# MISTER FANTASTIC





### ROLEPLAYING NOTES:

Reed is an intellectual who prefers to examine foes and if possible negotiate with them before actually fighting them. He is often intrigued by the scientific implications of a problem, so much so that he almost forgets there is a problem in the first place. As Ben once put it, "...if an alien stubbed his toe, Reed would want to spend ten years studying it." Reed is an extremely likable fellow who keeps a pleasant smile on his face. However, he does occasionally lapse into depression over longstanding unsolved problems, most notably Ben's inability to return to human form and Franklin's mysterious potential. Reed is a humanitarian who will try to prevent any intelligent being from suffering. This can lead him to do controversial things that fly in the face of all apparent logic, such as when he once revived Galactus.

# INVISIBLE WOMAN





### ROLEPLAYING NOTES:

In her early career, Storm was the typical faithful girlfriend and sidekick. She has since matured into a capable warrior and leader. If angered, she is ruthless in her revenge. She now actively fights the misconception of her being merely a token girlfriend. She represents the heart of the Fantastic Four; without her the group eventually slides into disarray.



Johnny Storm began his career as a brash, hotheaded teen. Now, he is a brash, hotheaded adult. His power reflects his personality perfectly. He is prone to acting without prior thought and was unable to maintain a lasting relationship with any woman until he and Alicia finally realized the depths of their mutual love. His other great loves are high performance engines and racing.







In his original lumpy form, the Thing is a morose, easily angered individual who would as likely strike a teammate as an opponent. After his transition to his familiar rocky state (used for stats above), he regained selfcontrol. In his spiky form, the Thing is downright mellow and is a capable leader. In any form, though, he is a relentless fighter who will sacrifice anything to help his friends. Ben is attracted to powerful women.

Other forms: Human: Pro 5, Crd 4, Str 4, Int 4, Awe 4, Wil 6 • Stamina 10 • Determination 6

#### Lumpy:

Pro 6, Crd 4, Str 8, Int 3, Awe 2, Wil 3 • Stamina 11 • Determination 4 • Invulnerability 7

#### Spiky:

Pro 7, Crd 3, Str 10, Int 4, Awe 5, Wil 6 • Stamina 16 • Determination 3 • Invulnerability 7 • Leadership

# ANT-MAN (SCOTT LANG)





### ROLEPLAYING NOTES:

And-Man is reluctant to be a full-time superhero. He prefers to use his powers as an adjoint to other activities, or to help out his friends. His one great love is his daughter, on whom he dotes. A true fan of TV and movies, he often finds parallels between his own adventures and those of media characters.

# **BLACK PANTHER**





### ROLEPLAYING NOTES:

The Black Panther is a fiercely proud warriorruler of his people, and yet a civilized, honorable man. He is caught in a conflict between the tribal traditions of his ancestors, and the customs of the technological world, a technology that he has encouraged the Wakandans to adopt. He respects people who are strong and honorable.

CRYSTAL		MARVEL
	RBILITIES         PROWESS       Image: Colspan="2">Image: Colspan="2"         STRENGTH       Image: Colspan="2">Image: Colspan="2"         Image: Colspan="2"       Image: Colspan="2"         Image: Colspan="2"       Image: Colspan="2"         Image: Colspan="2">Image: Colspan="2"         Image: Colspan="2">Image: Colspan="2"         Image: Colspan="2">Image: Colspan="2"         Image: Colspan="2">Image: Colspan="2"         Image: Colspan="2"       Image: Colspan="2"         Image: Colspan="2"       Image: Colspan="2"         Image: Colspan="2"       Image: Colspan="2"         Image: Colspan="2"       Image: Colspan="2"	<b>7 8 9 10</b> 6.
	FOWERS ELEMENTAL CONTROL (FIRE, WATER, EARI (ATTACKING, CREAT MOVING, SHAPING)	ING. DEFEND
	SPECIALTIE Medicine	
<b>DURLITIES</b> Team : Fantastic Four Connections : Quicksilver Identity : Inhuman	<b>CHALLENGES</b> Weakness : Air pollution allergy Weakness : One power per hour	Determination

In her early adventures, Crystal acted like a naive country girl visiting the city for the first time. Now she is a mature, self-confident woman and working mother. Although she is protective of her independence, she remains bound to Attilan law, even if the law works to her detriment.

Her marriage to Quicksilver varies from love to pure hatred, usually depending on Quicksilver's mood and current state of mind. She likes normal humans and life on Earth.

Weakness Explanation: Crystal can sustain a certain elemental phenomenon for approximately one hour before her mind begins to tire. She can also create any number of effects in succession for about forty-five minutes before mental fatigue impairs her performance.

MEDUSA		MARVEL
	RBILITIES         PRDWESS       BILITIES         PRDWESS       BILITIES         CORRDINATION       BILITIES         STRENETH       BILITIES         INTELLECT       BILITIES         RWRRENESS       BILITIES         WILLPOWER       BILITIES         Height: 5'11"       Weight: 130 lbs.	8 9 10
	First Appearance: Fantastic POWERS EHTRA BODY PARTS (PREHENSILE HAIR) 1 2 3 4 5 6 7 SPECIALTIES	Pour #56 8 9 10
	Martial Arts	Stamina 12
Team : Fantastic Four Connections : Black Bolt Identity : Queen of the Inhumans	Weakness : Air pollution allergy	termination 5

### ROLEPLAYING NOTES:

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Medusa is a fiercely loyal Inhuman, a true warrior queen. She is proud to the point of arrogance, and has viewed life as a series of simple conflicts, black against white. She believes that people have used that world-view to trick her in the past. She is absolutely devoted to her husband, Black Bolt, and to the traditions of the Inhumans, even to the point of fighting her closest friends to protect them.

# MS. MARVEL (SHARON VENTURA)





### ROLEPLAYING NOTES:

Ventura was originally a confused, pathetic woman. Her only goal was apparently in running away from life. When she met the Thing, she developed an attachment to him and the desire to earn h is respect. After she was brutally molested by several men, she developed an almost crippling fear of men and a self-loathing of her beauty. Now that she has been transformed into "She-Thing," she can lay aside her fears.

As She-Thing: Pro 7, Crd 4, Str 9, Int 3, Awe 3, Wil 3 • Stamina 12 • Determination 2 • Invulnerability 7





Nova has no compunction against targeting worlds for Galactus' consumption. She feels smug superiority to most beings but great awe of superior beings such as Galactus and Eternity. She is devoted to Galactus and sees him as an ideal mate. After an initial grim period of trying to impress Galactus, she has begun to lighten up, especially in the company of the Silver Surfer.



Cage is a large, dangerous-looking man and knows it. He knows everyone else knows it, too, and thus does not have to speak too much. He lets body language do most of his talking. Brute force is his favored approach to problem-solving. He holds a grudge for years and will go to great lengths to correct injustices done to him.



She-Hulk is an extremely pleasant, fun-loving young woman, who will treat people with the same respect she is shown (good or bad). She once had a grudge with Hawkeye, but the two have patched up their differences. She-Hulk is irritated by people who take themselves too seriously, and will play (very minor) jokes on them to relieve tension. She is a very good team player, able to take orders without being blindly obedient.

Human Form: Pro 3, Crd 3, Str 3, Int 4, Awe 4, Wil 3 • Stamina 6 • Determination 6



Munroe periodically goes through personality shifts. Originally she was a strong-willed and regal woman who acted like a goddess-onearth. During that period she also suffered paralyzing claustrophobia. Later she renounced her naturalism in favor of a punk lifestyle, appearance, and behavior. Currently she has reconciled the two personalities into a single harmonious whole.