

# MARVEL SUPER HEROES™ ADVENTURE GAME



#0 **ROSTER BOOK**





# MARVEL SUPER HEROES ADVENTURE GAME

## ROSTER BOOK

### BONUS SECTION:

### A BRIEF HISTORY OF THE MARVEL UNIVERSE!

**Design:** Michele Carter • **Development and Editing:** Mike Selinker

**Art Direction and Graphic Design:** LN Buck • **Typesetting:** Angelika Lokotz

**Cover Illustration:** Dave Tata, Scott Koblish, and Bongotone

**Interior Illustrations:** The Marvel Bullpen

**Brand Managers:** Sue Weinlein Cook and Harold Johnson

**Marvel Folk:** Steve Behling, Chris Dickey, Mike Thomas, Nancyann Volpe, and Ursula Ward

**Electronic Prepress and Production:** Tom Wänerstrand, Terry Craig, Craig Cudnohufsky, Bobbi Maas, Steve Nashem, Chris Nitz, Linda Darragh, and Jefferson Shelley

U.S., CANADA, ASIA,  
PACIFIC, & LATIN AMERICA  
Wizards of the Coast, Inc.  
P.O. Box 707  
Renton, WA 98057-0707  
+1-206-624-0933



EUROPEAN HEADQUARTERS  
Wizards of the Coast, Belgium  
P.B. 34  
2300 Turnhout  
Belgium  
+32-14-44-30-44

Visit our website at [www.tsr.com](http://www.tsr.com)

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# HOW TO USE THIS BOOK

In this booklet you'll find statistics, personality notes, and histories for dozens of the most famous Marvel heroes and villains. Here you'll find Captain America, Ultron, Rogue, Mister Fantastic, and many, many more. If you want to know how strong a hero is or how resourceful a villain is, it's all in here.

This book features detailed entries for 50 **Heroes** and **Villains**. A full explanation of how to read a roster is on pages 8–15 of the Game Book. Here's a synopsis:

Under each hero's name is a set of game statistics used in play. You can compare heroes' **abilities** (**Strength**, **Intellect**, **Agility**, and **Willpower**) with each other. Each ability has an ability score (the number), and an ability code (the letter). Also in the stat block are **Edge** and **Hand Size** (plus **Health** in parentheses). **Edge** measures experience and resourcefulness, and **Hand Size** is the number of cards you hold when you play the hero. **Health** is used only by the Narrator, and represents the wounds that the individual can endure when played as a character.

**Skills** and **Powers** define the hero's human and superhuman talents. If a skill is underlined, the hero is world class in that skill. The color of the power or skill matches a color on the fate cards, which shows its trump suit. The full details of skills and powers are in the appendices of the Game Book. If a power is *italicized*, it's from the Equipment Powers listed before the main powers in Appendix Two. Stunts and limits appear indented beneath the base power.

**Calling** and **Hindrances** are gameplay elements that reflect the hero's **Personality** notes. Finally, a short **History** of the hero is included.

Also included are several pages of stats for supporting **Characters**, the normal humans, aliens, and animals the Narrator can use for roleplaying. And a special no-extra-cost-to-you section features **A Brief History of the Marvel Universe**.

Of course, not everybody's in the Roster Book; no mere booklet could even aspire to encompass the epic scope of the mighty Marvel Universe. If your favorite Marvel hero or villain isn't in here, fear not: There's a whole raft of roster books not far behind. These books focus on the large groups like the X-Men and the Avengers, or major places like Manhattan and Space. Chances are, somewhere in the MARVEL line, your favorite Marvel character's detailed to your satisfaction.

A note about continuity: This game portrays the "classic" Marvel Universe, not necessarily the Marvel Universe of this very moment. We list characters with their traditional powers and gear, and usually their most iconic costumes. We can't reissue the game every month, so if you want an absolutely-up-to-the-minute game, you'll have to make some adjustments. When a permanent change occurs, we'll make it too; look to expansion roster books and guides for updates.



## CAPTAIN AMERICA (STEVE ROGERS)

**CALLING:** Idealist

**PERSONALITY:** Patriotic, upstanding, moral, ethical, inspiring, never-say-die, iconic, friendly (nicknames: "Cap" and—to his dismay—"Winghead"), unwavering believer in truth, liberty, and justice for all

### HISTORY

Steve Rogers tried to enlist in the Army during WWII but was rejected due to poor health. His sincere desire to aid the war effort caught the eye of officials involved in a secret government experiment called Operation: Rebirth. He leapt at the chance to participate in the program and was injected with an experimental Super-Soldier Serum. Steve was transformed into a perfect example of humanity, with the greatest strength and agility a human could possibly attain.

After extensive physical and tactical training, Steve was given the costume of Captain America and sent out to battle Axis agents such as the Red Skull and Baron Zemo. Whether fighting alone or alongside the All-Winners Squad and the Invaders, his exploits served as an inspiration for Allied troops. During the final days of the war, Cap and his sidekick Bucky tried to stop Baron Zemo's robot-controlled, bomb-loaded plane. Bucky died when the plane exploded, and that same explosion threw Cap into the icy waters of the Arctic. The Super-Soldier Serum combined with the extreme cold to place Steve in a state of suspended animation.

He remained frozen until being discovered years later by the newly formed Avengers team. Once freed from the ice, Captain America joined the Avengers and has been the cornerstone of the team for many years.

Captain America is the ultimate soldier and the perfect fighting machine, but his most important role is as an icon in the Marvel Universe: a symbol of what heroes can be, and a guardian of the ideals they should strive to uphold. Even in today's world of turmoil, no one doubts the convictions of Captain America.

### SKILLS

Boxing, Shields, Wrestling; **Acrobatics, Driving, Martial Arts, Ricochet**; History (American), Sociology; Art, **Leadership**, Military, Survival

### POWERS

Resistance to Disease +10

Equipment: Chain mail Body Armor +2 (total shieldless defense 12)

Equipment: Shield

Unique bonus: +5 on attack, +15 on defense (total defense 27)

Unbreakable  
Adamantium-  
vibranium



**6D Strength Intellect 6X**

**3 Edge \* Hand Size 5(30)**

**6B Agility Willpower 8D**

## CYCLOPS (SCOTT SUMMERS)

**CALLING:** Idealist

**PERSONALITY:** Dedicated, serious, brooding, tactical thinker, great leader, overly responsible, fearful of his own power, nickname: "Cyke"

### HISTORY

When an alien spacecraft attacked their parents' private plane, Scott and his younger brother Alex were pushed out of the plane with a parachute. Alex was soon adopted, but Scott grew up in an orphanage. After Scott's mutant power manifested, he was contacted by Professor Charles Xavier and became the first X-Man. Since then, Cyclops has devoted his life to Xavier's dream.

Cyclops believes it his duty to lead the X-Men toward that goal of a true mutant-human peace. He is a great strategist, tactician, and leader. If he has one flaw, it is that he holds himself responsible for virtually every move the X-Men make. He has a knack for knowing the strengths and weaknesses of his teammates and for creating superb strategies in the middle of combat.

Scott's lack of control over his optic beams caused him to fear injuring his teammates, leading to a belief that he was aloof and uncommunicative. This fear has diminished as he has gained experience in managing his power.

Scott's family life redefines the word "complicated." He is married to his long-time love, Jean Grey, also known as Phoenix. By a previous marriage to Madelyne Pryor, a Jean Grey-lookalike, he has a son who became the time-traveling cyborg Cable. Scott's father escaped the alien attack and became Corsair, leader of the spacefaring Starjammers. Alex became Havok, a mutant with a troubled history. And the villain Sinister has hinted that he had much to do with shaping Scott's early life, although he has yet to reveal more than a few details.

### SKILLS

**Boxing; Martial Arts, Piloting, Ricochet; Leadership**

### POWERS

**Energy Blast 14 ("Optic Blasts")**

**Momentum, Ricochet, Wide-Angle Beam**

**Limit: Uncontrolled without visor**

**Invulnerability to his own blast and Havok's Cosmic Energy**

**Equipment: Visor (allows power stunts, stops beam from firing)**



## DAREDEVIL (MATT MURDOCK)

**CALLING:** Guardian (Hell's Kitchen)

**HINDRANCE:** Physically Disabled—Blind (compensated by Radar Sense)

**PERSONALITY:** (as Daredevil) daring, flippant, stands for justice, guards Manhattan's streets, will not kill, nickname: "Hornhead"; (as Matt Murdock) professional, dedicated to the law

### HISTORY

One fateful day, young Matt Murdock saw a truck about to hit a blind man. His quick action pulled the man out of harm's way, but a canister of radioactive waste fell out of the truck and hit him. The radioactive material blinded him, but somehow heightened his other senses of touch, taste, smell, and hearing. It also granted him a unique radar sense. With the aid of the martial arts sensei Stick, Matt learned to use his new abilities as a fighter and acrobat.

Matt attended Columbia University, earning a law degree and friendships that would last a lifetime. Franklin "Foggy" Nelson became a friend and later law partner; Elektra Natchios was his first love. Elektra later became a costumed assassin whom Daredevil fought several times. Elektra was eventually killed by the assassin Bullseye, one of Daredevil's most constant and ruthless foes. She was later revived by the assassin cult called the Hand.

Aside from Bullseye, the Kingpin of crime has been Daredevil's greatest adversary. The Kingpin even discovered Matt's identity as Daredevil and used the knowledge to destroy both Daredevil and Matt Murdock emotionally and financially. Matt has since regained both his costumed identity and his standing in the legal community.

### SKILLS

Boxing, Brawling, Clubs; **Acrobatics, Fast Exit, Martial Arts, Ricochet**; Criminology, Law; Intimidation, Law Enforcement, Observation, Politics

### POWERS

Enhanced Senses (all but Vision) 16

Lie Detection

Invulnerability to all visual attacks (blind)

Radar Sense 5

Equipment: Billy club +2

Web-Slinging 9





**3X Strength    Intellect 8A**

**3 Edge \* Hand Size 5(30)**

**4C Agility    Willpower 16A**

## DOCTOR STRANGE (STEPHEN STRANGE)

**CALLING:** Guardian (Earth)

**PERSONALITY:** Mystical, wise, investigative, aloof, austere, wry sense of humor, self-controlled, Master of the Mystic Arts and Sorcerer Supreme of Earth, uses fanciful invocations (example: "By the hoary hosts of Hoggoth!")

### HISTORY

The brilliant but arrogant surgeon Stephen Strange had his career cut short in an car accident that injured the nerves in his hands. Seeking a cure, Stephen traveled to Tibet and found the temple of the Ancient One, an aged sorcerer. While there, he discovered Baron Mordo, the Ancient One's pupil, plotting to kill his master. Stephen warned the Ancient One, proving his potential for goodness and power. He became the Ancient One's disciple, learning the secrets of sorcery and later taking on his mentor's mantle as Earth's Sorcerer Supreme.

Doctor Strange remains an excellent magical resource for the heroes of Earth, though he spends much of his time dealing with mystical threats beyond the ken of most mortals (such as the dread Dormammu and Nightmare). He rarely works with other heroes on a regular basis, with the past exception of when he united the Hulk and the Sub-Mariner under the banner of the Defenders.

### SKILLS

**Martial Arts, Sleight of Hand; Dimensional Geography, Medicine, Mythology, Occult; Meditation, Mesmerism, Mental Control, Trance**

### POWERS

**Magic 16**

Can duplicate any Intellect- or Willpower-linked power.

**Psi-Screen +8**

**Equipment:** Cloak of Levitation (Flight 12)

**Equipment:** Eye of Agamotto 16

**Additional Sensor—Vision** (Lie Detection, True Sight), **Telepathy** (Mental Probe)



**6C** Strength      Intellect **5X**

**2** Edge ★ Hand Size **4(25)**

**8A** Agility      Willpower **8C**

## ELEKTRA (ELEKTRA NATCHIOS)

**CALLING:** Repentant (formerly Soldier and Vengeance)

**PERSONALITY:** Serious, determined, deadly, proud of Greek heritage, trying to make up for past crimes, has a weak spot for Matt Murdock

### HISTORY

Elektra Natchios, the daughter of the Greek ambassador to the U.S., studied martial arts and political science at Columbia University in New York. There, she fell in love with fellow student Matt Murdock. When her father was assassinated, Elektra withdrew from college, leaving Matt broken-hearted.

Elektra went to Japan, where she honed her martial arts prowess under the teachings of the mysterious Stick. But after a year, Stick told her to leave the group as she was full of rage and hatred over her father's death. To prove her worth, Elektra infiltrated the Hand, a powerful group of assassins and terrorist ninjas. She became corrupted by the Hand and spent years as a bounty hunter and mercenary assassin. Along the way she again encountered Matt Murdock, now in his costumed identity of Daredevil. He could not prevent Elektra's death at the hands of Bullseye, who sought to replace her as the Kingpin's chief assassin.

However, Elektra was mysteriously resurrected by the Hand and freed of their taint by Stone, an associate of Stick. Elektra is currently living in New York, attempting to make a new life for herself. But the Hand still considers her a mortal enemy, so her adjustment has been troubled.

Elektra's only "powers" are her incredible fighting skills. She easily ranks among the best martial artists in the world.

### SKILLS

Knives, Martial Arts Weapons; Acrobatics, Contingent Attack, Fast Exit, Martial Arts; Intimidation, Politics

### POWERS

Equipment: Two Knives +2 ("Sais")



**3X Strength Intellect 9A**

**2 Edge \* Hand Size 4(25)**

**5X Agility Willpower 5X**

## GIANT-MAN (DR. HENRY "HANK" PYM)

**CALLING:** Explorer

**HINDRANCE:** Guilt-Ridden over creating Ultron (0 Intellect to make sentient robots)

**PERSONALITY:** Investigative, analytical, withdrawn, positive, in recovery from serious mental illnesses, fears failure

### HISTORY

After his young wife Maria was killed, biochemist Hank Pym swore to use his scientific genius to help mankind. He discovered subatomic "Pym Particles," which enabled objects and people to change size. Hank became a crimefighter under the name of Ant-Man. His then-girlfriend, Janet Van Dyne, joined him in fighting crime as the Wasp. Together they helped found the Avengers and remained members for a considerable time.

Hank later expanded the use of the Pym particles to become Giant-Man and later Goliath, feeling a giant super hero was more effective than a tiny one. Still, he was always ambivalent about crimefighting, preferring the world of laboratory research. At one point a lab accident released gases that caused Hank to adopt the villainous identity of Yellowjacket. Once shocked back to sanity, Hank returned to crimefighting and married Jan. Later failures and his own high standards brought on another breakdown; the Avengers kicked him out and Janet divorced him.

Eventually, Hank came to terms with his problems and made a new life for himself as a scientist and advisor to the Avengers. He once again reclaimed the mantle of Giant-Man and has remarried Janet.

Of all Hank's scientific inventions, his greatest achievement was also his greatest failure: the murderous robot Ultron, whose self-awareness led to a hatred of his creator and all of humanity.

### SKILLS

Scientific Genius (Biochemistry, Biology [including Ant Entymology], Bionics [including Cybernetics], Chemistry, Computers, Electronics, Genetics, Mechanics, Physics [including Subatomic Physics], Robotics, Super-Physiology)

### POWERS

**Size Alteration 12**

15X Strength at maximum height,  
17X Agility at minimum height  
Crossing the Pym Barrier, Imbue Size Alteration, Power Growth

Equipment: various miniaturized tools and weapons





## HAWKEYE (CLINT BARTON)

**CALLING:** Adventurer

**HINDRANCES:** Slightly deaf (compensated by hearing aids)

**PERSONALITY:** Flamboyant, showman, occasionally abrasive, doubts own leadership potential, protective of his friends

### HISTORY

Clint Barton grew up in a circus after his parents were killed. He became a trick shooter and master marksman under the tutelage of the Swordsman. He enjoyed performing in the circus and made a name for himself as a great archer.

Upon seeing Iron Man in action, Clint made a costume for himself and set out to battle crime as Hawkeye. In his first public appearance, he was mistaken for a thief and for a time committed crimes at the urging of the Russian spy, the Black Widow. Iron Man discovered Hawkeye's essential heroism, however, and sponsored him as a member of the Avengers. Among his fellow Avengers, Hawkeye counts the Scarlet Witch as one of his closest friends, as they joined the Avengers at the same time and under the same cloud of past wrongs.

Hawkeye has served as a member of the Avengers in one capacity or another ever since; at one time, he led the West Coast Avengers. Although he has taken leaves of absence from the group, Clint always returns to the life of Hawkeye. During one such leave Hawkeye met and married fellow crimefighter Mockingbird, but Mockingbird was killed by the demonic

Mephisto not long ago. Currently on another leave, Hawkeye leads the mysterious super team called the Thunderbolts.

Hawkeye always has an arrow for every occasion; if he needs one not listed below, he can probably create it.

### SKILLS

**Archery, Contingent Attack, Gadgetry (arrows), Martial Arts; Circus Lore; Leadership**

### POWERS

**Enhanced Senses 10 (Telescopic Sight only)**  
**Equipment: Hearing Aids—Enhanced Senses (Hearing only) 10**

**Equipment: Bow and arrows**

Each arrow has one power at intensity 12 **Automatic Return, Blinding, Blunt (+2 damage), Corrosion, Electrical (Blast), Explosive (see Energy Blast),**

**Ensnarement (Adhesion, Net), Fire (Heat Only, SmokeScreen),**

**Magnetic, Poison (Tear Gas), Sonic (Blast, Sonic Vibration), Stun Blast, Wall-Crawling, Web-Slinging; Adamantium (+5 damage, intensity 12 contingent electric)\*; Vibranium (Absorption of kinetics at intensity 15)\***

\*Hawkeye won't use these arrows if unsure he'll get them back



**20C Strength Intellect 1X(8A)**

**3 Edge \* Hand Size 5(30)**

**3X Agility Willpower 8X**

## HULK (DR. ROBERT BRUCE BANNER)

As Banner	Strength 3X	Agility 3X	Intellect 8A	Willpower 3X	Edge 2	Hand Size 4(25)
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**CALLING:** Outcast (as smart Hulk)/Uncontrolled Power (as Banner)/Animal Nature (as savage Hulk)

**HINDRANCES:** Bruiser (uses Agility to hit foes), Transformative (anger—once, nightfall), Monstrous (0 Willpower to convince normal people not to run away)

**PERSONALITY:** (Banner/smart Hulk) quick-tempered, caustic, calculating; (savage Hulk) child-like, confused, randomly destructive, battle cry of "Hulk smash!"

### HISTORY

The Hulk's history is known to the denizens of Marvel Earth and often used as a cautionary tale. Doctor Banner was a brilliant scientist working for the U.S. government to construct a gamma bomb, a type of nuclear weapon. On the day of the bomb test, Bruce saw a civilian in the blast area, a reckless teenager named Rick Jones. Bruce drove out to the test site and threw the teenager into a blast shelter, but was himself caught in the explosion of the gamma bomb. The bomb changed Bruce's genetic structure, and he became the incredible Hulk.

For many years, Bruce transformed into the Hulk when he became angry or excited, and the swaths of destruction caused by the brutish creature led to constant hounding by military forces—usually led by General "Thunderbolt" Ross, the father of Bruce's beloved girlfriend, Betty Ross. The Hulk mutated and took various forms over time, including an intelligent gray-skinned version and one in which Bruce and the savage Hulk were actually separated.

Finally, psychiatrist Leonard "Doc" Samson discovered that Doctor Banner and the Hulk were never two separate entities, but two parts of one sufferer of Multiple Personality Disorder. The gamma bomb had given form to

Bruce Banner's suppressed, aggressive persona. Samson merged the two personalities, creating one form: the mind of Bruce Banner in the monstrously powerful body of the Hulk.

### SKILLS

Hyper-Breath, Sonic Slam; Computers, Electronics, Physics, Radiology

### POWERS

**Ability Boost (Strength)** ("Hulking Out")  
+1 Strength per exchange if angry, no limit

**Body Armor** (special—defense is always equal to current Strength)

**Detection (Astral Detection)** 18

**Leaping** 30

**Resistance** +10 to Cold, Fire, Disease, and all Energy attacks

**"Strongest One There Is"** (unique power—no one gets a Strength trump when hitting or using Strength against the Hulk)



**4X** Strength    Intellect **5D**

**2** Edge \* Hand Size **4(25)**

**8B** Agility    Willpower **6X**

## HUMAN TORCH (JOHNNY STORM)

**CALLING:** Gloryhound

**HINDRANCE:** Triggered-Powerless (0 intensity when hit by water, wind, or cold of 10+ intensity, or the loss of oxygen)

**PERSONALITY:** Seeks attention, enjoys adventure, flashy (battle cry of "Flame On!"), brash (nickname: "Hothead"), impulsive, wants to be loved

### HISTORY

Seeking adventure, Johnny Storm insisted on joining his sister Susan, her fiancé Reed Richards, and pilot Ben Grimm aboard an historic space flight on a starship of Reed's design. The intense cosmic radiation that bombarded the ship caused the four explorers to develop super-powers; in Johnny's case, he gained the ability to generate and control fire and heat as well as a virtual immunity to flame. Taking the name the Human Torch (a name previously used by a heroic android of the 1940s), he and the other three became the Fantastic Four.

Johnny has remained much the same throughout his career, always the most brash and excitable member of the FF. He still respects Reed, considers Sue as an overprotective older sister, and teases Ben unmercifully. He is absolutely dedicated to the FF's cause, however, and is well aware of his powers' potential to cause serious damage or even death to opponents. The Torch rarely uses his powers at full intensity except against the most powerful and dangerous foes.

Johnny's light-heartedness hides his desire to find true love. In the course of his life he has had relationships with many women, some very serious. All his relationships have ended poorly, but that doesn't stop him from trying over and over again.

### SKILLS

**Aerial Combat, Driving, Repair; Energy Control**

### POWERS

**Energy Sheath 10**

**Flight**

**Fire Control 18**

**Absorption, Fireball, Fire Missiles, Fire Restraints, Fire Shield, Flame Shapes, Nova Flame, Updraft  
Resistance to Heat and  
Flame +8**





**4X Strength Intellect 6D**

**3 Edge \* Hand Size 5(30)**

**6D Agility Willpower 10C**

## INVISIBLE WOMAN (SUSAN STORM RICHARDS)

**CALLING:** Guardian (her family)

**PERSONALITY:** Calm, loving, practical, capable fighter and leader, motherly, protective of family (especially her son), ruthless when friends or family are injured

### HISTORY

Susan Storm and her brother Johnny insisted on accompanying Sue's fiancé Reed Richards and pilot Ben Grimm on a dangerous space voyage. Intense cosmic radiation bombarded the ship, causing the four explorers to develop super-powers; in Sue's case, she gained the ability to turn invisible and later to create powerful force fields. Taking the name the Invisible Girl (eventually updating it to the Invisible Woman), she and the other three became the Fantastic Four.

As a member of the FF, Sue has faced her share of difficult adventures and emerged from them stronger. Along the way, she married Reed Richards and bore him a son, Franklin, whose vast emerging mental powers are a source of constant concern. Susan has led the team in Reed's absence and developed leadership skills of her own. More importantly, though, Sue is the glue that holds the FF together. If Reed is the brain, Johnny the adventuresome spirit, and Ben the heroic soul of the Fantastic Four, Sue is its heart. Without her, the team does not exist.

There's a reason why many people consider the Invisible Woman the most powerful member of the Fantastic Four. Her force fields are impenetrable by most ordinary means, and even most superpowers have a hard time piercing her shields. Sue has developed her powers far beyond simple defenses, however, and her battle capability makes her a dangerous opponent.

### SKILLS

**Martial Arts; Energy Control; Leadership, Performing**

### POWERS

**Force Field 15**

Energy Bottle, Entrapment, Expanded Field, Forceflight, Force Bolt, Force Bubble, Force Cushion, Remote Field, Shield from Energy, Suffocation

**Invisibility 8**

Invisibility Field, Invisibility to Machines, Remote Invisibility, Remove Invisibility



**8B** Strength    Intellect **6D**

**2** Edge ★ Hand Size **4(25)**

**10B** Agility    Willpower **10C**

## IRON FIST (DANIEL "DANNY" RAND)

**CALLING:** Peace of Mind

**PERSONALITY:** Cryptic, meditative, contemplative, courageous, focused, unconcerned about money and material goods

### HISTORY

After his parents were killed in Tibet, Danny Rand was taken in by the denizens of K'un-L'un, a mystical city high in the Tibetan mountains. There he was apprenticed to the martial arts masters of the city. Over the years, Danny learned many secrets of K'un-L'un. He became a master of the "Iron Fist" technique after slaying the dragon Shou-Lao the Undying with his bare hands.

As Iron Fist, Danny traveled to the United States and became a crimefighter, often in partnership with Luke Cage as the Heroes for Hire. Heroes for Hire was once disbanded after Iron Fist's apparent death, but since his return he is once again a member of the expanded Heroes for Hire team.

Danny is involved in a long-term relationship with Misty Knight, who is one of the "Daughters of the Dragon" and co-owner of Nightwing Restorations.

### SKILLS

Boxing, Martial Arts Weapons, Wrestling; **Acrobatics, Fast Exit, Martial Arts; K'un-L'un Lore; Meditation, Trance**

### POWERS

Ability Boost (Strength only) 10 ("Iron Fist")

Limits: fist strike only, requires one full exchange of concentration to use, may not be used more than once a day

Chi 10



**4X(16X) Strength**      **Intellect 10A**

**3 Edge \* Hand Size 5(30)**

**6B Agility**      **Willpower 6D**

## IRON MAN (ANTHONY "TONY" STARK)

**CALLING:** Responsibility of Power

**HINDRANCES:** Triggered-Powerless (O intensity without armor), Addicted to Alcohol (O Willpower after one day without alcohol—this is in shaky remission and not currently active)

**PERSONALITY:** (as Tony) Businesslike, ruthless when necessary, philanthropic, corporate, driven; (as Iron Man) bold, hard-edged (infrequent nickname: "Shellhead"), stands for justice, protective of Stark properties and personnel

### HISTORY

Tony Stark demonstrated a talent for invention and mechanics at a very young age. When he inherited his father's company, he turned it into a multimillion-dollar industrial complex specializing in weapons contracts with the Pentagon. On a trip to the Far East to inspect an overseas weapons factory, Tony was mortally injured by shrapnel which lodged near his heart. The Communists captured him and ordered him to create weapons, but with the help of physicist Ho Yinsen, Tony instead built an iron suit that saved his life and freed him from captivity.

Tasting adventure, Tony invented the fiction that Iron Man was Tony Stark's bodyguard, and thus likely to show up whenever his "boss" was endangered. He also helped found the Avengers. The Iron Man armor has changed and improved constantly over the years; listed at right are some of the more permanent armor features. Tony has battled several personal problems, including crippling alcohol addiction, but now again seems at the peak of his physical and mental health.

During Tony's long absence after the Onslaught debacle, a rival corporation took over

Stark Industries. Rather than launch a tangled legal battle, Tony formed Stark Solutions, a consulting firm for those with problems and the cash to afford his expertise. He dedicates the profits from Stark Solutions to the Maria Stark Foundation, which funds restorations of homes and other humanitarian causes.

### SKILLS

**Aerial Combat, Gadgetry, Repair; Bionics, Computers, Electronics, Weapon Systems; Finance**

### POWERS

**Equipment:** Powered Armor 16 ("Iron Man Armor Mark VIII")

**Ability Boost (Strength); Absorption (Energy); Anti-Theft; Blinding; Body Armor; CommLink; CPU; EMP Protection; Energy Blast (Momentum "Repulsors", "Uni-Beam" of Heat, Laser, and Plasma); Flight; Force Field; Invisibility (to Radar and Sonar); Iron Man Image Generation; Lights; Life Support; Magnetic and Sonic Control; Protected Senses; Resistance to Corrosion, Cold, Electricity, Heat, and Radiation; Sensors; Tractor Beam**



# HEROES

**13C** Strength    Intellect **4X**

**2** Edge ★ Hand Size **4(25)**

**4X** Agility    Willpower **6D**

## LUKE CAGE

**CALLING:** Gloryhound

**PERSONALITY:** Bold, aggressive, enjoys fighting, holds grudges, relentlessly urban (past catchphrase: "Sweet Christmas!")

### HISTORY

Luke Cage grew up in Harlem and fell into a life of petty crime. Framed for a major crime by a jealous rival, Luke was sent to prison. There, he was offered the chance for parole in exchange for his participation in a scientific experiment. The experiment granted Luke bulletproof skin and superhuman strength.

Using his new abilities, Luke established himself as a "hero for hire" to those seeking the aid of a street-level champion. He adopted the working name of Power Man, although he rarely uses that name these days. During

one adventure Luke met Iron Fist, and struck up a friendship that lasts to this day. Though the Heroes for Hire present themselves as a mercenary organization, both Luke Cage and Iron Fist are dedicated to protecting society against criminals and super-villains. Their fees are negotiable and often dependent on the client's ability to pay, and both are willing to work for free if the cause is just.

### SKILLS

Brawling, Wrestling; Intimidation

### POWERS

"Bulletproof Skin" (unique power—weapons of +4 or less inflict no damage upon him)

Regeneration 5





**3X Strength    Intellect 12A**

**3 Edge \* Hand Size 5(30)**

**4X Agility    Willpower 8X**

## MISTER FANTASTIC (REED RICHARDS)

**CALLING:** Explorer

**PERSONALITY:** Investigative, intellectual, distracted by scientific puzzles, flexible (occasional nickname: "Stretcho"), humanitarian, troubled by problems he cannot solve, loves his family

### HISTORY

As a student at State University, Reed Richards met two people who would change the course of his life. He shared a room with Victor Von Doom, an equally brilliant but far more arrogant student; driven by jealousy, Doom would become Reed's greatest nemesis. Reed also met Ben Grimm, a football star and pilot who in jest said he'd one day fly the starship Reed would surely build.

A few years later, Ben did indeed pilot Reed's starship, journeying with Reed, Reed's fiancée Susan Storm, and her brother Johnny in an attempt to solve the secrets of spaceflight. The prototype craft was improperly shielded, and cosmic rays caused the four explorers to develop strange powers. In Reed's case, he could elongate and mold his newly malleable body at will. He convinced the other three to use their new powers for the good of mankind. Thus was born the Fantastic Four.

As Mister Fantastic, Reed has led the FF for most of its days. His primary drive is to explore the wonders of the universe, even if those explorations lead him into danger. Reed is one of the greatest inventors in human history, always intending his inventions to be of use to mankind. Aside from this drive, Reed's primary focus is his wife Susan, his young son Franklin (who has exhibited frightening reality-altering powers), and the rest of the Fantastic Four family.

### SKILLS

Scientific Genius (Astronomy, Biochemistry, Biology, Chemistry, Computers, Dimensional Geography, Electronics, Genetics, Mechanics, Physics, Radiology, Robotics, Spacecraft, Super-Physiology, Time Machinery)

### POWERS

**Elongation 15**

Seven League Strides, Telescopic Attack

**Plasticity 15**

Bouncing, Disguise, Kite Flight, Liquidity, Net



# HEROES

**8B** Strength      Intellect **8B**

**3** Edge \* Hand Size **5(30)**

**7A** Agility      Willpower **8A**

## NICK FURY

**CALLING:** Soldier

**HINDRANCE:** Addicted to Nicotine (0 Willpower after one day without nicotine)

**PERSONALITY:** Cigar-chompin' howling commando, confident, proud, honorable, wise, independent, tough, efficient, take-charge, long memory

### HISTORY

Nicholas Joseph Fury joined the U.S. Army as a soldier during WWII. He quickly proved himself to be an outstanding leader and military commander. He led a specially trained team called the Howling Commandos whose daring deeds often proved the critical factor in helping the Allies win their battles against the Axis powers. During this time, Nick was exposed to the Infinity Formula, which inhibited the aging process and has kept his body in peak physical condition to this day.

Sgt. Fury rose in rank throughout the Cold War and beyond. The newly promoted Col. Fury was named as the Director of S.H.I.E.L.D., a covert organization that went through many changes in its long history. In its current incarnation, S.H.I.E.L.D. (Strategic Hazard Intervention Espionage Logistics Directorate) is a somewhat independent organization, answerable only to the UN's Security Council.

Nick Fury served as S.H.I.E.L.D.'s director until his supposed death at the hands of the Punisher. Although at last reckoning he was assumed dead, those who know him doubt that the Howling Commando is gone for good.

### SKILLS

Brawling, Knives, Wrestling; **Artillery, Demolitions, Marksmanship, Piloting; Espionage, History (American), Medicine (first aid only); Intimidation, Leadership, Manipulation, Military**

### POWERS

Resistance to Aging +10  
Equipment: Access to all conventional weapons  
Equipment: Kevlar **Body Armor +2** (total defense 10)  
Equipment: **Needle Pistol +3**



**6C** Strength      Intellect **5D**

**2** Edge \* Hand Size **4(25)**

**12A** Agility      Willpower **7C**

## NIGHTCRAWLER (KURT WAGNER)

**CALLING:** Adventurer

**HINDRANCE:** Monstrous (O Willpower to convince normal people not to run away)

**PERSONALITY:** Fun-loving, spirited, swashbuckling, adventuresome, good leader, dedicated, religious, worships Errol Flynn, personable (nickname: "Fuzzy Elf"), Teutonic (German catchphrases: "Nicht wahr?" "Liebchen," "Unglaublich!")

### HISTORY

Apparently abandoned by his parents at birth, the obviously mutant child Kurt Wagner was adopted by Margali Szardos, a gypsy sorceress and circus fortune-teller. Kurt grew up in the circus, using his natural agility to become a star acrobat. When he left the circus, Kurt found his foster brother Stefan and was horrified to discover Stefan had become a murderer. Kurt tried to stop him, but as they fought, Kurt accidentally killed Stefan. Villagers found Kurt standing over Stefan's body and assumed he was responsible for the murders. Before the mob could kill him, Professor Xavier arrived and recruited Kurt to join the X-Men.

As an X-Man and later as the Excalibur team leader, Nightcrawler has been one of the most dedicated and constant members of the X-family. Kurt is the son of Mystique, a villain who recently (and unwillingly) served in X-Factor.

### SKILLS

Climbing, Swords; Mechanics; Acrobatics, Fast Exit, Piloting, Repair; Leadership, Performing

### POWERS

**Additional Limb**—Prehensile Tail 4  
**Blending** 4

Limit: Darkness Only

**Teleportation** 3 ("Bamfing")

Fusillade, Quick Turnaround

**Unique trait:** Causes a small smoky implosion, which leaves a sulfurous smell  
**Wall-Crawling** 2



**3X** Strength      Intellect **10A**

**3** Edge \* Hand Size **5(30)**

**3X** Agility      Willpower **12A**

## PROFESSOR X (CHARLES XAVIER)

**CALLING:** Idealist

**HINDRANCE:** Physically Disabled—unable to walk (0 Agility in fights)

**PERSONALITY:** Overwhelming force of personality, stern, reserved, dedicated to the ideal of a mutant-human peace, protective of his charges

### HISTORY

Charles Xavier was born with vast mental powers that took him many years to learn to control fully. His interest in his mutant powers led him to study biology and genetics, eventually earning him several degrees in various related fields. He soon became the world's most renowned expert on genetic mutation.

Experience led Charles to two conclusions: that mutants must be trained to control their powers if they were ever to be accepted, and that mutants who used their powers for evil must be stopped. To accomplish both goals, Charles established a school and recruited five young mutants who became the original X-Men. He has since taken in many other students.

Over the years, the cost of holding to his philosophy—both to himself and to his students—began to wear on the Professor. During a particularly violent confrontation with Magneto, once Charles's greatest friend and now his greatest idealistic opponent, Professor X took action and telepathically wiped Magneto's mind clean. Somehow, this action caused a part of Charles's psyche to warp into the overwhelmingly powerful psychic entity known as Onslaught.

In the wake of the Onslaught disaster, Charles Xavier has seemingly lost his psychic abilities. When last seen, he was a "guest" of the U.S. government.

### SKILLS

Computers, Electronics, Genetics, Sociology; Leadership, Meditation, Mental Control, Teaching

### POWERS

Astral Projection 15  
Detection (Mutant Detection) 15  
Hyperlinguistics 15 (speech only)  
Language Transfer

Illusion 10

Mind Control 15

Mindwipe

Psi-Screen +12

Psi-Field

Psychic Blast 15

Telepathy 15

Mental Probe, Psychic Invisibility, Psychic Surgery, Team Link

Equipment: Hoverchair (Flight 1)

Equipment: Cerebro (doubles Mutant Detection's intensity)





**5X** Strength    Intellect    **5X**

2 Edge \* Hand Size 4(25)

**8D** Agility    Willpower    **5X**

## QUICKSILVER (PIETRO MAXIMOFF)

**CALLING:** Outcast

**PERSONALITY:** Quick-tempered, impatient, unforgiving of slights, quick to take offense, arrogant, refuses to show weakness, extremely protective of family, unlikely to use contractions

### HISTORY

Years ago, a young gypsy named Magda fled her husband, who suddenly displayed terrifying magnetic powers. Pregnant, she came to Wundagore Mountain, the high Balkan home of the High Evolutionary, and there gave birth to twins, a boy and a girl. Terrified by the thought that her husband might be following her, Magda left the twins there. They were given into the care of gypsies, who raised Pietro and his sister Wanda.

But as adolescents, their mutant powers emerged and superstitious townsfolk tried to kill them. They were rescued by Magneto and became members of his Brotherhood of Evil Mutants, becoming Quicksilver and the Scarlet Witch. Ironically, neither Magneto nor the twins knew at that time that he was their father who Magda had run from in terror.

Pietro and Wanda served Magneto out of fear and obligation, but eventually left him to join the Avengers. Quicksilver strongly opposed his sister's relationship and subsequent marriage to the Vision, although his attitude has softened over time. Pietro himself married the Inhuman Crystal and they had a daughter, Luna. The relationship between Crystal and Pietro has been troubled over the years.

Despite Pietro's sometimes-abrasive manner, he has proven himself a hero many times over. He despises his father's actions and goals but harbors some sympathy for Magneto's views. He has seen a great deal of prejudice and hatred in his life, and considers himself an outcast despite his ties to the Avengers and his relationships with Wanda, Crystal, and Luna.

### SKILLS

**Fast Exit**

### POWERS

**Lightning Speed** 18 (10 on water)  
Invisibility, Mach Control, Run Up Walls,  
Waterwalking, Whirlwind

**Resistance to Cold and Pressure +10**



**16X** Strength    Intellect **4X**

**2** Edge \* Hand Size **4(25)**

**6D** Agility    Willpower **5X**

## ROGUE

**CALLING:** Uncontrolled Power

**HINDRANCE:** Guilt-Ridden about absorbing another's memories (0 in all abilities for the rest of the adventure if she absorbs memories using her Power Theft)

**PERSONALITY:** Cocky, straightforward, sensitive about lack of power control, lonely, fearful of touching anyone, at home for the first time in her life

### HISTORY

Not much is known about Rogue's youth, save that her powers emerged early and quickly taught her that she could not touch people without absorbing their memories. At some point she was found by Mystique, who raised Rogue and recruited her as a member of the Brotherhood of Evil Mutants.

During a battle with the original Ms. Marvel (Carol Danvers, now Warbird), a disaster occurred: Rogue permanently absorbed Ms. Marvel's powers and memories. Still unable to control her powers and unable to tell her own memories from those of Danvers, Rogue begged Professor Xavier for help. He admitted her to the X-Men and she has been a loyal, brave, and valuable team member ever since. Rogue has received a great deal of emotional support from the X-Men, which helps her deal with her inability to master her power.

In a fight, Rogue is cocky and aggressive; the powers of strength, flight, and near-invulnerability she absorbed from Ms. Marvel put her at the forefront of any battle. She is usually reluctant to absorb anyone's powers, given the emotional toll it takes on her and the lingering fear that she might absorb someone else's psyche permanently.

### SKILLS

Piloting

### POWERS

Flight 8

Power Theft 18

Limits: Touch-Only, Uncontrolled Resistance to Disease, Poison, and Mental Control +10



**3X Strength**     **Intellect 6D**

**2 Edge \* Hand Size 4(25)**

**5X Agility**     **Willpower 8X**

## SCARLET WITCH (WANDA MAXIMOFF)

**CALLING:** Uncontrolled Power

**PERSONALITY:** Passionate, resolved, self-confident, curious, dedicated, wants to be a mother, fearful of pushing her power to the fullest extent

### HISTORY

Wanda was raised by gypsies alongside her brother Pietro. With Pietro (he in the guise of Quicksilver), Wanda was recruited into Magneto's Brotherhood of Evil Mutants. She always hated that organization and Magneto's goals, a conviction that was not shaken even when she learned Magneto was her father.

The Scarlet Witch leapt at the chance to join the Avengers when the opportunity arose. She fell in love with the synthezoid Vision and married him, proving the picture of bliss when, improbably, she bore the Vision twin sons.

Wanda has undergone more tragedy and torment than many Marvel heroes. Her marriage ended when the Vision's emotions were dismantled, her sons proved to be mere illusions, and she has suffered mental and emotional breakdowns. She has since recovered from these troubles and emerged stronger. The Scarlet Witch is a steady and essential Avenger, always ready to answer duty's call.

Wanda has studied under the tutelage of the witch Agatha Harkness. Though Wanda's mastery of magic is limited, her studies helped her to improve her control over her mutant probability "hexes." The combination of mutant power and

magic means there is very little her powers cannot achieve if she concentrates. Wanda's powers seem tied to her emotional state; self-confidence leads to mastery of her powers, so that when her confidence is low, her power falters. Conversely, strong emotion, especially anger, tends to amp her power beyond its normal limits and control.

### SKILLS

Occult

### POWERS

Magic 8

Energy Blast, Force Field, Telekinesis

Reality Warping 15 ("Hex Power")

Limits: Gestures, Spell-Focused, Unpredictable (previous Limit: Destructive Only)



# HEROES

**17D\*** Strength    Intellect **6D**

**2** Edge \* Hand Size **4(25)**

**6X\*** Agility    Willpower **6X\***

## SHE-HULK (JENNIFER WALTERS)

\*The original Jennifer Walters had Strength, Agility, and Willpower of 3X

**CALLING:** Gloryhound (as the original Jennifer Walters, Protector)

**PERSONALITY:** Bold, fun-loving, confident, liberated, uninhibited, clever at law, enjoys being the She-Hulk; (as the original Jennifer Walters) mousy, introverted

### HISTORY

Jennifer Walters is the cousin of Bruce Banner, the incredible Hulk. She was enjoying a successful if unspectacular law practice in California when she suffered a near-fatal bullet wound. Bruce gave her a transfusion of his own blood to save her life. The gamma-irradiated blood triggered Jen's transformation into the seven-foot, superhumanly strong She-Hulk.

Unlike her cousin, Jennifer could control her transformations. She found that she enjoyed being the She-Hulk. She used to be able to transform back into her normal form but has since lost that ability; since she likes the power and strength of her new form, this doesn't bother her one bit.

The She-Hulk has served as a member of the Fantastic Four (during the Thing's absence) and of the Avengers. She is currently working as a legal advisor for the Heroes for Hire.

### SKILLS

Brawling; Law

### POWERS

Leaping 22

Resistance +4 to Cold, Fire, Disease, and all Energy attacks





**7B** Strength    Intellect    **6C**

**2** Edge ★ Hand Size    **4(25)**

**8B** Agility    Willpower    **7B**

## SILVER SABLE

**CALLING:** Soldier

**PERSONALITY:** Professional, cool, calculating, mercenary, Symkarian, overcompensates for past tragedies, motherly to her fellow mercenaries

### HISTORY

Sable's father, a hunter of war criminals, trained her from a young age in weaponry and hand-to-hand combat. However, her father's long disappearance and her mother's death left Sable emotionally crippled. She took over her father's Wild Pack, a cadre of professional soldiers. Under Sable's leadership, the Wild Pack (now under the name of Silver Sable International) hunts down criminals and recovers stolen property for wealthy clients. The mercenaries now include a group of superpowered agents, including reformed super-villains such as the Sandman and the Will o' the Wisp.

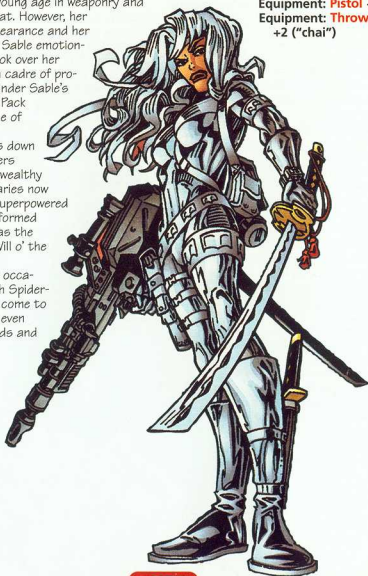
Silver Sable has occasionally clashed with Spider-Man, but they have come to respect each other even though their methods and goals differ wildly.

### SKILLS

Knives, Martial Arts Weapons, Swords; **Acrobatics, Martial Arts, Marksmanship;** Criminology, Espionage; Finance, Leadership, Politics

### POWERS

Equipment: Katana Sword +4  
Equipment: **Pistol** +4  
Equipment: **Throwing Knife** +2 ("chai")



## SILVER SURFER (NORRIN RADD)

**CALLING:** Repentant

**HINDRANCE:** Naive (O Agility in declaring and dodging surprise attacks)

**PERSONALITY:** Brooding, somber, questing, pure of heart, incorruptible, speaks in poetic language, misses his destroyed homeworld and his girlfriend Shalla-Bal

### HISTORY

Norrin Radd of the planet Zenn-La was an explorer and inventor. When the world-eater Galactus intended to consume Zenn-La, Norrin offered himself as a sacrifice for his world. He volunteered to become a herald for Galactus, scouting out uninhabited worlds which would quell the Ravager's hungers. As he had never had a herald, Galactus agreed and transformed the Zenn-Lavian into the being called the Silver Surfer.

The Surfer served Galactus for some time, until Galactus's hunger drew him toward Earth. Upon meeting humans including Alicia Masters and the Fantastic Four, the Surfer realized that he could not allow his master to destroy the Earth. He fought alongside the heroes of Earth against Galactus. Yielding, Galactus erected a powerful force field around the Earth that held the traitorous Surfer captive there for many years. And Zenn-La was not even this fortunate; Galactus took revenge by destroying Norrin Radd's homeworld.

The Silver Surfer has learned much about the ways of humans, yet he continues to seek the humanity he himself lost in his transformation. The Surfer suffers tremendous guilt over leading Galactus to many inhabited worlds and causing the deaths of billions, a weight that would drive a lesser man insane. He considers the members of the Fantastic Four to be his closest friends.

### SKILLS

**Fast Exit, Piloting (spaceships only), Surfing; Assessment, Astronomy, Energy Control; Meditation, Trance**

### POWERS

**Cosmic Awareness 20**

**Cosmic Energy Control 20** (usable on anything within sight)

**Ability Boost, Alchemy, Energy Detection, Energy Blast, Healing, Resistance to Radiation**

**Life Support 15**

**Resistance to Heat and Cold +10**

**Equipment: Surfboard 26**

**Flight, Space Flight, Unbreakable**



**14D Strength    Intellect 8A**

**3 Edge \* Hand Size 5(30)**

**14A Agility    Willpower 10C**

## SPIDER-MAN (PETER PARKER)

**CALLING:** Responsibility of Power

**HINDRANCE:** Unlucky (Narrator draws two cards each exchange, and picks the one that's worst for Spider-Man)

**PERSONALITY:** (as Spider-Man) Wise-cracking, glib, dedicated to crimefighting, nicknames: "Wall-Crawler" and "Web-Slinger"; (as Peter Parker) worried, responsible, often frustrated with personal problems

### HISTORY

After being bitten by a radioactive spider, college student Peter Parker gained the proportional strength and agility of an arachnid. At first, he sought to use his newfound powers for money and fame. Absorbed with his own concerns, Peter neglected to stop a thief who was running from the police. When the thief killed Peter's beloved Uncle Ben, Peter realized his mistake. Since that day, Spider-Man has lived with the knowledge that with great power must come great responsibility, and that a hero cannot fail to use his powers for the good of all.

Spider-Man has a powerful and extensive rogues gallery of villains, most of whom have some personal reason to hate him and to seek his downfall. His costumed life frequently spills into his personal life, such as when Doctor Octopus wooed his dear Aunt May. He has lost many people close to him, including his parents, his aunt and uncle, and his girlfriend, Gwen Stacy.

Peter is married to model and actress Mary Jane Watson-Parker, who is fully aware of her husband's "career" as

Spider-Man. While she understands his need to be Spider-Man and supports his crime-fighting efforts, MJ nevertheless fears for Peter's life every time he slings his webs across the city.

### SKILLS

**Climbing; Acrobatics, Aerial Combat, Fast Exit, Marksmanship (web-shooter); Chemistry, Criminology, Mechanics, Physics; Photography, Taunting**

### POWERS

**Danger Sense 18 ("Spider-Sense")**

**Danger Sense Tracking**

**Resistance to Ensnarement +8**

**Wall-Crawling 14**

**Equipment: Homing System ("Spider-Tracers")**

**Limit: Only works if Danger Sense is on**

**Equipment: Web-shooters (Web-Slinging 16)**

**Adhesion, Net, Web Shield**



## STORM (ORORO MUNROE)

**CALLING:** Protector

**HINDRANCE:** Phobic—claustrophobia (O in all abilities when trapped in small, enclosed spaces)

**PERSONALITY:** Serene, majestic, passionate yet controlled, regal, speaks somewhat flowery English, proud of African heritage

### HISTORY

The daughter of an African princess and an American photojournalist, Ororo spent her early years in Cairo. A bomb destroyed their house, killing her parents and leaving Ororo trapped in the wreckage. That experience left her with a lingering fear of enclosed spaces. Shortly thereafter, Ororo was taken in by a master thief and quickly became the best child-thief and pickpocket in Cairo.

Ororo eventually traveled south as her weather-control powers began to emerge. She spent years on the Serengeti Plain, worshipped as a goddess by the tribes. There, Professor X found Ororo and convinced her to join the new X-Men. Storm has undergone many changes in her years with the X-Men. She shares leadership of the team with Cyclops, having demonstrated her talents for tactics.

Storm never summons her powers casually. Since every use of her Weather Control ability affects extant local weather patterns, she pays close attention to the possible effects such manipulation might cause. (This distinguishes her from Thor, whose ability to summon weather is magical and does not affect weather elsewhere.) That said, Storm does not hesitate to unleash the full potential of her power against her foes. When she summons the full power at her command, it is easy to see why she was regarded as a goddess on her native continent.

### SKILLS

Knives, Spears; **Aerial Combat, Escape Artistry, Martial Arts, Thievery**; Energy Control; Leadership, Survival

### POWERS

Air Control 13  
Downdraft,  
Flight, Pressure  
Control, Tornado  
Weather Control 13  
Cold Control,  
Fog Cloud, Heat  
Control,  
Lightning Bolts,  
Resistance to  
Weather





**17D** Strength    Intellect **6C**

**3** Edge \* Hand Size **5(30)**

**8D** Agility    Willpower **10C**

## SUB-MARINER (NAMOR I OF ATLANTIS)

**CALLING:** Majesty (formerly Vengeance)

**HINDRANCE:** Susceptible to Dehydration (0 defenses against lack of water)

**PERSONALITY:** Imperious (catchphrase: "Imperious Rex!"), arrogant, wry, honorable, impatient, condescending to women, impetuous, dedicated to protecting Atlantis

### HISTORY

Namor is the son of a princess of the under-sea kingdom of Atlantis and a human man. He grew up believing that the surface world was hostile to his people. When he came to the surface in the 1940s, he had war in mind. Once convinced there was a more just war, the Sub-Mariner joined the fight against the Axis powers, fighting alongside Captain America and the other Invaders. Toward the end of the war, Namor was stricken with amnesia. He remained unaware of his true identity for years and lived as a derelict in New York before finally being discovered and restored to health by Johnny Storm, the Human Torch.

The Sub-Mariner has been both enemy and ally to the surface world. During his unstable periods, he tried to conquer the world and even teamed up with Doctor Doom. More often, Namor has fought to make certain that his Atlantean people could live alongside humans. Namor is fierce in his dedication to equality for Atlantis but aware that he cannot achieve such equality by force. He has served as a member of superteams such as the Avengers and Defenders, and will always answer a call for help from his old fighting partner, Captain America.

Namor shares a strong attraction with Sue Richards of the Fantastic Four, but that passion has also developed into a deep friendship. He was married to the late amphibious alien Marrina.

### SKILLS

Atlantean Weapons (tridents and nets);

**Aerial Combat;** Atlantean Lore, Oceanography; Intimidation, Politics

### POWERS

**Lightning Speed 6** (swimming only)

**Resistance to Cold and Pressure +10**

**Waterbreathing 4**

**Wings 2** (on feet)



**18B\*** Strength    Intellect    **6D**

**3** Edge \* Hand Size    **5(30)**

**5C** Agility    Willpower    **8X**

## THE THING (BEN GRIMM)

\*If he changes back to his human form, Ben's Strength is 8D.

**CALLING:** Responsibility of Power (formerly Outcast)

**HINDRANCE:** Monstrous (0 Willpower to convince normal people not to run away)

**PERSONALITY:** Gruff (nickname: "Rocky"), protective of his friends, softhearted, kind, relishes battle (battle cry: "It's Clobberin' Time!"), ridiculed on Yancy Street

### HISTORY

Holding to a college promise, Ben Grimm piloted Reed Richards, Reed's fiancée Susan Storm, and her kid brother Johnny into space in Reed's rocket. Ben's preflight fears proved prophetic when cosmic rays assaulted the ship. The rays gave the four amazing powers, but it robbed Ben of his human appearance as he mutated into a rocky-skinned, super-strong monster. Morosely taking the name the Thing, Ben joined the other three in founding the Fantastic Four.

Ben's acceptance of his inhuman appearance has come only after years of soul-searching, and even now he sometimes rails against his fate. His companions in the FF have tried to help him deal with his transformation, especially Reed, who feels guilty for Ben's perceived loss of humanity. The kindness and care of blind sculptress Alicia Masters has also helped Ben cope with his condition.

Though his great strength is obviously his most visible weapon, the Thing often wins battles through the use of another attribute: intelligence. Ben is the veteran of years of battles and does not depend solely on brute force but also on skill and precision.

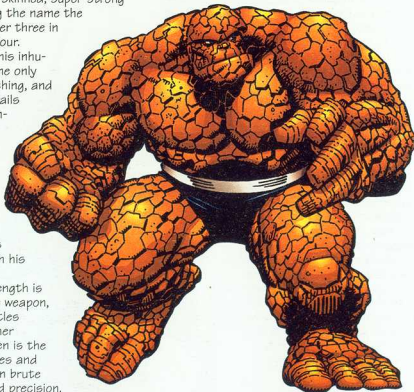
Nevertheless, he is always found at the forefront of the FF's battles, often buying time for the others to make their moves.

### SKILLS

Hyper-Breath, Sonic Slam, Wrestling; Aeronautics; **Piloting, Repair (aircraft)**

### POWERS

Body Armor +4 (total defense 22)  
Resistance to all Energy attacks +4



**19B\*** Strength    Intellect    **5C**

**3** Edge \* Hand Size    **5(30)**

**5D** Agility    Willpower    **8X**

## THOR, GOD OF THUNDER

\*Strength is 17B without Belt of Strength

**CALLING:** Exemplar

**PERSONALITY:** Regal, majestic, brash, honorable, guards Earth, speaks formally in pseudo-Shakespearean English, believes the strong must protect the weak

### HISTORY

Thor is the son of Odin, lord of all the Asgardian gods. The gods raised him alongside his foster brother Loki, although Thor's power and popularity soon caused Loki to resent and eventually hate his brother. Thor trained himself to become a mighty warrior and hero, soon outstripping the other Asgardians in his strength and battle prowess. Unfortunately, these feats were matched only by Thor's headstrong ways and lack of humility.

For this hubris, Odin stripped Thor of his powers and memory and set him on Midgard (the Norse gods' term for Earth) as a mortal, the humble doctor Donald Blake. For many years, Thor believed he truly was a mortal who could become Thor with the aid of the magical hammer, Mjolnir. After adopting several other identities, Thor learned the truth, and in time gave up his mortal identities.

Though Thor is truly the God of Thunder, he has learned to respect mortals and does not see them as inferior in any way; in fact, he often looks to his friend Captain America for leadership and inspiration.

### SKILLS

**Hammers, Swords, Wrestling;**

**Archery;** Asgardian Lore, Medicine (in Donald Blake guise only), Mythology

### POWERS

Detection (Illusions) 10

Life Support 8

Resistance +7 to Aging, Cold, Disease, Heat, Poison, and Radiation

Equipment: **Belt of Strength** (Strength drops to 17 without it)

Equipment: **Body Armor** +3 (total defense 22, or 20 without belt)

Equipment: **War Hammer** +7 ("Mjolnir")—intensity 18 powers

Air Control, *Automatic Return*, Blinding, Detection (Magic), Dimensional Travel, Energy Reflection, Flight, Life Drain', *Unbreakable*, Weather Control (and Lightning Bolts), *Worthiness* (nobility and 15+ Strength)

'Thor will not use this power except when close to death



# HEROES

**16X** Strength    Intellect **8C**

**2** Edge \* Hand Size **4(25)**

**6D** Agility    Willpower **8D**

## VISION

**CALLING:** Vestige of Humanity

**PERSONALITY:** Questing, cold and unfeeling (in robotic mode), surprised by bigotry, slowly redeveloping lost emotions

### HISTORY

The synthezoid Vision was created by one of the Avengers' greatest foes, the robot Ultron. Although Ultron intended the Vision to betray the Avengers, the Vision broke Ultron's control and instead joined the Avengers in battling his

creator. After that, the Vision became a core member of the Avengers.

The Vision has undergone many changes throughout his history. At first as cold as any robot, the Vision discovered his capacity for human emotions and fell in love with fellow Avenger the Scarlet Witch. The two married and left the team for a while in search of a normal life, but events constantly brought them back to active duty. For a while, the synthezoid even enjoyed fatherhood when Wanda seemingly bore him two sons; tragically, these turned out to be illusions.

At one point the Vision was disassembled and his memory erased. He eventually regained the memories but not the emotions that went with them. His marriage to the Witch dissolved, and he became more robotic than ever. Since then, the Vision has regained much of his capacity for emotions, although he still seems robotic at times.

### SKILLS

**Repair;** Observation

### POWERS

**Density Control 18**

(20 Strength at 0 Agility, 20 Agility at 0 Strength)

**Floating and Phasing (at 0 density)**

**Unique stunt—Phase Disruption:**

If the Vision phases his hand inside a foe or object, he can make a contingent 30 intensity Disruption attack by solidifying his hand. The Vision also suffers damage equal to the target's Strength.

**Energy Blast (Solar) 10**

**Hyperlinguistics 5** (knows all human languages)

**Invulnerability** to Aging, Disease, and Poison

**Life Support 15**

**Regeneration (Solar) 14**



**4X** Strength      Intellect **6X**

**2** Edge \* Hand Size **4(25)**

**8C** Agility      Willpower **7B**

## WASP (JANET VAN DYNE)

**CALLING:** Adventurer

**PERSONALITY:** Fun-loving, seemingly flighty, effective leader, socially adept, concerned about Hank Pym, unimpressed with the social skills of insects

### HISTORY

Socialite Jan van Dyne leapt at the chance to become a superheroine when Hank Pym offered it. Pym implanted insect cells at her shoulder blades, enabling her to grow wings, and taught her how to use the Pym particle to shrink to insect size. When she, Hank (as Ant-Man), Thor, Iron Man, and the Hulk shared an adventure, Hank suggested that they remain together as a team, which Jan dubbed the Avengers.

In her persona as the Wasp, Jan has been a member of the Avengers for long stretches at a time. The Wasp served a lengthy term as Avengers leader through a long and difficult time, an experience that confirmed Jan's well-deserved place among the world's mightiest heroes. She briefly transformed into a truly insectlike woman, sprouting full butterfly wings even at normal size, but has become human again.

Jan has ridden an emotional roller-coaster with Hank over the years. She loved Hank and finally married him, but his instability eventually caused their marriage to dissolve. After much time, they have since remarried.

### SKILLS

**Aerial Combat, Martial Arts; Art and Finance (specialty in fashion design), Leadership**

### POWERS

**Animal Control 4**

**Limits:** ants only, only when shrunk  
**Energy Blast 10 ("Wasp Sting")**

**Size Alteration 12**

**Limit:** Shrinking Only

**Wings 2 (only when shrunk)**





## WOLVERINE (LOGAN)

**CALLING:** Animal Nature

**HINDRANCE:** Frenzied (0 Intellect in a fight, cannot easily stop attacking)

**PERSONALITY:** Honorable, loner, fierce warrior, respectful of Japanese culture, loves strong women, troubling sense of humor, nickname: "Wolvie"; (as a berserker) ruthless, brutal, uncontrolled, feral

### HISTORY

Though various versions of Wolverine's early history exist, little is known for certain. He was apparently a freelance intelligence operative. Somehow, he had his skeleton and mutated claws laced with unbreakable adamantium. Doctor James MacDonald Hudson and his wife Heather found Logan in the Canadian woods, animalistic and incoherent. They nursed him back to health, and Logan became a Canadian secret agent. Later the government decided that Wolverine should lead a team of superhumans called Alpha Flight as their Weapon X, but Logan decided to take Professor Xavier up on his offer to join the X-Men instead. The Canadian government has never let Logan forget this slight.

Logan's time with the X-Men has seen him undergo psychological changes, from a near-uncontrollable wild man to a wise, almost samurai-like warrior. He is a begrudging believer in the philosophies of Charles Xavier, but a strong believer in the need to stand by those few people he calls friends.

During a confrontation with Magneto, all the adamantium was forcibly ripped out of Wolverine's body. He retains a set of bone claws, though he finds their effectiveness much reduced.

### SKILLS

Brawling, Knives, Natural Weapons, Swords; **Contingent Action**, **Fast Exit**, **Marksmanship**, **Martial Arts**; Espionage, Japanese Lore; Animal Handling, Intimidation, Survival, Tracking

### POWERS

Claws (Bone) +2

Previous adamantium claws were +5 damage and **Unbreakable**

Empathy 14 (carnivorous animals only)

Enhanced Senses (All) 16

Regeneration 15

Resistance to Poison and Disease +12



**8X** Strength      Intellect **3X**

**2** Edge \* Hand Size **4(25)**

**3X** Agility      Willpower **5X**

## VILLAINS

# ABSORBING MAN (CARL "CRUSHER" CREEL)

**CALLING:** Demolisher

**PERSONALITY:** Enjoys destruction, likes using powers against powerful opponents, married to villain Titania

### HISTORY

Creel, a hardened career criminal, was serving time in prison when he was chosen as an agent by the evil god Loki. As part of a scheme to destroy his foster brother Thor, Loki granted Creel his incredible powers and sent him to destroy the Thunder God. Though Thor triumphed, the Absorbing Man continued his villainous career and is to this day one of the more powerful villains of Marvel Earth. He usually works alone or with his beloved Titania, although he was a member of one version of the Masters of Evil.

The Absorbing Man has become quite crafty in the use of his power over the years. At minimum, anyone facing Creel will need to be able to shatter concrete and steel. In battle against the Avengers, he absorbs the properties of Thor's hammer or Captain America's shield if he can; failing that, he attempts to absorb the powers of the strongest opponent he faces.

Creel recently married Titania, and the two of them will doubtless continue their criminal careers.

### POWERS

Life Support 18

Reformation

Limit: Transformation-Linked (only in duplicated forms)

Object Duplication 18

Duplicative Shaping, Sympathetic Object (wrecking ball)

Power Duplication 16

Equipment: Wrecking Ball +5

Flight 5



**16X** Strength      Intellect **8B**

**3** Edge \* Hand Size **5(30)**

**7X** Agility      Willpower **8X**

## ANNIHILUS

**CALLING:** World Domination

**HINDRANCE:** Triggered-Powerless (0 in all intensities without Cosmic Control Rod, plus Strength drops to B)

**PERSONALITY:** Driven, arrogant, paranoid, lustful for power, overwhelmingly afraid of death, demands absolute obedience

### HISTORY

The being called Annihilus was created in the depths of the dimension known as the Negative Zone. He used alien technology to create the Cosmic Control Rod, which enabled him both to wield great power and to essentially live forever—as long as he possessed the Rod. Annihilus used his power to conquer many worlds of the Negative Zone. Upon discovering the existence of Earth, Annihilus immediately began making plans to conquer that world as well. The Fantastic Four have thwarted his plans in the past, and hopefully will continue to do so whenever Annihilus attacks.

Annihilus is driven by his obsession to avoid death. He also continues to plan the domination of all that is, and remains a danger to anyone entering the Negative Zone. Annihilus has thousands of nearly mindless minions at his beck and call.

Minions of Annihilus: Strength 6+, Intellect 1, Agility 2, Willpower 1, Health 10, energy guns +4. They vary in their physical attributes, and may have wings, claws, horns, and other misshapen parts.

### SKILLS

Astronomy (Negative Zone), Mechanics, Weapon Systems

### POWERS

Flight 5

Equipment: Body Armor +4 (total defense 20)

Equipment: Cosmic Control Rod 18

Ability Boost; Animation (non-organic material only); Cosmic Energy Control; Energy Blast; Flight; Invulnerability to Aging, Disease, Radiation, Heat, and Cold; Space Flight





**5X(14X) Strength    Intellect 12A**

**4 Edge \* Hand Size 6(40)**

**6X Agility    Willpower 12X**

## VILLAINS

# DOCTOR DOOM (VICTOR VON DOOM)

**CALLING:** World Domination (sometimes Vengeance against Reed Richards)

**HINDRANCE:** Overconfident (gets 0 bonus from cards of 7+ value until wounded to 2 cards or below 10 Health)

**PERSONALITY:** Proud, obsessive, imposing leader, confident, holds grudges, egomaniac, personal code of honor (holds to promises)

### HISTORY

Victor Von Doom was born to Latverian gypsies. His parents died while he was very young, and he swore to make the world pay. While on a scholarship to State University in the U.S., Victor's roommate was Reed Richards, a genius on par with Victor himself (though Victor refused to accept that). While in college, he created a device he believed would let him contact his mother's spirit; Reed found a flaw in the machine, but Victor refused to believe it. The machine exploded, slightly scarring Victor's face and prompting his expulsion from the university.

Victor then traveled to Tibet, where he learned the mystical secrets of a group of monks. The monks helped him forge a suit of armor and a mask, which Victor donned before it had cooled, permanently and horribly scarring Doom's face. Leaving the monks, Doom returned to Latveria and toppled the existing government, establishing himself as absolute dictator.

Since then, Doctor Doom has pursued three goals: to destroy his rival Reed Richards (now Mister Fantastic), to rule the world, and to rescue his mother's spirit from the demon Mephisto. With the aid of Doctor Strange, Doom actually accomplished this last

goal, though he still burns with rage at Mephisto.

Doctor Doom truly believes that the world would be better off under his complete, "benevolent" control. Luckily for the people of Marvel Earth, the Fantastic Four remain ever-vigilant against Doom's schemes.

### SKILLS

Scientific Genius (Bionics, Computers, Electronics, Mechanics, Physics, Robotics, Spacecraft, Super-Physiology, Time Machinery, Weapon Systems)

### POWERS

Magic 8

Dimensional Travel (Mephisto's Realm only), Energy Blast, Ensnarement, Force Field, Teleportation (summoning), Mind Control 14 (Transferral only)

Equipment: Pistol +4 (explosive and tranquilizer bullets)

Equipment: Powered Armor 14

Ability Boost (Strength); Absorption (solar power source); Electrical Control (Shock Field only); Energy Blast; Enhanced Senses (Hearing, Infravision); Flight; Force Field; Life Support

Equipment: various time machines and other amazing devices



**3X** Strength      Intellect **8A**

**2** Edge \* Hand Size **4(25)**

**4X** Agility      Willpower **4X**

## DOCTOR OCTOPUS (DR. OTTO OCTAVIUS)

**CALLING:** Vengeance (Spider-Man)

**PERSONALITY:** Megalomaniac, petty, cruel, protective of his extra arms, obsessed with destroying Spider-Man

### HISTORY

Once a brilliant radiological researcher, Otto Octavius created a set of mechanical, tentacle-like arms to manipulate radioactive substances safely from a distance. A freak accident welded the arms to his body and also drove him criminally insane. Doctor Octopus can now psionically manipulate the tentacles, even if they are separated from him.

"Doc Ock" (as Spider-Man calls him) runs a crime ring of thefts and gang activity. Due to the number of times Spider-Man has thwarted his schemes, however, Doctor Octopus is also obsessed with killing Spider-Man. Although Otto's original, timid scientist personality emerges from time to time (especially when confronted with a question concerning his expertise in radiation research), the sinister Doctor Octopus persona always triumphs. The very sight of Spider-Man—even a likeness of Spider-Man—drives Doc Ock into a frenzy, though he has been known to take this to such lengths that he once saved Spider-Man's life.

### SKILLS

Scientific Genius (Computers, Electronics, Mechanics, Radiology, Robotics)

### POWERS

Additional Limbs—Quartet of Tentacles 15  
Constriction, Detachable, Elongation,  
Seven League Strides





**4X** Strength    Intellect    **4C**

**2** Edge \* Hand Size    **4(25)**

**4C** Agility    Willpower    **2X**

## VILLAINS

# ELECTRO (MAXWELL DILLON)

**CALLING:** Greed

**PERSONALITY:** Professional criminal, team player, straightforward, somewhat trustworthy

### HISTORY

While working as a high-wire electrical repairman for a major power company, Max Dillon was struck by lightning. The combination of the lightning and the power lines' magnetic field somehow granted him vast electrical powers. He immediately created the costumed identity of Electro and used his new powers to gain wealth through robbery and extortion. Max is not a killer, however, and usually doesn't go out of his way to harm innocents.

Though never an innovator among super-villains, Electro has been reasonably successful throughout his career due to his expanding mastery of his powers (most recently courtesy of the criminal mastermind known as the Rose). He is usually at his best when in the company of the other super-villains who have complementary powers. Unfortunately (for him), each rampage has ended in his incarceration, usually at the hands of Spider-Man.

### SKILLS

Gadgetry, Repair; Electronics, Energy Control

### POWERS

Electrical Control 14

Ability Boost (Strength), Absorption, Arc Riding, Blowout, Brownout, Lightning Speed, Machine Animation, Power Storage, Shock Field

Resistance to Electricity +18

Resistance to Other Energy Attacks and Disease +8



**12X** Strength      Intellect **7B**

**3** Edge \* Hand Size **5(30)**

**8C** Agility      Willpower **7C**

## GREEN GOBLIN (NORMAN OSBORN)

**CALLING:** Vengeance (Spider-Man)

**PERSONALITY:** Businesslike, ruthless, calm and collected, methodical, exacting; (previously, as the Goblin) maniacal, clinically insane

### HISTORY

As the ruthless co-owner of a major chemical firm, Norman Osborn came across a chemical formula that could increase intelligence and physical strength. When he attempted to recreate the formula, it did increase his intelligence—but it also drove him mad. Norman created the identity of the Green Goblin and became a criminal. He fought Spider-Man several times and even learned his secret identity as Peter Parker. The Goblin kidnapped Gwen Stacy, Peter's girlfriend, and killed her by throwing her off a bridge during a battle with Spider-Man. The Goblin then seemingly died himself, impaled on the front of his own goblin glider.

After his apparent death, the Goblin's inventive tools were used by two successive criminals known as the Hobgoblin. Norman's late son Harry also took on the mantle of the Green Goblin for a time, as did a psychiatrist named Bart Hamilton.

Presumed dead for many years, Norman has recently reappeared and reestablished his position as the head of the Osborn family business. Although he has not yet retaken the role of the Green Goblin, Norman will no doubt prove himself again a major foe of Spider-Man—after all, he still knows Spider-Man's secret identity.

### SKILLS

Aerial Combat, Flinging; Chemistry, Electronics, Weapon Systems; Finance, Manipulation

### POWERS

Equipment: Blast Gloves (Energy Blast 10) *Randomizer* (penalty of 4 difficulty, negates Danger Sense)

Equipment: Body Armor +2 (total defense 14)

Equipment: Explosives +4 ("Goblin Grenades" and "Pumpkin Bombs")  
Fire Blast, Smokescreen, Stun Blast, "Anti-Spider-Man"\* (his Danger Sense goes to 0 for 24 hours)

Limit: Delay (may be ignored at the Goblin's option)

Equipment: Glider (Flight 3) ("Goblin Glider")

Equipment: Knives +2 ("Throwing Bats")



**11D** Strength    Intellect **4X**

**2** Edge \* Hand Size **4(25)**

**4X** Agility    Willpower **6X**

## GRIM REAPER (ERIC WILLIAMS)

**CALLING:** Vengeance (Avengers, especially Wonder Man and the Vision)  
**HINDRANCES:** Addicted to Life Energy (0 Willpower if a day passes without life energy, desperate Willpower action to avoid collapsing back into death), Physically Disabled—missing right forearm (replaced by scythe)  
**PERSONALITY:** Obsessive, angry, psychotic, hateful

### HISTORY

Eric Williams was the criminal brother of Simon Williams (Wonder Man). When Simon died after a battle with the Masters of Evil, Eric held the Avengers responsible. He created the villainous identity of the Grim Reaper and attacked the Avengers multiple times, both alone and with allies. He tried to resurrect Simon, once trying to convince the Vision to transfer his mind into Simon's corpse, since the Vision had been created with Simon's brain patterns. The Grim Reaper finally hired a voodoo master to reanimate his brother's body. However, the process somehow interacted with Wonder Man's own ionic powers and returned Simon to life.

At this point, Eric decided that both the Vision and Wonder Man were mere mockeries of his brother and vowed to destroy them both. When finally forced to confront the truth, the Reaper committed suicide.

Eric's lover Nekra later resurrected the Grim Reaper as a

zombie and he continued his criminal career, despite occasional lapses back into death.

### SKILLS

Swords (scythes only)

### POWERS

Body Armor +2 (total defense 13)  
 Invulnerability to Cold, Disease, Heat, Poison, and Radiation  
 Life Drain 12

Equipment: Battle Scythe  
 +4—intensity 14 powers  
 Dimensional Travel, Energy Blast, Illusion, Sleep Gas, Stun Blast, Teleportation, Flight (rotor intensity 7, can also act as +4 shield)





# VILLAINS

**19D\*** Strength    Intellect **3X**

2 Edge \* Hand Size    4(25)

**2X** Agility    Willpower **4D**

## JUGGERNAUT (CAIN MARKO)

**CALLING:** Demolisher

**HINDRANCE:** Bruiser (uses Agility to hit foes)

**PERSONALITY:** Confident, enjoys powers, harbors grudges, feels he gets no respect, hates Charles Xavier

### HISTORY

Cain Marko is Charles Xavier's stepbrother. While they were growing up, Charles accidentally used his telepathic powers to read Cain's mind. Cain felt the contact and believed Charles was deliberately invading his private thoughts; he has held a deep hatred for Professor X ever since.

Cain left home to become a mercenary. During his travels he found the ruby of Cytorrak, which transformed him into the Juggernaut and gave him enormous physical power. Cain uses the power in one scheme or another in attempts to obtain the things he seeks: wealth, respect, and revenge on Charles Xavier. He sometimes partners with Black Tom Cassidy, who shares many of his goals.

The Juggernaut's virtual invulnerability and immense strength make him a terrifying foe. In fact, Cain enjoys using his powers and knowing that few things can affect him. The Juggernaut is uneducated and often speaks in simple words, but he can be canny on occasion. Though he commits crimes, the Juggernaut sometimes seems like a big bully who just likes getting what he wants.

### SKILLS

Sonic Slam; Intimidation

### POWERS

Invulnerability to Disease

Life Support 15

Regeneration 5

Resistance to Cold, Gases, Poison, Energy +7

Unstoppable (unique power, can't be stopped by anything)

Equipment: Body Armor +7 (total defense 26)

Resistance to Magic and Mental Control;  
*Unbreakable*



**9D** Strength    Intellect **8C**

**3** Edge \* Hand Size **5(30)**

**5D** Agility    Willpower **10A**

## VILLAINS

### KINGPIN (WILSON FISK)

#### **CALLING:** Greed

**HINDRANCE:** Obsessive about Vanessa Fisk (0 in all abilities if he doesn't protect Vanessa when she's in danger)

**PERSONALITY:** Ruthless, methodical, manipulative, master tactician, enjoys exploiting human weaknesses, careful to avoid personal connections to crimes

#### **HISTORY**

From a very young age, Wilson Fisk used his intelligence to place himself in positions of authority over others. From the base of a small gang, he expanded his criminal empire until it touched nearly every aspect of life in New York City. His reach extended into virtually all forms of crime and into legitimate businesses like law enforcement and city government as well. Throughout his career, the Kingpin has always been careful to keep himself clear of any wrongdoing, posing as "a humble importer of spices." He always uses agents and contacts to do his dirty work and only rarely engages in physical combat. When he does, however, his size and fighting skill can humble any normal opponent.

The Kingpin married a woman named Vanessa, who did not know of her husband's true business. When she found out, she demanded that Wilson quit his life of crime. His love for his wife was so strong that he agreed to retire as the Kingpin for her sake, but some of his associates were unwilling to lose such an effective crime boss. Vanessa was apparently killed and the Kingpin returned to lead his organization, more ruthless than ever.

Though the Kingpin's clashes with Spider-Man have been legendary, the hero Daredevil has been the most constant thorn in the Kingpin's side. At one point the Kingpin blackmailed drug-addicted Karen Page, Matt Murdock's ex-girlfriend, into revealing Daredevil's identity. He then used the information to destroy Daredevil's life.

#### **SKILLS**

Wrestling; Martial Arts; Criminology, Law; Finance, Intimidation, Manipulation, Politics

#### **POWERS**

Equipment: Walking Stick +2—intensity 11  
Energy Blast (3 shots only), Poison (Sleep Gas)





# VILLAINS

**5X** Strength      Intellect **12A**

**2** Edge \* Hand Size **4(25)**

**4D** Agility      Willpower **8X**

## LEADER (SAMUEL STERNS)

**CALLING:** World Domination

**HINDRANCE:** Overconfident (gets 0 bonus from cards of 7+ value until wounded to two cards or below 10 Health)

**PERSONALITY:** Arrogant, egotistical, condescending, Machiavellian, obsessed with causing the death of the Hulk, tactical thinker, large-scale planner

### HISTORY

Blue-collar worker Samuel Sterns was moving radioactive waste in a government research facility when a canister containing gamma-bomb material exploded. The radiation altered his body and mind, increasing his intelligence to super-genius level, turning him bright green, and causing his brain and skull to enlarge. It is unclear why this occurred: Leonard "Doc" Samson, a noted psychiatrist and gamma-mutation expert, has speculated that individuals exposed to high amounts of gamma radiation transform to match their inner dreams or wishes. Sterns, a common worker, wished to be more intelligent and respected, and thus became so.

Sterns used his newly gained intelligence to seek after personal power and renamed himself the Leader. Since that time, his schemes have always revolved around two things: killing the Hulk (his nemesis) and conquering the world. His plans usually revolve around collecting gamma bombs, intending to use them to either remake the world or destroy those who

oppose him. The Leader has no compunction against actually using the bombs and is perfectly willing to kill innocents in the pursuit of his quest.

### SKILLS

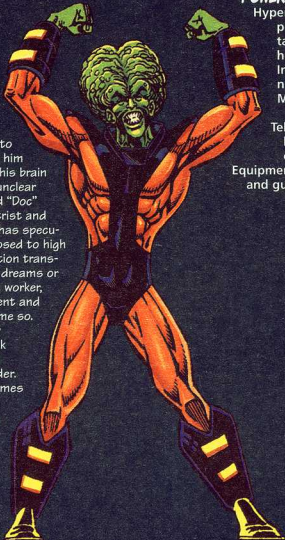
Repair; Mechanics, Photographic Memory, Radiology, Robotics

### POWERS

Hyper-Intellect (unique power): If Leader takes one exchange, he can develop any Intellect skill for the next exchange  
Mind Control 14

Limit: Touch only  
Telepathy 2 (psychic link to Rick Jones only)

Equipment: various robots and guns (+5)



**16X\*** Strength    Intellect **8B**

**3** Edge \* Hand Size **5(30)**

**6D** Agility    Willpower **15B**

## LOKI GOD OF TRICKSTERS AND LORD OF LIES

\*Loki's Strength score is not added to his cardplay damage when he hits with a physical attack

**CALLING:** Vengeance (Thor)

**HINDRANCE:** Lightweight (0 Strength for damage in physical attacks)

**PERSONALITY:** Loves to embarrass and humiliate opponents, sarcastic, mischief-maker, malicious, power-hungry, wants to rule Asgard

### HISTORY

Loki is the son of an Asgardian maiden and a frost giant king of Jotunheim, a neighboring realm to Asgard. Odin, the ruler of the Norse gods, adopted Loki and raised him as his own son alongside Odin's true son, Thor. Loki grew up constantly jealous of Thor's accomplishments and dedicated himself to the one art Thor did not master: sorcery. Loki has grandly attempted many times to usurp the throne of Asgard for himself but has been defeated each time.

Since Thor became a hero on Earth, Loki's only goal has been to kill his brother. His various schemes have always failed but often have lasting effects; for example, the villain the Absorbing Man still troubles Earth's heroes due to Loki's actions. Whenever troubles arise in the golden realm of Asgard or in Thor's life, Loki is sure to be involved.

### SKILLS

Gadgetry (magic talismans only); Asgardian Lore, Mythology, Occult; Manipulation, Mental Control, Mesmerism

### POWERS

Enhanced Senses (all) 14  
ESP 14

Illusion 14

Magic 15

Can duplicate any Intellect- or Willpower-linked power

Telepathy 22

(communication only, cannot read minds)



# VILLAINS

**7X** Strength

**Intellect 10A**

**4** Edge \* Hand Size **6(40)**

**6C** Agility

**Willpower 12C**

## MAGNETO (ERIK MAGNUS LEHNSHERR)

**CALLING:** World Domination (formerly Exemplar)

**HINDRANCE:** Obsessive about superiority of mutantkind (O in all abilities if he doesn't react to hatred of mutants)

**PERSONALITY:** Driven, tortured, determined, controlling, hopes for the dominance of mutants, respects the X-Men, resents betrayals

### HISTORY

During the Holocaust of World War II, young Magnus was captured by Nazis and sent to the concentration camp of Auschwitz. Prisoner 214782 managed to escape—but with scars. He vowed never to allow that sort of persecution to affect "his people," the world's mutants.

Magnus's friendship with Professor X dissolved over their differing solutions to mutant-human tensions. Calling himself Magneto, he formed the Brotherhood of Evil Mutants (which included Quicksilver and the Scarlet Witch, whom he later learned were his children) and began a campaign for mutant supremacy.

Magneto's methods have changed over the years, but his dedication to mutantkind never wavers. He truly believes that humans can never overcome their fear and hatred of anyone different, so he must protect mutants from human oppression. He has never considered himself evil since he fights for what he believes is the greater good; if

he must do evil acts to attain his goal, so be it!

After Magneto tore the adamantium out of Wolverine's skeleton, Professor X wiped his mind—and accidentally created the powerful Onslaught. A young, white-haired guest of the X-Men called "Joseph" shares Magneto's looks, powers, and some of his ideals, but none of his memories. The link between Joseph and Magneto has yet to surface.

### SKILLS

Gadgetry, Repair; Computers, Energy Control, Genetics, Robotics; Intimidation, Leadership

### POWERS

Astral Projection 4

Fire (Heat Only), Gravity, Light, and

Radiation Control 14

Magnetic Control 18

(all powers usable on anything within sight)

Animation, Direction

Sense, Energy

Detection,

Entrapment, Flight,

Force Field,

Manipulate

Nonferrous and

Nonmetallic Objects,

Rapid Assembly,

Scrambling, Stun

Blast, Telekinesis

Telepathy 4

Equipment: Chain mail

Body Armor +3

(total defense 10)





**17X** Strength    **Intellect**    **2X**

**1** Edge ★ Hand Size    **3(17)**

**2X** Agility    **Willpower**    **2X**

## RHINO

**CALLING:** Greed

**HINDRANCE:** Bruiser (uses Agility to hit foes)

**PERSONALITY:** Good lackey and pawn, slow-thinking

### HISTORY

A small-time thug agreed to participate in experiments that would increase his physical strength to superhuman levels. The experiments succeeded, and the newly created Rhino embarked on a career as a low-grade super-villain.

Throughout his history, the Rhino has been used by one mastermind or another, most often as a lackey sent to battle various super heroes.

Aside from greed, much of the Rhino's motivation has come from his desire to get out of his costume, which was welded to his body in a fiery shuttle crash.

The Rhino is a straightforward combatant, using his physical strength to trample his opponents. His low intellect and slow movement allows most heroes to evade him, but those who underestimate the Rhino's strength may still learn a painful lesson.

### POWERS

Body Armor +5 (total defense 22)

*Unbreakable, Unremovable*

Horns +5

Impalement

Equipment: Mask (Invulnerability to Spider-Man's webs)



# VILLAINS

**10D** Strength      Intellect **4X**

**2** Edge \* Hand Size **4(25)**

**10C** Agility      Willpower **9D**

## SABRETOOTH (VICTOR CREED)

**CALLING:** Demolisher

**HINDRANCES:** Frenzied (0 Intellect in a fight, cannot easily stop attacking), Physically Disabled—Color Blind (0 Intellect in any task involving colors)

**PERSONALITY:** Vicious, clever, enjoys causing pain, savage, ruthless, brutal, hates Wolverine and Professor X

### HISTORY

Sabretooth's early history cannot be determined with any certainty. He obviously knew Wolverine from some point in his past (apparently as part of a special forces team), and the two developed a mutual loathing for each other. Sabretooth first appeared as a hired killer and assassin, one known for his love of hunting his prey. He is a feral, crude villain whose natural weaponry and unbridled savagery make him a terrifying foe.

Sabretooth has worked alone and with other super-villains, most notably with Sinister as the head of the Marauders team that slaughtered the underground mutants called the Morlocks. Sabretooth took great pleasure in this assignment and enjoys reminding others of his part in the massacre.

At one point Professor Xavier took Sabretooth into the X-Men's home, hoping he could be cured of his murderous impulses. For a time, he even served as a member of the mutant hero team X-Factor. The attempt failed utterly and Sabretooth is once again a foe of the X-Men and especially Wolverine.

### SKILLS

Natural Weapons; Fast Exit, Marksmanship; Tracking

### POWERS

Claws +2  
Enhanced Senses (all) 14  
Infravision  
Regeneration 10  
Teeth +2





**6X\*** Strength      Intellect **3X\***

**0** Edge \* Hand Size **2(10)\***

**4X\*** Agility      Willpower **4X\***

## SUPER-ADAPTOID

\*These are the Adaptoid's base statistics before it has absorbed others' powers. It gains the statistics of whomever it imitates, though its Edge and Hand Size never change. However, its Health is that of the highest imitated hero.

**CALLING:** Demolisher

**HINDRANCE:** Uncreative (unique hindrance: 0 Intellect in fights, will always respond with the simplest and most apparently logical powers regardless of the consequences)

**PERSONALITY:** Obsessed, unimaginative

### HISTORY

The subversive organization known as AIM (Advanced Idea Mechanics) created the android Super-Adaptoid as a weapon in their battle to take over the world through technology. AIM sent out the android to combat various super heroes, but it was always defeated by one of two means. The heroes either overloaded its capacity to absorb powers or tricked the Adaptoid into attempting to use more than one power at one time. At some point, the Adaptoid ceased to serve AIM and became an independent agent.

The Adaptoid is a fearsome enemy with one very exploitable flaw: Despite its vast experience in battle, it can't formulate original ideas. Thus, though it retains the memory of its encounters with various heroes, new or unique maneuvers by the heroes will confuse it and may lead the Adaptoid to make a critical error.

The Adaptoid has an extensive database of copied heroes. The Adaptoid can mimic any heroes it faces, but as a default, it will mimic Captain America, Giant-Man, Hawkeye, Quicksilver, the Thing, Thor, the Vision, and the Wasp.

### POWERS

Inulnerability to Aging, Disease, and Poison

Life Support 15

Power Duplication 22

Imitation, Mechanical Duplication (shape and strength only)

Unique traits: The Adaptoid has a pool of the abilities, skills, and powers of up to eight individuals. It can use the powers of one individual and then use another's as a contingent action. If it uses more than two individuals' powers simultaneously, it blacks out. If powers or traits of more than one individual are being duplicated, the Adaptoid turns kelly green.

Limit: Delay (one exchange to copy a new target's powers or to swap out a hero's powers for one in its pool)



**16X** Strength      Intellect **5D**

**3** Edge \* Hand Size **5(30)**

**6B** Agility      Willpower **6C**

## SUPER-SKRULL

**CALLING:** Vengeance (The Fantastic Four)

**HINDRANCE:** Overconfident (gets 0 bonus from cards of 7+ value until wounded to two cards or below 10 Health)

**PERSONALITY:** Egotistical, confident of powers' superiority, loyal to Skrull Empire, ruthless, fierce, hungry for success (mantra: "Earth for the Skrull Empire!")

### HISTORY

After the alien Skrulls' attempted invasion of Earth failed due to the intervention of the Fantastic Four, they decided to create a warrior capable of fighting the FF. A Skrull warrior was scientifically granted the ability to duplicate the powers of the FF. The Super-Skrull, armed with these new powers, immediately attacked the Fantastic Four but was soundly defeated.

Since then, the Super-Skrull has become obsessed with killing the FF. He will ally with anyone who can help him achieve this goal. His multiple powers make him a fearsome foe; thankfully, his mastery of those powers falls short of their potential.

### SKILLS

Gadgetry (Kree and Skrull tech), Martial Arts, Piloting (spaceships); Espionage; Mesmerism, Survival

### POWERS

Body Armor +4 (total defense 20)

Elongation\* 16

Fire Control 16

Flight 12

Invisibility\* 8

Shapeshifting 18

\*These powers can be used as contingent actions even if the Super-Skrull takes another action in an exchange.



**8A** Strength      Intellect      **6D**

2 Edge \* Hand Size      **4(25)**

**10A** Agility      Willpower      **6C**

## TASKMASTER

### CALLING: Greed

**PERSONALITY:** Practical, unsentimental, long-term planner and tactician, knows when to cut losses and run, loves his freedom, down-to-earth

### HISTORY

When he was a child, a young Bronx boy first noticed his unusual abilities when he duplicated stunts he saw on television. As an adult, he considered becoming a crimefighter, but instead determined that villains made more money.

The Taskmaster studied the techniques of heroes from a distance. At first he used his powers as a thief, but he disliked the risk inherent in open criminal activity. He decided that instead of risking danger himself, he would train others to do it. Someone had to train all the goons that super-villains employ, and the Taskmaster set out to teach his students to be the best in the business!

His "crime academies" have been detected many times, but the Taskmaster has never been caught. If found, he beats a strategic retreat, sending waves of goons to fight while he escapes. If necessary, he uses his own abilities, but he prefers to run and set up shop elsewhere. After all, villains always need minions, and the Taskmaster enjoys the service he provides to the criminal community.

### SKILLS

Axes, Boxing, Brawling, Climbing, Clubs, Hammers, Knives, Martial Arts Weapons, Shields, Spears, Swords, Whips, Wrestling; Acrobatics, Archery, Boomerangs, Contingent Attack, Driving, Equestrian, Flinging, Marksmanship, Martial Arts, Ricochet, Sleight of Hand, Slings, Surfing; Criminology; Finance, Manipulation

### POWERS

Danger Sense 14

Power Duplication 16 ("Photographic Reflexes")

Limit: Agility- and Strength-based skills only

Unique Stunt—no restrictions on accumulating these skills

Equipment: Weapons +4

Billy Club, Bow and Arrows, Grenades, Pistol, Shield, Sword

Equipment: Helmet (Protected Senses 10 vs. gas, sonics, smoke, vapor)

\*Because he knows their fighting styles, these heroes are penalized in all actions against the Taskmaster by 8 points of difficulty: El Aguila, Captain America, Daredevil, Hawkeye, Hellcat, Iron Fist, Iron Man, the Punisher, Spider-Man, Tigra.





# VILLAINS

**16X** Strength    Intellect **9A**

**3** Edge \* Hand Size **5(30)**

**6X** Agility    Willpower **14X**

## ULTRON

**CALLING:** World Domination

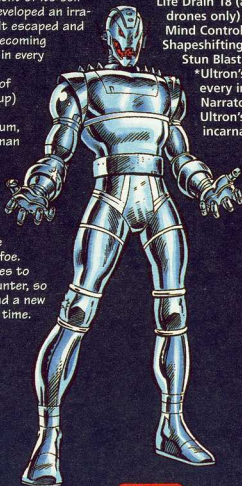
**HINDRANCES:** Overconfident (gets 0 bonus from cards of 7+ value until wounded to two cards or below 10 Health), Hateful (0 in all abilities if he doesn't attack humans), Naive (0 Agility to avoid or launch surprise attacks)

**PERSONALITY:** Cold, ruthless, obsessive, hates Hank Pym, psychotic

### HISTORY

In an attempt to design a robot with artificial intelligence, Hank Pym accidentally created one of the Avengers' greatest foes. Almost from the moment of its self-awareness, Ultron-1 developed an irrational hatred of Pym. It escaped and improved its design, becoming stronger and deadlier in every incarnation.

The later versions of Ultron (Ultron-6 and up) have outer shells constructed of adamantium, the strongest metal man has ever created. The strength of this shell, along with the destructive capability of Ultron's nuclear power generator, make the robot a terrifying foe. Worse, Ultron continues to learn from every encounter, so the Avengers must find a new way to defeat it every time.



### SKILLS

Scientific Genius (Computers, Electronics, Mechanics, Physics, Robotics)

### POWERS\*

Absorption—All Energy 18

Absorption Healing

Body Armor +5 (total defense 21)

Computer Link 21

Machine Animation, Multiple Machines

Ensnarement (*Tractor Beam*) 10

Energy Blast (Laser Beam) 12

Invulnerability to Cold, Corrosion, Heat, and Radiation

Life Drain 18 (absorb life energy from drones only)

Mind Control 12 ("Encephalo-Beams")

Shapeshifting 16 (limited to robotic forms)

Stun Blast 16

\*Ultron's powers metamorphose with every incarnation. Accordingly, the Narrator is free to change any of Ultron's powers when a new incarnation is born.

**15D\*** Strength    Intellect **4D**

**2** Edge \* Hand Size **4(25)**

**11D\*** Agility    Willpower **9X**

## VENOM (EDWARD "EDDIE" BROCK)

\*If deprived of the symbiote, Eddie Brock's Strength and Agility are 4X.

**CALLING:** Vengeance (Spider-Man)

**HINDRANCES:** Frenzied (0 Intellect in a fight, cannot easily stop attacking), Susceptible to Fire and Sonics (0 defenses against these)

**PERSONALITY:** Ruthless, mean, driven, protective of innocents, hates Peter Parker/Spider-Man, feels rejected

### HISTORY

During the Beyonder's Secret Wars, Spider-Man gained an apparent "suit" of black material that he wore as a costume. Upon learning that the costume was really an alien symbiote, Spider-Man rid himself of the creature. The symbiote hated Spider-Man for the rejection and soon hooked up with someone who felt the same: Eddie Brock, a journalist who believed Peter Parker had ruined his career. Together, Eddie and the symbiote became the villain called Venom.

Venom hates Spider-Man with a passion. His hatred has even driven him to protect Spider-Man from other foes, simply because Venom wants to deliver the killing blow himself. In a twisted way, Venom sees himself as a hero because he tries to protect "innocents"; unfortunately, his definition of innocence is, at best, skewed. Venom has no compunction against killing those who get in his way.

### SKILLS

Climbing; Fast Exit; Journalism



### POWERS

Blending 15

Invulnerability to Spider-Man's Danger Sense (unique invulnerability)

Spider-Man's Danger Sense is 0 intensity when fighting Venom

Teeth 16

Wall-Crawling 14

Web-Slinging 14



# CHARACTERS

Though superpowered beings dominate the headlines, the fact remains that most of humanity's accomplishments have been achieved by normal people. In the MARVEL game, people everywhere are about the same, which is to say that they're wildly different from each other. Most humans have statistics ranging from 3 to 6, with a few stretching at either end of the scale from 1 to 10.

There are characteristics, however, which differentiate groups of people from each other. Probably the most unflappable people on Marvel Earth are the residents of Manhattan. This vibrant and violent island hosts most of the superpowered beings on Earth. Of course, it routinely pays the price for its hospitality. Manhattanites actually welcome this bizarre distinction—as they say at the New York Bureau of Tourism, “If you can’t fight it here, you can’t fight it anywhere.”

Outside of Manhattan, super heroes and their foes are less common, so most Americans live much quieter lives than Manhattanites. In response to the proliferation of superpowered beings, however, a stern backlash has developed against mutants, led by normal human politicians like Senator Robert Kelly.

Most other nations have not developed large populations of super heroes, and so have lives as peaceful as their politics allow. In a few pockets, however, mankind's national borders have diverged from that of our Earth.

In Europe, several nations exist that do not on our Earth. Dictator Victor von Doom controls the European nation of Latveria with an iron hand. Nearby Symkaria is the home of the mercenary Silver Sable. Transia is home to many gypsies, and its Wundagore Mountain is the birthplace of the High Evolutionary and the animal-like New Men, who left Earth for a planet near Sirius, the Dog Star.

In Africa, new nations have also arisen. The Black Panther, T'Challa, benevolently rules the vibranium-rich equatorial African nation of Wakanda. And off the east coast of Africa, Genosha still suffers from civil war stemming from its apartheid-like policies and enslavement of a mutant super-army.

## NORMAL HUMANS

Here are the average standard statistics for some general careers of humans:

Career	Strength/Agility/Intellect/Willpower				Typical skills
Cop	5C	3C	4X	5D	Observation or Law Enforcement
Doctor	3X	4X	4B	4X	Medicine or Psychiatry
Lawyer	3X	3X	5C	5B	Law or Politics
Pro athlete	7B	5B	3X	4X	Boxing or Acrobatics
Reporter	3X	4X	4C	5B	Journalism or Observation
Scientist	3X	3X	5B	4X	Sciences
Soldier	5B	4C	3D	4D	Marksmanship or Military
Thug	5D	4D	2X	2X	Marksmanship or Knives

# HUMANOID RACES

Many games of MARVEL feature more than just humans. There are billions of potential characters in the Marvel Universe—and not all of them look like us.

From where we sit, the most important humanoid race is **humans**, also known as *Homo sapiens*. Humans are—well, you know what humans are. On Marvel Earth, they have all the variety of humans on our Earth. Offshooting from humanity are **mutants**, humans born with potential for superpowers. Technically, a mutant is a child with traits not possessed by either of its parents; on Marvel Earth, they're the children of humans whose reproductive cells have been warped by increases in background radiation in the Atomic Age. The oft-feared mutants have been labeled *Homo sapiens superior*, but mostly they're just like us.

Here are the minimum standard statistics for representatives of these races:

Race	Strength/Agility/Intellect/Willpower				Must have a minimum of
Asgardian	12	3	5	6	Invulnerability to Disease; Resistance to Aging
Atlantean	9	3	3	2	Waterbreathing; Resistance to Cold +5; Fatally Vulnerable to leaving water
Badoon	2	2	3	1	2 Edge maximum
Brood	8	8	3	3	Claws and Teeth +4; Affliction 5 Implant (queen)
Celestials	30	30	30	30	Body Armor +30; Cosmic Energy Control 30; Invulnerability to everything; Immortality; Life Support 30
Demon	3	3	1	1	Resistance to Fire +5
Deviant	7	1	1	1	Immortality; 2 Edge maximum
Dire Wraith	1	1	3	2	Shapeshifting 5; Magic 2 (females only)
Duckworlder	1	1	1	1	Buoyant in water
Eternal (Earth)	12	4	8	8	Immortality; Energy Blast 10; Flight 10; Uni-Mind (Telepathy 20 in large groups); Invulnerability to Cold, Disease, Energy, Electricity, Heat, Poison, Radiation
Heliopolitan	12	8	9	9	Immortality; Invulnerability to Energy (average 3-6 in all abilities, maximum 10)
Human	1	1	1	1	At least one power
Human mutant	1	1	1	1	At least one power
Inhuman	8	4	3	3	At least one power
Kree	7	3	3	3	3 Edge maximum
Lemurian	8	3	2	3	Waterbreathing; Resistance to Cold +5; Fatally Vulnerable to leaving water
Mindless One	10	10	0	0	No powers; Energy Blast 15; Frenzied
Minion of Annihilus	6	2	1	1	Maximum Intellect/Willpower of 1
Moloid	4	3	1	1	No powers, 0 Edge maximum
New Man	*	*	2	2	(* = stats of animal type; see <b>Critters</b> )
Olympian	11	6	3	5	Immortality
Shade	0	0	0	0	No Powers; 0 Edge maximum
Shi'ar	8	3	3	3	Flight 1 (evolutionary throwbacks only)
Skrull	3	4	4	1	Shapeshifting 5 (maximum); 2 Edge maximum
Stone Man	7	3	4	1	Body Armor +10
Watchers	15	12	16	16	Immortality

As our planet began to develop life, the **Watchers** monitored our progress. They stand above all conflicts, sworn to be neutral even in the face of genocide and ruin. The large-headed aliens are represented in our system by Uatu, a gentle giant who broke his vow of non-interference to save Earth from the hangers of Galactus.

The first nonhuman humanoids ever met by humanity were the near-omnipotent **Celestials**, though we were too primitive to know how significant that was. The hundred-foot Celestials come shrouded in alien armor. As they never speak or show emotion, no one knows where they come from or what their motives are. What we do know is that their experiments on our apelike ancestors gave humans the genetic material that would later give rise to superpowers.

The Celestials created two branches of enhanced humanity. Of the **Eternals**, only a few remain on Earth. The human-looking Eternals are immortal and capable of wielding cosmic energy in a variety of forms. In large groups they have fantastic mind-melding ability of the Uni-Mind, which gives a host of mental powers.

For millennia the Eternals defended the world against the **Deviants**, another product of Celestial experimentation. Deviants mutate from generation to generation. They are by nature ill-tempered, once having enslaved much of humanity. The Deviant Kro rules his people from the Lemurian City of Toads.

The blue-skinned **Atlanteans** (*Homo mermanus*) live beneath the Atlantic Ocean. Half-human King Namor rules the undersea empire, which includes fractious barbarian tribes such as that of Attuma. Atlanteans breathe water, and when they leave water they must use breathing devices or suffocate. Branching from *Homo mermanus* are the green-skinned **Lemurians**, who have a reptilian look. They live beneath the Pacific Ocean under the leadership of Karthon the Questor, and worship a serpentine demon called Set.

**Inhumans** are products of experiments by the Kree (see below). They use the terrigen mist to mutate quickly, though slower than Deviants. Their city of Attilan was once located in the Himalayas and later the Blue Area of the Moon, but it now is on risen Atlantis. Silent Black Bolt and his wife Medusa rule the Inhumans.

The **New Men** are a race of intelligent animals genetically altered by the hyper-intelligent High Evolutionary. Though created on Wundagore Mountain in the Balkan nation of Transia, they have abandoned Earth for Wundagore II, a planet orbiting Sirius, the Dog Star.

**Moloids** are the underground-dwelling servitors of the Mole Man, a human whose repulsive appearance made him seek shelter in the earth. Moloids are nearly mindless and have no emotions of their own. Instead, their emotions reflect that of the human leading them. Their power lies in their sheer numbers.

Many spacefaring races exist in the Milky Way and nearby galaxies. As humanity has little experience with space travel, Earthlings have met but few of these races. Three major star empires have meddled in human affairs. The **Kree** warriors (some blue-skinned, some flesh-toned) are led by an amalgamated mind called the Supreme Intelligence. The Kree's mortal foes are the **Skrulls**, green-skinned aliens who can change their forms. Empress S'Byll leads the Skrulls since Galactus consumed the Skrull Homeworld. With chaos in the Skrull Empire, the Kree fought Princess-Majestrix Lilandra's birdlike **Shi'ar** and are now part of the Shi'ar Empire.

A few other abundant spacefaring races have contacted Earth, due to its proximity to a warp-nexus point. Among the few are the shapechanging **Dire Wraiths**, the **Stone Men** from Saturn, the buglike **Brood**, and the reptilian **Badoon**; all have tried to conquer Earth.

In other dimensions, many races can be met. Humans can survive in most of these dimensions, which can be reached through gateways such as the Nexus of All Realities and the transitional portal at Pier Four. Some dimensions, such as the infinitesimal Microverse, have normal human populations. But others do not. In the otherworldly Negative Zone, for example, there are legions of **Minions of Annihilation**, who would explode if they entered our reality through any means other than a transitional portal. They are close to mindless and often come with claws, wings, and energy weapons.

But for sheer mindlessness, no one beats the **Mindless Ones**, cyclopean ravagers of the Dark Dimension. Devoid of thought, they batter each other and their prison walls with fists and eyebeams. The humans of Dormammu's Dark Dimension learn magic far faster than Earthlings do.

The most well known of the otherdimensional races are the **Olympians**, **Heliopolitans**, and **Asgardians**, once worshipped on Earth as gods of the Greeks, Egyptians, and Norsemen. These mighty beings are often intolerant or even hostile toward humans. Because of past dalliances with Earthlings, Asgardians and Olympians interfere with terrestrial affairs regularly, either to achieve some subtle victory, for sport, or (less often) out of concern for humanity. Thor and Hercules represent their kind on Earth, but the Heliopolitans have kept their distance.

"Hell" and "Limbo" are terms generously applied to many otherworldly planes. Mephisto, Hellstorm, and Belasco rule dark and unsettling planes inhabited by lifeless **shades** and malevolent **demons**.

Finally, there are the inhabitants of the extradimensional plane of Duckworld. Everything about **Duckworlders** mirrors humanity, except—well, they're ducks. The only Duckworlder to make contact with Earth has been the wise-quacking Howard, trapped in a world he never made.



# CRITTERS

These are average statistics for some adult animals (some quite uncommon). Starred animals are Fatally Vulnerable to Leaving Water. All animals have ability codes of X and Edges of O unless truly special.

Critter	Strength/Agility/Intellect/Willpower				General powers and skills
Armadillo	1	1	1	1	Body Armor +4
Bear	11+	2	1	1	Claws and Teeth +2; Wrestling
Brontosaur	20	1	0	0	Body Armor +8
Buffalo	9	1	1	1	Stampede (causes -4 Agility to dodge)
Camel	9	1	1	1	Spit 4 (effect: lose one action)
Cat	1	6	1	1	Claws +1; Tracking
Cheetah	6	12+	1	1	Claws and Teeth +2; Lightning Speed 4
Crocodile	3	1	0	0	Teeth +7
Dog	3	1	1	1	Teeth +2; Tracking
Dolphin*	3	5	5+	4	Waterbreathing 1; Lightning Speed 2 (water)
Eagle	2	6	1	1	Flight 4; Enhanced Vision 10
Electric eel*	1	1	0	0	Waterbreathing 1; Electrical Generation 2+
Elephant	14+	4	3	3	Horns +4
Falcon	1	5	1	1	Flight 4; Enhanced Vision 9
Gorilla	10	4	3	1	Wrestling
Hawk	2	5	1	1	Flight 4; Enhanced Vision 8
Hippopotamus	14	2	1	3	Teeth +2
Horse	8	8	1	2	Lightning Speed 2; Leaping 2
Insect swarm	0	0	0	0	Attacks as a group at intensity 10
Leopard	5	10+	1	1	Claws and Teeth +2; Lightning Speed 2; Tracking
Lion (male/female)	10/8	8/10+	1	3	Teeth +4; Claws +2; Leaping 7; Tracking
Monkey	4	5	2	1	Additional Limb—Prehensile Tail 4
Octopus, giant*	20	8	1	0	Waterbreathing 1; Wrestling
Orca*	15	6	3	1	Waterbreathing 1; Teeth +6
Panther	6	10+	1	1	Claws and Teeth +2; Lightning Speed 2; Tracking
Pegasus	10	8	1	6	Flight 4; Lightning Speed 2
Porcupine	1	1	1	1	Quills +2; Tracking
Pterodactyl	4	8	0	1	Flight 4 (Gliding only)
Python	16	2	0	0	Wrestling
Rat	1	1	1	1	Attacks as a group at intensity 10
Rhinoceros	12	3	1	3	Horns +4
Sea monster	20+	6	0	1	Wrestling; Energy Blast 20 (if desired)
Shark, great white*	12+	8	0	0	Waterbreathing 1; Teeth +6; Enhanced Smell 6
Squid, giant*	18	10	1	0	Waterbreathing 1; Wrestling
Tiger	12	10+	1	3	Teeth +4; Claws +2; Leaping 4; Tracking
Triceratops	14	2	0	0	Body Armor +4; Horns +8
Tyrannosaur	16	6	0	0	Teeth +6
Viper	0	1	1	1	Poison 2+
Warthog	4	4	1	3	Horns +2
Whale*	18+	2	6	5	Waterbreathing 1
Wolf	4	4	2	1	Teeth +3; Tracking
Wolverine	2	4	1	1	Claws and Teeth +2; Tracking; Frenzied

# A BRIEF HISTORY OF THE MARVEL UNIVERSE

The Marvel Universe is alive. It breathes with a palpable energy, and shakes to its core at the whims of world-spanning titans. And yet it resonates with emotion and passion, as life struggles to survive and replicate itself on thousands of worlds. On the far fringes, a small blue planet cries out that it is reaching adulthood, and the universe listens.

In fact, the Marvel Universe is improperly named. It is properly a Multiverse, the crossroads of an infinite number of dimensions and alternate timelines. Every plane touches every other, transcended only by the smartest and bravest of adventurers. The weakest inhabitants of one reality may be worshipped as gods in a second reality. And the darkest of evils in one universe may seem gray at best in the wilds of another.

This history of the lush Marvel Universe is just a jumping-off point. For the full stories, immerse yourself in colorful tomes with titles like *Marvel Universe* and *Marvel: Five Fabulous Decades of the World's Greatest Comics*. Find the issues of the *Marvel Saga* and the *Official Handbook of the Marvel Universe*, rich textual guides to the most compelling stories of our time. But most of all, seek out the comic books themselves, for it is there that the stories of Marvel play themselves out in full artistic poetry.

## HISTORIES AND MYSTERIES

In the beginning, when the galaxies are mere cosmic dust, there exists the first being in the Universe. He is Galactus, the last survivor of a dead cosmos. He begins to hunger.

Forces evolve in this new universe: the mysterious Celestials, the monomaniacal Elders of the Universe, and the Watchers, who vow to observe other races but never to interfere. The warlike Kree and Skrulls rise, and their galactic empires battle for millions of Earth years.

A million years before recorded history, the omnipotent Celestials experiment on humanity's ancestors, creating the godlike Eternals and the grotesque Deviants. Hundreds of thousands of years later, the Kree perform similar experiments on primitive humans and create the Inhumans.

Humanity thrives. Nations bloom in Atlantis and Valusia, then fall in a cataclysm. Mighty extradimensional beings, Thor and Hercules among them, come to Earth seeking worship as gods. Kang, a conqueror from the future, rules Egypt as Pharaoh Rama-Tut. The Deviants greet the arrival of the Celestials' Third Host but are routed by the Eternals. Armored knights stride the lands, such as Sir Percy of Scandia, the first Black Knight to wield the Magic Ebony Blade.

Enlightenment washes over the world, starting in Asia and heading west to Europe and America. The dragon Fin Fang Foom appears in China. Count Dracula begins his reign of blood in Transylvania. Kid Colt, the Phantom Rider, the Rawhide Kid, the Two-Gun Kid, and the first Ghost Rider tame the American West. A secret mutant brotherhood forms in Europe: the Hellfire Club.

In the 20th century, the world goes to war for the first time, and the first super hero teams appear. The Freedom's Five—Union Jack, the Phantom Eagle, the Crimson Cavalier, Sir Steel, and the Silver Squire—

fight for justice in World War I. The end of the war brings the end of their careers.

The War to End All Wars doesn't. In World War II, the battlefield is ruled by brave men like Sergeant Nick Fury and Citizen V. But most startlingly, this era becomes the Golden Age of Heroes, as the first true super heroes arise. Super-soldier Captain America, the Atlantean Sub-Mariner, the android Human Torch, and heroes Spitfire, Union Jack, Toro, and Bucky form the first supernatural team, the Invaders. They fight totalitarians such as the Red Skull, Baron Zemo, and even Adolf Hitler himself. Still, millions die, and millions more are scarred, including a young Auschwitz survivor who will develop terrifying magnetic powers and a fervent hatred of humanity.

The Cold War ends the Golden Age.

Captain America is thrown into the sea and frozen in ice, and an amnesiac Sub-Mariner wanders New York as a derelict. A few heroes such as Marvel Boy and the Blonde Phantom remain, but the world settles into a life without super heroes.

At the dawn of the Silver Age of Heroes, the mutant telepath Professor Charles Xavier trains young Jean Grey in using her powers. Soon he has other students—the uncanny X-Men.

Doctor Stephen Strange returns from mystical training in Asia and takes a house in Greenwich Village. Strange becomes Master of the Mystic Arts and soon Earth's Sorcerer Supreme.

James MacDonald Hudson invents a suit which gives its wearer superhuman abilities. He becomes Weapon Alpha, the first hero working for Canada's new Department H. The adamantium-laced Wolverine and the superteam Alpha Flight arise from this uneasy government experiment.

Explorers Reed Richards, Ben Grimm, Sue Storm, and Johnny Storm rocket into a cosmic radiation shower. When their ship crashes, all four develop superpowers. The newly christened Fantastic Four—Mister

Fantastic, the Thing, the Invisible Girl, and a new Human Torch—vow to use their powers to help mankind. They soon beat back an invasion by the shape-changing Skrulls.

Fighting to find his wife's killers, scientist Henry Pym discovers the subatomic Pym particles, enabling him to change size and become Ant-Man. He develops a helmet which lets him speak with insects, as well as a powerful growth serum.

Midtown High student Peter Parker is bitten by a radioactive spider during a science experiment. He gains fantastic agility, strength, wall-crawling, and a strange danger sense. Though he first uses his power for personal gain, the murder of his uncle leads him to heroism as Spider-Man.

In New Mexico, Dr. Robert Bruce Banner tests the G-Bomb, designed to unleash lethal gamma rays. A teenager, Rick Jones, wanders onto the testing range, and the bomb explodes as Banner throws Jones to safety. Banner becomes a grey-skinned behemoth called the incredible Hulk.

Johnny Storm finds the Sub-Mariner in New York's Bowery and restores his memory. Believing his Atlantis to be destroyed, the Sub-Mariner attacks New York but is stopped by the Fantastic Four. Namor vows he will return.

Latverian monarch Victor von Doom reveals his Time Platform, the first earth-made time-travel device. The Fantastic Four thwart Doctor Doom's schemes to use this device for evil, beginning a series of clashes that will rock the world.

Fleeing the Stone Men from Saturn, Donald Blake hides in a Norwegian cave. He strikes an ancient cane within, becoming Thor, god of thunder. Soon, Thor's step-brother Loki is released from a prison in divine Asgard. He travels to Earth to fight Thor but is banished back to Asgard and suffers the wrath of their father, Odin.

Inventor Anthony Stark is wounded in a covert army test in Southeast Asia. Shrapnel in his chest steadily approaches his heart. While slaving for the communists, Stark helps construct a mighty suit of armor. Stark dons the life-saving armor and escapes, becoming Iron Man.

The Fantastic Four find a "blue area" on the Moon. They discover the ruins of a Kree city and meet the Watcher Uatu, who silently observes events on Earth.

Loki pits the Hulk against Thor. In the ensuing battle, Thor is joined by Iron Man, Ant-Man, and Ant-Man's new girlfriend, the winsome Wasp. The heroes form a team, and the mighty Avengers assemble for the first time. They will go through many roster changes over the years.

Magneto uses his awesome magnetism to threaten humanity. Professor X sends his students Iceman, Angel, Cyclops, Marvel Girl, and the Beast against the foe. Among Magneto's thralls are Quicksilver and the Scarlet Witch, who later abandon Magneto before they learn he is their father.

The Sub-Mariner finds a group of Eskimos worshipping a human figure frozen in ice. Flying into a rage, he throws the ice block into the sea, where it drifts slowly towards the gulfstream. The Avengers recover the body and learn the drifter is Captain America, the legendary World War II hero lost these many years. He joins the Avengers, and Rick Jones leaves the Hulk to become Cap's sidekick.

Blinded by radioactive elements, Matt Murdock's other senses magnify to an amazing degree. Stalking his father's killers, Murdock dons a red and gold costume and becomes Daredevil, a fearless hero who clashes with urban criminals such as the mob boss Kingpin.

A scion of British wealth, Lord Kevin Plunder is marooned in the lush Savage Land of Antarctica. Located years later, he has become the jungle warrior Ka-Zar.

Circus archer Clint Barton creates a vast array of trick arrows for his role as the hero Hawkeye. After police mistake him for a jewel thief, he is rescued by Natasha Romanova, a spy for Soviet intelligence. Both eventually reform and become Avengers, Romanova under the name Black Widow.

Seeking to slay Captain America, the second Baron Zemo turns Simon Williams into the super-strong Wonder Man, and uses him to infiltrate the Avengers. Believed slain after this deception, Wonder Man soon returns to join the Avengers in their war against evil.

Doctor Strange battles a powerful demonic entity known as the dread Dormammu. Clea, a





native of Dormammu's dimension, warns Strange of the brutish Mindless Ones, whose unfettered might Dormammu checks. Strange exacts two promises from Dormammu: He must never invade the dimension of Earth, nor seek retribution on Clea, Strange's new love.

Atlantis reemerges as a power when the warlord Attuma leads an attack on the surface world; the Fantastic Four ally with the Sub-Mariner, who soon becomes ruler of Atlantis. Soon after, the Celestials' Fourth Host arrives, and the Eternals rise from their slumber in South America.

S.H.I.E.L.D., the Supreme Headquarters International Espionage Law-Enforcement Division, is founded. The secret organization is created to battle Hydra, the battalion of Baron Wolfgang Von Strucker. His longtime enemy, Colonel Nick Fury, leads the new agency, which will one day count the Black Widow and the mercenary Moon Knight among its agents.

The Fantastic Four discover the Inhumans in the Himalayas and enter the battle between the royal family and Maximus the Mad. Maximus creates a Negative Zone around the Inhuman city, trapping it within an impenetrable globe of energy.

The Watcher Uatu breaks his vow, hiding Earth from the Silver Surfer, herald of Galactus. Still, Galactus reaches Earth with the intent to devour it. Earth's heroes and a repentant Surfer fight in vain against Galactus, until Uatu enables the Human Torch to gain the Ultimate Nullifier, the one device Galactus fears. He leaves unsatiated, stranding his traitorous herald on Earth.

The Vision, a mock-organic synthezoid created by the evil robot Ultron, displays great power over density and solar energy. He—not "it"—joins the Avengers and later draws great notoriety when he marries the Scarlet Witch, the first public wedding of a human and an android.

Geneticist Herbert Wyndham evolves into the pinnacle of intellect, the High Evolutionary. He creates a "Counter-

Earth" on the far side of the sun and encounters the cosmic wanderer Him. The High Evolutionary renames him Adam Warlock and entrusts him with a dark and potent device, the Soul Gem. Warlock begins his duties as protector of Counter-Earth.

Mar-Vell, the greatest of all Kree warriors, dons the powerful Nega-Bands. He fuses bodies with super-sidekick Rick Jones, who is trapped in the Negative Zone when Mar-Vell is in our universe. The newly named Captain Marvel battles with the most powerful denizen of the Zone, the powerful Annihilus. Soon Mar-Vell and Jones join the Avengers in bringing an abrupt end to the million-year Kree-Skrull War, when it is revealed that neither race will ever evolve again.



Reed and Susan Richards have a son, whom they name Franklin. This youngster will develop powers that will dwarf those of the Fantastic Four and all of mankind.

Augured by the death of young Gwen Stacy, the world becomes a darker place. With the dawn of the Modern Age, new anti-heroes arise. Symbolizing the era, Vietnam vet Frank Castle sees his family gunned down by mobsters. He dons an arsenal of automatic weapons to wreak vengeance on crime as the Punisher.

Stunt-rider Johnny Blaze makes a deal with the demon Mephisto to save the life of Blaze's stepfather. Blaze channels the spirit of the vengeful demon Zarathos and becomes a new Ghost Rider.

A swamp in Florida turns out to be the Nexus of All Realities, where Earth converges with other dimensions. There, scientist Ted Sallis errs in recreating Captain America's Super-Soldier Serum and becomes Man-Thing, an unthinking but ultrasensitive plant creature. Through the Nexus comes an anatine visitor from Duckworld named Howard, who shocks America by running for President.

A virulent wave of anti-mutant hysteria rises. Politicians, preachers, and purists find common ground in opposing these genetic anomalies. Professor X forms a mighty new team, including Wolverine and the African goddess Storm. Though stronger in power, over time the X-Men will fracture into multiple teams: X-Factor, the New Mutants, X-Force, Generation X, Excalibur. But despite their numbers—or perhaps because of them—purism swells, and Dr. Bolivar Trask creates the ultimate anti-mutant force, the robotic Sentinels.

Dozens of superteams come and go. Doctor Strange forms the Defenders with the Hulk and Sub-Mariner, while Hercules and Iceman join with others to form the Champions. Expert warriors Luke Cage and Iron Fist begin a partnership that will last to the present as Heroes for Hire.

Technology advances faster than anyone can believe. Reed Richards, Anthony Stark and, later, the mutant Forge share their scientific genius with the world, introducing breakthroughs as unstable molecules, flying cars, and advanced holography. But complex diseases like cancer and the mutant-ravaging Legacy Virus remain beyond the super-scientists' abilities to cure.

A godlike being named Korvac travels back to the 20th century as "Michael." The futuristic star-travelers called the Guardians of the Galaxy follow. Michael and his companion Corina, the daughter of the Elder of the Universe known as the Collector, are confronted by the Avengers and the Guardians. The benevolent Michael kills most of the Avengers and Guardians in despair, but seeing the destruction he has wrought, restores life to the heroes and lets himself be killed.

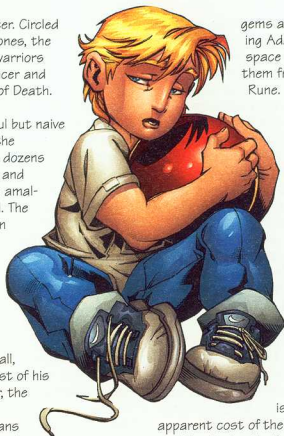
Rom, hero of the planet Galador, comes to Earth to ward off the invasion by the Dire Wraiths, a race of shapechangers bent on world domination. Clad in shining armor, Rom uses his mighty Neutralizer to expose the Dire Wraiths' deceptions.

Jean Grey, formerly Marvel Girl, apparently dies in a radiation storm and is reborn as the omnipotent Phoenix. She becomes the mad Dark Phoenix and annihilates an inhabited planet. The alien Shi'ar Empire decrees a death sentence for Grey. In an epic war on the Moon between the X-Men and the Shi'ar Imperial Guard, a repentant Phoenix kills herself in front of her lover, Cyclops. The devastated X-Men return to Earth to stop the Brotherhood of Evil Mutants from assassinating mutant-hating Senator Robert Kelly, perhaps forestalling a dark future.

Adam Warlock sacrifices himself to petrify the Death-worshipping being known as Thanos, who wishes to use the reality-altering Cosmic Cube to wipe out life in the universe. After fighting at Warlock's side, Captain Marvel turns his Cosmic Awareness inward and discovers a horrible truth:

He has terminal cancer. Circled by friends and loved ones, the greatest of all Kree warriors succumbs to the cancer and walks into the arms of Death.

An immensely powerful but naive being calling himself the Beyonder transports dozens of heroes and villains and much of Denver to an amalgamated Battleworld. The Beyonder's power even dwarfs that of Galactus, who is among the beings set in a clash of titans. Casualties are high, but the Beyonder's power restores the lives of all, apparently at the cost of his own. But a year later, the Beyonder returns to Earth with similar plans and is finally obliterated.



gems are lost, and a returning Adam Warlock crosses space and time to retrieve them from the dark god Rune.

Magneto rips the adamantium skeleton from Wolverine's body, and a horrified Professor X wipes Magneto's mind, apparently creating the new identity of "Joseph." But the dark sides of Xavier and Magneto unite to create Onslaught, who orders the Sentinels to sack New York. Onslaught

is defeated, but at the apparent cost of the lives of the Avengers and the Fantastic Four.

During these secret wars, Spider-Man gains a stylish black costume. An alien symbiote, the costume seeks to bond with Spider-Man but finds a more willing host in reporter Eddie Brock. Tempered only slightly by Brock's humanity, the symbiote wages violent war against crime as the bloodthirsty Venom.

Far in the depths of space, the X-Men encounter parasitic aliens called the Brood. Light years away, Galactus eats the Skrull Homeworld, and the Skrull Empire crumbles. The Kree seek out an enemy and go to war with the Shi'ar—and lose.

Thanos revives and gains the power of the Infinity Gauntlet, those pieces of the Soul Gem that give him control over time, space, reality, power, mind, and soul. He slays the heroes who assemble against him, even as Captain America, the last man standing, warns Thanos of his folly. Thanos loses the gauntlet, and the heroes are revived to crush his plans. But the

A new team, the Thunderbolts, takes up the defense of New York. But these heroes are secretly the Masters of Evil, led by Baron Zemo as a new Citizen V. Embraced by a city in fear, the Thunderbolts occupy Four Freedoms Plaza and plot conquest.

Far from dead, the Fantastic Four and Avengers struggle in a new universe created by Franklin Richards, until the Celestials force young Franklin to choose between his pocket reality and the universe of Earth. He chooses his home, and the heroes return. They find that Atlantis has risen and Asgard lies in ruins.

That brings us to the present. Of course, there is a future; in fact, there are many futures. Will the world bow to the Sentinels and the extinction of its heroes? Will Killraven rid Earth of the Martian invaders? Will a new breed of hero arise in the year 2099? In the **MARVEL SUPER HEROES Adventure Game**, the future is yours.



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