rises as a new vampire. All new vampires are driven to feed immediately upon rising; only a select few of extraordinary will retain their senses upon rising to resist killing their initial prey.

Physically, vampires appear almost as they did in life. Their features tend to be a bit more gaunt and their skin slightly paler, with a predatory look about them, but the most notable changes are the growth of their canines into sharp fangs and the irises of the eyes turning red. They are roughly ten times stronger they were in life; for the average vampire, this means being able to bench press roughly 1,000 pounds (454 kg). Vampires have the ability to hypnotize their prey, transform into a thick mist, or take the form of a bat, wolf, or a half-man, half-bat figure. A select few are able to master their shapeshifting ability to adopt other forms. They are able to see clearly in pitch darkness. They also heal quickly from even the most serious injuries; a vampire can regrow a lost limb in a matter of minutes. They are able to exert mental control over anyone they bite and don't kill.

Despite these powers, they have many severe weaknesses. A vampire cannot enter a domicile unless invited by someone who lives there, after which the vampire is free to come and go as he pleases unless a magical ritual to reestablish the barrier is performed. Furthermore, he is able to be held at bay with religious symbols (crucifix, Star of David, etc), provided the one wielding the symbol is a believer in the significance of the symbol, and pressing a holy symbol against them causes them to burn in that spot. Holy water is like acid to them. Sunlight burns them, though other light sources don't harm them. Most are forced to sleep during the day, though some vampires are able to move about during the day provided they avoid direct sunlight. They are almost immune to most damage, but weapons made of silver (silver-coating works, but alloys must possess at least 60% or more of silver to be effective) or wood harm them the most.

Vampires rely on blood taken from living beings to maintain their existence. The majority of them prefer human blood taken straight from the living, but it is possible for a vampire to feed off animal blood and blood taken from medical facilities. It is possible for a vampire to live on a single pint of blood every week without suffering adverse effects, though most prefer to drink more often.

The most surefire means to kill a vampire is to pierce the heart with a wooden stake or silver blade, then remove the head and

burn both the body and head in two different locations. If a vampire is staked but the head is not removed, the removal of the stake will return the vampire to a semblance of life. Forcing a vampire outside during the day to be burned by the sun will also kill him. A third method, probably the most risky, is the recitation of a series of spells found in the Darkhold known as the Montesi Formula, named after the medieval monk who first recognized its significance.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

Game-Mechanic Details:

While the template includes "Injury Tolerance: No Blood", this merely means that the vampire is immune to effects that rely on the flow of blood through the body; the vampire can still bleed (in fact, the blood of a vampire is contagious), though blood loss does not adversely affect the vampire.

Vampire

757 points

Attribute Modifiers: ST +15 [150].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Alternate Form (Bat; Mist; Were-Bat) (Reduced Time 4, +80%; Magical, -10%) [77]; Dark Vision (Color Vision, +20%; Magical, -10%) [28]; Discriminatory Hearing [15]; Discriminatory Smell [15]; Discriminatory Taste [10]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood; Unliving) [25]; Mind Control (Alternative Limitations (Accessibility: Only On Bite Victims, -10%; Sense-Based (Vision and Hearing), -15%), -17%; Conditioning, +50%; Independent, +70%; Slow-and-Sure (Speed: 1 minute), +125%; Magical, -10%) [159]; Regeneration (Very Fast: 1 HP/sec) (Magical, -10%) [90]; Regrowth (Magical, -10%) [36]; Supernatural Durability [150]; Telecommunications (Telesend) (Accessibility: Only On Bite Victims, -10%; Magical, -10%) [24]; Temperature Tolerance 5 [5]; Unaging [15]; Unkillable 2 (Achilles Heel: Beheading, -50%; Hindrance: Silver or Wooden Stake in the Heart, -5%; Magical, -10%) [35]; Vampiric Bite (1 HP/sec) [30].

Perks: Racial Gifts (Increased Vampiric Traits) [1].

Disadvantages: Dependency (Blood; Weekly, Illegal) [-20]; Dread (Holy Symbols) (Accessibility: Wielder Must Believe, -10%) [-9]; Dread (Unable To Enter Homes) (Accessibility: Except When Invited, -10%) [-9]; Social Stigma (Dead) [-20]; Supernatural Feature (No Body Heat; No Reflection; Pallor (Can Gain Flush of Life Temporarily) [-20]; Uncontrollable Appetite (Blood) (12) [-15]; Vulnerability to Silver (×3) [-15]; Weakness to Holy Symbols or Holy Water (1d per 5 minutes) [-10]; Weakness to Sunlight (1d per minute) [-60].

Features: Affected By True Faith, Pentagram, etc.; Sterile.

Real Name: Unrevealed.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: None, though he has been known to hire henchmen for various jobs.
Base of Operations: Mobile.
First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about the origins of the man calling himself the Vanisher. He first came into conflict with the mutant adventurers known as the X-Men after he teleported into an otherwise impregnable government vault and stole classified documents (see *X-Men*). The X-Men were approached by SHIELD agent Maria Hill, who asked them for their assistance in apprehending him (see *SHIELD*). They managed to do so before he could sell or otherwise distribute the documents, and the Vanisher was taken into custody in power-dampening shackles.

Some time later the Vanisher escaped from prison, and seeking to remain under the authorities' radar organized a gang of young street urchins to act as petty thieves under his direction. However, these thieves came to the X-Men's attention when one of them stole their friend Vera Cantor's purse (see *Cantor, Vera*). Although the Vanisher was defeated, he fled before he could be captured.

The Vanisher later came into conflict with the Fantastic Four, only to be defeated and imprisoned in the other-dimensional space he teleports through by Reed Richards (see *Fantastic Four; Mister Fantastic*). Reed commented that he suspects the Vanisher will return at some point.

Height: 5' 10".

Weight: 175 lbs.

Eyes: Brown.

Hair: Bald; no facial hair.

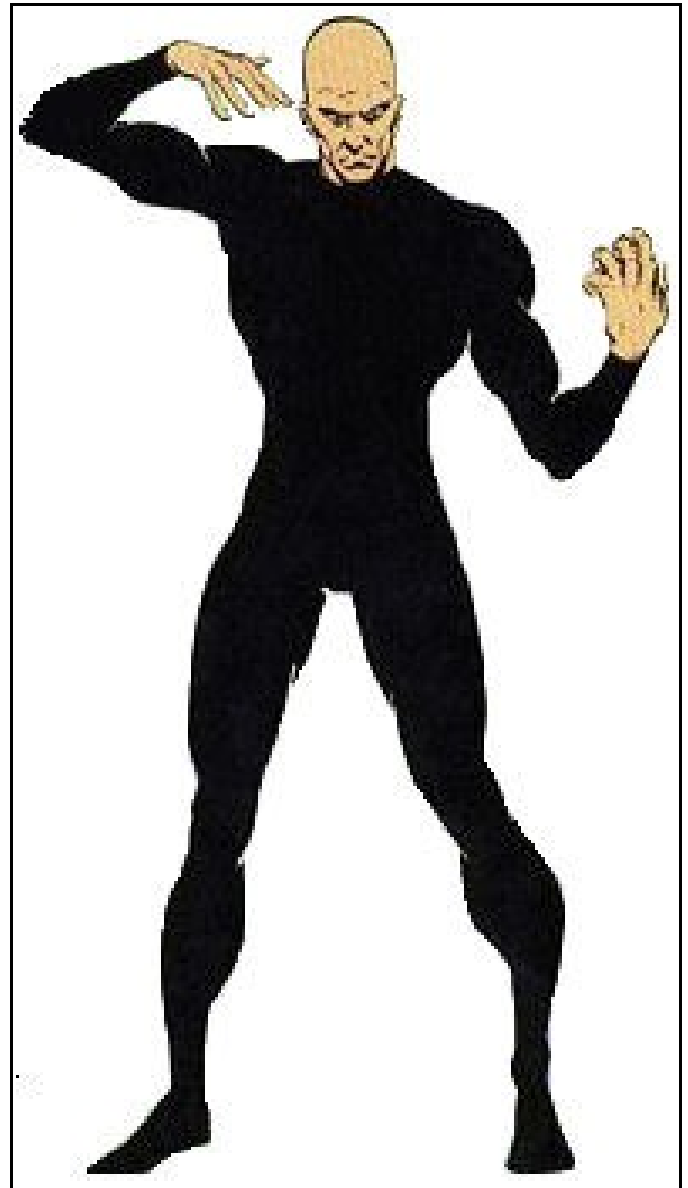
Uniform: Black bodysuit, black boots; occasionally supplemented with a Hawaiian shirt and sunglasses.

Strength Level: The Vanisher possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: The Vanisher is a teleporter with the ability to transport himself and some additional mass instantly to any point on the planet.

The Vanisher is known to be able to teleport anywhere, even if he hasn't been there before or is unable to see where he's going. It is believed that he accesses an alternate sidereal dimension through which he can view the regular world, but the nature of the other dimension is unknown. There appears to be no effective limit to the distance he can teleport, although it is unlikely that he could travel to other planets or even the moon. The Vanisher is able to carry up to 60 pounds of equipment with him when he teleports.

The Vanisher has an instinctual sense which prevents him from materializing inside a solid object.



340 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Combat Reflexes [15]; Warp (Blind, +50%; Can Carry Objects (Medium Encumbrance), +50%; Gyroscopic, +10%; No Strain, +25%; Range Limit: 10,000 miles, -10%; Reliable +10, +50%; Mutant, -10%) [265].

Perks: One-Task Wonder (Electronics Repair (Security), Disabling Only) [1]; Safe Teleport [1].

Disadvantages: Compulsive Gambling (12) [-5]; Cowardice (9) [-15]; Greed (9) [-22]; Pacifism (Cannot Kill) [-15]; Restricted Diet (Gluten Intolerance) [-10]; Social Stigma (Criminal Record) [-5]; Trademark (Calling Card) [-5].

Quirks: Allergies (Hay Fever) [-1]; Not Until My First Cup! [-1]; Show-Off [-1]; Talks to Himself [-1].

Skills: Autoteleport (H) IQ+4 [20] – 16; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Filch (A) DX+0 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Lockpicking/TL8 (A) IQ+2 [8] – 14; Navigation/TL8 (Land) (A) IQ+2 [1] – 14*; Observation (A) Per+0 [2] – 12; Search (A) Per+0 [2] – 12; Sleight of Hand (H) DX+0 [4] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12; Traps/TL8 (A) IQ+2 [7] – 14†.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +3 from Absolute Direction.

† Defaulted from Lockpicking.

Role-Playing Notes:

A petty man who uses his abilities for his own gain, Vanisher is both a showman and a coward. He likes to let folks know that he's either stolen or going to steal from them, and will often leave a calling card. If things go rough, however, he will always attempt to teleport to safety, leaving any allies and henchmen behind to fend for themselves.

VERMIN

Non-Villain Antagonist

Real Name: Unrevealed.

Occupation: None.

Identity: Secret.

Legal Status: Presumably a citizen of the United States, possibly with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Pawn of Arnim Zola and Baron Zemo.

Base of Operations: New York City.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The man currently known as Vermin was a homeless man living in sewers and homeless shelters of New York City when he was abducted by scientists working for Arnim Zola and AIM on behalf of Baron Zemo (see *AIM*; *Baron Zemo*; *Zola, Dr. Arnim*). AIM's scientists performed a number of experiments on the man, including retroviral injections of rodent DNA, which gave him many features similar to those of rats.

Vermin was then commanded by Zemo to send the city's rats and stray dogs after Captain America in the latter's home in Queens (see *Captain America*). The Captain managed to defeat Vermin, though the latter escaped and fled into the sewers, leaving a trail to Zemo's lair clear enough for the Captain and his young partner, Bucky, to follow (see *Bucky*). This was, however, a ruse as Vermin was leading the two into one of Zemo's traps.

Zemo, deciding that Vermin's usefulness was at an end, had Vermin chained between Captain America and Bucky, intending to kill all three of them. The three got free, however, and Vermin disappeared in the chaos. Captain America decided to let Vermin go, cautioning Bucky that Vermin was a bigger victim of Zemo than they were.

A man matching Vermin's description was later seen living among the Morlocks in the tunnels under Manhattan (see *Morlocks*). Whether this was indeed Vermin or just someone with a similar appearance is currently unknown.

Height: 6' 0".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Vermin possesses enhanced strength enabling him to lift (press) roughly half a ton.

Known Superhuman Powers: Vermin's body has been altered to grant him several physical features common to animals, particularly rats. His hands and feet end in sharp claws, and his teeth are incredibly sharp. He is able to hear in the ultrasonic range, and is able to see clearly in near darkness, though his eyesight has degraded to make him extremely nearsighted. His skin and fur grant him a moderate degree of protection. His physiology is such that he is able to run at speeds up to thirty-five miles per hour.

Vermin is also able to talk with and command rats, feral dogs, and similar animal life in a manner that is believed to be at least partially psionic. The number of rats and stray dogs he can control at once is unknown.

563 points

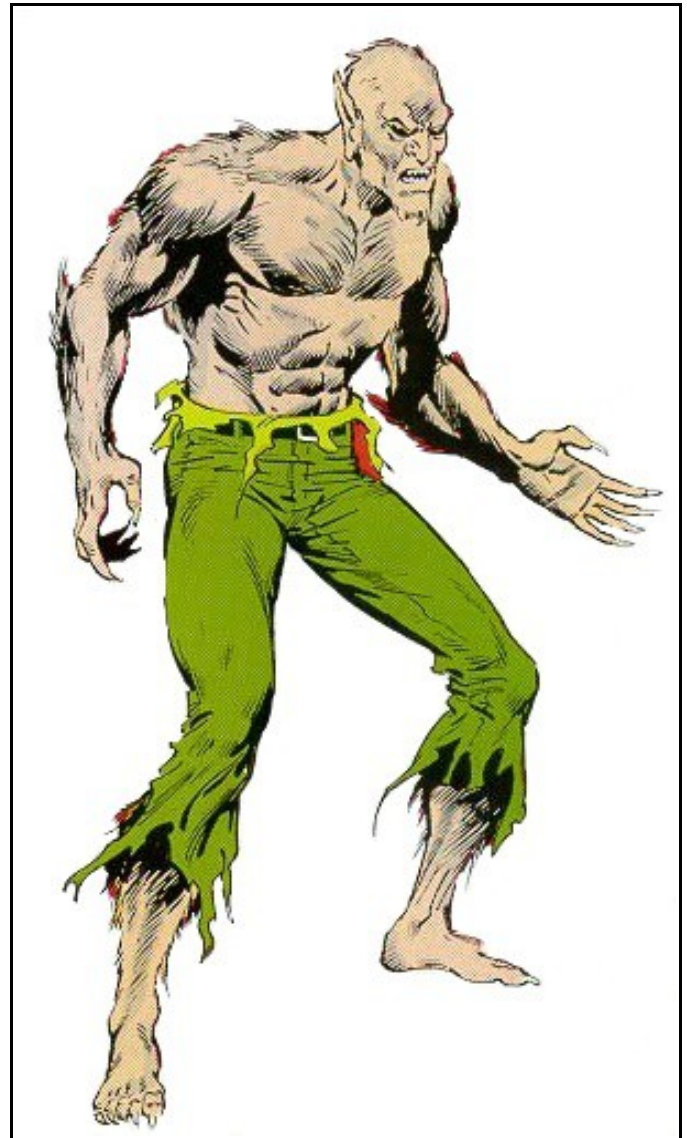
Attributes: ST 12 [20]; DX 15 [100]; IQ 9 [-20]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+2 (2d+2/5d-1); BL 29 lbs. (125 lbs.); HP 12 [0]; Will 10 [5]; Per 13 [20]; FP 14 [0]; Basic Speed 7.25 [0]; Basic Move 6 [-5]; Dodge 11.

Languages: English (Accented/Illiterate) (Native Language) [-4].

Cultural Familiarities: Western [0].

Advantages: Animal Control Talent 2 [10]; Beastmaster 4 [40]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 6 (Tough Skin, -40%; Passive Biological, -5%) [17]; Discriminatory Smell [15]; Enhanced Move (Ground) 1.5 (Passive Biological, -5%) [29]; Lifting ST +13 (Costs 1 FP, -5%; Passive Biological, -5%) [36]; Mind Control (Area Effect (64 yds),



+300%; Specific: Urban Wildlife, -40%; Psionic, -10%) [175]; Night Vision 9 [9]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Resistant to Disease (+8) [5]; Resistant to Poisons (+8) [7]; Speak With Animals (Specialized: Urban Wildlife, -50%; Psionic, -10%) [10]; Street-Smart 4 [20]; Striking ST +13 (Costs 1 FP, -5%; Passive Biological, -5%) [59]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Perks: Fur [1]; Pet Rat [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Sight (Nearsighted) [-25]; Hidebound [-5]; Innumerate [-5]; Jealousy [-10]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Freak) [-10]; Social Stigma (Uneducated) [-5]; Stress Atavism (Moderate) (12) [-15]; Wealth (Dead Broke) [-25].

Quirks: Asks Pet Rat For Advice [-1]; Distractible [-1]; Immodest [-1]; Never Smiles [-1]; Refuses To Answer To Birth Name [-1].

Skills: Animal Handling (Dogs) (A) IQ+4 [2] – 14*; Animal Handling (Rodents) (A) IQ+4 [2] – 14*; Area Knowledge (New York City) (E) IQ+3 [8] – 12; Artist (Woodworking) (H) IQ+0 [4] – 9; Beast Control (H) IQ+5 [16] – 14†; Brawling (E) DX+2 [4] – 17; Climbing (A) DX-1 [1] – 14; Forced Entry (E) DX+0 [1] – 15; Mimicry (Animal Sounds) (H) IQ+3 [2] – 12*; Mimicry (Bird Calls) (H) IQ+2 [1] – 11*; Panhandling (E) IQ+4 [1] – 13‡; Running (A) HT-1 [1] – 13; Scrounging (E) Per+4 [1] – 17‡; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+3 [1] – 12‡; Swimming (E) HT+0 [1] – 14; Throwing (A) DX-1 [1] – 14; Tracking (A) Per+1 [4] – 14; Urban Survival (A) Per+3 [1] – 16‡; Weather Sense (A) IQ+1 [4] – 10; Wrestling (A) DX+0 [2] – 15.

Features: Born Biter 1 [0].

Starting Spending Money: \$0.

* Includes +4 from Beastmaster.

† Includes +2 from Animal Control Talent.

‡ Includes +4 from Street-Smart.

Role-Playing Notes:

Vernin just wants to be left alone with his rats. However, others keep drawing him into conflict with superheroes.

VERTIGO

Villain

Real Name: Unrevealed.

Occupation: Warrior, assassin.

Identity: Vertigo's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: AVENGERS #

History: The origins of the woman known as Vertigo are currently a mystery. She was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to her current form in some as-yet unexplained manner (see *Savage Land*).

Vertigo first appeared alongside the other Savage Land Mutates in their clash with the Avengers (see *Avengers*; *Savage Land Mutates*). Through comments made, it is assumed that she was a "replacement" for the Mutate named Equilibrius, who was absent from the encounter and whose powers are similar to her own (see *Equilibrius*).

Vertigo has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants (see *Brotherhood of Mutants*).

Height: 5' 6".

Weight: 115 lbs.

Eyes: Green.

Hair: Green.

Uniform: White one-shoulder one-sleeve bodysuit with a green swirl pattern on it

Strength Level: Vertigo possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Vertigo possesses the psionic ability to create a field that will disrupt the sense of balance of anyone in it. With practice, she has learned how to make it so that she can specify who in the field is affected and who is not. Under the effects of her field, her victims suffer from nausea, loss of balance, and klutziness; some have even retched.

620 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Affliction (Vertigo Field) 8 (HT-7; Area Effect (32 yds), +250%; Cancellation, +10%; Incapacitation: Seizure, +100%; Alternate Enhancements (Disadvantage: Total Klutz, +15%; Incapacitation: Retching, +50%; Irritant: Nauseated, +30%), +19%; Malediction: Uses Speed/Range Table, +150%; Selective Area, +10%; Variable, +5%; Psionic, -10%) [516]; Appearance (Attractive) [4]; Combat Reflexes [15]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Survivor 2 [10].

Perks: Dirty Fighting [1]; Skintight Uniform [1].

Disadvantages: Bloodlust (12) [-10]; Light Sleeper [-5]; Low TL -8 [-40]; Overconfidence (12) [-5]; Sadism (9) [-22]; Wealth (Poor) [-15].

Quirks: Distinctive Feature (Green Hair) [-1]; Immodest [-1]; Proud [-1]; Rapid Talker [-1]; Vanity [-1].

Skills: Brawling (E) DX+2 [4] - 14; First Aid/TL0 (Human) (E) IQ+2 [1] - 13*; Fishing (E) Per+1 [2] - 12; Hiking (A) HT+0 [2] - 12; Knife (E) DX+1 [2] - 13; Knot-Typing (E) DX+3 [2] - 15*; Naturalist (Savage Land) (H) IQ+1 [2] - 12*; Running (A) HT+0 [2] - 12; Spear (A) DX+2 [8] - 14; Survival (Jungle) (A) Per+1 [1] - 12*; Wrestling (A) DX+1 [4] - 13.

Starting Spending Money: \$800 (20% of Starting Wealth).



* Includes +2 from Survivor.

Role-Playing Notes:

Unlike her predecessor, Vertigo is a cold-hearted killer who delights in torturing her victims with her powers before delivering the killing blow. She has no sense of kinship with the other Mutates, but is engaged in a torrid physical relationship with Barbarus, who she may or may not come to the defense of, depending on her whims.

Design Notes:

1. Vertigo, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

Real Name: Jordan Stryke.

Occupation: Professional mercenary, former advertising executive.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Jordan Dixon.

Place of Birth: Los Angeles, California.

Marital Status: Divorced.

Known Relatives: Leonard (alias Eel, brother); ex-wife (name unrevealed).

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: As a young man, Jordan Stryke started his career as a junior copy writer for an advertising firm, working his way up through the ranks over the years to become a mid-level account executive. As time went on, he became convinced the public would buy anything if it was advertised properly. It is not known when he got the idea to become a costumed mercenary.

When he was contacted by his brother Leonard regarding the gambling debts Leonard had racked up, Jordan's slick tongue convinced his brother to become a costumed criminal to raise funds. Leonard took the identity of the Eel, with Jordan secretly funding the creation of the Eel's uniform (see *Eel*). Encouraged by this, he kept track of the Eel's career while making contact with a number of other snake-themed criminals and mercenaries. Taking the name of the Viper, he busted his brother out of prison to join the team he dubbed the Serpent Squad (see *Serpent Squad*).

As the leader of the Serpent Squad, Viper led the team in several corporate espionage missions before coming into conflict with Captain America, who had been asked to investigate (see *Captain America*). Viper got away by shooting the Captain's young partner, Bucky, in the back with a reportedly fast-acting lethal poison, then offering the antidote in exchange for his freedom (see *Bucky*). The Captain reluctantly agreed, but while his back was turned the Viper shot the Captain with the same venom.

The Serpent Squad again came into conflict with Captain America not long after, this time when the Squad was being investigated by the government team Freedom Force (see *Freedom Force*). Viper nearly convinced one of Freedom Force, the serpentine Slither, to defect to the Serpent Squad, and instigated a fight between Captain America and Freedom Force over it (see *Slither*). However, the Captain and Freedom Force's field leader, Crucible, managed to set aside their differences long enough to work together to capture most of the Serpents, including Viper (see *Crucible*). Following that, Viper was sent to prison.

Viper was later seen, ironically in full costume with prison orange over it, during the prison break led by the Rhino, alongside the other Serpents who had been imprisoned (see *Rhino*). He has since been seen looking up information on other serpent-themed costumed mercenaries and criminals.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Unrevealed.

Hair: Unrevealed.

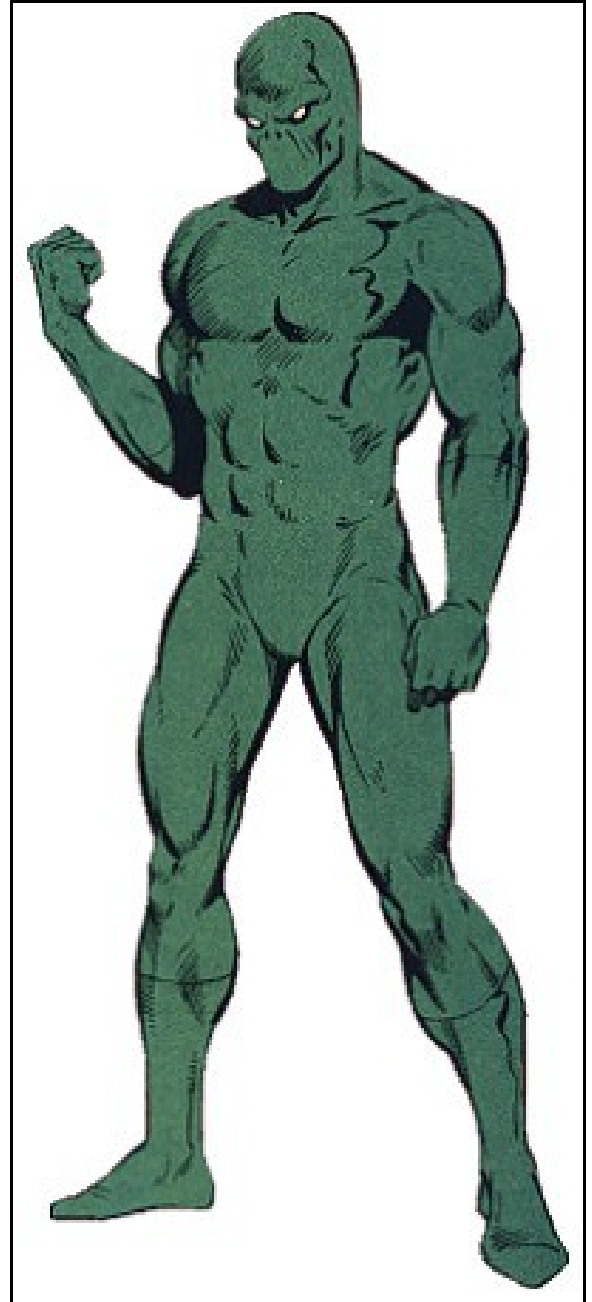
Uniform: Padded two-tone green bodysuit, green full-face cowl, black gloves, black boots, black belt with a green buckle.

Strength Level: Viper possesses the normal human strength of a man his age, height, and build who engages in moderately intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Viper is skilled at manipulation of the media for advertising purposes. He is also a skilled hand to hand combatant, a nimble athlete, and a good shot with his wrist-mounted dart shooters.

Weapons and Paraphernalia: Viper uses a pair of gauntlets which he uses to shoot darts tipped with a variety of poisons. His right gauntlet also has an eight-inch long retractable poison-tipped blade.



375 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Business Acumen 3 [30]; Combat Reflexes [15]; Fit [5]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Merchant Rank 4 [20]; Talker 3 [15]; Wealth (Wealthy) [20].

Disadvantages: Callous [-5]; Compulsive Rhetoric (9) [-7]; Odious Personal Habit (Speaks In Business Jargon) -1 [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Careful [-1]; Dual Identity [-1]; Imaginative [-1].

Skills: Acrobatics (H) DX-1 [2] – 12; Administration (A) IQ+3 [2] – 15*; Boxing (A) DX+1 [4] – 14; Brainwashing/TL8 (H) IQ IQ-2 [1] – 10; Chemistry/TL8 (H) IQ+0 [4] – 12; Climbing (A) DX+2 [1] – 15†; Diplomacy (H) IQ+2 [2] – 14‡; Fast-Draw (Knife) (E) DX+1 [1] – 14§; Fast-Talk (A) IQ+4 [4] – 16‡; Forced Entry (E) DX+0 [1] – 13; Guns/TL8 (Wrist Gun) (E) DX+3 [8] – 16; Holdout (A) IQ+1 [4] – 13; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Jumping (E) DX+0 [1] – 13; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+2 [8] – 14; Lifting (A) HT-1 [1] – 12; Lockpicking/TL8 (A) IQ+0 [2] – 12; Market Analysis (H) IQ+3 [4] – 15*; Merchant (A) IQ+3 [2] – 15*; Observation (A) Per+0 [2] – 12; Poisons/TL8 (H) IQ+0 [4] – 12; Professional Skill (Advertiser) (A) IQ+2 [8] – 14; Propaganda/TL8 (A) IQ+8 [20] – 20*; Psychology (Human) (H) IQ+2 [2] – 14‡; Public Speaking (A) IQ+0 [2] – 12; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+3 [1] – 15‡; Savoir-Faire (Mafia) (E) IQ+3 [1] – 15‡; Shadowing (A) IQ+0 [2] – 12; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+0 [4] – 14; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Dart) (E) DX+1 [2] – 14.

Starting Spending Money: \$17,900 (20% Starting Wealth, minus cost of armor).

* Includes +3 from Business Acumen.

† Includes +3 from Flexibility.

‡ Includes +3 from Talker.

§ Includes +1 from Combat Reflexes.

Role-Playing Notes:

Viper is a con man at heart, holding most of the world in contempt over how easily people can be persuaded by mass media. A sociopath, he'll kill without mercy if the situation warrants it. He has an annoying habit of bantering as a salesman or con artist while in combat, which grates on everyone's nerves but his brother's, and tends to treat mission briefings as marketing seminars. Despite all that, he's developed into a decent leader. He likely has greater plans for the Serpent Squad than a mere squad of costumed mercenaries.

Design Notes:

1. Viper's uniform is meant to consist of a Reflex Tactical Vest (*Ultra-Tech*, p. 173) over the chest, with a Reflex Suit (*Ultra-Tech*, p. 172) covering the rest of the body.
2. It's quite likely that this Viper – not Sidewinder – will expand the Serpent Squad into the Serpent Society.

Real Name: Adrian Toomes.

Occupation: Professional criminal; former electronics engineer.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Staten Island, New York.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Adrian Toomes was an electronics engineer who helped found a small firm with Gregory Bestman. Toomes let Bestman handle all the business aspects while he worked in the firm's research and development lab. Bestman tricked Toomes into signing over his half of the firm, then fired him for perceived slights. Without immediate legal recourse, Toomes decided to resort to burglary. He broke into the lab where he'd been working on a new invention – a winged flight harness which utilized a combination of wings and an antigravity generator the firm had purchased from the Wizard – and stole the suit (see *Wizard*).

Toomes trained himself in the use of the suit, and made his debut as the Vulture by harassing and kidnapping Bestman, attempting to force Bestman into admitting in public that he'd swindled Toomes. He clashed twice with Spider-Man before he was captured and sent to prison; in their second confrontation, Spider-Man teamed with Iceman of the X-Men (see *Iceman*; *Spider-Man*; *X-Men*). Ultimately, Bestman told the truth in Toomes's trial, and has been arraigned on charges of his own.

Toomes recently escaped prison in a massive jailbreak led by the Rhino, during which he either regained or duplicated his flight harness (see *Rhino*). He was recently seen meeting with someone who looked a lot like Mysterio from a distance (see *Mysterio*). Where and when the Vulture will strike next is anyone's guess.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Hazel.

Hair: Bald, formerly black.

Uniform: Green and black bodysuit, green boots, wings underneath his arms which, when fully extended, extend to twice his arm length.

Strength Level: Adrian Toomes possesses the normal human strength of a man his age, height, and build who engages in regular exercise. The flight harness amplifies his strength by a factor of four, enabling him to lift (press) around 700 pounds.

Known Superhuman Powers: None; all of his abilities stem from his uniform.

Other Abilities: Adrian Toomes is a skilled engineer and inventor, but does not have the ability to create truly revolutionary superscience devices without help. For instance, he designed his flight suit but still needed to acquire the antigravity generator from outside sources rather than inventing it himself.

Weapons and Paraphernalia: The Vulture wears a battlesuit which possesses a pair of wings underneath the arms and a prototype anti-gravity generator to provide lift. The suit also amplifies his strength by a factor of four, as well as giving him protection against most police handguns. While the suit's wings are underneath his arms and extend to three times his arm length when fully deployed, his hands are left free for grabbing and carrying while in flight.

The suit enables him to fly completely silently, maneuvering by flapping his wings like a bird does. In the event that the antigravity unit is disabled, he can still glide for long distances and maneuver in flight. The Vulture is able to attain altitudes up to 11,000 feet



above sea level, at which point the air becomes too thin for him to breathe. He can fly for up to six hours before tiring appreciably. The suit is able to maintain speeds up to 95 miles per hour.

180 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 2d-1/3d+2 (1d-2/1d w/out suit); BL 80 lbs (20 lbs w/out suit); HP 10 [0]; Will 12 [-5]; Per 13 [0]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Basic Air Move 12 [2]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 1 [10]; Combat Reflexes [15]; Enhanced Dodge 1 [15]; Enhanced Move (Air) 2 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [22]; Flight (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%; Winged, -25%) [12]; Lifting ST +10 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [17]; Striking ST +10 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [28].

Disadvantages: Appearance (Unattractive) [-4]; Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Professional) [-5]; Easy to Read [-10]; Low Pain Threshold [-10]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Vow (Defeat Spider-Man) (Major Vow) [-10].

Quirks: Distinctive Feature ("Beaked" Nose) [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Aerobatics (H) DX+2 [12] – 14; Engineer/TL8 (Electronics) (H) IQ+1 [4] – 14*; Engineer/TL8 (Low-G Wings) (H) IQ+1 [4] – 14*; Flight (A) HT+2 [8] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Navigation/TL8 (Air) (A) IQ-1 [1] – 12; Physics/TL8 (VH) IQ-2 [2] – 11.

Starting Spending Money: \$3,600 (20% of Starting Wealth, minus the cost of a TL8 Ballistic Vest, giving Flexible DR 8/2, built into his flight suit).

* Includes +1 from Artificer.

Role-Playing Notes:

Wakanda is a small country, encompassing roughly 10,200 square miles, situated on Lake Victoria between Kenya and Uganda. The populace of the country is primarily Bantu in origin.

Wakanda is primarily an agrarian nation. However, it boasts one resource unique in the world. Wakanda boasts the largest (some claim the only) naturally occurring deposit of vibranium in the world. The high demand for this rare commodity, of which Wakanda's rulers have nationalized the mining and production, has given Wakanda a higher per capita and standard of living than its neighbors, on par with many of the industrialized nations.

Wakanda is unique among the nations bordering Lake Victoria in that its official religion is neither Christianity nor Islam. Instead, the Wakandan people worship a "panther god" (who may or may not be related to the African lion god Simba or the Egyptian cat goddess Bast). This religion has been supported by Wakanda's rulers for generations.

The ancestors of the people who would eventually settle Wakanda were a Bantu people who settled there between the 1st Century B.C. and 1st Century A.D.

During the colonial period, Wakanda was officially part of the British East Africa colony, but situated far enough inland that it managed to maintain its local autonomy in practice, though not officially. When Kenya gained its independence in 1963, Wakanda asserted its independence as well. Also at that time, Wakanda essentially closed its borders, nationalizing all trade.

It is believed that the properties of the Great Vibranium Mound were discovered during or prior to World War II, and the king ordered the presence of the metal to be kept secret from all outsiders. It was also during World War II that Wakanda became insular.

Years ago, King T'Chaka sent his son and heir, T'Challa, to England to study the modern world outside Wakanda's borders (see *Panther*). The rest of the royal family was uncertain as to whether T'Challa would be influenced by "outsiders". Recently, however, T'Challa returned home, having earned an engineering degree, only to find his father on his deathbed from a poacher's gunshot wound. T'Challa has since reigned over Wakanda, attempting to balance the traditionally insular tribal people of the nation with concepts and technology from the modern world.

First Post-Reboot Appearance: LOST WORLD OF WAKANDA #25.

Design Notes:

1. The biggest issue I have with Wakanda as it's been presented in the comics is that it is presented as being at least a full tech level above the rest of the world and at the same time is insular with tribal customs. Realistically, that should not work! According to one fairly recent comic, Wakanda has developed a *cure for cancer* that it will not share because *they feel the rest of the world is jealous(!) of them*. That's a move I'd expect from Doctor Doom and Latveria, not the "heroic" Black Panther and Wakanda. So, I've made it that Wakanda has recently made it to the modern era but with the local elders resisting the changes. This actually more closely matches the entry in *OHOTMUDE* #14.

Wakanda, 2010 A.D.

Population: 1,500,000 (Search +3)

Physical and Magical Environment

Terrain: Plains

Appearance: Beautiful

Hygiene: +2

Low Mana (Rare Enchantment)

Culture and Economy

Languages: Mkanda, Swahili

Literacy: Native

TL: 5/8

Wealth: Comfortable

Status: -1 to 6

Political Environment

Government: Dictatorship (Monarchy)

CR: 3 (Corruption -3)

Military Resources: \$156M

Defense Bonus: +4

Notes

The majority of the people speak Mkanda, a Bantu language. Swahili is the official language of the nation, while English is spoken among those who have business abroad.

Wakanda has to import almost all of its TL8 technology. The people are becoming accustomed to modern (TL8) technologies, but lack the resources and infrastructure to produce anything more sophisticated than late TL5 locally.

Real Name: Janet van Dyne.

Occupation: Socialite, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Father, three brothers (names unrevealed).

Group Affiliation: Avengers; partner of Ant-Man.

Base of Operations: Chicago, Illinois, and New York City.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #2.

History: Janet van Dyne was the youngest child and only daughter of a wealthy businessman. Because of her father's insistence that only her brothers enter the family business, Janet found herself growing increasingly bored with the role of a high society socialite. It was at a party that she'd been invited to where she met Dr. Henry Pym, a noted scientist who worked in a think-tank her father helped fund. It wasn't long before the two began dating. Janet possessed a sharper mind than she let on, and quickly discovered that Pym was the adventurer Ant-Man (see *Ant-Man*).

Janet asked him to help her gain powers of her own so that she could aid him. Hank resisted at first, but Janet's youthful enthusiasm and subtle half-joking hints of blackmail convinced him. Sneaking her into the laboratory one night, he performed surgery on her which grafted wasp-like wings to her back and boosted her natural bioelectricity to enable her to fire short-ranged electric bolts from her hands. He then gave her a supply of the Pym particles for her to use. Designing an outfit for herself and calling herself the Wasp, she became Ant-Man's partner.

As the Wasp, Janet was present at the first meeting of the Avengers, and suggested the team name (see *Avengers*). She has managed to keep her identity as the Wasp secret by not allowing herself to be photographed at her full height; unlike the others, however, she doesn't really care if her identity as the Wasp is revealed.

Height: 5' 4".

Weight: 105 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Constantly changing. Most commonly wears a bodysuit with a leotard, boots, and gloves of a complementing or contrasting color, but this is subject to change according to her fashion sense.

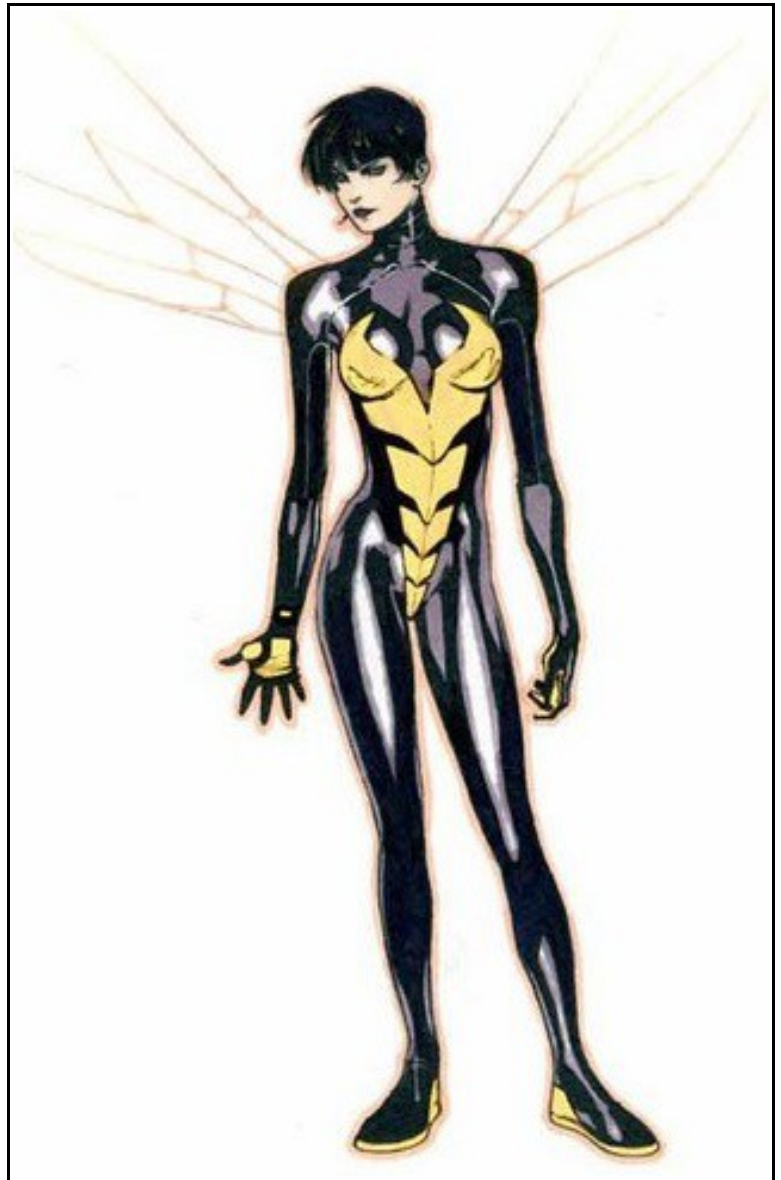
Strength Level: At her full human height, the Wasp possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: The Wasp is able to shrink to half an inch tall; this power is generated in the same fashion as Ant-Man's ability: through the application of Pym particles. For some reason, after her first few doses of Pym particles she gained the ability to generate Pym particles on her own. Dr. Pym has theorized that continued exposure to the Pym particles triggered a latent mutation which adapted to the particles' mass-shunting effects.

The Wasp has had insect-like wings surgically grafted to her shoulder-blades and tied into her nervous system. As she shrinks down, the wings enable her to fly. At present, she must be at most six inches tall in order to generate enough lift with her wings in order to fly. When she grows back to normal height, she is able to hide her wings by folding them and pressing them against her back.

Janet's last power is the ability to channel her body's bioelectricity in order to produce what she calls her "stingers", bolts of bioelectricity which she can use to either stun or damage her opponents.

Other Abilities: Janet van Dyne is a skilled fashion designer.



410 points

Attributes: ST 10 [0]; DX 13 [60]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Air Move 12; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Affliction 4 (Super, -10%; Alternative Attack, x1/5) [8]; Appearance (Beautiful) [12]; Burning Attack 5d (Damage Modifier: Surge, +20%; Rapid Fire: RoF 5, +70%; Super, -10%) [45]; Fashion Sense [5]; Fit [5]; Flight (Accessibility: Only When Shrunk to SM -6 Or Smaller, -10%; Winged, -25%) [26]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Shrinking 13 (Can Carry Objects: No Encumbrance, +10%; Full Damage, +100%; Full HP, +30%; Super, -10%) [150]; Status 1 (Heir to Status 2) [0]; Wealth (Wealthy; Heir to Filthy Rich) [35].

Perks: Supersuit [1].

Disadvantages: Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (9) [-7]; Sense of Duty (Humanity) [-15]; Squeamish (12) [-10].

Quirks: Constantly Changing Her Uniform [-1]; Incessant Flirt [-1]; Likes Playing the Part of a Ditzzy Brunette [-1]; Responsive [-1].

Skills: Acting (A) IQ+1 [4] – 13; Aerobatics (H) DX+2 [4] – 15*; Artist (Drawing) (H) IQ [4] – 12; Connoisseur (Visual Arts) (A) IQ [2] – 12; Current Affairs/TL8 (High Culture) (E) IQ+2 [4] – 14; Dancing (A) DX-1 [1] – 12; Detect Lies (H) Per [4] – 12; Diplomacy (H) IQ-1 [2] – 11; Innate Attack (Beam) (E) DX+1 [2] – 14; Leadership (A) IQ [2] – 12; Makeup/TL8 (E) IQ [1] – 12; Professional Skill (Fashion Designer) (A) IQ+1 [4] – 13; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Stealth (A) DX+1 [4] – 14.

Starting Spending Money: \$20,000 (20% Starting Wealth).

* Includes +2 from 3D Spatial Sense

Role-Playing Notes:

Although appearing like a spoiled debutante, the Wasp possesses a sharp analytical mind and a take-charge attitude when the situation calls for it. She is devoted to Pym, standing up for him and constantly striving to get him to recognize his own contributions to the team and to science in general.

Real Name: Uatu.

Occupation: Observer, chronicler.

Identity: The Watcher's existence is not known to the people of Earth.

Legal Status: None.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Unknown, possibly inapplicable.

Known Relatives: Ikor (father, removed from existence).

Group Affiliation: None.

Base of Operations: The Blue Area of the Moon.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: The Watcher is one of a handful of entities known to predate the Universe itself. Once, before the destruction of the previous universe and the creation of the current one by the cosmic entity known as the Living Tribunal, Uatu was a member of a race of Watchers, a species which due to guilt over their actions had developed a code of strict non-interference with regards to other species and events in the universe (see *Living Tribunal*). Uatu, who had at some point in the distant past been assigned to monitor Earth, was considered the equivalent of a "juvenile delinquent" of his people due to his many covert actions in aiding and guiding humans, usually by pointing them in a given direction or allowing them to view his monitoring equipment while he was recording certain events; the Watchers' strict non-interference policy prohibited even these actions.

When the Living Tribunal destroyed the old timeline to create the current one, the entity offered Uatu the opportunity to survive in order to help chronicle the new timeline. According to the Tribunal, there was a very good possibility that Uatu – unlike his fellow Watchers – would survive the transition without assistance; the Tribunal merely changed the circumstances from a possibility to a certainty.

It is currently not known whether the Watcher's people exist in the new timeline, or if Uatu is the only one. Even Uatu seems uncertain as to whether his people exist.

The Watcher was first seen viewing the launch of the *Fantastic*, the first faster-than-light craft designed by humans, though to many his face appeared as a cloud formation in the Florida sky (see *The Fantastic*). He has since been spotted personally observing many other significant events, including but not limited to the formation of the Avengers, the X-Men's first battle against Magneto, Captain Marvel's first public appearance on Earth, Tony Stark's escape from captivity in Afghanistan as Iron Man, and the first transformations of Bruce Banner into the Hulk and Johnny Blaze into the Ghost Rider (see *Avengers*; *Captain Marvel*; *Ghost Rider*; *Hulk*; *Iron Man*; *Magneto*; *X-Men*). Whether he permitted anyone involved in these incidents to see him is up for debate. In each of these instances, he only uttered one phrase, which may or may not have been heard by key bystanders: "And so it begins."

Recently, the Watcher has appeared before the Fantastic Four, summoning them to his abode in the so-called Blue Area of the Moon (see *Blue Area of the Moon*; *Fantastic Four*). His motives for doing so are currently unknown.

Height: 20'.

Weight: 2.5 tons.

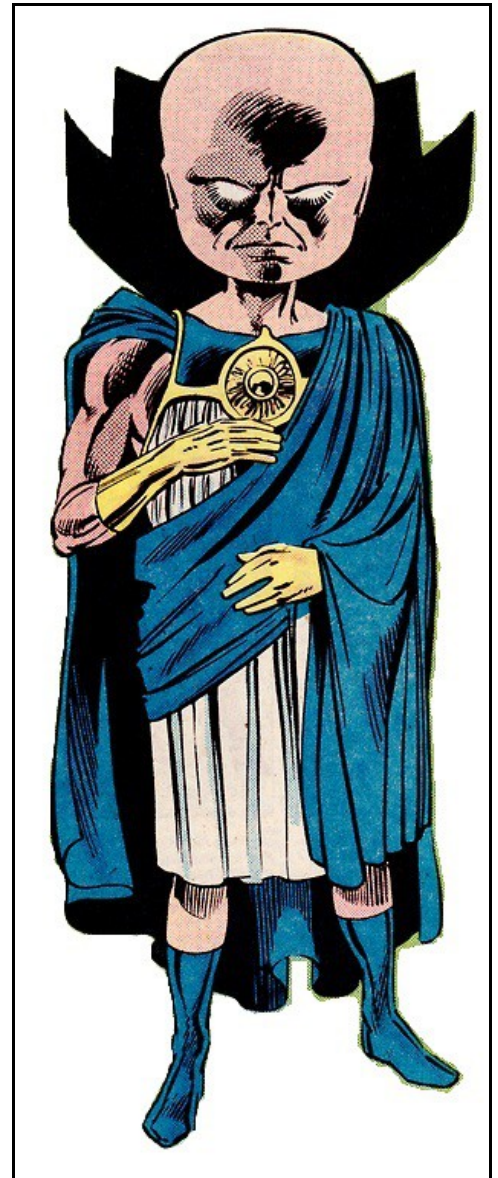
Eyes: White, glowing.

Hair: None.

Uniform: None, tends to dress in a manner reminiscent of a Roman toga.

Strength Level: The Watcher possesses the normal superhuman strength of a humanoid of his height and build, though he does not engage in regular exercise, relying mainly on his formidable psionic prowess. Without using his psionic power to bolster his strength, he is able to lift (press) roughly 1 ton.

Known Superhuman Powers: The Watcher is nigh-omniscient in regards to events surrounding the Earth. He is also able to project an image of himself anywhere in the world, representing his own point of view for the events in question, though he often disguises his face in some way so outsiders aren't sure of what they are seeing. He possesses the ability to alter the perceptions and memories of other sentient beings, usually used to hide or erase the memory of his presence. He can communicate with anyone he wishes to telepathically; his telepathy is such that his subjects automatically "hear" his voice in their native language. He also possesses telekinetic ability, the limits of which are unknown; he normally only uses his telekinesis to move equipment around his home or in self-defense. He is also able to teleport himself at will to anywhere within 500 light years.



Uatu is immortal and highly durable, being immune to all known and many unknown metabolic hazards, as well as able to shrug off much physical damage with impunity. He does not need to eat, drink, or even breathe, being immune to the rigors of space; he chose the Blue Area of the Moon as his home because he wants the occasional visitor to feel at least slightly comfortable.

Other Abilities: Uatu has a near-perfect recall of events he has witnessed in both this universe and the previous one.

34,510 points

Attributes: ST 34 (Size, -30%) [168]; DX 9 [-20]; IQ 18 [160]; HT 18 [80].

Secondary Characteristics: SM +3; Dmg 3d+2/6d; BL 231 lbs.; HP 34 [0]; Will 20 [10]; Per 20 [10]; FP 18 [0]; Basic Speed 7.00 [5]; Basic Move 10 [15]; Dodge 10.

Languages: Ancient Watcherese (Native) (Native Language) [0].

Cultural Familiarities: Watchers (Native) [0].

Advantages: Affliction (Memory Alteration) 21 (Will-20; Disadvantage: Partial Amnesia, +10%; Malediction (Long-Distance Modifiers) +200%; Power Cosmic, +50%) [756]; Chronolocation [5]; Claisentience (Aware, +50%; Increased Range ×500,000,000, +260%; Projection (Can Use Spells, Mental Abilities, and Maledictions on the Material World), +140%; Second Nature, +70%; Selectivity (Affects Aware, Projection, and Visible), +10%; Visible, 10%; Power Cosmic, +50%) [335]; Compartmentalized Mind 3 (Massively Parallel, +20%) [180]; Damage Resistance 2000 (Force Field, +20%; Hardened 5, +100%; Power Cosmic, +50%) [27,000]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Empathy [15]; Enhanced Time Sense [45]; ESP Talent 4 [20]; Gizmo 3 [15]; High TL +4 [20]; Hyperspectral Vision (Extended High-Band, +30%; Extended Low-Band, +30%) [40]; Immunity to Metabolic Hazards [30]; Immunity to Psionics [30]; Invisibility (Electromagnetic Spectrum) (Affects Machines, +50%; Extended (All), +100%; Switchable, +10%; Power Cosmic, +50%) [124]; Microscopic Vision 10 [50]; Mind Probe (Invasive, +75%; Long-Range 2, +100%; Sensory, +20%; Universal, +50%; Power Cosmic, +50%) [79]; Mind Reading (Long Range 2, +100%; Multiple Contacts, +50%; Sensory, +20%; Universal, +50%; Power Cosmic, +50%) [111]; Mind Shield 20 (Always On, -10%; Profiling, +10%; Reflection, +100%; Power Cosmic, +50%) [200]; Parabolic Hearing 10 [40]; Penetrating Vision 10 [100]; Photographic Memory [10]; Pressure Support 3 [15]; Psychokinesis Talent 4 [20]; Psychometry (Directed, +50%; Visions, +50%; Power Cosmic, +50%) [50]; Regeneration (Extreme: 10 HP/sec) [150]; Regrowth [40]; Sealed [15]; Speak With Animals (Sapience, +40%; Universal, +20%; Power Cosmic, +50%) [53]; Subsonic Speech [10]; Supernatural Durability [150]; Telecommunication (Telesend) (Broadcast, +50%; Long-Range 2, +100%; Sensie, +80%; Universal, +50%; Video, +40%; Power Cosmic, +50%) [141]; Telekinesis 30 (Super-Effort, +400%; Power Cosmic, +50%; Wildcard Power!, ×4) [3,300]; Telepathy Talent 4 [20]; Temporal Inertia [15]; Ultrasonic Spech [10]; Unaging [15]; Unkillable 3 [150]; Vacuum Support [5]; Vibration Sense [10]; Warp (Blind, +50%; Gyroscopic, +10%; Hyperjump: FTL, -25%; No Strain, +25%; Reliable +10, +50%; Telekinetic Carrying Capacity, +20%; Power Cosmic, +50%) [280]; Wealth (Multimillionaire 4) [150]; Xeno-Adaptability [20]; Xeno-Omnilingual [80].

Perks: Eye For Distance [1]; Fearsome Stare [1]; Fourth Wall Powers [1].

Disadvantages: Charitable (12) [-15]; Guilt Complex [-5]; Pacifism (Self-Defense Only) [-15]; Selfless (9) [-7]; Status 0 [-15*]; Vow (No Overt Interference) [-15]; Xenophilia (12) [-10].

Quirks: Attentive [-1]; Enjoys Narrating to an "Audience" [-1]; Nosy [-1].

Skills: Connoisseur (Literature) (A) IQ+0 [2] – 18; Encyclopedist! (WC) IQ+2 [48] – 20; Hidden Lore (Supers) (A) IQ+1 [4] – 19; Market Analysis (H) IQ-2 [1] – 16; Mental Surgery (H) IQ+2 [1] – 20†; Navigation/TL12 (Hyperspace) (A) IQ+0 [2] – 18; Observation (A) Per+5 [20] – 25; Scholar! (WC) IQ+7 [108] – 25; Stealth (A) DX+5 [4] – 14‡; Telekinetic Control (VH) IQ+7 [20] – 25§.

Starting Spending Money: \$4,000,000,000 (20% of Starting Wealth).

* Includes +3 to Status from Wealth.

† Includes +4 from Telepathy Talent.

‡ Defaulted from IQ.

§ Includes +4 from Psychokinesis Talent.

Role-Playing Notes:

Uatu believes that, even if the Watchers as a people do exist in the new timeline, his circumstances are such that he is no longer fully bound by the Watchers' Code. He follows the spirit of the Code, though not the letter, mostly out of ingrained habit and a belief that humans (and others) need to figure things out for themselves. He apparently has no problems with interacting with those who are not "cosmic" entities, as he has introduced himself to the Fantastic Four. He has also taken to using his advanced tech to observe events in the entire galaxy and its satellite galaxies, not just Earth.

The Watcher is one of a handful of entities who exhibits what can be called "Fourth-Wall Powers", able to perceive and talk directly to the "readers" or "audience" – extradimensional beings who through various means can view into the Reboot Universe to observe it – often acting as a kind of narrator, though he does not do so when others from his universe are around (unless they, too, possess "Fourth-Wall Powers").

WATSON, MARY JANE

Supporting Cast

Real Name: Mary Jane Watson.

Occupation: College student pursuing a performance arts major, part-time stage actress.

Identity: Mary Jane Watson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "MJ".

Place of Birth: Queens, New York.

Marital Status: Single.

Known Relatives: Phillip (father), Madeline (mother), Gayle (sister), Judge Spencer Watson (uncle), Anna May Watson (aunt).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Mary Jane Watson grew up in the borough of Queens next door to May and Ben Parker, and was friendly towards their nephew Peter, although she and Peter tended to socialize with different groups in high school (see *Parker, May; Spider-Man; Deceased: Parker, Ben*). Her parents fought constantly, and after being accepted at Empire State University she moved out of her parents' house in Queens to live on-campus in Manhattan.

To the casual observer, Mary Jane is a fun-loving, extroverted woman who delights in having like-minded people around her. However, her close friends – which currently include Peter Parker, Gwen Stacy, and Harry Osborn – know that the carefree exterior masks a sensitive soul who is afraid of getting emotionally hurt (see *Osborn, Harry; Stacy, Gwen*). Mary Jane and Gwen are well aware of each other's feelings towards Peter; unlike Gwen, however, Mary Jane knows that Peter and Spider-Man are one and the same. She apparently learned this not long after Peter had become Spider-Man, after she saw Peter run into his Aunt May's house and Spider-Man emerge from an upstairs window.

Height: 5' 8".

Weight: 120 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

Strength Level: Mary Jane Watson possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Mary Jane is a skilled stage actress, dancer, and singer, and has studied directing for the stage and dance choreography.

Mary Jane Watson: Face it, Tiger. You just hit the jackpot. – Amazing Spider-Man

75 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Speed 5.00 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Fashion Sense [5]; Social Chameleon [5]; Voice [10].

Perks: Classic Features (Classic Redhead) [1]; Photogenic [1].

Disadvantages: Chummy [-5]; Compulsive Carousing (9) [-7]; Low Self-Image [-10]; Pacifism (Self-Defense Only) [-15]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Responsive [-1].

Skills: Breath Control (H) HT+0 [4] – 12; Carousing (E) HT+2 [4] – 14; Connoisseur (Dance) (A) IQ+0 [2] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 11; Dancing (A) DX+1 [4] – 12; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 10; Group Performance (Choreography) (A) IQ+0 [1] – 11*; Leadership (A) IQ-1 [1] – 10; Makeup/TL8 (E) IQ+1 [2] – 12; Performance (A)



IQ+1 [1] – 12†; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Sewing/TL8 (E) DX+0 [1] – 11; Sex Appeal (Human) (A) HT+5 [1] – 17‡; Singing (E) HT+2 [1] – 14†.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Defaulted from Dancing.

† Includes +2 from Voice.

‡ Includes +4 from Appearance.

Role-Playing Notes:

Mary Jane puts up the appearance of a carefree, party-loving extrovert. Her closest friends, however, know of the pain she's endured watching her family break apart; she is genuinely afraid to let anyone get close to her. Despite this, MJ is stronger on the inside than she may seem, and will leap to protect her friends and their families as best she can.

WHITE BISHOP

Villain

Real Name: Donald Pierce.

Occupation: Businessman, subversive.

Identity: Publicly known, although his criminal activities are not.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Knoxville, Kentucky.

Marital Status: Divorced.

Known Relatives: Ex-wife (name unrevealed).

Known Relatives: None.

Group Affiliation: Owner of many coal mines in the Appalachians and a few private military companies; leader in the Hellfire Club and its secret Inner Circle.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Donald Pierce inherited a number of Appalachian coal mines and his Hellfire Club membership (see *Hellfire Club*). Using part of his inheritance, he organized or bought several mercenary companies, some of which were contracted out to the United States military at the start of the Iraq and Afghanistan campaigns. A shrewd businessman, he was soon offered membership in the Hellfire Club's Inner Circle. It is not currently known how he lost his right arm or where he obtained his bionic prosthetic, although it is quite possible he obtained it from AIM (see *AIM*).

Pierce rose through the ranks of the Inner Circle, becoming its White Bishop when the then-current White Bishop, Emma Frost, rose to become the White Queen (see *White Queen*). As the White Bishop, he provides the Club with its mercenary forces.

As a member of the Club's Inner Circle, Pierce has twice come into conflict with the mutant adventurers known as the X-Men, and once has sent his mercenaries to aid them without their knowledge against forces under Frost's control (see *X-Men*). This last was the first move in a power play against Frost and the Club's current Black King, Sebastian Shaw (see *Black King*). He has begun digging into Shaw's and Frost's histories and business affairs to see if there is a scandal (or three) he could exploit.

Height: 6' 3".

Weight: 210 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None; when engaged in his official Hellfire Club duties, dresses as a Colonial-era gentleman.

Strength Level: Donald Pierce possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His bionic right arm possesses enhanced strength, but because the rest of his body has not been augmented he cannot lift more than four times the normal amount in that one arm.

Known Superhuman Powers: Donald Pierce possesses an experimental bionic arm replacing his right arm. This arm has superhuman strength, enabling him to strike opponents with more strength than he could normally muster, but is only lightly armored.

Weapons: Pierce has a laser rod stored in a compartment in his bionic forearm. This rod can double as a baton in close combat if needed. He presumably has access to other weapons through the mercenary companies he owns.



340 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2 (3d+1/6d-1); BL 29 lbs.; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Arm ST (One Arm) +20 (Temporary Disadvantage: Electrical, -20%; Temporary Disadvantage: Maintenance, 1 Person, Weekly, -5%) [45]; Business Acumen 2 [20]; Damage Resistance 5 (Partial: One Arm Only,

-40%) [15]; Enhanced Parry (Bare Hands) 2 [10]; Extra Attack 1 (Multi-Strike, +20%) [30]; Fit [5]; High Pain Threshold [10]; Merchant Rank 8 [40]; Payload 1 [1]; Status 5 [0*]; Wealth (Multimillionaire 1 [75].

Perks: Accent (Mid-Atlantic) [1]; Convincing Nod [1]; Cutting-Edge Training (Beam Weapons) 2 [2]; Disarming Smile [1]; Fearsome Stare [1]; Haughty Sneer [1]; Striking Surface [1].

Disadvantages: Addiction (Heroin) [-40]; Bad Temper (12) [-10]; Code of Honor (Gentleman's) [-10]; Intolerance (Mutants) [-5]; One Arm (Mitigator: Cybernetics, -70%) [-6]; Overconfidence (12) [-5]; Secret (Criminal Subversive) (Imprisonment) [-20]; Stubbornness [-5].

Quirks: Affects a Mid-Atlantic Accent to Cover his Kentucky Drawl [-1]; Believes His Mid-Atlantic Accent is a British Accent [-1]; Careful [-1]; Goal (Become the new White King) [-1]; Patient [-1].

Skills: Administration (A) IQ+2 [2] – 14†; Beam Weapons/TL10 (Pistol) (E) DX+2 [4] – 12; Body Language (Human) (A) Per+0 [2] – 12; Boxing (A) DX+2 [8] – 14; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+2 [4] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+0 [4] – 12; Economics (H) IQ+2 [4] – 12†; Fast-Talk (A) IQ+0 [2] – 12; Holdout (A) IQ+0 [2] – 12; Intimidation (A) Will+0 [2] – 12; Leadership (A) IQ+0 [2] – 12; Market Analysis (H) IQ+2 [4] – 14†; Politics (A) IQ+0 [2] – 12; Propaganda/TL8 (A) IQ+2 [2] – 14†; Prospecting/TL8 (A) IQ-1 [1] – 11; Public Speaking (Rhetoric) (E) IQ+2 [4] – 14; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Shortsword (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12.

Starting Spending Money: \$3,903,200 (20% of Starting Wealth minus the cost of his laser rod).

* Includes +2 from Wealth and +3 from Merchant Rank.

† Includes +2 from Business Acumen.

Role-Playing Notes:

Pierce is a shrewd, patient businessman and an anti-mutant bigot. He'll patiently wait for others to leave themselves open before attacking, and almost never attacks himself.

White Bishop's Laser Rod

Essentially a Laser Pistol from *Ultra-Tech* (p. UT155), with the following modifiers: Disguised (Custom-Built) (×5), Higher-TL Equipment +2 (×4), Rugged (×2), Blinding Mode (+10%), Dazzle Mode (+10%), and Pulse Laser (Switchable) (+100%). Final cost is \$96,800.

WHITEOUT

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Whiteout's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: AVENGERS #

History: The origins of the woman known as Whiteout are currently a mystery. She was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to her current form in some as-yet unexplained manner (see *Savage Land*)

Whiteout first appeared alongside the other Savage Land Mutates in their clash with the Avengers (see *Avengers*; *Savage Land Mutates*). She has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*). She also apparently left the Mutates for a time or was assigned by her mysterious benefactor to serve the sorceress Zaladane in the latter's own attempt to conquer the Savage Land (see *Zaladane*). This service put her in conflict with the adventurers Ka-Zar and Shanna the She-Devil (see *Ka-Zar*; *Shanna the She-Devil*).

Height: 5' 9".

Weight: 145 lbs.

Eyes: Unrevealed.

Hair: Unrevealed.

Uniform: White bodysuit, tattered hooded white cloak, black full-face cowl with mirrored eyes.

Strength Level: Whiteout possesses the normal human strength of a woman her apparent age, height, and build who engages in regular exercise.

Known Superhuman Powers: Whiteout possesses the superhuman ability to project a flash of blinding white light from her body. This light renders her opponents blind for several minutes. Her power appears to be psionic in nature, as she can choose to not blind certain people around her (most notably her teammates).



260 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Affliction (Blinding Flash) 7 (HT-6; Area Effect: 8 yards, +150%; Disadvantage: Blindness, +50%; Emanation, -20%; Selective Area, +10%; Psionic, -10%) [203]; Combat Reflexes [15]; Fit [5]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5].

Perks: Cloaked [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Laziness [-10]; Low TL -8 [-40]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Savage Land Mutates) [-5]; Wealth (Poor) [-15].

Quirks: Congenial [-1]; Distinctive Speech [-1]; Soft-Spoken [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+1 [2] - 12; Armoury/TL0 (Missile Weapons) (A) IQ+0 [2] - 11; Bow (A) DX+1 [4] - 12; Brawling (E) DX+1 [2] - 12; Fast-Draw (Ammo) (E) DX+1 [1] - 12*; First Aid/TL0 (Human) (E) IQ+0 [1] - 11; Hiking (A) HT+0 [2] - 11; Professional Skill (Tanner) (A) IQ+0 [2] - 11; Riding (Theropods) (A) DX+0 [2] - 11; Running (A) HT+0 [2] -

11; Stealth (A) DX+1 [4] – 12; Survival (Jungle) (A) Per+1 [4] – 12; Swimming (E) HT+0 [1] – 11; Tracking (A) Per+1 [4] – 12; Weather Sense (A) IQ+0 [2] – 11.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +1 from Combat Reflexes.

Role-Playing Notes:

Whiteout is not one for physical action, preferring to stand back and immobilize her foes in order for the more physical members of the Mutates to attack. She is open and friendly around the other Mutates, seeing them as her brothers and sisters. Lorelei's defection bothers her greatly.

Design Notes:

1. Whiteout, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

WHITE QUEEN

Villain

Real Name: Emma Frost.

Occupation: Businesswoman, headmaster of the Massachusetts Academy, subversive.

Identity: Publicly known, although her criminal activities and status as a mutant are not.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: Mordecai Frost (a former White King of the Hellfire Club in the 1800s, ancestor).

Known Relatives: None.

Group Affiliation: Owner of Frost Industries; headmaster of the Massachusetts Academy; leader in the Hellfire Club and its secret Inner Circle.

Base of Operations: Divides her time between Boston, Massachusetts and New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Emma Frost comes from a leading Boston mercantile family which arrived from England in the early 1600s. As such, she inherited a great deal of her wealth, but most of her wealth and power was amassed on her own. Emma rose rapidly in the business world due to her savvy business sense, intelligence, stunning looks, personal charm, and, secretly, her telepathic abilities. Despite her youth, she has become the majority stockholder, chairman of the board, and chief executive officer in a multinational conglomerate, which she renamed after herself. Frost International is primarily involved in transportation, owning many oil tankers, cargo ships, and aircraft, as well as aircraft factories and shipyards the world over.

Emma has also maneuvered herself into becoming headmistress of the Massachusetts Academy, a prestigious private school outside Boston which teaches many of the children of the American elite. In this manner, Emma has positioned herself as the teacher of the next generation of business leaders and politicians.

Emma's invitation to the Hellfire Club was met with some scandal, despite her rapid success, as apparently one of her ancestors, a former White King, had been ejected from the Club for various offenses (see *Hellfire Club*). Emma soon found an ally (and apparently a lover) in another Hellfire Club newcomer, Sebastian Shaw (see *Black King*). The two were inducted into the Club's Inner Circle at the same time, and swiftly rose through the ranks. Recently, Shaw and Frost, at the time the Black Bishop and White Bishop, respectively, created a scandal which ousted the then-current White King, ascending to the ranks of Black King and White Queen (apparently, the Queen post was vacant).

Emma was the first to see the potential abuse in the Sentinel project being developed by SHIELD director Henry Gyrich and engineer Oliver Trask, and encouraged Shaw to arrange to develop and manufacture the Sentinels (see *Gyrich, Henry Peter; Sentinels; SHIELD; Trask, Oliver*). In this way, Frost and Shaw have managed to subvert the Sentinels' programming, placing the Sentinels covertly under the Club's direction while allowing Gyrich and Trask the illusion of control.

Frost and the rest of the Hellfire Club's Inner Circle have recently come into conflict with the mutant adventurers known as the X-Men on two different occasions (see *X-Men*). These experiences have led her to the conclusion that Angel and Marvel Girl would make excellent proteges, provided they could be made to see things her way (see *Angel; Marvel Girl*). In addition, she has begun a search for teenage mutants to train for her own benefit.

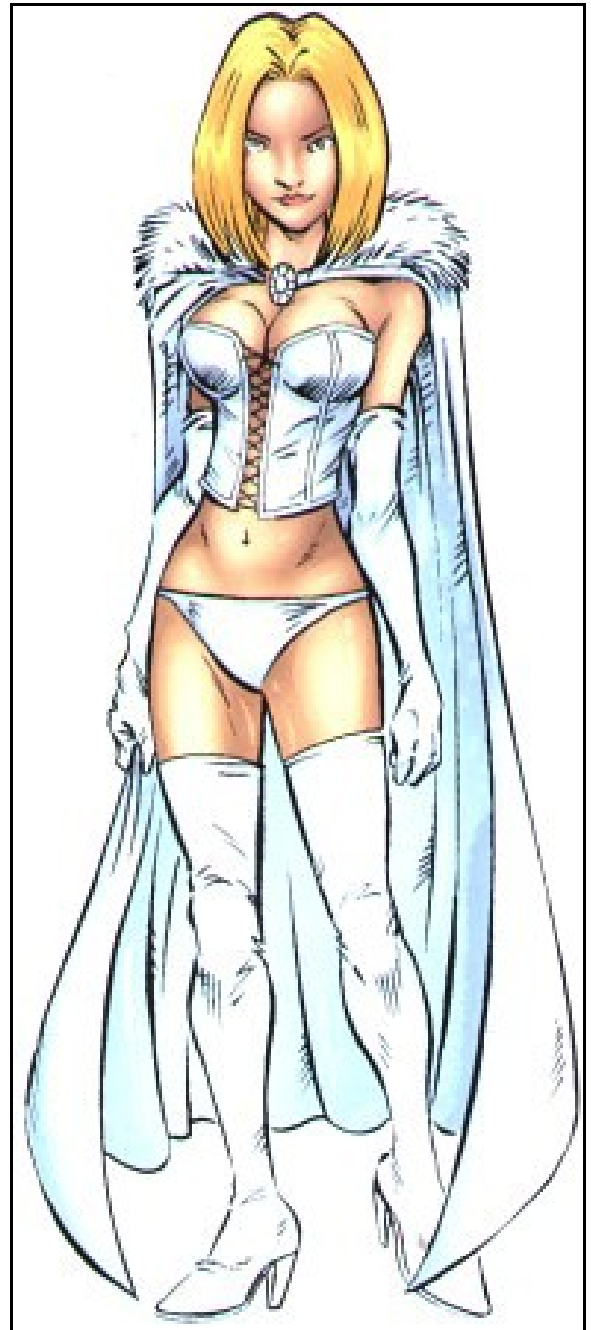
Height: 5' 6".

Weight: 125 lbs.

Eyes: Blue.

Hair: Ash blond.

Uniform: Normally none, but always wears white in stylish fashions; when attending to her duties in the Hellfire Club, wears a white leather corset, white leather panties, white thigh-high boots with a four inch heel, and a white fur-lined cape.



Strength Level: Emma Frost possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Emma Frost is a mutant who is one of the world's most powerful telepaths, second only to Charles Xavier (see *Xavier, Charles*). She is able to scan surface thoughts and project her thoughts into the minds of others, seemingly with no range limit. Her abilities let her probe the minds of others, rewrite short-term memories, and take total control of those around her. She is also able to project telepathic stun bolts which have no physical effects but can cause a person to feel pain or fall unconscious. With some concentration, she can also sense the signature of other psychics – mutant and otherwise – who have used their powers in her immediate vicinity.

Other Abilities: Emma Frost is highly skilled in electronics and a pioneer in the field of psychotronics.

I, 035 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [10]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: Cantonese (Native) [6]; English (Native) (Native Language) [0]; French (Native) [6]; Mandarin Chinese [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Very Beautiful) [16]; Business Acumen 2 [20]; Charisma 2 [10]; Combat Reflexes (ESP, -10%) [14]; Fashion Sense [5]; Flexibility [5]; High Manual Dexterity 2 [10]; High Pain Threshold [10]; Mental Blow 4 (Visible, -10%) [26]; Mental Surgery 4 [48]; Merchant Rank 9 [45]; Mind Shield 12 (Profiling, +10%; Mutant Psionic, -10%) [48]; Mindwipe 4 [31]; Signature Sniffer 4 [28]; Smooth Operator 2 [30]; Status 6 [0*]; Telecontrol 5 [90]; Telepathy Talent 4 [20]; Telereceive 6 [75]; Telescan 5 [30]; Telesend 6 [42]; Wealth (Multimillionaire 2) [100].

Perks: Better Electronics [1]; Cloaked [1]; Extreme Sexual Dimorphism [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Tactical Reading [1];

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Bloodlust (12) [-10]; Callous [-5]; Enemy (Black Queen; Equal in Power; Rival) (9) [-5]; Secret (Criminal Subversive) [-20]; Secret (Mutant Telepath) (Utter Rejection) [-10]; Selfish (9) [-7].

Quirks: Amoral [-1]; Chauvinistic [-1]; Eavesdropper [-1]; Shocking Affectation (Skimpy Dresser) [-1]; Maintains a Friendly Demeanor [-1]; Vanity [-1].

Skills: Body Language (Human) Per+1 [4] – 14; Businessman! (WC) IQ+1 [36] – 14; Carousing (E) HT+3 [2] – 14†; Connoisseur (Wine) (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 14; Dancing (A) DX+1 [4] – 12; Detect Lies (H) Per+3 [8] – 16‡; Electronics Operation/TL9 (Psychotronics) (A) IQ+1 [4] – 14; Electronics Repair/TL9 (Psychotronics) (A) IQ+1 [4] – 14; Engineer/TL0 (Psychotronics) (H) IQ+1 [8] – 14; Fast-Talk (A) IQ+2 [2] – 15‡; Hidden Lore (Conspiracies) (A) IQ+1 [4] – 14; Literature (H) IQ-1 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+1 [8] – 14; Mental Blow (H) Will+5 [8] – 20‡; Mental Surgery (H) IQ+7 [16] – 20‡; Mindwipe (H) Will+5 [8] – 20‡; Politics (A) IQ+2 [2] – 15‡; Psi Sense (H) Per+1 [8] – 14; Public Speaking (A) IQ+5 [4] – 18‡; Savoir-Faire (High Society) (E) IQ+2 [1] – 15‡; Savoir-Faire (Mafia) (E) IQ+3 [2] – 16‡; Sex Appeal (Human) (A) HT+9 [2] – 20‡§; Teaching (A) IQ+1 [16] – 14#; Telecontrol (H) IQ+7 [16] – 20‡; Telereceive (H) IQ+7 [16] – 20‡; Telescan (H) Per+7 [16] – 20‡; Telesend (H) IQ+7 [16] – 20‡.

Techniques: Broadcast (Telesend) (H) def+7 [8] – 20; Deep Probe (H) (Telereceive) (H) def+8 [9] – 20; Mass Wipe (Mindwipe) (H) def+7 [8] – 20; Neurological Damage (Mental Blow) (H) def+4 [5] – 20; Omniscan (Telescan) def+5 [6] – 15; Secure (Telesend) (H) def+2 [3] – 20.

Starting Spending Money: \$40,000,000 (20% of Starting Wealth).

* Includes +3 from Merchant Rank and +3 from Wealth.

† Includes +2 from Smooth Operator.

‡ Includes +4 from Telepathy Talent.

§ Includes +6 from Appearance and +1 from Extreme Sexual Dimorphism; Conditional +2 from Charisma when making Influence rolls, +1 from High Heeled Heroine and Skimpy Dresser when appropriate.

Includes -3 from Callous.

Role-Playing Notes:

Emma Frost is cold, calculating, and ruthless, willing to do anything and control anyone to get what she wants. She maintains a friendly disposition among those she wishes to charm, but deep inside she cares nothing for anyone except herself and (maybe) Shaw, and even he is not beyond being discarded by her should she have no further use for him. She will always attempt to use her looks, charm, and telepathy before resorting to physical violence, preferring others to do her dirty work for her.

Design Notes:

1. All of the White Queen's telepathic and ESP powers are built with the power modifier of "Mutant Psionic, -10%".

WIND-RIDER

Hero

Real Name: Ororo (last name, if any, is unrevealed).

Occupation: Protector, weather goddess.

Identity: Publicly known.

Legal Status: Presumably a citizen of either Kenya, Uganda, or Wakanda, no known criminal record in any of these countries.

Other Aliases: "Silverhair".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Panther.

Base of Operations: Mobile across Sub-Sahara Africa.

First Post-Reboot Appearance: LOST WORLD OF WAKANDA #26.

History: The origins of the woman known to the public as Wind-Rider are presently unknown; she has revealed her given name to be Ororo. She first appeared a few years ago in the area around Lake Victoria in Africa as a young woman in her mid teens, using her ability to manipulate the local weather to assist the local Bantu tribes in preventing droughts. These actions led her to be worshipped by the people of western Kenya, eastern Uganda, and Wakanda as a nature goddess, or at the least the avatar of one (see *Wakanda*).

Ororo first met T'Challa, the new ruler of Wakanda, during his rite of passage in finding a rare herb that grows in a secluded valley along Wakanda's northern border with Kenya and Uganda (see *Panther*). As she assisted him in this trial, a romance blossomed between the two, and she accompanied him back to the royal palace in Wakanda. It was as a royal guest in Wakanda that she was given her current uniform; "attire suitable for a goddess" is how T'Challa's royal outfitter put it, though Ororo was quick to point out that she was no goddess, at least not one like Thor and Hercules over in America (see *Hercules*; *Thor*).

Ororo later assisted T'Challa in protecting Wakanda's Great Vibranium Mound against Ulysses Klaw, who intended to exploit the properties of this unique metal (see *Klaw*). She later accompanied T'Challa to a meeting of world leaders in New York City, despite the fact that the two have not yet married.

Height: 5' 9".

Weight: 155 lbs.

Eyes: Blue.

Hair: White.

Uniform: Originally none; presently a black leather strapless leotard with gold trim, thigh-high black boots with three inch heels and gold trim, gold bracelets, a black cape with gold trim attached to the leotard via gold-colored loose over-the-shoulder connectors and the bracelets, and black tiara. Her tiara hides a number of lockpicks.

Strength Level: Ororo possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Wind-Rider possesses the ability to control the weather over a variable area that has not yet exceeded a ten mile radius, usually restricting herself to a mile radius. She is able to generate localized winds which enable her to fly or carry up to two other people aloft, small rain clouds which produce either a gentle drizzle or a torrential downpour, thick pea-soup fog, and call forth lightning from the sky.

As a side effect of her powers, Ororo is unaffected by temperature extremes, remaining comfortable in cold mountain air while wearing next to nothing or walking across the sands of the Sahara during the hottest part of the day without incident. It is unknown whether she'd be able to handle arctic temperatures or the inside of a volcano; the latter seems highly unlikely.



Occasionally, when she lets her concentrations slip, the weather in her local vicinity has been known to reflect her mood; clear skies when cheerful or stormy when upset or frustrated.

Unknown to Ororo, she possesses the potential to become a powerful sorceress.

Other Abilities: Ororo is a skilled survivalist. She is also a skilled pickpocket and lock-picker, though where she learned these skills is currently unknown.

Limitations: Ororo is deathly claustrophobic, and will panic when trapped in an enclosed space with no apparent way out.

I, 763 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 13 [4]; Will 14 [15]; Per 12 [5]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Arabic (Accented) [4]; English (Accented) [4]; Swahili (Native) (Native Language) [0].

Cultural Familiarities: Middle Eastern [1]; Sub-Saharan Africa (Native) [0].

Advantages: Absolute Direction [5]; Appearance (Very Beautiful) [16]; Burning Attack (Lightning Bolt) 5d (Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range $\times 10$, +15%; Malediction: Long-Range Modifiers, +200%; Overhead, +30%; Variable, +5%; Weather Control, -10%) [110]; Combat Reflexes [15]; Control Weather 10 (Natural Phenomena, +100%; Persistent, +40%; Requires Concentrate, -15%; Super-Effort, +400%; Weather Control, -10%) [1,230]; Create Water 3 (Persistent, +40%; Weather Control, -10%; Alternative Ability, $\times 1/5$) [4]; Fit [5]; Flight (Affects Others 2, +100%; Planetary, -5%; Weather Control, -10%) [74]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Magery 0 [5]; Obscure (Fog) 8 (Area Effect: 1.2 miles (Variable, +5%), +525%; Ranged, +50%; Alternative Ability, $\times 1/5$) [22]; Outdoorsman 3 [30]; Reputation (Benevolent Weather Goddess) 4 (All the Time; Small Class of People) [6]; Street-Smart 3 [15]; Temperature Control 10 (Weather Control, -10%; Alternative Ability, $\times 1/5$) [9]; Temperature Tolerance 3 [3]; Voice [10]; Weather Control Talent 4 [20].

Perks: Cloaked [1]; Pressure Tolerant Lungs (Thin) [1].

Disadvantages: Charitable (9) [-22]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Phobia (Claustrophobia: Enclosed Spaces) (6) [-30]; Sense of Duty (Nature) [-20]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Distinctive Feature (Long Mane of White Hair) [-1]; Enamored With T'Challa [-1]; Expression ("Bright Lady!" or "Goddess!") [-1]; Formal Speech [-1].

Skills: Artillery (Lightning) (A) IQ+1 [4] – 12; Brawling (E) DX+0 [1] – 13; Breath Control (H) HT+0 [4] – 12; Camouflage (E) IQ+3 [2] – 15*; Carousing (E) HT+1 [2] – 13; Climbing (A) DX+1 [4] – 14; Current Affairs/TL8 (Lake Victoria, Africa) (E) IQ+1 [2] – 12; Escape (H) DX+1 [8] – 14; Fast-Draw (Knife) (E) DX+1 [1] – 14†; Filch (A) DX+1 [4] – 14; First Aid/TL8 (Human) (E) IQ+2 [4] – 13; Fishing (E) Per+3 [1] – 15*; Forced Entry (E) DX+1 [2] – 14; Hiking (A) HT+0 [2] – 14; Judo (H) DX+0 [4] – 13; Jumping (E) DX+0 [1] – 13; Knife (E) DX+2 [4] – 15; Knot-Tying (E) DX+1 [2] – 14; Lockpicking/TL8 (A) IQ+3 [12] – 14; Naturalist (Earth) (H) IQ+2 [2] – 13*; Navigation/TL8 (Air) (A) IQ+5 [1] – 16*‡; Navigation/TL8 (Land) (A) IQ+5 [1] – 16*‡; Observation (A) Per+1 [4] – 13; Pickpocket (H) DX+1 [8] – 14; Running (A) HT+0 [2] – 12; Search (A) Per+0 [2] – 12; Shadowing (A) IQ+3 [2] – 14§; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+3 [2] – 14§; Survival (Desert) (A) Per+3 [2] – 15*; Survival (Jungle) (A) Per+3 [2] – 15*; Survival (Plains) (A) Per+3 [2] – 15*; Swimming (E) HT+1 [2] – 13; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Tracking (A) Per+1 [1] – 14*; Urban Survival (A) Per+2 [1] – 14§; Weather Control (H) Will+6 [12] – 20#; Weather Sense (A) IQ+5 [4] – 16#; Wrestling (A) DX+0 [2] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +3 from Outdoorsman.

† Includes +1 from Combat Reflexes.

‡ Includes +3 from Absolute Direction

§ Includes +3 from Street-Smart.

Includes +4 from Weather Control Talent.

Role-Playing Notes:

Wind-Rider is strong-willed and independent. Although she accepts that she is worshipped as a living goddess or avatar of a goddess by the people living around Lake Victoria, she does not actively seek out worshipers. She will act to stop activities she feels are abhorrent to nature, such as human sacrifice and poaching for sport. She is a caring soul and will seek to alleviate suffering wherever she finds it.

Wind-Rider is deeply religious, worshipping an as-yet-unnamed goddess (presumably the Bantu nature goddess).

Design Notes:

1. I haven't decided yet whether Wind-Rider is a mutant (with Mutant Psionic, -10%) or if her powers are magical (-10%) in nature. There's evidence to go either way; even in the mainstream comics her status as a mutant has occasionally been called into question after it was revealed her mother's lineage was that of a line of African witches. She personally believes her powers were granted by the nature goddess she worships (which would be Divine, -10%). As such, I've listed "Weather Control, -10%" as her power modifier without describing exactly which it is.

2. I have been asked, "why call her 'Wind-Rider' and not 'Storm'?" The answer to this is that, in the comics, the name 'Storm' was given to her by Xavier when she joined the X-Men; references to her youth had folks calling her either by her given name or by the epitaph 'Wind-Rider'. There is no logical reason I can think of for her to take the name 'Storm' while still living in Africa.
3. I'm uncertain as to the tech level of the Lake Victoria area. Is it TL8, TL 6 (early 20th Century), a split TL with access to TL8 but unable to naturally support more than TL6, or some other TL? As such, I've not adjusted Ororo's native TL from the campaign baseline of TL8, though some skills – most notably Current Affairs and Navigation – I can see her having at a lower TL (though not likely to go below TL6).
4. I've deliberately kept some of her past shrouded in mystery. Was she a child thief in Cairo, like her mainstream counterpart? Evidence certainly points that way, but why reveal all the details in her first few appearances?

Real Name: Unrevealed.

Occupation: Inventor, professional criminal.

Identity: Known to the authorities.

Legal Status: Presumably a citizen of the United States, has a criminal record in the States.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The man known only as the Wizard grew up as a precocious child from an extremely poor neighborhood. A certified genius, he quickly grew bored in a system he felt was holding him back, as his school refused to permit him to skip grades. At the age of fifteen, he developed the schematics of what would one day become his signature achievement, an antigravity generator. Lacking the funds to develop it and ridiculed by his teachers for something that he felt was beyond their limited understanding, he dropped out of school and all sight, moving across the world. Outside of the system that had held him back, he found it easier for his genius to be accepted and nurtured.

Years later, the Wizard, as he now called himself, had amassed a small fortune through various means, legal and otherwise, most of which was stored overseas in anonymous bank accounts. Also, he had finally built and miniaturized his antigravity generators, along with artificial gravity generators.

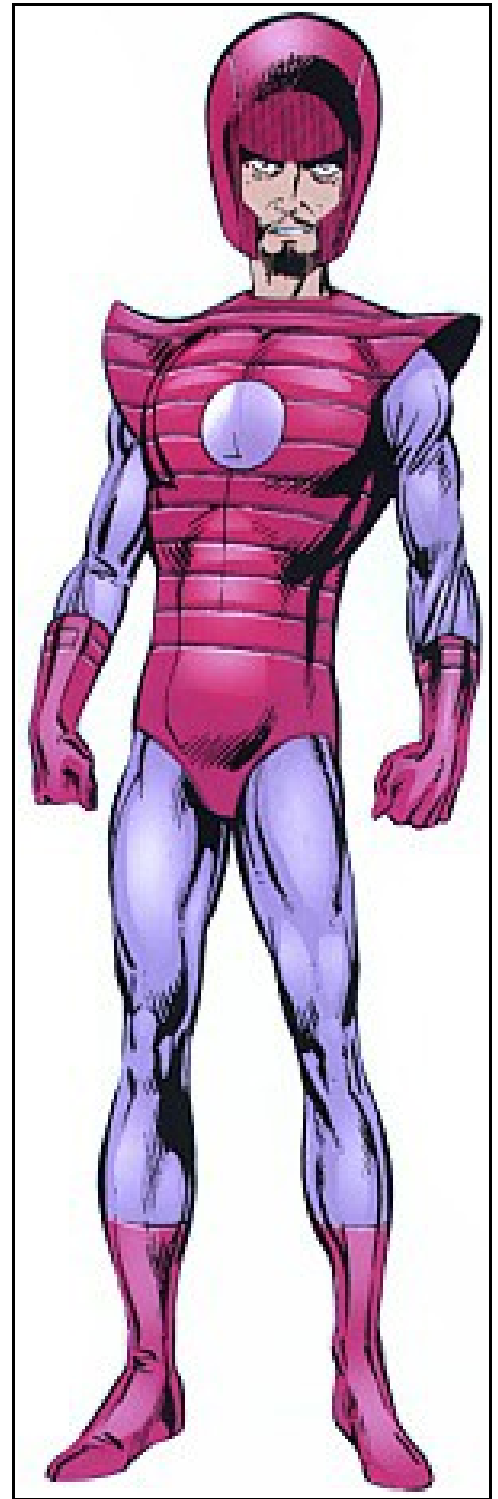
And then, mere days after he announced his antigravity technologies to the world, the public acclaim he was looking for was stolen from him by the launch of the *Fantastic*, the first manned faster-than-light craft (see *The Fantastic*). While he was able to attain the patents for his gravity technologies and produce them to achieve more wealth, the world's attention was focused on the *Fantastic* and its crew, who had developed superhuman powers and was now touting themselves as the Fantastic Four (see *Fantastic Four*).

The above is the account of his history given by the Wizard himself. This may not be completely accurate, colored as it is by his own bias and ego.

At a press conference, the Wizard presented to the public several pieces of "proof" that the Four's powers were not innate as they claimed, but the result of advanced technology hidden inside their uniforms; the Human Torch's flame powers were easy to duplicate, and the Thing being a suit of powered armor similar to that of Iron Man's was also believable (see *Human Torch*; *Thing*). The Invisible Woman's invisibility and force field powers, he showed, were the result of advanced force screen technology, which both he and Doctor Doom had independently invented (see *Doctor Doom*; *Invisible Woman*). His explanation for the stretching powers of Mister Fantastic consisted of applied nanotechnology, and was considered absolute gibberish by the public (see *Mister Fantastic*). Compounding the issue was the unexpected appearance of the Fantastic Four themselves, who arrived wearing little more than swimwear to demonstrate their powers.

Ridiculed off the stage and out of the building, the Wizard swore revenge on the Fantastic Four. Developing a battlesuit (using his theories for the Thing and Invisible Woman as a base) and weaponizing his gravity tech, he came to the conclusion that he could not face the Four alone. To that end, he recruited the Trapster and the Sandman, both of whom had faced members of the Fantastic Four in the past, as well as the amnesiac Medusa, who he'd found homeless in France but whose prehensile hair he figured would be a good counterpart to Mister Fantastic's stretching ability (see *Medusa*; *Sandman*; *Trapster*). Dubbing the team the Frightful Four, the Wizard led them into the Fantastic Four's headquarters, the Baxter Building, took the mailman Willie Lumpkin hostage, and issued a challenge to the absent Fantastic Four to come rescue him (see *Baxter Building*; *Frightful Four*; *Lumpkin, Willie*). At the end of the fight, the Frightful Four were defeated and all but Medusa was taken into police custody.

Medusa later broke the Wizard out of prison, and the two were last seen plotting to spring the other two members. In the meantime, the Wizard has decided to set his sights higher than merely defeating the Fantastic Four; instead, he's begun plotting the



takeover of the small South American country of Costa Negro – the same country once almost conquered by the mutant Mesmero – as a stepping stone to greater power and global recognition, where he intends to set himself and Medusa up as king and queen (see *Mesmero*).

Height: 5' 8".

Weight: 150 lbs.

Eyes: Hazel.

Hair: Brown.

Uniform: Maroon metallic-ceramic alloy cuirass over a lavender advanced ballistic fabric bodysuit, maroon belt, maroon gauntlets, maroon boots, maroon helmet.

Strength Level: The Wizard possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Wizard is one of the premier scientific geniuses in the world, considered second only to Reed Richards and Doctor Doom. He has invented several technologies, most notably those having to do with gravity manipulation.

Weapons and Paraphernalia: The Wizard's body armor is capable of withstanding conventional firearms, and has several advancements built into it. The suit possesses a contragravity generator and electric-powered ducted fans, enabling him to levitate and fly at speeds up to 80 miles per hour. In addition, the suit is capable of generating a powerful force field around him which can withstand AIM-tech laser rifles (how it will stand up to Kree or Skrull blasters is unknown) for up to half an hour before needing to recharge.

The visor of his helmet has been adapted with a heads-up display with several augmented-reality features, hyperspectral sensors, and telescopic lenses.

The Wizard's primary weapons are his grav-discs, which he can shoot from launchers on his gauntlets and which can either increase or negate the local gravity around their targets.

560 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [-10]; Per 13 [-10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Charisma 2 [10]; Cultural Adaptability [10]; High Manual Dexterity 3 [15]; Intuitive Mathematician [5]; Gadgeteer [25]; Gizmos 3 [15]; Mathematical Ability 4 [40]; Natural Scientist 4 [40]; Omnilingual [40]; Versatile [5]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Convincing Nod [1].

Disadvantages: Jealousy [-10]; Overconfidence (6) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Trickster (12) [-15].

Quirks: Attracted to Medusa [-1]; Bad Timing Boy [-1]; Dual Identity [-1]; Glory Hound [-1].

Skills: Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 15; Electronics Operation/TL8^ (Force Shields) (A) IQ+0 [2] – 15; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 15; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 15; Fast-Talk (A) IQ+0 [2] – 15; Forensics/TL8 (H) IQ-1 [2] – 14; Guns/TL8 (Wrist Gun) (E) DX+0 [1] – 12; Intelligence Analysis/TL8 (H) IQ-1 [2] – 14; Inventor! (WC) IQ+5 [84] – 20*; Piloting/TL8^ (Contragravity) (A) DX+0 [2] – 12; Public Speaking (A) IQ+1 [1] – 16†; Savoir-Faire (High Society) (E) IQ+0 [1] – 15; Science! (WC) IQ+5 [84] – 20‡; Streetwise (A) IQ+0 [2] – 15.

Starting Spending Money: \$3,910,480 (20% of Starting Wealth, minus cost of the armor).

* Conditional +4 from Mathematical Ability when applicable.

† Includes +2 from Charisma.

‡ Conditional +4 from Natural Scientist when applicable.

Role-Playing Notes:

The Wizard has a pathological need for attention, manifested in his very public displays against various superhuman foes. Despite this, he is charismatic and an able leader. If he didn't think getting arrested would keep him in the public eye, he'd be more than willing to cut his losses and run when his plans turn sour. (Reed Richards thinks the Wizard may have subconsciously sabotaged himself more than a few times.)

The Wizard knows on some level that he really is the "supervillain" he has been painted as by the press, but at this point he doesn't care for such labels.

Wizard's Armor

<i>TL</i>	<i>Armor</i>	<i>Locations</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
10^	Personal Force Screen	all	60	\$32,000	2.5	3	[1, 2]
10	Light Clamshell	torso	45	\$2,400	12	2	[1]
10	Nanoweave Limb Armor	arms, legs	18/6*	\$3,600	3	3	[1]
10	Light Infantry Helmet	skull	18	\$2,000	3	3	[1, 3]
10	Hyperspectral Imaging Visor	eyes, face	15	\$800	3	3	[1]
10	Assault Boots	feet	18/9	\$600	3	4	[1]
10	Nanoweave Gloves	hands	9/3*	\$120	neg.	4	[1]

Notes:

[1] Cost multiplied by a factor of 4 for being used in a TL8 setting, two tech levels early.

[2] Operates for 30 minutes on a D cell.

[3] Includes a HUD and digital camera, grants 2× magnification, +3 to all Vision rolls, and Hyperspectral Vision, plus a dedicated computer for a memory-augmentation augmented-reality interface.

Piloting (Contragravity)

<i>TL</i>	<i>Armor</i>	<i>ST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt</i>	<i>Load</i>	<i>SM</i>	<i>Occ</i>	<i>DR</i>	<i>Cost</i>	<i>Locations</i>	<i>Stall</i>	<i>Notes</i>
10^	Contragravity Belt	10	+2/1	12	10/40	0.16	0.15	-3	1	3	\$48,000	E	0	[1]

Notes:

[1] Cost multiplied by a factor of 4 for being used in a TL8 setting, two tech levels early.

WOLVERINE

Hero

Real Name: Logan (it is not known whether this is his first name, last name, or an alias).

Occupation: Adventurer, former government agent, possibly a former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of Canada with no known criminal record.

Other Aliases: "Wolvie", "Runt".

Place of Birth: Unrevealed, presumably somewhere in Canada.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Renegades, formerly Canada's Department H.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: Little is known about the past of the man known to the public as Wolverine. In fact, Wolverine himself doesn't know his past before a few years ago, when he was found naked and wandering the Canadian Rockies by James MacDonald Hudson and his newly wedded wife Heather. (Wolverine has later commented that "it was like Mac knew I was going to be there.") While Mac drove into civilization to get medical help, Heather stayed to tend to the man, whose wounds were healing before her very eyes. The only indication of an identity were a set of dog tags, like those used by many military forces, with the name "Logan", no other name given.

When Logan came to, he ferociously and instinctively attacked Heather. During this confrontation, he instinctively popped his claws for the first time he could remember; the shock of the pain and the visual of the claws in his hands stopped him before he could harm her; Heather then tasered him.

Over the next few months, Mac and Heather worked with Logan to enable him to function in society without succumbing to his berserk rages. Mac Hudson worked for a branch of the Canadian government, Department H, which policed the Canadian superhuman population in much the same manner SHIELD does for the United States (see *SHIELD*). Mac originally thought to have Wolverine lead a Canadian super-team under Department H, but several of Mac's recruitment practices caused Logan to leave Department H before the team could be fully staffed and trained.

Wolverine traveled to New York, having heard of a school for superhumans there and hoping that a telepath at the school could help him regain his memory (see *Xavier Institute*). Before he could determine the location of the school, he got involved in a brawl in Central Park between the criminal Wrecking Crew and a number of other unaffiliated adventurers (see *Wrecking Crew*). While claiming to be a loner by nature, he decided to stick with the group in order to help some of the others achieve their goals (see *Renegades*). He refuses to admit it openly, but he primarily stuck around in order to help train the youngest member of the group, Jewel, in order to keep her alive (see *Jewel*).

Height: 5' 2".

Weight: 300 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Yellow and brown bodysuit, brown gloves, brown boots, red belt, yellow cowl with black whatever-those-are coming from the eye and nose area.

Strength Level: Wolverine possesses strength greater than the normal human strength of a man his physical age, height, and build who engages in intensive regular exercise, but his strength is not considered to be superhuman.

Known Superhuman Powers: Wolverine has several mutant powers. First and foremost, his sense of smell is superhumanly acute, being closer to the sense of smell possessed by wild animals. Wolverine is practiced enough to be able to tell someone's emotional state by smelling their natural pheromones.

Wolverine also possesses what he calls a healing factor, granting him the ability to recover from incredible injury in a fraction of the time it would take a normal person. His body can metabolize poisons, flushing them from his system before he can succumb to



their effects; this includes fatigue poisons generated by his body due to exertion. Wolverine's age is a complete unknown, even to himself; it is entirely possible he has either stopped aging or is aging incredibly slowly thanks to his healing factor.

Separate from his mutant powers, Wolverine's skeleton has in some unknown fashion been bonded to the unbreakable metal called adamantium. Because of this, Wolverine's bones are completely unbreakable; his tendons, however, are not bonded, meaning his arms and legs may still be dislocated by various methods, and it is theoretically possible for him to lose a limb by having it ripped out of its socket by someone with superhuman strength. It is not known whether a limb removed in such a fashion could be reconnected to the body. He still feels pain, but he has trained himself to ignore it. One doctor who examined him in Department H hypothesized that his healing factor is pushing itself overtime trying to reject the adamantium.

Wolverine also possesses six twelve-inch-long adamantium claws stored in his forearms, three per arm, and which can extend from the backs of his hands with a thought. These claws are incredibly sharp, and can cut through most any other substance; the only materials he has been shown to not penetrate are adamantium and vibranium. It is not currently known whether these claws are natural or were implanted at the same time as the adamantium. The act of pushing the claws through the skin causes him to bleed, but his healing factor causes the wounds to heal almost immediately.

Other Abilities: Wolverine possesses incredible hand to hand fighting skills, and speaks fluent Japanese, French, German, Sioux, and Comanche.

Limitations: If pushed too far in combat, Wolverine has been known to enter a berserk rage, during which he cannot distinguish friend from foe. Furthermore, Logan is amnesiac, unable to remember any of his past before he was discovered by the Hudsons.

Referee: "Whatever you do, don't kick him [Wolverine] in the nuts."

Cage Fighter: "I thought you said anything goes."

Referee: "Anything goes, but... he'll take it personally."

– **X-Men.**

905 points

Attributes: ST 20 [100]; DX 13 [60]; IQ 12 [40]; HT 17 [70].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs.; HP 30 [20]; Will 13 [5]; Per 15 [15]; FP 20 [9]; Basic Speed 7.50 [0]; Basic Move 6 [-5]; Dodge 10.

Languages: Comanche (Native Spoken/Illiterate) [3]; English (Native) (Native Language) [0]; French (Native) [6]; German (Native) [6]; Japanese (Native) [6]; Sioux (Native Spoken/Illiterate) [3].

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Hearing 4 [8]; Ambidexterity [5]; Animal Empathy [5]; Combat Reflexes [15]; Damage Resistance 20 (Limited: Physical Attacks, -20%) [80]; Discriminatory Smell (Emotion Sense, +50%; Profiling, +50%; Mutant, -10%) [29]; Enhanced Parry (Bare Hands) 3 [15]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /20 (Limited: Physical Attacks, -20%); Unbreakable Bones) [170]; Modified ST-Based Damage 2d-1 (Accessibility: Only With Claws, -10%; Cosmic: Irresistible Attack, +300%; Switchable, +10%) [27]; Outdoorsman 3 [30]; Regeneration (Fast: 1HP/min) (Heals Radiation, +40%; Mutant, -10%) [65]; Resistant to Metabolic Hazards (+8) (Mutant, -10%) [14]; Single-Minded [5]; Striker (Cutting; Claws) (Cosmic: Irresistible Attack, +300%; Link (Modified ST-Based Damage), +10%; Switchable, +10%; Alternative Attack, ×1/5) [6]; Striker (Impaling; Claws) (Cosmic: Irresistible Attack, +300%; Switchable, +10%) [33]; Very Fit [15].

Perks: Back to the Wall [1]; Call of the Wild [1]; Courtesy Military Rank 5 [5]; Deep Sleeper [1]; Dirty Fighting [1]; Extended Hearing (High) [1]; Fearsome Stare [1]; No Denigration in Zero-G [1]; On Alert [1]; Sacrificial Parry (Brawling) [1]; Skintight Uniform [1]; Striking Surface [1].

Disadvantages: Amnesia (Partial) [-10]; Berserk (12) [-10]; Code of Honor (Soldier's) [-10]; On the Edge (9) [-22]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Comrades) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Bloody Mess [-1]; Dual Identity [-1]; High Rejection Threshold [-1]; Likes Canadian Beers [-1]; Smokes Cheap Cigars [-1].

Skills: Acrobatics (H) DX-1 [2] – 12; Animal Handling (Canines) (A) IQ+0 [2] – 12; Body Language (Human) (A) Per-1 [1] – 14; Brawling (E) DX+3 [8] – 16; Climbing (A) DX-1 [1] – 12; Detect Lies (H) Per+1 [8] – 16; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 12; Fast-Draw (Knife) (E) DX+1 [1] – 14*; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+1 [2] – 14; Gambling (A) IQ+0 [2] – 12; Gesture (E) IQ+1 [2] – 13; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Hiking (A) HT-1 [1] – 16; Interrogation (A) IQ+0 [1] – 12†; Intimidation (A) Will+1 [4] – 14; Jumping (E) DX+0 [1] – 13; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+0 [2] – 12; Naturalist (Earth) (H) IQ+1 [1] – 13‡; Observation (A) Per+0 [2] – 15; Parachuting/TL8 (E) DX+0 – 13; Riding (Equines) (A) DX-1 [1] – 12; Running (A) HT-1 [1] – 16; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Soldier/TL8 (A) IQ+0 [2] – 12; Stealth (A) DX+3 [12] – 16; Streetwise (A) IQ+0 [2] – 12; Survival (Mountain) (A) Per+3 [2] – 18‡; Survival (Woodlands) (A) Per+3 [2] – 18‡; Swimming (E) HT+0 [1] – 17; Tactics (H) IQ+0 [4] – 12; Teaching (A) IQ+0 [2] – 12; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Knife) (E) DX+0 [1] – 13; Tracking (A) Per+5 [8] – 20‡; Weather Sense (A) IQ+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Aggressive Parry (Brawling Parry) (H) def+1 [2] – 15; Dual-Weapon Attack (Brawling) (H) def+4 [5] – 16; Targeted Attack (Brawling Strikers/Vitals) (H) def+2 [3] – 15.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Combat Reflexes.

† Defaulted from Intimidation

‡ Includes +3 from Outdoorsman.

Role-Playing Notes:

Wolverine is a strange dichotomy. He is prone to berserk rages that reduce him to the level of a feral predator, and yet has a strong sense of honor. He is brash, often obnoxious, and not afraid to call others out when he feels they are being dense, intentionally or otherwise. He is also highly protective of those who are not fully mature, taking on the role of a father figure in their life (currently, this extends to his teammate Jewel).

Even when not berserk, he tends to use a lot of All-Out Attacks (Strong or Double), trusting in his healing factor and adamantium skeleton to protect him.

Wolverine claims otherwise, but his missing memories bother him. Every so often he'll get a sense of *deja vu* from something or realize he knows a skill he shouldn't (such as being able to speak Japanese).

Design Notes:

1. In the comics, at least since the introduction of Kitty Pryde in *Uncanny X-Men* v1, Wolverine has had a history of having a teenage female "sidekick": Sprite/Shadowcat, Rogue, Jubilee, Pixie, and Armor are the ones I can think of off the top of my head. I had this idea early on, when people started asking where Wolverine was in the Reboot, to make Jewel his sidekick. Hey, why buck tradition? :)

WORM

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Worm's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: AVENGERS #

History: The origins of the creature known as Worm are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to his current form in some as-yet unexplained manner (see *Savage Land*)

Worm first appeared alongside the other Savage Land Mutates in their clash with the Avengers (see *Avengers*; *Savage Land Mutates*). He has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants (see *Brotherhood of Mutants*). He also apparently left the Mutates for a time or was assigned by his mysterious benefactor to serve the sorceress Zaladane in her own attempt to conquer the Savage Land (see *Zaladane*). This service put him in conflict with the adventurers Ka-Zar and Shanna the She-Devil (see *Ka-Zar*; *Shanna the She-Devil*).

Height: 5' 6" (waist up).

Length: 9' 4".

Weight: 740 lbs.

Eyes: Yellow.

Hair: None.

Skin: Gray.

Other Distinguishing Features: Worm's lower body has been transformed to resemble that of a worm or snake. His hands are covered with pores that resemble suction cups. He may or may not have ears.

Uniform: None, tends to wear tattered hooded tunics.

Strength Level: Worm possesses the normal human strength of a man his apparent age, height (but not length or mass), and build who engages in little regular exercise.

Known Superhuman Powers: Worm secretes a liquid toxin from his hands that permit him to control the minds and actions of anyone he touches. When this liquid comes in contact with the flesh of the victim, it bonds itself to the victim's nervous system. The liquid will pass through typical clothing, though armor and heavy clothing will block it. Worm then gains control of the victim's thoughts as well as his or her physical movements, and can command the victim to do anything he desires; the victim will even commit suicide under Worm's control.

Worm's control over his victims can last indefinitely, unless the victim is exceptionally strong-willed.

110 points

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 18 (Size, -10%) [17]; Will 14 [15]; Per 12 [5]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 3 [-10]; Dodge 8.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Double-Jointed [15]; High Pain Threshold [10]; Mind Control (Cosmic: Victim Does Not Get a Second Resistance Roll to Harm Himself, +50%; Independent, +70%; Melee Attack: Reach C, -30%; Onset (Delay: 1 minute), -10%; Puppet, -40%; Super, -10%) [65]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Subsonic Hearing [5].

Disadvantages: Appearance (Unattractive) [-4]; Bully (9) [-15]; Low TL -8 [-40]; No Legs (Slithers) [0]; Short Arms (2 Arms) [-10]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Scruffy-Looking [-1]; Uncongenial [-1].



Skills: Area Knowledge (Savage Land) (E) IQ+1 [2] – 12; Artist (Sculpting) (H) IQ-1 [2] – 10; Brainwashing/TL0 (H) IQ+0 [4] – 11; Carpentry (E) IQ+0 [1] – 11; Mind Control (H) Will+2 [12] – 16; Stealth (A) DX+0 [2] – 10; Survival (Jungle) (A) Per+0 [2] – 12.
Starting Spending Money: \$800 (20% of Starting Wealth).

Role-Playing Notes:

Worm is petty, vindictive, and mean. He sees everyone, except his fellow Mutates, as people to be used. He delights in taking control of someone then forcing them to do stuff they normally wouldn't, like walking off a cliff.

Design Notes:

1. Worm, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

XAVIER, CHARLES

Supporting Cast

Real Name: Charles Francis Xavier.

Occupation: School headmaster, geneticist, former soldier.

Identity: Charles Xavier does not use a dual identity, though he manages to keep the fact that he himself is a mutant telepath a secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Professor X" (a nickname given to him by his students).

Place of Birth: Salem, New York.

Marital Status: Single.

Known Relatives: Brian Xavier (father, deceased), Sharon Xavier Marko (mother, deceased), Kurt Marko (stepfather, deceased), Cain Marko (alias Juggernaut, step-brother).

Group Affiliation: Headmaster of the Xavier Institute for Gifted Youngsters, ally and former mentor of the X-Men; formerly U.S. Army.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, Westchester County, New York.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Charles Xavier was born to two wealthy genetics researchers, Brian and Sharon Xavier. When Charles was still a pre-teen boy, his father was killed in a lab accident, and then his mother married one of his father's co-workers, Kurt Marko. A few months later, Charles met his new step-brother, Cain, when the latter moved into the Xavier family mansion (see *Juggernaut*).

Not long after, Sharon died in a car accident, leaving Dr. Marko to care for both boys. During an argument in Dr. Marko's private laboratory over money, Cain accused him of having a hand in Dr. Xavier's "accidental" death. Dr. Marko was quick to be steadfast in defending himself, taking Cain by the collar of his coat and yelling at him to "never say that again". Charles was outside the door, however, and overheard the conversation. When Cain realized Charles's presence, he intended to cause a ruckus by destroying some of his father's chemical experiments, throwing a vial of green liquid that caused similar containers to shatter, spilling the chemicals throughout the laboratory. The collision of the different substances caused a violent explosion that left the lab aflame. Though Dr. Marko managed to rescue both Cain and Charles from the fire, he himself died of smoke inhalation. In his dying words, Dr. Marko begged forgiveness for not saving Dr. Xavier when he had the chance.

At some point in his teens, Charles's hair began to thin, a side-effect of his growing telepathic power; by the time he graduated high school, he was bald. To save face, he claimed he shaved it. He obtained many athletic and scholastic achievements, earning entry to Oxford University.

After graduating Oxford with his doctorate in genetics, Charles decided to enlist in the United States Army, serving a tour in South Korea near the demilitarized zone. Cain, too, was serving a tour there as part of a mercenary unit. Separated from their respective units during an intense off-the-record firefight, the two brothers stumbled into a cave which turned out to be a lost temple dedicated to a deity or demon named Cytorrak (reports are uncertain as to which the entity really is). On a pedestal sat a giant glowing ruby, which Cain impulsively grabbed. The ruby had an inscription, enchanted to appear in the reader's native language, which read, as Cain recited it, "Whosoever touches this gem shall possess the power of the Crimson Bands of Cyttorak. Henceforth, you who read these words shall become forevermore a human juggernaut." Before Charles's eyes, Cain grew about a foot taller and more muscled than ever before. At that moment, an earthquake – possibly caused by a bombing run – caused the cave the temple was in to collapse. Charles made it to safety, but Cain was trapped under tons of rubble. Charles, however, could telepathically sense that his brother was still alive but was unable to convince his superiors that anyone could have survived the cave-in where Cain was buried.

At some undisclosed point after this, Charles met and befriended a young man named Magnus, who would later become known as Magneto; the full history between the two men has yet to be revealed (see *Magneto*). Also at some undisclosed point in the past, Charles lost the use of his legs and has been confined to a wheelchair ever since.

Returning to the family mansion after being away for at least ten years, Charles decided to transform the mansion and grounds into a school for superhumans (see *Xavier Institute*). Apparently, his experiences with Cain, Magnus, and others he met convinced him that



mutants and other superhumans needed a place where they could learn to use and control their powers without the fear of harming innocent bystanders. Originally maintaining a facade of being just a normal school, a few years ago Xavier decided to go public as a school for superhumans, while managing to keep the fact of his own mutation a secret from all but his students.

Recently, Charles learned that his brother had finally freed himself and was making his way towards the school. Sensing his brother's approach, Charles called upon several students and alumni of the school, including the X-Men, to assist in defending it and him (see *X-Men*). During the battle, the Juggernaut effortlessly swatted aside or ignored all attempts to stop him, until one of the X-Men, Iceman, noticed that the Juggernaut's helmet appeared to be an add-on (see *Iceman*). A concerted effort by Cyclops, Havok, and Polaris managed to remove the helmet, and Cain was knocked unconscious by Xavier and Marvel Girl combining their telepathy (see *Cyclops*; *Havok*; *Marvel Girl*; *Polaris*).

Charles then took custody of his brother, keeping him unconscious in the Institute's sub-basement infirmary while he tried to telepathically reason with him in his dreams. During one of these sessions, Cain was freed while leaving Charles unconscious on the floor. Charles as since recovered, and has returned to teaching and administering the school while remaining wary of his brother's plans. In addition, he has provided support and guidance to several of his alumni, including the X-Men.

Height: 6'.

Weight: 190 lbs.

Eyes: Brown.

Hair: Bald, brown facial hair.

Uniform: None.

Strength Level: Charles Xavier possesses the normal human strength of a man his age, height, build, and condition who engages in moderate exercise.

Known Superhuman Powers: Charles Xavier is quite possibly the world's most powerful living telepath. He is able to scan the surface thoughts of and communicate with anyone he wishes over any distance. He can stun anyone or cause them to fall asleep, and is able to monitor and communicate with them in their dreams. He is able to project his mind and spirit into the astral plane; while in his astral form, he retains all of his telepathic power. These are just a small fraction of his abilities. . . .

Other Abilities: Xavier is one of the world's foremost experts on genetic mutations.

Limitations: Xavier is unable to walk due to an accident in his youth which crippled his legs.

1,616 points

Attributes: ST 11 [10]; DX 10 [0]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 15 [5]; Per 14 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 0 [-25]; Dodge 9.

Languages: Arabic (Native) [4*]; Egyptian (Native) [4*]; English (Native) (Native Language) [0]; French (Native) [4*]; Hebrew (Native) [4*]; Korean (Native) [4*]; Latin (Native) [4*]; Mandarin Chinese (Native) [4*].

Cultural Familiarities: East Asian [1]; Western (Native) [0].

Advantages: Astral Armor 20 [60]; Astral Projection Talent 4 [20]; Astral Sight 3 [13]; Astral Sword 7 (1d+4) [44]; Astral Travel 6 [80]; Combat Reflexes (ESP, -10%) [14]; Emotion Control 6 [80]; Emotion Sense 4 [20]; ESP Talent 4 [20]; Fit [5]; High Manual Dexterity 3 [15]; High Pain Threshold [10]; Language Talent [10]; Mental Blow 6 [38]; Mental Surgery 5 [65]; Mind Shield 5 [20]; Mindwipe 6 [41]; Pitiableness [5]; Psi Sense 4 [32]; Sensory Control 4 [45]; Sleep 8 [180]; Social Chameleon [5]; Status 2 [0†]; Suggestion 7 [100]; Telecontrol 5 [90]; Telepathy Talent 4 [20]; Telereceive 6 [75]; Telescan 5 [42]; Telesend 6 [42]; Wealth (Multimillionaire 1) [75].

Perks: Attribute Substitution (Astral Sword based off IQ) [1]; Autotrance [1]; Avatar [1]; Courtesy Military Rank 1 (Sergeant) [1]; Emeritus Professor 3 [3]; Tactical Reading [1].

Disadvantages: Chronic Pain (Severe; Interval: 1 hour) (9) [-5]; Code of Honor (Gentleman's) [-10]; Guilt Complex [-5]; Lane (Paraplegic) [-30]; Pacifism (Cannot Harm Innocents) [-10]; Secret (Mutant) (Utter Rejection) [-10]; Sense of Duty (Humanity) [-15].

Quirks: Attentive [-1]; Careful [-1]; Mild OCD [-1]; Responsive [-1]; Teetotaler [-1].

Skills: Administration (A) IQ-1 [1] – 13; Astral Armor (H) Will+5 [8] – 20‡; Astral Sight (H) Per+6 [12] – 20‡; Astral Sword (H) IQ+6 [12] – 20‡; Astral Travel (H) IQ+6 [12] – 20‡; Bioengineering/TL8 (Genetic Engineering) (H) IQ+0 [4] – 14; Biology/TL8 (Genetics) (H) IQ+4 [20] – 18; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Detect Lies (H) Per+0 [4] – 14; Diagnosis/TL8 (Human) (H) IQ-2 [1] – 12; Diplomacy (H) IQ+0 [4] – 14; Electronics Operation/TL8 (Medical) (A) IQ-1 [1] – 13; Emotion Sense (H) IQ+6 [12] – 20§; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Games (Chess) (E) IQ+2 [4] – 16; Guns/TL8 (Rifle) (E) DX+1 [2] – 11; Literature (H) IQ+1 [8] – 15; Mental Blow (H) Will+5 [8] – 20§; Mental Surgery (H) IQ+6 [12] – 20§; Mind Shield (H) Will+5 [8] – 20§; Mindwipe (H) Will+5 [8] – 20§; Observation (A) Per+0 [2] – 14; Physiology/TL8 (Human) (H) IQ+0 [4] – 14; Psi Sense (H) Per+6 [12] – 20#; Psychology (Human) (H) IQ+0 [4] – 14; Public Speaking (A) IQ+0 [2] – 14; Research/TL8 (A) IQ+1 [4] – 15; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Savoir-Faire (Military) (E) IQ+0 [1] – 14; Sensory Control (H) Will+5 [8] – 20§; Sleep (H) Will+5 [8] – 20§; Suggestion (H) IQ+6 [12] – 20§; Swimming (E) HT+1 [2] – 12; Teaching (A) IQ+1 [4] – 15; Telecontrol (H) IQ+6 [12] – 20§; Telereceive (H) IQ+6 [12] – 20§; Telescan (H) Per+6 [12] – 20§; Telesend (H) IQ+6 [12] – 20§; Writing (A) IQ+0 [2] – 14.

Techniques: Animalism (Emotion Sense) (H) def+4 [5] – 20; Broadcast (Telesend) (H) def+7 [8] – 20; Deep Probe (Telereceive) (H) def+8 [9] – 20; Deep Sleep (Sleep) (H) def+5 [6] – 20; Distant Use (Telecontrol) (H) def+5 [6] – 20; Exclusion (Psi Sense) (H) def+2 [3] – 20; Lasting Blow (Mental Blow) (H) def+4 [5] – 20; Mass Wipe (Mindwipe) (H) def+2 [3] – 15; Multiplicity (Telereceive) (H) def+5 [6] – 20; Neurological Damage (Mental Blow) (H) def+4 [5] -20; Penetrating Blow (Astral Sword) (H) def+5 [6] – 20; Pressed Attack (Suggestion) def+5 [6] – 20; Secure (Telesend) (H) def+2 [3] – 20; Send Senses (Telesend) (H) def+4 [5] – 20.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

- * Includes +1 level from Language Talent.
- † Includes +2 levels from Wealth.
- ‡ Includes +4 from Astral Projection Talent.
- § Includes +4 from Telepathy Talent.
- # Includes +4 from ESP Talent.

Role-Playing Notes:

Charles Xavier is a man of infinite patience when it comes to his students. He is driven by a desire to provide mutants the training in their abilities they could not find elsewhere as well as to instill in them a moral compass so they do not become the menaces to society they are often portrayed as by bigots. Deep inside, though, he fears that one day he'll train another Magneto.

Xavier is always willing to lend advice and support to his former students. He's also willing to care for his stepbrother, the Juggernaut, and constantly tries to rehabilitate or at least redirect Cain's destructive impulses to something more constructive.

Design Notes:

1. All of Charles Xavier's Astral Projection, ESP, and Telepathy powers are built with the source modifier "Mutant Psionic, -10%".
2. I seem to have abused *Psionic Powers* for Chuck, haven't I? :)

XAVIER INSTITUTE FOR GIFTED YOUNGSTERS

Geography

The Xavier Institute for Gifted Youngsters, typically known simply as the Xavier Institute, is the only recognized high school for superhumans in the United States, and quite possibly one of the only places of its kind in the world. The majority of the student body consists of mutants, but the school does not discriminate between mutants and those who gained their powers by other means. The school is located at 1407 Greymalkin Lane in Salem Center, New York, about 40 miles due north of New York City. The headmaster of the school, Professor Charles Xavier, began the school with the express intention of instructing mutants in how to control their powers so they would not be considered "dangerous" by the authorities and general public (see *Xavier, Charles*). He has since loosened the admittance requirements to allow non-mutant superhumans access to the school's training facilities. The Institute will offer training in powers to anyone who desires it, regardless of age, though Xavier is constantly worrying he'll end up training the next Magneto (see *Magneto*).

The Xavier Institute is a fully accredited private school teaching grades 7 through 12, with the majority of the students living on campus; grades 10 through 12 consists of about 40 students in total, with grades 7 through 9 having about 30 to 40 students each. The school offers scholarships for those who cannot afford enrollment; a recent survey showed a full third of the students were actually runaways who had been found living on the streets by Xavier. The faculty consists of fifteen teachers, not including Professor Xavier, a school nurse, three lunchroom cooks, and two janitors. As headmaster, Xavier has taken it upon himself to act as the student counselor.

The primary building of the Xavier Institute is a mansion which has been in the headmaster's family since being built in the

1700s. Professor Xavier inherited the mansion while he was in college, and upon returning home after receiving crippling injuries began to use his inheritance to convert his home into a facility suitable for training mutants in their powers. A second building, meant for additional dormitories, is in the planning stages; upon its completion, the dorms in the main building will be converted to classrooms.

The school's colors are blue and gold, which are also the colors of the students' power training uniforms (made of unstable molecules), and the school's mascot is the image of a floating little green blob critter with stumpy arms and a black circle-X on its chest, nicknamed "Dooop" by the students. The unofficial school motto among students appears to be, "What would Dooop say?" (The usual response is, "Probably something unintelligible.") The Institute has a "no powers" policy regarding intramural sports with other schools in the area, though many informal games between Institute students ignore this rule.

School Layout

The Grounds:

The school consists of the main building, a three story mansion with two wings, one on the north and one on the south, with an Olympic-sized swimming pool situated between the two wings. A ten-car garage sits off to one side, with a parking lot across from it for the faculty and senior students that own cars. The grounds include a Japanese rock garden, a baseball diamond, a basketball court, a tennis court, and a field that can be used for football, soccer, or field hockey.

First Floor:

The north wing of this floor contains the school's library and student recreation lounge. The south wing contains the cafeteria (in what was once the formal dining room), kitchen, and pantry. The central area includes the main entry hallway with a pair of staircases headed to the second level, the headmaster's offices, and faculty facilities. A pair of elevators enable the students and faculty to head upstairs without needing to use the stairs, while a third elevator starting on this level is used to access the basement and sub-basements.

Second Floor:

The north wing of this floor consists entirely of classrooms. The southern wing consists of dorms for the older students. Xavier's own quarters dominate the central area; this area also houses the school's infirmary.

Third Floor:

This floor consists primarily of student dormitories. The north wing includes a game room. The central area contains laundry facilities, and has a stairwell leading up into the attic and bell tower.

Attic:

This floor consists almost entirely of storage space. The southern wing's attic has been adapted to a studio for dance and martial arts classes, and includes a skylight that runs almost the entire length of the ceiling.

Basement:

As might be expected, the school's basement contains the typical features one would expect to find in a mansion or school: hot water heaters, additional pantry space for canned goods, and Xavier's wine cellar (off-limits to the student body). Xavier has also added a darkroom for photography classes.

Sub-Basement 1:

Taking the elevator to the sub-basements, it becomes apparent that this is not a typical school. This floor contains a medical suite much more advanced than the usual school infirmary, including a series of Stark Industries automated medical diagnostic tables and

a room for performing emergency surgery (see *Stark Industries*). It also contains a holographic map room with monitors showing news reports from around the world; this room does not get used that often, but has been borrowed by the X-Men for certain cases (see *X-Men*).

Sub-Basement 2:

This floor contains two features found nowhere else in the world. The first is a spherical room with a pylon extending into the exact center of the room which houses the Cerebro computer. Cerebro is used by Professor Xavier in locating mutants around the world by amplifying his own mutant telepathy power for greater range and precision when he wears a special helmet. As a secondary feature, the room also contains many holographic projectors, controlled via Cerebro's helmet.

The second feature on this level is the Institute's super-powers training center, affectionately referred to by staff and students alike as "the Danger Room". This room, roughly the size of a standard high school gymnasium in all three dimensions, consists of a number of re-configurable traps and non-lethal obstacles, along with advanced holographic projectors which enable the room to duplicate the look of any terrain imaginable. Adversaries are provided using robots, which the room often makes appear as living beings using the holographic tech. The Danger Room is operated from a control room situated about halfway up the western wall. Connected to the Danger Room are locker rooms and showers.

First Post-Reboot Appearance: (First mentioned) UNCANNY X-MEN #1, (depicted) UNCANNY X-MEN ANNUAL #1.

Jubilee: "What is this place?"

Beast: "One part gymnasium, one part survival course.

*Affectionately referred to as ... the **Danger Room.**"*

– X-Men: the Animated Series #1.2

Game-Mechanic Details:

Cerebro is a TL9^ psi-tech telepathic amplifier helmet (*Psi-Tech*, p. 12) connected to a holographic terminal.

The Danger Room is a TL8 facility coupled with TL10^ holographic projectors.

The X-Men are a team of superhuman adventurers whose membership primarily, though not exclusively, consists of mutants. At the time of the team's formation, the five founding members of the X-Men were all graduates of the Xavier Institute for Gifted Youngsters and attending Empire State University in Manhattan, New York City (see *Xavier Institute*).

The mutants who would eventually become the X-Men first acted as a team during their junior year at Xavier's. During a family weekend at the school, when family members of the students are invited to visit the school, Scott Summers's younger brother Alex was visiting when he was kidnapped by agents of the Cult of the Living Pharaoh (see *Cyclops*; *Havok*; *Living Monolith*). Against the express wishes of headmaster Charles Xavier, Scott turned to his classmates for help in freeing Alex (see *Xavier*; *Charles*). Scott organized a veritable army of students, including (but not limited to) Warren Worthington, Hank McCoy, Bobby Drake, Jean Grey, Teresa Rourke, and Lorna Dane, among others (see *Angel*; *Bainsidhe*; *Beast*; *Iceman*; *Marvel Girl*; *Polaris*). This impromptu group fought and defeated the cult's leader, who had used Alex to become the Living Monolith. Xavier chastised the students for going behind his back, but praised them for both their teamwork and their dedication to helping others.

After the first class graduated the Institute, Warren, Hank, Scott, Bobby, and Jean all decided to attend Empire State University, pursuing different degrees. It was Jean's idea after seeing Spider-Man in action to form a team and sought out her fellow Xavier alumni and ESU students to help form it (see *Spider-Man*). The team took the name "X-Men" to honor Xavier's school.

The X-Men first came to public attention in thwarting the plans of Magneto, who had kidnapped a young mutant girl with unrevealed powers (see *Magneto*). The X-Men intervened and rescued the girl before Magneto's scheme could come to fruition. Magneto has since become the team's most dedicated nemesis, often using the assistance of his Brotherhood of Mutants, many of whom have faced the X-Men themselves without Magneto's guidance (see *Brotherhood of Mutants*).

For a brief time, the X-Men offered membership to one of their adversaries, the Mimic, who could duplicate a mutant's powers, despite him not being a mutant himself (see *Mimic*). Mimic's abrasive personality conflicted with Cyclops's, and the two came to blows; Mimic then quit the team. Though Mimic has since reconciled with the team, he has not yet rejoined.

Recently, when Spider-Man came to X-Men's assistance during a fight with the supernatural-powered Juggernaut and his friend Black Tom Cassidy, they offered Spidey membership in the team, despite him not being a mutant (see *Cassidy*, *Black Tom*; *Juggernaut*). He chose not to join the team full-time at the moment, opting for a "reserve" status; Scott and Jean told him the offer would remain open indefinitely.

The X-Men remain on good terms with the other premier superhuman teams based in New York – the Avengers and the Fantastic Four – and have set up an informal sharing of information (see *Avengers*; *Fantastic Four*). Apparently Hank McCoy, Hank Pym, Tony Stark, and Reed Richards all frequent the same scientific forums online (see *Ant-Man*; *Iron Man*; *Mister Fantastic*).

First Post-Reboot Appearance: UNCANNY X-MEN #1.

Wolverine: You people actually go outside in these things?

Cyclops: What would you prefer, yellow spandex?

- *X-Men*

 ANGEL (Warren Worthington III) Founding Member	 BEAST (Henry McCoy) Founding Member
 CYCLOPS (Scott Summers) Founding Member, Leader	 ICEMAN (Robert Drake) Founding Member
 MARVEL GIRL (Jean Grey) Founding Member	 MIMIC (Calvin Rankin) Joined X-MEN #14 Quit X-MEN #18
 POLARIS (Lorna Dane) Ally, possibly Reserve Member Active X-MEN ANNUAL #2	 HAVOK (Alex Summers) Ally, possibly Reserve Member Active X-MEN ANNUAL #2
 CANDY SOUTHERN Ally, possibly Reserve Member Active X-MEN #24	 SPIDER-MAN (Peter Parker) Reserve Member Joined SPIDER-MAN #35

Membership Roster

Angel – Founding member. Angel serves as the team's unofficial press spokesman.

Beast – Founding member.

Cyclops – Founding member. Cyclops is acknowledged as the team's leader.

Iceman – Founding member.

Marvel Girl – Founding member.

Mimic – First recruit. Mimic has alternately been an ally and adversary of the team. Offered membership, he soon quit following an argument with Cyclops.

Polaris – Ally, possible applicant. A student at the Xavier Institute, Polaris has assisted the team on a few occasions, and is considering joining the team after graduating.

Havok – Ally, possible applicant. Cyclops's brother and a student at the Xavier Institute, Havok has assisted the team on a few occasions, and is considering joining the team after graduating.

Candy Southern – Ally, possible applicant. Candy is dating Angel, and has come to the team's assistance on multiple occasions, to the point where their enemies consider her unnamed costumed alter ego to be a member of the team.

Spider-Man – Reserve member. A classmate of the X-Men at Empire State University, Spider-Man has assisted them on many occasions. Offered membership, he has opted to remain in reserve with the team.

X-MEN'S HELICOPTER

Technology

The X-Men have owned two helicopters to date (see *X-Men*). These helicopters were used by the X-Men for fast travel in the Tri-State area (south-eastern New York, northern New Jersey, and eastern Connecticut) where the X-Van would be inappropriate or too slow (see *X-Men's Van*).

The first helicopter started its operational life as a Bell-412 corporate helicopter owned by Worthington Industries and "appropriated" by Warren K. Worthington III for the X-Men's use (see *Angel*). Because they didn't intend for the helicopter to provide anything besides basic transportation, it was unaltered from its original factory specifications, with the exception of a new coat of paint with the X-Men's logo on the side. This helicopter served the X-Men faithfully for several months before being destroyed in a confrontation with Magneto (see *Magneto*).

The X-Men's current helicopter, affectionately called the X-Copter, is built upon similar lines. The biggest changes to the airframe include adding additional non-ferrous armor and replacing as much metal in the helicopter as possible with non-ferrous metals (such as aluminum and titanium) and non-metal composites, to the point where only the engines contain any metal at all. The X-Copter was built by Bell utilizing special Stark Industries and Worthington Industries equipment. The X-Copter also has a special electronic warfare sensor pod on the nose.

Bell has officially designated the new X-Copter as the 412-X, and is pitching it to the US Army and Marine Corps as the UH-1X.

First Post-Reboot Appearance: UNCANNY X-MEN #

Front Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K
[3] Control Room; C4 computer, Comm/Sensor 3, 1 Control Stations, \$20K
[4] Tactical Sensor Array; Comm/Sensor 4, \$100K
[5-6] Passenger Seating; 2 seats, \$60K

[4] Power Plant, Gas Turbine; 2PP, \$30K

[5-6, core] Passenger Seating; 3 seats, \$90K

Rear Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K

[3-6, core] Passenger Seating; 5 seats, \$150K

Central Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K

[3!] Helicopter Rotor; \$100K

Design Features:

Hardened Armor; \$120K

NBC Filters Only; x1.5 seats

PILOTING (HELICOPTOR)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Notes
9	X-Men's Helicopter	150	+0/4	12	8/100	10	1.6	+6	1+15S	40	800	\$7.9M	[1]

Notes:

[1] Price is that of a one of a kind prototype; mass-production price is \$790K

Design Notes:

1. The Bell 412 has a fuselage of 43 feet long and 15 feet high (can't find a width figure for the 412, but the Bell 212 it was based on has a fuselage width of 8 feet 7 inches), a maximum takeoff weight of 5.4 tons and an empty weight of 3 tons, and can carry 13 passengers with 2 pilots. This technically makes it an SM +6 craft by size alone (SM +5 based on length, and being an "elongated box" puts it to SM +6), but with a mass matching what would be SM +4 or maybe even SM +3 using the scale shown in

- Spaceships.** I have chosen then to build the X-Copter according to the SM +4 mass, but with better armor and slightly increased performance (due to differences between **Spaceships** and reality) and a listed SM matching the size.
- I toyed with the possibility of adding fuel tanks, but ended up with a helicopter that could either go from New York City to Los Angeles (one tank) or circumnavigate the globe (two tanks) without refueling. The default gas turbine from **Pyramid #3/34: Alternate GURPS** comes with a small fuel tank already built in.
 - I wasn't able to find actual acceleration figures for the Bell 412, so I'm unsure as to whether the first number under Move is valid or not.

X-MEN'S JET

Technology

The first jet used by the X-Men was simply a commercially available Challenger 605 owned by Worthington Industries and stored at LaGuardia Airport, appropriated by Warren Worthington III, the X-Man known as Angel, on a mission to Europe (see *Angel*; *X-Men*). Following this, the X-Men decided they would need a dedicated aircraft of their own. Fortunately, Worthington and fellow X-Man Scott Summers, also known as Cyclops (who also piloted the jet), knew just where to turn to obtain one (see *Cyclops*).

The current X-Jet, affectionately known as the Blackbird after its spiritual predecessor, the SR-71, is a prototype design produced by Lockheed-Martin, with avionics and parts obtained from Stark Industries and Worthington Industries (see *Stark Industries*). Its hull is formed from a lightweight radar-absorbing advanced laminate material, with forward-swept wings and thrust vectoring for greater agility, and lift jets that can be engaged to permit it to perform VTOL operations. The craft seats two in the cockpit and can seat eight passengers comfortably.

First Post-Reboot Appearance: UNCANNY X-MEN #

Front Hull: [1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K [3] Control Room; C5 Computer, Comm/Sensor 4, 2 Control Stations, \$200K [4] Passenger Seating; 6 seats, \$30K [5a] Passenger Seating; 2 seats, \$10K [5b-5c] Cargo Hold; 3 t [6] Fuel Tank; 5 t, \$30K Central Hull: [1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K	[3-6, core] Fuel Tanks; 25 t, \$150K Rear Hull: [1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K [3-4] Jet Engine; 2G accel, 2 tanks/hr, \$4M [5] Maneuver Enhancements; \$150K [6, core] Fuel Tanks; 10 t, \$60K Design Features: Stealth Hull; -6 to detection rolls, \$500K Winged; \$500K

PILOTING (HIGH-PERFORMANCE AIRPLANE)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Notes
9	X-Men's "Blackbird" Jet	300	+5/5	12	20/1,700	100	4	+6	2+8SV	120	12,000	\$716M	[1]

Notes:

[1] Price is that of a one of a kind prototype; mass-production price is \$7.16M.

X-MEN'S VAN

Technology

When they first formed while in college, the X-Men didn't have any means of transportation besides their own private cars, none of which were suitable for the situations they repeatedly found themselves in (see *X-Men*). Seeking to remedy this, Hank McCoy and Warren Worthington, the X-Men known as Beast and Angel, respectively, worked out preliminary designs for an urban combat vehicle suitable for the team to use without causing excessive damage to New York City (see *Angel*; *Beast*). Angel delivered the preliminary designs to his father's company, Worthington Industries, who then collaborated with Stark Industries and General Motors to produce a prototype (see *Stark Industries*). The prototype was delivered to the X-Men a few weeks later.

The X-Men's van is a van mostly in name, though it shares a lot of features with conventional automobiles. The van is a six-wheeled urban combat prototype, with four drive wheels in the rear providing motive power. The van seats eight – the driver and seven passengers - with a top hatch for Angel, Iceman, and Marvel Girl to rapidly exit as well as a side hatch for conventional use, and is powered by a hybrid diesel-electric engine (see *Iceman*; *Marvel Girl*). The armor is capable of withstanding fire from even AIM's high-powered pulse laser weapons, while the engine provides enough power to enable it to move at highway speeds. Offensively, the van packs no built-in firepower, but has a mount on the roof for a machine gun or laser (added by General Motors for its own military contracts).

First Post-Reboot Appearance: UNCANNY X-MEN #

Front Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 60, \$40K
 [3] Control Room; C4 Computer, Comm/Sensor 1, 1 Control Station, \$20K
 [4-5] Passenger Seating; 2 seats, \$6K
 [6!!!] Wheeled Drivetrain; \$3K

Central Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 60, \$40K
 [3-6] Passenger Seating; 4 seats, \$12K
 [core] Fuel Tank; 0.5 t capacity, \$3K

Rear:

[1-2] Armor, Advanced Metallic Laminate; DR 60, \$40K
 [3-5] Gas Turbine Engine; 6PP, 4 hr duration; \$9K
 [6!!!] Wheeled Drivetrain; \$3K
 [core] Fuel Tank; 0.5 t capacity, \$3K

Design Features:

Hardened Armor 1; \$120K
 NBC Filters Only

DRIVING (AUTOMOBILE)

<i>TL</i>	<i>Vehicle</i>	<i>ST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt</i>	<i>Load</i>	<i>SM</i>	<i>Occ</i>	<i>DR</i>	<i>Range</i>	<i>Cost</i>	<i>Notes</i>
9	X-Men's Van	150	-1/4	12	6/40*	10	0.8	+4	1+7S	72	1,300	\$22.9M	[1]

Notes:

[1] Price is that of a one of a kind prototype; mass-production price is \$229K.

ZARAN, MAXIMILIAN

Non-Villain Antagonist

Real Name: Maximilian Zaran.

Occupation: Mercenary, assassin, former government agent.

Identity: Zaran does not use a dual identity.

Legal Status: Citizen of the United Kingdom with an international criminal record.

Other Aliases: None known.

Place of Birth: Surrey, England, United Kingdom.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Batroc's Brigade; formerly MI6.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little is known about the exploits of Maximilian Zaran prior to his first joining Batroc's Brigade (see *Batroc's Brigade*). He has alleged to have once worked for the British Secret Service, MI6, before going freelance as a mercenary and assassin.

It was his skill and reputation as a mercenary that attracted the attention of Georges Batroc, who approached Zaran to join his Brigade on their first mission: to steal Captain America's shield for an undisclosed client (see *Batroc*, *Georges*; *Batroc's Brigade*; *Captain America*). (This client turned out to be Sinthea Schmidt, daughter of the Red Skull; see *Sin*.)

Following that incident, Zaran was later seen working for the Chicago-based businessman Harold Meachum in an attack on Iron Fist (see *Iron Fist*; *Meachum*, *Harold*). He broke off the attack when Meachum ordered him to go against his code of honor and shoot Iron Fist in the back when he was down.

Zaran was later seen working with Batroc's Brigade on two later occasions. The first was a raid on Stark Industries' Dallas, Texas, plant; the second was to assist Captain America in taking down the Taskmaster (see *Stark Industries*; *Taskmaster*). Presumably Zaran will work with future incarnations of the Brigade.

Height: 6' 1"

Weight: 235 lbs.

Eyes: Blue.

Hair: Red.

Uniform: Black sleeveless bodyshirt with red trim, black pants with a red stripe down the side, blue-black cowl with a faux-hair red ponytail, black bracers, black boots.

Strength Level: Zaran possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Zaran is a master of all melee and thrown weapons, and has proven to be a marksman with a bow.

Weapons: Zaran carries roughly a dozen small throwing sais on his person. A master of weaponry, he often carries a spear or polearm, a broadsword, and/or a longbow and quiver of arrows on his person, depending on the mission.

605 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 12 [5]; Per 12 [5]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0]; German (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Danger Sense [15]; Enhanced Parry (All) 3 [30]; Extra Attack 1 [25]; High Pain Threshold [10]; Very Fit [15]; Wealth (Comfortable) [10]; Weapon Master (All Muscle-Powered Weapons) [45].



Perks: Controllable Disadvantage (Callous) [1]; Style Familiarity (Krav Maga) [1]; Style Familiarity (Masters of Defense Weapon Training) [1].

Disadvantages: Code of Honor (Professional) [-5]; Obsession (Challenge Himself to Greater Opponents) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5]; Vow (Grant Opponents Warrior Deaths) [-10].

Quirks: Atheist [-1]; Proud [-1]; Refuses to Take a Code-Name [-1]; Respects Martial Prowess [-1]; Uncongenial [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Bow (A) DX+4 [16] – 18; Breath Control (H) HT-2 [1] – 12; Broadsword (A) DX+4 [16] – 18; Climbing (A) DX-1 [1] – 13; Escape (H) DX-2 [1] – 12; Forced Entry (E) DX+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Hiking (A) HT-1 [1] – 13; Jitte/Sai (A) DX+4 [15] – 18*; Judo (H) DX+4 [20] – 18; Jumping (E) DX+0 [1] – 14; Karate (H) DX+4 [20] – 18; Knife (E) DX+1 [1] – 15*; Lifting (A) HT-1 [1] – 13; Polearm (A) DX+4 [16] – 18; Power Blow (H) Will+3 [16] – 15; Pressure Points (H) IQ+3 [16] – 14; Rapier (A) DX+1 [2] – 15†; Running (A) HT-1 [1] – 13; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Scuba/TL8 (A) IQ+0 [2] – 11; Shadowing (A) IQ+1 [4] – 12; Shield (Buckler) (E) DX+2 [1] – 16‡; Shield (Shield) (E) DX+4 [12] – 18; Shortsword (A) DX+4 [8] – 18‡; Spear (A) DX+4 [14] – 18§; Staff (A) DX+4 [8] – 18#; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Knife) (E) DX+4 [12] – 18; Thrown Weapon (Shuriken) (E) DX+0 [1] – 14; Thrown Weapon (Spear) (E) DX+4 [12] – 18; Two-Handed Sword (A) DX+4 [14] – 18‡; Wrestling (A) DX+2 [8] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Breakfall (Wrestling) (A) def+1 [2] – 18; Dual-Weapon Attack (Shortsword) (H) def+4 [5] – 18; Whirlwind Attack (Staff) (H) def+5 [6] – 18.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Defaulted from Shortsword.

† Defaulted from Broadsword.

‡ Defaulted from Shield (Shield).

§ Defaulted from Polearm.

Defaulted from Spear.

Role-Playing Notes:

Zaran prides himself on his professionalism and skill. He considers himself to have no equal in the use of muscle-powered weaponry, and it's quite possible he's correct. He respects Batroc, Captain America, and Iron Fist for their combat prowess, and has shown contempt for the Taskmaster for not truly "earning" his skill.

Zaran has no qualms about working on either side of the law, so long as his skills can be challenged. The only caveat he has is that when he fights someone to the death, the death must be a warrior's death, not an execution.

ZEUS

Supporting Cast

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



ZOLA, DR. ARNIM

Villain

Real Name: Dr. Arnim Zola.

Occupation: Scientist, subversive.

Identity: Known to the authorities.

Legal Status: Citizen of Switzerland with an international war criminal record, legally deceased; has legal paperwork identifying himself as his own son, also with Swiss citizenship, with no criminal record.

Other Aliases: Arnim Zola, Jr.

Place of Birth: Bern, Switzerland.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: AIM, formerly NASA and the Nazi Germany Hydra science division.

Base of Operations: Unrevealed.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A scientific prodigy born in Switzerland, Arnim Zola earned his first doctorate at age 15. By the time the National Socialist (Nazi) Party gained power in Germany, Zola had obtained his third Ph.D., all in various fields. It was this genius that led him to being recruited into the Hydra Science Division by the Red Skull (see *HYDRA*). Zola is credited with many of the scientific advancements Hydra developed during the war, but in 1945 he defected to the Allies, citing disillusionment with the vision of the Nazi regime. Among his many achievements was the development of genetic creations – most of which were made from his own genetic sequence – which he could then temporarily transfer his mind into.

Although convicted of war crimes for his actions in Hydra, Zola was recruited into NASA in the early 1950s. Upon leaving NASA, he founded a corporation along with a number of other scientists, Advanced Idea Mechanics, intending to use it as a front to secretly subvert the United States and her allies into a technocracy, with himself in charge (see *AIM*).

In the 1970s, Zola was diagnosed with being in the terminal stages of lung cancer. Having solved the telomere loss problem decades before, he cloned a younger body for himself and transferred his mind into the new body, leaving his old one to go into a coma and die of the cancer. Now touting himself as his own son, Zola continued to lead AIM.

Because of AIM's criminal and subversive actions, Zola has come into conflict with Captain America and CIA operative Nick Fury on several occasions (see *Captain America*; *Fury*, *Nick*). He has been "killed" on at least two occasions, but each time transferred his mind to another cloned body. He has also come into conflict with the renegade "living computer" MODOK, who has taken control of many of AIM's facilities (see *MODOK*).

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Arnim Zola possesses the normal human strength of a man his physical age, height, and build who engages in regular exercise.

Known Superhuman Powers: Zola's only superhuman power is his ability to transfer his mind to one of any number of younger clones. Each cloned body has a transmitter implanted in his brain which permits him to upload his mind – intellect and memories alike – to an AIM mainframe, which then downloads his mind into the prepared cloned body. The exact number of clones he has available for emergency transfers is unknown.

Other Abilities: Zola is a multidisciplinary scientific genius, though he tends to focus on the biological sciences, including genetic manipulation and cloning. He has also become a capable administrator.



487 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [-10]; Per 13 [-10]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) [6]; French (Native) [6]; German (Native) (Native Language) [0]; Italian (Native) [6].

Cultural Familiarities: Western [0].

Advantages: High TL +2 [10]; Merchant Rank 8 [40]; Natural Scientist 4 [40]; Omnilingual [40]; Possession (Mind Swap, +10%; Puppet Only, -30%; Psionic, -10%) [70]; Puppet Group [10]; Single-Minded [5]; Status 5 [0*]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; I Lived It! (TL6+) [1].

Disadvantages: Compulsive Rhetoric (12) [-5]; Delusion (Minor; "I am the smartest man alive.") [-5]; Dependent Group (Clones; built on 0 or fewer points) (6) [-15]; Enemy (MODOK) (9) [-20]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Careful [-1]; Devout Believer (Technocratic Ideals) [-1]; Imaginative [-1]; Needs Reading Glasses [-1]; Upset He Still Needs Reading Glasses [-1].

Skills: Administration (A) IQ-1 [1] – 14; Beam Weapons/TL10 (Pistol) (E) DX+2 [4] – 12; Bioengineering/TL10 (Cloning) (H) IQ+5 [16] – 20†; Bioengineering/TL10 (Genetic Engineering) (H) IQ+5 [24] – 20; Biology/TL10 (VH) IQ+5 [12] – 20‡; Electronics Operation/TL10 (Scientific) (A) IQ+0 [2] – 15; Guns/TL10 (Pistol) (E) DX+2 [4] – 12; Inventor! (WC) IQ+1 [36] – 16§; Leadership (A) IQ-1 [1] – 14; Mathematics/TL10 (Applied) (H) IQ+3 [2] – 18‡; Science! (WC) IQ+1 [36] – 16§.

Starting Spending Money: \$,4000,000

* Includes +2 from Wealth and +3 from Merchant Rank.

† Defaulted from Bioengineering/TL10 (Genetic Engineering).

‡ Includes +4 from Natural Scientist.

§ Conditional +4 from Natural Scientist when substituting for a relevant skill.

Role-Playing Notes:

Zola is patient and meticulous, yet quietly arrogant in his belief that all others are not as intelligent as he is. He is motivated first by his belief in technocracy, then by his need for revenge against those who have thwarted his plans. His plans are generally elaborate and full of misdirection; GMs using him as the villain mastermind in their games should be reminded to sprinkle their plans with several red herrings. And with his ability to transfer his mind between bodies, one can never be sure if his death, should it occur, is truly the last they've seen of Arnim Zola.

In his long life (lives?), he has never overcome his inability to kill directly. He has no qualms ordering underlings to kill for him, however.

One of the biggest questions in Zola's history regards where he earned his High TL and learned the TL10 versions of his Biology and Bioengineering skills.

The following alien races may be encountered in any cosmic campaign or in any session/adventure where they are part of an alien invasion of Earth. Many more exist, but most match the human norm except for various features such as skin, hair, or eye color (for some unknown reason, the humanoid frame seems to be the most common form among aliens).

Aliens who are functionally – if not physically – identical to Humans include but are not limited to: Aakons, Arcturans, Axi-Tun, Ba-Bani, Centaurians, Clavians, Contraxians, Dakkamites, Deonists, Galadorians, Kallusians, Kamado, Korbinites, Krylorians, Landlaks, Levians, Lumina, Myndai, Nanda, Quists, Rajaks, R'Zahnians, Sagittarians, Sarks, Sirians, Sirusites, Wilameanis, Xandarians, Xixix, and Zenn-Lavians (the Arcturans and Zenn-Lavians are reportedly capable of lifespans of several hundred years, but are otherwise within human norms).

The racial packages below are priced for campaigns that take place on Earth, with a base TL 8. Reduce all packages by 15 points for campaigns that take place in the greater galaxy, where the base TL is 11, removing levels of High TL and adding levels of Low TL as appropriate.

A'askvarii

An A'askvarii is a semi-humanoid with six long tentacles instead of arms. They have only recently achieved interstellar flight, with weapons that are a mix of lasers and Gauss weapons.

Captain Marvel encountered a number of A'askvarii at Port Nowhere (see *Captain Marvel*; *Port Nowhere*).

110 points

Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Extra Arms (Extra-Flexible, +50%) 4 [60]; Extra-Flexible Arms (2 Arms) [10]; High TL +2 [10]; Pressure Support 1 [5]; Regrowth [40]; Slippery 4 [8]; Teeth (Sharp Teeth) [1].

Perks: No Denigration in Zero-G [1].

Disadvantages: Vulnerability to Fire/Heat (Wounding Modifier: ×3) [-45].

Features: Green skin; Oviparous.

First Post-Reboot Appearance: (first mentioned) INFINITY QUEST #; (first actual appearance) CAPTAIN MARVEL #

Achernonian

Achernonians are a pre-industrial people with skin in dark shades of blue, purple, and gray. Their key trait is the ability to go immaterial. A few were seen among Thanos's forces opposing the Universal Church of Truth (see *Thanos*; *Universal Church of Truth*).

153 points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages: Claws (Talons) [8]; Insubstantiality (Partial Change, Can Turn Carried Item Substantial, +100%) [160].

Disadvantages: Low TL -3 [-15].

Features: Skin in Shades of Blue, Purple, and Gray.

First Post-Reboot Appearance: INFINITY QUEST #

Badoon

Badoon are a reptilian species that has only recently achieved spaceflight; their known technology lags behind the galactic powers. A number of Badoon are known to have traveled to Earth in the past.

46 points

Attribute Adjustments: ST +2 [20].

Advantages: Acute Taste and Smell 2 [4]; Claws (Sharp Claws) [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; High TL +2 [10]; Vibration Sense [10].

Perks: Scales [1].

Disadvantages: Callous [-5]; Cold-Blooded (Stiffen Up Below 50°F) [-5].

Features: Oviparous.

First Post-Reboot Appearance: CAPTAIN MARVEL #

Brood

The Brood are insectoids who possess a racial hive mind of sorts. Known and reviled among the known galaxy as parasites, the Brood procreate by having their Queens implant eggs inside host bodies, which then take over the body and morph it into the body of a Brood. Many Brood are known to take the forms and powers of their hosts.

The Brood's own technology is very high biotech, although they can use regular technology with ease.

Una, a Kree doctor who is now considered a renegade by the Kree Empire, is noted for discovering a means to separate a Brood from its host without killing either (see *Kree*; *Una*). Sadly, this knowledge has not yet become common in the galaxy; the Brood themselves actively try and suppress it.

139 points

Attribute Adjustments: ST +4 (Size, -10%) [36].

Secondary Characteristic Adjustments: SM +1.

Advantages: Claws (Long Talons) [11]; Damage Resistance 10 (Can't Wear Armor, -40%) [30]; Extra Legs (4 Legs) (Cannot Kick, -50%) [3]; Extra-Flexible Arms (2 Arms) [10]; Flight (Winged, -25%) [10]; High TL +3 [15]; Injury Tolerance (No Blood) [5]; Racial Memory (Passive) [15]; Striker (Impaling; Tail) [8]; Teeth (Fangs) [2]; Telecommunication (Telesend) (Racial, -20%) [24]; Ultravision [10].

Perks: Racial Gifts (Alternate Form: Host Body) [1].

Disadvantages: Callous [-5]; Cold-Blooded (Stiffen Up Under 50°F) [-5]; Horizontal [-10]; Selfless (6) [-10]; Sense of Duty (Brood Species) [-15]; Social Stigma (Monster) [-15].

Quirks: Chauvinistic [-1].

Features: Only Queens are fertile; Parasitic Hatching.

First Post-Reboot Appearance: CAPTAIN MARVEL #

Note: The Brood's Selfless trait is an effect of the Brood hive-mind; a Brood will not hesitate to sacrifice him- or herself to ensure the survival of the Queen.

Chr'yllite

Chr'yllites are insectoids that average only 1' 6" in length with wings on top, looking a lot like miniature Earth helicopters. They

have a number of psychic abilities, mostly ESP and Telepathic, making them sought after as doctors and diplomats. Their homeworld is part of the Shi'ar Empire, but before encountering the Shi'ar lacked technology of their own.

One, who introduced himself as 'Sikorsky', encountered Magneto when the latter was captured by a Shi'ar scout team (see *Magneto*).

46 points

Attribute Adjustments: ST -4 [-40].
Secondary Characteristic Adjustments: SM -4.
Advantages: Damage Resistance 1 (Can't Wear Armor, -40%) [3]; Extra Legs (6 Legs) [10]; Flight (Winged, -25%) [30]; High TL +3 [15]; Injury Tolerance (No Blood) [5]; Peripheral Vision [15]; Telecommunication (Telesend) (Broadcast, +50%; Psionic, -10%) [42]; Ultrasonic Speech (No Normal Speech) [0]; Ultravision [10].
Perks: Racial Gifts (ESP and Telepathic Psionics) [1].
Disadvantages: Cold-Blooded (Stiffen Up Below 50°F) [-5]; Horizontal [-10]; No Fine Manipulators [-30].
First Post-Reboot Appearance: MARVEL COMICS PRESENTS #3X/2.

Ciegrimite

Small (4' tall on average) beings from a high-gravity world, Ciegrimites are members of the interstellar confederation known as the Charter. Their planet possesses only Earth-level technology, but due to their membership in the Charter they have access to interstellar ships.

A number of Ciegrimites are known to have set up "the galaxy's best drinking hole" at Port Nowhere (see *Port Nowhere*). To date, no Ciegrimites have yet visited Earth.

38 points

Secondary Characteristic Adjustments: SM -1; Basic Move -1 [-5].
Advantages: Damage Resistance 8 (Torso Only, -10%) [36]; Enhanced Tracking 1 [5].
Perks: Alcohol Tolerance [1]; No Hangover [1].
Features: Born Biter 1.
First Post-Reboot Appearance: INFINITY QUEST #

Courga

Courga are canine humanoids who have only reached a level of development equal to Earth's Middle Ages on their homeworld. A number of them have been abducted offworld and are found in the greater galaxy in various areas.

21 points

Advantages: Discriminatory Smell [15]; Ultrahearing [5].
Perks: Fur [1].
Disadvantages: Low TL -5 [-25].
First Post-Reboot Appearance: CAPTAIN MARVEL #

Elan

Elans are ten foot tall humanoids with various insectoid features, including multifaceted eyes. Their most notable feature, however, is the ability to project nearly unlimited psionic energy from their antennae for a variety of effects, most commonly telekinesis.

Elans possess technology on par with the galactic standard, but their technology is primarily psychotronic in nature, complementing their psionic gifts.

points

Attribute Adjustments: ST +4 (Size, -10%) [36].
Secondary Characteristic Adjustments: SM +1.
Advantages: Claws (Hooves) [3]; Ultravision (UV Only) [0].
Perks: Racial Gifts (Other Psionic Abilities) [1].
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance: FANTASTIC FOUR #

Enteman

Entemen are humanoids of invertebrate stock whose arms and legs are actually tentacles.

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance: INFINITY QUEST #

Ergon

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Fomalhauti

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Grund

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:

Features:
First Post-Reboot Appearance:

Hujah

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Judan

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Kronan

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Kymellian

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Laxidazian

Normal Laxidazians are indistinguishable from Humans; the Laxidazians described in the following template are for the more common Laxidazian trolls.

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:

Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points

Lem

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points

points

Mando

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points

points

Mekkan

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points

points

Mephitisoid

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points

Procyonite

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:

points

points

Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Reptoid

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Stonian

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Saurid

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Taurian

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Siri

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Tekton

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Snark

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Vorm

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Sssth

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:

Xartan

points

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:

Perks:
Disadvantages:
Quirks:

Features:
First Post-Reboot Appearance:

APPENDIX: SUPERHUMAN STRENGTH TABLE

Game Mechanics Details

The following characters possess superhuman strength. Listed are the characters and their maximum observed bench-press weights, along with the minimum ST scores necessary to achieve that level of strength. Unlike prior (official) handbooks, the strength ratings go up to 500 tons rather than 100 tons before becoming incalculable. Some of these strength classifications are not indicated in the entries themselves, as the characters (Hulk and Thor in particular) need revision.

500 tons (ST 790)

Black King (when he's absorbed enough energy)
Hulk (enraged)
Juggernaut

200 tons (ST 500)

Living Monolith
Thor (with belt)

100 tons (ST 354)

Abomination
Ares
Dragon Man
Hercules
Thor

80 tons (ST 316)

Harpy
Mikhail the Gorilla (Red Ghost's Super-Apes)
Namor
Namora
Rhino
Super-Skrull
Thing
Thundra

70 tons (ST 296)

Hulk (calm)
Iron Man (Mk III suit)

50 tons (ST 250)

Absorbing Man (when transformed)
Annihilus
Blastaar

35 tons (ST 209)

Loki
Sif

25 tons (ST 177)

Andromeda
Barbarus
Luke Cage
Frenzy

20 tons (ST 158)

Enchantress
Molten Man

15 tons (ST 137)

Scorpion

12 tons (ST 122)

Lizard

10 tons (ST 112)

Blob
Captain Marvel
Jewel
Sentinel Mk II
Spider-Man
Spider-Woman
Tower (at full height)

5 tons (ST 79)

Ghost Rider

3 tons (ST 61)

Sentinel Mk I

2 tons (ST 50)

Doctor Doom (in battlesuit)
Doctor Octopus (mechanical arms)
Kraven the Hunter
Sandman (maximum height)

1.6 tons (ST 42)

Medusa (hair only)

1 ton (ST 36)

Beast
Beetle (in battlesuit)
Watcher

1,500 lbs. (ST 31)

Ape-Man
Baron Blood
Black Queen
Cat-Man
Stilt-Man (in suit only)

1,000 lbs. (ST 25)

Caliban (when afraid)
Green Goblin
Sauron
Vermin

Peak Human/800 lbs. (ST 23)

Captain America
Panther

Smartest People in the Marvel Universe (and their GURPS IQ scores): Stephen Hawking (15), Victor von Doom (15), Reed Richards (15), Ivan Kragoff (15), Wizard (15), Arnim Zola (15), Hank Pym (14), Hank McCoy (14), Brainchild (14), Otto Octavius (14), Stephen Strange (14), Sun Li (14), Norman Osborn (14), Bruce Banner (14), Tony Stark (14), Curt Connors (14), Mad Thinker (14), Harvey Elder (14), Tilda Johnson (14), T'Challa (14), Peter Parker (14), Gwen Stacy (14), Tinkerer (14), Charles Xavier (14).

APPENDIX: REFERENCE TABLE

Game Mechanics Details

The characters and races in this book were developed over a period of several years using a number of different books. The following table lists the books used for each character or racial template. Note that many of the Quirks listed in the builds come from my own *Power-Downs 1: Quirks*, which is distinct from the official *Power-Ups 6: Quirks*.

Abomination: <i>Basic Set: Characters; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.</i>	Black King: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>
Absorbing Man: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i>	Black Knight: <i>Basic Set: Characters; Martial Arts; Supers; High-Tech; Ultra-Tech.</i>
AIM: <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents, Ultra-Tech.</i>	Black Queen: <i>Basic Set: Characters; Powers; Psionic Powers; Thaumatology; Power-Ups 2: Perks.</i>
Allen, Liz: <i>Basic Set: Characters; Martial Arts.</i>	Black Widow: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Social Engineering: Pulling Rank; High-Tech; Ultra-Tech.</i>
Amphibius: <i>Basic Set: Characters; Bio-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>	Blastaar: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i>
Ancient One: <i>Basic Set: Characters; Martial Arts; Thaumatology; Power-Ups 2: Perks.</i>	Blob: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>
Andromeda: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks, Low-Tech.</i>	Boomerang: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.</i>
Angel: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	Brainchild: <i>Basic Set: Characters; Bio-Tech.</i>
Annihilus: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i>	Bucky: <i>Basic Set: Characters; Martial Arts; Supers.</i>
Ant-Man: <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks; Ultra-Tech.</i>	Bullseye: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>
Ape-Man: <i>Basic Set: Characters; Martial Arts.</i>	Cage, Luke: <i>Basic Set: Characters; Powers; Martial Arts; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>
Aphrodite: <i>Basic Set: Characters; Powers; Supers; Martial Arts.</i>	Caliban: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>
Arcade: <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>	Callisto: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>
Ares: <i>Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks; Power-Ups 7: Wildcard Skills; Social Engineering; Dungeon Fantasy 1: Adventurers.</i>	Cantor, Vera: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>
Asgard: <i>City Stats.</i>	Captain America: <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.</i>
Asgardians: <i>Basic Set: Characters; Powers; Supers.</i>	Captain Marvel: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>
Athena:	Carter, Sharon: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Social Engineering: Pulling Rank.</i>
Atlanteans: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>	Cassidy, Black Tom: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>
Atlantis: <i>City Stats.</i>	Cat-Man: <i>Basic Set: Characters; Martial Arts.</i>
Avalanche: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>	Cerberus: <i>Basic Set: Characters; Powers; Supers; Bio-Tech; Power-Ups 2: Perks.</i>
Avengers Quinjet: <i>Spaceships; Spaceships 7: Divergent and Paranormal Tech.</i>	Chameleon: <i>Basic Set: Characters.</i>
Avril, Sally: <i>Basic Set: Characters.</i>	Changeling: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Ultra-Tech.</i>
Bainsidhe: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>	Charon:
Barbarus: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	Clea: <i>Basic Set: Characters; Thaumatology; Power-Ups 2: Perks.</i>
Baron Blood: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>	Coulson, Agent Phil: <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>
Baron Zemo: <i>Basic Set: Characters; Martial Arts.</i>	Crossbones: <i>Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>
Barrett, Turk: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>	Crucible: <i>Basic Set: Characters; Powers; Supers; Psionic Powers; Social Engineering: Pulling Rank; Power-Ups 2: Perks.</i>
Bar With No Name: <i>Boardroom and Curia.</i>	Crystal: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i>
Batroc, Georges: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>	Cyclops: <i>Basic Set: Characters; Powers; Supers.</i>
Beast: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	
Beetle: <i>Basic Set: Characters.</i>	
Bird-Man: <i>Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.</i>	
Black Cat: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>	

Danvers, Carol: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Daredevil: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*

Death-Adder: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

Death-Stalker: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Destiny: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Diablo: *Basic Set: Characters; Magic; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Diamondback: *Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.*

Dionysus:

Doctor Doom: *Basic Set: Characters; Supers; Thaumatology; Power-Ups 3: Talents.*

Doctor Faustus: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Doctor Octopus: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Doctor Strange: *Basic Set: Characters; Martial Arts; Thaumatology; Power-Ups 2: Perks.*

Doctor Sun: *Basic Set: Characters; Powers; Psionic Powers; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Dragonfly: *Basic Set: Characters; Power-Ups 2: Perks.*

Dragon Man: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Eel: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Elders of the Universe: *Basic Set: Characters.*

Electro: *Basic Set: Characters; Powers; Supers.*

Elektra: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Enchantress: *Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks.*

Equilibrium: *Basic Set: Characters; Powers; Psionic Powers.*

Eris:

The Fantastic: *Spaceships.*

Fantasticar: *Spaceships; Spaceships 4: Fighters, Carriers, and Mecha; Spaceships 7: Divergent and Paranormal Tech; Pyramid #3/34: Alternate GURPS.*

Fen: *Basic Set: Characters; Power-Ups 2: Perks.*

Fisk, Vanessa: *Basic Set: Characters; Power-Ups 2: Perks.*

Flag-Smasher: *Basic Set: Characters; Supers; Social Engineering: Pulling Rank.*

Frenzy: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Frog-Man: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Fury, Nick: *Basic Set: Characters; Power-Ups 3: Talents; High-Tech.*

Gaza: *Basic Set: Characters; Powers.*

Ghost Rider: *Basic Set: Characters; Powers; Martial Arts; Thaumatology; Power-Ups 2: Perks.*

Gladiator: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*

Green Goblin: *Basic Set: Characters; Ultra-Tech.*

Griffin:

Gyrich, Henry Peter: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Hades:

Hammerhead: *Basic Set: Characters; Power-Ups 2: Perks.*

The Hand: *Basic Set: Characters; Martial Arts.*

Harpy: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Havok: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Hawkeye: *Basic Set: Characters; Martial Arts; Low-Tech; High-Tech; Ultra-Tech.*

Hebe:

Hellfire Club: *Basic Set: Characters.*

Hellstorm: *Basic Set: Characters; Powers; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Henchmen For Hire: *Boardroom and Curia.*

Hera:

Hercules: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Dungeon Fantasy 1: Adventurers.*

Hulk: *Basic Set: Characters; Powers; Supers.*

Human Torch: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

HYDRA: *Basic Set: Characters; Power-Ups 2: Perks.*

Iceman: *Basic Set: Characters; Powers; Supers.*

Impossible Man: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Inhumans: *Basic Set: Characters; Power-Ups 2: Perks.*

Invisible Woman: *Basic Set: Characters; Powers; Supers.*

Iron Fist: *Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks.*

Iron Man: *Basic Set: Characters; Ultra-Tech, Power-Ups 7: Wildcard Skills.*

Jameson, J. Jonah: *Basic Set: Characters.*

Jameson, John: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Jester: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Jewel: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Juggernaut: *Basic Set: Characters; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.*

Ka-Zar: *Basic Set: Characters; Martial Arts; Low-Tech; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Kingpin: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Kirigi: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*

Kraven the Hunter: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Kree: *Basic Set: Characters.*

Kurtzberg, Zelda: *Basic Set: Characters; Power-Ups 2: Perks.*

Leapfrog: *Basic Set: Characters; Martial Arts; Supers.*

Libra: *Basic Set: Characters; Martial Arts; Powers; Social Engineering; Power-Ups 2: Perks.*

Living Monolith: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Lizard: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Loki: *Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks.*

Lorelei: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Lumpkin, Willie: *Basic Set: Characters.*

Lupo: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Machete: *Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.*

Machinesmith: *Basic Set: Characters; Power-Ups 2: Perks.*

Mad Thinker: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Magneto: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Man-Bull:

Marvel Girl: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Masque: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Mastermind: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Masters, Alicia: *Basic Set: Characters; Power-Ups 2: Perks.*

Matador: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Ultra-Tech.*

Medusa: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Mesmero: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 4: Enhancements.*

Meteorite: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Social Engineering: Pulling Rank.*

Mimic: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

Mister Fantastic: *Basic Set: Characters; Powers; Supers.*

Mister Fear: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Mockingbird: *Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.*

MODOK: *Basic Set: Characters; Powers; Psionic Powers.*

Molecule Man: *Basic Set: Characters; Powers; Supers; Psionic Powers.*

Mole Man: *Basic Set: Characters.*

Moloids: *Basic Set: Characters.*

Molten Man: *Basic Set: Characters; Powers; Supers.*

Mysterio: *Basic Set: Characters; Supers.*

Mystique: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Namor: *Basic Set: Characters; Powers; Supers.*

Namora: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Nelson, Foggy: *Basic Set: Characters; Power-Ups 2: Perks.*

Nightshade: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Nile, Tana: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks; Ultra-Tech.*

Olympian Gods: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Oracle: *Basic Set: Characters; Powers; Supers; Gun-Fu; Psionic Powers; Social Engineering: Pulling Rank.*

Osborn, Harry: *Basic Set: Characters; Power-Ups 2: Perks.*

Owl: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Ox: *Basic Set: Characters; Powers; Supers.*

Page, Karen: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Panther: *Basic Set: Characters; Powers; Martial Arts.*

Paralyzer: *Basic Set: Characters; Powers; Supers; Psionic Powers; Social Engineering: Pulling Rank.*

Parker, May: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Persephone:

Phoenix: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 7: Wildcard Skills.*

Piper: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Low-Tech Companion 1: Philosophers and Kings.*

Plantman: *Basic Set: Characters; Powers; Supers; Magic; High-Tech; Pyramid 3/49: World-Hopping; Power-Ups 2: Perks; Dungeon Fantasy 1: Adventurers.*

Polaris: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks.*

Primus: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Ultra-Tech.*

Psycho-Man: *Basic Set: Characters; Powers; Supers; Update.*

Punisher: *Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks.*

Puppet Master: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Pyro: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Quicksilver: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Rama-Tut: *Basic Set: Characters; Power-Ups 2: Perks; Ultra-Tech.*

Rattler: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

Red Ghost: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements.*

Red Guardian: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Action 3: Furious Fists; Social Engineering: Pulling Rank.*

Rhino: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.*

Rigellians: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Robertson, Joe: *Basic Set: Characters.*

Rogue: *Basic Set: Characters; Powers.*

Sandman: *Basic Set: Characters; Powers; Supers.*

Savage Land: *City Stats.*

Sauron: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Savakis, Nyssa: *Basic Set: Characters; Powers; Psionic Powers; Supers; Power-Ups 1: Imbuements.*

Scarecrow: *Basic Set: Characters; Power-Ups 2: Perks.*

Scarlet Witch: *Basic Set: Characters; Powers; Supers; Thaumatology; Supers; Power-Ups 2: Perks.*

Scorpio: *Basic Set: Characters; Martial Arts; Powers; Social Engineering: Pulling Rank; Thaumatology; Psionic Powers; Power-Ups 4: Enhancements.*

Scorpion: *Basic Set: Characters; Powers; Supers.*

Sentinels: *Basic Set: Characters; Powers; Power-Ups 2: Perks; High-Tech; Ultra-Tech.*

Shanna the She-Devil: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Shi'ar: *Basic Set: Characters; Power-Ups 2: Perks.*

SHIELD: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents; Social Engineering: Pulling Rank.*

Shocker: *Basic Set: Characters; Powers; Supers.*

Sif: *Basic Set: Characters; Martial Arts; Powers; Supers; Magic; Power-Ups 2: Perks.*

Sin: *Basic Set: Characters; Martial Arts.*

Skrulls: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Slither: *Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks.*

Solarr: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Southern, Candy: *Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks; Ultra-Tech.*

Spider-Man: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Spider-Woman: *Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Stacy, Captain George: *Basic Set: Characters; Power-Ups 2: Perks.*

Stacy, Gwen: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Stick: *Basic Set: Characters; Martial Arts; Powers.*

Stilt-Man: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Stinger: *Basic Set: Characters; Powers.*

Super-Skrull: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Social Engineering: Pulling Rank;*

Taskmaster: *Basic Set: Characters; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Thing: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Thompson, Flash: *Basic Set: Characters; Martial Arts; Power-Ups 3: Talents.*

Thor: *Basic Set: Characters; Magic; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Thrud: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Dungeon Fantasy 1: Adventurers.*

Thundra: *Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 1: Imbuements; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Tinkerer: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Toad: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Tower: *Basic Set: Characters; Powers; Supers.*

Trapster: *Basic Set: Characters; Bio-Tech; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements.*

Trask, Oliver: *Basic Set: Characters; Power-Ups 2: Perks.*

Typhoid Mary: *Basic Set: Characters; Powers; Martial Arts; Supers; Psionic Powers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.*

ULTIMATUM:

Union Jack: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Unus the Untouchable: *Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks.*

Urich, Ben: *Basic Set: Characters; Power-Ups 2: Perks.*

Vulture: *Basic Set: Characters; Supers.*

Vampires: *Basic Set: Characters; Magic; Fantasy; Psionic Powers; Power-Ups 4: Enhancements.*

Vanisher: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Vermin: *Basic Set: Characters; Powers; Supers; Bio-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Vertigo: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Viper: *Basic Set: Characters; Supers; High-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Wakanda: *City Stats.*

Wasp: *Basic Set: Characters; Powers; Supers.*

Watcher: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks.*

Watson, Mary Jane: *Basic Set: Characters; Power-Ups 2: Perks.*

White Bishop: *Basic Set: Characters; Ultra-Tech; Power-Ups 2: Perks.*

Whiteout: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

White Queen: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Wind-Rider: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Wizard: *Basic Set: Characters; Supers; Power-Ups 2: Perks; High-Tech; Ultra-Tech.*

Wolverine: *Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Worm: *Basic Set: Characters; Powers;*

Xavier, Charles: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Xavier Institute: *Psi-Tech; Ultra-Tech.*

X-Men Helicopter: *Spaceships; Spaceships 4: Fighters, Carriers, and Mecha; Spaceships 7: Divergent and Paranormal Tech; Pyramid #3/34: Alternate GURPS.*

X-Men Jet: *Spaceships; Spaceships 7: Divergent and Paranormal Tech; Pyramid #3/34: Alternate GURPS.*

X-Men Van: *Spaceships; Spaceships 4: Fighters, Carriers, and Mecha; Pyramid #3/34: Alternate GURPS.*

Zaran, Maximillian: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Zeus:

Zola, Dr. Arnim: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 7: Wildcard Skills.*

APPENDIX: POWER MODIFIERS

The following power modifiers are either common or unique to the Marvel Universe. Others, such as Chi, Divine, Mechanical, and Spirit, usually only appear in isolated cases.

Biological (-10%): These abilities are part of the character's physiology, but may be negated through the application of drugs geared specifically for such purpose (-5%). Active abilities always require an additional 1 FP to use (-5%), but see *Passive Biological*, below.

Chemical (-10%): These abilities are dependent upon some form of chemical/alchemical potion being applied to the body on a regular basis, whether through ingestion, inhalation, or injection. This potion is the equivalent of Maintenance (One Person; Weekly) (-5%); the potion takes at least an hour to create. In addition, the effects of the potion can be counteracted through other pharmaceutical means, same as with the *Passive Biological* power modifier, below (-5%).

Demonic (-10%): The infernal counterpart to the *Divine* power modifier from **Powers**. These abilities are granted by supernatural entities that are at best uncaring or more often actively malevolent (a "demon"). The entity requires the character follow a -10 point self-imposed disadvantage of the demon's choosing, which may not be one of the 'heroic' disadvantages. Should the character violate the demon's code, the demon will remove the ability. Demons are notorious for removing the ability immediately upon violation, even (especially!) in life-threatening situations (-0%), and usually requires only a minor quest or minor harm to restore (-0%).

Electronic (-30%): The most common version of *Technological* in the Marvel Universe. The power's abilities require weekly maintenance, at 1 hour per ability (-5%). In addition, they can be detected by X-ray scans and other forms of medical imaging, and may also generate radio static or an odor of ozone (-5%). Finally, they're vulnerable to electrical disruption as defined for the disadvantage Electrical (p. B134; -20%). This last portion is *identical* to taking the Temporary Disadvantage: Electrical limitation; do not take the latter with this power modifier.

Elemental (-10%): This power lets a character manipulate an "element" – one kind of natural matter or energy, or its absence. Common examples in the Marvel Universe are Air, Cold/Ice, Darkforce, Earth, Electricity, Heat/Fire, Light, Radiation, Sound/Vibration, and Water. These powers have either a mundane countermeasure (-10%) or an insulator (often but not always an opposing element) that can interfere with the elemental energy (-10%), but rarely both. Unlike other power modifiers, Elemental may stack with either *Super*, *Psionic*, or *Mutant*.

Magical (-10%): The character's abilities are dependent on the world's ambient mana to operate. The bulk of the world appears to be a low-mana region, while certain areas of the world are normal- to high-mana areas. Modern technology cannot detect these energies, so there are no technological countermeasures. However, the ambient energies can be blocked through paranormal means (-5%), and the abilities can be negated through certain Anti-Magic abilities (-5%).

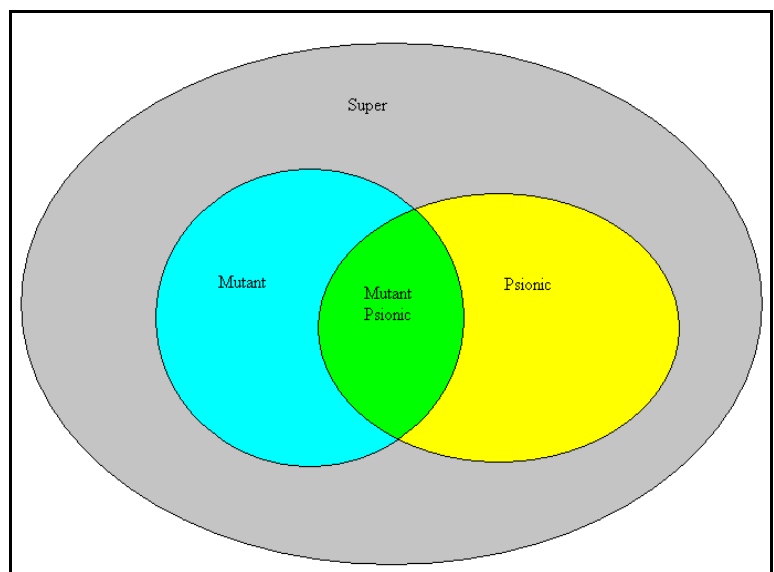
Mutant (-10%): The character is a mutant whose abilities can be negated through Anti-Mutant abilities such as Neutralize and Static (-5%) or through technological means (-5%). This is a subset of the *Super* power modifier, so any Anti-Super abilities will also negate the mutant powers, but the reverse is not necessarily true.

Mutant Biology (-0%): The character is a mutant, and can be detected as such. However, the abilities with this power modifier are physical adaptations which cannot be removed except through surgery (usually amputation of limbs), and are nearly indistinguishable from "wild" abilities, but *do* receive the skill bonus from Power Talents. Because of this, there is **no** value to the modifier. Technically, this would be considered a subset of *Mutant*, above.

Mutant Psionic (-10%): The character is a mutant and can be detected as such. The character's powers are psionic in nature, usually Telepathic, ESP, or Psychokinetic, and can be negated by both Anti-Mutant and Antipsi abilities (-5%), or through technological means (-5%). This is a subset of both the *Mutant* and *Psionic* power modifiers, which are themselves subsets of the *Super* power modifier, so any Anti-Super abilities will also negate the mutant abilities, but the reverse is not true.

Passive Biological (-5%): Like *Biological* above, these abilities are part of the character's physiology, but may be negated through the application of drugs geared specifically for such purpose (-5%). As these abilities are passive in nature, no FP expenditure is necessary.

Power Cosmic (+50%): These abilities stem from cosmic sources, and are not easily counteracted by innate abilities or superscience technology designed to counteract other powers. Only other Power Cosmic powers can counteract them. This is identical to the *Cosmic* power modifier in **Powers**.



Psionic (-10%): The character's abilities are psionic in nature, usually falling under such classifications as Telepathic, ESP, or Psychokinetic. As such, they are affected by Antipsi abilities (-5%) as well as technological means (for example: psionic dampers) (-5%). This is a subset of the *Super* power modifier, so any Anti-Super abilities will also negate the psionic abilities, but the reverse is not true.

Super (-10%): This is a catch-all power modifier for those powers whose abilities are not biological, psionic, magical, or mutant in nature. *Mutant* and *Psionic* are both subsets of this. These abilities can be negated through various Anti-Super powers (-5%) and through technological means (-5%).

The accompanying Venn diagram (previous page) shows the correlation between the *Super*, *Mutant*, *Psionic*, and *Mutant Psionic* power modifiers. The gray area represents those powers that fall under the *Super* header. The cyan area represents those that fall under the *Mutant* modifier, being considered "mutants" in the Marvel Universe. The yellow area represents the powers that fall under the *Psionic* power modifier. The green area which overlaps both the *Mutant* and *Psionic* areas represents those mutants whose powers are also psionic in nature.

In any given campaign, only one, and possibly two, of these four should be prevalent. In an X-Men campaign, *Mutant* will be prevalent, with a few *Mutant Psionic* and *Mutant Biological* powers thrown in; in an Avengers or Fantastic Four campaign, *Super* will be the most common, with a few *Psionic* powers available; and in a supernatural (Doctor Strange or Hellstorm) campaign, *Magical* and *Demonic* are the most likely power sources for PCs. The overall frequencies of countermeasures for each of these four categories are about equal, hence the lack of difference in price. Of course, in crapsack campaigns (such as the *Secret Wars* story arcs), all bets are off. In such a campaign, it is acceptable to boost both Psionic and Mutant by -5% (to a total of -15%) and Mutant Psionic by -10% (to a total of -20%) to reflect the vulnerability to a wider range of available countermeasures.

What is the difference between a Mutant and a Mutate?

A mutant in the Marvel Reboot Universe is someone who was born with – or at least the potential for manifesting – powers due to the presence of a genetic code which has been labeled the X-Gene. While external factors may be in play during the manifesting of said powers, the capacity for the powers is already present in the DNA; the external factors would be merely a catalyst. A mutate is someone who gained powers through deliberate or accidental alteration of the DNA through external factors.

So how do we determine who is a mutant when the external forces are in play? A wide variety of indicators can be used, besides a straight-up DNA test to find the X-Gene. Often, the presence of a known mutant in the family will be a major indication that the person is himself a mutant. Physical alterations – such as Polaris's hair being light green since birth – are also clear indications of the mutant X-Gene. In the end, though, it all depends on whether the person accepts or denies being a mutant, and whether such indications are obvious or obscured.

Can a person be both? *YES*. Probably the best-known case of this is Hank McCoy/Beast of the X-Men and Avengers, starting with his solo tales in *Amazing Adventures* in the early 1970s. Beast was a mutant who further mutated himself through biochemical means, going from a form as strong and agile as a gorilla or chimpanzee into a furry form with much greater abilities.

Do Super-Powered Offspring of Superhumans Count As Mutants?

This is a tricky question to answer, in that the answer can be *both* 'yes' and 'no'. One debate calls all such offspring Mutants, another calls them "caterpillars". As it is, there are three similar yet distinct cases which bear noting:

1. At least one parent is a Mutant with the X-Gene, which was passed on to the next generation. In this case, yes, the offspring, regardless of whether the powers are similar to those of the parent's, is a Mutant. In-universe cases: Quicksilver, Scarlet Witch, Polaris, Nightcrawler, Cable, Siryn, Rachel Summers.

2. Neither parent is a Mutant, but the offspring has powers unlike either parent. In this case, the offspring is most likely a Mutant, unless coming from a race where this is the norm (e.g. the Inhumans). In-universe cases: Daisy Johnson/Quake (daughter of Mr. Hyde), Franklin Richards.

3. Neither parent is a Mutant, and the offspring inherits the parent's powers. In this case, the offspring is *not* a Mutant! There really is no specific term for this particular case ("caterpillar" doesn't seem to sound right, as one would expect there to be changes in the future). In-universe cases: May "Mayday" Parker/Spider-Girl.

Magic in the Marvel Universe can be broken down into various Realms, using the Realm Magic rules in *Thaumatology* (pp. THM188-192). These Realms sometimes overlap, particularly as some of the more limited Realms deal with aspects of others with a broader scope. These Realms are built on the six-tier approach from p. THM189, with each Realm having six levels, or tiers.

Sorcerers, such as Doctor Strange and his order, deal with six main Realms: Mind, Space, Time, Spirit, Energy, and Matter. These six Realms make up the cornerstones of the Multiverse, and dedicated practitioners can learn up to the fifth tier in those Realms. Lesser mystics often focus on narrower Realms. For instance, Gypsy magic, as practiced by Wanda Maximoff, relies on the Illusion, Luck, and Matter Realms. Nature-oriented mages often use the Nature Realm, or learn distinct Animal, Earth, Fire, Plant, and Weather Realms. Most of these practitioners only achieve the third tier, with a select few achieving the fourth or fifth. In all cases, a magician's maximum potential level in any Realm is dictated by his Magery level. Magery 0 tends to be innate, but all levels of Magery are learnable advantages in the Marvel Universe.

In all cases, the sixth tier of a Realm is off-limits to all corporeal beings. Even such beings as the Olympian, Asgardian, and Heliopolitan gods are unable to achieve the sixth tier in any Realm and remain corporeal (see *Asgardians*; *Olympian Gods*). In essence, any being who achieves the sixth tier in a Realm automatically becomes the living embodiment of that Realm, and becomes a truly Cosmic being.

Realms Used In This Book

Energy: This far-reaching Realm includes all types of energy, including but not limited to cold, electricity, heat/fire, kinetic, light, radiation, and vibration.

Fire: This sub-Realm of Energy enables the mage to manipulate the classical element of fire.

Illusion: This Realm deals primarily with creating and dispelling illusions. This is a sub-Realm of the Mind Realm; someone with Mind doesn't need Illusion.

Luck: Also called Probability, this Realm deals with manipulating probabilities in order to alter circumstances to make the improbable probable. This Realm is a sub-Realm of both Matter and Time; someone with both of those Realms doesn't need Luck.

Matter: This Realm deals with altering and creating matter in all forms. A sorcerer's own scientific knowledge does affect the Realm's use.

Mind: This far-reaching Realm deals with all aspects of intelligence and conscious thought, as well as subconscious desires.

Space: This Realm affects such things as movement and inertia, permitting such wide effects as levitation, telekinesis, teleportation, flight, and even dimensional travel. Combined with Mind, it permits clairsentience.

Spirit: This Realm deals with all aspects related to a being's soul or spirit. It can also be used to deal with spiritual entities of all levels.

Time: This Realm affects both the passage of time, including the ability to travel backwards in time, as well as precognition and psychometry.

As advantages, the Realms of Energy, Matter, Mind, Spirit, Space, and Time are all 20 points per level. Fire, Illusion, and Luck (as well as any other Realm I can think of later) are 10 points per level.

Don't try to frighten us with your sorcerer's ways, Lord Vader. Your sad devotion to that ancient religion has not helped you conjure up the stolen data tapes, or given you clairvoyance enough to find the Rebels' hidden fortress.... (insert choking sounds)

– General Tagge, *Star Wars*

Realm Levels

Level 1: Detection and Measurement.

Level 2: Basic Control and Diversion.

Level 3: Command and Create.

Level 4: Authority.

Level 5: Near Complete Power.

Level 6: **PHENOMENAL COSMIC POWER!** (itty bitty living space)

The following traits are used in the various builds in this document but do not appear in any of official rulebook.

Social Background

Cultural Familiarities (p. B23)

In many cases where a culture's description indicates "greatly resembles" a historical culture (e.g. Asgardian culture resembles the historical Norse/Viking culture), time-travelers to those historical periods can substitute the listed culture with no penalty.

Common to any Modern-Day Game:

Aboriginal: The native hunter-gatherer cultures of Africa, Yucatan peninsula, South America, and Australia, among others. (Not exactly realistic to put such disparate cultures together under one familiarity, but for cinematic games such as those in a comic book world it works.)

Central Asian: Covers much of the peoples of central Asia, including the Mongols, Turcomans, Turks, Uzbeks, Kazakhs, Uighurs, and Afghans.

East Asian: Most of Eastern Asia, including eastern China, Japan, Korea, Malaysia, Philippines, and the Indochinese peninsula.

Eastern European: Poland, Russia, Ukraine, Czech Republic, Slovakia, and most of the former Soviet Bloc.

Indian: The Indian sub-continent, including the island of Sri Lanka.

Latin American: Mexico, Central America, South America, and the Caribbean.

Middle Eastern: Turkey, Israel/Palestine, Iran, Iraq, Egypt, Syria, Libya, and other parts of Saharan Africa with heavy Arab influences.

Polynesian: Samoa, Easter Island, and any of the native peoples of the South Pacific.

Siberian: The culture of those living east of the Urals in what is commonly known as Siberia, removed from the cultural influence of Russia and Eastern Europe.

Sub-Saharan African: Includes the native cultures south of the Sahara Desert of Africa. In more detailed games can possibly be split into *West African*, *Central African*, *Southern African*, and *Ethiopian*. Wakanda is a member of this group.

Western: Western Europe, and most of North America. Also includes Australia, New Zealand, and other places (such as coastal Western Africa) where European Colonialism displaced the native peoples.

Unique to the Marvel Universe:

Asgardian: Asgard, Vanaheim, Muspelheim, Jotunheim, and other realms of the Asgardian Nine Worlds (not including Midgard/Earth). Greatly resembles ancient Norse/Viking culture.

Atlantis: The sub-oceanic culture of the water-breathing Atlanteans. Includes Lemuria as well.

Attilan: The culture of the Inhumans in their abode on the moon.

Dark Dimension: The culture of the magic-dominated extradimensional realm of the same name. *2 points.*

Hell: The culture of any number of demon dimensions going by that name. *2 points.*

K'ai: The culture of the sword-and-sorcery world of the same name in the Microverse.

Kree Empire: The interstellar empire dominated by the Kree race. Controls the majority of the Greater Magellanic Cloud and parts of the Milky Way rimward of Earth.

Microverse: The most advanced culture of the dimension known as the Microverse.

Mount Olympus: The realm of Mount Olympus, as well as the realm of Hades. Highly resembles classical Greece in architecture and dress.

Negative Zone: The antimatter universe called the Negative Zone, home of Annihilus and Blastaar. *2 points.*

Rigellian Annex: The interstellar empire colonized and dominated by the Rigellians. Controls a portion of the Milky Way coreward from Earth.

Savage Land: The Stone Age culture, both hunter-gatherer and agrarian, of the Savage Land, a hidden land nestled in the mountains of Antarctica.

Shi'ar Empire: The interstellar empire dominated by the Shi'ar race. Controls a sizable portion of the Milky Way spinward of Earth.

Skrull Empire: The interstellar empire dominated by the shapechanging Skrull race. Controls a sizable portion of the Milky Way trailing behind Earth (antispinward).

Advantages

Enhanced ST

8 points per level

This trait is more properly a Meta-Trait (p. B262), consisting of equal levels of Lifting ST (p. B65) and Striking ST (p. B88). Each level increases your effective ST, but unlike regular ST or Super ST does not provide additional HP.

Perks (p. B100)

Famous Face: You are instantly recognizable by the general public for some reason – you've starred in a popular movie, you're dating someone famous, you had a sex tape released on the Internet and used the publicity to launch a reality TV show, or you had your name in the Guinness Book of World Records. Either way, the public is largely *indifferent* towards you, but you're well-known.

I Lived It!: Specify the skill at the TL you initially learned it at. By listing the skill at the current TL you know it at, you can use it without penalty at any of the intervening TLs. This perk of course assumes you actually lived through the TLs and not simply transported to a world with a higher TL; as such it requires Extended Lifespan or Unaging as a prerequisite for skills more than one TL prior to the setting.

Safe Teleport: When you teleport, there is no chance, except on a critical failure, of teleporting into a solid object in such a way that you take damage when you rematerialize. This prevents you from teleporting to a location where your body would intersect a floor or wall; you'll materialize in a spot nearby: on top of a table or floor, next to a wall, etc.

Talents (p. B89)

Martial Artist (Military): Broadsword, Judo, Karate, Knife, Shield, Shortsword, Spear, Staff, Stealth, and Wrestling. *Reaction Bonus:* Military leaders. *10 points per level.*

Natural Swordsman: Broadsword, Force Saber, Force Sword, Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, Two-Handed Sword. *Reaction Bonus:* Swordsmen, swashbucklers, swashbuckler wannabes, sword-fighting movie enthusiasts. *10 points per level.*

Perfect Throw: Bolas, Dropping, Innate Attack (Projectile), Lasso, Sling, Spear Thrower, Throwing, Throwing Art, Thrown Weapon. May also give a conditional bonus to various Sports skills that use throwing, such as Sports (Baseball) and Sports (American Football). *Reaction Bonus:* Sportsmen, fans of sports involving throwing, warriors of pre-TL4 cultures. *10 points per level.*

Psychotronicist: Electronics Operation (Psychotronics), Electronics Repair (Psychotronics), Engineer (Psychotronics), Expert Skill (Psionics). *Reaction Bonus:* other psychotronics experts. *5 points per level.*

Disadvantages

Code of Honor (p. B127)

Hero's: Protection of the innocent is the foremost, even at the cost of your own life. Never willingly abandon anyone – friend or enemy – to certain death. Never use more than the minimum force necessary to subdue an opponent. Work with the law whenever possible, even if you must work outside it. Never take a life unless absolutely necessary. *-10 points.*

Skills

Mechanic! (IQ/WC)

This Wildcard skill (p. B175) covers Armoury, Carpentry, Electrician, Electronics Repair, Machinist, Mechanic, Professional Skill (Plumber), and Traps, and may substitute for Artist (Pottery, Sculpting, or Woodworking), as well as any other skill involved in repairing machines or building them from known designs. Unlike *Inventor!*, this skill does **not** permit designing from scratch! In addition, you may use the skill for *routine* use of anything you've built or repaired. You still need a tool kit to be able to perform repairs without penalty, but at the GM's discretion any penalties for using the *wrong* tool kits may be halved.

APPENDIX: RANK AND STATUS TABLES

Game Mechanics Details

The most common forms of Rank in the Marvel Universe are Police, Military, Administrative, and Merchant. Rank always coexists with Status, and hence will almost always cost 5 points per level. The exceptions are for certain government agencies – such as the CIA, FBI, and SHIELD – and criminal organizations where Rank is built following the rules in *Social Engineering: Pulling Rank*, where the Rank indicates an Assistance Roll from the organization as if it was a Patron, not the number of subordinates. Religious Rank exists, but doesn't normally affect anyone outside of a single church, temple, mosque, synagogue, or shrine; the exception would be if anyone worked directly for the Vatican or a similar multinational church.

The Administrative Rank, Merchant Rank, Military Rank, and Status tables are adapted from *Traveller: Interstellar Wars*, pages 137-142, as these are the tables I've found that come closest to modeling the modern day. I've expanded the Administrative Rank table for interstellar empires. The Military Rank tables are derived primarily from adjusting the Terran Military Rank Tables on p. 140 of *Traveller: Interstellar Wars* for the equivalent ranks in the United States military; they can be adjusted easily enough for other modern-day militaries.

The Police Rank table is by no means the definitive word on the subject, given that every police agency has different rank names and number of grades. Instead, the table gives a *usable approximation* for the ranks normally encountered by the superhuman population.

Administrative Rank Table

Rank	Notes
11	Leader of a large interstellar empire (e.g. Kree Empire, Skrull Empire)
10	Leader of a typical interstellar nation-state (Rigellian Annex; Snark Empire) Leader of an interstellar sector (up to a few dozen systems) (e.g. Sol Sector) Head of an interstellar empire's government agency (State, War, Treasury, Post) Member of an interstellar empire's legislative or judicial branch (Imperial Senate)
9	Leader of a star system Head of an interstellar nation-state's government agency (State, War, Treasury, Post) Member of an interstellar nation-state's legislative or judicial branch Head of a division of one of the interstellar empire's government agencies (e.g. equivalent of the FBI or CIA)
8	Leader of a planet (United Nations Secretary-General) Head of a star system's government agency (State, War, Treasury, Post) Member of a star system's legislative or judicial branch Head of a division of one of the star system's government agencies
7	Leader of a planet's nation-state (e.g. United States, China, Lichtenstein) Head of a planet's government agency (U.N. Security Council) Member of a planet's legislative or judicial branch (U.N. General Assembly) Head of a division of one of the star system's government agencies
6	Leader of a province in a nation-state (e.g. California, Texas, Ontario) Head of a nation-state's government agency (State, Defense, Treasury, Post, Justice, etc.) Member of a nation-state's legislature or judicial branch (US Congressman, US Supreme Court Justice) Head of a division of one of the planet's government agencies
5	State or Province Sub-Division (County) Supervisor State or Province Legislator or Judge Federal Circuit Court Judge Head of a division of one of the nation-state's government agencies (FBI, CIA, SHIELD)
4	Township Supervisor Town or City Mayor County Legislator or Judge Federal District Court Judge Head of a state or province branch of one of the nation-state's government agencies
3	Rural Municipal or City Council Town or City Head Judge Head of a County or Federal District Court Prosecutor's Office Head of a city or regional branch of one of the nation-state's government agencies
2	Local Office Leader (e.g. City Prosecutor's or Coroner's Office)
1	Local Office Team Lead
0	Rank-and-File Local Office Worker

Merchant Rank Table

Rank	Notes
9	CEO of a multinational corporation (about 1 million employees)
8	CEO of a large corporation (about 200,000 employees)
7	CEO of a medium-sized corporation (about 50,000 employees)
6	CEO of a small corporation or subsidiary (about 10,000 employees)
5	Chief of a large department or small subsidiary (about 2,000 employees)
4	Chief of a large office or small department (about 500 employees)
3	Chief of a small office (50-200 employees)
2	Branch or division leader (10-50 subordinates) Technical specialist with a large staff
1	Team leader (1-10 subordinates); small business owner. Technical specialist with a small staff
0	Ordinary rank-and-file worker (no subordinates)

Elisa Masa: "Repelled an invasion?" You're a private citizen, Xanatos, not a country.

David Xanatos: I am the head of a multinational corporation that is larger than some countries you could name.

– Gargoyles, "Awakening"

Military Rank Table: Army, Marine Corps, Air Force

Rank	Army Titles	Marine Corps Titles	Air Force Titles	Notes
11	Grand General	Grand General	Grand General	Empire-level commander
10	Sector General	Sector General	Sector General	Sector-level commander
9	High General	High General	High General	System commander
8	General Lieutenant General	General Lieutenant General	General Lieutenant General	Theater, field army, or corps commander
7	Major General Brigadier General	Major General Brigadier General	Major General Brigadier General	Division or brigade commander
6	Colonel	Colonel	Colonel	Regiment or brigade commander
5	Lieutenant Colonel	Lieutenant Colonel	Lieutenant Colonel	Battalion commander
4	Major Captain	Major Captain	Major Captain	Company commander
3	First Lieutenant Second Lieutenant Chief Warrant Officer	First Lieutenant Second Lieutenant Chief Warrant Officer	First Lieutenant Second Lieutenant	Platoon commander
2	Warrant Officer Sergeant Major Master Sergeant Sergeant First Class Staff Sergeant	Warrant Officer Sergeant Major Master Sergeant Gunnery Sergeant Staff Sergeant	Chief Master Sergeant Senior Master Sergeant Master Sergeant Technical Sergeant	Senior staff at the company level or higher
1	Sergeant Corporal Specialist	Sergeant Corporal	Staff Sergeant Sergeant Senior Airman	Platoon senior squad leader or team leader
0	Private First Class Private	Lance Corporal Private First Class Private	Airman First Class Airman Airman Recruit	Ordinary soldier

Note: For a Starfighter Corps, replace Private or Airman with Spacehand; all other ranks equal

Note: In the United States (and other nations such as Germany, China, and Russia, though with differing rank names), the ranks stop at 9, with General of the Army, General of the Marine Corps, and General of the Air Force being the top-ranked military personnel (only one person to fill each of those ranks at any given time).

Military Rank Table: Navy, Starfleet, and Coast Guard

Rank	Titles	Notes
11	Grand Admiral	Empire-level commander
10	High Admiral	Sector commander
9	Fleet Admiral	System commander
8	Admiral Vice Admiral	Fleet or theater commander
7	Rear Admiral Commodore	Commander of a capital-ship task force (battleships, carriers), a division of smaller ships, or an important naval base
6	Captain	Commander of a large-ship task force (heavy or attack cruisers), a large warship, or a naval station
5	Commander	Commander of a small-ship squadron (destroyers, frigates), head of a major division on board a large warship
4	Lieutenant Commander	Commander of a small warship or minor division on a large warship
3	Lieutenant Lieutenant Junior Grade Ensign Chief Warrant Officer	Commander of a crew section or division on a small warship
2	Warrant Officer Master Chief Petty Officer Senior Chief Petty Officer Chief Petty Officer	Senior staff for a large ship or crew section
1	Petty Officer 1st Class Petty Officer 2nd Class Petty Officer 3rd Class	Senior staff for a small ship, or junior staff for a large ship or crew section
0	Seaman Seaman Apprentice Seaman Recruit	Ordinary sailor

Note: For a Starfleet, replace Seaman with Spacehand; all other ranks equal.

Note: In the United States (and other nations such as Germany, China, and Russia, though with differing rank names), the ranks stop at Rank 9, with Fleet Admiral (or Admiral of the Navy) being the top-ranked military personnel (only one person fills the rank at any given time)

Police Rank Table

Rank	Typical Titles	Notes
7	Commissioner or Supervisor	Head of the Department for larger cities and state police forces
6	Chief or Assistant Supervisor	Head of the Department for smaller cities Day-to-day manager for larger cities and state police forces
5	Commander	Section, Division, or Bureau Commander for cities and state forces Head of the Department for larger municipalities
4	Captain, Sheriff, or Inspector	Precinct or Unit Commander; head of the department for smaller municipalities
3	Lieutenant or Deputy Sheriff	Duty or Shift Lead Officer for precincts and smaller municipalities
2	Sergeant	Squad Leader
1	Detective	Investigator, CSI team lead
0	Officer	Beat Cop, CSI technician

Note: In a lot of police forces, the Detective is the same pay grade and effective rank as the Officer, but possessing greater authority with regard toward investigating crimes.

Note: CSI technicians and leads don't normally possess Legal Enforcement Powers, lacking the ability to make arrests.

Status Table

Status	Notes
2	Extremely wealthy citizen family, famous or highly respected professional status
1	Wealthy citizen family, respected professional status
0	Ordinary citizen family
-1	Struggling citizen family, citizen of bottom-tier nation
-2	Poor citizen family, outcast, or vagrant

Note: Status above 2 is granted according to Rank and Wealth levels. For example, the CEO of a typical multinational corporation (Merchant Rank 11) would probably be Filthy Rich at minimum (Multimillionaire 1 or better being expected), granting 4 levels of Status from Rank, and 1 or 2 levels of Status from Wealth, before the family's standing is taken into account.

The following titles make up the present chronicling of the Marvel Reboot Project:

Phase One:

The term "Phase One" stands for the relaunching of most of the primary titles of the franchise, with the exception of *The Avengers* (set for a start in Phase Two) and with two additions. The first is *Captain Marvel*, which is mainly to establish the title character so that Marvel doesn't lose the trademark to DC. The second is *Lost World*, a semi-anthology title for covering tales in 12-issue story arcs with characters operating in remote and unique areas who can't seem to continue their own titles for very long.

Amazing Spider-Man

Cast: Peter Parker/Spider-Man, May Parker, Gwen Stacy, Mary Jane Watson, Harry Osborn, Felicia Hardy/Black Cat, Norman Osborn/Green Goblin, Dr. Curt Connors/Lizard, J. Jonah Jameson, others.

Captain America

Cast: Steve Rogers/Captain America, Rikki Buchanan/Bucky, Sharon Carter, Baron Zemo, others.

Captain Marvel

Cast: Mar-Vell/Captain Marvel, Una, Yon-Rogg, Carol Danvers, Sharra Neramani/Deathcry, others.

Daredevil: The Man Without Fear

Cast: Matt Murdock/Daredevil, Wilson Fisk/Kingpin, Elektra Natchios, Foggy Nelson, Karen Page, Ben Urich, others.

Doctor Strange: Sorcerer Supreme

Cast: Dr. Stephen Strange, Ancient One, Wong, Clea, Dormammu, Mephisto, Baron Mordo, others.

Fantastic Four

Cast: Dr. Reed Richards/Mister Fantastic, Susan Storm/Invisible Woman, Johnny Storm/Human Torch, Ben Grimm/Thing, Victor von Doom/Doctor Doom, others.

Incredible Hulk

Cast: Dr. Bruce Banner/Hulk, Betty Ross/Harpy, Gen. Ross, Emil Blonsky/Abomination, Samuel Sterns/Leader, others.

Invincible Iron Man

Cast: Tony Stark/Iron Man, Jim Rhodes, Virginia "Pepper" Potts, Harold "Happy" Hogan, Mandarin, Obadiah Stane, others.

Lost World

Issues #1-12: *Lost World of Atlantis*

Cast: Namor, Namora, Andromeda, Byrrah, Attuma, others.

Issues #13-24: *Lost World of the Savage Land*

Cast: Ka-Zar, Shanna the She-Devil, Zabu, Savage Land Mutates, Zaladane, others

Issues #25-36: *Lost World of Wakanda*

Cast: Panther, Wind-Rider, Klaw, others.

Marvel Comics Presents

Lead Story Cast: Dr. Henry Pym/Ant-Man, Janet van Dyne/Wasp, Elias Starr/Egghead, others.

Backup Story Cast: Varies; Phoenix, Brotherhood of Mutants, Punisher, Thundra, and Thor's Kids all have planned arcs.

Secret Agent Nick Fury

Cast: Nick Fury, Natasha Romanov/Black Widow, Phil Coulson, Jake Fury/Scorpio, others

Sensational Spider-Woman

Cast: Jessica Drew/Spider-Woman, Jack Russell/Werewolf, Morgan Le Fay, others.

Thor: God of Thunder

Cast: Thor, Odin, Sif, Loki, Balder, Amora/Enchantress, Skurge/Executioner, others.

Uncanny X-Men

Cast: Warren K. Worthington III/Angel, Henry P. McCoy/Beast, Scott Summers/Cyclops, Bobby Drake/Iceman, Jean Grey/Marvel Girl, Vera Cantor, Zelda Kurtzberg, Candy Southern, Magnus/Magneto, others.

Phase Two:

The term "Phase Two" is to cover titles that are implemented around the nine month mark. These titles build upon the foundations laid in Phase One, starting with the formation of the Avengers.

Avengers

Cast: Dr. Bruce Banner/Hulk, Tony Stark/Iron Man, Dr. Henry Pym/Ant-Man, Janet van Dyne/Wasp, Thor, Edwin Jarvis, Kang, Immortus, Collector, others.

Ghost Rider

Cast: Johnny Blaze/Ghost Rider, Roxanne Simpson, Mephisto, others.

Hellstorm

Cast: Daimon Hellstrom/Hellstorm, Isaac Christians/Gargoyle, Satana, "Satan", others.

Hercules: The Legend Continues

Cast: Hercules, Nyssa Savakis, Hebe, Hera, others.

Immortal Iron Fist

Cast: Daniel Rand/Iron Fist, Misty Knight, Colleen Wing, Miranda Rand/kai/Death-Sting, others.

Infinity Quest

Cast: Adam Warlock, Thanos, Magus, Pip the Troll, Gamora, Arthur Douglas/Drax the Destroyer, Heather Douglas/Moondragon, Peter Quill/Starlord, Rocket, Groot, Phyla-Vell/Quasar, Nebula, Death, others.

Renegades

Cast: Luke Cage, Jessica Jones/Jewel, Clint Barton/Hawkeye, Barbara Morse/Mockingbird, Logan/Wolverine, others.

Phase Three

The term "Phase Three" refers to titles implemented at the eighteen month mark. These titles tend to take some risks with their content, deviating from the typical Marvel superhero and space opera fare.

Code: BLUE

Cast: Julius "Mad Dog" Rassatino, Sam "Mother" Majowski, Margarita "Rigger" Ruiz, Andrew "Jock" Jackson, Capt. Shelly Conklin, Daniel "Fireworks" Fielstein, Lt. Marcus Stone.

Doctor Octopus

Cast: Otto Octavius/Doctor Octopus, others.

Dracula Unleashed

Cast: Dracula, Rachel van Helsing, Frank Drake, Eric Williams/Blade, Taj Nital, others.

Dystopia 2099

Cast: Doom, others.

Fantastic Tales of Swords and Sorcery

Cast: Jarella, others.

Ride of the Valkyries

Cast: Brunnhilde, Freyja, Thrud, Mist, Dani Moonstar(?), others.

APPENDIX: TIMELINE

Background Information

What follows below is the rough timeline from the past century in the Marvel Reboot Universe. Note that not every event will be revealed in Year One of the Reboot, though hints may be given. For the most part, with major exceptions where indicated, many of these events are a matter of public record. "Year One" is to be considered September 2010 through September 2011.

Many of these events are intentionally similar to those of published Earth-616 events. In fact, the point of divergence can be said to be 1945, when Captain America is frozen in Earth-616, though the effects were not felt on a wider scale until 1957. The overall shared history with Earth-616 diverges completely in 1986, following the deaths of the First Line and their allies (and several enemies).

- 1914 - Lord John Falsworth is killed by Dracula and becomes a vampire.
 - Falsworth takes the name Baron Blood at the start of the Great War.
- 1918 - Challengers of the Unknownable formed; included in the lineup are Princess Fen of Atlantis, Captain Leonard MacKenzie, and at least one Immortal Weapon.
- 1921 - Challengers remove their exploits from history; even the memories of those on the team are altered to prevent them from knowing about their own exploits; reasons and means unknown.
- 1922 - Prince Namor born in Atlantis (Feb 22).
- 1936 - Howard Stark, Sr., founds Stark Industries.
- 1938 - Start of WWII.
 - Johann Schmidt becomes the Red Skull; Dr. Erskine defects to America.
- 1939 - Prof. Horton creates the android Human Torch.
 - Steve Rogers becomes Captain America.
 - Prince Namor attacks New York City; first Human Torch/Sub-Mariner fight.
- 1941 - US enters WWII.
 - Formation of the Invaders and Super-Axis.
- 1945 - Human Torch kills Hitler.
 - Invaders morphs into All-Winners Squad.
 - HYDRA goes underground, seemingly fracturing into many cells.
- 1947 - Namora first comes to the attention of the surface world.
 - Super-Heroes of Europe, the premier international team, formed. Membership fluctuates over the decades as heroes come and go.
- 1949 - Monster Hunters formed; exploits rarely came to others' attentions.
- 1952 - Steve Rogers steps down as Captain America and marries Peggy Carter.
 - All-Winners Squad dissolves.
 - Yellow Claw comes to public attention, opposed by FBI agent Jimmy Woo.
- 1954 - Atlas formed.
- 1957 - Formation of the First Line.
 - Namor recalled to Atlantis to be crowned King.
 - SHIELD formed and headed by Jimmy Woo.
- 1958 - Monster Hunters first come to public attention; many adventures told as drive-in B-movies for the next two decades.
- 1962 - Atlas breaks up.
 - Savage Land discovered by Matthew, Lord Plunder.
- 1971 - Steve Rogers briefly re-dons the guise of Captain America to locate his missing son in Vietnam.
- 1972 - President Nixon demands break-up of the First Line; First Line goes underground instead.
 - Howard Stark, Jr., helps invent the ARC reactor and takes over Stark Industries when Howard, Sr., retires.
- 1975 - Atlantis accepted into United Nations.
- 1986 - Most of the First Line and several allies (and a few enemies) die preventing an unprovoked invasion by the Skrulls; the invasion itself kept classified by world governments.
 - Shadowguard formed to fill the void; fluctuating membership at times includes Charles Xavier, Magneto, Araneus and Namora, among others.
 - Inhuman refuge of Attilan transported to the Blue Area of the Moon.
- 1990 - Kevin Plunder orphaned in Savage Land; Kevin would later become Ka-Zar.
- 1991 - Cain Marko becomes the Juggernaut, though his existence is not known for another two decades.
- 1996 - SHIELD split off from the FBI; Director Woo retires, his place as director of SHIELD is taken by Henry Peter Gyrich.
- 1998 - Friendship between Charles Xavier and Magneto sours.
 - Magneto leaves the Shadowguard; begins recruiting his Brotherhood.
- 2002 - Charles Xavier, now crippled, begins to convert his family mansion into the Xavier Institute for Gifted Youngsters.
- 2003 - Dr. Doom conquers Latveria with popular support.
- 2006 - The Xavier Institute goes public as a school for mutants, later expanding to non-mutants.
- 2007 - Shadowguard disbands.

- 2008 - The Fantastic Voyage Project takes formation under Dr. Reed Richards at NASA; Reed enlists his old friend Ben Grimm to pilot the prototype.
- 2010 - First flight of the *Fantastic*.
- Formation of the Fantastic Four heralds the dawn of the New Heroic Age.
- First class of the Xavier Institute graduates; 5 graduates form X-Men.
- 2011 - Formation of the Avengers.
- First documented Kree invasion thwarted by Captain Marvel.

The Living Tribunal, surveyor and ultimate authority over a several thousand timelines, stood next to Uatu the Watcher in the latter's lunar domicile.

"You are sure about this?" Uatu asked.

"Without a doubt," the Tribunal replied. "This timeline and all that have diverged from it have suffered greatly by forces beyond even my/our control. I/we have consulted with my/our spectral counterpart, and there is no doubt in his mind nor in mine/ours. The entire multiverse is threatened by this one."

"What of the others?" There was another question in Uatu's mind which remained unvoiced; he knew the Tribunal would answer in his/her/its/their own time.

"Earth-1610 will remain, though it requires closer observation. The Loeb caused much turmoil there, but it does not threaten other realities. Yet. Earth-199999 is far enough removed from the threat that it, too, will remain. Others, too, are relatively untouched by the threat. But to remove this one requires that dozens of others be removed as well."

"Why tell me?" Uatu asked.

"Because you have a connection, not only to this universe but to all the universes. You may be one of the few entities that survive as an anomaly, where your fellow Watchers probably will not. Then again, you may not. I/we offer you the choice of turning an uncertainty into a definite."

Uatu turned to one of the screens on his wall, one showing a certain foursome. "I accept."

On Earth-616, the heroes once again, for the sixth time that year, stood facing off against each other.

"This is getting tiresome, Cyclops. There has to be a better way."

"It can't be helped, Captain. Once again..."

"YES, IT CAN," stated a voice, interrupting Cyclops in mid-sentence. Everyone stopped and turned to look at the figures appearing from thin air above them. There was a general rumbling from the assembled heroes.

"Leave this to me," Doctor Strange told everyone, then levitated to meet with the Living Tribunal. "Greetings, Tribunal. Watcher."

"Sorcerer Supreme. I/we are here to make a final announcement. Things have gone unchecked for too long."

"Final' announcement?" Strange asked.

"Oh God, we're being canceled permanently," She-Hulk muttered.

"Jen, what have I told you about talking that way?" Hulk told his cousin.

"Quiet, you."

"Forces among you threaten the multiverse," the Tribunal stated. "It was not an easy decision, but this world and many connected to it will soon cease to exist. Make your peace with each other, for you will soon be ... replaced."

"Replaced?" Strange asked, concern on his face.

"I/we have spoken. Next time I/we appear, it will be for the last time." The gaze of the Tribunal's central face fell upon one of the heroes in the crowd. "For most of you." The Living Tribunal faded from view, but Uatu stayed behind long enough for them to see a single tear fall from the Watcher's face before he, too, faded from view.

"Now that's ominous," Spider-Man quipped. "Let's just call this one a day, folks, and go home to our wives and loved ones?"

"Works for me, web-head," Wolverine commented. "I need a beer."

"Well, as we're all dying anyway," Ben Grimm stated, pulling out a cigar, "smoke if you got 'em."

"Why wait, Tribunal?" Uatu asked.

"I/we sensed an anomaly, one that must be investigated. I/we will return."

Days passed, then weeks. Still, the High Tribunal did not reappear. Concerned, the Fantastic Four sought an audience with the Watcher, while Dr. Strange attempted to contact Eternity. While audiences were granted, answers were not forthcoming.

Exactly two months passed before the High Tribunal reappeared. On the grounds of the Jean Grey School for Gifted Youngsters, Professor Rachel Grey was in the middle of a class when the Tribunal appeared in the classroom.

"...while the death of Senator Kelly triggered a wave of anti-mutant sentiment in Congress, the complete opposite of what was intended." She paused, taking note of the Tribunal. "What followed has been likened by those in this timeline to what occurred to the Jews during World War II. I'll expect essays on the similarities in my email or on my desk by this time tomorrow. Class dismissed." The class filtered out of the door, a number of them passing through the Tribunal. Only one seemed to take notice and frowned, but Rachel waved him out the door.

"Well, this is a surprise. What brings the Living Tribunal to my classroom?" she asked him/her/it.

"An anomaly. 'No more Phoenix,' and yet I/we still sensed her presence."

"Past tense?"

"Right after I/we made my announcement, her presence disappeared from my/our senses. Only now, do I/we sense her again."

"Is that a good thing or a bad?"

"Uncertain. And uncertainty is not something I/we express lightly."

Rachel considered this carefully. "So the Phoenix still lives?"

"Yes."

"Why tell me? Why not Hope or Wanda?"

"Because while they believe themselves responsible for her disappearance," the Tribunal explained, "and Hope Summers is tied to the Phoenix, your connection, Rachel Anne Summers, is stronger."

"It's Grey now. Has been ever since..."

"Since your father betrayed your mother's memory. One of the many incidents that should not have happened."

"When did it start?"

"There was a force beyond even my/our control, a malevolent force I/we now know to be the Quesada, which began to exert its influence on the timeline several years ago. The Quesada has finally been vanquished, but the damage inflicted is near-irreversible."

"When are you hitting the big, shiny, red 'history eraser' button?" The Tribunal gave Rachel a curious look. "Sorry," Ray explained, "pop culture ref."

"Tonight."

"I guess I won't be grading papers tomorrow. Who else knows?"

"The Watcher, who is watching us now, and my/our cosmic colleagues."

Notes: Earth-616 is the mainstream Marvel Universe, Earth-1610 is the Ultimate universe, and Earth-199999 is the Marvel Cinematic Universe.

Rachel Summers alighted on the New Mexico mesa, astounded by the psychic imprint there.

"It cannot be," she breathed. "TRIBUNAL! I DEMAND AN AUDIENCE!"

"I/we was/were wondering when you would come here," came a voice from behind her. She turned, as the three-faced entity known as the Living Tribunal, at present manifesting as human-sized, strode forward towards her.

"Then... you know?"

"Yes," he/she/it/they replied. "Very few beings in this reality would even be able to sense what you just have, and even fewer would recognize its significance. This is where you and/or your dimensional counterparts were/will be conceived."

The revelation stunned her, and she had to sit down quickly, on the hard rock. "But... how? I thought I was unique in the Multiverse – the *old* Multiverse," she quickly amended.

The Tribunal sat cross-legged beside her. "In one way, you are/were. Countless Rachel Summerses were conceived; however, most of them never survived to be born. You/they died prematurely, when your/their mother gave up, or was killed in, her physical form to prevent the return of Dark Phoenix. Only a handful of those that were born survived the destruction of the Sentinels. And of those only *one* survived her time as a mutant-hunting hound to reach full maturity. *One* survivor out of a near-infinite number of conceptions. *You*."

"My mother?" Rachel asked. "Jean Grey Summers, you mean?"

"That was the name she went by, yes," the Tribunal explained, "but the Jean Grey you believed to be your mother... was not the *real* Jean Grey. She was..."

"The Phoenix Force itself?" Rachel lay back on the ground. "Daughter of the Phoenix Force? That explains much." She sat back up again. "But why, on this brand new timeline, does *this* mesa...?" She found herself unable to finish the thought.

"Daughter of the Phoenix," the Living Tribunal replied, "I/we will answer you truly: When I/we erased the previous Multiverse, the echoes of the past events could not be undone as easily. Just as you survived the destruction of the past Multiverse, so too did the echoes of many past events.

"This mesa was/will be a site of tremendous yet subtle expenditure of emotional energy in many of the timelines that now never happened or may never come to pass. The Phoenix Force is a force of passion; for her/it to create life in an act of love is one of the greatest passions she/it has/will ever engage(d) in. And I suspect that, even now, she/it watches over her/its only surviving child."

Rachel watched as the Tribunal faded from sight, leaving her to her thoughts.