

MARVEL SUPER HEROES™

ADVANCED SET

Expanded Heroic
Adventures for
2 or more players
Ages 12 to Adult



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MARVEL SUPER HEROES™

Players' Book



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MARVEL SUPER HEROES™

PLAYERS BOOK



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1: HEROES



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Definition: What Is a Hero?

A hero is an individual who uses his talents and abilities for the good of others as opposed to his own good. In the MARVEL SUPER HEROES Role-Playing Game the players take on the roles of heroes in the Marvel Universe. A hero who is being controlled by a player is called a Player-Character or PC. One that is being run by the Judge, including most opponents and supporting characters, is called a Non-Player Character or NPC.

Abilities

Characters in the MARVEL SUPER HEROES game are defined by their abilities. These abilities determine their chances of performing certain actions in the game. There are three types of abilities: primary, secondary, and special. Abilities are usually given a rank and rank number to define their levels of power.

The *primary abilities* are the seven already familiar to players of the MARVEL SUPER HEROES Original Set: Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. These primary abilities are shared by almost all characters in the Marvel Universe — they are a measuring stick of how well a character can perform certain acts. Primary abilities are also called fixed abilities because while they may be improved over time, they do not normally change from adventure to adventure. All primary abilities have a rank and rank number.

Secondary abilities are Health, Karma, Resources, and Popularity. These are sometimes called variable abilities, as they may change within the course of a single adventure. All normal individuals and most characters the players encounter have secondary abilities. Secondary abilities may be defined by ranks or separate numbers.

Special abilities are skills and abilities that are not common to all characters, and indeed may be unique to a particular character. These include all Powers, Talents, Equipment, and Contacts. Special abilities use rank numbers or modify existing rank numbers.

Ranks and Rank Numbers: Abilities are often defined by a word (Amazing, Incredible) known as the ability's *rank*. In the MARVEL SUPER HEROES Original Set, each rank had a *rank number*, which was used to determine effects such as Health, starting Karma, and damage inflicted. In the MARVEL SUPER HEROES Advanced Set each ability has a rank and rank number, but that number must be within a range available for that rank. When a rank number is not defined (a weapon inflicts Good damage), use the Standard Rank Number. Check the table below:

Rank	Rank Range	Standard Rank Number
Shift 0	0	0
Feeble	1-2	2
Poor	3-4	4
Typical	5-7	6
Good	8-15	10
Excellent	16-25	20
Remarkable	26-35	30
Incredible	36-45	40
Amazing	46-62	50
Monstrous	63-87	75
Unearthly	88-125	100
Shift X	126-175	150
Shift Y	176-350	200
Shift Z	351-UP	500
Class 1000	1000	1000
Class 3000	3000	3000
Class 5000	5000	5000
Beyond		Infinite

Ranks labeled "Shift" are normally used for actions that are moved by modifiers above or below the Feeble and Unearthly ranks on the Universal Table. Class 1000, 3000, 5000, and Beyond levels are not available to most heroes, but are used to define such powerful universal forces as Eternity and Galactus.

The rank range includes all the rank numbers for that range. A character with a Strength of 15 can be said to have Good Strength. The Hero rank numbers above the rank range are for use with existing heroes in the Marvel Universe. Spider-Man, for example, has Remarkable Fighting ability (his initial rank number is 30). A new hero entering the Marvel Universe with Remarkable Fighting ability would have a rank number of 26. This is because established characters in the Marvel Universe can be assumed to have been improving their skills over some time.

Let's look at those abilities in detail.

Primary Abilities

Fighting:

- A measure of raw combat ability
- Used to determine if the character lands a blow in hand-to-hand (called Slugfest) combat
- Used to determine if a character evades a blunt attack
- Used to determine if a multiple combat attack or other FEAT involving hand-to-hand combat is successful
- Used to determine the secondary ability known as Health

Agility:

- A measure of dexterity and nimbleness
- Used to determine if the character hits with a thrown or aimed weapon at a distance
- Used to determine if the character dodges a missile attack
- Used to determine if the character catches an object, holds onto a ledge, or successfully performs actions that require quick action or co-ordination
- Used to determine how well a character handles a vehicle
- Used to determine the secondary ability known as Health

Strength:

- A measure of physical muscle power
- Used to determine damage inflicted in slugfest combat
- Used to determine success and damage in wrestling combat and success in Grabbing, Escaping, and Blocking maneuvers
- Used to determine success in destroying materials
- Used to determine if a character can lift a heavy object or perform other acts that require physical power
- Used to determine the secondary ability known as Health

Endurance:

- A measure of personal toughness and physical resistance
- Used to determine normal moving speed
- Used to determine success in charging attacks
- Used to determine success in avoiding the effects of disease, poison, and gas
- Used to determine success in matters that require the character to perform actions over a long period of time, such as holding one's breath
- Used to determine the secondary ability known as Health
- Used to resist the effects of Slams, Stuns, and Kill results directed against the hero
- Used to determine the amount of Health regained by a wounded individual

Reason:

- A measure of intelligence and the capacity for logical thought
- Used to determine the character's success in building things
- Used to determine the character's success in understanding unknown technology and languages
- Used to determine the secondary ability known as Karma

Intuition:

- A measure of wisdom, wits, common sense, and battle reflexes
- Used to discover clues
- Used to determine who may act first in combat (see Initiative)
- Used to detect hidden or potentially dangerous items, as well as in situations where the character plays a hunch
- Used to resist effects of emotion control powers, spells, and abilities
- Used to determine the secondary ability known as Karma

Psyche:

- A measure of mental strength and willpower
- Used to show resistance to mental and will-dominating attacks
- Used to determine resistance to magical attacks
- Used to determine initial Magical abilities for those characters who wield magic
- Used to determine the secondary ability known as Karma

Secondary Abilities

Health:

- Used to determine the amount of physical damage the character can absorb before losing consciousness and potentially dying
- Does not have a rank or rank number, but rather is the sum of the rank numbers of the character's Fighting, Agility, Strength, and Endurance
- Lost through combat, accidents, attacks, and other potentially dangerous and life-threatening situations
- Recovered after damage is taken, 10 turns after damage is inflicted
- Regained through normal healing by the Endurance rank number of points per day (in crisis situations, Health may be figured as regained by the hour or turn. See the table under Healing)
- If reduced to 0, the character is unconscious and may begin to lose Endurance ranks (see Life, Death, and Health).

Karma:

- Used by the hero as a measure of experience, allowing the hero to perform actions that may otherwise be impossible
- Does not have a rank or rank number. Starting Karma is determined when the character is created by the sum of the Initial rank numbers of the character's Reason, Intuition, and Psyche
- Gained through performing heroic and basically "honorable" acts

- Lost through performing selfish, harmful, or "dishonorable" acts
- May be spent by the player-character to perform actions otherwise impossible or unlikely. These include modifying die rolls, staying alive, building things, using magical abilities, and raising the hero's ability rank numbers and ranks through advancement

Resources:

- A measure of how wealthy a character is, and how the character may use that wealth
- Generated when the character is created
- Presented as a rank with a rank number (replacing the Resource Points of the MARVEL SUPER HEROES Original Set)
- Used to determine if a character can afford a particular item or service
- See under Resource FEATs in the next chapter for full effects of Resources

Popularity:

- A measure of the character's reputation in that character's normal environment
- Generated when the character is created
- Represented as a rank and rank number. Heroes generally have positive Popularity. Villains generally have negative Popularity
- Used to determine reactions of large groups of people and neutral NPCs



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CHARACTER CREATION



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- Used to gain favors, information, and equipment from Contacts

Special Abilities

Powers:

- Super-human abilities possessed by individual heroes and villains in the Marvel Universe
- Used to perform actions above and beyond the limits of normal mortals
- Each Power is individual. Powers may have a rank number, or modify an existing primary or secondary ability rank
- May be improved through expenditure of Karma. New Powers may be added at a risk to the player character
- Full list of powers found in Appendix A

Talents:

- Non-super-human abilities that may be possessed by characters in the Marvel Universe
- Used to perform specialized actions at a specific benefit
- Are individual; modify an existing primary or secondary ability rank, or provide special abilities
- May be learned as a hero gains experience
- Full list of Talents found in Appendix B

Contacts:

- Represent social, political, and personal friends and allies through whom the character may gain information and equipment
- Have no rank number. Contacts are considered as Friendly to the character for purposes of determining reactions
- May be increased through spending of Karma, or performing missions for that Contact
- Standard Contacts are described in full in Appendix C of this book

Character Creation

In the MARVEL SUPER HEROES Original Set, there was an assumption that most characters the players would run would be from among those available in the original set and its accessories. The MARVEL SUPER HEROES Advanced Set allows three types of characters: *pregenerated characters* based on those in the Marvel Universe and used specifically for the MARVEL SUPER HEROES Game; *generated characters* created by the players; and *modeled characters* which are from the Marvel Universe but do not have "official" stats generated by TSR. The labels "pregenerated," "generated," and "modeled" have no bearing once play begins.

Pregenerated Characters

The character cards provided with this set are for the most popular individuals in the Marvel Universe. These cards may be cut up and used by players and Judges with the game. Their presentation is outlined as above for primary, secondary, and special abilities, and where space permits, some background is given. Full backgrounds for these characters, as well as their personalities and any restrictions on their Powers, are listed starting in Chapter 3 of the Judge's Book.

Pregenerated characters have the advantage of being "ready-to-play" as well as being a recognized part of the Marvel Universe. When playing an official Marvel character, however, the player is free from all effects of the ever-changing Marvel Universe except those that the Judge chooses to inflict upon the player. (For example, a player running the original Guardian will not be fated to die of a suit malfunction, but by the same token a player running She-Hulk would not benefit from an improvement of abilities after the character becomes a player-character.) When running a character of the Marvel Universe, the *player's* decisions guide that character's actions and reactions.

Pregenerated characters always have the Standard Rank Number (listed on page 2) as their starting rank number. This represents the fact that the heroes noted have had some adventuring history before play in the MARVEL SUPER HEROES Campaign begins. Therefore, when She-Hulk's Strength is stated as Monstrous, it is set at a rank number of 75 as opposed to 63, the maximum rank number at which a

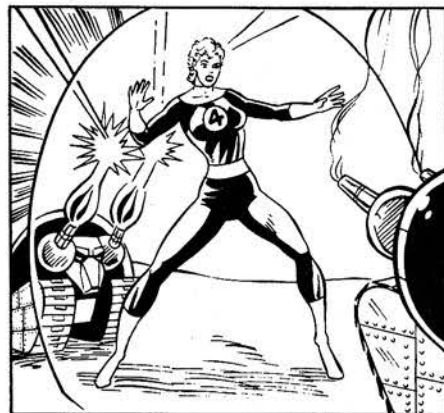
generated character may start. Rank numbers may be improved with time and experience as normal.

In addition to having his starting rank numbers set at the standard value as opposed to the minimum, the pregenerated character's Health and initial Karma will be higher as a result of the higher ability ranks. The character's Resources and Popularity also reflect the hero's status in the books he or she appears in at the time of this writing.

The pregenerated character's Powers, Talents, and Contacts are described as specific to that hero. Nightcrawler's wall-crawling is different from Spider-Man's, and the German X-Man's teleport is different from that of Cloak. The Powers, Talents, and Contacts sections are for that hero alone. Descriptions that apply to generated heroes (such as alien, robot, mutant) may or may not apply to the hero in question.

Included in this set are a number of sheets that may be cut out for use as reference cards for pregenerated heroes. Abilities are summarized along the left hand side, including rank number and rank. In the upper right the Health, initial Karma, Resources, and Popularity are listed, with space below for changes. The Powers, Talents, and Contacts are provided in very brief form below. Note: These abilities are provided in limited form only, for easy use in play. The full powers, etc. tailored to that hero are explained under that hero's entry in the Judge's book.

While checking out the cards, note that four of them are blank, one side noting only the abilities without numbers, the other a grey screen of several heroes. These are for your own use as cards for generated or modeled heroes. Permission to photo-copy



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these four cards is given for those players who don't want to mess up their existing copies.

Pregenerated characters, once brought into the game, are treated as any other type of character.

Generated Characters

The following system is for creating new characters in the Marvel Universe. Generated characters have an advantage in that they are individuals created by the player and in that form they are unique. Their disadvantages are that they begin the campaign weaker than pregenerated characters, they lack the background of the Marvel Universe, and their powers are more standardized than those of pregenerated characters.

Character generation has five steps.

- Generate an origin
- Generate primary abilities
- Generate secondary abilities
- Generate special abilities
- Fill in the blanks

Starting from the top...

Origins

The MARVEL SUPER HEROES game has five types of origins, each with certain advantages and disadvantages. Origins are used only for generated characters as a base for those characters. Pregenerated characters have their own specific origins.

The player desiring a generated character must either choose an origin from those below or roll on the table below for an origin. Those that roll on the table must take the specific type of hero rolled. (No second thoughts.)

Dice Roll	Origin
01-30	Altered Human
31-60	Mutant
61-90	Hi-Tech
91-95	Robot
96-00	Alien

- **Altered Humans:** Altered Humans are everyday people like you and me (well, me, anyway) who have been accidentally or purposefully exposed to weird radiation, secret formulas, or chose to be instructed in strange and powerful talents. The Fantastic Four, Hulk, Nick Fury, and Doctor Strange are examples of altered humans.

- Altered humans roll their random ranks for primary abilities on Column 1 of the

Random Ranks Table.

- After the primary ability ranks are rolled, altered humans may raise any single primary ability rank by one rank.

- **Mutants:** Mutants are members of the race of Homo Superior, a new race of man born from the race of Homo Sapiens (that's us). Mutant powers often (though not always) first manifest themselves in the teen-age years. Mutants are generally feared and disliked by the populace at large. Examples of mutants include the X-Men, X-Factor, and New Mutants. When creating a mutant character:

- Random ranks are rolled on Column 1 of the Random Ranks Table.
- Mutants gain one additional Power, up to the total number of Powers available to the Hero (maximum of 5).
- Resources are reduced by one rank.
- Starting Popularity is always 0.
- Mutants gain and lose Popularity at a slower rate than other character types.
- Endurance is raised by one rank.
- The majority of a mutant's Powers are inborn as opposed to equipment-based.
- They may be affected by mutant detection and mutant nullification devices.

- **High Technology:** Also called Hi-Tech Wonders, these heroes derive their abilities solely through equipment, whether that equipment is mystical or technological in nature, such as Iron Man or Captain Britain. High technology heroes start with lower primary ability scores and in addition may not use their powers without their equipment; however, they receive many other benefits.

- High technology heroes roll on column 3 of the Random Ranks Table.
- The initial Reason is raised by two ranks (If Good is rolled, then initial reason is Remarkable).
- Initial Resources are set at Good, or optionally rolled.
- High technology heroes must have at least one Contact, and they must declare what that Contact is before starting play. This Contact represents the organization that the player-character works for (or, if Resources are high enough, owns).
- At least one Talent chosen by the player must be Scientific or professional in nature.
- If, when generating Powers, the high tech wonder chooses Body Armor as a Power, the high technology hero may choose to have all his Powers combined into a battlesuit (a la Iron Man). Check under the Body Armor entry for these



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effects. Effects are rolled on Column 6 to see how the armor affects the Fighting, Agility, Strength, and Endurance of the player-character.

- **Robots:** Robots are artificially-created sentient beings, including organic constructs, clones, life-module decoys, mystically-powered golems, synthezoids, androids, and robots. Examples of such beings include Machine Man, Vision, Jocasta, the evil Ultron, and the robotic form of Deathlok (the original cyborg Deathlok is an altered human).

- Robots roll their primary abilities on column 4 of the Random Ranks Table.
- Popularity is reduced to 0 (like mutants, robots have a hard time being accepted by the populace at large). They suffer no further penalty regarding earning Popularity.
- All player-character robots may heal normally, simulating internal repair functions.
- There is no Karma loss for killing a robot or allowing a robot to be deactivated. A robot may potentially be reactivated after it has "died." A "dead" robot must be reactivated by outside forces, and will return with Karma set at 0.

- **Aliens:** "Alien" is a blanket term representing those individuals from other civilizations, planets, dimensions or races of man. These may include Homo Mermanus (but not Homo Superior), Asgardians, Denizens of the Dark Dimension,

Atlanteans, Olympians, Eternals, Kree, Skrulls, and Shi'ar, as well as races that have yet to be discovered in the Marvel Universe. Aliens have the potential of being incredibly powerful, but have limited secondary abilities. The following generation system is for super-powered aliens whose races have not been encountered before.

- Alien characters roll on column 5 for their primary abilities.
- Alien powers may be natural or the result of Equipment carried. The player must declare whether any Power is inborn to his race or external.
- Aliens gain one less Power (minimum of two).
- Starting Resources are set at Poor.
- An alien character starts with one Contact (maximum). This is usually the alien's home race, dimension, or people. Those characters who do not choose the race as one of their Contacts are considered outcasts of that race, planet, or dimension (note to Judges: Outcasts are usually hunted down by others of their race).

Generating Primary Abilities

Each origin uses one of the following columns on the Random Ranks Table. Roll for each of the seven primary abilities on this table.

Rank Name	Initial Rank Number	1 Mutants, Altered Humans	2 Normal Folks
Feeble	1	01-05	01-05
Poor	3	06-10	06-25
Typical	5	11-20	26-75
Good	8	21-40	76-95
Excellent	16	41-60	96-00
Remarkable	26	61-80	—
Incredible	36	81-96	—
Amazing	46	97-00	—
Monstrous	63	—	—

	3 High Technology	4 Robots	5 Aliens
Feeble	01-05	01-05	01-10
Poor	06-10	06-10	11-20
Typical	11-40	11-15	21-30
Good	41-80	16-40	31-40
Excellent	81-95	41-50	41-60
Remarkable	96-00	51-70	61-70
Incredible	—	71-90	71-80
Amazing	—	91-98	81-95
Monstrous	—	99-00	96-00



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Ability Modifier Table

Dice	Modification
01-15	Reduce by one rank
16-50	Remain unchanged
51-70	Increase by one rank
71-85	Increase by two ranks
86-95	Increase by three ranks
96-00	Increase by four ranks

Unless noted otherwise, no ability may be modified in any fashion below Feeble or above Monstrous.

Example 1: For a first hero, I'd like to create an Altered Human, and as such bypass the Origins table. Going to the Primary Abilities table, I roll once for each ability, with the following results:

Fighting:	(Roll a 36)	GOOD
Agility:	(Roll a 12)	TYPICAL
Strength:	(Roll a 07)	POOR
Endurance:	(Roll a 38)	GOOD
Reason:	(Roll a 45)	EXCELLENT
Intuition:	(Roll a 67)	REMARKABLE
Psyche:	(Roll a 72)	REMARKABLE

Now, looking at the description of Altered Humans above, one primary ability may be raised. I'm more than a little concerned about the low Strength, but I can get more bonus to my Health by raising Fighting from Good to Excellent. Initial Rank numbers are the minimum for that rank. The Altered Human's initial stats are:

F	16	EX
A	5	TY
S	3	PR
E	8	GD
R	16	EX
I	26	RM
P	26	RM

Example 2: This time, I'm going to roll an origin on the table. I roll a 33 and get a Mutant character. The dice are rolled on the

Random Ranks Table:

Fighting:	(Roll an 85)	INCREDIBLE
Agility:	(Roll a 22)	GOOD
Strength:	(Roll a 12)	TYPICAL
Endurance:	(Roll an 87)	INCREDIBLE
Reason:	(Roll a 02)	FEEBLE
Intuition:	(Roll a 37)	GOOD
Psyche:	(Roll a 21)	GOOD

Hmmmm. A more powerful character than the first, but ot-nay oo-tay ight-bray, if you take my meaning. Raising the Endurance by one rank, as noted for all Mutant characters, this character's stats are:

F	36	IN
A	8	GD
S	5	TY
E	46	AM
R	1	FE
I	8	GD
P	8	GD

Example 3: Let's look at a high tech hero. The random rolls on the Primary ability table give the following results:

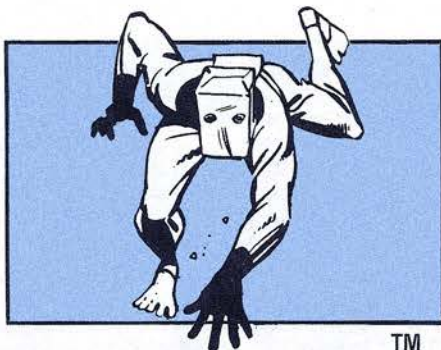
Fighting:	(Roll a 43)	GOOD
Agility:	(Roll a 04)	FEEBLE
Strength:	(Roll a 00)	REMARKABLE
Endurance:	(Roll a 50)	GOOD
Reason:	(Roll a 96)	REMARKABLE
Intuition:	(Roll a 09)	POOR
Psyche:	(Roll a 38)	TYPICAL

Under the High-tech description, the Reason (already this character's most winning feature) is raised by two ranks, from Remarkable to Amazing). The character's initial stats are:

F	8	GD
A	1	FE
S	26	RM
E	8	GD
R	46	AM
I	3	PR
P	5	TY



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Generating Secondary Abilities

Generating Health: Total the initial rank numbers of the Fighting, Agility, Strength, and Endurance abilities. This is the starting Health of the character.

Generating Karma: Total the initial rank numbers of the hero's Reason, Intuition, and Psyche abilities. This is the starting Karma of the character.

Generating Resources: Initial Resources are Typical (Poor for aliens), modified by a roll on the Ability Modification Table. High technology heroes may choose to have initial Resources at Good, or take a chance with Typical plus the roll. Starting Resources may be further modified by buying additional Powers, Contacts, or Talents.

When a character is first generated, the hero may "purchase" additional Powers, Talents, and Contacts up to his maximum allowance, by reducing his starting Resources. This "purchase" must be made after the number of Powers, Talents, and Contacts is determined, but before any specific choices are made. Such Resource deductions are permanent.

- For each additional Talent or Contact "purchased" above the initial number, reduce initial Resources by one rank.
- For each additional Power gained, reduce the Resources by two ranks.
- Remember that mutants are always reduced by one rank in Resources.

Resource reductions lower than the Feeble rank are not permitted.

Generating Popularity: Initial Popularity is 10 for most heroes, 0 for mutants and robots. The Judge may leave it at that, or may raise or lower initial Popularity by the following factors:

- Raise Popularity by 10 if identity is publicly known
- Lower Popularity by 5 if identity is secret
- Lower Popularity by 5 if hero hangs out

- with known mutants, but is not a mutant
- Lower Popularity by 5 if hero is generally unpopular (aliens have this trouble, but a player may choose to have his hero be ugly)

Heroes may start with negative Popularity. Using this negative Popularity may result in loss of Karma (see Popularity FEATs in the next chapter). A secret ID may never start with negative Popularity.

Secret IDs

When determining initial Popularity, the player must decide whether or not his character has a Secret ID. Secret IDs are not a requisite of the super hero trade, and groups like the Fantastic Four have long survived without them. A Secret ID means that no one really knows who is behind that mask, and as such the hero can have a normal civilian life.

A character with a secret ID has two entries in the Popularity column. One applies to his costumed identity, the other to his everyday "secret" ID. Both start at the same set level, but the actions of the hero in his uniform result in popularity gains on his "hero" side of the column, and actions when not in costume on his "secret" side. In other words, a hero may be regarded as a nebbish in the real world, but in reality is a respected hero. Conversely, the hero may be hunted by the populace for a crime he did not commit, while his secret ID allows him to go to the grocery store without being attacked.

A character's Karma is not split between the secret and hero identities, nor are Health, inborn or natural Powers, or Talents. A character with a secret ID may split his Contacts between his secret ID and his heroic identity. They should be noted as such (for example, Peter Parker has several Contacts in the Daily Bugle, but Spider-Man could not get advice, much less the time of day, from Jolly Jonah Jameson).

Examples of determining secondary abilities:

Example 1: Our Altered Human from the previous set of examples. His Health is the summation of his initial Fighting, Agility, Strength, and Endurance. His Karma is the summation of his initial rank numbers for Reason, Intuition, and Psyche. His initial resources are Typical, with a modification on the Ability Modifier table. The roll is a 27, no change. Popularity is 10. Our Altered Human has no secret ID, so it starts at 20. Our secondary abilities for our Altered Human are therefore:

Health	32
Karma	68
Resources	Typical(5)
Popularity	(20)

Example 2: Our Mutant from the previous set of examples. Health and Karma are the summation of the appropriate rank numbers. Initial Resources are Typical, with a roll of 84 on the Abilities Modification table raising it to Excellent. This is reduced to Good for being a mutant character. Popularity is 0, with a secret ID reducing that to -5. The mutant's secondary abilities are:

Health	95
Karma	17
Resources	Good (8)
Popularity	(-5)/(0)

Example 3: Our High Technology Hero from the previous set of examples. Health and Karma are the summation of appropriate rank numbers. Initial Resources are Good. A roll on the Ability Modifiers table gives a 68, which raises those resources to Excellent. Popularity is set at 10, reduced to 5 because the player wants the hero to have a secret ID. Initial Popularity for both secret and public ID is 5.

Health	43
Karma	54
Resources	Excellent (16)
Popularity	(5)/(5)

The High-tech is heading for low stats. I'm looking to snag Body Armor when powers come up, both because it would make a good example and it will add to his survival.

Generating Special Abilities

Generating Powers: The number of Powers initially available to the hero is determined by a dice roll on the Powers, Talents, and Contacts Table. Each category (Powers, Talents, and Contacts) is rolled separately.

Powers, Contacts, and Talents

Dice Roll	Powers	Talents	Contacts
01-20	2/4	1/6	0/4
21-60	3/4	2/5	1/4
61-90	4/4	3/4	2/4
91-00	5/5	4/4	3/4

The number before the slash represents the initial number of Powers (or Talents, or Contacts), while the number after the slash is the maximum number of Powers. Initial number of Powers represents the number of Powers the hero has. Maximum number of Powers represents the absolute maximum number of Powers with which the



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hero may start the game, including Powers gained through the sacrifice of Resource ranks.

Roll the percentile dice once for each Power on the Power Categories Table below. The Power Categories Table determines only the general type of Power the hero has, such as Mental Powers, or Powers that aid movement. The player then goes to the list of those powers and chooses the Power he or she will use with the character. Notice that some of the entries have numbers to their left. If you are a fan of ultimate random roll, take a ten sided-die and roll once under that column, then take that Power for your character. (No, you won't get some of the better powers, but that's what happens when you let the dice think for you.)

Powers are only here in list form. A full summary of these Powers is found in Appendix A. They are located there only because it doesn't make sense to occupy the bulk of the early part of the book with miles of power descriptions. Note that these Power descriptions are generic in nature, and that individual pre-generated characters may have their own "quirks" and specialties with a Power (just having Teleport does not turn your hero into Nightcrawler).

Certain Powers are marked by a star. These Powers count as two Powers, as the abilities therein are rare or powerful or both. If the hero does not have the number of Powers available, the player cannot choose this Power.

Certain other Powers list a second Power in their description. These are Bonus Powers. If the player chooses one of these Powers for his or her hero, the hero gains the bonus Power as well. This Power takes the place of the player's next die roll. The hero may drop other Powers in order to make room for a Bonus Power, but should not have more Powers than originally rolled.

Most Powers require a Power rank. Such Power ranks for all heroes are rolled on column 4 of the Random Ranks Table. Some Powers will have a minimum or maximum initial rank. These are noted in the Power Listings in Appendix A.

Power Categories Table

Dice Roll	Power Category
01-05	Resistances
06-10	Senses
11-15	Movement
16-25	Matter Control
26-40	Energy Control
41-55	Body Control
56-70	Distance Attacks
71-75	Mental Powers
76-90	Body Alterations/Offensive
91-00	Body Alterations/Defensive

Power Listings

1. Resistance to Fire and Heat
2. Resistance to Cold
3. Resistance to Electricity
4. Resistance to Radiation
5. Resistance to Toxins
6. Resistance to Corrosives
7. Resistance to Emotion Attacks
8. Resistance to Mental Attacks
9. Resistance to Magical Attacks
10. Resistance to Disease Invulnerability *

Senses

1. Protected Senses
2. Enhanced Senses
3. Infravision
Cosmic Awareness*
Combat Sense*
4. Computer Links
5. Emotion Detection
6. Energy Detection
Magic Detection
7. Magnetic Detection
Mutant Detection
8. Psionic Detection
9. Astral Detection
10. Tracking Ability

Movement

- 1-2. Flight
3. Gliding
4. Leaping
- 5-6. Wall-Crawling
7. Lightning Speed
Teleportation *
8. Levitation
9. Swimming
10. Climbing
Digging
Dimensional Travel*

Matter Control

- 1-2. Earth Control
- 3-4. Air Control
- 5-6. Fire Control
- 7-8. Water Control
- 9-10. Weather Control
Density Manipulation — Others
Body Transformation — Others
Animal Transformation — Others

Energy Control

- 1-2. Magnetic Manipulation
- 3-4. Electrical Manipulation
- 5-6. Light Manipulation
- 7-8. Sound Manipulation
9. Darkforce Manipulation
10. Gravity Manipulation
Probability Manipulation *
Nullifying Power *
Energy Reflection
Time Control*

Body Controls

1. Growth
2. Shrinking
Density Manipulation - Self
Phasing
3. Invisibility
4. Plasticity
Elongation
5. Shape-Shifting
Imitation
6. Body Transformation*
7. Animal Transformation - Self
8. Raise Lowest Ability
9. Blending
Power Absorption
10. Alter Ego

Distance Attacks

1. Projectile Missile
2. Ensnaring Missile
3. Ice Generation
4. Fire Generation
5. Energy Generation
6. Sound Generation
7. Stunning Missile
8. Corrosive Missile
9. Slashing Missile
Nullifier Missile
10. Darkforce Generation

Mental Powers

1. Telepathy
2. Image Generation *
3. Telekinesis
Mind Control *
Emotion Control*
4. Force Field Generation
5. Animal Communication and Control
Mechanical Intuition
Animal Empathy
6. Empathy

7. Psi-Screen
8. Mental Probe
- Animate Drawings
- Possession *
- Transferral*
9. Astral Projection
10. Psionic Attack
- Precognition *
- Postcognition
- Plant Control
- Ultimate Skill

Body Alterations/Offensive

- 1-3. Extra Body Parts
4. Extra Attacks
5. Energy Touch
6. Paralyzing Touch
- 7-8. Claws
9. Rotting Touch
10. Corrosive Touch
- Health-Drain Touch *
- Blinding Touch

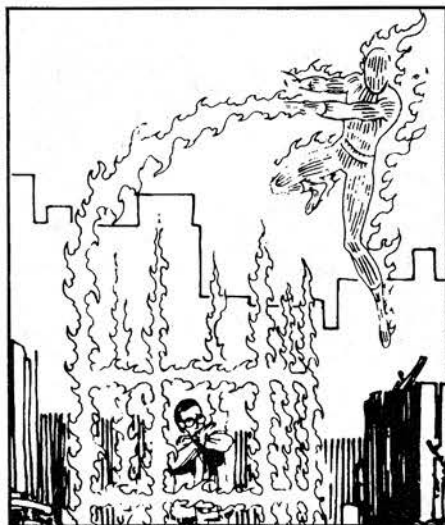
Body Alterations/Defensive

- 1-3. Body Armor
4. Water Breathing
5. Absorption
6. Regeneration
7. Solar Regeneration
- 8-9. Recovery
10. Life Support
- Pheromones
- Damage Transfer
- Healing
- Immortality*

Powers may be natural or be the result of hi-tech or mystical equipment. Equipment the hero starts with is considered specialized for that hero, and if others use



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that equipment they will do so at a disadvantage. (Example — anyone can use Cap's Shield to hide behind, but bouncing it off three walls is another matter.) Check under the Building Things section for others using a hero's own equipment. A player may invest some common item (sword, handgun, locket, etc.) with powers in this fashion. All other abilities of that item are the same, with the material strength raised according to the Ability Modification Table, adding 15 to any die roll (30 becomes 45). High technology heroes gain all their powers through equipment; mutants must have more natural Powers than equipment; and all other types may use a mixture of the two. (The definition of equipment is things that may be removed from the hero. Wolverine's bones and claws are artificial, as is Deathlock's armament, but these are integral parts of these heroes and are not considered equipment.)

Limitations: Certain Powers described in Appendix A require the character to take a limitation. In addition, a player dissatisfied with his initial Power ranks may attempt to raise them by limiting that Power. For example, a Power that only operates at night, in sunlight, does a set amount of damage when a variable is permitted, runs out at odd moments, or has no effect on a common item may be considered to be limited. The Judge may then choose to allow that power to be raised in rank under its limitation. Note to the players: In his booklet, the Judge is instructed to place harsh limitations on those Powers that are raised in this fashion, according to the initial rank of the Power. Therefore this option is best used to raise the odd Feeble-ranked ability to Poor by a mild limitation instead of

trying to raise Monstrous abilities to Unearthly. Powers that require a limitation are not raised, though the limitation must be of the same rank as the power rank.

Use the following guidelines for raising Power ranks through limits. Only one limit may be possessed by any given character, and no more than three Powers should be raised by that limit. In addition, there are maximum ranks to which a Power may be raised by limitations. Here are some examples.

Maximum of Excellent

Power is limited to daytime use
Power is limited to nighttime use
Power may only be used three times/day
Power does not work in temperatures below 0 degree Fahrenheit

Maximum of Remarkable

Power does not affect one type of material it would normally affect power does not work in presence of flame
Power may only be used two times/day
Power does not affect a certain color

Maximum of Incredible

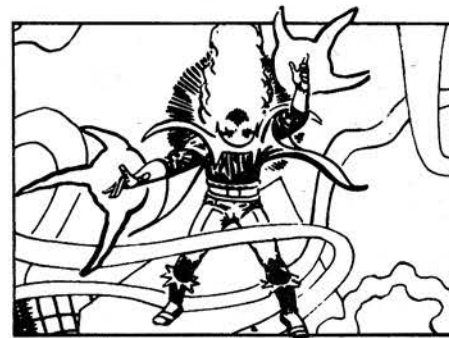
Power does not affect organic material
Power does not affect inorganic matter
Power requires a vocal component
Power cannot inflict less than Power rank damage
Power requires two free hands

Maximum of Amazing

Power affects only one type of matter
Power affects only one type of character (demons, robots, mutants, etc.)
Power only works once/week
Power fails to operate half the time (roll of 5 or less on 10-sided die)

Maximum of Monstrous

Power only works outside of atmosphere
Power only works in below 0 temperature
Power knocks hero unconscious for 1-10 rounds



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Maximum of Unearthly

Power only functions in another dimension
Power only functions on Astral Plane
Power may be used once, period
Power negates use of all other powers for one week
Power only works at very high (200 +) temperatures

Players, being the crafty lot they are, will undoubtedly find situations where these limitations are advantages (example — A flame weapon that only affects mutants hits Juggernaut while he is carrying Aunt May, leaving her unharmed). The Judge will take this into account when allowing limitations.

Generating Talents: Generate the number of Talents on the Powers, Talents, and Contacts Table. The number before the slash is the initial number, while the second number is the maximum of initial Talents. For each Talent gained, roll on the Talent category, and choose one Talent in that category.

Talent Categories

Dice Roll	Talent Category
01-20	Weapon Skills
21-45	Fighting Skills
46-65	Professional Skills
66-85	Scientific Skills
86-90	Mystic and Mental Skills
91-00	Other Skills

Talents are listed in Appendix B. Skills that require random rolls are determined on Column 2 of the Random Ranks Table. Most Talents will modify an existing ability.

Weapon Skills

- 1-2. Guns
- 3-5. Thrown Weapons
6. Bows
- 7-8. Blunt Weapons
9. Sharp Weapons
10. Oriental Weapons
- Marksman*
- Weapons Master*
- Weapons Specialist*

Fighting Skills

1. Martial Arts A
2. Martial Arts B
3. Martial Arts C
4. Martial Arts D
5. Martial Arts E
6. Wrestling
7. Thrown Objects
8. Tumbling
10. Acrobatics



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Professional Skills

- Medicine*
1. Law
- Law-Enforcement
2. Pilot
3. Military
4. Business/Finance
5. Journalism
6. Engineering
7. Crime
8. Psychiatry
10. Detective/Espionage

Scientific Skills

- 1-2. Chemistry
- 3-4. Biology
- 5-6. Geology
7. Genetics
8. Archeology
9. Physics
- Computers
10. Electronics

Mystical and Mental Skills or Abilities

- 1-2. Trance
- 3-5. Mesmerism and Hypnosis
- 6-7. Sleight of Hand
- 8-9. Resist Domination
- Mystic Origin*
10. Occult Lore

Other Skills

- 1-2. Artist
- 3-4. Languages
- 5-6. First Aid
- 7-8. Repair/Tinkering

9-10. Trivia

- Performer
- Animal Training*
- Heir to Fortune*
- Student*
- Leadership*

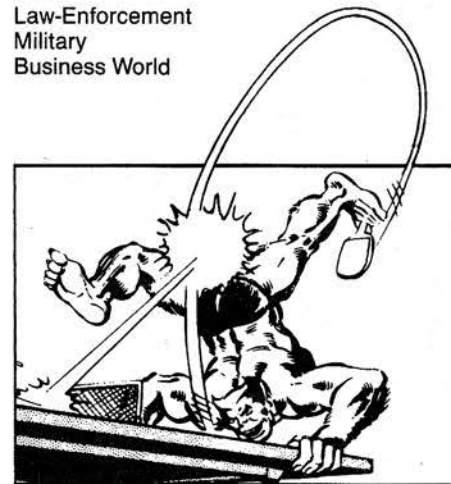
Generating Contacts: Each hero gets a number of initial Contacts as rolled on the Maximum Initial Powers, Talents, and Contacts Table. Certain individuals get specific Contacts at start. High technology heroes must use one Contact slot for their "support." Aliens can have only one initial Contact, no matter what skills are chosen. Heroes who have more initial Contacts (as the result of Talents) than slots must discard the excess.

A hero may have fewer chosen Contacts than slots — the others may appear as need be. For each Contact, the hero must provide a name (example, early in his career, Prof. X had a Contact in the FBI, Fred Duncan). The hero's Contact is considered Friendly to the hero for NPC reactions, and may provide equipment and material according to that Contact's rank. Contacts are defined in full in Appendix C for the Marvel Universe, but the players may choose from the following general types.

A character with a secret ID may assign his Contacts either to his secret ID (noted by an S), his heroic identity (noted by an H), or both (no notation). The advantage of having the secret ID making Contacts is that it provides less risk to the hero. If your Contact does not know you are really a hero, then you cannot be called upon to do heroic acts.

Types of Contacts

- Professional
- Medicine
- Law
- Law-Enforcement
- Military
- Business World



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Journalism
 Crime
 Engineering
 Psychiatry
 Detective/Espionage
 Hero Group
 Scientific
 Chemistry
 Biology
 Geology
 Genetics
 Archeology
 Physics
 Computers
 Electronics
 Artist/Performer
 Political
 Local
 State
 National
 Other National
 International
 Planetary
 Mystic
 Religion
 Occult Lore
 Mythology

Now we'll assign some Special abilities.

Example 1: Our friend the Altered Human from the previous examples rolls, and gets four initial Powers, which is also his maximum from reducing Resources. He rolls four times on the table and gets: Body Alterations/ Offensive, Resistances, Matter Control and (yuck) Resistances again. These are the current occupants of the four slots available. If the player takes a Power that requires two slots, or a Bonus Power made available by another Power, the list gets bumped down one (and the second resistance falls out — no great loss). Looking over the list, our Altered Human takes the following:

Body Alterations/Offensive: The hero takes Energy Touch at (random roll on column 4: 42) Excellent Power Rank.

Resistances: The hero takes Invulnerability, and chooses Fire as the item to which he has Class 1000 resistance. This counts as two slots, so the second resistance is bumped from the list. Further resistances could have been made Invulnerabilities as well.

Matter Control: Going with his immunity to flame, our altered human chooses Fire Control as his matter control Power. He hopes to pump his Karma into Power Stunts to use as missile weapons, while being protected from damage by the flame by his own invulnerability. Note that the hero does not have Fire Generation, and must supply some source of flame to control.

The Hero gets two Talents, and may have up to five by reducing Resources by one rank for each Talent gained. He rolls a 27: Fighting skill and a 64: a Professional Skill.

Fighting Skill: Not being a very strong fighter, the hero opts to try to get the drop on an opponent and takes Martial Arts E.

Professional Skill: Medicine and Law-Enforcement require two slots and are as such unusable. He chooses Military as a skill, gaining a Contact in that field.

The hero rolls a 03 for Contacts *No initial Contacts*. The hero does get a Contact from the Military skill and informs the Judge that he wants as a Contact the commander of a local army post (hopefully a ready source of flamethrowers for him to use his powers with).

The bare bones — the numbers — of this hero are now complete, but already we are seeing the direction in which the hero may grow.

Example 2: We rolled this mutant up randomly and will continue it as such. Our mutant gets two Powers, but because she is a mutant that number is raised to three.

Working with the random rolls we get:

(67) Distance Attacks (9) Slashing Missile (28) Energy Controls (1) Magnetic Manipulation (93) Body Alterations (2) Body Armor

Slashing Missile has (roll on Column 4: 36) Good Power rank. The character controlling the hero suggests the limitation that the slashing missile only operates in conjunction with the Magnetic Manipulation Power. The Judge agrees that is a reasonable limitation. Power rank is Excellent (the initial rank number would be 16).

Magnetic Manipulation has (97) Amazing Power rank.

Body Armor has (52) Remarkable Power rank, rolled on table 4. It will absorb 26 points of physical damage, and 6 points of Energy damage.

The Mutant Hero rolls 3 Talents. Rolled randomly they are:

(91) Other Skills — Trivia. The player creating leaves this blank until she thinks something up.

(00) Other Skills — Sleight of Hand. Could the trivia be Stage Magic?

(75) Scientific Skills — Archeology.

The Mutant hero has one Contact at start. Having the choice (this is the first choice for the character), the player chooses a Hero Group, as yet unnamed, as her Contact. Never know when being able to ring up the X-Men will be handy.

Example 3: Finally, our High-Technology Hero. The hero rolls three Powers. Determining their types, they are: Energy Control, Body Alterations/Defensive, and Body Control.

Energy Control: Energy Reflection looks like a good power for a High-Tech wonder. According to the power description, the player must choose what type of energy he reflects, and of the types available chooses lasers. The hero reflects energy from laser weapons at Unearthly rank.

Body Alterations/Defensive: The benefits of the High Tech hero taking Body Armor outweigh all other options available. The hero gains (roll - 93!) Amazing Body Armor, and in addition modifies his physical abilities as determined on the Ability Modification table.

Fighting (02) - 1CS, From Good to Typical

Agility (77) +2CS, From Feeble to Typical

Strength (37) Unchanged, Remains Remarkable

Endurance (86) +3CS, from Good to Incredible

All new ranks are set at their lowest rank numbers. The Health of the hero when wearing the suit is 72. The Energy Reflection powers are built into the suit.

Body Control: OK, just to see how far we can bend the system, let's take Animal Transformation — Self, something that a high-tech hero would not normally consider. Hmmm.... OK, the body suit can transform upon command into the form of a large leopard, but sacrifices Body Armor (as protective plates move about) and Energy Reflection (alteration in the suit's protective pigments to match fur) in doing so. The stats for the robot-leopard would be as for a normal leopard (see the Judge's Book under Animals).

The character rolls three Talents, one of which must be professional or scientific in nature. The choice is Scientific — Electronics. The other two are rolled randomly:

(46) Professional Skill (02) Weapon Skill

The player chooses Business/Finance as the professional skill and Guns as the weapon skill, to offset those times when the suit is not available.

The hero rolls 3 Contacts, one of which must be stated initially, as required for high-tech heroes. With Excellent Resources, the hero has a small electronics firm (business/finance) that he can rely on

for equipment. (Judge-set Resource level: Remarkable.) The hero is an equal partner with an NPC.

Filling in the Blanks

At this stage you have a bunch of words and numbers, the bare bones of a hero. Now, as you created the hero, you noticed certain leanings, such as an interest in science, or Powers that revolve around flame, etc. This points out where you fill in the blanks and flesh out the character.

Run down this quick checklist, answering the following questions about your character.

- What is the character's fighting name?
- What is the character's alter ego, if any?
- Is the character male, female, or what?
- How tall is the character?
- What does the character look like? Is the hero physically good-looking or strange-looking (note Popularity shift in the latter case)?
- Where does the character operate? Where does the hero live?
- Does the hero have any Contacts other than the ones provided by the generation system?
- Check the hero's Resources. Where is this guy getting money like that?
- Does the hero wear a costume? What does it look like?
- Last, and optionally, what is the hero's specific origin? If you, the player, make up an origin, it saves the Judge the trouble of creating one for you. Judges by and large create very nasty backgrounds for heroes without stated origins, so when super-powered organizations come hunting for you, at least you know who they are.

Example 1: Introducing our Altered Human: Commander Salamander, otherwise known as Emihl Hickman, a former officer in the US armed forces who was exposed to strange chemicals in the course of an army training course (Project 52334453A: Operation Victor, Most Secret security rating). The lanky red-haired Hickman found himself able to control existing flame, while immune to the effects of fire himself. He kept these powers secret, but they were revealed to the world when he rescued the base commander, Roger Price, from a burning ammunition shed. Commander Salamander operates in the tri-city area as a freelance operative, and is currently employed by a fireworks company. He relies on Roger to "lose" the occasional flamethrower in the paperwork so he can use it on big jobs.

Example 2: Her name is Lodestone, otherwise known as Jenny Hopkins, native of Moundville, Ohio. Her magnetic powers first appeared while on a dig in that city with her father, archeologist Alvin Hopkins. The first flaring of her powers occurred when she and her father were arguing on the dig site, with the result that all metallic objects on the site were ripped from the ground and hurled across the river. The two are not on good terms. After leaving her father, she drifted, worked as a magician's assistant, and made the acquaintance of Professor Charles Xavier, who left her a number to call if she had any trouble. Her body armor is a form of dense flesh hardened by her magnetic manipulation, and she carries a set of steel daggers that she throws and controls magnetically, allowing her to make trick shots and shooting curves. She operates in the tri-state area, but considers attempting to join the X-Men.

Example 3: Douglas Cook is bright, strong, and not incredibly dexterous. To cure his fumble-fingered nature, the bearish bearded man opened an electronics firm with a friend from business school. The firm has been mildly successful, but not the howling success that he hoped for. Working in his spare time to correct his problems, Cook invented the Linearly Enhanced Operative Power and Agility Research Device: LEOPARD. This armor increased Cook's Agility and Endurance at a cost to his natural fighting abilities. The LEOPARD appears as a dull-metal suit of armor with a leopard's head, and has special circuitry that allows Doug to manipulate its appearance to be that of a real leopard. As LEOPARD, Douglas Cook operates in the tri-state area, seeking to do good deeds and provide enough cash to keep his electronics shop in business.

The above examples have been created out of whole cloth, based upon nothing more than the stats provided and a few assumptions. Note that the backgrounds created do not provide for new skills (If Hickman was in the army, why not give him Gun skill?), but do provide for additional growth in play.

Character Modeling

Given the length, breadth, and depth of the Marvel Universe, there will be heroes for whom we haven't written official versions. For this reason, character modeling is the best way of simulating these characters for your campaigns. This method of character generation also works pretty well for those characters you have invented yourself, without having to rely on tables.

Character modeling takes place as the result of the player answering a series of questions, and using the Power Rosters found in the Judge's Book to set the ranks for the hero being modeled.

There is a tendency for all players to "overrate" their individuals, but keep this in mind: a super-powerful character requires super-powerful foes, and the stakes go up as you progress in power. The Judge may review a character's abilities, and downgrade them at his option. Whether a modeled character is used or not is solely up to the Judge of the game in question (this also works for multiple-Judge Campaigns, by the way).

The creation of the modeled character is similar to that of the generated character, save that instead of rolling randomly, the precise abilities are chosen by the player. All references to minimum Powers, number of Contacts, and types of Powers are ignored when modeling. We are seeking to create a character most like the character in the book.

Modeling Primary Abilities

The MARVEL SUPER HEROES System has the advantage in that the effects of abilities are not precise numbers, but rather gray boxes. In modeling, this prevents long arguments over who is stronger, Wonder Man or Thor. To model primary abilities, check the Power Roster for that ability and slot your hero accordingly. Compare what you visualize your hero's Fighting ability (ability to land a blow) as to those listed on the chart. When you hit the level of "gee, that character is better than I am" drop back one rank. That's where your character starts. This initial rank number is the standard rank number for that ability. Ignore Talents and Powers when doing this — a character that does not require air to survive could still have a low Endurance. Perform this for Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche.

As an example, let's take one of the most obscure individuals of the Marvel Universe -The Osprey (the who?). The Osprey appeared in FF #177, answering an advertisement placed by the Trapster, Wizard, and Sandman, looking for a new fourth for the Frightful Four. Applicants included Texas Twister and Captain Ultra, who have both gone on to being heroes in their own right. The Osprey, just as a regular guy in flashy outfit with non-operative wings, applied. The Frightful Four (er... Three) took him as a serious applicant until they discovered he had

absolutely no super-powers. A piqued Wizard attached one of his disks to the would-be applicant and sent him into the South Bronx, never to be seen again.

Until now, of course. The Osprey managed to elude this certain deathtrap by discovering how to control the Wizard's disk. After a long time, the Osprey managed to transform the disk into a workable flying system, using the wings for thrust and the disk for lift. Recognizing that other applicants have entered the popular and profitable profession of heroics, the Osprey decided to fight for truth, justice, and all the rest of that stuff. The above is woven of whole cloth, and is not official Marvel History, but provides a base for our model.

OK, moving into the primary abilities. Osprey is a fairly normal guy who has not been exposed to gamma rays, cosmic radiation, or radioactive spiders. If he were generated (and he's not) he'd be a Hi-Tech

Wonder. His powers derive from the suit he wears. Let's review his primary abilities.

Fighting: Well, he's not Captain America, but he's not too shabby. So he's between Typical (Rick Jones) and Good (Invisible Woman and Human Torch). Given that his powers are not such that work at a distance, I'll give him Good.

Agility: Let's be honest — any fool who would not dodge out of the way when Wizard is trying to attach an anti-grav disk would have troubles. Osprey is probably a normal everyday guy at best — Typical Agility.

Strength: Again, we are talking about a normal human with no great powers. Typical to Good, and since I'm a player, not a Judge, I'll give him Good Strength.

Endurance: Any combat the Osprey would be in would be a charging type, so a low Endurance would do him no good. By the same token, he's not Spider-Man. Let's put him at Excellent Endurance.

Reason: He's modified the Wizard's anti-grav disk, but isn't on the ball enough to have created any real powers for himself — he probably could not design a car engine but could perform a good tune-up. Osprey has Good Reason.

Intuition: No great shakes (see Agility for why). Typical Intuition.

Psyche: Anyone who walks into a meeting of the Frightful Four has moxie and willpower, if not too much common sense. Psyche is Excellent at best. Judge's Input — I show the primary abilities to the Judge, who knocks down the Strength but lets the Endurance stand. (Endurance helps survival most of all.) The Primary abilities are:

Fighting:	Good
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Good
Intuition:	Typical
Psyche:	Excellent

Modeling Secondary Abilities

Health is the summation of the initial rank numbers of Fighting, Agility, Strength, and Endurance (For Osprey, Health = 42).

Karma is the sum of the initial rank numbers of Reason, Intuition, and Psyche. (For Osprey, Karma = 36.)

Resources start at Typical. If no information is available, consider them Typical;

otherwise, set them according to the roster values (Osprey has no such information so he has Typical Resources.)

Popularity starts at 5, modified as in the generated character. Since Osprey is neither a mutant nor particularly ugly, but does maintain a secret ID, his Popularity is 0 (in other words, Osprey — who?).

Recapping for Osprey —

Health = 34
Karma = 29
Resources = Typical
Popularity = 0

To define the special abilities, check against the information provided in the appendices as a base for your character's Powers. The key words are "as a base." As your character is not the result of random rolls, it is an individual. Modify the abilities to fit your character's individual Powers and abilities.

Osprey has one Power: Flight derived from Wizard's disks. Now, if the Wizard's stats are available, we can check out his abilities, but let's assume that we have to start from ground zero. Wizard can move up to 140 mph (OHOTMU#12) with his disks; this is Excellent flying speed. Osprey has this speed, and may levitate in place. He steers and banks by means of his large wings. So Osprey's Power is:

Flight: Osprey flies up to Excellent speed (10 areas/round) and may levitate in place. These Powers are in his costume.

Generating Talents: Compare the list in Appendix B with that provided by the hero's appearance. If no Talents are available, the player may roll Talents on the Generation Table. Osprey does not have any listed Talents (maybe tailoring, even if he has bad taste). Rolling on the table, Osprey gets the benefit of two Talents, and chooses Electronics (to help him repair the disk) and Piloting (to fit in with his Flight abilities).

Generating Contacts: Give the hero any and all Contacts that he has in his previously published stories. In FF #177, Osprey has no Contacts (the Frightful Four do not count!), so is assumed at start to have none.

A final note on character modeling: If you find that your character has three or more Unearthly-plus stats, you may have a character that is too tough for most campaigns, and is geared towards a more cosmic campaign. Consider this a warning.



2: FEATS



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At this point you have your Marvel Super Hero, either from those provided or one of your own creation. Now let's talk about how the character is used in the game.

In the role-playing situation, you are cast as your hero. You, the player, are a puppeteer, controlling the actions and reactions of your character. Your character is limited in what he or she can do as a result of the character's abilities. Any time you check against these abilities to see if you complete an action, you are making a FEAT roll.

Time Scale — The Turn

The MARVEL SUPER HEROES game is played in turns, also called rounds. Each turn is six seconds of "real" time (about the amount of time that takes place in a panel of a comic story). There are therefore ten turns to a minute, and 600 turns to an hour.

Turns are only important when time is a crucial factor, such as situations where the hero must find a bomb before it explodes, chase down a suspect, or battle with an opponent. Most of the time, the Judge will not have the players run through periods of waiting. If the heroes decide to wait ten minutes for a bus, the Judge does not run through all 100 6-second turns of that wait (unless, of course, a villain pounces upon the heroes as they wait, at which point time is suddenly crucial).

A turn proceeds in the following fashion:

- 1) The Judge determines what is happening in the world around the heroes, involving those characters and actions not controlled by the players. He

notes these to himself, or, if he wishes, writes them down (writing things down is generally time-consuming, but helps in key situations).

- 2) The players in turn determine what their heroes are doing. Player's may perform more than one action during a turn, but this may limit the success of other actions. The players tell the Judge what their characters are doing.
- 3) Roll Initiative. Initiative is only important when one action may change or override another action. The side with the highest initiative has its actions take place first. Initiative is usually used in combat and other damage-inducing situations.
- 4) Pre-Action rolls are made. In certain situations, such as defensive actions (dodging, blocking, and evading), a FEAT roll may be made before anyone on either sides takes any actions. These are Pre-Action FEATs and are rolled at this time. Certain moderator planned actions (such as explosions) may occur at this time. See Changing Actions, below.
- 5) The actions of the side with initiative take place. Run either the Judge's or the Player's actions, depending on which side got the high initiative.
- 6) The actions of the side that got the lower roll take place. Run the remaining side's actions.

Initiative

After each side has decided its intended actions for a turn, each side rolls for initiative. The side with the higher roll is considered to have "won" initiative, and

gets to move first (similar to winning the toss before a football game). All of one side's actions take place before the other sides. At the start of the next round, roll for initiative again, provided there are still at least two combatants whose actions will interfere with each other.

Initiative Modifier: Each side adds to its initiative roll a modifier based upon the highest Intuition on that side. This may allow a side with a low roll to gain initiative. A roll of "1" is always considered to be a "1." The initiative modifier is based on the character's rank number:

Intuition Rank Number	Initiative Modifier
0 to 10	0
11 to 20	1
21 to 30	2
31 to 40	3
41 to 50	4
51 to 75	5
75 and up	6

Changing Actions: After making an initiative roll, an action that sounded so good a moment ago sounds like not such a great idea afterwards. Example: Both you and an opponent dive for a gun kicked across the floor. You roll a 1 for initiative. It may be time to re-examine your options. Changing an action requires a yellow Agility FEAT, and any FEATs made after changing are at a penalty of one column shift to the left (-1CS). The roll for changing actions takes place in the pre-action phase of the turn.

Negating Actions: Losing the initiative may negate certain actions. These are lost and may not be performed during that turn. For example, if you are knocked out before you can land a blow, you do not get a chance to take your action.

The FEAT Roll Revisited

Long-time players of the MARVEL SUPER HEROES Original game should be very familiar with the concept of FEAT rolls. The success of any action is determined by a FEAT roll. Quickly summarizing, you make a FEAT roll in the following fashion:

- 1) Determine the Ability, Power, or Talent you are checking.
- 2) Find out the rank of that Ability, Power, or Talent.
- 3) Roll percentile dice.
- 4) Cross-reference the number you roll against the Ability's rank. This gives a red, yellow, green, or white result.
- 5) Usually (but not always), a colored result means the action was a success, with

the color determining the degree of success. A white result is usually (but not always) a failure in the attempt.

All this is old news. We have a few more clarifications, expansions, and revisions for the Advanced Set.

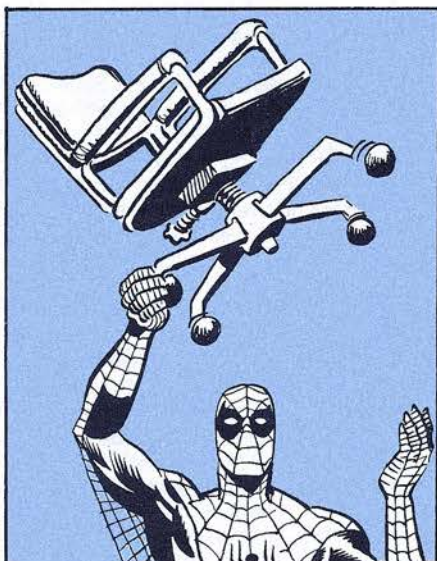
The Updated Universal Table

Check out the table on the back cover. It looks similar to the one provided in the Original MARVEL SUPER HEROES Set, and indeed it contains all the information of the original, plus a few other things.

First, instead of one number, each ability has a rank range as opposed to a single rank number. Previously, a Remarkable Strength had a rank number of 30, rain or shine. Now, a Strength anywhere from 26 to 35 is considered to be Remarkable, and FEATs using Remarkable Strength use this column. The Standard Rank Numbers (used with pregenerated characters) are listed above the Rank Range.

Second, there are more columns in this table than the previous one. There are now a Shift Y and Shift Z beyond Shift X, to allow the super-heavyweights (like an angry Hulk) to reach higher levels. Note the separation between Shift Z and Class 1000. You cannot shift in normal circumstances above Shift Z.

There are three additional columns above Class 1000, to help better define the more powerful cosmic individuals of the Marvel Universe. Class 3000 and Class 5000 will be beyond the reach of most Marvel player characters, and the Beyond level will be



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possessed only by the most powerful beings, those capable of wiping out a universe with a mere thought.

Despite these additions, the Universal Table functions the same way as previously. The Player rolls the dice, and cross-references the number with his rank for a result.

Types of FEATs

The following are the different types of FEATs called for in the course of the game.

- Ability FEATs are those that rely on one of the seven primary abilities (Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche). These FEATs may be raised or lowered by Talents or the existing situation.
- Power FEATs are those that rely on one of the hero's individual Powers: a character with Water Control of Amazing checks on the Amazing column to determine success.
- Talent FEATs are those that rely on the hero's Talents, where the Talent modifies a specific ability for FEATs.
- Popularity FEATs are those used in social interaction, and use the Popularity rank, and may be modified by Contacts.
- Resource FEATs are used in connection with the character's Resource rank, and determine if the character can afford a specific item or piece of equipment. Think of this as a "Credit Check," for now — we'll explain it further below.

Making FEATs

In the past, the standard procedure has been to allow all FEAT rolls, limited only by the Judge's discretion. Spider-Man cannot lift a 747, but can probably lift a private plane. Can he lift a corporate jet? This has been a Judge's prerogative. In any event, the player needed only make a green FEAT to succeed.

In the Advanced Set, we add the idea of *Intensity* to determine whether certain FEATs are feasible or not, and the type of result needed for the FEAT to succeed.

If a FEAT does not have a given, stated intensity, assume that any color result means success. Combat FEATs have varying degrees of success, and as such are discussed in full in the combat section.

An Intensity is set as a rank (Unearthly, Monstrous, etc.). Compare the requisite ability against the intensity to determine the color of the FEAT required for success. If the Intensity rank is greater than the Ability

rank, only a red result will be successful. If the two are equal, a yellow result is needed for success. If the Ability rank is greater than the Intensity rank, then a green FEAT is needed. *Option:* if unstated, the Judge may declare the Intensity to be Typical.

A summary of FEAT Intensities is provided in the Judge's Book. There are items with variable Intensity levels, such as poisons and gases. That information and the effects of these items are covered under their own sections in the Judge's Book.

Automatic FEATs: Certain actions can be assumed to be automatically successful. Picking up a normal chair is a simple act, and would not require a FEAT roll to determine its success. (Picking up a chair while dodging bullets and defusing a bomb simultaneously will require a FEAT roll. More on multiple actions later.) In general, if an item is more than three ranks lower in Intensity than the requisite Ability, the FEAT can be considered automatic, with the Judge's permission. The sole purpose for Automatic FEATs is to prevent the game from being dominated by die rolls. The Judge always has the power to ask for FEAT rolls. In some cases, items like Poisons may require FEATs regardless of the Intensity.

Impossible FEATs: (Optional Rule) As a guideline, any action more than one rank above the ability may be considered impossible. The Resource FEAT is *always* limited in this fashion (check it out).

Shifting the Rank: Certain situations may result in the shifting of a column to the right or left. A shift to the right is considered a positive shift (+1, +2, or +3 CS, or column shift). A shift to the left, making the FEAT more difficult, is considered a negative shift (-1, -2, or -3CS). Column Shifts are primarily involved as per specific situations (trying to lift an object on a slippery incline may result in a shift of -1 or -2CS). Those involved in combat are discussed in the combat section.

Shifting of ranks may make certain FEATs automatic (or impossible). No FEAT may be shifted to the left below Shift 0 or to the right above Shift Z. Anything in the Class 1000, Class 3000, Class 5000 or Beyond columns may not be shifted, except in specific circumstances listed for that FEAT.

Types of FEATs II

Now that we've looked at the mechanics of making FEATs, let's look at the specific types we talked about briefly above: Ability FEATs, Power FEATs, Talent FEATs, Popularity FEATs and Resource FEATs.

Ability FEATs

Ability FEATs are those that come directly from the seven basic abilities: Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. When making an Ability FEAT, the specific ability is normally noted in the text (such as a Psyche FEAT in regards to Mind Control). Often a specific color FEAT is required, such as a yellow Endurance FEAT. The particular FEATs that apply to specific abilities are noted in the Abilities section in the last chapter. Two types of Ability FEATs should be discussed in detail at this time, both of which revolve around the Strength ability. The first is the problem of lifting things, the second breaking through other items.

Lifting Things: The Strength ability, combined with the Intensity of an object's weight, determines how much the character can lift. As noted above, lifting a weight more than three ranks below the character's Strength can be considered automatic, those one rank below the character's Strength require a green FEAT; those of equal Intensity to the character's Strength require a yellow FEAT; those on one rank higher require a red FEAT; and those beyond one rank higher are impossible.

Weight Intensity:

Feeble	Up to 50 pounds
Poor	Up to 100 pounds
Typical	Up to 200 pounds
Good	Up to 400 pounds
Excellent	Up to 800 pounds
Remarkable	Up to 2000 pounds(1tn)
Incredible	Up to 10 tons
Amazing	Up to 50 tons
Monstrous	Up to 100 tons
Unearthly	Up to 250 tons
Shift X	Up to 250 tons
Shift Y	Up to 500 tons
Shift Z	Up to 1000 tons

Example: Spider-Man's Strength is set at Incredible (40). (The Amazing Spider-Man refers to his Agility.) He could lift something of up to 400 pounds without effort under ordinary circumstances (there may be circumstances which would require a FEAT roll). From 400 to about 1 ton is a green FEAT roll. From 1 ton up to 10 tons requires a yellow FEAT roll. Over 10 tons (but no more than 50 tons) would require a red FEAT roll, and likely require spending of Karma.

Breaking Things: Most inanimate objects have a "damage-resistance" intensity, which we have called in the past the

material strength of an object. Since that makes more sense than "damage resistance intensity," we will use it here.

To break through, rip up, or generally damage a material, a character must make a Strength FEAT against that material strength. Success indicates a two-foot-wide hole, maximum, carved in the side. The material strength of the material determines the result needed for a successful FEAT (green, yellow, or red).

The listed values are for materials between two inches and 12 inches thick. If the material is less than 2" thick, lower the material strength by one rank. If the material is between 1 and 2 feet thick, raise the material strength by one rank. If the material strength is over 2 feet thick, raise the material strength by 2 ranks for purposes of determining damage.

Example: Ice is listed as Typical material. One inch of ice is a Poor material. Two feet of ice is a Good material. Three feet or more is an Excellent material.

Note that this is an indication of resistance against damage from blows, not against other types of damage (see Fire and Ice in the Judge's Book).

Power FEATs

Power FEATs are similar to Ability FEATs, save that the player uses the Power instead of the Ability to pull off the FEAT. Powers and their uses are listed in the back of the book.

For example, Wall-crawling is a Power, whether by molecular charge suppression (Spider-Man), suction cups (the late Fly), or microscopic molecular hooks (Nightcrawler), and has a Power rank. The



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Wall-crawling Power rank is used to determine FEATs when using that Power (sticking to a oil-soaked steel wall, for example).

Most powers have a range. Some are stated as "touch" or only operating over a given distance. Those that are not specifically stated as having a particular range use the Power Rank to determine their range from the table below:

Power Rank Range Table

Power Rank	Range in Areas
Shift 0	Touch only
Feeble	Touch only
Poor	1 area
Typical	2 areas
Good	4 areas
Excellent	6 areas
Remarkable	8 areas
Incredible	11 areas
Amazing	20 areas
Monstrous	40 areas
Unearthly	60 areas
Shift X	80 areas
Shift Y	160 areas
Shift Z	400 areas
Class 1000	100 miles
Class 3000	10000 miles
Class 5000	1000000 miles
Beyond	Unlimited

Therefore, someone with Remarkable magnetic manipulation could affect objects 8 areas away, while a character (one would hope a non-player character) with Class 5000 magnetic manipulation could manipulate items on the Moon.

There are some cases when a hero may use a Power in a way it was not originally intended to carry out a certain task. These are known as Power Stunts.

For example, a character with the Speed Power suddenly decides to run in a circle very fast, creating a whirlwind. Or a character with Leaping Power decides to use his powerful leg muscles to disrupt the ground, knocking over an opponent. Or our example above, the wall-crawler decides to use his stick-to-it-ness to grapple a thief. These are Power Stunts. Certain Powers, such as weather elemental controls, almost entirely consist of these stunts.

The players will, without a doubt, come up with an innumerable amount of stunts for their Powers (and the Judge will be told how to decide if a Power Stunt is possible in his Judge's Book). The basic question to be

Updated Material Strength Table

Material Strength Rank	Materials
Feeble	Cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typical	Rubber, soft metals(gold, brass, copper), ice, adobe, computer chips
Good	Brick, aluminum, light machinery pieces, asphalt, high strength plastics
Excellent	Concrete, Beta cloth, iron, bullet-proof glass
Remarkable	Reinforced concrete, steel
Incredible	Solid stone, Vibranium, volcanic rock
Amazing	Steel, osmium steel, granite, gemstones
Monstrous	Diamond, super-heavy alloys
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000, 3000, and 5000	Materials of these material strength ranks are virtually indestructible, such as Cap's shield or Thor's hammer.

asked is: Has this hero done this sort of thing before?

If you are playing an established Marvel Super Hero, the question of whether he has done this stunt before or not is determined from the Marvel Comics themselves. Each time you can spot him using this particular stunt, that counts as one time. Example: In one issue of X-Men, Nightcrawler uses his power to make three quick teleports, behind three separate opponents. He does it again several issues later. This means he has pulled this Power Stunt twice.

If you are playing a hero of your own creation, or a hero that you have never seen perform this stunt, this means you have never performed it before. In either case, the Judge may say "no" to a stunt, if he feels it unbalances the character.

The type of FEAT (made against the Power rank) needed to make a Power Stunt is determined by the number of times your character has tried it.

- Never tried it — red FEAT roll
- Tried it up to three times — yellow FEAT roll
- Tried it more than three times — green FEAT roll

In addition, a character making a Power Stunt must lay out 100 Karma points to make the roll (in addition to any other Karma he may spend — see Karma). Spending the Karma does not guarantee success; it only ensures that yes, the character can try the stunt. If the stunt is ruled impossible by the Judge, no Karma is spent.

If a player character has tried a stunt more than ten times, it is considered to be part of his or her bag of tricks for that Power, and a FEAT roll is not necessary to say if it is possible (this is similar to purchasing

another Power in full, but allowing the player to use the Power as he is paying for it).

Failing the FEAT means the the Power Stunt has failed. The manner of failure will depend entirely on the situation. For the wall-crawler trying to grapple, the Power may fail to operate. For the speedster running in circles, the whirlwind may be uncontrollable. For Nightcrawler trying a triple 'port, he may get only one guy. The Judge is instructed that while the failure may be life-endangering, it should not be initially or immediately deadly.

Talent FEATS

Talents are used in two fashions. In the first case, they may modify the abilities of the character in specific instances.

For example, take the Science and Professional Talents. A Talent in Biology gives you a +1CS on Reason FEATs which involve Biology. The players are encouraged to use this whenever they can get away with it, within reason. While said character with Biology cannot identify the presence of radiation any better than the next guy, he can look at the plant life and from that deduce (with his +1CS) that there is or was a radiation source in the area. (The moral of the story is, players should get creative when using Talents.)

Certain Talents do not modify Talent FEATs. They either provide for specific abilities (such as First Aid) or special backgrounds (such as Mystic Origin or Heir to Fortune).

Popularity FEATS

The Popularity FEAT is slightly modified and expanded in the Advanced Set. Negative Popularity, which has appeared in several support products, is now made an official part of the system. The idea of Contacts is

also brought in.

A Popularity FEAT is used whenever you want to get something from someone else. This may be borrowing a car from a friend, getting a hot tip from a police sergeant, finagling a favor from a newspaper columnist, or prying information from a stoolie, as well as getting special equipment from the government or persuading a terrorist to surrender. Popularity is a measure of personal charm, charisma, and good looks, combined with the hero's reputation for honesty and fair play (Spider-Man is a nice guy, but thanks to the Daily Bugle he usually can't get the time of day).

Using Popularity: When dealing one on one with a non-player character, that NPC usually has a predisposition to the hero of either Friendly, Neutral, Unfriendly, or Hostile. Friendly characters and organizations include:

- Close friends and relatives of the hero
- Listed Contacts for the hero

Neutral characters and organizations include:

- People who have never met the hero, but have heard about him
- Other heroes, unless they have worked together before
- Large groups of strangers

Unfriendly characters and organizations include:

- People who have never met or heard of the hero
- Total strangers
- Individuals with opposite Popularity (negative if the hero is positive, and vice versa)
- Neutral characters whom the character has offended, perhaps by not returning something

Hostile characters and organizations include:

- People who are actively opposing the hero and his goals
- Sworn enemies

Enemies and people the character has hurt are considered totally Hostile, and will not under normal circumstances even listen to the hero, much less go along with his ideas. (There are exceptions to this. For example, if the character is getting something out of the deal, he may be more willing to go along with it).

A Popularity FEAT is rolled against the character's Popularity rank number. This determines in which rank it will fall (example: a Popularity of 45 is rolled on the Incredible column).

Friendly targets require a green FEAT
Neutral targets require a yellow FEAT
Unfriendly targets require a red FEAT
Hostile targets are impossible FEATs

The effects of success or failure depend on the group and the thing sought. A failure for a Friendly group is a polite refusal, usually with a good reason (I'm sorry, but the S.H.I.E.L.D. Helicarrier is not available — company policy). A failure for a Neutral group is a curt refusal and potential for the group becoming Unfriendly. A failure for an Unfriendly group means the individual or group turns ugly, and the hero may be attacked.

Column Shifts in Popularity FEATs: The nature of the request will influence the column being used. Here are some guidelines for the players:

The target benefits	+2CS
The target is placed in danger	-3CS
The item in question is of up to Good value	-1CS
The item in question is of up to Remarkable value	-2CS
There is a good chance the item will not be returned	-2CS
The item is unique	-3CS

Popularity FEATs are used only when dealing with NPCs (whether by players or other NPCs). A Popularity FEAT is never used against the players to force them to perform actions against their wills (normally).

Let's take some examples.

Captain America with a Popularity of Unearthly (100) is present when a fire

breaks out in a theatre. He changes into costume and shouts for the panicky people to head in an orderly fashion for the fire doors. The crowd is Neutral, but benefits from the action (they survive). The roll is Unearthly +2CS, or Shift Y. A yellow FEAT is needed. Failure would indicate that part of the crowd listened, but a few weren't paying attention, and would rush this way and that, looking for a quick way out.

Tony Stark as Iron Man (Popularity 20) is fighting a mutant, and is aware the Federal Government has a neutralizer ray. (Actually, all of Forge's power-neutralizer ray-guns have been destroyed.) He has associates in the U.S. Government, in the Department of Defense. He must convince the Department of Defense (Contact — at that point Neutral) to give him the ray gun. The column is shifted -3 CS because the item is unique, and another -2CS because there is a chance the DOD will never see it again (they never did). The roll for Stark to get the device is Neutral, or green on the Shift 0 column.

Spider-Man wants some information from J. Jonah Jameson. Jameson is Unfriendly, but Spidey convinces Jonah that he might get killed, which is to Jonah's benefit. The information does not cost, and Spider-man rolls on the Incredible (40) column hoping for a red result. (Note: Secret IDs have a separate Popularity from public IDs. If Peter Parker wanted the information, Jameson would be Neutral, and Parker could get the info more easily.)

Finally, notice in one of the above examples that Spider-Man convinces Jonah the mission is dangerous. This is not done on any die roll, but rather in conversation between the player and the Judge. The play might go something like this:

Player (Spidey): Ah, come on, JJ, where is the Vulture hiding out?

Judge: (rolling die, getting a white result) Even if I knew, I wouldn't tell you, wall-crawler! Now get out of my office before I call the cops!

Player: Oooo-kay, it's fine by me, I mean, I don't really want to fight him anyway. I might lose and get hurt.

Judge: Get hurt? (rolls again, gets a red result) Hummmmpfff! Well, it's against my better judgement, but if one costumed clown will take out another, it's all right with me. Lance Bannon spotted him in Central Park, near the sheep meadow. Goodbye and good riddance!

Negative Popularity: There are charismatic bad guys like Doctor Doom, whose very evil bends others to their will. There are also those powerful characters such as Rhino and Juggernaut, from whom people flee. Finally, there are heroes, who through bad press or prejudice (mutants) suffer from a negative Popularity.

Negative Popularity operates as positive Popularity, save that it ignores whether the target is friendly, neutral, or unfriendly. Everything is a yellow FEAT. The only modifier that comes into play is if the request is in the target's best interests ("Run, you dolts!" is in the target's interest). Characters with negative Popularity can never approach individuals other than Contacts for items and favors (which is why theft is always a major part of criminal behavior).

A Negative Popularity is represented as a minus "-" before the word, such as " - Typical" (-5 Popularity). A character with negative Popularity suffers penalties in receiving Karma (see Karma).

Resource FEATs

Resources are modified in the Advanced Set to cut down on the paperwork. As things stood previously in the Original Set, characters gained Resources like money. They had a physical amount of Resource points, and everything cost a certain amount of RPs. This may work for Peter Parker, who has to make the rent every month, but for millionaire Tony Stark who can buy roadsters out of petty cash, this is a bit harder to handle.

For this reason the Advanced Set creates the Resource FEAT. All items have a Resource rank instead of a cost. This is roughly equivalent to the previous set cost. The Resource ranks of most common items are listed in Chapter 4: Hardware, Magic, and More.

To purchase anything, a character must make a Resource FEAT. This is the equivalent of a credit check, or rattling the piggy bank, or checking the bank account to see how much cash is available. This is over and above that amount necessary to get by on.

A Resource FEAT may be made by a character *once* per week. If a Resource FEAT has been made by a character in the previous seven days, any Resource FEATs following automatically fail ("Hello, Ms.



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Arbogast? Put that Borneo deal on hold until next week — I just bought a new Triumph TR-7.”)

A Resource FEAT is figured in almost the same fashion as a normal FEAT, with one important exception. A lone character may not try to purchase an item with a higher rank than his Resource rank. Other rules apply — if a Resource rank is three ranks lower, the purchase is automatic; if one or two less than the Resource rank, a green FEAT is needed, and if equal, then a yellow FEAT is needed.

Success indicates the hero may purchase the item in question. Failure indicates the item is more expensive than he can afford. He cannot try for any other item of that rank or higher for the next week. Then he can make another attempt for that item, or another item (this represents the idea of saving up for a purchase).

Bank Loans Option: Characters may purchase something up to one rank higher than their Resource rank through a lending institution. The character then has to worry about making a Resource FEAT each month of two ranks less for as many months as the rank number of the item. Failure to pay results in the bank taking back the item in question. There are other institutions that lend money. They employ seven-foot tall gentlemen named Guido to collect.

Example: Peter Parker has a Poor Resource rank, and his apartment building rent is Poor as well. He makes a yellow FEAT roll to see if he can pay his rent.

Failure indicates he cannot pay that week and may try to make it up the next week (providing he gives Mrs. Muggins a decent excuse for not tossing him out). Success means that he keeps Mrs. Muggins off his back for another month.

Example: Tony Stark has an Excellent Resource rank. He wants to buy a car with a Good rank. He can do so with a green FEAT (failure indicates a cash flow problem — he doesn't have it at the moment). He can pay for a night on the town (Typical) without making a FEAT roll.

Example: Tony Stark used to run Stark International, a Large Corporation with Incredible Resources. Incredible Resources allow them to buy their boss a car for office use, but they may have to borrow money from the banks to rebuild the damage done by Iron Man's battle with Obadiah Stane.

Combined and Multiple FEATs

Combined Actions: Individuals may help each other in performing FEATs (lifting a car, researching the function of an alien device, etc.). Check the ability both characters are using. If the lower of the two characters is within one rank of the higher, the character with the higher ability receives a +1CS benefit to the FEAT. This benefit may be used in cases of using complementary Powers for the same FEAT as well, provided that Power aids the situation.

Example One: Vision, with Amazing(50) Strength, helps She-Hulk (Monstrous(75) Strength) pull up an overturned crane. The column checked for the FEAT is Unearthly (Monstrous shifted one to the right).

Example Two: Sunspot, with Remarkable(30) Strength, helps She-Hulk lift up the crane. The column checked is still Monstrous, since Sunspot's Strength is significantly lower than She-Hulk's.

Example Three: Shaman summons a wind of Amazing(50) intensity to help She-Hulk lift the crane. Should the Judge decide that the power complements the ability that is being checked, the FEAT is rolled on the Unearthly column. Otherwise, it is rolled on the Monstrous column. (If the Judge has good reason, such as the wind blowing up a lot of stinging dust, he may make the FEAT an Amazing FEAT owing to the added difficulty).

More than one action in the same round: In non-combat situations, characters who perform more than one action in the same

round may do so with the note that the actions may require a larger FEAT than previously.

A character may perform up to three non-combat actions in a round, or one combat action and one non-combat action (for multiple combat operations, check under the Combat section). The difficulty of the FEATs is raised, however.

If both actions are Automatic, they both may be performed in a single round without either FEAT being increased.

If the tougher action requires a green FEAT, then both actions will require yellow FEATs to succeed.

If the tougher action requires a yellow FEAT, then both actions will require red FEATs to succeed.

If the tougher action requires a red FEAT then both actions may not be performed in the same round (or rather, both will fail).

Movement

Previously, we have kept movement and distances relatively simple. The main playing area or map has been divided into areas, which limit movement. These areas have varied in size according to the space available, and a hero would move through two large areas at the same rate as two small areas.

In the MARVEL SUPER HEROES Advanced Set, we retain that idea of areas for normal movement on the map. In addition, we provide the option of ranged movement, for use with or without the maps provided.

Area Movement

Area movement is for use on the maps provided with this product and other MARVEL SUPER HEROES products, or maps created by the Judge using areas. Areas are defined by dotted lines on the maps, and also by the edges of buildings and changes in elevation. An area of open space is about 44 yards. Enclosed spaces, walls, trees, and shrubs may reduce the size of an area.

A character's Endurance normally determines the number of areas he can move through in a turn.

- Those characters with a current Endurance of Feeble may only move one area per turn.

- Those characters with Endurances between Poor and Excellent may move two areas per turn.
- Those characters with Endurances of Remarkable or higher may move three areas per turn.

In addition, Powers may allow a hero to move faster than his Endurance limits. Also, vehicles will allow faster movement than is normally possible. (See Vehicles)

When using fold-up figures, the forward corner of the hero is considered to be the exact location of the hero. When using counters, the tip of the arrow is the exact location. When using miniatures, consider the leading edge of the figure's base to be the exact location.

Ranged Movement

With the MARVEL SUPER HEROES Advanced Set, we introduce the idea of Ranged Movement. One of the cut-out sheets is a range ruler, marked in half-area segments. One area is about half a city block, or 44 yards for our purposes. For those familiar with the idea of rulers, 1 area equals about 2" on our outdoor maps. Maps of smaller areas have a scale provided to indicate the range in areas.

Using ranged movement the hero can ignore the defined areas on the map. The character may move in any direction, subject to intervening walls, type of ground, and elevation.

Endurance also affects ranged movement.

- A hero with a current Endurance of Feeble may move only one area per turn, a maximum of 44 yards.
- A hero with an Endurance of Poor to Excellent may move a maximum of two areas per turn, or 88 yards.
- A hero with an Endurance of Remarkable or better may move a maximum of three areas per turn or 132 yards.

As with area movement, ranged movement may be further increased by devices or Powers.

Ranged movement is more exact than area movement, but is more complex. In area movement, how far the hero can move is limited by the area borders on the map. In Ranged movement, the character may move more freely, but is further limited by the terrain passed through.

When using ranged movement, divide the

movement into "legs." Each "leg" of the move represents a straight line from one point to another, as well as moving through doors (or windows or walls, for that matter). Thinking of the "legs" of a movement as the shots taken on a golf course gives an idea of how it works.

When the character moves from point to point along the leg, measure the distance between the points. That is the number of areas that the hero has spent getting from point A to point B. Round fractions up. If the distance A to B is greater than one area on the marker but less than 1 1/2 areas, the hero has "spent" 1 1/2 areas getting from point A to point B.

If one of the legs passes through a doorway, an additional 1/2 area is added (this is assuming the door is closed but unlocked — a locked door must be unlocked or broken down). Therefore, if a leg of 1 1/2 areas passes through a doorway, that leg is really two areas.

Likewise, an open window or other similar, easily accessed opening can be entered at a similar cost.

If the window (or door) is closed, or there is an obstruction (a tree, rock, statue, or wall), the hero (if she wants to keep moving) must break through that material. Breaking things is explained above in the FEAT section. How far a hero may move after breaking through a wall or similar obstruction is determined by the strength of the material broken through.

- If the material is of up to Poor material, one area is lost.
- If the material is up to Excellent material, two areas are lost.
- If the material is up to Incredible material, three areas are lost.
- Materials of greater than Incredible material rank will cause the character to stop after breaking through.

The above supposes we are dealing with normal walls and similar material, anywhere up to 6". Dealing with thicker materials may be modified by the Judge.

When a character has moved the amount of areas allowed, that character's move ceases. If the character's "movement allowance" expires by moving through a doorway, wall, or window, the move is finished with the character standing in that doorway, window, or opening in a wall.

Turning: The character can make any turn up to 90 degrees from his direction of travel

without loss of speed. Making a turn greater than that (for example, using the city map in this box, heading west on 8th Avenue and turning northeast on Lincoln) reduces the character's speed by half. If the character does not have the speed to make the turn, that character ends his turn where the turn was to take place. At the start of a turn, the characters may move in any direction they see fit. Vehicles have different limitations according to their type (see Vehicles, particularly under Crashes).

Other actions while moving: If the character is performing other actions while moving, his or her movement rate is reduced by half. This does not apply to charging, but does apply to other actions taken at the end of a round (running up and engaging a foe in slugfest).

Eyeballing and the quarter-inch rule: When using the range system, it may not be necessary to measure off every movement and motion of the hero. If a hero can run from New York to Chicago in six seconds, it's a good bet he or she can move to the next room in a turn. Unless the Judge calls for it, measurement can quickly become optional among experienced players.

With the ranged movement system, however, the exact location is more important than with the area movement system. It is now important if a hero is on the northeast, northwest, southeast or southwest corner of 8th and Grant. The arrows on the markers, corners of the fold-up figures, etc., determine the exact location, and it is from these points that the ranged movement is measured. It is a simple fact of life that in any game with counters, maps, markers, slices of pizza, whatever, things get moved accidentally. For this reason, the Quarter-Inch rule can be used. If a hero is within a quarter-inch of the location he is heading for, the Judge should consider the move complete. What this prevents is reducing movement to an exact science. It isn't, and a hero should not be prevented from reaching a runaway applecart just because the measure may be a little off.

Vertical Movement

There are two types of vertical movement: Up and Down (hold the applause, please).

Upward Movement: There are a number of types of upward ground movement, including climbing up buildings, walking up stairs, and riding in elevators. Raising your elevation by use of wings and rockets is defined as Flying, and is talked about later on.

Vertical distances are determined in floors, continuing the tradition set forth in the original set. Each floor is 15 feet, or 5 yards, in height (let's have some high ceilings, here).

Climbing is the scaling of vertical surfaces by abilities or by Powers that permit such abilities (Spider-Man's wall-crawling for example). For a character without such powers to climb, enough projections or footholds must be available. (Climbing a normal building would be impossible for most mere mortals, but a drainpipe might make matters easier). A character might climb one floor in altitude per round under favorable conditions (under unfavorable conditions, the Judge may require Agility FEATs to avoid falling). Certain super-powers such as wall crawling may modify this.

Then there are things such as stairs, ladders, and fire escapes. A character may ascend these structures at one floor/round, with no chance of falling off or down (of course, the bad guys they are pursuing may decide to push things down on them, but that's another barrel of monkeys entirely).

Lastly, there are elevators. Elevators move at different speeds: old ones rattle along at 5 floors per round (up or down); most normal ones move at 10 floors per round, and the fastest (attached to most ultra-modern buildings, secret HQs, and the like) move at 20 per round. The newer elevators operate off runners at the corners, so the old trick of cutting the elevator cables only works in older buildings.

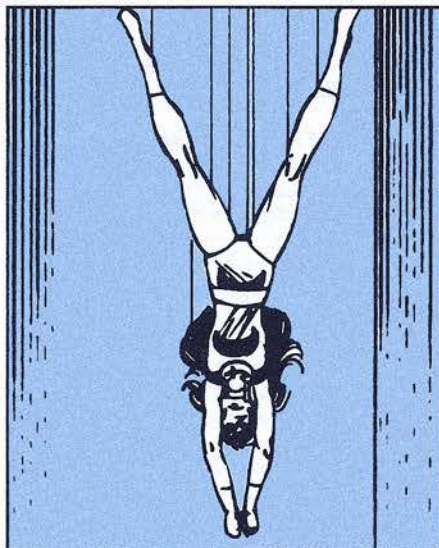
Downward Movement: Moving down in an elevator has the same rate as moving up. Racing down stairs is the normal movement speed, with one floor equaling one area. Climbing down is one area per round, with the noted Agility FEATs and determination of impossibility.

The major type of downward movement is called Falling. Falling has the following rates:

- First round: 3 floors/round
- Second Round: 6 floors/round
- Third Round: 10 floors/round
- Fourth and following rounds: 20 floors/round

A character falling off the top of a 10-story building will fall 3 stories the first round, 6 floors the second, and the remaining 1 story in the third round.

Falling in itself causes no damage. It is the



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sudden stopping when the character's body connects with the sidewalk that may inflict damage. Treat such a situation as a Charging attack on an inanimate object, with the ground's material strength acting as the Body Armor of the target (see Charging). If the damage is taken by the material, the shock may be absorbed; otherwise the hero takes damage from the fall equivalent to the distance.

Example: She-Hulk is flung out of the 33rd story of the Baxter Building by an opponent. Not having the ability to fly, She-Hulk falls 3 stories in that first round. She starts the beginning of the second round at the 30th story falling rapidly. As her action she twists her body into a diving shape (so as to minimize danger to passersby). That second round she falls to the 24th story. The third round she falls to the 14th story. The fourth round she lands in front of the Baxter Building, acting as a ramming attack at 20 areas per round. Her Body Armor is Incredible, while the material strength of the road is only Excellent. The road gives, and She-Hulk walks away from the fall with only her pride damaged.

Catching items as falling: New York City conveniently places light posts, flagpoles, and cornices in locations where falling heroes can usually find them while plummeting to their supposed deaths. Catching a nearby lightpost, flagpole, etc. is an Agility FEAT of intensity equal to the speed of the fall (a character falling at 20 floors/round is up against an Excellent Intensity FEAT).

Catching people while falling: See

"Catching" in the Combat section.

Those people for whom falling from high distances is a common occurrence (fighter pilots, for example) often wear parachutes. It takes one round for a parachute to deploy. Parachutes slow the fall to three floors per round, provided they are not overloaded (most normal parachutes can hold two normal people. More recent inventions allow parachutes to glide (see Gliding). Ordinary chutes will drift with the wind. Chutes are made of Feeble strength material, and a shredded chute will be of no good to the character using it.

Flight and Gliding

Ordinary people do not fly (watch, I'll get an argument on this one). There are vehicles and Powers that allow flight. Vehicles are covered in their own section. The following deals with flight resulting from super-human Powers.

The ability of flight is determined by the controlled imbalance of the forces of thrust, drag, weight, and lift. This is more complex than we need for our purposes. The main thing to consider here is the idea that movement through the air, unlike movement along the ground, is often at higher speeds; it is often harder to turn while flying. For speeds of characters with Flying Powers, see the Long Distance Movement Table on page 23.

Acceleration: A flying character cannot reach his ultimate speed in a single round, unless that character's Powers specifically permit it. The first round of flight, the character can move up to his movement as limited by Endurance (1, 2 or 3 areas). The speed can be increased by that increment each round until maximum speed is reached.

Example: Storm, when she had her powers, could attain Incredible speed, reaching 20 areas a turn. She has Amazing Endurance, so she may accelerate up to 3 areas a turn. On the first turn of flight Storm moves 3 areas, on the second 6, on the third 9, the fourth 12, the fifth 15, and the sixth 18. on the seventh turn and every turn afterwards Storm can move 20 areas.

Deceleration: Slowing down while in flight is a bit simpler. A character in flight may always halve his current speed (how fast he moved the previous round), rounding fractions up. (A character moving 15 areas could slow to 8 areas.) A character that slows to 0 areas may fall, unless the nature

of that character's Powers is such that the character could hover in place. (Storm, for example, gains her flight Powers by control of winds, and as such may hover, while Cannonball, who has his Powers by chemical reaction, may not hover in place.)

Landing: A character landing after moving at high speed may have difficulties. Those moving at more than 3 areas per round must make an Agility FEAT, with failure indicating a Slam result (see Charging). Those heroes who can hover in place, or reduce themselves to 0 speed, do not have to worry about landing.

Altitude: Each floor or height is considered an area for purposes of movement. If a character moves forward three areas and up two floors, a total of five areas are considered to be moved. Similarly, a character that moves two areas forward and four floors down has moved six areas.

Diving Option: When gaining height you move more slowly, and when descending you pick up speed. The above rule for Altitude reflects the loss in speed, but at the Judge's option, the players may use the following for Diving. For each three floors in height reduced, the hero's speed is increased by one area. *Example:* Angel is moving at 6 areas per round. He charges (dives) for the full six areas. Angel now can move an additional two areas, either downward or horizontally. (A character who dives 9 areas may use the additional three areas to continue diving, gaining another area, for 13 total.) Diving may be used in Charging combat. Pulling out of a dive requires an Agility FEAT.

Obstructions: With normal ground movement, it is assumed that the character can open doors and the like. Such actions are not available to flying characters. If a door or window is closed, the character has the choice of stopping to open it, or going through it. The same applies to walls.

Turns: Any turn of up to 90 degrees by a flying character counts as moving into an area. For example, if a character moves from area A to adjacent area B, then turns to area C, he has moved 3 areas (move to B, turn, and move to C). This applies to both ranged and area movement.

If a character attempts a turn of 90 degrees or more, she must make an Agility FEAT roll. Failure indicates that the individual did not overcome the forward momentum of the flight and continues in the original direction.

This applies to vertical and horizontal turns, and includes pulling out of a dive at the last moment, turning alongside buildings, and skimming close to surfaces.

Low Altitude Flight: If a hero is flying at relatively low altitudes (less than 2 stories up) or in close quarters (inside or surrounded by tall buildings), the maximum speed in flight is equal to the speed the hero can move on the ground with that Power rank (that is, ground speed). Storm, for example, moves 20 areas per turn by the air. If in a closed space (such as inside an office) or close to the ground, her maximum speed would be 7 areas per round. The hero may exceed that speed, up to his or her maximum air speed, but all actions in that range (between 7 and 20 areas per turn for Storm) require Agility FEATs to perform.

Gliding: Gliding is a special form of flying using Powers or equipment (such as para-glides, parachutes that permit some limited control). A character that glides drops 1 floor for every round in the air, but moves the number of areas stated per round. (If no number of areas is stated, then the movement is Typical — 6 areas per round). A character who is gliding may also travel as fast as the wind speed.

Swimming and Water Movement

Unless otherwise stated, assume that most heroes can swim. Swimming, however, is slow, a maximum of one area per round, unless other Powers increase that rate. Those heroes who can fly at their Power rank speeds use the Water column for that speed, with a maximum of 9 areas per round (Monstrous).

Surface movement is similar to land movement, except the heroes or vehicles involved must float (that is, must keep the water from getting inside the boat).

As an aside, here is a good place to mention drowning. Characters can hold their breath a number of rounds equal to their Endurance rank number. At this point, they must make a green Endurance FEAT. The next round, they must make a yellow Endurance FEAT. In each following round, they must make a red Endurance FEAT or start drowning. Drowning results in unconsciousness, and loss of one Endurance rank per round. When Endurance reaches 0 the character dies.

Long Distance Movement

Long distance movement applies to both

ranged and area movement, and provides the maximum distance a character with a given speed can move. Different speeds are provided for Air speeds and Land/Water speeds.

The speed of sound (Mach 1) is about 750 mph, Mach 2 (twice the speed of sound) is 1500 mph, and Mach 5 is roughly 3750 mph (actually slightly higher, but close enough for these numbers). Those individuals that move at Interplanetary or higher speeds are limited to Mach 5 in the atmosphere. Interplanetary speeds are set at 25000 mph or so (Blastaar can reach these speeds). Those individuals with Near Light capabilities include Captain Marvel and the Heralds of Galactus. The Heralds also may possess the ability to open paths into hyperspace for interspatial travel. Those with Class 5000 abilities have physical transportation that verges on intergalactic teleportation. Those craft that move through hyperspace are moving at Class 5000 speeds.

Exhaustion and the Long-Distance

Runner: The above table indicates that the weakest human can move at 15 mph, which if true in and of itself means that Aunt May can make the four minute mile. This is, of course, not so, and though humans have been clocked at 27 mph in the dash, normal speed over the long distance is limited. These rules apply primarily to ground movement, but are applicable to swimming characters and those who fly under their own Power (as opposed to those aided by technological items).



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Rank	Land/Water		Air	
	area/round	MPH/MPM	Area/round	MPH/MPM
Feeble	1	15/2.5	2	30/5
Poor	2	30/5.0	4	60/1
Typical	3	45/7.5	6	90/1.5
Good	4	60/1	8	120/2
Excellent	5	75/1.25	10	150/2.5
Remarkable	6	90/1.5	15	225/3.75
Incredible	7	105/1.75	20	300/5.00
Amazing	8	120/2.00	25	375/6.25
Monstrous	9	135/2.25	30	450/7.50
Unearthly	10	150/2.50	40	600/10.0
Shift X	12	180/3.00	50	750/12.5
Shift Y	14	210/3.50	100	1500/25.0
Shift Z	16	240/4.00	200	3750/62.5
Class 1000	32	480/8.00	Interplanetary	
Class 3000	50	750/12.5	Near-Light	
Class 5000	100	1500/25.0	Teleportation	

In general, a hero can move without stopping for a number of rounds equal to his Endurance rank. A hero with an Endurance of Excellent can move 2 areas per turn (30 mph) for 20 turns (2 minutes) without checking for exhaustion. At that point, make a green Endurance FEAT. Success indicates continuing for another equal length of turns, failure means stopping for 1-10 turns. After another Endurance rank number of turns, a yellow FEAT is made, with failure resulting in resting for 2-20 turns. After a third Endurance rank number of turns is made, a red FEAT is made, with failure resulting in resting for 3-30 turns. Rest must come after the fourth set of turns, or the character will fall down for 3-30 turns.

Summary:

- After rank number of turns
green Endurance FEAT or rest
1-10 turns
- After 2 × rank number of turns
yellow Endurance FEAT or
rest 2-20 turns
- After 3 × rank number of turns
red Endurance FEAT or
rest 3-30 turns
- After 4 × rank number of turns
automatic rest 3-30 turns

Example: Captain America has an Endurance of Remarkable. He can run long distances at 45 mph or so (in the game system). His rank number is 30, so he can maintain this pace for three minutes, before making a FEAT roll. If successful, he makes a second FEAT roll at 6, then 9, and must rest after 12 minutes of running top speed. That "rest" must take the form of stopping for 3-30 turns.

Heroes may avoid this problem by moving

at slower speeds. If moving at speed two ranks lower, no Endurance check is needed. Captain America need not make a check more than once per hour if moving at 15 mph.

Exceptions to the above: All this applies to those heroes who move by their own actions, such as running, swimming or flying. Those who fly by means of devices, those in vehicles, and any and all robots are immune to this effect, as are those with Unearthly or higher Endurances.

Speed FEATs: There are occasionally times when a character must move faster than he or she has ever moved before, in order to save a life. A hero may move the equivalent of one additional area (by area or ranged movement) if the hero makes a yellow Strength FEAT roll. A green result indicates the FEAT was unsuccessful, and a white result indicates the hero, ah, tripped and lost control, and will continue moving that direction as if a Slam result was counted against the character. A hero may not increase his or her speed more than one area/round (15 mph) in any attempt.

Teleporters: There are an increasing number of heroes and villains with teleportation Powers, including Cloak, Vanisher, Nightcrawler, and Sidewinder. For this reason, a few notes on teleporters are included here.

The Teleporter Power rank number indicates the maximum distance the hero or villain can 'port as if the character were flying. Unlike flying, the distance between the two is covered instantaneously without the hero passing between those points. No speed is involved, unless that character was moving before the 'port.

Multiple 'ports require an Endurance FEAT, with failure indicating dizziness for 1-10 rounds (inability to 'port). Most individuals with teleportation ability can teleport their entire bodies and a small amount they are carrying. Carrying others when teleporting results in dangers for both the carrier and the carried. Carrying others is considered a Power Stunt, and may be gained in that fashion. Until the Power Stunt is mastered, the character must make an Endurance FEAT or be unconscious for 1-10 rounds. Similarly, those teleported must make a red Endurance FEAT or be unconscious for 1-10 rounds. Those heroes who are frequently teleported reduce this to a yellow FEAT the second time, and a green FEAT the third, such that an immunity is built up.

Teleporting into an object poses dangers to the teleporter. If a character teleports into an object, the character takes damage equal to the material strength of the object. Body Armor does not protect the user from this damage. An Endurance FEAT must be made, with success indicating the teleporter may move away from the location (usually to his or her original spot) and become unconscious for 1-10 rounds. Failure of this Endurance FEAT indicates unconsciousness and loss of Endurance levels, with potential death resulting from dropping to the Shift 0 rank.

Leaping: Leaping is a specialized form of movement that is tied to Strength as opposed to Endurance. A character may jump as many feet as her rank number without difficulty (see table for areas).

Leaps of up to the stated distance are possible by a green Strength FEAT (those of half the listed values may be assumed automatic). Leaps across one additional area may be made by a red Strength FEAT. Leaps down are effectively a controlled fall, and represent the maximum distance the hero can fall and take no damage, provided the hero lands on his feet. This simulates the hero jumping off a building as opposed to being knocked off — the latter case is not a controlled fall and as such is not covered under these rules.

Combat

In the MARVEL SUPER HEROES Original Set, physical combat was dependent on one of four abilities, depending on the type of attack made.

- Those attacks involving hand-to-hand weapons refer to the Fighting ability.
- Those attacks involving thrown weapons or use of Powers over a distance refer to the Agility ability.

Strength**Leap in Feet/Areas(or Floors)**

	Up	Across	Down
Feeble	2'/0	2'/0	3'/0
Poor	4'/0	4'/0	6'/0
Typical	6'/0	6'/0	9'/0
Good	10'/0	10'/0	15'/1
Excellent	20'/1	20'/0	30'/2
Remarkable	30'/2	30'/0	45'/3
Incredible	40'/2	40'/0	60'/4
Amazing	50'/3	50'/0	75'/5
Monstrous	75'/5	75'/1.5	105'/7
Unearthly	100'/6	100'/1	150'/10
Shift X	150'/10	150'/1	225'/15
Shift Y	200'/13	200'/2	300'/20
Shift Z	500'/33	500'/4	750'/50
CL 1000	1000'/60	1000'/8	1500'/100
CL 3000	3000'/180	3000'/25	4500'/300
CL 5000	5000'/300	5000'/40	7500'/500

- Those attacks involving Grappling, holding an opponent, or wrestling refer to the Strength ability.
- Those attacks involving charging and ramming refer to the Endurance ability.

The MARVEL SUPER HEROES Advanced Set will elaborate on each type of attack form, and define some specialized tricks that are often used in comic books.

Slugfest (Fighting Ability Combat)

Slugfest combat is a general term referring to hand-to-hand combat. It is the most common form of battling, and includes both attacks with the bare fists, and those with blunt and edged weapons.

For Slugfest combat to occur, the combatants must generally be adjacent. This may be defined by the counter arrows touching, the points of the stand-up counters touching at the base, or by any other method deemed worthy by the Judge. Certain Powers, such as elongation, may allow a character to engage non-adjacent targets (examples are Mr. Fantastic and Doctor Octopus).

Slugfest combat is resolved on the Universal Table using the attacker's Fighting ability. The result (white, green, yellow, or red) is then noted on the Effects Table directly above the Results Table. There are two columns of results depending on whether the individual used a blunt attack or edged attack.

A **Blunt Attack** is an attack with bare hands, flat of a blade, or other blunt weapon. This replaces the Slugfest column in the Original Set. A character making a blunt attack may score a hit, slam, or stun result. A hero

using blunt attack may always choose to inflict less damage than maximum. A hero may choose to pull his punch, doing less than full damage, or inflict a lesser color result (yellow instead of red).

- A character scoring a Miss result inflicts no damage. He has missed the target and normally will not have any further effect (See Luring under Combat).
- A character scoring a Hit result inflicts her Strength rank number in damage to the opponent.
- A character scoring a Stun result inflicts her Strength rank number in damage, and may in addition Slam the opponent (see Slams, below).
- A character scoring a Stun result inflicts his Strength rank number in damage, and may in addition Stun his opponent (see Stuns, below).

A character using bare hands (or gauntlets, etc.) inflicts his Strength rank number in damage. A character using a blunt weapon inflicts up to that item's material strength; if the material strength of the item is greater than the Strength rank of the user, the user's Strength rank is increased to the lowest value of the next rank for damage.

Aunt May (Feeble Strength) uses a lead pipe (Excellent material) in the drawing room on Col. Mustard. Aunt May would inflict two points damage normally, but inflicts three points (minimum damage of next higher rank) instead. Daredevil (Good Strength) using the same lead pipe would inflict 16 points damage (minimum damage of next higher rank), and the Thing (Monstrous Strength) would inflict Excellent damage (20 points). (That is why Ben Grimm does not normally use lead pipes in combat — when he uses a blunt weapon, its purpose is usually to reach a

non-adjacent target, and he has a preference for lightpoles.)

An **Edged Attack** is an attack with claws, teeth, or edged weapons such as knives, swords, or hatchets. This is the renamed version of the Hack 'N Slash column of the Original Set. A character making an edged attack may score a Hit, Stun, or Kill result. An edged attack will always inflict a minimum of the damage listed for that weapon. A character who can normally inflict higher damage may inflict damage equal to his Strength or the material strength of the weapon, whichever is less. Such damage may not be reduced in effect.

- A character scoring a Hit result inflicts damage as set for that particular edged attack (see Weapons in Chapter 4).
- A character scoring a Stun result may inflict damage as set for that weapon or attack form, and may in addition Stun his opponent (see Stuns).
- A character scoring a Kill result inflicts damage as set for that weapon, and may in addition Kill his opponent (see Kill result, below).

Body Armor, force fields, and other Powers may affect the ultimate success and damage in any form of Fighting combat.

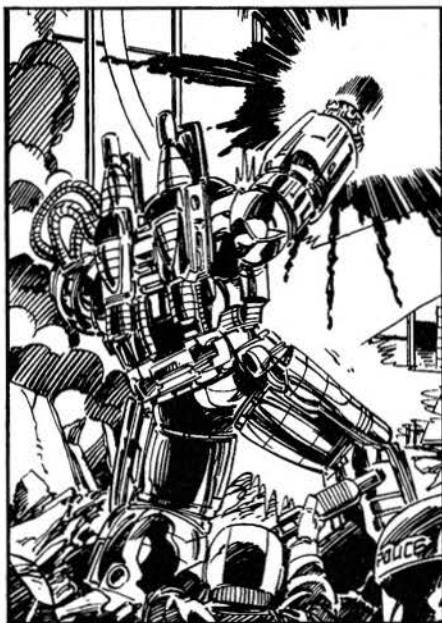
Ranged Attacks (Agility Combat)

Ranged Attacks is the common term referring to attacks over a long distance, including projectile and energy weapons, and those Powers that allow the inflicting of damage over a distance. Captain Marvel's energy attacks, the Hulk's rock-throwing, Storm's lightning bolts, and Captain America's shield are all examples of ranged attacks.

Characters do not have to be adjacent in order to make ranged attacks. In general, ranged attacks start at the attacker, and proceed in a direct line to the target (yes, Captain America has on many occasions bounced his shield off several targets to hit someone from behind, but this is a Power Stunt using his abilities).

When using area movement, range is determined by the number of areas the missile, energy blast, or whatever passes through from start to finish in a straight line. If the missile passes through a corner of another area, that area is counted. In addition, each floor of elevation is counted as an area.

When using ranged movement, treat the missile, energy blast, etc. as a moving character for purposes of determining



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range. Doorways would not cost extra (bullets do not wait, open doors, and pass through), but may stop a missile attack. Count each floor of difference as an area, but for firing from a high place to a low place, range can be extended by using the diving option.

Whether ranged or area movement is used to determine the range of a power or weapon, a direct line is taken from attacker to target. That line may pass through intervening structures, such as walls, windows, doors, and other obstacles. The question of whether a given substance will deflect a bullet or let it pass through is fraught with peril, but use common sense and the following general guidelines:

- A higher material strength will pass through a lower material strength (a lead bullet through a glass pane).
- An energy beam will inflict damage on the intervening structure first, then on those areas behind (an Unearthly (100 point) energy beam hits a brick wall —Good Material —10 points are lost, then the 90 point energy beam passes on).
- Physical weapons will lose momentum as they pass through physical material. Treat this as for movement through that material for normal characters.
- Both physical and energy weapons lose their accuracy as they pass through intervening material. Any weapon passing through an intervening structure suffers a -2 CS (shooting an executive through a window will have this effect,

as will tossing rocks through a curtain at an unseen adversary).

Ranged attack is resolved on the Universal Table using the attacker's Agility ability. The result is then noted on the Effects Table. There are five different types of ranged attack listed on this table: Shooting (including most projectile weapons), Edged Throwing, Blunt Throwing, Energy Powers, and Concussive Powers (Force Attacks).

A *Shooting Attack* is the most "normal" form of ranged attack, and consists of using a projectile weapon like a handgun, rifle, or other implement of destruction that is all too common in the USA. A character making a shooting attack may score a Miss, Hit, Bullseye, or Kill result. A Shooting Attack may never be reduced by the attacker in effect or damage.

- A character scoring a Miss result misses the intended target. The missile continues to fly, and the Judge may, if he deems circumstances warrant it, make a second roll to see if the attack hits another target in the same general area and path of the weapon (this is why shooting into a crowd or a gasoline storage shed is known as "a bad idea").
- A character scoring a Hit result will inflict damage according to the weapon used (see Weapons). Some specialized weapons inflict no damage, but instead call for an Endurance FEAT (Mercy Bullets).
- A character scoring a Bullseye result does damage as for a normal Hit result. A Bullseye is used if the character is shooting for a particular part of the target (the opponent's shooting hand, for example, in order to disarm him). The nature and result of a bullseye is left to the Judge, but it should be required for targets of less than one foot square and should never be fatal.
- A character scoring a Kill result may kill his or her opponent. Check on the Kill result table. Note that there is a greater chance of killing with a shooting, edged weapon, or energy attack than for any other type.

An *Edged Throwing Attack* involves throwing a sharp, edged weapon such as a knife or shuriken at the target. A character making this attack may score a Miss, Hit, Stun, or Kill result. An edged throwing attack may never be reduced in effect (from red to yellow, for example), but a player may inflict less damage.

- A character scoring a Miss result misses the intended target. The missile may hit another target as noted for

Shooting.

- A character scoring a Hit result will inflict damage as for the listed weapon.
- A character scoring a Stun result will inflict damage, and in addition have a possibility of Stunning the opponent for 1-10 rounds.
- A character scoring a Kill result may potentially kill his opponent.

A *Blunt Throwing Attack* involves throwing a dull, blunt weapon such as a rock, bus, or large, concave disk at the opponent. A character may score a Miss, Hit, Bullseye, or Stun result. These are as described in the sections above. A blunt thrown weapon inflicts damage equal to the Strength of the thrower, or the material strength of the thrown item, whichever is less. A blunt thrown weapon can be reduced in effect or damage.

An *Energy Attack* involves those Powers that use energy to shock or damage the target as well as weapons that simulate those abilities, and include fire blast, lightning bolts, and most forms of radiation. Energy Powers have no physical component. A character using an energy attack may score a Miss, Hit, Bullseye, or Kill result. These are described in the sections above. All forms of energy attack have a maximum damage. A player may reduce the damage inflicted by an energy attack, but not the effect (from red to yellow, for example).

A *Force Attack* involves those Powers that use a physical manifestation of energy to inflict damage, and include the plasma-jetting repulsors used by Iron Man, some forms of radiation, the Invisible Woman's force fields, and Iceman's battering ram. A character using a force attack may score a Miss, Hit, Bullseye, or Stun result, as explained above or in the sections following. A character may choose to inflict less damage with a force attack than maximum, but may not reduce the effects (from red to yellow, for example).

Body Armor, force fields, and use of Powers may affect the ultimate success and damage of a ranged attack.

Range Modifiers: There are limits to the distance a weapon can travel and still effectively hit its target and inflict damage. This is the missile's range (not to be confused with ranged movement). Weapons have a range listed by areas. Powers have a range determined by their Power rank. Thrown items are dependent on the thrower's Strength. The range available

according to the Power rank is set on the table under Power FEATs. Throwing range is noted below.

Strength Rank	Range in Areas
Shift 0	0
Feeble	1
Poor	1
Typical	1
Good	2
Excellent	3
Remarkable	4
Incredible	5
Amazing	6
Monstrous	7
Unearthly	8
Shift X	10
Shift Y	15
Shift Z	20
Class 1000	LOS
Class 3000	LOS
Class 5000	LOS

This represents the maximum throwing range of an item. For Powers, the range may exceed the listed amount, but for every additional area, the chance to hit is reduced by -1CS. A character with Unearthly fire blasts may use that power, along with his Excellent Agility, up to 6 areas away. At 7 areas away, the chance is reduced to only Good, at 8 areas Typical, and so on. A chance cannot be reduced below Shift 0, but once the ability enters that realm the character is at maximum distance, unless that ability is noted as being at LOS (Line of Sight — if the character can see it, he can try to hit it).

For weapons, for each area traveled, reduce the effect by -1 CS to hit (a Rifle has a range of 15. For a target 4 areas away, the chance to hit is reduced by 4 column shifts). In the Marvel Universe, weapons are not nearly as effective at long distances.

Wrestling

Wrestling combat refers to a form of hand-to-hand combat in which the character attempts to restrain, hold or grapple with an opponent, or forcibly remove an item from that character's possession. It is less effective than Slugfest combat, but has the advantage of restraining the opponent's actions.

As with Slugfest combat, the opponents in a wrestling attack must be adjacent, or have Powers, weapons, or abilities that allow the attacker to reach the defender. Doctor Octopus' arms, or a bit of web-ball flung out

to snatch the Maltese Falcon from the opponent's hand, would fall under this category.

Wrestling combat is resolved on the Universal Table using the attacker's Strength ability. The result is noted on the Effects Table, and is determined whether the attack is Grappling, Grabbing, or Escaping.

A *Grappling Attack* is an attack designed to limit the movement abilities of the opponent. A Grappling attack may score a Miss, Partial Hold, or Hold result.

- A Miss indicates the attacker has failed to hold onto the opponent. The attacker may not make other attacks this round.
- A Partial Hold indicates the attacker has grabbed onto an arm, leg, or other part in such a way that will limit actions but not reduce them in full. The attacker may choose exactly what she has grabbed onto. The target may perform any normal actions, but at a -2 CS penalty, and may not move if the attacker's Strength is equal to or greater than the target's. No damage is inflicted in a Partial Hold.
- A Full Hold indicates the attacker has placed the target in a position where the target is fully restrained from action, and may damage the target. The target is considered held until the attacker releases the target or the target escapes. The attacker may perform one action in addition to maintaining the hold, and may inflict up to the Strength level of damage to the target (subject to Body Armor).

Escaping is an action used by individuals placed in a hold to slip free of the opponent and possibly reverse the damage. A character making an escape may Miss, Escape, or Reverse the Hold.

- A character scoring a Miss result may make no other action that turn, and is considered held.
- A character scoring an Escape result is

free of the hold. The character may move at half speed, but may not perform any other actions.

- A character scoring a Reverse is free of the hold and in a position to do one of the following: Move up to half distance, attempt to Grapple the former attacker, or perform any other action at a -2 CS.

A *Grabbing Attack* is an attack geared at taking a possession away from an opponent, like a gun, bomb, or Maltese Falcon. A character making a Grabbing attack may score a Miss, Take, Grab, or Break result. These results may have differing effects depending on the relative Strengths of the combatants. Grabbing combat normally does not inflict damage.

- A Miss result indicates the item in question is not in your character's possession. If the item was in another character's possession, it still is. If the item was in no one's possession, the item is knocked loose and will be up to one area away in any direction.
- A Take result indicates the attacker has full possession of the item if his Strength is equal to or greater than the target's (use material strength for things that are glued or clamped down). If not, consider as a miss.
- A Grab result indicates the attacker has taken possession of the item, whether or not the Strength of the opponent was higher.
- A Break result indicates the attacker has succeeded, and may either depart with the item immediately or, potentially, set off the item. A second roll is made against the material strength of the item involved. If a color (red, green or yellow) result is made, then the attacker may either use the item or move up to half his or her speed away (round up). If a white result is made, the item is damaged, broken, or goes off. This will vary from item to item — a glass vase drops to the floor, a gun fires in a random direction, a bomb explodes or loses its safety device, etc. This varies



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from case to case, but the Judge is encouraged to be as creative and upsetting as his players will let him get away with.

Body Armor has no effect on the initial hit of a Grappling attack, as no damage is done initially.

Charging (Endurance Attack)

Charging combat is a form of attack that combines movement and combat. Whereas making any other attack or action halves movement, a charging character may make his full movement and still strike. Charging is a favored method for heroes trying to close the distance between themselves and an opponent with a range weapon, and certain individuals such as Rhino, Juggernaut, and Bulldozer make this their preferred form of attack.

A character must move at least one area to make a charging attack, but may move his entire movement rate to reach the combat. For each area the character moves through before reaching combat, the attacker gets a +1 CS, up to a maximum of +3 CS (Endurance for figuring this may not be raised beyond Shift Z in any event).

Charging attacks are resolved on the Universal Table, checking under the Charging column of the Effects Table. The character making a charging attack may score a Miss, Hit, Slam, or Stun.

- A character scoring a Miss result inflicts no damage. In addition, the character continues his move for half the character's speed (round up) after the attack. Any change in direction would require an additional Agility FEAT. If the straight line passes into some material obstacle, the character makes an attack on that obstacle instead. The attacked character may return the attack only if his action was originally following the charge.
- A character scoring a Hit result inflicts up to his maximum current Endurance or his Body Armor rank in damage, whichever is higher, plus two additional points of damage for every area covered in the attack. (A character moving 10 areas with an Endurance of Good (10) hits an unarmored opponent at top speed, inflicts $10 + 2 \times 10 = 30$ points of damage.)
- A character scoring a Slam result inflicts damage as for a hit, and in addition may Slam an opponent.
- A character scoring a Stun result inflicts damage as for a hit, and in addition may Stun the opponent.

The attacker may inflict up to his Endurance or Body Armor in damage, but additional damage from speed is fixed. The attacker may also choose a lesser effect than that rolled.

Body Armor may influence the damage of a charge attack. If the defender's Body Armor is greater than the damage inflicted by the attacker, the damage is rebounded onto the attacker. If the attacker's Body Armor is greater than the rebounded damage, neither side takes damage. (Stuns and Slams still apply.)

Example: The character making the attack above has Good Body Armor, and makes the attack at 10 speed with Good Endurance on an opponent with Excellent Body Armor. The first 20 points of that are covered by the target's Body Armor, and as such are returned to the user. The attacker takes 20 points, 10 of which are absorbed by his own body armor. The attacker therefore takes 10 points from his own attack.

Charging inanimate objects is handled in a similar manner, with the item's material strength counted as Body Armor. Charging through a Good strength wall will inflict 10 points of damage on the attacker, unless that damage is absorbed by Body Armor. This applies to characters who are slammed through walls, charge past a target into a wall, or fail to pull out of a dive.

Defensive Actions

Previously in the MARVEL SUPER HEROES Original Set there was one conscious action that a character could take to avoid damage: the dodge. In the MARVEL SUPER HEROES Advanced Set there are three actions that may be used to avoid various attacks; these defenses are tied to different abilities.

Dodging is an Agility ability, and reduces the attacking column shift. A character who is Dodging may move only half his speed in any turn, may not engage in a charging attack, and may perform only one other action that turn, maximum (including making an attack).

A character who is Dodging makes an Agility FEAT at the start of the turn, as soon as Initiative is determined. That FEAT will determine the reduced effect of attacks on the character. The result may be no shift, a -2, -4, or -6CS shift on any attacks stated in the first part of the round. This means that the character may only dodge attacks of which he is aware. A character may not dodge an unexpected attack, such

as a sniper who suddenly appears, an ally who makes an attack, or someone behind the character. (See under Blindsiding.)

Powers may modify this rule, the most notable being the Spider-Sense possessed by the Amazing Spider-Man.

In any event, a character who is making a Dodging attack makes any FEAT rolls in that turn at a -2 CS penalty.

Dodging is usually used against ranged attacks and charging attacks. It has no effect against Slugfest and wrestling attacks (though the character may dodge to avoid ranged attacks in conjunction with adjacent attacks — this has no effect on those adjacent other than to penalize the dodging character).

Evading is a Fighting FEAT that is used by characters who are playing for time, looking for a weak spot in the opponent's attack and hoping to avoid getting their bodies splattered over the countryside.

Evading is an effective defensive tactic only against adjacent attackers, such as those engaged in Slugfest or wrestling combat. Only a single opponent may be Evaded.

A character who chooses to Evade announces that intention during the declaration phase of the turn. If both sides are evading, no actual combat occurs — both opponents are engaged in a flurry of feints and parries and no real blows are landed.

The Evading character makes no attacks that round, but rolls on the Universal Table and checks the Evasion column in the Effects Table. The results are Auto-Hit, Evasion, Evasion +1, and Evasion +2.

- An Auto-hit indicates the character zigged where he should have zagged, placing him in the direct line of fire of the opponent. The result of the opponent's attack will be at least a green result, even if a white result was rolled (it is still possible to be missed by a wrestling hold in this fashion, but Slugfest will always hit).
- An Evasion result indicates the character dodged the blow from that particular attacker. The attacker does no damage.
- An Evasion +1CS or +2CS indicates the character dodged the blow as in the Evasion result, and also put himself in the position to deal a better-placed blow against the foe. In the next round, an attack made by the character against

that attacker will receive a +1CS or +2CS bonus to hit (but not damage). This applies to only the first attack in that next round on that attacker, and may not be saved from round to round or increased.

Block is a defensive ability that uses the Strength ability to lessen the damage of physical attacks, which include Grappling, Slugfest, Edged and Blunt Throwing attacks, Force attacks (but not Shooting and Energy attacks) and Wrestling (but not Charging).

The Block move is an attempt to meet force with force, and use the individual's Strength as a form of Body Armor against a specific attack. The character using a block may take no other action, but may shield others behind him. Normal Body Armor, but not Force Fields, still apply to defense.

The character using the block maneuver does not attack but counts his Strength as Body Armor, provided the force can be physically resisted (use common sense here — a fire cannot be blocked, but a pillar of ice can). Roll on the Universal Table against Strength to determine the effects. The notation -6CS, -4 CS, -2 CS, and +1CS indicates the level of Body Armor gained taken from the Strength of the character.

Example: A character with an Amazing Strength wishes to block a punch thrown by an opponent with Monstrous Strength (Fighting ability is used to hit, but Block has no effect on this). The character gets a green FEAT, -4 CS, which provides him with equivalent Body Armor of Good. The character takes 65 points damage. If the hero had made a red FEAT roll, the character would have totally blocked the attack (Monstrous Body Armor against Monstrous damage attack).

The **Catching** maneuver is a move designed to let the hero catch falling objects and teammates, as well as catch objects that are thrown and fired at them. It uses the Agility ability to make this maneuver.

The catching maneuver can only be directed against one item at a time. The attempt to catch the item is made on the Universal Table, with Auto-hit, Miss, Damage, and Catch results.

- An Auto-hit result means the object the hero tried to catch hit the hero instead. In the case of a falling object, this is as if the object made a charging attack against the character at the speed of the fall. In the cases of shooting or thrown

weapons, the hero is automatically hit (a white result to hit is treated as a green result).

- A Miss result indicates the hero has missed catching the object. If the object he was trying to catch was directed against him as an attack, the attack proceeds at a +1CS to hit.
- A Damage result indicates the hero caught the object, but might damage it as a result. Treat the catch as a damage-inflicting attack on the object or character being caught.
- A Catch result indicates the object is caught with no ill effects to the hero attempting the catch or the object or character being caught.

A character suffers -3CS on all attempts to catch objects directed against the character specifically. In addition, certain types of catches require a minimum Agility.

- Hero must have an Uneearthly Agility to catch small, fast-moving items (like bullets).
- Hero must have an Amazing Agility to catch large, thin, projectiles (like arrows).
- Hero must have at least Remarkable Agility to attempt to catch other thrown projectiles.
- Hero may have any Agility to try to catch a falling character or object.

Effects Results: Slam, Stun, and Kill

Most effects of combat are covered in the sections describing that form of attack. Several combat forms share the Slam, Stun, and Kill results. They are explained herein.

For any one of these three results to be effective on a target, the attacker must inflict some damage on the target. If the character's Body Armor, force field, or natural invulnerabilities prevent the form of attack from hurting the character, then the effects of the Slam, Stun, or Kill are negated. **Important:** In borderline cases where the sum total of the attacker's damage is balanced by the target's defenses, such that one more point is needed to affect the target, the target may be affected by Slams, Stuns, and Kills.

The **Slam** result is possible as the result of Blunt Attacks and Charging and refers to the physical knocking down or away of an opponent. There are three types of Slam under the Advanced Set rules. The subject of a Slam result rolls on the Universal Table for an Endurance FEAT, checking the result on the Effects Table. The result may be No

Slam, Stagger, 1 Area, or Great Slam.

- No Slam — the target is not affected by the slam. The target still takes damage as for a normal hit.
- Stagger — The target is knocked back a step or two, perhaps knocked to one knee, but is fully capable of engaging in combat next round. The Stagger result indicates the target takes the damage of a hit and is no longer considered adjacent to his attacker. There is no further damage unless the situation demands it. (Say, the target is on the edge of a cliff and staggers over the precipice — a great way for villains to meet obscure deaths.)
- 1 Area — The target is knocked one area away (ranged or area movement). If the attacker inflicted any damage on the target, the attacker chooses the direction of the Slam (any compass direction or straight up or down). If no damage was inflicted, the defender chooses the direction (most likely avoiding fellow teammates, buildings, and other large, nasty items).
- Grand Slam — The target is knocked away with a speed equal to the Strength of the attacker taken as ground speed. (A hit with Uneearthly Strength sends the victim 10 areas.) The direction is determined as for 1 Area Slam.

A character slammed into a building takes damage as if he were making a charging attack at that building. Buildings and other obstructions affect the speed of the character as for normal movement.

The **Stun** result has the potential of taking a hero out of the fight for a number of rounds. A character may be stunned as result of any Slugfest attack, Throwing attack, Force attack, and Charging attack. The target rolls an Endurance FEAT on the Universal Table, and checks the result on the Effects Table (is this getting familiar, guys?). There are three types of Stun results.

- 1-10 rounds — The character is knocked out for 1-10 rounds (roll a die). During this time a character may take no actions.
- 1 round — The character is knocked down and may take no action next round. The character is still conscious, but as the apparent result is the same as 1-10 rounds, a character can play possum and keep his ears open.
- No effect — just what it means, the character is not affected by the Stun result.

The *Kill* result is potentially the most dangerous for the user (and definitely the target). A *Kill* result may be checked for as the result of an Energy attack, an Edged attack in Slugfest, or a Shooting attack. It may also be called for by reducing a character's total health to 0 — see Life, Death, and Health, following.

The target receiving a *Kill* result makes an Endurance FEAT on the Universal Table, checking under the *Kill* column of the Battle Table. There are three results on this table.

- A *Endurance Loss* indicates that the character's Endurance is reduced by one rank. The character is dying (check under Life, Death, and Health), and will continue to lose Endurance at one rank per turn until the situation is cleared.
- The *E/S* result indicates the character is affected as an Endurance Loss only if the method of attack was Edged attack in Slugfest or a Shooting attack. Any other attack form is considered *No Effect*.
- *No Effect*: The character takes damage as listed for the attack form, but is not slain.

A *Kill* result has detrimental effects on the attacker as well as the target. A hero who kills will lose all Karma (check under the Karma section in the next chapter).

Powers in Combat

Usually a character's superhuman Powers can be wielded in combat, depending on the circumstances. Those that depend on concentration may be prevented, while those powers that derive from a weapon may be foiled if the hero is kept from that weapon. This section covers a few of the more common Powers that turn up in combat.

Body Armor: The key to withstanding attacks, a character's Body Armor reduces potential damage by the Power rank number of the armor. If a character has Monstrous(75) Body Armor, then any and all attacks reduce the damage by 75. Damage reduced below 0 is counted as no damage, and the target cannot be affected by a Stun, Slam, or *Kill* result from that attack. For example, if a dagger (10 points damage) is thrown at a hero with Amazing (50) Body Armor, there is no effect from the attack even if the attacker rolled a *Kill* result. Body Armor protects the character from each and every physical attack. If five goons inflict 10 points damage on the hero with Excellent Body Armor, then none of those attacks succeed.

The above applies to all attack forms except

Energy Powers. The rank number of Body Armor is reduced by 20 points when dealing with this attack form. This means a Body Armor of Excellent (25) is reduced to Typical(5), a Body Armor of Monstrous(87) becomes Monstrous(67), and a Body Armor of Good(10) provides no protection at all against attacks on the Energy column.

Force Fields are another common form of defense encountered in combat, and range from the personal (protects the user only) Force Fields used by Iron Man and Vindicator to the projected (protects user, others, or large areas) Force Fields of the Invisible Woman. Force Fields protect as Body Armor, but are effective against Energy attacks at the listed level, and are -10 against all other attacks. A Force Field takes the damage instead of the hero.

A Force Field can be overloaded by damage exceeding that of the Power rank, treating that Power rank as the material strength of the wall. What happens if the Force Field is overloaded depends on the type of Force Field.

- If the Force Field is personal in nature, the system switches off or overheats. The hero is affected by excess damage, and may be stunned or slammed.
- If the Force Field is projected in nature, the user must make a Psyche FEAT roll against the intensity of the attack or become unconscious. The Force Field hangs around long enough to protect those within.

A character with Force Field and Body Armor may use one or the other against any attack, but *not* benefit from both at the same time. If a Force Field is projected by a third party in front of the character with Body Armor, the Force Field takes damage and, if it collapses, full damage is inflicted on those within. In this case Body Armor is applicable to reducing damage.

Resistances: A hero with a resistance against a certain attack form is permitted an additional defensive roll — when attacked, the hero may make a FEAT roll against the attack, treating the damage as the Intensity of the attack. If successful, the attack inflicts no damage. If the FEAT fails, the Resistance still provides Body Armor against that attack form.

Claws: Claws are given a Power rank and a material strength. The first refers to the damage inflicted with them, the second to the materials they can affect. The favorite example is Wolverine, whose Class 1000 material claws only inflict Good damage

against materials without a material strength rank. Against materials with a material strength rank, including the outer suit of Titanium Man, Wolverine shreds with Unearthly ability. As far as damage goes, he inflicts 10 points and checks the Edged Attack Table when attacking. This same approach is taken for swords (Black Knight, Silver Samurai) and other sharp pointy items, and for the effects of Corrosive and Rotting Touch.

Claws and other sharp instruments do not affect Force Fields with their material strength. They would inflict their normal damage in overloading that Force Field.

Growth: Larger targets are easier to hit than normal ones. In Charging, Slugfest, and Missile (Shooting and Throwing) combat, the following modifiers apply to hit:

Up to 7 feet tall	No Modifier
Up to 16 feet tall	+1 CS
Up to 22 feet tall	+2 CS
Over 22 feet tall	+3 CS

This modification only applies to the chance to hit, not to the damage done.

The character with Growth Power also gains a similar modifier to any Strength FEATs, including wrestling combat. Damage is raised by a similar amount.

Shrinking: Smaller opponents are harder to hit, and strike more easily against a relatively larger foe. When attacking a smaller foe, the attacker suffers the column shift listed, while the smaller foe gains a shift on his attacking. This applies to Slugfest and Missile combat only in both cases.

Reduction	Attacks Against	Attacks By
Down to 6 inches	No	No
Down to 1 inch	-1CS	+1CS
Down to 1/4 inch	-2CS	+2CS
Smaller than 1/4"	-3CS	+3CS

Tactics

The above sections talk about most normal combat situations. Of course, anything that uses characters with superior Powers can hardly be called normal. To cover a lot of the "special cases," this section will look at a few of the more interesting tactics that have turned up over the years.

Non-Adjacent Weapon Combat: In most cases, two characters must be next to each other in order to engage in Slugfest combat, though an exception is noted if the character has a weapon that will reach. Super-strong opponents are always

grabbing lampposts, columns, and buses to smash one another. For this type of combat, the attacker and target do not have to be adjacent, but should be within 1 area of each other (unless the attacker is using something massive like the Concorde to strike his or her opponent). The attacker must be able to lift the object he is using, and if the target's material strength or Body Armor is higher, the weapon may be shattered and the item useless.

Holding One's Fire: If a player has initiative, his character may hold off his attack until an opponent is within the best possible range. In other words, the opponent (loser of initiative) may move according to his plans, but the attacker does not have to attack until the opponent is about to strike. (A good example is a character defending against a Charging opponent. That character chooses to hold his attack until the opponent is right on top of him, then lets loose.)

Pulling Punches: This has been covered above but bears repeating: It is possible to inflict less damage than maximum for some attacks, and it is possible to select a lower effect than the color rolled for other attacks. Attack forms where reduced damage is available are Blunt Attacks, Throwing Blunt, Energy Powers, Force Powers, and Grappling, and any form of attack that uses the magic code phrase "inflicts up to a certain level of damage." Attack forms where it is possible to have lesser effects than found on the Battle Effects Table (for example, lessening a Stun to a Slam) are Blunt Attacks, Force Powers, Energy Powers, Grappling, and Charging.

Multiple Targets: A character may affect multiple targets by making a single attack that will affect multiple targets, or by making separate attacks against the attackers.

Single Roll option: Under certain circumstances a character may affect a number of adjacent foes. All targets must be adjacent to the character in question. Attack forms that may use this type of attack are Blunt Slugfest, Escaping, and Energy and Force Powers. A single roll is made to affect all the individuals in the area at a -4CS. Those results are applied to all in that area.

Multiple Combat Actions: Occasionally heroes may make more than one attack in the same round, attacking the same target or different targets. Any character can make multiple attacks, provided that

character makes a Fighting FEAT roll in the Pre-Action roll. The intensity of the FEAT depends on the number of attacks desired:

- Making 2 attacks in the same round — Remarkable Intensity FEAT
- Making 3 attacks in the same round — Amazing Intensity FEAT

All multiple attacks are made at -1CS to hit. If the Fighting FEAT fails, only one attack is made at -3CS.

The above applies to Slugfest attacks and Shooting only. Certain Powers may permit multiple attacks as Power Stunts without invoking this rule.

Entangling Weapons: There are a number of bolos, nets, and webbing designed as weapons to entangle a foe. These hit with an Agility FEAT, but if they hit, the target must make an Agility FEAT against the material strength of the net, webbing, etc. Failure indicates the target is enmeshed and may escape by breaking bonds as a Strength FEAT, or slipping the bonds, if the character has applicable abilities.

Groundstrike: The Groundstrike is a tactic used by individuals with Energy Powers to inflict concussive damage to a target without fear of instant death. The idea is to use the Power to bowl over an opponent and do damage with the rock and earth brought up by the attack. If the material strength is less than the damage inflicted, the target will take damage equal to the material strength. In addition, if the material is relatively thin, the strike may open a hole, causing the target to fall through (Agility FEAT to avoid). The chief function of the Groundstrike is that damage is inflicted on the Force Power Table. It's disadvantage is that it is hard on the surrounding territory.

Shooting to Neutralize: It's often a good idea to try to shoot a weapon out of a miscreant's hand. This requires a Bullseye result, and while it inflicts damage, a Kill result is treated as a Bullseye as well. This is one of the few cases where a Kill result may be reduced. It may be used only to knock an opponent's weapon out of his hand.

Shooting to Stun: A trick shot, involving grazing the target in such a way as to knock him out. This is a Bullseye result for Shooting combat. A Bullseye result is treated as a Stun, but a Kill is still a Kill result.

Combined Attack: A single character may be unable to pierce an enemy's Force Field

or Body Armor, but two or more individuals striking at the same spot may be able to affect the foe. As with combined material Strength FEATs, the two must inflict damage within 10 points of each other. The higher total is raised to the next rank of damage, at the lowest point (88 for Unearthly, etc.) providing the individual with the lower damage ability makes an Agility FEAT (the one with the higher FEAT must score a normal hit). This applies to Slugfest, Charging, and Energy and Force Powers.

Double-Teaming: A form of combined attack where one attacker holds the target and the other hits him. The first attacker must get a Hold or Partial Hold on the target. The second attacker then gets a +1CS on attacks (but a miss on the target may hit the Grappling attacker — make a second roll as if attacking that character).

Fastball Special: A special form of Charging attack developed by Messrs. Logan and Rasputin of Westchester County, New York, which involves the more powerful of the two using the less powerful as a Missile weapon. The attack supposes the throwing character can lift and throw the thrown character. The attack uses the thrower's Agility to hit, or the thrown's Fighting ability, whichever the players involved choose. Damage is done by the thrown character as determined by Endurance, or by a normal Slugfest attack, with the thrown character gaining benefits as for a Charging attack. (Plusses for Speed.)

Shockwave: A version of the Groundstrike used by those with Edged or Blunt Slugfest attacks. The attacker must have a Strength at least two ranks higher than the material he is standing on; he then strikes at the ground with fists, legs, etc., setting up a shockwave that will travel up to 2 areas away in any direction. Those in the path of the Shockwave are attacked by as if by a Charge of the attacker's Strength. No damage is done by a Shockwave attack (though incidental damage may be inflicted by damaged buildings, bridges falling down, etc.) but targets may be stunned or slammed if these results are rolled.

Blindsiding: A character who is taken by surprise has a greater chance of being affected by an attack than one who is expecting it. A Blindsiding attack gains a +2CS to hit, and the character hit by a Blindsiding attack may not add Karma to any die rolls to determine if the attack Slams, Stuns, or Kills. The Judge has final say on Blindsiding, but guidelines are: if the character is taken unaware from behind,

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the character is distracted, the attacker is playing possum (the target does not anticipate an attack), the attack comes from an unsuspected quarter (an ally or supposed friend makes the attack). Characters with extraordinary senses (like Daredevil) or danger senses (like Rogue, Franklin Richards, and Spider-Man) cannot be Blindsided in normal circumstances. Under special circumstances, though, Blindsiding these characters can be possible. Spider-Man was once Blindsided by Aunt May, as his vaunted spider-sense did not recognize the dear sweet lady with the lead pipe as a threat — let this be a lesson to us all...

Shielding: This tactic involves putting something between the target and the attacker, usually an inanimate object but sometimes, in the case of hero leaping into the fray to stop an attack on another individual, a character himself.

In the first case, the hero may decide to use something as a shield as an initial action or as a changed action after initiative is rolled. If it is an initial action, the hero may perform another action in addition to the action. If a changed action, the hero may perform no other action that round than shielding. In either case, all other FEATs attempted in that round, including combat are -2CS unless the object used as a shield is a device or object commonly used by the hero in that way (the hero is comfortable using the device defensively). The material strength of the item is used as a form of Body Armor against the attack (if a garbage can lid is used as a shield, it will provide Poor (4) protection). This applies only to physical attacks and similar attacks that may be deflected in this manner. This form of defense may be used against Slugfest, Throwing, Shooting, and Charging attacks, but not Grappling and Grabbing attacks.

The hero may also provide a form of shielding to other targets within the same area (or within a half-area for ranged movement) by putting his own body in the way of an attack directed against another. The hero may make this decision only in the decision section of the turn, and then if the hero is closer to the target than the attacker (therefore it is only useful against Shooting, Throwing, and Charging attacks). The hero (or an object the hero is carrying, as in the first section) interposes himself in the line of fire and is considered the target instead of the intended target.

Example: Spider-Man is standing next to the Mayor when he sees the barrel of a

sniper rifle sticking out of a window. Spidey acts to shield the Mayor, making himself the target of the attack. Were Captain America standing next to the Mayor in this situation, then he could bring up his shield (a common object used for this purpose) to protect the Mayor and himself (the attack is considered to be against Captain America, but his shield may deflect it).

Flight and Fight: A few additional rules apply to characters engaged in combat while in flight:

- A character in flight can be slammed regardless of the character's comparative Endurance. This is because the character is not moored to anything.
- A character in flight may Charge with normal limitations. If the flying character is engaged in a Power dive (dropping straight down), the character can gain a column shift of +4CS (with resulting possible damage for self as well). This applies only to flying characters intent on diving at the target, not to characters leaping, jumping, or falling from high distances (they receive the +3 CS maximum).

Firing at a Moving Target: A character who is moving is harder to hit. A -1CS applies to any target moving up to five areas that round; a -2CS applies to those against targets moving up to 10 areas that turn, and -4CS to those moving faster. The exception to this is attacks on a character who is Charging directly at the firer — other than the target getting rapidly larger, there is no difference in location.

Ambush: Ok, how many times have you seen this in the comics — the bad guy is right around the corner, pistol drawn, waiting for Moon Knight to come around the corner and... Blam! The Ambush is an attack set up against a certain location. As soon as any character enters that location, the attack occurs. Karma is spent when the attack is set up, not made. An Ambush gains a +1CS to hit.

Aiming (Optional): This form of attack is for use with Shooting, Throwing, and Powers, in situations where the attacker has the luxury of spending a turn aiming his weapon without firing. A character Aiming for a turn gains a +1CS to hit.

Point Blank Range: There are sometimes cases where a firer would have to be really trying to miss — you know, repulsor up against the bad guy's head, etc. A Shooting character who is adjacent to a nonfighting

opponent gains a +3CS to hit that opponent. If the opponent is fighting, or engaged in Slugfest or wrestling, there is a -3CS to hit with Missile weapons. Whether or not a target is fighting is determined when the attacker fires. If the attacker gets initiative in the round the opponent tries to escape, the attacker has a +3CS — otherwise, he has a -3CS.

Luring: Luring is a tactic by which the character makes himself a target in order to encourage his opponent into attacking him, whether to keep the opponent from attacking others, lead the character into an uninhabited area, or to persuade the opponent to throw a punch or make a charge, only to jump out of the way at the last moment. A character trying to Lure states so. The opponent gets a +2CS on attacks, but at the moment of attack, the defender can pull a defensive move of his or her choice. If the attack misses, the lured character will hit whatever was directly behind the luring character (the character's choice).

Using Karma in Combat: Karma is delved into deeply in the next chapter, but since it has an important effect on combat it should be mentioned here. Karma is used to manipulate the die rolls on the Universal Table. When a character decides to spend Karma, the player simply announces it. You automatically spend 10 Karma points by saying that simple phrase. You can spend more, but 10 points is the requirement for making the statement. On the die roll you are modifying (always the one immediately after the announcement), you add the number of points equal to the amount of Karma you spend (at least 10, the amount you spent to start with). Other uses of Karma are described in the Karma section.

Life, Death, and Health

This is one of the most important sections yet covered. In combat, we noted that various attack forms inflicted various types of damage — a strike with the bare fists inflicts up to the attacker's maximum Strength. This may be modified by Body Armor, tactics, and other stuff, but the end result is a number, which is deducted from your Health score. What happens when Health reaches 0?

Well, your character just might perish.

A character that reaches 0 Health becomes unconscious and stays that way for at least 1-10 rounds. The player rolls an Endurance FEAT for the character and consults the Kill column of the Effects Table. If the result is

no effect, the character is Stunned for 1-10 rounds and may regain consciousness (see Regaining Consciousness below). If the result is Endurance Loss, the character begins to lose Endurance ranks.

A character loses one Endurance rank per turn. The loss is temporary, but for further Endurance checks the rank number is considered to be the highest for that rank. One rank is lost per turn until the character reaches Shift 0. When the character slips below Shift 0, that character is dead. Deceased. Pushing up daisies. Beyond the mortal ken. Extreme measures must be taken to bring that character back into play. Fold up the character's sheet and put him in the Hall of Fame. (However, see Immortality.)

How do you avoid this situation if your character is the one who may pass from this mortal coil?

- Spend Karma. You can stabilize your Endurance for one round by spending 50 points. This is a stopgap measure at best. (This is a change from the Original Set.)
- Spend a lot of Karma. You can gain another Endurance FEAT when you slip a level by spending 200 Karma points. If you succeed, you are unconscious.
- Help from your friends. If a friend, ally, enemy, or passerby attempts to aid you, the loss of Endurance is halted. The character is still unconscious, and will be for 1-10 more hours. Aid is defined as first aid, summoning help, pulling the character to safety, or even

checking to see if the character is OK. A character with First Aid and Medicine Talents may be able to aid individuals who have reached Shift 0 Health.

Regaining Consciousness: A character unconscious from the result of a Stun regains consciousness in 1-10 turns, and may act normally from there on. A character with 0 Health is unconscious for 1-10 turns, then can make a Endurance FEAT. Failure indicates the character is still unconscious; check again in 1-10 turns. Success indicates the character has regained consciousness, and has Health equal to his Endurance rank.

Recovery: Ten turns after a character takes damage, he regains Health equal to the Endurance rank number, provided the character is not knocked unconscious. This Recovery only applies if the character is not further damaged within that time period. If a character is damaged, steps out, and then is damaged again before Recovery takes place, then only Healing is possible. Recovery may take place only once per day.

Healing: A character normally heals his Endurance rank number in the hour (600 turns) following the last damage. If the character takes further damage during that period, then the time is measured from that point. Characters with special abilities may be able to heal for greater amounts or at faster rates. This rate is doubled by bedrest and medical supervision (doctors or hospitals).

Robots and Reactivation: Robot PCs and NPCs that are knocked down to 0 Health and lose all Endurance Ranks are not "dead" in a conventional sense, but may be rebuilt by other characters, if they may retain most of the parts and personality. Repairing such a character would require a Reason FEAT of intensity equal to the highest Ability or Power rank of that character (if the Vision is deactivated, as he apparently was once in crossing Annihilus' Force Field, repairing him is an Unearthly intensity FEAT). The repaired character returns to play, but has no Karma. Reactivating a robot takes a number of days equal to the highest Power rank of the character (the Vision would take 100 days). Robots may suffer disabilities.

Impaired Abilities: A character who has lost Endurance ranks has a -2CS until the Endurance is returned to original levels. One Endurance rank is healed per week in normal action. One Endurance rank is healed per day if the character is in a hospital or under a doctor's care. Endurance cannot be healed to a higher rank number than the character had before the damage.

Disabilities: A character who slips to Shift 0 in Endurance is in danger of having one or more of his abilities impaired. For such a character, roll for each physical ability above Good (Green FEAT). Failure indicates that that ability is now reduced to the next lowest printed number (from an Monstrous(61) to an Amazing(50)). These abilities may be modified upwards afterwards only by experience.



3: THE CAMPAIGN

Chapter One dealt with your character, whether pregenerated or created on the spot. Chapter Two ran through the basic FEATs, combat, and movement, and what a character can do in a turn. In this chapter we expand into the realms of the campaign itself, including Karma, Contacts, and advancement.

Karma

As a hero adventures in the Marvel Universe, he gains and loses Karma. Karma is the reward system of the game, and is a register of how well the character is doing compared to an "ideal" hero.

Karma is also a spendable experience point. In other words, it is gained by the player, and may be spent by the player to make sure certain actions happen when they are supposed to (example: Captain America, with only one chance, bounces his shield off three walls and hits the lever necessary to prevent the detonation of the Z-bomb). Karma is also spent to complete technological items, accomplish Power Stunts, and to advance the character in abilities and power.

Gaining (and Losing) Karma

Karma awards are made at specific times during an adventure.

- Karma is awarded at the end of a battle or conflict.
- Karma is awarded at the completion of a task.
- Karma is awarded at the conclusion of the game adventure or gaming session.

In the first case, Karma is not awarded while there is still combat going on, or when there is potential for immediate combat. This prevents heroes from chewing through the lower-level flunkies, then using the Karma gained to take on the organization's mastermind. As long as one of the player character heroes is in combat, Karma will not be awarded for that battle.

Certain actions are rewarded immediately after they occur. Stopping a crime, rescuing someone, or preventing a disaster are rewarded as soon as they occur, as are Karma losses from committing a crime, or taking a life.

At the conclusion of the game adventure, Karma awards should be made for the play to date. Conclusion means either the end of a planned adventure or the end of the evening's play. Karma awards for items such as good role-playing should not be delayed from session to session (if only



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because Judges have terrible memories).

Karma may be awarded to individuals or to a group. Definition is determined by the number of characters required to perform the action, defeat the bad guy, or rescue the innocent. If more than one person is responsible (such as one character holds the building steady while a second clears the streets and a third checks the collapsing structure for people trapped inside), the award should be split evenly. If one character is doing all the work, then that character should get all the credit. When making group awards, the amount is evenly divided between the active participants (drop fractions). If three people perform actions that earn 100 Karma points, each gets 33 Karma points. Awards for good role-playing are always to individuals. The decision of whether Karma is awarded to the individual or group, as well as the amount, is the final province of the Judge. Karma earned by groups may be placed in that group's Karma pool even if other members of the pool's group were not present (See Karma Pools).

Karma is gained and lost through three general types of actions: Heroic Actions, Personal Actions, and Gaming Actions.

Heroic Actions are those actions the character undertakes as a hero: catching criminals, rescuing innocents, battling the forces of evil, and general acts of heroic derring-do. Similarly, Karma is lost (reducing the player's Karma total) for unheroic acts. Heroic actions are listed in the summary at the close of this section, but the general types are as follows.

Stopping or preventing crime: The hero receives an amount for preventing a

criminal action from occurring, or stopping it while in the process of occurring. The various criminal acts are listed in the Original Set, and summarized here.

- **Violent crimes** are crimes involving damage to people, and include murder, assault, and kidnapping. Attacking a super-powered hero is not in itself a violent crime, for Karma purposes, but attacking a hero in his secret ID is.
- **Destructive crimes** are violent crimes directed against property as opposed to people. Arson, bombings, riots, vandalism, attacks on super-powered heroes, and rampages fall under this category.
- **Theft** is removal of property without threat or injury. Shoplifting, pickpocketing, break-ins, and embezzling are theft.
- **Robbery** is theft with violence or implied violence. Mugging, bank robbery, and store stick-ups are robbery. Whereas theft is usually done without the target's knowledge, robbery involves a face-to-face confrontation.
- **Misdemeanors** include all minor crimes, including gambling, carrying concealed weapons, possession of drugs, and driving offenses.
- **National offenses** are those crimes that threaten the security of the nation, and include treason, hijacking, acts of terrorism, and drug and weapon smuggling.
- **A local conspiracy** is a plot or plan to break the law, affecting one company, city, or region. Meeting to plan a robbery is a local conspiracy.

KARMA

- A *national conspiracy* is a plot or plan to break the law on a national level, usually concerning taking over that country.
- A *global conspiracy* is directed against the entire world, and usually is only used by those individuals and groups who dream of world power and alien races intent on conquering the world.
- *Other crimes* are those crimes that do not fit into any set category, and include selling drugs, forgery, counterfeiting, and fraud.

Arresting criminals: Often there are cases where a hero is not on the scene when a crime occurs (best example is Spider-Man not being around when his Uncle Ben was shot by the burglar). If the hero brings those responsible for a crime to justice, this is known as Arresting the Criminal. In most cases, a hero does not have official sanction from the governments to make arrests. The best the hero can do is bring the perpetrator to justice, along with enough evidence to make a case against the creep. If the villain is released as a result of a court decision, the hero still gets the award for the arrest. The classes of crimes are as listed above.

Rescues: Saving another life is worth 20 Karma points flat. It doesn't matter if the person is Aunt May falling off the Brooklyn Bridge or Doctor Doom falling into the core of his cyclotron. To most heroic characters all life has value, even that of evil characters. A maximum of 100 points may be awarded for any one action involving rescue (Iron Man saves a 747 filled with people from crashing — he gets 100 points max).

Award for Foes: In addition to all other awards, the hero receives Karma for battling and defeating opponents. Such an opponent is usually a criminal or villain. This award may be made only if the opponent has an ability or Power of Remarkable or higher (small fry do not count). The award is equal to the highest rank number of the opponent.

Example 1: The lone hero comes upon a liquor store hold-up. The two thugs are running for the getaway car. The hero drops down on the thugs and knocks them out, to the cheers of the bystanders. She has stopped a robbery (20) and arrested the criminals (10). She gets 30 points for her actions.

Example 2: The lone hero comes upon a liquor store that has been held up. The



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owner says the robber wore the outfit of the Scorpion. The hero tracks Scorpion down, discovers proof of the crime, arrests him, and turns him over the authorities. The hero did not stop the crime, but did arrest the criminal (10), who has a Remarkable + ability (Amazing damage with tail (50)), so the hero receives 60 points.

Example 3: Three heroes tracking down a rash of thefts (four to a rash; three or less is an itch of thefts) stumble across a group of three villains plotting to hold the city of San Francisco hostage. The heroes break in and knock out the criminals. They have arrested the criminals of four thefts (20 points), stopped a local conspiracy (30) and arrested the participants (15), and the villains all have high Strengths (Incredible, 40 each). The heroes get 165 points, split three ways for 55 points each.

Example 4: A rampaging monster with Monstrous (75) Endurance is trying to push over an office building filled with people. A team of five heroes tries to prevent it. Three heroes attack the monster, which they drive off into the East River. The other two heroes help evacuate the building. All heroes would benefit from stopping a crime of destruction (20), and from rescue (100 Karma points). No points are awarded for defeating the monster, as it was just driven off, or for "arresting" the monster as it's still at large. 120 points are spread among five heroes for 24 each, or added in total to their group Karma pool.

Losses for Heroic (or Unheroic) Acts:

Heroes may also lose Karma as a result of their actions. Such losses are always individual in nature, and Karma may not drop below 0. These unheroic actions are summarized on the Karma Table as well, and are detailed below.

Committing crimes: A player character loses twice the listed Karma points for any crime he commits, even if the hero has good reason or there are extenuating circumstances concerning the crime. A hero is sometimes charged with a crime she did not commit. This has no effect on her Karma (as the hero knows she is innocent). This only applies to crimes the hero commits, even if she was under the control of outside forces.

Example: Puppet Master controls a hero's mind, forcing him to rob Fort Knox. While the hero breaks Puppet Master's hold, returns the money, and convinces the authorities that he is a good guy, the fact remains that he robbed Fort Knox, and loses 20 Karma points as a result.

Note: Holding on to the devices of super-powered villains without the permission of the arresting body is considered to be theft. (Bad guys got rights, too.) Make a Popularity FEAT to see if the hero may keep the devices after the trial.

Permit crime to occur: There are times when a hero may choose not to interfere with a situation, or be unable to interfere with a criminal activity. This is generally not looked upon favorably in heroic circles, and a Karma loss equal to that of arresting the criminal is ascribed to the hero.

Example: The hero must rush a vial of anti-toxin across town to save a life (rescue - worth 20 points). En route he spots a cat burglar breaking into a penthouse apartment (theft — 10 for preventing, 5 more for arresting). He decides that a life is more important and gets to the hospital with seconds to spare. He gets 20 points, but loses 5 for not preventing the crime (he can regain those points by tracking down the cat burglar, now long gone).

Defeats: When a hero gets beaten up by a bad guy or guys, he seems ineffective in his job, and this reflects on his Karma. If the defeat occurs in a private area (no other witnesses), the hero loses 20 Karma points. If the defeat occurs with more than three witnesses (in a park, an office, or on national TV), the loss is 40 Karma points.



Property destruction: When titans clash, the insurance rates go through the roof. Super-powered characters getting down to cases can level whole city blocks. Villains generally don't care, but heroes like to avoid excess destruction. For every area that takes damage (broken walls, windows, fallen roofs, damaged pavements, wrecked cars and sewage lines), each hero involved loses 5 points.

Example: Three heroes fight the rampaging Hulk. In the process a city block of seven areas is leveled. The heroes each lose 35 points (and probably another 40 each for a public defeat, as the Hulk is one tough customer).

Death: Almost all heroes have a code against killing, and this is reflected by the fact that if a hero kills an opponent, or through his actions allows a person to die, all Karma for the character is reduced to 0. Karma that has been spent for advancement, building things, or influencing die rolls previous to the death is unaffected, but with the death, all current Karma is reduced to 0. New Karma may be earned from this point, but the Karma is lost, even if the character slain is later returned to life. Accidental deaths and deaths resulting from the hero not being in control of his actions do not mitigate this effect.

Example: Iron Man's armor is controlled by Justin Hammer, and causes him to fire his repulsor ray into the Carnellian ambassador, killing him on national TV. Iron Man's Karma is reduced to 0, despite the fact that it is not his fault.

Noble deaths, mysterious deaths, and self-destruction: These are borderline cases where the circumstances of death are fuzzy to say the least. A noble death is one where the character chooses to sacrifice herself for others (Marvel Girl taking the controls of a crashing space shuttle in order to save Scott Summers and his teammates). A mysterious death is one where no body is found, and is a favorite for villains who appear to be about to die. Self-destruction involves those cases where the death would result no matter what the hero does. For these cases, a set 50 point penalty per hero is ascribed.

Example of noble death: The Space Shuttle, carrying the X-Men, is plunging to its fiery doom. Marvel Girl volunteers to try to pilot it down, though the cosmic radiation will fry her. She knocks out a protesting Cyclops, and sacrifices her life to save her friends. Her friends lose 50 Karma points only, as this was a noble death. They do not regain that amount when it turns out she really survived the crash.

Example of mysterious death: The heroes trap the dangerous Apocalypse in a burning warehouse as the madman rants about his new genetic hierarchy. Suddenly the floor gives way, plunging him into the inferno before the heroes can react. No one could survive the heat, and no body is found in the ashes. The heroes take a 50 point penalty each, though Apocalypse may have survived the fire.

Example of self-destruction: Iron Man defeats Obadiah Stane, who is wearing the Iron Monger armor. As a final act, Iron Monger turns his repulsors on himself as opposed to admitting defeat to Iron Man. Iron Man's total is reduced by 50 Karma points.

Personal Karma Awards: In addition to heroic actions in their caped and cowed crusader alter egos, most player characters have a home life of some form, as well as non super-powered friends and allies. These friends, allies, and relationships are the source of additional Karma for the hero, known as personal Karma. Personal Karma is awarded to the individual hero (no group awards). Earning personal Karma consists of making commitments and following through on those commitments. A hero who exists in a vacuum, without friends, is cutting himself out of an interesting way of earning Karma.

Personal commitments: The character, either as hero or secret ID, can make a

commitment to meet someone at a certain time and place. This may be a personal appearance, making a date with a girlfriend, going shopping with a relative, or making a poker game. For each instance of a hero making commitments and seeing them through, the hero receives 5 Karma points.

Weekly award: In addition to specific commitments, heroes in their everyday lives receive Karma points for making the normal daily commitments. These will vary according to the heroes. Those with employment must live up to the terms of that employment (like showing up for the job, as a long absence fighting in the Skrull Galaxy may result in a loss of Karma and a change in Resource status). Heroes with families should be expected to spend some time with those families. (The Richardses have been spending a lot of time fighting menaces and leaving their son Franklin alone — this is bad Karma.) Heroes with wives or husbands are similarly expected to spend some time together to receive this reward, in domestic situations as opposed to everyday situations. A character who to the Judge's satisfaction has completed his normal tasks as employee/employer/husband/wife/parent may receive this award of up to 10 Karma points.

Example 1: Spider-Man, in his identity of Peter Parker, not only manages to get freelance photos in on time to make an issue of NOW magazine, but makes a dinner date with Mary Jane and drops in on his Aunt May. At week's end, the character gains 10 Karma for making his normal commitments, as well as an additional 5 for showing up for the date with Mary Jane.

Example 2: Iron Man, in his identity of Tony Stark, is needed to sign various papers for the continued survival of his company. Iron Man spends the week fighting the Crimson Dynamo in the Sahara Desert, and does not even check in. Iron Man receives no award for the week (and his control of the company may be jeopardized by his failure to pay attention to business), and loses Karma for not showing up.

Karma loss for breaking commitments: One way of gaining personal Karma is to make and show up for commitments. Failure to show up for these commitments results in a Karma loss, as does leaving these commitments early (sorry, you can't just touch base and take off). Failure to show up for a commitment will result in a loss of 10 Karma points, leaving early a loss of 5 Karma points. Karma levels may never drop below 0.

Example 1: Reed Richards has scheduled a meeting of the Baxter Building tenants for noon on Friday. On Thursday he is kidnaped by Doctor Doom, and does not escape until Monday. Regardless of the situation, he loses 10 Karma points for failing to show up (and probably has the tenants ticked off as well).

Example 2: She-Hulk and Wyatt Wingfoot are out on the town when suddenly a news report comes in about a giant plate of succotash eating Yankee Stadium. She-Hulk calls it a night early in order to battle the evil mixed vegetable, but will suffer a 5 Karma point loss for only partially honoring a commitment.

Charities: One easy way of earning personal Karma is through charity work. There are three types of charity that a hero can be involved with: personal appearance, act of charity, and donation.

Personal appearance involves the hero showing up for a function the proceeds of which will be donated to a worthy cause. A charity will request or accept this type of work on a red Popularity FEAT, mainly because such charities are often used as targets at which super-powered foes get even with and humiliate the hero. The hero who makes a charity appearance will receive Karma points equal to his Popularity rank number (maximum of 20). No more than one charity appearance per week per hero or group can be counted in this fashion.

Act of charity: A hero may also use his Powers to benefit the common good, or a worthy cause, in a non-combat or non-emergency situation. Heroes should be rewarded according to the situation and the type of FEAT needed to complete the task. Tasks which are automatic net 10 points, those which would require a green FEAT 20, a yellow FEAT 30, and a red FEAT 40 points.

Donation: In the Original Set, a bonus of 1 Karma point per 100 Resource points donated was set. With the removal of bookkeeping for Resources, this must be modified. In order to make a donation, the player must state what is being donated and make the appropriate Resource FEAT if necessary. The Karma award is equal to the rank number of that FEAT (if no FEAT is required, 10 Karma points are awarded).

Example 1: Box hauls a Canadian destroyer off the shoals of Newfoundland. This is an act of charity requiring a red

FEAT roll, so he receives 40 points for performing it successfully.

Example 2: Spider-Man uses his webbing to temporarily hold the scaffolding together outside an office building until it is welded. This is an act of charity, but no FEAT is required. 10 points are awarded.

Example 3: Tony Stark kicks in for a new wing of a medical center, an Incredible rank donation made possible by Stark International. Stark receives 40 points for the donation, and an additional 20 points for showing up as Iron Man at the grand opening.

Example 4: Spider-Man is gathering money for a program to give toys to small children at Christmas. The organization, wary of his rep, turns down his offer to make public appearances, but Parker still manages to donate a few bucks to the cause (Poor FEAT) and in doing so gains 4 Karma points.

Negative Popularity FEAT rolls: Heroes are supposed to be good guys, but if their Popularity drops below 0 in the range, people may follow their orders out of fear as opposed to loyalty. Each time a player character hero with a negative Popularity score uses that Popularity to influence another character, the hero loses Karma equal to his or her Popularity rank number. For example, if a hero with -15 Popularity uses that Popularity to scare away a group of panic-stricken passers-by, preventing them from being damaged by a falling wall, he receives Karma for the rescue (100 points max), but loses 15 points of it due to his negative Popularity score.

Gaming Awards: A player may gain Karma for his character through good role-play and running his character in an interesting and intelligent way. There are no negative gaming awards in the Advanced Set, as the assumption is made (at least by the designer) that you guys know what you're doing. Three examples of gaming awards are:

Role-Play Award: At the end of an adventure or gaming session, the Judge may award personal Karma to players who have shown a good knowledge of the character's personality. For characters from the Marvel Universe, this means the role-playing is in line with how the character is presented (Hercules is loud and boisterous; Wolverine, while not continually going into murderous rages, is short-tempered and threatening). For

characters created by the players, these awards are given in light of the player's stated motives and previous actions. (Captain Outrageous, "the hero who fears no evil," running from a fight with Terminus may be making an intelligent decision, but still is not acting in character.) The Judge may award up to 10 points in this fashion.

Stump the Judge Award: The characters controlled by the players have super-human Powers, and with the addition of Power Stunts, may be able to use them in new and different ways. In other words, while the Judge may figure the players will get out of a deathtrap in a certain fashion, they may surprise him by coming up with some new and different way. The Judge should make an award of no greater than 15 points to those players who come up with new, imaginative ways of dealing with situations (once done, of course, it's now longer new, so once per stunt).

Humor Award: Let's face it: one of the key reasons for role-playing is the gathering together of diverse people with the intent of swapping bad jokes. Laughing in the face of danger is a trademark of some heroes, but even Wolverine and Captain America get in a wry chuckle from time to time. The Judge should award 5 points to any player who can come up with a joke, pun, or humorous situation so dastardly that play must cease while everyone takes a deep breath and tries to recover a sense of direction.



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Karma Summary Listing

Violent Crime — Stop/Prevent	30	Other Crimes — Stop/Prevent	15	Permit Robbery	-10
Violent Crime — Arrest	15	Other Crimes — Arrest	5	Permit Misdemeanor	-5
Destructive Crime — Stop/Prevent	20	Rescue	20	Permit National Offense	-10
Destructive Crime — Arrest	10	Multiple Rescues(5 +)	100	Permit Other Crimes	-5
Theft — Stop/Prevent	10	Defeating Remarkable Foe	30	Property Destruction	-5/area
Theft — Arrest	5	Defeating Incredible Foe	40	Death	-ALL
Robbery — Stop/Prevent	20	Defeating Amazing Foe	50	Noble Death	-50
Robbery — Arrest	10	Defeating Monstrous Foe	75	Mysterious Death	-50
Misdemeanors — Stop/Prevent	5	Defeating Unearthly Foe	100	Self-Destruction	-50
Misdemeanors — Arrest	5	Commit Violent Crime	-60	Making Commitment	+5
National Offense — Stop/Prevent	20	Commit Destructive Crime	-40	Failing Commitment	-5
National Offense — Arrest	10	Commit Theft	-20	Weekly Award	+10
Local Conspiracy — Stop/Prevent	30	Commit Misdemeanor	-10	Charities: Personal Appearance	+ Pop(max. 20)
Local Conspiracy — Arrest	15	Commit National Offense	-40	Charities: Act of Charity	+10 to 40
National Conspiracy — Stop/Prevent	40	Commit Other Crimes	-10	Charities: Donation	+ Res
National Conspiracy — Arrest	20	Public Defeat	-40	Negative Popularity	- Pop
Global Conspiracy — Stop/Prevent	50	Private Defeat	-20	Gaming Award: Role-Playing	+10
Global Conspiracy — Arrest	25	Permit Violent Crime	-15	Gaming Award: Stump the Judge	+15
		Permit Destructive Crime	-10	Gaming Award: Humor	+5
		Permit Theft	-5		

Karma Pools

A Karma pool is formed by a group of heroes as a common source of Karma. Each hero may donate as much of his own Karma as he wishes. Any member of the group may then use the Karma in that pool to manipulate die rolls and build things, though Karma in a Karma pool may not be used for advancement (sorry, no "let's chip in and give Albedo Man another rank of Body Armor").

Who may form a pool: Two or more consenting player character heroes may contribute up to their present Karma levels to form a Karma pool. Others may join in the pool, adding Karma as they join. A character may leave the pool, taking back a share equal to that of any other member with him (a Karma pool of two is divided two ways, one of four characters will give the leaving character one-fourth of the total pool).

Temporary pools: Karma pools are generally considered to be formed at the start of an adventure and disbanded at the adventure's end (either end of the mission or end of the gaming session). For randomly gathered heroes, such as those that appear in Marvel Two-In-One, this is normal.

Permanent pools: Heroes who adventure together over a long period of time (several gaming sessions) may form a permanent Karma pool. This is the basis of the super-powered groups, such as the Avengers, Defenders, or X-Men. Such pools are kept track of by one player, and all members of the pool may draw from that pool, even if other members are not

present. Players may set their own restrictions as to how much people may take out of the pool, who may join, and other by-laws, according to the situation.

Adding to the Karma Pool: Any group awards may be added to the Karma pool directly, or split into equal shares for those who belong to the pool. Individual awards are made to the player's character directly. They may contribute to the pool of their own volition ("ah, guys, the Pool is a little low, shall we all chip in 50 Karma points?").

Karma pool losses: Individual losses are taken from the individual first, then from the Karma pool he belongs to. For example, if Wolverine is publicly defeated for -40 Karma points, but has only 30 points on him, he loses the 30 and the remaining 10 comes out of the X-Men Karma pool he belongs to. A group loss (everyone

defeated) may be taken out of the Karma pool as one character, spreading the blame around a little and reducing the individual damage.

If a member of a Karma pool kills a character, or through his actions causes the death of another, both his individual Karma and that of the Karma pool to which he belongs is reduced to 0. (This is why the X-Men kept such an eye on Wolverine all these years.) Noble deaths, mysterious deaths, and self-destruction are handled as for individual characters.

Dissolving and Leaving a Karma Pool: A character may only belong to one Karma pool at a time, and to join another must leave the one he previously belonged to. At that time the hero takes his equal share of the remaining Karma in the original pool. If all members choose to divide up the Karma



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in a pool, then the Karma pool dissolves. The Karma returns in equal shares to each member of the pool, who may use it as he sees fit (including advancement). A Karma pool cannot be reformed then until after the next gaming session.

Optional Rule: Locking Karma Pools — As stated above, heroes may set their own bylaws regarding the spending of Karma. One such law may be the locking of a Karma pool. A lock should be agreed to by all members of the group. Karma placed into the locking Karma pool may not be withdrawn by the members. It may only be used by the individual to modify die rolls. Such a locking Karma pool may only be dissolved by a unanimous vote of those who belong.

Spending Karma

Karma may be spent from its reserve for a number of purposes: manipulating die rolls, changing results, advancement, building things, and Power Stunts. Karma spent in any of these fashions is lost and may not be recovered. A player may not spend more Karma than his character normally has. Karma may not drop, through spending or loss resulting from actions, below 0 under normal conditions.

Spending Karma to manipulate die rolls: Whenever making a FEAT roll, the player may change the die roll by declaring, before combat begins, that she is spending Karma on the result. At this point, the player is committed to spend at least 10 Karma points (or her remaining reserve, if less than 10). After rolling the dice, a number equal to the amount of Karma spent is added to the result (at least 10 points, or the amount remaining). The player does not have to declare how much Karma is spent on the roll, only that she will be spending Karma.

Certain FEATs may not be manipulated by Karma. Resource FEATs may not be so manipulated, nor may Popularity FEATs. FEATs resulting from being Blindsided or suffering an unexpected attack may not be modified by Karma (if Arcade suddenly pumps your jet full of knock-out gas, you cannot spend Karma, unless you had some previous warning of the attack).

Example 1: A character with Typical Strength must make a red Strength FEAT. He has 30 Karma points listed on his sheet. He announces he spends Karma and rolls the dice. He rolls a 68. He spends the full 30, bringing the roll up to a final result of 98 — a success. The character has no Karma left.

Example 2: The same as above, with the player rolling a 98. The FEAT succeeds, but the player still takes 10 points off his total, as he declared he was spending Karma. The character has 20 Karma points left.

Example 3: The same as above, with the player rolling a 13. No amount of available Karma will modify the roll to the point where the FEAT succeeds, so the player lets the roll stand. The 10 points for declaring the use of Karma are still subtracted, leaving the character with 20 Karma points.

Optional Rule: In order to speed play, the Judge may ask for Karma to be spent in increments of 5 points.

Modifying Results in Combat: In most types of combat, the attacking character may choose to reduce the effect of his attack (from a red result to a yellow result). Certain attacks may not be voluntarily reduced in effect: Edged Attack, Shooting, and Energy (those attacks with a possible Kill result). The player may reduce these effects by spending Karma. An expenditure of 50 Karma points may reduce the result by one color (from red to yellow, for example). This expenditure may only be made immediately after the roll generating the effect, and before any other die rolls, such as the Endurance FEAT to see if the character survives.

Power Stunts: Power Stunts are described in full under Power FEATS in Chapter 2. A Power Stunt permits the hero to use his or her Power in a fashion that has hitherto not been used. When a hero wishes to attempt the stunt, he describes the stunt to the Judge. The Judge then states if the stunt is possible, given the character's level of Power, and what FEAT would be required. The player then spends 100 Karma points to try the stunt. Any additional Karma to manipulate the die roll may be spent now, according to the rules laid out above.

Example: A first time player is running the Vision, and wishes to increase his normal density inside an opponent, stunning the opponent without seriously damaging him. This is a common Power Stunt the Vision uses, so would be a green FEAT roll. The Judge states the character would have to hit his target, and the defender would make an Endurance FEAT against the Intensity of the density control used. The player agrees and spends 100 Karma points. The player then states he is spending Karma to hit, so another 10 points are automatically spent. The hit is successful in any event, and the Vision has spent 110 Karma points on this attack.

Building Things: Karma is also spent in the process of building things, as outlined in Chapter 4. Karma may be used to determine the success of an experiment or invention. In this case and *this case only*, the player making the roll must determine how much Karma is being spent before rolling the dice (as opposed to the mere declaration of how much is to be spent, with an automatic spending of 10 Karma points). If the player does not declare the amount for this success roll, then 10 points are assumed to be spent.

Advancement: Characters may put Karma aside for advancement. This Karma is put into a separate fund and is considered untouchable by the player for normal use (and is similarly unaffected by negative Karma modifiers). Any Karma put aside is placed there with a specific purpose, and may only be spent for that purpose. Karma is placed in Advancement funds usually at the end of adventures or gaming sessions, but never in the middle of combat or during an adventure (in other words, "quiet time," as opposed to the heat of the chase). Advancement is described in full in the next section.

Advancement

As characters develop in the MARVEL SUPER HEROES RPG, they may increase in levels, Powers, and abilities. This is known as advancement.

In order to advance, individual players must create a separate listing or fund of Karma. Karma placed in that column will be used for a specific type of Advancement: Ability Advancement, Resource Advancement, Popularity Advancement, Power Advancement, Power Addition, Talent Addition, or Contact Addition.

- Ability Advancement is the increase of any of the seven primary abilities (FASERIP).
- Resource Advancement is the increase of the Resource ability, and reflects that the character is spending time and energy increasing his wealth.
- Popularity Advancement is an attempt to increase the character's Popularity rank, via the old PR campaign. Given the fluid nature of Popularity, this is used in cases where the hero has suffered from a smear campaign or other negative Popularity modifiers.
- Power Advancement is the increase in superhuman abilities the character already possesses, and reflects a fine honing of those abilities.

- **Power Addition** is the gaining of new Powers, either through experimentation, latent abilities coming to the fore, or further modification of the character.
- **Talent Addition** is the gaining of a new Talent from those listed on the Talent Table, or the development of a new Talent.
- **Contact Addition** is the gaining of additional Contacts, and reflects a previously unrevealed or newly gained Contact. As campaign play itself often creates new Contacts, this advancement pool is not often used.

Karma put aside must be put there for one of the seven purposes above. A character may not have an Advancement fund set up for more than one of the seven purposes, but, after making a purchase in one area, may move the remaining Karma to another area.

Ability Advancement: Raising an ability by one rank number costs 10 times the current rank number of that ability. Raising an ability to the next highest rank (from Excellent(25) to Remarkable(26), for example) is called *Cresting*. When cresting into the next rank, an additional 400 Karma points are spent.

Example: Potato Salad Man has been putting Karma aside for ability advancement. He has a Reason of Good (14). It will cost him 140 Karma points to advance to Good(15). It will cost him 150 points plus 400 more for Cresting to reach the next rank number (550 total) of Excellent (16).

Rationales: A character may raise any ability to Excellent without having to explain himself. Raising an ability beyond Excellent, or more than one rank above the original, may take some explaining by the player. What the Judge is looking for is a reason why the character is getting stronger, brighter, quicker, etc.

Example: She-Hulk, when she first appeared, could lift about 50 tons, putting her in the Amazing Strength category. A couple years later, she's working out on the Thing's weight machines, pressing 75 tons, putting her in the Monstrous category. The Rationale for her increase is merely that she has been working out. Should her Strength continue to increase, to Unearthly, this change may be due to further mutations from the gamma rays, or additional exposure, or eating her cheery oats.

Resource Advancement reflects an increase in Resource rank. The individual numbers of a Resource do not reflect any change, but only when the character



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advances to the next rank is that change apparent. Cost is 10 times the rank number, plus 200 points for Cresting.

Popularity Advancement reflects a concentrated effort to increase the character's Popularity score, and is reflected both by the addition of Karma as well as in specific acts the character must perform. Raising Popularity by one rank number costs 10 times the current rank number. There is no Cresting cost to raise from one Popularity rank to the next. In addition, the character must have performed one publicized act of charity (see Karma) in the past three weeks. (Such acts may increase Popularity in and of themselves — this merely provides another avenue for Karma-rich but press-poor characters.)

Power Advancement: Abilities under the character's Powers may be increased through expenditure of Karma. Cost is 20 times the rank number gained, and the cost for cresting is 500 additional points. Any additional increase of rank beyond the first should require a rationale similar to that of the Ability advancement.

Example: Coldboy has Cold Resistance of Amazing(60). It costs him 60 times 20, or 1200 Karma points to raise it to Amazing(61), and an additional 61 times 20 (1220) plus 500 (for 1720) to gain Monstrous(63) resistance. Note that this method requires spending large amounts of Karma to advance at high levels. This is intentional, as a world filled with Thors may be a bit tedious.

Power Addition: Heroes may increase their Powers by spending Karma. The cost of an additional Power is 3000 plus 40 times the starting rank number. New Powers (as opposed to Power Stunts, which are relatively cheap) must have a rationale of some type. **Exception:** Robotic characters may be modified at a cost of 3000 plus 10 times the starting rank number, provided that someone is capable of modifying their form. The procedure is the same as for reactivating robots. A third party must have sufficient Reason to include a Power of that rank. H.U.B.E.R.T. may be modified, but characters would have a great deal of difficulty with the synthezoid known as the Vision.

Talent Addition: Heroes may add to the Talents they have by spending Karma into the advancement pool and seeking training. Additional Talents must always have a rationale. If your character wants to learn Martial Arts D, she must find someone to teach her. Characters may learn from other player characters at a cost of 2000 points, or from NPCs at a cost of 1000 points per Talent. (This is to get them out the house.)

Contact Addition: Heroes may add to the Contacts they have by spending into this advancement pool and seeking out the Contacts. Such Contacts should fall into two categories: contacts the hero has met or dealt with, and contacts that existed in the time previous to the start of play. (Thor, for example, had several adventures before his connections with Asgard were revealed — in game terms, the player of Thor saved up his Karma and picked up the Contact.) If the Contact is one the character has encountered, that Contact should be Friendly or Neutral (not Unfriendly or Hostile). Contacts cost 500 points plus 10 times the Resource rank number of the Contact.

A brief list of Contacts for the Marvel Universe are listed in Appendix C.



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POPULARITY/CONTACTS

Popularity and Contacts

Popularity, like Karma, is a variable ability, and may be increased or decreased according to the situation. Popularity is a measure of the hero's reputation and public image, whereas Karma is the hero's success within the cosmic scheme of things.

As a hero performs actions for the public good, and those actions are reported to the public at large, the hero's Popularity increases. If the hero is accused of evil acts, or failing to protect the populace, his Popularity may drop. Popularity may reach a negative value, unlike Karma.

In general, Popularity depends on what your hero does in public, and how the press reacts to him. Popularity is awarded on a day-to-day basis, as it takes time for information to move through the media.

Popularity Awards and Penalties

Defeat normal villains	+0
Defeat costumed villain	+2 Pop
Defeated in public	-5 Pop
Accused of crime	- 1/2 total
Cleared of charges	+10
Found guilty of charge	-remaining
Media attack	-5
Charity work	+1
Rescues	+2

All of the above are for public acts. Defeating Doctor Doom and preventing him from blowing up the world is good Karma, but unless someone reports it to the world, it won't result in any additional Popularity. Certain actions will be withheld from the public as they would have a disastrous effect on the general population.

Defeat normal villains: Normal villains are defined as goons, thugs, young toughs, and henchmen. Heroes are assumed to be above the normal range of human capabilities, so defeating normal villains, as well as those with no ability or Power that exceeds Excellent, grants no additional Popularity.

Defeat costumed villain: Battling and defeating another costumed character, particularly one with negative Popularity, is considered good for the image. Two points of Popularity are added.

Defeated in public: When you're a winner, everyone loves you; when you lose, you're a bum. A hero who is defeated in public loses 5 points of Popularity.

Being accused, found guilty, and cleared of crimes: The reporting of an accusation of criminal behavior by an organized and respected agency of government (including the FBI and police force, but not including other national governments or newspapers) will result in the loss of half the hero's Popularity. If the charge is cleared (hero is not guilty), then the hero regains 10 points of Popularity (which may exceed his earlier total). If the charge is found true (the hero may still be innocent, in the case of a frame), all remaining Popularity is reduced to 0.

Media attack: A media attack is an event that the players have little control over, and is a Judge-generated event. In a media attack, a publishing entity (newspaper, magazine, or TV channel) makes the hero look dangerous, foolish, or ineffective. Capturing a costumed crook in such a way that results in a media attack gives a result of +2-5, or -3 total.

Acts of charity: A publicly reported act of charity is defined as in the Karma section, and results in one point added to the Popularity score.

Self-promotion: Endeavors of the hero to promote her own image are known as a PR campaign, and are reflected by the coupling of good deeds and spending of Karma under the Advancement section. Acts of charity tied into Self-promotion and Popularity advancement have no effect on Popularity other than to fulfill the requirement for advancement.

Mutant Penalty: Any award or penalty of Popularity is reduced by one in value for characters who are recognized or declared mutants (do not really have to be mutants). This applies even to longtime Avengers, like The Scarlet Witch. In other words, mutants do not gain any Popularity from charitable acts, only one point for catching criminals, and lose only four points for being publicly defeated.

Popularity and Secret IDs: A character normally begins play with a single Popularity rank number — this reflects his Popularity both as a hero and a person. If the players wish, they may keep separate account of their gained Popularity to reflect the difference between the two. This option is only available to those characters with secret IDs.

Any Popularity award or penalty is ascribed to the persona that performed it. If the heroic ID rescued a child from a burning building, the heroic ID would benefit from

the raise in Popularity, while the non-heroic ID would not. Similarly, if the hero was accused of a crime in his secret ID, only the secret ID's Popularity would suffer.

If a hero with a secret ID has that ID revealed to the world (it is no longer secret), then the Popularity becomes that of the lower of the two values. (Revealed to the world means it is common knowledge. The fact that Bethany Cabe knows who Iron Man is is very different from the Daily Bugle knowing that the Hulk is Bruce Banner.)

Heroes with Negative Popularity: A hero who has been arrested, defeated, and/or subjected to a smear campaign may find himself in the negative Popularity category. In this case, all contacts are considered automatically Neutral as opposed to Friendly, and any use of Popularity FEATs results in a loss of Karma.

Gaining and Losing Contacts: Contacts are generally gained through the expenditure of Karma. In some cases, joining a group or gaining official government sanction will grant certain automatic Contacts. These are separate exceptions that are dealt with by the Judge and given to the players as specific opportunities.

Contacts may be lost through the hero performing actions that are not in the Contact's best interest. This indiscretion must be known to be effective. For example, hiding a criminal wanted by the FBI may endanger the character's contact with the FBI. In such situations, the Judge will make a Popularity FEAT for the character, modified by circumstance. If the FEAT fails, the hero will lose that Contact (the organization becomes Neutral or, if the crime was severe, Unfriendly or Hostile). Regaining the good graces of a lost Contact will cost half the cost of buying that Contact, and reflects that certain members of the organization may think the hero is OK, or that the organization was wrong.

Resources

Resources may be increased through the spending of Karma, and under specific circumstances laid down by the Judge. Resources may be similarly deducted by the Judge in campaign situations.

4: HARDWARE, MAGIC, & MORE

Chapters One through Three have dealt with the material necessary for almost every character in the MARVEL SUPER HEROES Campaign: the character, standard actions, movement, and combat, and Karma. Now comes the fun part — the specialized “flash” that makes the adventures of Doctor Strange different from those of Iron Man. This chapter deals with specialized sections such as magic, available hardware, building and modifying items, and vehicles.

Equipment: Weapons

Most but not all heroes have “natural,” inborn Powers, or weapons that exist as a part of their outfit. However, as most of the hero's opponents are armed with devices such as those found below, a more-than-passing knowledge of the common types of weapons and what they can do will aid the hero's survival.

The tables found on pages 42-43 list all the common, readily available weapons and related material used by criminals, subversive societies, law enforcement agencies, and the military. Specialized weapons may be created by invention or modification (see the sections listed Equipment: Inventions, and Equipment: Modifying).

Shooting Weapons is the general term for all forms of handguns, rifles, bows, blasters, and missile or energy firing weapons, and range from handguns to battleship armament.

Price indicates the Resource rank of the weapons, from Poor to Unearthly. This Resource rank reflects the price if the item is available at all (lasers cannot be picked up at the local pawnshop). Items that are gained through criminal contacts (on the black market) are +1CS in cost (a Concussion Pistol, acquired through the black market, has an Amazing Resource rank rather than the listed value of Incredible).

Range is the maximum range of the weapon in question. For each area beyond the first, the weapon receives a -1CS to hit. This is different from ranged Powers, in which Range is set as effective number of areas. *Example:* a Thug with a rifle fires at a target five areas away with Excellent ability. The thug receives a -4CS to hit as a result of the range. If the thug were striking with a Power (including such specialty items as a repulsor blast), then there would be no penalty to hit from range.



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Damage lists the reduction of Health using standard damage. Stun weapons have special effects for damage, as they project a listed Intensity of Stunning force.

Type indicates the Results column used. Most of these weapons use the Shooting column, but lasers use the Energy column and Concussion weapons use the Force column.

Rate is the number of shots that may be fired per round. Multiple shots require separate die rolls, but are taken at the same time in the combat phase. Certain weapons fire bursts, which affect up to three adjacent targets, with one roll made for all targets. Some weapons are noted to scatter, which indicates all targets within one area of the target will be hit for that damage.

Shot indicates the number of shots the weapon can fire before it must be reloaded. That takes one round, though certain talents, such as Bow skill, may negate this.

Material indicates the material strength of the item. Scientific weaponry such as lasers tends to be more fragile and more expensive than the low-tech equivalents, and as such is not used by the man on the street.

The common weapons are listed below.

The *Cheap Handgun* is the weapon of choice of most low-level criminals. It is easy to use, sufficiently deadly, and most of all,

inexpensive. The hero breaking up a liquor store robbery would most likely encounter this type of weapon. The cheap handgun takes only standard ammunition.

The *Handgun/Pistol* is the next most common weapon, and like the cheap handgun, is easily concealed. A number of makes and models exist, noted by the different number of shots available. When the number is not predetermined (the text states a 9-shot pistol), assume the chambers hold 6 shots.

The *Target Pistol* is the most finely balanced and accurate of the pistols. The user of a target pistol suffers no penalty for range when firing with two hands. Its drawback is that the target pistol fires one shot, then must be reloaded.

The *Variable Pistol* has an advantage in that it may be set in the field to a specific type of ammunition, and changed according to need. Most handguns fire standard ammunition, and must be modified to fire other types as well. The guns carried by the Punisher are of Variable type.

A *Gyro-Jet Pistol* fires a miniature rocket, which may affect one or more targets according to ammunition type. Gyro-jets will only fire one type of ammunition, and gyro-jet ammunition will not fit any other type of gun. Possession of gyro-jet equipment is restricted, and its use is illegal (treat as Other Crime).

EQUIPMENT: WEAPONS

The *Laser Pistol*, *Concussion Pistol*, and *Plasma Beam Handgun* are weapons used by high-tech spies and subversive organizations, including S.H.I.E.L.D. and A.I.M. Their possession is illegal by unauthorized persons (Other Crime). All three types operate from power packs.

The standard *Stun Pistol* fires a stunning beam of Typical Intensity, and the target must make an Endurance FEAT or pass out for 1-10 turns. It operates from a power pack.

The *Machine Pistol* is the most powerful form of one-handed weapon, and fires bursts (affects up to three adjacent targets). It is used by the military as well as government and subversive organizations. Possession by ordinary folk is illegal (Other Crime).

The *Rifle* and *Hunting Rifle* are standards for their types: relatively long, two-handed weapons (may be fired one-handed at -2CS). The hunting rifle is merely a higher grade of rifle.

The *Sniper Rifle*, like the target pistol, suffers no penalty for firing up to maximum range. It is used by criminals as well as the military.

The *Assault Rifle* is the version of the rifle used by the military.

The *Laser*, *Stun* and *Concussion Rifles* are larger versions of their handgun equivalents (see above). The stun rifle fires a beam of Remarkable Intensity. All use power packs. All are illegal.

The *Automatic Rifle* is a military weapon that fires bursts. A Semi-Automatic version with similar stats may be altered to fire normal shots. Possession outside of government-recognized agencies is illegal (Other Crime).

The *Shotgun* is a one- or two-barreled weapon that fires bursts. It is often loaded with non-lethal cartridges (such as rock salt) that will not inflict Killing damage (ignore Kill results). One or both barrels may be fired.

The *Riot Gun* is a smaller version of the shotgun, and fires grenade-like missiles and canister shot (treat as grenades). Riot guns may be fired one-handed at -1CS to hit.

The *Grenade Launcher* is a military weapon that fires grenades a set distance with no penalty for range. Private possession is illegal (Other Crime).

**Table of Equipment
Shooting Weapons**

Name	Range	Price	Damage	Type	Rate	Shots	Material
Cheap Handgun One-handed, no special ammo	Fe	2	6	S	1	6	Pr
Handgun/Pistol One-handed	Ty	3	6	S	1	6,8,9	Ex
Target Pistol	Ty	5	6	S	1	1	Ex
Variable Pistol One-handed, may change ammo type in field	Gd	3	6	S	1	6,8,9	Ex
Gyro-Jet Pistol One-handed, fires gyro-jet ammo, illegal	Ex	5	10	S	1 per 2	3	Gd
Laser Pistol One-handed, power pack, illegal	Rm	10	10	E	1	10	Pr
Stun Pistol One-handed, power pack, Typical Intensity stunning	Rm	2	*	*	1	10	Pr
Concussion Pistol One-handed, power pack	In	4	10	F	1	5	Ty
Plasma Beam Handgun One-handed, power pack	Am	7	20	F	1	10	Ex
Machine Pistol Bursts, one- handed, military	Ex	3	20	S	1	6	Ex
Rifle	Ty	10	10	S	1	4	Gd
Hunting Rifle	Gd	10	10	S	1	6,7,8	Gd
Sniper Rifle	Gd	10	15	S	1	4	Gd
Assault Rifle Military	Ex	7	10	S	2	20	Gd
Laser Rifle Power pack, illegal	Rm	4	20	S	1	20	Ty
Stun Rifle Remarkable Intensity stunning, power pack, illegal	Rm	5	*	*	1	20	Ty

Heading Definitions:

Name: Name of the weapon

Price: Price rank to meet or beat when making a Resource FEAT

Range: Effective Range in areas

Damage: Amount of damage inflicted by standard weapon of the type listed. Weapons that inflict special or variable damage are marked with a *.

Type: Effects Column on the Universal Table. The types are S = Shooting F = Force E = Energy

Rate: Number of shots that may be fired on one round.

1 = fire one shot/round 2 = fires 2 shots/round 1 per 2 = fires one shot every other round

Shot: Number of shots a weapon can fire before it must be reloaded. In effect, the number of consecutive rounds of firing.

Material: Material strength of the weapon.

Name	Range	Price	Damage	Type	Rate	Shots	Material
Concussion Rifle Power pack, illegal	Rm	7	10	F	1	12	Gd
Automatic Rifle Military, bursts	Ex	5	15	S	1	20	Gd
Shotgun Bursts	Gd	3	20	S	1,2	2	Gd
Riot Gun Fire one-handed at -1CS	Gd	2	15	S	1	6	Ex
Grenade Launcher Military	Ex	4	*	1 per 2	1	1	Gd
Sub-Machine Gun Fire one-handed at -2CS, bursts, military	Rm	7	25	S	1	7	Gd
Machine Gun Bursts, military	In	10	30	S	1	20	Gd
Flamethrower Fire burns for 10 points/damage/ round, scatters, military	In	2	30	E	1	5	Ty/Gd
Bazooka Two men to fire, military	In	4	40	S	1 per 2	1	Gd
LAW Military	Am	4	40	S	1	6	Gd
Light Artillery Two men to operate, military	Am	10	40	S	1	20	Ex
Stun Cannon Two men to fire, one-man firing at -1CS to hit, Incredible Intensity stunning, bursts, power pack	Am	10	*	*	1	10	Rm
Concussion Cannon Power pack	Am	15	40	F	1	10	Rm
Laser Cannon Power pack	Am	20	30	E	1	10	Ex
Heavy Artillery Two men to fire, scatters, military	Mn	40	50	S	1	30	Rm
Superheavy Artillery Stationary, two men to fire, military	Un	80	50	S	1	30	In
Missile Launcher Fires missiles of various capabilities, military	In	*	*	*	1	10	Rm
Regular Bow Two-handed	Pr	5	6	S	1	1	Pr
Long Bow Two-handed	Ty	6	10	S	1	1	Ty
Compound Bow Two-handed	Ex	7	15	S	1	1	Gd
Crossbow Fire one-handed at -2CS	Gd	3	10	S	1 per 2	1	Ty

Notes:

One-handed: The weapon can be fired one-handed without penalty

Illegal: Possession of this weapon outside of certain authorized groups is a misdemeanor.

Military: Possession of this weapon outside of the military and certain authorized groups is a crime (Other Crime).

Power pack: This weapon operates from a power pack, as opposed to using standard ammunition.

Bursts: This weapon may affect multiple adjacent targets.

Scatters: This weapon affects all within one area of the target.

Two men to fire: Two persons are required to fire this weapon effectively. One may fire, with the result of the firing rate being halved and a -2CS to hit.

Stationary: This weapon does not move, but it can turn in place.

The *Sub-Machine Gun* is a military weapon that fires bursts, and may be fired one-handed at -2CS to hit.

The *Machine Gun* is a military weapon that fires bursts, but may not be fired one-handed.

The *Flamethrower* is a military weapon that shoots a jet of flaming jelly, affecting all targets in the area. The fire burns for Incredible (40) points damage the first round, and continues to burn for 10 points damage each round until put out (or 1-10 rounds).

The *Bazooka* is an old-style military weapon, still used in small armies and by criminals as well as in old WWII movies. It has recently been replaced by the LAW. It requires two men to fire.

LAW stands for Light Anti-tank Weapon, and is the replacement for the Bazooka on the battlefield. It requires one man to fire.

Light Artillery is a blanket term for projectile weapons above the Bazooka/LAW class but still moveable by a normal man, and includes mortars.

Stun, Concussion, and Laser Cannons are the largest version of the pistols and rifles of the same name. They must be stationary to fire, and all rely on power packs. Stun cannon fires bursts of Incredible Intensity.

Heavy Artillery refers to large mobile weapons that require horses or vehicles to lug around. They must be stationary to fire. Fire affects all in target area.

Super-Heavy Artillery is reserved for large immobile weapons, most often battleship and railroad guns. They require a crew of at least two men to fire.

The *Missile Launcher* is a military weapon that fires missiles (see Missiles), and may range from small launchers similar to the LAW to missile equivalents of the Heavy Artillery.

Finally, shifting back down to more personal weapons, *Bows* are two handed-weapons, though the Crossbow can be fired one-handed at a -2CS to hit. Both Bows and Crossbows have a -1CS to hit, unless the wielder has Bow Talent.

Ammunition: Damage listed for each weapon is for standard ammunition. Stun, concussion, and laser weapons operate from power packs, and may not use other types of ammunition. Gyro-jets may only use gyro-jet ammunition, though there are several warhead types.

There are several types of specialized ammunition, the first of which is *Mercy Shot*. Mercy bullets inflict no damage, but spread a Remarkable Intensity knock-out drug over the skin of the target. If the bullet inflicts damage to the target, the drug takes effect, knocking those affected out for 1-10 rounds.

Of a more deadly nature is *AP Shot*. Armor-piercing bullets reduce the target's Body Armor by 2 CS (from Good to Poor, for example) for purposes of hitting and damage. This type of ammunition has no effect on force fields (including the force-field stiffened armor of Iron Man).

Less lethal is Rubber Shot, a type of ammunition that inflicts slugfest damage as opposed to shooting damage. Ignore Slam results in using rubber bullets. Explosive Shot inflicts twice normal (listed) damage for the weapon. If the weapon fires bursts or scatters, all in the area are affected when using explosive shot.

Canister shot is a special type of ammunition, similar to the shot-gun shell in that it may be loaded with a number of cartridges for various effects, all for the same cost. The player should specify the type of canister desired when purchasing. *Gas Canisters:* contain Incredible Intensity Tear Gas. Cover one area.

Knock-Out Canisters: contain Remarkable Intensity Knock-Out gas. Cover one area.

Ammunition Table

Name	Weapon	Cost	Rounds
Standard	All Handguns	Fe	50
Standard	All Rifles	Fe	50
Standard	Assault Rifle	Fe	30
Standard	Automatic Rifle	Fe	20(1 clip)
Standard	Sub-Machine Gun	Fe	7(1 clip)
Standard	Machine Gun	Pr	20(1 clip)
Standard	Shotgun	Fe	10
Standard	Bazooka	Fe	1
Standard	LAW	Fe	1
Standard	Light Artillery	Pr	1
Standard	Heavy Artillery	Ty	1
Standard	SrHvy Artillery	Gd	1
Power Pack	Pistol	Ty	1 pack
Power Pack	Rifle	Gd	1 pack
Power Pack	Cannon	Ex	1 pack
Mercy Shot	Handgun	Fe	10
Mercy Shot	Rifle	Fe	10
Mercy Shot	Assault Rifle	Fe	5
Mercy Shot	Automatic Rifle	Ty	20(1 clip)
AP Shot	Handgun	Fe	10 rounds
AP Shot	Sniper Rifle	Fe	10 rounds
AP Shot	LAW, Bazooka	Fe	1 round
Rubber Shot	Handgun	Fe	40 rounds
Rubber Shot	Rifle	Fe	40 rounds
Explosive Shot	Handgun	Ty	10 rounds
Explosive Shot	Rifle	Ty	10 rounds
Explosive Shot	Bazooka	Gd	1 round
Canister Shot	LAW, Bazooka, Riot gun	Gd	1 round
Canister Shot	Lght Artillery	Gd	1 round
Canister Shot	Hvy Artillery	Ex	1 round
Canister Shot	SrHvy Artillery	Rm	1 round
Standard	Gyro-jet	Pr	5 rounds
Explosive	Gyro-jet	Pr	1 round
Heat-Seeker	Gyro-jet	Pr	1 round
Explosive HS	Gyro-jet	Gd	1 round

Name: Type of ammunition

Weapon: Specific type of weapon used

Price: Resource Rank

Amount: Standard packaging of that type of ammunition (you cannot purchase half a clip of Automatic Rifle standard)

Smoke Canisters: contain Excellent Intensity smoke. Cover one area.

Explosive Canisters: inflict double damage to all in target area, normal damage to all in adjacent areas.

Incendiary Canisters: inflict damage as listed for weapon in fire, which burns at that Intensity for 1-10 rounds.

Heat-Seeker Ammunition seeks out the hottest source in line to the target. Will track the hottest source up to maximum of the weapon's range, and suffers no penalty for range. If several targets are of the same heat, then it will determine a target randomly. This ammunition type is only available for Gyro-Jet Pistols.

Melee Weapons

The common melee weapons listed on the table on page 45 are listed according to Cost rank, normal (minimum) damage, type of damage (Edged Attack (EA), Edged Throwing, Blunt Attack (BA), Blunt Throwing, Grappling (Gp) or Grabbing (Gb)), and normal material strength.

When attacking with an object in a Blunt Attack, the hero inflicts damage equal to his Strength or the material strength of the item, whichever is less. When attacking with a weapon designed for combat, the character will always inflict damage of the effects type listed and always a minimum of the damage listed (a knife will always inflict at least 10 points). A powerful character may inflict up to his Strength or the material strength of the object in damage, whichever is less. Example: Wonder Man with his bare hands can inflict up to 100 points of damage in slugfest. With a normal knife he can inflict a minimum of 10 points Edged Attack, and a maximum of 20 points (Excellent material) damage. That is why Wendy doesn't carry a knife.

Note: If a weapon hits a material of higher material strength (knife against the Hulk's skin), there is a chance of it breaking as if purposely attempting to break the weapon. Make a Breaking FEAT roll, comparing the material strength of the object and either the Strength of the wielder or the material strength or Body Armor of the target. **Example:** Black Knight attacks Hulk with a regular sword (his Ebony Blade is being polished). Sword is Excellent material, Hulk's Body Armor is Monstrous, and Black Knight's Strength is Good. The attack inflicts no damage, and a second check is made, Good Strength breaking an Excellent material sword, to see if the blade breaks.

A *Knife* is defined as any blade weapon with a blade up to 12 inches. May be thrown as a thrown object.

Swords are considered one-handed blade weapons with blades over 12 inches long. Not normally thrown.

Great Swords are two-handed blade weapons. They may be wielded one-handed at -2CS to hit.

Axes are any chopping weapon, including fireaxes, that may be wielded with one hand.

Great Axes are two-handed chopping weapons, used by medieval-type folk.

Melee and Thrown Weapons

Name	Price	Damage	Type	Strength
Knife	Fe	10	EA,ET	Ex
Sword	Pr	10	EA	Ex
Great Sword	Gd	15	EA	Ex
Two-Handed				
Axe	Gd	5	EA	Gd
Great Axe	Ex	15	EA	Gd
Two-Handed				
Spear	Fe	10	EA,ET	Gd
Club	Fe	10	BA,BT	Gd
Shuriken	Fe	10	ET	Ex
Boomerang	Pr	10	BT	Gd
Whip,leather	Pr	0	Gp,Gb	Ty
Whip,metal	Gd	10	Gp,Gb	Gd

A *Spear* is considered as any thrusting blade with a handle over one foot long, and is normally thrown or wielded with two hands.

Clubs are standard blunt weapons, and include makeshift weapons such as chairs and tables.

Shuriken are also called throwing stars. Maximum range of these stars is three areas.

The *Boomerang* is a flat, curved throwing stick. Only a character with Throwing talent may cause a Boomerang to return to his hands.

Whips can make Grappling or Grabbing attacks from a distance, as if the whip had a Strength equal to its material strength. **Example:** a villain using a leather whip tries to entangle a charging hero. The villain rolls a Grappling attack on the Typical column. The result would then be a Miss, Partial hold, or Full hold.

Other Weapons

Grenades on the price list refers to those standard types of grenades available. All grenades are usable by military and government organizations but their ownership and use by private citizens (and criminals) is illegal (Other Crime).

Fragmentary Grenades inflict Remarkable Edged Attack damage to all in the same area.

Smoke Grenades release Excellent Intensity smoke. All FEATs within the smoke-filled area are made at -2CS.

Tear Gas Grenades release Typical Intensity Tear Gas.

Knock-Out Grenades release knock-out

gases of various Intensities. Health is unaffected by knock-out gas.

Flash Grenades create a flash of up to Amazing Intensity. Those facing the flash are affected.

Concussive Grenades inflict 40 points of damage as a Blunt Attack, to all in the area.

Sonic Grenades inflict 20 points of Energy damage to all in area; in addition, all must make an Endurance FEAT against Excellent Intensity Stunning.

Missiles are expensive propositions. In addition to a missile launcher, the user must purchase the missile itself, the specific payload to be used, and the control system. This restricts missiles to those who can afford or invent them.

A missile without a control device will fly in a straight line to its target's location at the time of the firing, and hit those in that area on the Shift 0 column (individuals who are not choosy about their targets often do this, while loading up on the explosives). Aircraft Bombs (like the type in old B-52 movies) are missiles without control devices (the "launcher" is in the plane itself -they are "launched" straight down).

There are three readily available types of missiles:

The Standard Missile		
Body Ex	Control Rm	Speed Ex
The High-Tech Missile		
Body Ex	Control In	Speed Ex
The High-Speed Missile		
Body Ex	Control In	Speed Am

VEHICLES

These three types come in a variety of forms, and a character cannot be able to identify an approaching missile's type unless he is familiar with the various makes.

Example: Given his background in weapons research, Tony Stark may be able to make a Reason FEAT to determine what a type of missile is, but Johnny Storm cannot.

Control Systems:

Wire-guided: The missile is controlled by wire leading from the tail of the missile (Feeble material). The Wire-guided missile has the Agility of the controller to hit. Severing the wires causes the missile to behave as if it has no control. Range of 10 areas, maximum, but no penalties for range.

Tele-Guided: The missile is guided by a camera in the nose of the missile, and the operator may be up to 5 miles away. Use the Control of the missile or the Agility of the controller (whichever is lower) to determine Control FEATs for this type of missile.

Computer-Guided: The missile is programmed internally for a specific target. Its ability to determine the target is considered Poor if multiple similar targets are available.

Radio-Linked: Also called a homing missile. The missile tracks on a specific wavelength, either directed from its point of firing or issuing from the target. Destruction of a tracer or cessation of the signal causes the missile to go out of control.

Heat-Seeking: This form of guidance will "lock on" to the highest flame source in its path (usually a jet-engine or flaming hero). The missile will only be sidetracked by a higher source of heat.

The Payloads

Standard Missile Payload inflicts 40 points EA damage to all in the target area.

Concentrated Explosive inflicts 40 points EA damage to target only.

High Explosive inflicts 70 points EA damage to all in target area, and 20 points to those in adjacent areas.

Incendiary inflicts 40 points Energy damage to all in area, and burns for Good Intensity for each round afterward until put out.

Gas Payload contains Amazing Intensity tear or knock-out gas, which will affect all in the area.

Other Weapons Cost

Name	Cost	Special Damage
Grenade, Fragment	Ex	Rem damage, Scatter
Grenade, Smoke	Gd	-2 CS for FEATs
Grenade, Tear Gas	Ex	Typical Intensity
Grenade, Knock-out	In	Good Intensity
Grenade, Knock-out	Am	Excellent Intensity
Grenade, Knock-out	Mn	Remarkable Intensity
Grenade, Flash	Ex	Amazing Intensity
Grenade, Concussive	Rm	40 points BA
Grenade, Sonic	In	20 points Energy
Missile, Standard	Am	
Missile, High-tech	Mn	
Missile, High-speed	Mn	
Missile Control, Wire-guided	Rm	
Missile Control, Tele-guided	In	
Missile Control, Computer	Am	
Missile Control, Radio	In	
Missile Control, Heat Seeker	Rm	
Missile Payload, Standard	Rm	40 points, Scatter
Missile Payload, Concentrated Explosive	Rm	40 points, one target
Missile Payload, High Exp.	Am	70 points Scatter
Missile Payload, Incendiary	In	20 points, adjacent
Missile Payload, Gas	Am	40 points fire
Smoke, fill one area	Gd	Amazing Intensity
Tear Gas, fill one area	Ex	-2CS on FEATs
Knock-Out Gas, fill one area	Ex	Typical Intensity
(also explosives)	Ex	Feeble Intensity
	Rm	Poor Intensity
	Rm	Typical Intensity
	In	Good Intensity
	In	Excellent Intensity
	Am	Remarkable Intensity
	Am	Incredible Intensity
	Mn	Amazing Intensity
	Mn	Monstrous Intensity
	Un	Unearthly Intensity
		10 points BA

Gases

Smoke: Smoke, whether from fire or missiles, is usually considered to be of Excellent Intensity to see through. All FEATs performed while in a Smoke-filled area are at -2CS.

Tear Gas: Most tear gas is considered to be Typical Intensity. Those failing the FEAT roll against this gas may take no actions other than movement until they leave the area, nor for one round after leaving that area.

Knock-Out Gas: Knock-out gas is listed in various Intensities, as it is a favorite device to knock out bad guys and good guys. Those in the same area as knock-out gas must make an Endurance FEAT or be knocked out for 1-10 rounds.

Vehicles

Not all characters have their own garage filled with neat vehicles, but most come into contact with this necessary type of equipment in some way (as weapons if nothing else). The table on pages 48-49 list the more common and well-known craft in use.

Vehicles are defined by six statistics: Type, Cost, Control, Speed, Body, and Protection.

The **Type** of a vehicle is a handy definition of the general purpose. A Blimp, the Concorde, and the Avengers Quinjet are all basically airborne craft, and so are classified as "air" types. Vehicles of the same Type are normally bound by the same general rules regarding control and damage.

Road vehicles are those designed primarily to be driven on relatively flat surfaces (like roads), and include most vehicles found in modern cities. Road vehicles suffer penalties for Control and Speed when off-road (like cutting through the park in your luxury limo).

Off-Road vehicles are land vehicles designed to handle broken ground better than road vehicles. Some recreational vehicles and military equipment fall under this category.

Railed vehicles follow a predetermined path or track; the most common example is Trains. A Railed vehicle that runs off the track has disastrous effects.

GEV means Ground Effect Vehicle, which is basically the hovercraft. GEVs exhibit properties of both Air and Off-Road Vehicles, and as such deserve their own entry.

Air vehicles travel mainly through the friendly skies, and include all forms of aircraft from gliders to the Concorde.

Space vehicles are those which are capable of sustained space travel in orbit or between planets.

Water vehicles are boats of every description, from sailboats to carriers. Their main limitation is the danger of sinking.

Submersible vehicles are those designed to travel underwater, and are represented by the submarine. Subs are similar to water vehicles in the danger of sinking.

The *Cost* of a vehicle is represented in the Cost column. It is often possible to buy a used (and therefore unreliable) version for one less than listed (a used sedan costs Excellent rather than Remarkable, and small countries can get their own used battleships for Monstrous cost).

The other four "Statistics" of a vehicle determine how well the vehicle performs under most situations. The *Control* stat is a measure of how well the vehicle responds to moving in different directions and making sudden stops. *Speed* is a note of the maximum safe speed of the vehicle. *Body* is the amount of damage the vehicle can sustain before a chance exists of system failure (the vehicle breaks down). *Protection* is a new attribute for vehicles, and represents the amount of equivalent Body Armor the vehicle provides for those within.

Driving Lesson (Using Vehicles)

The Control attribute of a vehicle represents how well the vehicle handles, makes turns, and generally performs. In certain situations, an operator of the vehicle must make a Control FEAT to perform a certain action. This FEAT refers to the character's Agility, or the vehicle's Control, whichever is less. Situations where such FEATs are required are determined by type:

- Road Vehicles make Control FEATs for sudden stopping, travelling off-road, turns of 90 degrees or more, or any sudden action at higher than listed Speed.
- Off-Road Vehicles have the limitations of road vehicles except for traveling off-road.
- Railed Vehicles check for sudden stops, only.
- GEVs check Control as Off-Road and Air vehicles.
- Air Vehicles check Control for sudden turns (including dodging), turns of up to 45 degrees (one-eighth of a circle), and Take-off and landing in non-normal situations (landing on an airfield does not require a Control FEAT. Landing on a fog-enshrouded runway or with two engines dead does).
- Space Vehicles check Control for take-off, landing, and sudden movements.
- Water Vehicles and Subs check Control only for sudden changes in course.

Failure to make a Control FEAT is described in **Out of Control**.

Example: The Wasp, with her Agility of Excellent, is flying the Quinjet, with a Control of Remarkable. Coming out of a fog bank and seeing the Empire State Building looming straight ahead, Wasp must make a sudden change of direction. She makes a FEAT roll using her Agility as opposed to the vehicle's Control, because her Agility is the lesser of the two values. Were Captain America at the controls, with his Incredible Agility, he would have to make a FEAT roll against the Quinjet's Control, which is the lesser of the two. The FEAT roll would be green in most normal cases, but if there were other circumstances (say, the ship was damaged), it might be a yellow or red FEAT to avoid smashing into the Empire State Building.

Speed indicates the maximum safe speed for the vehicle in question. Similar to flying movement, all vehicles must obey certain rules of acceleration and deceleration. Vehicles accelerate in 2 areas/round stages, as if they were characters of

Excellent Endurance. Their current Speed rank is considered to be that equal to the areas moved or the next highest on the long-distance movement table (see page xx). All vehicles use the Land/Water column, save for GEV, Space, and Air types, which use the Air column.

Example of Acceleration: A hero with Amazing Endurance and no other movement-related powers is chasing a Jeep. Both are moving from a standing start. In the first round, the hero moves 3 areas, determined by his Endurance. The Jeep moves 2 areas in the first turn, and accelerates to 4 areas in the second turn (Good speed). The Jeep then moves 4 areas per turn each turn afterwards. Machines, of course, unlike heroes, never get tired.

Note on Air vehicles: Most aircraft must have a section of open space (a runway) to attain the speeds necessary to achieve flight. Air vehicles must be moving at a ground speed of equal rank to their listed air speed before they can take off. A Commercial jet must make Monstrous ground speed (9 areas/round) before it can take off. During this time the Air vehicle is considered a Ground vehicle for purposes of control. (Sub-note: Vehicles that launch from very short runways, such as aircraft carriers and the top of the Avengers' mansion, use catapults that fling the craft at the necessary speeds over the water (or over Central Park, as the case may be).)

Normal Deceleration is similar. A vehicle may drop its speed by two ranks each round until Shift 0 is reached (a mini-car moving at Good speed (4 areas/round) slows to Poor (2 areas/round), then to a full stop). A vehicle may drop its speed by 3 ranks in a round by making a Sudden Stop (with the attendant Control FEAT).

Example: A vehicle moving at Good speed moves 4 areas in a round. In the next round it may slow normally to 2 areas/round, and come to a complete stop in the third round. The vehicle can slow to one area/round in the second round by making a sudden stop. If the stop still brings it into conflict with a solid object (Crash), it will be moving at Feeble speed.

Note for Air vehicles: An Air vehicle has to be moving at the ground equivalent of its air rank speed (a plane with a speed of Shift X must be moving at 12 areas/round to make a safe landing (making a landing at higher than that speed requires a Control FEAT)).

Vehicles

Name	Type	Cost	Control	Speed	Body	Protection
Sedan	Road	Rm	Ty	Gd	Gd	Pr
Mini-Car	Road	Ex	Gd	Gd	Pr	Fe
Sports Car	Road	In	Ex	Rm	Pr	Pr
Luxury Car	Road	In	Pr	Gd	Ex	Gd
Security Limo	Road	Am	Ty	Ex	Re	Re
Van	Road	Rm	Pr	Gd	Gd	Gd
Convertible	Road	Rm	Ty	Gd	Gd	Fe
Taxi	Road	Ex	Ty	Gd	Ty	Pr
Bus	Road	In	Pr	Gd	Ty	Ty
Police Car	Road	Rm	Gd	Ex	Ty	Ty
Police Van	Road	Rm	Ty	Gd	Ty	Ty
SWAT Van	Road	In	Ty	Gd	Rm	Ex
Semi	Road	Rm	Ty	Ex	Ex	Gd
Sleeper	Road	In	Ty	Ex	Ex	Ex
Armored Car	Road	In	Ty	Ty	Rm	Rm
Fire Truck	Road	In	Ty	Ex	Gd	Ty
Includes Fire Hoses, Hook and Ladder						
Ambulance	Road	Rm	Gd	Ex	Gd	Gd
Rocket Car	Road	Am	Fe	ShZ	Pr	Pr
Bicycle	Off-Road	Pr	Gd	Ty	Fe	0
Motorcycle	Off-Road	Ex	Ty	Ex	Pr	0
Motor Trike	Off-Road	Rm	Rm	Gd	Gd	0
Pickup Truck	Off-Road	Rm	Ty	Gd	Gd	Ty
Jeep	Off-Road	Rm	Gd	Ex	Gd	Pr
ATV	Off-Road	Rm	Rm	Gd	Gd	Ty
Snowmobile	Off-Road	Ex	Gd	Gd	Ty	Rm
Heavy Truck	Off-Road	In	Pr	Ty	Ex	Gd
Tractor	Off-Road	Rm	Gd	Ty	Gd	0
Bulldozer	Off-Road	In	Ty	Ty	Ex	Ty
Tank	Off-Road	Am	Ex	Ty	In	Rm
Includes Light Artillery mount and Machine Gun						
SPG	Off-Road	Mn	Ty	Pr	Rm	Ex
Includes Heavy Artillery mount and Machine Gun						
Armored Carrier	Off-Road	Am	Gd	Gd	In	Rm
Includes Machine gun						
Walker	Off-Road	In	Gd	Gd	Rm	Rm
Includes Stun Cannon						
Borer	Off-Road	In	Pr	Ty	Rm	Rm

Heading Definitions:

Name: Name of the Vehicle

Type: General "type" of the vehicle

Road — Craft which travel on hard, flat surfaces

Off-Road — Craft which travel on rough ground with no penalty

Railed — Craft which travel on predetermined paths

GEV — Ground Effects Vehicles — those that ride on a cushion of air

Air — Craft which normally are airborne

Space — Craft which are space-worthy — these craft are usually but not always airworthy as well

Water — Craft which ride on the top of the water

Sub — Craft which normally travel beneath the water's surface

* — Indicates the craft is compartmented

Cost: the Resource Rank of the craft

Control: Ability of the craft to respond to sudden changes in direction and speed

Speed: the rank representing the maximum safe speed of the craft

Body: amount of damage the craft may take before failing to operate; its personal body armor and material strength

Protection: amount of Body Armor the craft provides to normal riders. Some craft provide no protection to the rider.

Vehicles

Name	Type	Cost	Control	Speed	Body	Protection
Train	Railed	In	Fe	Ex	Gd	Gd
Bullet Train	Railed	Am	Pr	In	Gd	Gd
EI	Railed	In	Pr	Ty	Gd	Gd
Monorail	Railed	In	Pr	Ex	Ex	Gd
Hovercraft	GEV	In	Ex	Rm	Gd	Gd
Private Plane	Air	In	Ty	Am	Fe	Ty
Corporate Jet	Air	Am	Ty	Am	Pr	Ty
Military Jet	Air	Mn	Ex	ShX	Ty	Ty
Includes 4 Missiles of various types, Machine Gun						
Commercial Jet	Air	Mn	Gd	Mn	Ty	Ty
Blimp	Air	Am	Fe	Pr	Fe	0
Traffic Copter	Air	In	Gd	Ex	Fe	Fe
Battle Copter	Air	Am	Ex	Ex	Ty	Gd
WWII Plane	Air	In	Gd	Rm	Ty	Ty
Includes machine gun, 2 bombs						
WWII Bomber	Air	In	Ty	Ex	Gd	Gd
Machine Guns, 100 bombs						
WWI Fighter	Air	In	Rm	Gd	Pr	0
Includes Machine Guns						
VTOL Jet	Air	Mn	Rm	Un	Ty	Ty
Includes four Missiles						
Ultra-Light	Air	Ex	Ex	Ty	Fe	0
Gliders	Air	Ex	Ty	Ty	Fe	0
Autogyro	Air	Rm	Ex	Ex	Pr	Pr
Air Car	Air	In	Ex	Pr	Gd	Gd
Skymobile	Air	Rm	Ex	In	Ex	0
Flying Car	Air	Am	Rm	Am	Ex	Gd
Quinjet	Air	Am	Rm	ShY	Ex	Gd
Concorde	Air	Mn	Ty	ShX	Gd	Gd
Omnijet	Air	Am	Ex	ShY	Ex	Gd
Pogo Plane	Air	Am	Ex	ShY	Ex	Gd
Fantasticar	Air	In	Ex	In	Gd	Ty
SRC	Air	In	Gd	Rm	Ex	Ty
"Blackbird"	Air	Am	Rm	ShY	Ex	Gd
Space Shuttle	Space	Mn	Ty	ShZ	Rm	Rm
Lunar Shuttle	Space	Am	Gd	CI1000	Rm	Rm
Space Ship	Space*	Un	Ex	CI3000	Ex	Ex
Raft	Water	Fe	Ty	Fe	Pr	0
Rowboat	Water	Ty	Gd	Fe	Ty	Fe
Sailboat	Water	Gd	Pr	Pr	Fe	0
Racing Sloop	Water	Rm	Gd	Gd	Pr	Pr
Motorboat	Water	Gd	Ex	Ex	Ty	Pr
Yacht	Water	In	Ty	Gd	Ty	Ty
Speedboat	Water	Rm	Gd	In	Ty	Pr
Patrol Boat	Water	Rm	Gd	Rm	Gd	Ty
Includes Light Artillery, Machine Guns						
Hydrofoil	Water	In	Ty	In	Ty	Ty
Jetskis	Water	Rm	Ex	Ex	Gd	0
Ocean Liner	Water	Am	Gd	Ty	Rm	Gd
Destroyer	Water*	Mn	Ty	Ty	Ex	Ex
Includes Light Artillery, Heavy Artillery						
Battleship	Water*	Un	Ty	Pr	Rm	Ex
Includes Super Heavy Artillery						
Carrier	Water*	Un	Ty	Pr	Ex	Ex
Does not include air craft, includes Missiles						
Submarine	Sub*	Am	Gd	Pr	Rm	Ex
Includes 8 Missiles						
Mini-Subs	Sub	In	Ex	Gd	Gd	Gd
Missile or laser armed						

Air Vehicle Ascent and Descent: Air vehicles may climb and descend as do flying characters. The only exception is that if the "floors" climbed or descended are greater than the forward areas moved by the plane, a Control FEAT is required to maintain control of the plane. Failure in either case indicates the aircraft is going into a fall until control is regained (for downward movement, speed is considered to be speed of the aircraft).

Example: A military Jet is standing on its tail, climbing 50 floors in a single turn without any "forward" movement. A Control FEAT is required for the pilot to maintain control, or else the ship goes into a falling spin starting at the end of that round (let's hear it for the right stuff).

Speeding: A character may exceed the listed safe speed, at the danger of losing control of the vehicle. The speed may be exceeded by one rank, with the following limitations:

- All actions with the vehicle, including all turns, climbs, and descents, require a Control FEAT.
- Any FEATs required are at one color higher for success: a required green FEAT now requires a yellow FEAT, a yellow requires red, but a red remains red to succeed.

Turns: All vehicles may make turns of up to 90 degrees in a fashion similar to flying characters: that is, the turn itself counts as one area for movement to reflect the necessary slowing to make the turn. Turns of more than 90 degrees are considered Vehicle Stunts.

Vehicle Stunts: In these rules, we have tried to make general statements regarding the various types, but by no means do they take into account the various actions that any viewer of action-TV shows knows they may take. Examples include the "Boot-leg" turn for the hero's sports car, and the Immelman turn (loop-the-loop for you groundlings). For this reason Vehicle Stunts are included as an open-ended option.

A Vehicle Stunt is proposed by the player whose character is proposing the stunt, and the Judge determines if a) the stunt is possible with the vehicle in question, b) the player is capable of pulling the stunt off. In the first case, common sense is required. A Sports car is more amenable to flips and Boot-legs (intentionally losing control of the car, spinning 180 degrees, and heading back in the direction you came from), while the mini-car is severely less so. Whether a

747 can survive a barrel roll is a matter of debate, since no one has tried it (nor does the author wish to try, even in the spirit of investigation).

A character with an applicable Talent or background, or using a Power to aid the work, should need a green or yellow chance to pull off a FEAT. A relative novice would require a red FEAT to succeed.

No Karma needs to be spent to attempt a Vehicle Stunt, though should the FEAT fail, the craft is automatically out of control.

Body is the protection of the vehicle itself. Damage inflicted on the vehicle must pass through the Body to inflict damage. (See **Crashes and Vehicles in Combat**)

The **Protection** statistic is a new one to those familiar with the Original MARVEL SUPER HEROES game. It reflects the amount of protection the vehicle provides to the rider or riders. This is the equivalent of Body Armor for all those within the vehicle, if they are the subject of attack (as opposed to an attack on the vehicle itself). The passengers of certain vehicles cannot be attacked without the attacker getting past the body. (See **Crashes and Vehicles in Combat**)

Out of Control

If a character fails the Control or Agility FEAT required to maintain control, the craft is considered out of control. Karma may not be spent to regain control of an out-of-control craft. Out-of-control vehicles behave differently according to Type.

Road, Off-Road, Railed, and GEV craft which go out of control continue to move forward at the speed they were traveling before (though they may spin or wobble according to their type and situation). The character may try to regain control in the next round. If control is not regained, speed is reduced by one rank (most vehicles of these types require active participation by the driver to move them forward — like the driver's foot on the gas pedal) and another FEAT is made. If that should fail, Speed is reduced another rank and another attempt may be made the next round to regain control. This continues until the vehicle comes to a complete stop, the driving character regains control, or the vehicle hits something (see **Crashes**).

Water and Sub types move forward in a straight line without reducing speed, until control is regained, or the vehicle hits something (see **Crashes**).

Air vehicles on the ground (taking off and landing) are treated as Road vehicles. Those that lose control in the air continue to move in a straight line without reducing speed, and begin to lose altitude as if falling (3 floors (45 feet) in the first round, 6 floors (90 feet) the second, 10 floors (150 feet) the third, and 20 floors (300 feet) every round thereafter). The "driving" character may try to regain control, but any such FEATs are yellow FEATs at least. The out-of-control status continues until the character regains control or the vehicle hits something (see **Crashes**).

Crashes

A Crash is a situation where a vehicle hits another object, usually at high speed. A crash often but not always results in the vehicle coming to a sudden and often damaging stop.

When a crash occurs, compare the material strength of the object and the Body of the vehicle. Make a Strength FEAT roll to determine if the object is damaged as if the vehicle had a "strength" equal to its Speed or Body, whichever is lower. If the vehicle "makes" this FEAT roll, the vehicle continues on its path, its Speed reduced by the rank of the material.

Example: A sedan (Good Body) moving at Excellent Speed hits a concrete pillar (Excellent material). Making a FEAT roll of Good versus Excellent material, a red result will break the pillar, reducing the sedan's speed to 0. Making a white, yellow, or green FEAT means the post does not break, but the car does. Its speed is reduced to 0 and passengers may take damage.

Example: The Quinjet (Excellent material) moving at Monstrous Speed slams into the Empire State Building (concrete — Excellent material). The Quinjet makes a "strength" FEAT roll to to break through the wall, needing a yellow FEAT to succeed. Should the Quinjet make the FEAT roll, its speed is reduced by 5 ranks (from Monstrous to Typical). Passing through the building at a reduced Typical Speed, the Quinjet hits a Typical Strength interior wall. Another FEAT roll is made, with a yellow or red result indicating the wall has been broken down and the ship's speed has been reduced to 0. (Don't laugh, a bomber hit that famous structure, with similar results).

If the vehicle "fails" that FEAT roll, the vehicle comes to a complete stop, with resultant damage to the occupants. Damage is figured as follows:

Take the material strength of the object struck or the Speed of the vehicle, whichever is higher. This is the base amount of damage of the crash.

Reduce the amount of damage by the Protection of the vehicle. This is the amount of damage each passenger takes in the crash.

Roll an "attack" on the material strength or Speed (whichever is higher) to determine damage. A white result indicates no damage. If the characters were safely strapped down (wearing seat belts, helmets, crash webbing, etc.) this is a Blunt Weapon attack. If not, this is an Edged Attack. Again, no Karma may be added this roll, though characters may add Karma to negate the effects of Stun, Slam, and Kill results.

Example: Let us say the sedan ramming the concrete post fails the roll to break through. The Speed was Excellent, as was the material strength, so the base damage is 20 points. The protection of a sedan is Poor, which reduces damage to $(20-4=)$ 16 points base. The sedan has two passengers, one of whom is buckled up. Two attacks are made, one on each passenger: a Blunt Attack on the secured passenger, an Edged Attack on the unbelted passenger. (Safety lesson here, kids.)

Example: "Crash positions, everyone!" shouts the Wasp at Black Knight and the Thing, as the Quinjet slams into the building. Damage is Monstrous (75), reduced by Excellent (20) to 55 points. Blunt attacks are made against all three passengers. Black Knight's armor absorbs another 10 points of the damage, so he takes 45 points, and since he (rolls) gets a red result, is Slammed (forward) into the building one area, into a wall (not his day). Thing has Incredible(40) Body Armor, reducing his damage to 15 points, and with a yellow result, there is a possible Stun (makes the Endurance FEAT). Wasp would take the full 55 points of damage, reducing Health to 0. However, the attack on her gets a white result, so her crash webbing holds and leaves her unharmed. (Dane Whitman may have a few choice words about women drivers when he comes to.)

Damage to the Vehicle (or driving away from the crash)

When a vehicle undergoes a crash, or takes damage as a result of being hit by an attack, there is a chance that the vehicle will be less maneuverable than it was before, and may go out of control. For an aircraft, this may represent something from a hole in the wing to losing part of the fuselage, while for a road vehicle it may be a flat tire, shattered windshield, or a bullet



in the engine block or gas tank. The physical details of the crash are left to the Judge, given the situation and vehicle in question.

When a vehicle suffers damage, check the table below, as to whether the vehicle suffers any long-term effects. Compare whether the damage inflicted is greater, equal to, or less than the Body of the vehicle. Make a FEAT roll against the Body of the vehicle that has taken damage.

Damage Greater than Body

Red — Body -1CS, damage
Yellow — Speed -1CS, Control FEAT
Green — Control -1CS, Control FEAT
White — All -1CS, Out of Control

Damage Equal to Body

Red — No damage to vehicle, passengers
Yellow — Body -1CS, damage to passengers
Green — Speed -1CS, Control FEAT
White — Control -1CS, Control FEAT

Damage Less than Body

Red, Yellow — No damage
Green — Body -1CS, Control FEAT
White — Control -1CS, damage to passengers, Control FEAT

What the results mean: A -1 Body, Control, or Speed indicates that that stat is reduced by one rank until repaired. A Control FEAT result indicates that a Control FEAT must be made or the craft goes out of control. An Out of Control result indicates the craft is automatically out of control. Damage to passengers indicates damage inflicted to passengers from the attack as in a crash. (This is for attack only. Damage in a Crash to passengers has already been discussed.)

If Control is reduced below Feeble, the vehicle is out of control. If Speed is reduced below Feeble, the vehicle stops moving (a way of stopping bankrobbers, but results in a crash if used on a plane). If Body is reduced to 0, the passengers receive no protection. If Sea or Sub type, it will begin to sink. If Air type, any action will require a Control FEAT.

Vehicles and Combat

Vehicles may be used in combat, and may be shot at, attacked, and used to attack in a number of ways.

When shooting at a vehicle, the attacker must decide whether to shoot at the vehicle itself or at the passengers. Shooting at the vehicle may stop the vehicle, while it may be easier to stop the driver. Any passenger shot at would require a bulls-eye shot to hit, and would in addition have equivalent Body Armor to the Protection of the vehicle (unless the hero negates this — converting a sedan to a convertible by ripping open the roof).

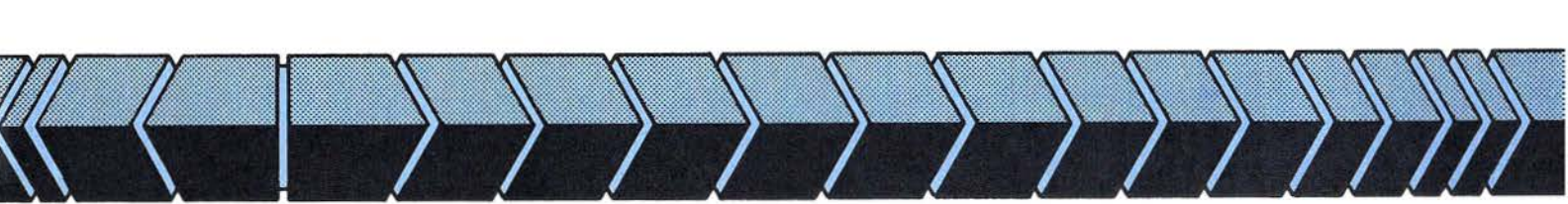
Vehicles can be used as a Charging attack, with the attack rank being either the Body or Speed rank of the vehicle, whichever is lower. This would be considered a crash situation, and while the attacker would have a +1CS advantage (the target is not fixed), there are cases where the vehicle would not survive the encounter but the target would.

Specific Vehicles

Sedans is the term for most standard automobiles, concentrating on the mid-sized representatives of Detroit steel. Sedans seat about 5, according to the commercials (two sets of twins and a man named Murray).

Mini-Cars are those of a smaller size than the sedan, and include most compacts of the American companies, as well as the still-extant VW Beetle and newer imports such as the Yugo and the Hyundai. These seat four in tight quarters.

Sports Cars include most of the jazzy little numbers the detectives on TV zip around in. They have a higher safe speed and better control than the family car, but are made of lighter materials and more easily damaged. Sports cars carry two normally, three or four with crowding (the Trans Am back seat is not designed for the human form).



Luxury Cars are the gas-guzzling huge cars, and range from a mid-sized Cadillac to the huge vehicles with wet bars inside. Their big trouble is that they steer like rocks. *Luxury cars* seat from 5 up to about 10 for the largest monsters.

Security Limo is a variant of the luxury car, with stronger materials, thicker plating about the passenger compartment, bullet-proof glass, and a higher protection value to those within. Seating is as for *Luxury Cars*.

Vans are large, box-like vehicles on a sedan wheelbase. They have the advantage of space (about 8 bodies), and the back may be covered to prevent unwanted eyes seeing in. Both *Captain America* and *Punisher* have modified vans.

A *Convertible* is a sedan with a top that folds down. With the top up, it has similar protection to a sedan. Include cars with T-top roofs as well in this category.

The *Taxi* is that ever-present vehicle of New York and other major cities, and is similar to a sedan (carries about three passengers in addition to the driver). Your standard Yellow Cab fare is a Typical cost for getting crosstown. (Note — Taxi drivers are normally a tough, friendly lot, but their temperaments can be frayed when they carry super-powered individuals who may be attacked at any moment by their foes.)

Buses are another major form of mass transportation for the city, and is a Feeble cost for a trip to the suburbs. City and School buses rarely make their full speed on their runs, while those of cross-country companies run at top Speed between cities (Cost between Poor and Typical, depending on location of cities). Buses carry up to 80 people.

Police Cars are the vehicles of the constabulary, usually with a little more power under the hood and better-cared for than the standard sedan. Police cars seat 5, but often have a grill between the front and back seats to prevent the passengers from getting to the driver (and vice-versa).

The *Police Van* is to the van as the Police Car is to the sedan. This vehicle often carries additional armament for teams in trouble, including Riot Guns and gas canisters. The back part of the van can carry up to 10 prisoners for short periods.

The SWAT in *SWAT Van* stands for Special Weapons And Tactics, and these babies are

portable armories of ten riot guns, ten sniper rifles, ten flak jackets, and a wide supply of smoke, tear gas, and knock-out gas grenades (sorry, weapons and batteries not included in purchase of the vehicle). Carries about ten people.

The *Semi* is the two-piece truck common on the nation's highways, carting the nation's food from city to city at high speeds. The forward Tractor can be detached from the Trailer, and has stats similar to the van. The rear trailer may be of a number of types, either to haul produce, mask secret operations, or carry equipment. The Tractor portion seats about 3 comfortably. *Sleeper* tractors can hold a king-size bed in the compartment behind the driver, and thus can carry considerably more people.

Armored Cars are favorite targets of criminals, and normally sport a team of two guards in the front, and an optional man inside. Armored Cars are also used for transporting powerful criminals who are under arrest.

Fire Trucks are large trucks used to carry men and materials to fires. Each carries up to a dozen men, along with hose, hooks and ladders, nets, and fireproof suits.

An *Ambulance* is a van equipped with a more powerful engine and gear to handle most medical emergencies. Ambulances operate both in conjunction with hospitals and as separate Para-med services. Driving Note: Ambulances, Fire Trucks, and Police Vehicles with their top-lights flashing have right of way over other vehicles.

A *Rocket Car* is the fastest land vehicle in the world, and is only used in large areas where there is not much to hit, like the Bonneville Salt Flats. As a road vehicle, it is fairly useless due to its lack of maneuverability. This does not stop certain young souls from modifying their cars with Rocket Packs (see under Modifications) to duplicate this one's Speed benefits.

A *Bicycle* is the standard, man-driven two-wheeled vehicle. It is faster than walking for most people.

The *Motorcycle* is the marriage of the car and bicycle. Due to its precarious balance, a Motorcycle that goes out of control cannot be brought under control until it comes to a stop. Cycle riders may reduce damage by one rank by wearing adequate headgear. Seats two.

The *Motor Trike* is a motorized tricycle, and

has the advantage over the motorcycle in that it has greater stability. A motor trike that goes out of control can have control regained while still in motion.

The *Pick-Up* and *Jeep* are four-wheel drive off-road vehicles. Four wheel drive does not prevent you from getting stuck, it only gets you stuck in worse places (quote by Dirtbuggy Doug Niles). The Jeep has been a workhorse for the Army for years, and is only now being replaced by another vehicle with similar stats.

ATV means All-Terrain Vehicle, and is a catch-phrase for the wide variety of multiple-tired and treaded vehicles used both by ordinary citizens and secret subversive societies.

Snowmobiles are ATVs for the snow. They have a Control of Feeble when on ice or non-snow terrain. Snowmobiles range from 2 person to ten person major vehicles.

Heavy Trucks include dump trucks and other heavy construction equipment.

A *Bulldozer* is another typical construction vehicle. The blade on the front makes a suitable battering ram, and is made of Remarkable strength material.

Tank is a nice generic term for most vehicles that carry light artillery, regardless of their make and nationality. The typical tank carries one piece of Light Artillery and 1-2 machine guns as standard equipment. There are modified versions available, including those mounted with Laser Cannons, Stun Cannons, or Concussion Cannons instead of Light Artillery, and carrying lasers instead of machine guns.

SPG means Self-Propelled Gun, a piece of Heavy Artillery on its own halftrack. SPGs do not have the Protection of the tank, but have more range and firepower.

The *Armored Carrier* is an armored troop-carrying vehicle (about 20 people maximum). The armored carrier operates on treads, and carries two machine guns (lasers in some cases).

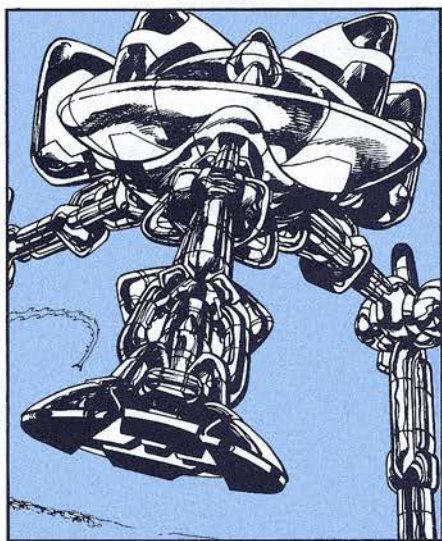
The *Walker* is a curious form of off-road vehicle in that it does not have wheels or treads, but rather two or more legs that simulate human or animal movement. Such devices are generally experimental and as such are used by organizations such as Hulkbusters. They are normally equipped with a stun cannon, as firing weapons with recoil (such as LAW or Light Artillery) would

require a Control FEAT to prevent tipping over. Any attack on a walker vehicle requires a Control FEAT by the operator to determine whether it remains upright. Seats four to eight persons.

The *Borer* is not really a land vehicle, but a subterranean vehicle. It allows speedy travel through the underground. If moving at Poor speed, its passage leaves a tunnel that others may follow; otherwise it leaves churned earth behind it. Villains who live deep within the Earth, such as Mole Man, use the Borer as standard equipment. Because of its construction, with the forward screw, the borer can make an Edged Attack for Incredible damage.

The *Train* is the most common form of the Railed vehicles. All Railed vehicles cannot change their direction other than forward and backward, and may only change Speed. Control FEATs only concern sudden deceleration. If the track is removed or destroyed, the vehicle will immediately go out of control without chance of regaining control. Trains may be bulk carriers, or passenger lines, such as Amtrak. The train maintains a "crew" of 5, and in the case of passenger trains, 3 or more cars that may each carry 100 people or more. Train costs vary, but between cities with regular service, a ticket is Typical Cost.

The *Bullet Train* includes all of the new, high-speed versions of trains, and is used exclusively for passengers. Capacity and limitations are similar to the normal train. Such trains are in use in France and Japan, where Cost for a trip is Poor. None have been built in the United States as yet.



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The *El* includes the elevated trains of Chicago and New York, and the Light Rail Systems of cities such as Pittsburgh and San Francisco. Cost for these systems is Feeble, and they are primarily used by commuters. Els have the restrictions of all Railed vehicles, and carry up to 80 people per car.

Monorail systems are popular in amusement parks, as well in major industrial parks such as the former SI Industrial Park on Long Island. As the system gains its power from the line it travels on, breaking that line results in the vehicle coming to an immediate halt.

The *Hovercraft* is the only notable mention of the Ground Effect Vehicle. This vehicle is neither fish nor fowl, as it rides on a cushion of air, handles as does an Air type, but goes out of control as an off-road vehicle. Hovercraft move at a maximum Speed of Good off road, over broken ground, or in stormy weather.

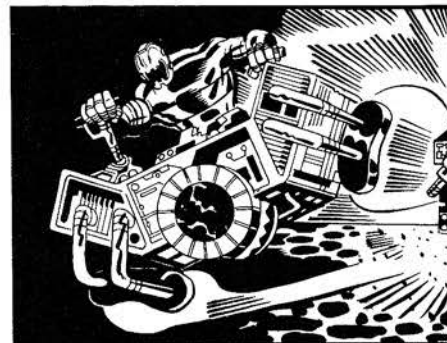
Private Planes generally represent small propeller-driven aircraft used by individuals. The private plane seats 5 with little problem.

Corporate Jets represent the more modern turbo-prop jets that more powerful corporations use for their top executives. Corporate Jets have a crew of two and may carry up to 20 people in comfort.

The *Military Jet* is the modern fighter of the skies, laden with electronic detection gear and weaponry. Military jets carry machine guns (alternately lasers), as well as up to 4 missiles with launchers in the jet itself (missiles would be separate purchases).

Commercial Jets include the large jet-driven aircraft, such as the DC-10, the Tristar, and the 707s and 747, as well as cargo planes. A Commercial jet can carry upwards of 100 people. Cost varies between cities, but for flights in the same country, cost is Good, Excellent for international travel.

Blimps include everything from the Hindenberg to the modern airships that huckster for tire companies. Blimps may remain in place (0 movement) without danger of crashing, but unlike other aircraft, are more susceptible to winds. Blimps may take off vertically or horizontally. Early airships used explosive hydrogen for lifting (Amazing explosion), but helium is universally used today. If the Body of the airship is reduced to 0, the craft does not have enough lift to remain aloft, and will



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crash. Finally, blimps include both balloons and those airships with an internal frame — the latter are properly called dirigibles.

Traffic Copters are fairly common in the airspace over American cities, and this type also includes private vehicles and medivac copters as well. Helicopters have VTOL ability (Vertical Take-off and Landing), and as such may drop to 0 speed without losing control.

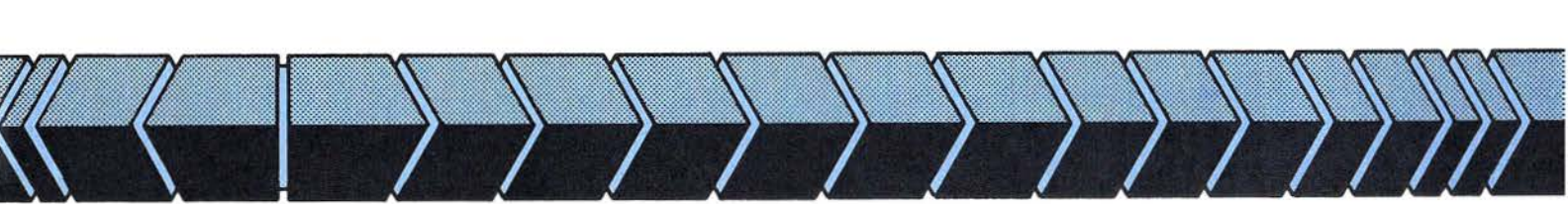
Battle Copters are heavy duty versions of the Traffic Copter, can carry a squad of 15 men plus crew, and are armed with Machine Guns (alternately lasers). All Copters have VTOL abilities, and may hover in place.

WWI and WWII planes are still available in some countries, among collectors, and in the possession of nut-cases like Arcade. WWII planes include (but do not do justice to) a variety of fighters, including the Corsair, the Spitfire, and the Zero. WWII bombers include the large, punishment-taking craft like the Flying Fortress and Junkers bombers. WWI planes consist of light, fragile craft including the Spad, the Neuport, the Fokker triplane, and the Sopwith Camel.

VTOL Jets exist in several air forces, and have been used with efficiency by the RAF in the Falkland war. VTOL jets have the capabilities of jet fighters, with the added ability to hover and take off vertically.

The *Ultralight* is a small glider powered by a gasoline engine. Its mylar wings make it incredibly fragile, and it offers little Protection to the rider. It is, however, relatively inexpensive, portable, and makes little noise.

Gliders include hang gliders and paragliders (parachutes designed to allow the wearer to steer). Gliders will normally fall 3 floors per round, but can travel 6



areas in that time. Individuals skilled in gliders can rise by use of thermals (columns of warm air, usually found over desert and parking lots) at a rate of 1 floor per round, but this requires a Control FEAT.

An *Autogyro* is a small, one-man plane similar to the ultralight, but is a relative of the helicopter. The Autogyro has VTOL abilities.

Air Car represents all one-man vehicles that float by means of electro-magnetic field, columns of air, or gravimetrics. These vehicles are generally better for moving vertical distances than linear ones, and as such rise 10 floors in a single round. Air cars have VTOL abilities.

The best example of a *Skymobile* craft was originally designed for Hawkeye, and has become a standard piece of equipment for the West Coast Avengers, as that sunny climate is more conducive to the exposed nature of the craft. It is an airborne motorcycle with VTOL capabilities, and can lift upwards of half a ton.

Flying Car represents the model used by S.H.I.E.L.D. as a standard vehicle. While on the ground, it has the capabilities of a Ground vehicle, and has the Control and Speed listed only when airborne. (Body remains same in both cases.) The S.H.I.E.L.D. flying vehicle is armed with a forward Stun Cannon and a rear LAW, the latter of which occupies most of the trunk space.

Quinjet, designed by the Wakanda Design Group and built by Stark International, represents a durable long-distance vehicle used by the east and west coast teams of the Avengers. It seats 7, including a crew of 2. The vehicle has VTOL abilities, but was until recently launched by a catapult that flung the craft over Central Park.

Concorde represents all versions of supersonic passenger craft, which includes a Soviet version and an American SST which never got off the ground. Used for long-distance hauls of 200+ passengers. Travel from Paris to New York is a Remarkable cost.

The *Omni-Jet*, built through Canadian contractors for use by Alpha Flight, is that team's version of the Quinjet. It seats seven and has VTOL abilities, and is capable of hovering in place. The team currently has only a single Omni-Jet, though more are being contracted for.

The *Pogo Plane* was one of the first VTOL

craft, and was designed by Reed Richards. It differs from most other VTOLs in that it lands and takes off in a vertical position (hence its nickname). The plane seats four. Unlike most other VTOLs, it cannot hover in place.

The *Fantasticar* is another of Richards' designs, and serves its purpose as a short and medium range carrier. The Fantasticar seats six, and the two side seats are small miniplanes that may break off from the mother craft and move separately. The craft have the following stats: Control: In, Speed: Ex, and Body: Ty.

SRC stands for Short Range Carrier, and represents a general type of air cushion and anti-grav vehicles used for short distances. The most famous of these craft is the original Flying Bathtub used by the Fantastic Four, but similar types of craft have been developed by other organizations.

Blackbird is the name of the X-Men's RS-150 Lockheed. A relative of the effective spyplane, the Blackbird has been modified by alien (Shi'ar) technology to its present state. It will seat ten, and carries no weapon. The Blackbird, as result of its Shi'ar modifications, is capable of VTOL, though others of that type are not.

The *Space Shuttle* represents those near-space reusable craft similar in design to those operated by NASA and some private industries. In the atmosphere, the Shuttle has the attributes of an aircraft. The shuttles are designed only to reach near space, the realm of most satellites. They cannot reach the moon.

The *Lunar Shuttle*, of the type used by the Inhumans, allow travel from Earth to the moon or a similar distance. In the atmosphere, the vehicle depends on powerful retro-engine to land safely.

The stats provided for the *Space Ship* are for a generic type, used by most interstellar civilizations of one kind or another. There are a number of different types with different armament, and when a specific kind of ship is used, its stats will be provided. Armament varies as well, and usually but not always includes several laser cannons. Space ships have 1-100 compartments, depending on size.

The *Raft* represents the simplest of the water vehicles, no more than the floating of bound logs or wreckage. It may be propelled by oars or by wind power, neither with any great efficiency.

The *Rowboat* includes all those oared vehicles designed for that purpose (as opposed to rafts, which may be jury-rigged). Rowboats are moved by oarpower, and include rowboats as well as canoes and life rafts. Rowboats hold upwards of 20 people in the latter case, though 4-5 is the more normal number.

The *Sailboat* includes all manner of small sailing vehicles, including the sunfish and sailfish craft that dot the waterways. For all sailing vehicles, the speed is increased one column shift to the right when moving in the same direction as the wind, and may not exceed the listed speed when moving against the wind.

The *Racing Sloop* is the larger, ocean-going sailboat that is used for long-distance runs. The Sloop may have an engine as well (motorboat stats). Seats up to 5 comfortably.

The *Motorboat* is the standard rowboat with a motor attached. It includes shuttles, dinghies and other small craft.

The *Yacht* is the large pleasure craft version of the motorboat. Most carry up to 10 in comfort, and have all the comforts of home.

The *Speedboat* is the more streamlined, powerful version of the motorboat. It is used as a pleasure craft, and also for missions requiring quick entrance and exit. Seats about 4 comfortably.

The *Patrol Boat* includes those craft of the harbor patrol and Coast Guard, as well as small military craft. Most are armed with one piece of light artillery, 1-3 machine guns, and carry a crew of up to 10.

The *Hydrofoil* is among the fastest of water craft. It attains its high speed by rising above the water on skis, reducing the drag from the boat in the water. The disadvantage is that any successful attack on the hydrofoil results in a Control FEAT to see if control is lost. If control is lost on a Hydrofoil at greater than Excellent speed, the craft will crash into the water.

Jetskis are small one-man sea-equivalents of the snowmobile. Some may be modified to carry weapons, and others have been modified to give flight and underwater abilities.

Ocean Liners include the modern cruise ships and the passenger liners of the days of the Titanic. They are compartmented to prevent sinking in case of being holed (40

compartments). The Ocean Liner carries upwards of 300 people. Cost of a typical cruise is Remarkable. Passage across the ocean on a less-than-class line (read: tramp steamer) is Excellent.

Destroyers include all military ships from the patrol boat up to the battleship. These craft have 20 compartments, and carry a crew of about 150 trained seamen. Most destroyers carry between 0-3 pieces of heavy artillery and 1-4 pieces of light artillery, though some of the more modern ones have been equipped with missiles.

Battleships are the floating platforms for the big guns, the super-heavy artillery. All the dreadnoughts from WWI and battlewagons from WWII fit into this category, but their use is reduced in the modern navy, replaced by the carrier. There will be 2-4 super heavy artillery pieces, 4-6 heavy artillery on the ship. The ship is compartmented (40 compartments) and carries upwards of 1000 men.

Carriers are aircraft-bearing ships (aircraft available separately), and are armed with missiles as well. Similar to battleships, the carriers have 40 compartments and carry up to 100 men.

Submarines run the gamut from WWII U-Boats to modern craft armed with powerful missiles. The "standard" sub is armed with 8 missiles, and in addition carries a supply of about 20 torpedoes (treat as undersea missiles). Modern subs have 5 compartments and carry about 50 men.

Mini subs are one- or two-man craft that may be launched from specially designed ships. These subs are faster and more maneuverable than the sub itself, and are armed with missiles or laser-rifles.

Setting Up House (Headquarters and equipment that does not move or blow up — usually)

This section is devoted to that chiefmost of heroic requirements: setting up a base of operations that may provide an adequate defense against foes and be a meeting place for other heroes. Many heroes, such as Spider-Man and Daredevil, operate out of their homes, while most groups, such as the Avengers and Alpha Flight, have their own separate headquarters. Many things go into making a building a home, and this section should cover the bulk of them.

Buildings: The building is the frame into

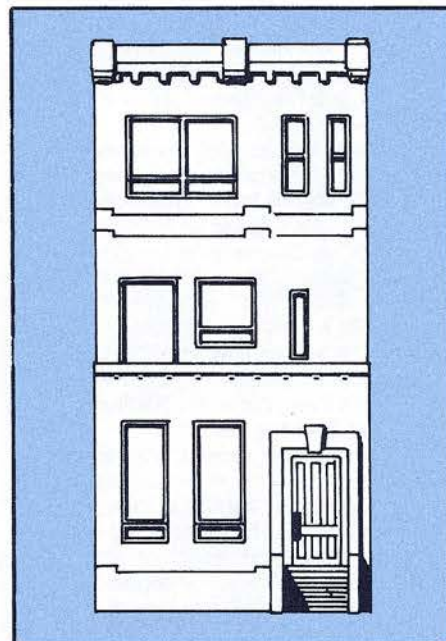
which all the headquarters equipment is placed. It should have enough space for all equipment, plus extra space for the inhabitants and living quarters, if required. Let common sense decide if the territory is getting too crowded for the members, rather than any set rules. Heroes tend to be pack rats, acquiring bits and pieces from previous adventures, interesting technologies and half-finished experiments and mementos from old ex-foes. Were it not for villains scheming to destroy the HQs, heroes would have to hold garage sales in order to clear the equipment out.

An easy way to determine if the building has sufficient room is to take an inventory of what is inside. List the rooms and the major equipments therein (no, don't bother about hairbrushes and the like). This gives your heroes the idea of where to find that cosmic ray-blaster when the super-Skrull drops in unexpectedly.

Heroes seeking an HQ may rent an existing structure, buy an existing structure, or build their own. The FF have done all three, starting out renting the top 5 floors of the Baxter Building, then buying the structure outright, and most recently building a new Baxter Building after the original was destroyed. Building your own HQ costs as much as buying, though the time must be figured using the building rules.

Buildings are defined by a number of factors: original purpose, number of floors, running water and power, how close it is to schools, etc. While all these are important, the key is size, cost, and material strength of the structure. These are noted in the table on page 56.

Size is a general statement. Small quarters are suitable for one or two heroes with a small amount of equipment, and has two, maybe three areas or rooms. Mid-sized housing is suitable for two or three heroes, any support crowd (offices would fit into this area), and runs no more than 5 areas or rooms. Large is suitable for a number of heroes and equipment, and has 10 or more areas spread over two floors. Deluxe is the largest size, and is for heroes with several vehicle types, trophy rooms, and living quarters. It has 20+ areas spread through 3 or more floors. Spider-Man's lodgings are an example of Small dwelling, The Heroes for Hire offices were Mid-sized, the Angel's place used by the Defenders in Colorado Large, and the Avengers' mansion, Baxter Building, and Doctor Strange's sanctum sanctorum are Deluxe. (The last measures interior size, not exterior.)



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Cost is a reflection of location as well as size of the structure. The listed prices are for a building in most American cities and their suburban surroundings. If the heroes are apartment hunting in Manhattan or the richer suburbs, raise prices by 1CS. If the heroes settle down in a relatively secluded spot, like Colorado, Tamarind Island, or Lake Geneva, shift cost down by 1CS. Cost is presented in two values. The first is the cost if the character is renting, payable by the month. The second is if the character is buying or building (in the case of apartments, this is dealing in condos).

Material strength is considered to be the strength of the walls and floors. For the sake of simplicity, wall and floor strength are noted as one in the same, but there will be situations where they may be different: in particular, dealing with large pieces of equipment. A floor can support a load equal to its material strength + 2CS over time, and a higher amount for temporary periods (people walking on it). Material strength is considered similar through-out, though light-weight openings (windows, doors) will create weak spots that a hero (or villain) can crash through.

Room Packages

Once you have the building itself, you need to stock it with the various requirements for civilized life. Rather than sending would-be super-hero teams to various furnishing stores to price materials, we have organized the standard rooms found in

most HQs and reduced them to "packages." The hero or team may pick up a standard package, or modify what is available to suit his needs.

Each package lists its cost, the amount of space (either in rooms or areas) it would take up, and what is found in that package. Packages are used to set up housekeeping, and also for replacements in case of fire, flood, and Galactus dropping in for dinner.

Costs are for a fairly nice selection of material. The heroes may acquire something less expensive and/or reliable (in the case of a living room, the furniture doesn't match - in the case of a second-hand danger room, it goes berserk more often than usual), at -1CS of price. Very high quality packages (a Library Package stocked with first editions) may be +1CS or +2CS. Equipment may also be picked up by pieces, and for certain types of equipment this is the only way of acquiring it.

Rented, furnished places often have their own packages installed. This is included in the rent, though the hero is responsible for their replacement in case of damage or theft. ("Let me get this straight, Mr. Grimm. You threw a what through the where to hit who?")

Living Room Package Cost: Good
Occupies one room. Consists of sofa, two easy chairs, two end tables, coffee tables, two lamps (ceiling table or floor). At Excellent Cost add television, stereo set-up, or piano. At Remarkable Cost add all three.

Dining Room Package Cost: Good
Occupies one room. Consists of table, four chairs, ceiling lamp. Excellent Cost add large table, bureau and four more chairs. Remarkable Cost add china cabinet, set of good china and sterling tableware.

Kitchen Package Cost: Good Occupies one room. Consists of sink, stove (gas or electric), four cabinets, dishware and stainless tableware, counterspace. This version is standard equipment with most residential housing. At Excellent Cost add refrigerator, dishwasher, or microwave, plus a fire extinguisher. At Remarkable Cost add all three and freezer.

Library Package Cost: Excellent Occupies one room. Consists of two easy chairs, table, desk, straight chair, and up to five bookcases on general subjects (texts readily available, and including encyclopedias, world histories, and

Headquarters

Type	Cost	Size	Material
1 BR Apartment	Fe/Ex	Small	Gd
2 BR Apartment	Pr/Ex	Small	Gd
3 BR Apartment	Gd/Rm	Small	Gd
Cottage(2 rooms)	Pr/Gd	Small	Pr
Small House(4 room)	Ty/Ex	Small	Ty
Medium House(8 room)	Ty/Rm	Mid-sized	Ty
Large House(12 room)	Ex/In	Mid-sized	Gd
Small Manor(18 room)	Rm/Am	Large	Ex
Large Manor(24 room)	In/Mn	Deluxe	Ex
Mansion(30 + room)	Am/Mn	Deluxe	Ex
Office(3 room)	Gd/Rm	Mid-sized	Ex
Storefront(4 room)	Ty/Rm	Small	Gd
Office Suite(6 room)	Ex/In	Mid-sized	Ex
Office Floor(12 room)	Rm/Am	Mid-sized	Ex
2 " "(24 room)	In/Mn	Large	Ex
Brownstone	Ex/Rm	Mid-sized	Gd
Office Building, 4flr	Rm/Am	Large	Ex
Office Building, 8flr	In/Mn	Deluxe	Rm
Office Building, 12flr	Am/Un	Deluxe	Rm
Office Building, 20flr	Mn/ShX	Deluxe	Rm
Office Building, 30 + flrs	Un/ShZ	Deluxe	Rm
Small Warehouse	Ty/Rm	Mid-sized	Ty
Medium Warehouse	Gd/In	Large	Ty
Large Warehouse	Ex/Am	Deluxe	Gd
Small Factory	Gd/In	Mid-sized	Rm
Medium Factory	Ex/Am	Large	Rm
Large Factory	Rm/Mn	Deluxe	In

atlases). Remarkable Cost adds globe, microfiche or microfilm reader, computer terminal (only useful if building has computer room or is linked up to computer). Special or rare volumes, such as the Book of the Vishanti, the Necronomicon, or Amazing Fantasy #15, would have to be obtained separately.

Computer Room Cost: Remarkable
Occupies one room. Includes computer itself and a terminal for access, or terminal and communication equipment for access to computer outside the building. This computer is capable of performing simple tasks (calculation, information retrieval, monitoring) with Excellent ability. Incredible Cost buys a computer with this at Remarkable ability. Computers with higher forecasting and processing abilities, such as the one running the old Baxter Building and artificial computer intelligences, are unique designs.

Communications Room Cost: Remarkable
Occupies one room. Includes chair, short-wave monitor, tap-in for computer net-works, police band. At Incredible Cost includes national security alert equipment and visual display screens.

Crime Files Room Cost: Excellent
Occupies one room. Basically a separate computer with a specialized task at information processing and retrieval. Used

by large groups to keep track of former villains and modi operandi. Performs its task with Remarkable ability. (Example: Buildings are disappearing, leaving large holes in the ground. A check with the crime files computer indicates this has been a previous tactic of the Mole Man.) Super hero groups on good terms often share their crime files. Room cost includes terminal, chairs, lights.

Workshop Package Cost: Remarkable
Occupies one or more rooms. Basic equipment for metal and woodworking: lathes, drills, saws and fire extinguisher. Incredible Cost includes laser guided instruments. Amazing Cost includes all of the above and automatic processing materials (an automatic factory, in effect, for simple goods).

Laboratory Package Cost: Remarkable
Occupies one or more rooms. Basic lab equipment: scales, sinks, common chemicals, microscope. At Incredible Cost include computer capable of analysis with Incredible ability, or clean room (prevent germs from escaping lab). At Amazing Cost include both, plus poison analysis and serum dispenser (Excellent effects against known poisons only). Certain pieces, such as electron micro-probes and stellar mass detectors, may be purchased separately (in general, such items are Incredible Rank purchases).

Office Package Cost: Good Occupies one or more rooms. Includes desk, three chairs, two lamps. Excellent Cost doubles the material, adds file cabinet, typewriter. At Remarkable Cost, add computer terminal, double previous material, add hanging plants, decorative art.

Rec Room Package Cost: Excellent Occupies one or more rooms. Consists of unmatched sofa and easy chairs, pool table or ping pong table or TV. Remarkable Cost contains all of above, video and/or pinball machines (hot tub is optional, only in California). Amazing Cost has all of above plus computer-assisted holographic entertainment projector.

Gym Package Cost: Excellent Occupies one or more rooms. Consists of typical weight-lifting equipment, Universal gym, lockers. Remarkable Cost includes rings, even and uneven parallel bars, short horse. Incredible Cost includes separate locker and steam rooms (two additional rooms), diagnostic displays. Amazing Cost includes boxing area, robotic opponents, and electronic-based weights capable of reaching 100 tons, and must occupy at least 3 areas.

Pool Package Cost: Remarkable outdoors, Incredible indoors Occupies 2 or more areas, and extends 1 floor downward. Consists of standard olympic swimming pool, diving boards, and sun room (alternately, sun roof which is retractable).

Danger Room Cost: Incredible Duplicates Remarkable Cost Gym package with additional active dangers and security systems. "Threats" may be of any general type, but no "threat" may exceed Incredible in strength, intensity, or damage. Amazing Cost: as Incredible, with threats increased to Amazing strength, intensity, or damage. Some limited holographic illusion generation at the Excellent rank. This represents the danger room of the type originally possessed by the X-Men and now used by the Hellions. The current X-Men danger room is a unique hybrid design using Shi'ar technology, and has holographic abilities that outshine those listed here.

Conference Room Package Cost: Remarkable Occupies one room. Contains material for assembling of heroes, or alternately for news conferences and presentations. Contains large table and up to 10 normal chairs, or platform, speaker, and 30 ordinary chairs. Wood paneling available at Incredible Cost.

Medical Package Cost: Remarkable Occupies one room. Equivalent of emergency room care, no heavy equipment, standard antidotes and medication. Incredible Cost: X-ray, clean room, operating room, pathology. (Additional rooms.) Amazing Cost: as above, plus cryogenics. Note: The Auto-doc and other life-saving devices are generally experimental on Earth. The one in the X-Men's possession is of Shi'ar hybrid technology, is one of the most powerful available, and is limited to Excellent healing ability.

Power Room Cost: Remarkable Occupies one room. Buildings are generally assumed to draw their power from outside sources, with the resulting danger of black-outs and power overloads. Heroes who wish a back-up source or alternate source (say, to power a Monstrous-strength ray-gun) must install their own power supply. At this level the generator purchased will provide a 12-hour supply of power. Incredible Cost brings a 24-hour supply of power and an automatic cut-in 2 rounds after power fails. Amazing Cost brings solar-powered cells, removing need of external power in normal situations.

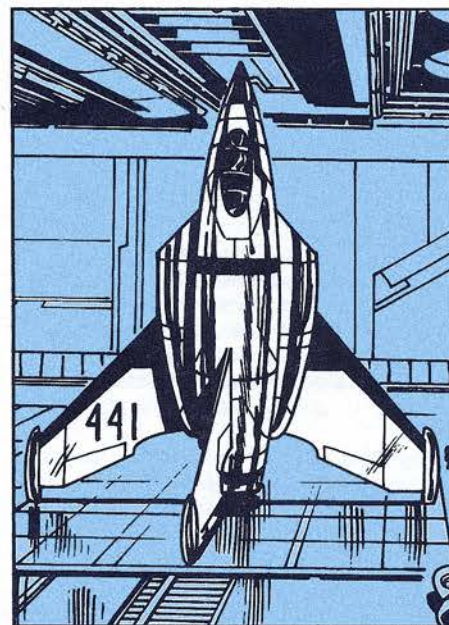
Garage Package Cost: Good Occupies one room. Servicing for a single ground vehicle, including repair facilities and fire extinguisher. Excellent Cost may service up to three ground vehicles, and Remarkable up to 12 ground vehicles.

Hangar Package Cost: Excellent Occupies one area per vehicle using that hangar. Servicing for a single air vehicle, including repair facilities. Each different vehicle requires its own hangar package.

Dock Package Cost: Remarkable Occupies three areas per sea or sub vehicle. Servicing for a single sea or sub vehicle, including drydock facilities. Each sea or sub vehicle requires its own dock package.

Porches, storage, bathrooms, and closets These are assumed in the cost of the building, according to its design. These rooms cost nothing, and no package exists other than what the heroes decide to stuff into the closets.

Security Packages Cost: Good — one Security package to a door or window. Occupies no space. Consists of hand-set burglar alarms on windows and doors, coupled with mechanical locks. Excellent Cost: Automatic burglar alarms with computer-code or card identification



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system. Remarkable Cost: automatic burglar alarms with palm-print scan, can activate defense systems. Incredible Cost: full body scan with benign identification program as to hostility. Can activate defense systems.

Defense Package Cost: Excellent Will protect one or more areas. Pre-set defenses consisting of entangling tentacles or nets or lasers or stun rifles, or concussive rifles or pit traps, with the maximum of Remarkable Strength or Intensity. Remarkable Cost: defenses activated by Security package, consists of one type as above of Incredible Strength. Incredible Cost: as above, intensities are of Amazing Strength. Multiple defense mechanisms may protect the same establishment (example, the WCA compound consists of net-filled pits, stun rifles disguised as trees, and a passive alarm system in the Security Package). Specialized defense packages may be designed.

Trophy Room Package Cost: Excellent Occupies one room. Contains showcase, lighting, frames to display mementos, and may be used as a reception hall or gallery. At Remarkable Cost, contains capability to handle potentially dangerous exhibits at the Incredible level.

Imprisonment Package Cost: Excellent Occupies one room. Contains standard restraining devices, including bars of

Remarkable material strength. At Remarkable Cost, restraining devices made of Incredible Strength. At Incredible Cost, restraining devices at Amazing Strength and Excellent Strength inhibitor restraints.

Fire Protection Package *Cost: Excellent*
Occupies no space. Sprinkler system that may cover up to 10 rooms, provides Good protection from fire. Remarkable Cost: foam-projectors that provide Excellent protection from fire, covers up to 10 rooms. Fire Protection Packages automatically activate on heat or smoke, and must be modified to avoid extinguishing flaming heroes.

Multiple Rooms: Different rooms of the same type must be bought separately. Players may construct a multiple number of bedrooms, according to what they can afford. Heroes may have back-up systems of the same type to take over in case of damage (example, a back-up crime file in the basement in case the one upstairs gets wiped out in a hurricane).

Salaries, Sundries, and Other Equipment

Found on the table on pages 58-59 are a number of other items that do not normally fit under the classification of weapon, vehicle, or headquarters package. They include common tools, modifications to weapons and vehicles, entertainment items, salaries, and items unique to the Marvel Universe.

Fire Extinguishers inflict no damage normally, but against fire are of Good Intensity (eliminate fire of Typical Intensity or less in the same area on a green FEAT, of Good Intensity on a yellow, and up to Excellent on a red). Against characters with flaming powers, such as the Human Torch, the extinguisher causes a FEAT roll against that Intensity to retain flame.

Fire Hoses have been used as riot control devices, and inflict 10 points Blunt Attack at a range of one area, and can be considered as fire bursts. Against fire and flaming characters, the water from a fire hose is considered Remarkable Intensity.

The **Silencer** is a device that may be added to a pistol or rifle which inflicts damage on the Shooting table, excluding the gyro-jet and all lasers, stunning and concussion weapons. The silencer operates by dispersing the gases from the shot that creates the crack of the pistol. Using a silencer reduces maximum range by one rank for the weapon, but the target (and those around him or her) must make an

Other Stuff

Item	Price	Notes
Fire Extinguishers	Ty	Excellent Intensity
Fire Hoses	Ex	Incredible Intensity
Silencer	Gd	Reduces range one area
Sniper Sights	Gd	Removes penalty for range, fire last
Infra-red sights	Gd	Sees in dark
Tripod	Ty	+1CS to hit
Flashlight, normal	Fe	Typical Intensity
Flashlight, halogen	Gd	Remarkable Intensity
Infra-red Goggles	Ex	Sees in Dark
Polarized Lenses	Gd	Good protection from light
Mace	Ty	Remarkable Intensity
Gas Mask	Ty	
Asbestos Suit	Ex	Remarkable Fire Prot.
Radiation Suit	In	Incred Radiation Prot.
Flak Jacket	Ex	Good Body Armor
Beta Cloth	Re	Typical Body Armor
Flare Pistol	Gd	Good damage, incendiary
Camera	Gd	
Personal Computer	Gd	Poor Reason
Caltrops	Ty	Control FEAT
Handcuffs	Ty	Excellent material
Inhibitor bands	Rm	-7 CS
Nullifier bands	In	-7 CS
Stasis Ray	Mn	Amazing Stunning
Spear Gun	Gd	As crossbow underwater
Scuba Gear	Gd	2 hours breathing
Roller Skates	Ty	Move as vehicle
Rocket Pack	Rm	Flight, Ex speed
Salary, Butler or Housekeep	Ty	
Salary, Secretary	Ty	
Salary, Pilot	Gd	
Salary, Lawyer	Gd	

Intuition FEAT to hear the shot and know its location.

Sniper Sights are built into the sniper rifle and the target pistol, and added to any other weapon eliminate the penalty for range for weapons. The user of a weapon with a sniper sight automatically has an initiative roll of 10 (last in the round). Its use is considered illegal (Other Crime).

Infra-Red Sights are a modification similar to the sniper sight, may be used for any missile weapon. These sights permit the user to see up to 5 areas in the dark.

A **Tripod** includes all devices used to steady a rifle, automatic rifle, assault rifle, or machine gun to aid in its firing, and may be used by laser, stun, and concussion versions of those weapons. A weapon with a tripod receives a +1CS to hit, provided it is resting on the ground or other steady surface.

Flashlights are common to all readers. The normal flashlight is the type most common,

with a plastic or metal body. The Halogen flashlight has a brighter bulb and more concentrated beam, and blinds with a more powerful Intensity. Normal flashlight has a range of two areas, the halogen three.

Infra-Red Goggles are similar to infra-red sights; these permit normal vision up to 5 areas away in dimly lit areas.

Polarized Lenses are goggles that provide Good resistance to light attacks. If exposed to a bright light, they darken for 1 round, then lighten to allow normal sight.

Mace is a small one-area weapon that shoots a mist of Typical Intensity tear gas at a single target adjacent to the user. It does not require an Agility FEAT to hit, though the target must make an Endurance FEAT to avoid the effects.

The **Gas Mask** allows the wearer to breathe and act normally in conditions of smoke, tear gas, or knock-out gas. It does not allow clear vision in these areas, however, only normal movement.

Item	Price	Notes
Salary, Bodyguard	Ty	
Salary, Mechanic	Ty	
Salary, computer specialist	Ex	
Salary, scientist	Ex	
Salary, cook	Ty	
Salary, groundskeeper	Ty	
Salary, 10 workers	Ex	
Salary, 50 workers	Rm	
Salary, 100 workers	In	
Salary, 150 workers	Am	
Night on the Town	Gd	
Broadway tickets	Ex	
Dinner and Movie	Ty	
Respectable Clothing	Pr	
Rented Tux	Ty	
Purchased suit or Tux	Gd	
Halston original	Rm	
Fur coat	In	
20 comic books	Ty	
Original Art	Gd	
Unstable Molecules	In	
Wankandan Vibranium, 6 oz.	Am	
Antartic Vibranium, 6 oz.	Un	
True Adamantium, 1 lb.	ShX	
Secondary Adamantium, 1 lb.	Un	
Translation Device	In	
Mystic Texts	In	
Underwater Breathing Pills	In	Last 4 hours
Pym's Reduction Formula	In	
Mutant analyzer	Am	
Mutant Neutralizer	Un	
Robot, standard	In	
Robot, Sentry	In	
Robot, Talent	Am	

Asbestos Suit is a flame-resistant suit used by firemen and others dealing in fiery and high temperature situations. It provides Remarkable protection from heat and fire, and is made of Good material.

Flak Jackets are worn by police in special situations and by SWAT teams. These jackets provide Good protection from physical damage.

Beta-Cloth is a light-weight material worn by agents of S.H.I.E.L.D. It provides Typical protection from physical attacks, Excellent protection from heat and radiation.

Radiation Suits are used by technicians exposed to high radiation situations, and are of Good material, lined with lead. They provide Incredible protection against radiation.

Flare Pistols fire a burning charge that lights the sky, either to provide illumination (lighting all areas within three) or as a signal device (fired 10 floors straight up). Used as a weapon, the device has a range of two

areas, and inflicts Good damage. The charge is incendiary and will ignite flammable material.

Camera represents the standard photographer's tool. More expensive versions are available with higher definition. Camera accessories would include film (Feeble cost), flash (normal or halogen, as flashlight), and special lens, such as telephoto lens (Good cost).

The *Personal Computer* listed here is the type commonly available to most Americans, and is a tool, not an artificial intelligence, unlike some more powerful computers. The personal computer may be considered to have Poor Reason for problem solving, analysis, etc. as it is only as smart as the information placed inside it. At Excellent Cost, the user can get a modem that links his machine into a net with other machines.

Caltrops are small, dart-like jacks that are scattered to avoid pursuit. They inflict Poor Edged Attack on those that step on them (but are non-lethal — no Kill results). For

road and off-road vehicles that use tires, the caltrop acts as an Edged Attack of Excellent damage, and immediately forces a Control FEAT.

Handcuffs are a standard restraining device used by the police forces of the world to prevent actions by criminals in custody. They are made of Excellent material.

Inhibitor Bands interfere with the use of natural abilities, including those of mutants and altered humans. The hero suffers a -5CS on all physical abilities (FASE), and a -7CS on the use of all Powers. Talents and mental abilities (but not Powers) remain untouched. No ability may drop below Feeble. Technological and magical powers are not affected.

Nullifier Bands interfere with the working of high-tech power suits in much the same way as Inhibitor bands affect mutants. If the strength of a character wearing a suit of powered armor (such as Vindicator, Iron Man, or Guardsman) is reduced to Feeble, the suit freezes up and the character is immobilized.

The *Stasis Ray* is an expensive device that often shows up in the defenses of mastermind villains. It projects a ray of Monstrous Intensity stunning, and those who are held by the ray are immobilized for as long as the ray is in effect. It is rarely portable, and requires a massive drain of power to maintain. It has been used by futuristic geniuses such as Kang the Conqueror.

The *Spear Gun* is similar to the crossbow in statistics, but may fire its bolts underwater for their full distance without penalty.

Scuba Gear allows the wearer to breathe tanked air for 2 hours, and as such dive to moderate depths in the ocean. The hoses and mask are made of Good material, and the tanks are made of Remarkable material. If the tanks are punctured, they will explode for Remarkable damage to all in the same area.

Roller Skates are used by a variety of heroes from Dazzler to Iron Man. Standard skates allow the hero to move at listed speed as if Endurance was three ranks higher.

Rocket Pack, worn either as a belt-pack or a back-pack, allows the wearer to fly at Excellent speeds. All limitations on flight apply to the wearer, and Agility FEATs required are at one CS lower.

Salaries represent the payment of the listed services. Their abilities are generally self-evident (a pilot will always have pilot ability, a computer specialist computer talent). The listing for number of workers are for general numbers of people, whether construction workers, office employees, or security guards.

Sundries list various costs the players may encounter in everyday life. They are intended as guidelines, and the Judge may set a cost for certain items based upon the situation.

Robots represent the preprogrammed, simplistic devices used as security guards or in danger rooms. It does not include robot player characters such as the synthezoid Vision, nor free-willed entities such as Ultron.

The **Standard Robot** is only capable of simple tasks, and has no special abilities other than to record what transpires before its recorders and perform simple tasks. The H.E.R.B.I.E. series was a modified form of the standard robot. All Standard robot abilities are Typical.

The **Sentry Robot** has a bit more programming and firepower. It is programmed to identify hostile threats (that is — anything not in its bank) and open fire. Sentry robots come equipped with Good Strength lasers, though some may be additionally armed. All sentry robot abilities are Good.

The **Talent Robot** is a robot specifically designed for a certain purpose, and its programming reflects that purpose. The Avengers' fire-fighting robots or the robotic opponent the Black Knight uses are examples of talent robots. Such robots may have one ability at Remarkable level. All others are Excellent.

Final note on robots: Certain robots may be custom built. These are reflected in the Building Things section.

Unstable Molecules are a discovery of Reed Richards, and are used to provide clothing and uniforms that will adapt to the abilities and size of the character. Unstable molecules provide no additional protection to the wearer, but allow the use of super-powers without ill effect. The uniforms of the Fantastic Four, the Wasp, and the original outfits worn by the New X-Men were made of this material.

Vibranium is a metallic substance that



occurs in two related isotopes. There are two types. Wakandan vibranium is found only in that isolated African kingdom, and its existence had been kept secret from the outside world for years. Wakandan vibranium is a sound absorber, and a 6 oz lump will absorb all the sound in a single area. Sonic attacks are reduced by 5 ranks for effect. A gun with a vibranium silencer would be totally silenced. Antarctic vibranium, the other form of the substance, weakens the bonds of metal atoms, causing them to melt. A 6 oz. lump will cause all metal in an area to become liquid (material strength FEAT to avoid). Wakandan vibranium is only rarely available due to the substance being kept by the Wakandan people and entrusted to the care of their ruler, T'Challa, better known as Black Panther. Antarctic vibranium is only slightly less available since the destruction of its source, the Savage Land. Both forms have Incredible material strength.

Similar to vibranium, there are two forms of **Adamantium**. True adamantium is a mixture of chemical resins whose exact nature is a government secret; it has Class 1000 material strength, sufficient to resist the attack of an atom bomb. Secondary adamantium is less expensive, but while still very strong, is of Unearthly material strength and may be destroyed by the more powerful heroes of the Marvel Universe. It should be noted that Captain America's shield is stronger than true adamantium, and is made of an adamantium/vibranium alloy of unknown creation and consistency.

Translation devices are used by Reed Richards and others to converse with strange creatures from other worlds. The translation device handles most known international and galactic languages, but an advanced model (Cost +1CS) would be needed to analyze an unknown tongue. Translation for known languages is

instantaneous, for unknown languages 10 plus 1-10 rounds.

Underwater breathing pills are another invention of Reed Richards, and allow air-breathers to breathe water for up to 4 hours. The pills also permit those characters with inborn flame abilities to use those abilities under water.

Mystic Texts is a blanket term for those less-powerful magical books that mages acquire to aid them in their work. While such a mystic book would not hold the secrets of the Darkhold or the Book of the Vishanti, they may possess some spell usable to the mage. Such books are found in old collections, in the effects of wizards, and as such are not for sale at your local Waldenbooks.

A **Mutant Analyzer** is a portable device that may be used to identify mutants at a distance. Range is one area. A mutant analyzer cannot detect a specific person as a mutant, but only that a mutant is present. The X-Men's Cerebro unit is a large scale version of this device, but the portable attachments function as listed. Similar devices have been developed by Forge and installed in various versions of the Sentinels.

A **Mutant Neutralizer** is a device that removes inborn abilities temporarily or permanently. The range of the device is 3 areas, and the target gets an Endurance



FEAT to avoid the effects. Standard time of effect is 1-10 rounds without power (abilities drop to Excellent, no super-human powers permitted, but Talents and Contacts are unaffected). The mutant Forge, working for the Department of Defense, has developed a neutralizer with potentially permanent effects. The only model of this neutralizer was destroyed by Jim Rhodes (Iron Man II).

Magic in the Marvel Universe

Magic in the Marvel Universe is a can of worms that, once opened, may prove difficult to contain. For the player running the likes of Doctor Strange volumes may be written on the various magic wielders, spells, and creatures, while for those that are more interested in the abilities of Spider-Man and his foes, such information is of mild interest at best.

Rather than devote an inordinate amount of space to the magic-wielding character, this designer would highly recommend to those interested in the full workings of magery to check out another product currently available: the *Realms of Magic* book (MHAC-9) by Kim Eastland. This excellent text deals with magic at its fullest, with all its specialized spells and incantations, as well as providing the stats for those characters who wield magic.

What follows here is a simplification of Mr. Eastland's work, suitable for use with the Advanced Set in general. If the heroes are non-magical in nature and/or rarely run up against the likes of a powerful sorcerer, these rules should suffice. Mr. Eastland's work delves deeper into the nature of magic, defines a number of spells that are not simulations of super-human Powers, and talks at length of dimensions and the beings that may be invoked in casting dimensional energy spells. As such it will disagree with what is noted here in places. In such cases, the Judge should determine which system he is operating by, and let that system control the mages of his campaign.

Magic in the Advanced Set is a duplication of super-human Powers from a magical base. Whereas a full mage may summon the Images of Ikonn, a character using this system may duplicate the Illusion Power. Thus the cards for Doctor Strange and Shaman list Powers as opposed to spells, but all those Powers derive from the use of spells (much as all of Iron Man's Powers derive from his armor — both Tony Stark without his armor and Stephen Strange without his abilities are mere mortals).

A character with magical abilities chooses which Powers (if any) are magical. Power ranks are generated normally, and these are considered the Power rank of the spell, or the *Spell rank*. When casting the spell, abilities such as Psyche are used to determine success. The effects are then determined by the Power rank of that ability. *Example:* a character with Excellent Psyche and Remarkable Mind Control as a spell attempts to control another's mind. In casting the spell (seeing if it is successful), use the Excellent rank. After the spell succeeds, the Mind Control is considered of Remarkable Intensity to break.

The concentration of this section is on the magic-wielder, the one who casts true spells. The human who has been altered by magic, such as the Absorbing Man or the Wrecking Crew, is considered an Altered Human. (It is magic, not gamma rays, cosmic rays, or the attentions of powerful beings, that gave them their Power.) Those individuals who wield items of great power, such as Black Knight, are more related to the Hi-Tech hero, save that the items are mystical in nature as opposed to the products of Stark International. The individual who throws spells is a unique figure, and may be of any origin. There are magic-wielding humans (Doctor Strange), mutants (Magik), high technology characters (Doctor Doom) and aliens (Loki). In theory, any human being has the potential to learn to use magic, but that learning is a long and difficult road to travel.

Mystical Origin is a Talent that a character may gain, and indicates the character has some potential to wield magical power.



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Such characters must have a Psyche of Good in order to pursue their abilities in the magical arena. The character must also seek out a master who can train the hero in mysticism. Doctor Strange sought out the Ancient One, Clea sought out Doctor Strange, and so forth. A character who wishes to enter magical training must have a master. The master will normally be an NPC created by the Judge, and the Judge is under no obligation to make the master immediately or easily available. A character who is not interested in developing his magical abilities may still use the mystical origin for Reason FEATs involving arcane lore. For example, though early in her career the Scarlet Witch used her mutant abilities in a magical fashion, it was only later that she exploited her magical background and became a true spell-caster.

A magic-wielding hero's Powers are divided into three general categories, depending on what energies they use. There are three types of energy available: Personal, Universal, and Dimensional.

Personal Energies are those that derive from the character's spirit, mind, and body. In general, these spells are those that affect only the wielder or someone he is mystically linked to (such as by hypnotism). Powers that rely on personal energies include thought projection, astral form, and mental probe.

Universal Energies are those ambient to the character's home dimension, and are tapped by the mage. Illusions, most forms of attack, and teleportation use Universal Energies.

Dimensional Energies are those native to other dimensions, either being a part of the dimension itself (such as the Rings of Raggador), or granted by powerful beings native to another dimension (such as Dormammu or Ikonn). These energies are invoked by spells and entreaties to these Powers.

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Magical Powers Table

This table lists all the available Powers, and is geared towards the magic-wielding character. It will help the character define what energies must be used for a particular spell: personal, universal, or dimensional.

Personal Energies

Resistances

Resistance to Cold
Resistance to Corrosives
Resistance to Disease
Resistance to Electricity
Resistance to Emotion Attacks
Resistance to Fire and Heat
Resistance to Radiation
Resistance to Toxins

Senses

Combat Sense
Enhanced Senses
Infravision
Protected Senses
Astral Detection
Emotion Detection
Energy Detection
Magic Detection
Magnetic Detection
Psionic Detection
Tracking Ability

Body Alterations — Defensive

Absorption
Body Armor
Healing
Pheromones
Recovery

Mental Powers

Astral Projection
Emotion Control
Empathy
Mental Probe
Mind Control
Postcognition
Psi-Screen
Psionic Attack
Telepathy

Body Control Powers

Blending
Imitation
Invisibility
Shape-Shifting

Movement Powers

Flight
Gliding
Levitation
Lightning Speed
Swimming

Universal Energies

Matter Control Powers

Air Control
Earth Control
Fire Control
Water Control
Weather Control
Density Manipulation

Senses

Astral Detection
Emotion Detection
Energy Detection
Magic Detection
Magnetic Detection
Psionic Detection
Combat Sense
Cosmic Awareness
Enhanced Senses
Infravision
Protected Senses
Tracking Ability

Energy Control Powers

Electrical Manipulation
Gravity Manipulation
Light Manipulation
Magnetic Manipulation
Sound Manipulation
Energy Reflection

Mental Powers

Animal Control and Communication
Animal Empathy
Animate Drawings
Emotion Control
Force Field Generation
Image Generation
Mind Control
Precognition
Psi-Screen
Telekinesis
Transferral

Distance Attacks

Corrosive Missiles
Ensnaring Missiles
Nullifier Missiles
Projectile Missiles
Slashing Missiles
Stunning Missiles
Ice Generation
Fire Generation
Energy Generation
Sound Generation

Movement Powers

Climbing
Digging
Flight
Gliding
Leaping
Lightning Speed
Teleportation
Swimming
Wall-Crawling

Resistance Powers

Resistance to Cold
Resistance to Electricity
Resistance to Energy Attacks
Resistance to Fire and Heat
Resistance to Mental Attacks
Resistance to Radiation

Body Alterations — Offensive

Blinding Touch
Corrosive Touch
Energy Touch
Health-Drain Touch
Paralyzing Touch
Rotting Touch
Claws
Extra Attacks
Extra Body Parts

Body Alterations — Defensive

Absorption
Damage Transfer
Healing
Recovery
Regeneration
Water Breathing

Body Control Powers

Animal Transformation — Self
Animal Transformation — Others
Blending
Body Transformation — Self
Body Transformation — Others
Density Manipulation — Self
Elongation
Growth
Imitation
Invisibility
Phasing
Plasticity
Power Absorption
Shape-Shifting
Shrinking

Dimensional Energies (And entities commonly entreated)

Resistance Powers

Resistance to Magical Attacks (Satannish, Oshtur)

Invulnerability (Various)

Senses

Astral Detection (Various)
Cosmic Awareness (Aggamotto)
Enhanced Senses (Aggamotto, Nirvalon)
Magic Detection (Various)
Psionic Detection (Various)
Tracking Ability (Various)

Movement Powers

Climbing (Various)
Digging (Various)
Dimensional Travel (Hoggoth, Seraphim, Various)
Flight (Seraphim, Various, Elemental Spirits)
Leaping (Various)
Lightning Speed (Watoomb)
Swimming (Various, Elemental Spirits)
Teleportation (Watoomb)
Wall-Crawling (Various)

Matter Control Powers

Air Control (Valtorr, Wattomb, Elemental Spirits)
Earth Control (Elemental Spirits)
Fire Control (Faltine, Elemental Spirits)
Water Control (Munnopor, Elemental Spirits)
Weather Control (Munnopor, Satannish, Elemental Spirits)
Density Manipulation (Various)

Body Control Powers

Animal Transformation (Various)
Body Transformation (Various)
Blending (Ikonn, Various)
Growth (Various)
Phasing (Various)
Shrinking (Various)
Shape-Shifting (Various)

Energy Control Powers

Time Control (Various)
Nullifying Power (Amtor, Various)
Darkforce Manipulation (Darkforce Dimension)
Light Manipulation (Nirvalon, Seraphim)
Probability Manipulation (Various)

Distance Attacks

Darkforce Generation (Darkforce Dimension)
Energy Generation (Seraphim, Faltine, Oshtur, Balthakk)
Fire Generation (Faltine, Falroth, Elemental Spirits)
Ice Generation (Ikthalon, Various)
Sound Generation (Various)
Corrosive Missile (Bromagdon, Various)
Ensnaring Missile (Raggadorr, Cytorrak, Dyzakk, Various)
Nullifier Missile (Various)
Projectile Missile (Denak, Daveroth, Various)
Slashing Missile (Denak, Cyndriarr, Hoggoth, Various)
Stunning Missile (Various)

Mental Powers

Animal Communication and Control (Set, for reptiles; various)
Animate Drawings (Ikonn, Various)
Emotion Control (D'Spayre, Nirvalon, Various)
Force Field Generation (Cytorrak, Seraphim, Various)
Image Generation (Ikonn)
Mind Control (Nightmare, Munnopor, Various)
Possession (Various)
Postcognition (Various)
Precognition (Aggamotto, Various)
Telekinesis (Various)
Ultimate Skill (Various)

Body Alterations — Defensive

Body Armor (Seraphim, Various)
Extra Body Parts (Various)
Immortality (Various, but always exacting a high price)
Life Support (Various)

The table on pages 62-63 lists those general Powers available to generated characters, and which energies they rely on. Certain Powers may rely on more than one energy type, and the player may choose which his hero has. Certain Marvel Super Heroes are listed as having Powers that may use more than one energy (noted as P, D, or U on the cards). In that case, the player may choose which type of energy the character draws upon.

Each type of energy has its own advantages and disadvantages.

Personal Energies are automatically available, but may only be used on the wielder or on a willing target. A green Psyche FEAT is required for success. (There may be cases where the target is restrained but less than willing. In those cases, a red FEAT would be required for success.) Spells that use personal energy require no chanting or gestures to succeed. Use of personal energies has some effect on the wielder. For each turn of Power use, the caster loses one Health point. If Health is reduced to 0 as the result of these actions, the mage becomes unconscious. Do not allow an Endurance FEAT, unless other circumstances (say, the hero loses consciousness above an active nuclear reactor) merit it.

The success of spells using *Universal Energies* depends on the type of spell. All spells that affect the Psyche or abilities of the target grant that target a Psyche FEAT to avoid the effect, treating the caster's Psyche as the Intensity of the attack. If the Psyche FEAT is successful, the attacking magic-wielder's Psyche is reduced by one rank for 1-10 turns. If Psyche is reduced below Good, the caster loses the ability to cast spells. Universal spells require a gesture or chant to cast, and the caster must have his hands and mouth free.

Spells that rely on *Dimensional Energies* may duplicate those of personal and universal effects, but draw their energy from an outside source. Those extra-dimensional entities that are listed as the magic-wielding character's Contacts are considered Friendly to the mage's actions, and may be called on to work the listed spells. Those that are not listed are considered Neutral or Unfriendly Contacts, and those that the mage has personally offended are considered Hostile. Dimensional energy spells automatically have an initiative roll of 10 and require both chanting and gestures to entreat the force to respond.



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KARMA AWARDS/ADVANCEMENT

Example: The good Doctor Strange has listed on his card as Contacts the Vishanti, Cyttorak, Hoggoth, Raggadorr, and Seraphim. He is considered Friendly to these Powers. Ikonn is not listed, though Doc Strange does have illusion Powers that draw on him. He is considered Neutral. Dormammu, whom Strange called on early in his career and later discovered to be an evil force (a real sludge-bucket), is Hostile.

To cast a spell requiring dimensional energies, make a Popularity FEAT, treating the caster's Psyche as Popularity. If the FEAT is successful, the dimensional energy is granted, and the spell goes off as noted. If the FEAT is unsuccessful, there will still be a magical effect, but it will be of significantly less power, and may have other effects as well:

- If the being is Friendly to the mage (listed as a Contact), the spell goes off at 3 column shifts less powerful than the listed power. **Example:** The character has a distance Entrapment Power which he refers to as the Crimson Bands of Cyttorak, at Amazing (47) rank. The entity is listed as a Contact, but the Psyche FEAT fails. The spell goes off, but is only of Excellent(20) rank Strength.
- If the being is Neutral to the mage, the call will go unanswered. The spell will fail. **Example:** Doctor Doom attempts to summon the Flames of Falroth to reintegrate his body. Falroth does not give two hoots about this Doom fellow, so that when the FEAT fails, nothing happens.
- If the being is Unfriendly to the mage, the Judge must make a decision. It may respond either as Neutral or Hostile. Look at the hero's involvement with that being. Has he called on it before? Was it once a Contact? Is the situation dire? If all else fails, the Judge rolls a single die: on a result of 1-7 the entity or power is Neutral, if 8-10 the entity is Hostile.
- If the being is Hostile to the mage, retribution is swift and sure and totally up to the Judge. If the being is hateful of all life, a gate may be opened, allowing it to enter this dimension. If the caster is in combat, the being called upon may aid the opponent. If the being is rather a dimension that the mage has gotten on the bad side of (such as Raggadorr), the caster may suddenly find himself sucked into that dimension, before that being, or tossed into another dimension entirely. It is not a good idea to attempt to summon Hostile beings.

Shifts for casting spells

A number of conditions may affect the casting of spells, resulting in column shifts. These shifts are made at the time of the casting, and may reduce a spell below Feeble to Shift 0. At Shift 0, a spell is impossible. All Shifts are cumulative.

- 1CS ● if the target of the spell is from a different dimension than the caster
- if the caster is in astral form
- 2CS ● if the target is more than 30' in size or occupies more than one area
- +1CS ● if the area in which the spell is cast is familiar to the mage or to the Powers he invokes (home turf advantage)
- +2CS ● if the spell is cast in ceremony
- if the form of the spell comes from an ancient book or tome found during the campaign
- +3CS ● if the target of the spell is a willing subject for dimensional and universal energies

A *ceremony* is an established ritual by which certain actions are taken to achieve desired results. Ceremonies are only used for Universal and Dimensional energies. A ceremony takes a number of rounds equal to the rank number of the spell being cast.

Example: A magic-wielding hero casts a force bolt, an Eldritch Bolt, at a Mindless One that has stumbled into our dimension. The mage's Psyche is Amazing, and the force is Good. The character rolls to hit on the Amazing -1CS or Incredible rank, and it hits inflicting Good damage. (The -1CS is because the Mindless One is a native of another dimension — the dread dominion of Dormammu, to be exact.)

Example: A mage seeks to ensorcel an unwilling victim and read her mind. Using a mental probe (Incredible(41)) with his Psyche of Excellent(12), the mage decides to call on Hoggoth for aid (Personal energies will not work on an unwilling victim). He sets up a ceremony for Hoggoth, giving him a +2CS to cast the spell. The ceremony is cast with Incredible chance of success (Excellent +2CS), and Incredible Intensity if it succeeds. The mage makes a Popularity FEAT, treating the Psyche as Popularity, and, if he gets a green result, ensorcells the target with Incredible Intensity.

Special: Eldritch Bolts and Shields. Instead of rolling random Powers, any starting mage may choose Eldritch Bolts and

Eldritch Shields as spells, each replacing that which would be a random Power roll. The initial Power ranks of these spells are always the Psyche rank and rank number of the character.

Eldritch Bolt is a bolt of magical power, and includes all manner of spells such as Doctor Strange's Bolt of Bedevilment. The range is as determined in the spell range table below, and damage is equal to the Power rank, with the following difference: the bolt may reduce Health or Karma values (in the latter case, the target's effectively out of luck). If the bolt attacks Health, treat it as a Force attack.

The **Eldritch Shield** is a shield of mystical energy that provides the caster with mystical Body Armor equal to the caster's rank number. This is also proof against magical attacks or those attacks which arise from magic.

If an attacker directs his attacks against the shield itself, treat the attack as an attempt to break the material, with the attacker's bolt supplying the strength and the defender's shield the object that may be broken. The mage whose shield is broken that round takes no damage, but has no shield until he raises it the next round. An Eldritch Shield will protect its caster from all forms of magic of up to the Psyche of the caster.

Karma Awards, Popularity, and Advancement

Characters who have true magic abilities (as opposed to those with mystic origins, the potential to gain magic, or using magical items) gain Karma at the standard rate. All Karma losses are at twice the standard rate. The reason for this is thus: A sorcerer, no matter what his background, is more aware that all things are part of a greater whole, that bread cast upon the water comes back a hundredfold, and you reap only what you sow. In other words, Karma counts twice as much against them because they are more aware of its effects.

On the plus side, the cost for a mage to perform Power Stunts using his spells is reduced. It costs an "ordinary" super hero (if there is such a thing) 100 points to attempt a Power Stunt. It costs a mage only 10 points of Karma if the stunt uses Personal or Universal energies, 50 points if using Dimensional energies.

A mage advances in ability ranks and gains talents as do non-magical characters. A mage may gain new spells in two ways: through normal advancement, where costs are halved in Karma, and through location of new spells.

New spells may be found in mystic texts, unearthed in ancient ruins, or taught by individuals of higher ability than the mage in question. The first time a spell is cast 500 Karma points are spent, regardless of the effects of that spell. After that, the mage has added that spell to his repertoire of usable spells. The spell itself is usually vague about the level of its Power. i.e., If your mage finds a book promising control over the waters of the world, it may rank in Power from Feeble to Unearthly, or may have some unknown requirement or deadly curse. The written spell itself will not reveal this information. There may exist legends, tales, and support material (like instruction sheets) for the spell itself, but likely as not these materials may be erroneous or fraudulent.

Contacts in other planes cost twice the normal Karma cost of Contacts to reflect the powerful nature of these Contacts. The hero must have existing contact with these planes in some form, whether by physically encountering them (a hazardous endeavor) or by invoking their names in spells and calling upon their dimensional energies (another dangerous endeavor if dealing with powerful, Hostile beings).

Note: Only some powerful extra-dimensional beings grant magical Powers. For example, Odin of Asgard was the ruler of a tribe of gods that controlled its mystic realm, similar to Dormammu. Yet as of this writing, it has been hundreds of years since any have called upon the All-father for spell-like abilities, and whether they would be granted those spells now is an unknown point.

Magical Abilities and Limitations

In the original set of Marvel Super Heroes was a table delineating magical abilities and limits using these Powers. The table below replaces that table, and refers to limits as set to the Power rank of the spell being cast as opposed to the Psyche of the caster.



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Spell Rank	Duration of Effect	Area of Effect	Standard Damage
Shift 0	None	None	None
FE	1 round	Touch	2
PR	1 round	Touch	4
TY	1 round	Touch	6
GD	1 round	Same Area	10
EX	1 minute	1 Area	20
RM	1 hour	2 Areas	30
IN	1 day	5 Area	30
AM	1 month	12 areas	50
MN	1 year	1 sq.mi	75
UN	Perm.	10 sq.mi	100
Shift X	Perm.	1 planet	150
Shift Y	Perm.	1 planet	200
Shift Z	Perm.	1 planet	500
Class 1000	Perm.	1 dimen	1000
Class 3000	Perm.	1 dimen	3000
Class 5000	Perm.	5 dimen	5000
Beyond	Perm.	ALL	Infin.
*Perm. — Permanent			

This effects table only applies where the effects are needed — for example, the range of a spell is in question, or how long an enchantment can last before it must be renewed or expire. A mage may always choose to inflict less damage with his spells, or to have less duration or area affected.

All mages have an "ear" for magical power, and as such are aware of its use within their general region. The casting of a spell that will affect a ten mile area will alert any mage of that power level or higher in that area, as well as those powerful entities that

may have agents operating in that area. Similarly, the casting of spells that will affect all of the Earth will definitely come to the attention of Doctor Strange, who is that Earth's sorcerer supreme (indeed, one of his prime tasks in that roll is to protect Earth's dimension from invasion and damage by other mystics), and magically messing with a dimension will come to the attention of the great Powers of magery.

Hardware: Building, Modifying, and Alien Technology

Despite the wide variety of items that are offered in the earlier sections, players will often want to have tailor-made items to fit their needs. These items may be more powerful, have better or different powers than the original, or be something totally outside the realm of normally available items. This section deals with building items and modifying existing items, both over a long period and upon demand (the latter is known as kit-bashing).

Note: Hi-tech heroes rely on devices, whether magical or technological in nature, to provide their super-human abilities. These items possessed by the hi-tech hero at the start of the campaign are not affected by the rules herein. Hi-tech abilities are increased and modified as for any other heroic character.

If another character is using the devices inherent to a high technology hero, the character using those devices must make a Reason FEAT to correctly use the device. The FEAT is always a green FEAT, with failure resulting in the character hitting the wrong button, activating the wrong system, or pointing the weapon in the wrong direction. Results of these actions vary according to situation, and may range from a -1CS or -2Cs to hit or effectiveness, or the damaging of the system itself.

Similar rules apply to characters encountering alien technology for the first time. In this case, a Reason FEAT is made against a standard Remarkable Intensity. Once that FEAT is made, the player can use the alien device in normal situations, and another Reason FEAT is called for only in extenuating circumstances (such as when the character tries a Power Stunt or Vehicle Stunt with the device).

The key requirement of building an item is its *Effective Cost*. Effective cost determines the Resources required to make an item, the amount of time that must be spent to build an item, and whether or not that item

works. A hero may attempt to build an device that has a higher effective cost than his Reason.

Effective cost is determined in the following fashion: Take the highest applicable rank number for that item. For every applicable rank that is equal to that rank, add a +2CS. For every applicable rank that is one rank lower than that rank add a +1 CS. This gives the base cost for all types of items. Ranks of two or more CS below have no effect on effective cost. Further modifiers may alter the effective cost, according to the item.

What is an *applicable rank*, anyway? It is one of those ranks that define the performance of the item.

- In the case of vehicles, applicable ranks are Control, Speed, Body, and Protection.
- In the case of weapons, applicable ranks are generally Damage, Range, and Material strength.
- In the case of items that enhance abilities (such as power suits), applicable ranks are those abilities that are modified, and the material strength or Body Armor.
- In the case of robots and other artificial beings, the applicable ranks are the listed abilities and any additional Power ranks.
- In the case of all other things, the applicable ranks are material strength and Power ranks involved. The more an item does, the more applicable ranks it involves, and the more it will cost to build.

In addition, certain specific functions of the item may shift the effective cost upwards or downwards. Certain special items may be required to finish a device (such as an Alludium Q-36 Space Modulator). These requirements are described in full below.

Upon finding the effective cost, the player whose character is building the item makes a Resource FEAT to determine if he can afford it (for more expensive items it may be necessary to use his Contacts). If the character can afford the item, work begins.

The time for invention takes as long in days as the item's effective cost rank number (something that costs Typical takes 6 days). Upon completion of the time and cost requirements, a Reason FEAT is made to determine if the invention really works.

Breaking down this process into its steps, the first concerns the the general type of

item that is being built, and the additional modifiers to its effective cost.

Weapons are defined by Range, Material Strength, and Damage. Range is set from the following table. If the weapon falls within that range, it has that rank.

Range Ranks

Range in Areas	Rank
Touch	*
1	Poor
2	Typical
3-4	Good
5-6	Excellent
7-8	Remarkable
9-11	Incredible
12-20	Amazing
21-40 (1 mile)	Monstrous
41-60	Unearthly
61-80 (2 miles)	Shift X
81-160 (4 miles)	Shift Y
161-400 (10 miles)	Shift Z
10-100 miles	Class 1000
Intercontinental	Class 3000
Interplanetary	Class 5000

- * Weapons that inflict damage only on touch do not have a applicable cost rank, and in fact, reduce the total cost by -1CS. For example, an Monstrous Strength sword would have a -1CS, for Amazing Cost, in the final cost of the item.

Figuring the damage rank is as easy — find the amount of damage the weapon inflicts under normal circumstances, treat that as a rank number, and the weapon has that rank damage. Weapons that do not inflict damage but require ability FEATs (such as stun cannons) use Intensity rank as opposed to damage rank. Example: a handgun inflicts 6 points of damage with standard ammunition. This is Typical damage, so the damage rank of the handgun is Typical. A stun pistol has no damage rank, but an Intensity rank of Good. Its damage rank for the purposes of figuring effective cost is Good.

The material strength rank is the set material strength of the device, and reflects the amount of damage the weapon can take. It is possible to build handguns and daggers of Feeble material, but they can be easily damaged.

Other modifiers to Effective Cost:

- If weapon must be touched to the target to inflict damage, modify by -1 CS.
- Items that are thrown such as grenades or shuriken ignore the range

modifier (but do not gain the -1 shift for having to touch the target).

Examples of weapons building: Building a machine gun as listed on page 43:

Inflict 30 points damage	Remarkable
Range of 10 areas	Incredible
Made of Good strength material	Good
Effective cost is Incredible +1CS (for Remarkable damage) for cost of Amazing.	

Example: A Laser rifle from page 42:

Inflicts 20 points damage	Excellent
Range of 4 areas	Good
Made of Typical material	Typical
Effective cost is Excellent +1CS (Good Range) for a Remarkable effective cost (as expensive as the standard listed price, but remember, these things are illegal).	

Example: a Knife from page 45:

Inflicts 10 points damage	Good
Can be thrown	No Modifier
Material Strength	Excellent
Effective cost is Excellent +1CS (good damage) -1 CS (melee weapon) for Excellent Cost. Costs much less to buy one.	

Vehicles: The applicable ranks for vehicles are: Speed, Control, Body, and Protection. Vehicles are of a set type (Road, Off-Road, etc.) determined at the start of construction.

Other shifts:

- +1CS Occupies more than one area (compartmented vehicles always occupy as many areas as there are compartments)
- 1CS If craft offers no protection
- +1CS If craft is GEV

Example: Building your own Sedan

Control	Poor
Speed	Good
Body	Good
Protection	Typical

The price of building this sedan is Good +2CS (for the other good ability) +1CS (for Typical Protection) or an Incredible effective cost to build a car from scratch. Keep this in mind when borrowing the car. It is cheaper to buy them from a major company, which manufactures a lot of standardized types.

Example: Building your own Skymobile

Control	Excellent
Speed	Incredible
Body	Excellent
Protection	0

The price of building is Incredible, -1CS (Excellent Control and Body neither add nor subtract, but there is no Protection) for a Remarkable cost.

Note on arming vehicles: The best approach is often to build the vehicle first, then add any armament, either from off the shelf, or by building it separately. It is cheaper to build the tank, then add the light artillery and machine guns, than to build the entire operation all at once.

Power Suits This category includes all items that modify the wearer's seven basic abilities. The applicable ranks are the item's material strength or Body Armor (whichever is higher), and the final stats of the modified abilities.

Other modifiers:

+1 CS for every Power added (if Power is within one of, or higher than, the highest stat, it becomes an applicable rank, and this modifier is ignored)

Example: You wish to build a super-powered suit of Good material, providing Excellent Body Armor, raising your Strength to Amazing and Endurance to Incredible. Effective cost is Amazing +1CS (for the Incredible) or Monstrous cost. The Good material and Excellent Body Armor have no effect on the effective cost.

Example: You wish to build a super-powered suit of Excellent material that provides Good Body Armor, raises Strength to Remarkable, and duplicates the powers of Flight at the Excellent rank, with Force attack (Repulsors) at the Remarkable rank. The effective cost is Remarkable (highest rank) +2CS (other Remarkable) +1CS (one of the Excellent ranks) +1CS (the other Excellent rank) for Unearthly cost.

Compare the two examples. It costs more to build a power suit with more options than one that has certain specialized functions. This is why such suits are normally restricted in their capabilities. (Remember — Hi-tech heroes such as Iron Man exist outside this way of constructing items.)

Power Suit Option An alternate method of building a Power Suit revolves around those suits that modify the ability by column shifts as opposed to setting higher levels. A harness that would increase the wearer's Strength by +1CS (Excellent max) would be of this type.

For building Power Suits of this type, figure the effective cost using the material strength or Body Armor rank (whichever is higher), and the Power ranks of any powers that are given to the suit. For every shift that the suit modifies a primary ability,

modify the result by +1CS.

To determine maximum ranks, calculate the results if the inventor (choose one if a group effort) were wearing the suit. If an inventor with a Strength of Good built a suit that modified Strength by +1CS, the maximum Strength would be Excellent.

Example: A character is building a Power suit made of Excellent materials, providing Typical Body Armor, and duplicating the Flight power at Good rank. The suit modifies Strength by +2 CS, and Endurance by +1CS. Effective cost is Excellent +1CS (Good flight) +2CS (Strength) +1CS (Endurance) for an Amazing effective cost. The inventor has Good Strength and Typical Endurance, so the maximums of the suit are Excellent for both. Were the suit constructed to provide Excellent Strength and Endurance, cost would be prohibitive (Excellent +2CS (one Excellent) +2CS (second Excellent) +1CS (Good Flight), for Unearthly effective cost.

Robots and other mechanical constructs that duplicate or imitate the abilities of living creatures are constructed along similar lines. Applicable ranks to figure effective cost are those the robot possesses; if the robot has no Fighting ability, none is counted. Non-player robots (things built by player characters) rarely have Intuition and Psyche abilities, and those that do are considered free-willed individuals (examples: Ultron, Delphine Courtney, and the original Human Torch). Non-Player robots (those with limited programming) are considered to have Typical Reason, those who are able to talk Good Reason. For the effects of this Reason, see Programming under the Modification section.

Other modifiers:

-1CS if the being is humanoid
+1CS if the being is supposed to imitate a specific individual

Example: The X-Men build a humanoid robot to serve as a sparring partner for Colossus. The Robot has the following stats:

Fighting:	Excellent
Agility:	Excellent
Strength:	Monstrous
Endurance:	Incredible
Reason:	Typical

Has no Intuition, or Psyche. Made of Incredible Strength materials (has Incredible Body Armor as a result). Effective cost is Monstrous -1CS for Humanoid form, or Amazing cost.

Example: Arcade wishes to construct a duplicate of Doug Ramsey in order to lure Kitty Pryde into a trap. The android has the following stats:

Fighting:	Poor
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Good

No Psyche or Intuition. The Reason ability reflects a programmed set of reactions and a library of languages to duplicate Doug's abilities. The android is made of Good material. Effective cost is Excellent +1CS (Good material) +1CS (Good Reason) +1CS (duplicate of existing being) or Amazing cost.

Other items are built in the same fashion as listed above. Always consider the material strength of the item, and any ranks the item has as the result of its performance.

For example, the Missile falls outside the normal weapon requirements. Its applicable ranks are Body, Control, Speed, and Damage. Similarly, explosives have one rank number, that being their effective cost (over-the counter explosives are more expensive, but have less of a tendency to blow up before you want them to).

Important: Items which duplicate powers that are not readily reproducible by 1980's technology always have an applicable rank of Monstrous added to everything else. If you want to build a Teleporter, duplicating the power at the Poor rank, there will be an additional applicable rank of Monstrous because we currently do not have teleporters in our society. Likewise, a device that flies by means of jet engines would not suffer this penalty, but one which provided flight by anti-gravity devices would.

Example: The players wish to develop a medical scanner which would monitor the patient and diagnose the patient's ailment. Early forms of this type of "diagnostic bed" exist, so the Monstrous limitation does not apply. The bed and its components are made of Good material, and the device should be able to provide medical opinions with Excellent Reason. The effective cost would be Excellent +1CS for the materials or Remarkable. If the device needed to be able to scan through the 3-inch steel hide of the team's resident bulldozer (Incredible armor), the cost would be Incredible.

Example: The hero team wishes to develop a device that would scan alternate dimensions. Such a device does not exist in the "real world," so the first applicable rank is Monstrous. It is made of Excellent materials, and must punch through into another dimension with Amazing ability. Effective cost is Monstrous +1CS or Unearthly.

Other modifiers to Effective Cost:

- +2CS if the device cannot normally be seen
- +1CS if the device is pocket-sized
- +1CS if the device is portable
- +1CS if the device occupies more than one area

Special Requirements for Inventions

Often a device may require a specific item to work properly. This is a Special Requirement. The special requirement is set up for the Judge as a safety mechanism to prevent too many wonders of technology from floating around, and to provide a base for hero (and villain) actions.

Devices which have an effective cost under Remarkable rarely need a special requirement. Those with an effective cost of Remarkable or higher may have one special requirement, while those of Monstrous or higher effective cost will always have at least one special requirement.

Special Requirements are set by the Judge as specific items for completion of the work, and the Building Things section in the Judge's Book delineates his options. The special requirement may be a particular circuit, a secondary invention required to make the item work, a new method of producing an item, a special alloy or substance with specific unique properties, or an existing device to use as a model.

The Resource FEAT and Building (Or, how am I going to PAY for all this?)

Once effective cost is calculated, the player(s) involved make a Resource FEAT. This FEAT may be out of one character's pocket, a combined FEAT if two characters have Resources within one rank of each other, or as a result of using Contacts with sufficient Resources to create the device.

Example: An interstellar destabilization detector is calculated as having a Monstrous cost. The Resource FEAT may be made as follows:

- A single character with Resources of Monstrous makes the FEAT roll.
- Two characters with Amazing Resources, or one with Amazing aided by one with Incredible Resources, make a single FEAT.
- A character with insufficient funds, but with Contacts in an organization with Monstrous Resources, persuades them to fund the project. A hero with Good funds but Contacts with the Department of Defense convinces them that this is a good idea (Popularity FEAT — possibly more than one). Contacts providing the funding may have their own restrictions or requirements to any such agreement.

If the Resource FEAT fails, the hero may not make another attempt before the next week. Cost is not prohibitive, but the character does not have the money right now.

Time and Building Things

The effective cost determines the time it will take in days to complete the product, assuming normal working conditions. The rank number of the effective cost rank is the number of days the project will take (an item with an effective cost of Typical would take 6 days, one of Unearthly 100 days).

The time represented is for one man, working alone, with regular stops for eating, sleeping, and other necessities. Conditions may reduce the time according to the situation:

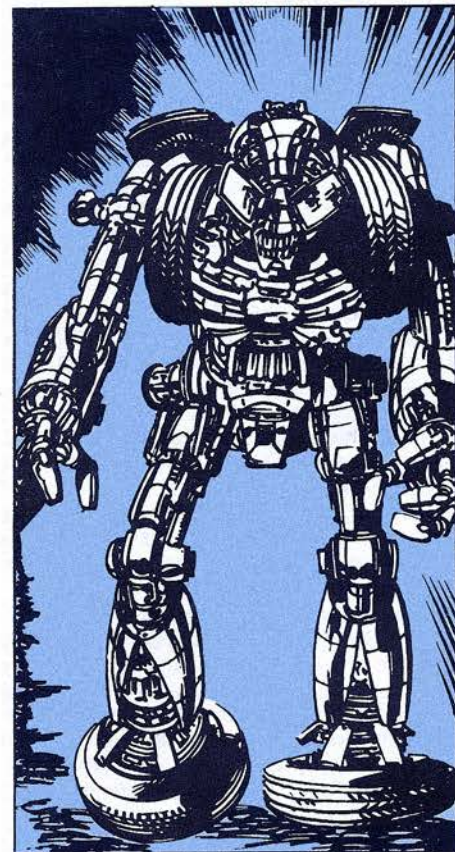
- If the inventing character (the one whose Reason will be used to make the FEAT) has aid (a lab assistant), the time is halved.
- If the inventing character's assistant has a Reason within one rank of the inventor's, then time is quartered (this is why brilliant scientists always seem to have searched out equally brilliant, but often morally corrupt, lab assistants).
- If the inventor works straight through, time is again halved. An inventor along with his brilliant lab assistant of equal Reason, working around the clock on a project of Excellent effective cost (20 days normally) would complete the project in 2-1/2 days. Working straight through indicates other short-cuts, as well as a lack of attentiveness to details, and may result in a negative column shift upon completion (see **Success**).
- Work performed by NPCs based on the player character's requests or designs will always take the maximum amount of time. This includes situations where the hero has hired or persuaded someone else to do the work.

A hero may only work on one project at a time, though he may have several inventions being developed by others.

Success! or — Eureka! I have found it! (Now, where did I put that plutonium...)

After making the Resource FEAT and spending the amount of time required for the invention, the inventor makes a Reason FEAT roll to determine if the invention is successful. Use the hero's Reason, or the highest Reason of those heroes involved, with the following modifications:

- +1CS for assistance, no less than one rank lower (maximum of +1)
- +1CS for each applicable talent (examples — electronic for building a robot, piloting for building a plane; maximum of +3CS from talents)
- 1CS if time was shortened by rushing
- 1CS for each special requirement in the invention (Maximum of -3CS)
- +1CS if the device existed previously (from a failed experiment or from kit-bashing)



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The inventor makes the Reason FEAT and reads the result from the list below. If the effective cost is greater than the Reason of the inventor (after all shifts), then the result is read as one color less than the one rolled. (Red becomes yellow, yellow green, and green becomes white).

White Result: You missed something, but a double check shows what it is. Start again. No Resource FEAT is needed, but the amount of time is the same, and a special requirement is added.

Green Result: It flies, Wilbur, but not for long. The device will fail in 1-10 turns. Failure may result in destruction or damage, depending on the situation. Repairs done as for White result.

Yellow Result: Working prototype. Operates at -1CS for all abilities until fine tuned. Fine tuning takes 1-10 additional days.

Red Result: Success! The device does exactly what it was designed for.

Karma and Success: Karma may be added before the die roll, but in this case, and this case only, the amount of Karma should be determined before the roll is made.

Kit-Bashing

All of the above is very good when you have the time to work on a device, or have others work on it for you. What happens when Terminus pops up, and you need that device to help you defeat him?

You start kit-bashing — taking what is available and working with it to get something that will save the day.

Kit-bashing is conducted similarly to normal invention, but at a highly collapsed timescale, at the expense of Karma. Expenditure of ten points of Karma will reduce one day of normal work to one

round. If a device has Monstrous (75) effective cost, then it would take 75 days under normal circumstances. At an expenditure of 750 Karma points, this may be reduced to 75 turns.

Kit-bashing may be used to rush a project to completion. If you are on day 5 of an anti-Skrull product requiring 10 days, and the Skrulls invade, you can complete the project in 5 turns by kit-bashing. If any part of the device is kit-bashed, the entire device suffers the effects of kit-bashing.

Kit-bashed devices will succeed on a Reason FEAT of the inventor, but will only operate for 1-10 rounds before becoming inoperative (depending on the device — some may be inoperative in particularly spectacular fashions). If the inventor can salvage the pieces, he will receive a bonus on future FEAT rolls to duplicate the device.

Karma for kit-bashed devices may be pulled from any sources available to the inventor, including his own fund of Karma, Karma pools he belongs to, and Karma that has been set aside for Advancement. Allies of the inventor may contribute their Karma as well, if they are assisting.

Modifying Items

Often, a full design is not necessary, as an existing weapon, device, or vehicle may be modified to perform the actions necessary. This is known as modification, and is often less expensive than full-fledged invention. Modification is also used to smooth out the rough edges of inventions, and improve them slowly.

Only one modification may be made at a time. If you wish to improve the Speed and Control of your convertible, first you must improve the Speed, then in a separate modification improve the Control. If you wish to add weaponry or flight capabilities, these would be separate modifications.

Modifications that alter abilities have an effective cost of the new ability rank, but may only be made one rank at a time. If you wished to increase the Body Armor of a power suit from Good to Remarkable, you must modify it first to Excellent, then make a second modification to Remarkable.

Modifications that give abilities that the device previously did not have (such as Flight for an off-road vehicle, or adding machine guns to your jeep) are handled according to situation. In cases where the modification is easily made (adding Light Artillery to a tank), the effective cost is

Typical (it is effectively installation only). In cases where some modification of the device itself would need to be made (flight for the off-road Vehicle), effective cost is equal to the new power added, but never less than Good effective cost. Remember that modifying devices for powers not reproducible by modern technology (a gun that only hits people thinking of crime) are Monstrous, at minimum.

Time and success of a modification are determined as for any invention. Failure may damage the original device as well. Modifications may be kit-bashed.

Programming and Reprogramming

Computers and the programming of robotic NPCs present special problems, and as such are dealt with separately. Such devices are assigned Reason abilities, but possess no creative thought or personality of their own (player character robots are, as always, an exception). The "Reason" ability reflects the amount of information the device has, and the ease with which it may be accessed. A computer with vast information with its data trapped behind codewords, split into various files, and unable to access important programs is as "dumb" as a home computer.

Computers are only as smart as the information they get, and can only answer a direct inquiry. Gaining information from a computer is easy, if the proper passwords are known. The fact that passwords are usually restricted to those with need to know is the restriction of the computer. Most computers have a restriction of Excellent. Those with sensitive information have restrictions of Remarkable or higher. NPC robots have restrictions and inhibitions as listed for their Reasons.

Information may be taken from a computer with a Reason FEAT, green if passwords are known, red if they are not. Robots and computers may be reprogrammed, again at a Reason FEAT. Time is equal to the restriction rank number in turns. *Example:* Nightcrawler reprograms a bunch of Arcade's androids to attack Arcade. This takes 10 rounds each (Good Reason), and requires a Reason FEAT for each robot.

Repairs

Long-term repairs are made at repair centers. Heroes intent on making repairs may invest in a repair center. The cost of the center is equal to the effectiveness of the repair center. A repair center of Good cost may repair at the Good level; one of

Remarkable cost will repair at the Remarkable level.

If a damaged device (usually a vehicle, sometimes a robot, and rarely a weapon) is brought in, it can be repaired. Damaged devices are those that are reduced in abilities because of beings hitting on them. A repair center can restore the device by one rank if a Reason FEAT is made, using the Reason of the repair person or the value of the Repair center, whichever is lower. Karma may be added. Effective cost is as for modifications, but time is measured in hours as opposed to days.

Example: A Self-Propelled Gun made a wrong turn when fighting the Hulk and lost two ranks of Body, from Remarkable to Good. The repair center is of Incredible ability, and the tech on duty has a Reason of Remarkable. The center must restore the Good Body to Excellent, and finally to Remarkable. This will take one man 20 hours for the first, 30 for the second. (Time may be reduced by assistance.) Repairs are automatic as long as the rank of the center is higher than that of the device. Otherwise a FEAT (Reason of repair person) is needed, with failure resulting in the damage being beyond the ability of the

shop to repair.

Repairs in the field may be made with a Reason FEAT of the repairing character. The Intensity of damage is equal to the original stat that is trying to be repaired. Field repairs will last for 1-10 hours before shaking loose again (damage reduced to original with an additional rank of damage).

Devices which have had abilities reduced to below Feeble are beyond hope — they cannot be repaired. Their materials may be salvaged for use in new inventions along similar lines, with the resulting bonus to the roll for success.



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The following is a description of the Powers available to generated characters, which are listed on pages 8-9 of this book. These summaries are general descriptions of the Powers. Specific heroes native to the Marvel Universe may have their own specialized versions of these Powers.

Resistances Resistances are Powers that protect the hero from specific forms of attack, such as fire, cold, radiation, or toxin. All damage caused by that type of attack is reduced or negated, according to the type of Resistance.

Resistance to Fire and Heat: All damage from fire and heat-based attacks is reduced by the Power rank number. Further, any fire of less than this Power rank has no effect on the hero. (Example — the hero with a Resistance to Fire/Heat of Amazing(50) rank could walk through super-heated steam of Incredible(40) Intensity without ill effect.)

Resistance to Cold: All damage from cold-based attacks is reduced by the Power rank number. Further, ice and cold of less than this Power rank may be ignored. Physical items made of ice may still affect the hero. A hero with Resistance to Cold would not be easily frozen by Iceman, but could still be hit with a club made of ice.

Resistance to Electricity: All damage resulting from electrical-based attacks is reduced by the Power rank number. Further, electricity of less than this Power rank is ignored by the hero. The hero must decide if this Power is conductive or non-conductive in nature. Conductive resistance allows energy to pass through the hero into those the hero is touching (like a copper wire). Non-conductive resistance stops the energy at the contact point, allowing those being touched or held to be unharmed (like rubber insulation).

Resistance to Radiation: All damage resulting from radiation-based attacks, including but not limited to X-rays, alpha and beta particles, and gamma rays, is reduced by the Power rank number. Most non-convulsive energy rays used by super-powered individuals may be so reduced (i.e.: this resistance would provide protection from Captain Marvel in X-ray form, but not from Radioactive Man's force-based attacks). Any radiation of a lower Intensity than the hero's Power rank has no effect on the hero.

Resistance to Toxins: This Power rank is always a minimum of one rank greater than the hero's Endurance rank (if the random roll sets this Power as less than this stated minimum, it is raised to Endurance rank + 1CS). This rank is used instead of Endurance for all FEATs involving poison, and is not reduced by damage or effects of poison. Failing a FEAT with this Power will mean Endurance drops by one rank, but this Power rank does not drop. It will be used *next* turn at its normal level for determining further effects.

Resistance to Corrosives: This resistance reduces the amount of damage from acids and other caustic agents, including but not limited to rust, rot, acids, salt deterioration, and destructive microbes. The hero with this Power may ignore acids and corrosives of less than this resistance's Power rank number in Intensity, and may reduce damage from higher level acids by the Power rank number.

Resistance to Emotion Attacks: This Power rank will be no less than one rank higher than the character's initial Intuition, and should be raised to that rank + 1CS if a lower rank is rolled. Any Emotion-related attacks that affect the Intuition, including illusions, emotion-control, and dominance must overcome this rank as opposed to the Intuition of the individual.

Resistance to Mental Attacks: This resistance is similar to that of resistance to emotion attacks, but is used against attacks that affect the Psyche from psionic (but not magical) sources. This Power rank will be no less than one rank higher than the individual's Psyche, and should be raised to that rank + 1CS if a lower rank is rolled.

Resistance to Magical Attacks: This resistance is similar to that of Resistance to Emotion Attacks, but is used against attacks that affect the Psyche from magical and extra-dimensional sources. Further, all magical damage-inflicting attacks are reduced by this Power rank number. Unlike the Resistances to Mental Attacks and Emotion Attacks, this Power rank may be *lower* than the Psyche initially, making the individual *more* vulnerable to certain types of magical attack (but less vulnerable to damage-inflicting magical attacks).

Resistance to Disease: The individual with this resistance is less susceptible to disease than other heroes with the same Endurance. Included are common diseases, as well as the effects of biological warfare and vampirism. The individual's

rank in this Power is no less than one rank above the individual's Endurance. (Any roll of less than that rank should be raised to the Endurance Rank + 1CS.)

Invulnerability: The hero with this Power is totally unaffected by one or more of the attack forms listed above. The initial choosing of Invulnerability counts as two choices, but every additional choice in Resistances may be changed to an Invulnerability. (Example — A hero being generated picks up Invulnerability to Fire, counting it as two slots. She then gets another resistance, and chooses Resistance to Cold. She may then choose to be Invulnerable to Cold instead at no additional cost.)

Invulnerability means that the hero in question has a Class 1000 resistance to that attack form.

Senses Powers in the Senses category are those that permit the hero some exotic method of detection, either by protecting or expanding the existing senses, or providing senses that outstrip the limits of other normal senses.

Protected Senses: One or more of the hero's basic senses are protected from attack. The hero ignores potentially damaging attacks of less than the Power rank in Intensity level. In many cases, this considers the effects of specially polarized goggles that prevent being suddenly blinded by high Intensity light, or earplugs or headgear that reduce the effects of sonic attacks.

Enhanced Senses: One or more of the hero's five normal senses (hearing, sight, smell, touch, taste) is increased to the Power rank level. Use this rank instead of Intuition to discover clues, spot items, and determine initiative (in the case of Hearing). These extra-ordinary senses are *more* vulnerable to attack, such that attacks against them are at + 1CS. Examples of such attacks include bright lights for sight, sonic attacks for hearing, traps activated by touch, or knock-out gases for smell.

Infravision: The individual with this ability can see in the dark. In most normal darkness, this sight range is 5 areas. This Power has a rank because there are potentially high-Intensity darknesses that may foil this Power (for example, the Darkforce). If the Intensity of the darkness is higher than the rank of the infravision, sight is limited to only the immediate area (within 2 feet).

POWERS

Cosmic Awareness: The hero possessing this Power is in tune with the universe to some degree, allowing him to perceive other powerful entities and to detect weaknesses in opponents. Individuals with Class 1000 primary abilities or better within 10 miles of the hero will always be noticed by the hero. In addition, making a Power rank FEAT with this Power allows the user to gain a +1CS on FEATs against an opponent by finding the weak point in an opponent or structure.

Combat Sense: This Power rank may be used instead of Intuition for determining surprise, instead of Fighting for blocking, instead of Agility for dodging, and instead of Strength for escaping. The minimum level of this Power is the Intuition rank of the character.

Computer Links: The character with this Power may communicate with and retrieve information from computer systems with Power rank ability. The hero must be able to access the computer in some way; usually this is by means of an implant relayed to a predetermined computer. If attempting to break into a new computer, compare this Power rank with the Reason of the computer or mechanical being. This Power also allows the reprogramming of simple robots (but not Player Character robots under normal circumstances).

Emotion Detection: The hero can detect emotion in others with Power rank ability. This Power may be a limited form of Empathy, or merely the ability to catch the subtle physiological clues that indicate a person is under stress, lying, or worried. Success with this FEAT roll indicates the hero detects only the target's emotional state, not the cause of it. (The target may be lying, but the hero with this Power is able to detect only that the individual is worried, the heartbeat pattern is up, etc.) Targets trying to conceal their emotional state use their Intuition as an Intensity rank to determine the type of FEAT required. Detecting non-human emotions — those of robots and aliens, for instance — should be done at a higher shift.

Energy Detection: The hero with this Power is able to identify specific types of energy and track energy trails. The hero can identify the general "type" of energy (particles, x-rays, light, exhaust of a nuclear engine, etc.) with Power rank ability, and can track the energy trail of that specific type with Power rank ability per hour. Faint trails or common types of energy with confusing patterns may require yellow or

red FEATs at the Judge's option.

Magic Detection: The hero with this Power can detect magic. When magic is in force around the hero, make a Power rank FEAT roll. White means failure; check again next round. A green result indicates recognition that there is magic in the area, a yellow result the individual or individuals involved in the magic, and a red result the type of spell or magic involved. Spells that mask or mislead the spell-casting may reduce these chances at the Judge's option.

Magnetic Detection: The hero with this Power can detect the magnetic field of Earth (and likely other planets as well), as well as aberrations of that field (created by large iron deposits, huge electro-magnetic doomsday devices, etc.) with Power rank ability. It is difficult for a hero with this Power to become lost.

Mutant Detection: The hero with this Power is attuned to the specific mental radiation given out by mutants. The range is dependent on the Power rank of the individual. (See the Power Rank Range Table). This Power reflects the conscious will to detect mutants.

Psionic Detection: The hero with this Power is attuned to exceptional mental radiation in general, and as such can detect the use of paranormal abilities including mindreading, thought-casting, mental control and attacks, whether by technological or of mutant origin (but not those of magical origin). The hero can detect these abilities only when they are in use, by making a Power rank FEAT roll. Make a check each round the hero is in range of psionic activity until the hero makes the FEAT or psionic activity ceases. The FEAT is green if the hero is specifically checking for psionic activity, yellow if not paying specific attention.

Astral Detection: The hero with this Power can see the forms of creatures operating in the astral plane, including ectoplasm of those adepts who can astrally project. This is an automatic ability: the individual can always recognize that an astral form is nearby. Use the Power rank FEAT to determine if the individual can note the features of the astral individual, such that the individual can be recognized or later identified.

Tracking Ability: Through use of heightened senses, learned abilities, or mutant Powers the hero with this Power can track another individual's path. Make a Power rank FEAT

to catch the track, but once on the trail, FEAT rolls should only be required when there is a chance of losing the track. This will depend on the nature of the tracking ability. For example, a hero who tracks by scent may have to make another FEAT (perhaps yellow or red) if the trail leads through a stockyard or perfume plant, while one who tracks by the heat left from his prey's footsteps must check when the individual passes through a stream.

Movement Powers As the heading notes, all Powers within this section influence the character's ability to move, whether by expanding the existing abilities, or providing new capabilities. It is up to the player, when creating his character, to create the basis for how the hero has the given ability. Flight can be accomplished by a number of methods. If a character flies by wings, what happens when those wings are impeded? If a character has rocket-boots, what if the boots are clogged by a foam-gushing arrow?

Flight: The hero with this Power can move through the air under his own power. The method of flight (wings, rockets, unconscious graviton manipulation, etc.) is left for the player to define, though it should be defined before play begins. The character's speed is determined by the Power rank of the individual (see Movement in Chapter 2). Agility is used to determine actions while flying, including changing course and dodging. Winds (including wind Powers) of greater Intensity than the hero's Power rank will cause the hero to lose altitude. The hero may gain one additional area (44 yards) for each 15 feet (1 story) dropped, and is slowed by one area of speed for each 30 feet (two stories) climbed. (A hero who can fly 10 areas may climb 30 stories in a single round.)

Gliding: The hero has the ability to glide, dropping 1 story (15 feet) for every turn in the air. The distance covered per turn is set by the Power rank as for flying. The Gliding hero cannot climb, but can maintain level flight by making an Agility FEAT (failure indicates loss of 2 stories (30 feet)). The method of gliding is set by the Judge and player. The gliding Power may be severely affected by winds, and winds of greater Intensity than the glider's speed may halt, down, or move backward the hero who glides, and will at least reduce the hero's speed by as many ranks as the Intensity is above Feeble.

Leaping: The hero with this Power can leap great distances. Use the table on page 24, Chapter 2, replacing Strength with this Power rank. This Power rank will always be at least the Strength of the character +1CS. If a lower rank is rolled, raise it to this minimum.

Wall-Crawling: The hero can move along vertical and upside-down surfaces as if they were normal surfaces. This Power rank indicates how strong the adhesion is (the mechanism — suction cups, atomic field suppressors, etc. — is left to the player). The hero will use the Power rank to determine the ability to stick, according to the Intensity of the slipperiness of the surface. Some examples:

Ordinary Concrete	Feeble
Ordinary Brickwork	Feeble
Glass and Steel	Typical
Steel Alloys	Good
Surface Coated with Oil	Remarkable
Non-stick Surfaces	Incredible
Frictionless Surfaces	Class 1000

Lightning Speed: The hero with this Power can move as a vehicle with a speed equal to the Power rank, as opposed to his distance per round being limited by Endurance. This Power will always be at the Endurance rank +1CS. If a lower rank is rolled, raise it to this minimum. Lightning Speed is assumed to apply to ground movement, but may be applied to any of the following Powers, if the hero has them in his possession: Flight, Gliding, Wall-crawling, or Digging. Characters with Lightning Speed can turn at maximum speed without penalty, and Agility FEATs may be made either with the Agility ability or with this Power rank. Characters with Lightning Speed can accelerate to full speed in a single round, and decelerate from full speed to full stop in the space of one area.

Teleportation: The hero with Teleportation Power can move instantaneously from point to point without physically crossing the distance between. The exact method of this crossing is left to the player and Judge, but generally in the Marvel Universe consists of the character entering another dimension, moving through that dimension, and returning to another location. Nightcrawler, Magik, Sidewinder, and Cloak all have different methods of teleportation, but all operate by this mechanism. Each time the hero teleports, make a Power rank FEAT roll. Failure indicates the hero arrives at his or her location, but is disoriented by the experience, and may take no action in the following round. The teleporting hero may carry either all individuals in his area or

someone the hero is touching up to his Strength limitations (this decision must be made when the character is created). Those carried by a teleporter must make a green Endurance FEAT or be disoriented for 1-10 rounds. Those teleported from an area must make a yellow Endurance FEAT or be disoriented for 1-10 rounds.

If the Hero teleports into a solid object (because he was unaware of its presence), make an Endurance FEAT. Failure results in damage equal to twice the material strength of the object teleported into (Strength for living creatures). Success indicates another, random (Judge-determined) port, with the hero being unconscious for 1-10 rounds.

A Power stunt that is used by teleporters is a version of multiple attacks (see Power Stunts), by which the hero teleports quickly from place to place, both dodging attacks and feints and parrying to do damage to one or more targets. Teleporters who attempt this trick may make multiple teleports in the same area (note that "area-teleporters" may not try this trick), and attack one or more targets. Such teleporters trying this trick are considered to be Dodging for purposes of attacks upon them, and may deliver up to twice their normal number of attacks.

Levitation: This Power allows the hero to move vertically unaided, and usually has a magical or mental origin. It does not allow true flight, but is immune to the effects of wind or air control Powers, unless the hero with the Power so chooses. The hero with the Power moves vertically a number of stories determined by the Power rank as speed. (A hero with Incredible levitation can move 20 areas vertically in a round.) Horizontal movement is possible by pushing off from other surfaces, or levitating while moving.

Swimming: All heroes are assumed to be capable of swimming (or at least remaining afloat and treading water) if free of impediments (inability to swim would be a minor limitation in the Talents section). The Swimming Power shows that the hero can move through the water at high speeds, as in the Lightning Speed Power applied to water. This Power does not negate the need to breathe, but the hero who gains it may choose Water Breathing as a Bonus Power without a roll.

Climbing: The hero with this Power can scale vertical (but not upside-down) surfaces as if possessing the Wall-Crawling Power with Lightning Speed. The speed of

the climbing is determined by the Power rank, and the surface must have sufficient handholds or cracks (even those of mortared bricks will do). In addition, the hero can move through tangled pipes, vines, and other areas that require manual dexterity using this Power instead of the hero's Agility.

Digging: The hero can move below ground by digging a tunnel. The hero may choose Claws as A Bonus Power if he has this Power. Normal movement is as for normal ground vehicle speed, half if the hero is digging a tunnel well-supported enough to allow others to follow (otherwise the tunnel collapses behind the hero as she digs). The hero may dig through materials of lower material strength rank than his Power rank, but not those of equal or greater rank.

Dimensional Travel: This Power allows the character to break through into other dimensions. The hero does this automatically, but must make a Power rank FEAT if under pressing conditions (2000 rabid barbarian rabbits are bearing down on the hero). A Power rank FEAT is always required if the hero is heading for a particular alternate dimension or universe.

Dimensional destinations are created as for Power stunts. If a hero has developed the ability to reach Limbo through a Power stunt, reaching the dread dominion of Dormammu is a separate stunt. At start, the hero has one dimension or alternate universe to where he can travel.

Ability to reach a specific location in a given dimension is a red Power rank FEAT. Returning to a familiar location of the native plane is a yellow Power rank FEAT. Karma may be added to these FEAT rolls.

Matter Control Powers These Powers affect specific types of inanimate or animate matter (substance as opposed to energy) outside the body of the hero. They include the various elemental Powers, as well as the ability to animate objects and transform items and people.

Earth Control: The hero with this Power can manipulate natural or semi-natural mineral items. The range and ability of these modifications are determined by the hero's Power rank (see Range of Powers listed in Chapter 2). This Power is limited to naturally occurring materials (dirt, rock, stone), or semi-natural materials that are of consistent nature (concrete, asphalt, and glass). Radically altered items such as steel alloys and artificially constructed

mechanisms (including computers, guns, and vehicles), and living or once living things (rubber, wood, or flesh) are beyond the scope of this Power.

The Earth Control Power allows the hero to manipulate an amount of material up to the hero's Power rank taken as Strength in every round. The material may be used as a weapon (inflicting material strength damage), or shield (of material strength).

The player running a hero with this Power is able to develop a number of Power stunts. The hero starts with no stunts other than the mere manipulation of myriad materials. Power stunts that may be developed can include:

- Digging (moving earth out of the way).
- Earthquake-type attack (All targets in a given area, damage equal to hero's Power rank).
- Create "earth beings" of stone or rock, with physical abilities whose rank Power number sum does not exceed the Power rank number, with Body Armor of material strength rank.
- Transportation (creating a wave of earth that moves, carrying the hero along) of Power rank Speed.
- Levitation (building a pillar of earth beneath the hero).
- Entrapment (opening the earth beneath an opponent's feet, or wrapping stone around them).

Air Control: The hero with this Power has the ability to manipulate air, winds, and (potentially) weather. The hero can create shields of wind up to Power rank damage that are effective against all physical missile attacks of that rank or lower. The hero can also use air as a distance weapon, inflicting up to the Power rank of damage, but repelled by any form of Force Field, including shields made of air. The hero can also generate winds of Power rank Intensity.

The hero with Air Control may also develop Power stunts for this Power. A character with Air Control begins with one Power stunt, which may be:

- Flight: at Power rank speed.
- Limited Weather Control: Tornadoes of Power rank Intensity and damage, controlled by Power rank FEAT.
- Limited Weather Control: Summon Storm.
- Limited Weather Control: Summon Fog.
- Lightning of Power rank range and damage.
- Reducing existing Weather Conditions with Power rank ability, as for each type of weather.

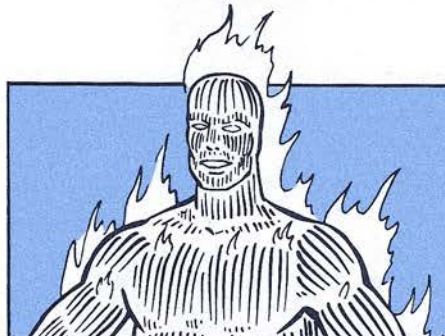
Fire Control: The hero with this Power can control existing fire sources. He can intensify the fire up to the levels of his Power rank, or may reduce the Intensity of the fire by the same amount, reducing fire damage by the rank number. The hero with this Power can manipulate flame, so as to form a fiery shield that will inflict the Power rank number of damage on those who cross it, but cannot initially use the Fire Control to affect targets at a distance. (See Distance Attacks - Fire Generation, for this Power.)

The hero with Fire Control can develop Power stunts using this Power as time goes on:

- Using existing flame as a missile weapon.
- Creating shapes from flame of Power rank number Health and damage.
- Writing words with flame in the sky.
- Creating entrapment devices of Power rank damage.
- Controlling heat to a Power rank degree.
- Absorbing heat and flame within an area as if Fire Resistance of that Power rank number.

Water Control: The hero with Water Control Powers can use available liquid water for specific effects. The water can be used as a missile weapon, inflicting Power rank damage at 1 area range. The water can also be used as a shield, having no effect on physical weapons, but reducing energy, force, and fire attacks by the rank number of the Power. The hero with Water Control may develop Power stunts, including:

- Creation of watery "servants" of Power rank Health and Abilities.
- Using water to speed ships and water vehicles, at Power rank Speed.
- Creating bubbles of air to allow others to survive underwater.
- Limited Weather Control: create fog of Power rank Intensity.
- Limited Weather Control: create storms of Power rank Intensity.
- Melting solid ice as if Water Control



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Power was Fire Generation of Power rank Intensity.

Weather Control: The hero with this Power has the ability to manipulate the forces of weather. Using this Power, the hero can duplicate several Power stunts of other control abilities, and in addition create new stunts as well. Weather Control Power stunts cost only 50 Karma points, not the normal 100 points. The hero does not begin with any Power stunts: all Power stunts must be developed, and use the hero's Power rank to determine if they are successful.

- Create Fog of Power rank Intensity.
- Summon storms of Power rank Intensity.
- Generate winds of Power rank Intensity, including tornadoes capable of inflicting Power rank number damage.
- Summon Lightning, given stormy conditions of Power rank damage, hitting its target using the Power rank as Agility.
- Lower Temperature, causing those in one area to be -1CS on FEATs, and materials to be reduced by one rank in material strength.
- Raise Temperature, causing those in one area to be -1CS on FEATs. If Power rank is higher than Endurance, target must make an Endurance FEAT to avoid heat prostration (unconscious 1-10 rounds).
- Detect Weather at Power rank ability (character may determine changes in the weather up to three days in advance).
- Reduce Weather Effects by Power rank ability.

Animate Objects: The hero with this Power may cause inanimate objects to move and attack at mental command. Animated objects retain their material strength as Strength and Endurance, but have the Agility and Fighting abilities of the Power rank of the animator. Health is considered to be the material strength. The movement and types of attack vary according to the object animated (a statue is able to walk, but an animated boulder rolls). The hero is unable to animate an object of greater material strength than his Power rank, or of greater weight than he can lift (using physical Strength or other Powers). Some examples of animated objects include:

- Stone Statue: May move as character of material strength Endurance, has Body Armor equal to the material strength.
- Furniture: May move up to 2 areas per round, made of Typical material, may

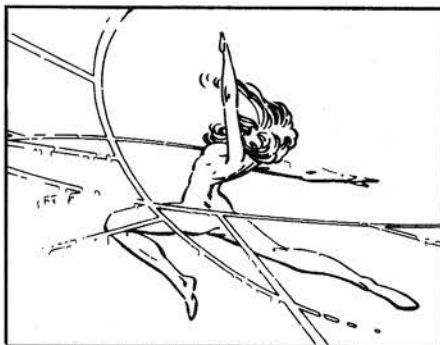
perform charging or slugfest attacks.

- Swords and other weapons: May be animated and fight as if the animator were wielding them. Such items have a Health equal to their material strength, and may be knocked out of the animator's control by a catching, blocking, or grabbing attack. An item that is in possession of another is not normally able to be animated.
- A rope that is animated may make an grappling attack of the animator's Power rank, but is made of Poor material strength.
- Buttons, levers, and other devices may be activated at a distance by this Power. (Range determined by the Power rank number). Those devices which require keys, codes, or have special safety locks to prevent unauthorized tampering may not be activated by this Power.

Density Manipulation — Others: The hero can alter the density of other individuals on touch, either increasing the density (and thereby mass) or reducing the density (take less damage, etc.). The hero must touch his target, and an unwilling target may make a Psyche or Endurance FEAT (target's choice) to avoid the effects (type of FEAT roll required is determined by this Power rank. Effects are:

Density Reduction: The target becomes vaguely transparent, and as such will become both less vulnerable to attacks and less effective in attacking. All Physical attacks on the individual in this state are reduced by this Power rank, and similarly all physical attacks by the affected character are reduced by this Power rank. The affected individual may not phase, but may be affected by winds of Good Intensity or greater. This effect lasts for 1-10 rounds, and the affected individual will be reinstated to his original state after this time.

Density Increase: The affected individual increases in density (and therefore mass) without the increased strength in the limbs and other structures required to move that mass. Each round, make an Endurance FEAT (type determined by Power rank as Intensity) or the character becomes unconscious. Upon becoming unconscious, make a second Endurance FEAT or the affected individual begins to lose Endurance ranks at a rate of one rank per round, until another Endurance FEAT halts the process. Performing any physical action while under the effects of this Power requires an Endurance FEAT. The effects of this manipulation last for 1-10 rounds after being applied.



Body Transformation — Others: The hero with this Power can convert living tissues to other substances, for example, as Warlock turns his opponents to crystal circuitry or Grey Gargoyle his to stone. The hero with this Power chooses one material and the transformation duration (up to one hour). A target of this Power must be touched, and may make a Psyche or Endurance FEAT (target's choice) to avoid being converted into that substance. While in that form the target has no recollection of what has occurred, and has the material strength of that substance. Flesh-to-flesh contact must be made; a foe in a full body-suit would be immune to this Power.

Heroes who accept a -2CS shift in initial Power may affect non-living tissue as well. In the case of touching a foe in a body suit, the suit would be converted into the material in question. Materials of a higher material strength than the Power rank are unaffected.

In any event, the target regains his normal form following the transformation, even if pieces are broken off or dispersed.

Animal Transformation — Others: The hero with this Power can transform human targets into animals and reverse the process. The target must be touched, and must fail a Psyche or Endurance FEAT (target's choice, color of feat determined by the Intensity of the power). The target then has the physical attributes (FASE) of the animal, but retains the mental attributes (RIP) of the original form. The touch must be flesh-to-flesh. Heroes with inborn Powers retain those Powers in their new form (transform Cyclops into a puppy and you have a puppy with Excellent Strength optic blasts).

Energy Controls Energy controls reflect those Powers which manipulate the various types of energy that exist — effectively those non-material states outside the

character's own body. These include most known energy states.

Magnetic Manipulation: The hero can manipulate magnetic lines of force. Initially, this gives the hero the ability to move and control metallic objects of up to Power rank size at Power rank range with Power rank ability. As the hero progresses, Power Stunts may be developed. These include, but are not limited to:

- Flight: at Power rank Speed -3CS.
- Shocking Touch: At Power rank -1CS.
- Affecting non-ferrous metals (like bullets), though manipulation of Earth's magnetic field.
- Affecting non-metallic objects through manipulation of Earth's magnetic field. (The hero must be able to manipulate non-ferrous metals first.)
- Scrambling non-sentient machinery at Power rank level.
- Affecting sentient robots as shocking touch, but at Power rank +1CS (no benefit if robot is non-ferrous).
- Magnetic Field Detection at Power rank -1CS.

Electrical Manipulation: The hero can manipulate and control electricity. Initially, this gives the hero a resistance to electrical attacks equal to this Power rank (raise one of the two Powers if Electrical Resistance is also chosen). As the hero progresses, the hero may develop the following Power Stunts.

- Healing damage through absorption of electricity, up to Power rank amount per round.
- Absorbing electrical damage as if possessing Resistance to Electricity of -2CS.
- Acting as a conductor between a Power source and a target, as if possessing Resistance to Electricity of -2CS.
- Moving at Power rank speed by riding the lines of electrical potential, along power lines and through building wiring.
- Storing energy within self and delivering a shocking touch of Power rank damage.

Light Manipulation: The hero can generate light and manipulate existing light energy. Such light is of Power rank Intensity and may either be cast in a burst, affecting all targets in the same area, or in a line, affecting a single target. Light used in this fashion inflicts no damage, but may blind the targets with Power rank Intensity. Power Stunts that may be developed include:

- Darken or intensify existing light energies by +/- 1CS per round, with Power rank ability.

- Create illusions at -3CS. These illusions have no aural or tactile components.
- Hypnosis at -2CS against a single target or group.
- Create a concentrated, modulated blast of light (laser) at -2CS Power rank range and damage.

Sound Manipulation: The hero can manipulate existing sonic energies, dampening existing noise by the Power rank number in Intensity, or increasing that noise by one level of Intensity if a successful Power rank FEAT is made. The individual with this Power may reduce all sonic-based attacks on his form by the Power rank number. A character with this Power may gain Sound Generation as a bonus Power, which would occupy the next Power slot instead of a randomly rolled Power.

Darkforce Manipulation: The hero with this Power can manipulate the extra-dimensional energy known as the Darkforce to perform specific actions. The hero may have one Power Stunt when the character is created; all other Power Stunts must be developed in the campaign.

- Flight at Power rank -1CS Speed.
- Darkforce Distance Weapon at -1CS range and damage.
- Creation of specific shapes of Darkforce (one Power Stunt per shape created) of Power rank material strength.
- Teleportation, by moving through the Darkforce dimension, at -2CS Power rank.
- Create Darkness of Power rank Intensity in three areas.

The hero must concentrate to manipulate the Darkforce in this fashion, and breaking that concentration results in the immediate dissipation of the effects.

Darkforce as used by Cloak is an unknown extradimensional energy, and may either have a sentience of its own, be home to a hostile sentience, or both. The Judge may choose to use this potentially hostile nature of the Darkforce against those who wield the Power by applying limitations.

Gravity Manipulation: The hero with this Power can alter the attractive forces of gravity. This grants the hero one of the Power Stunts, and gives him the potential to develop others as the campaign continues.

- Flight at Power rank -2CS speed
- Levitation at Power rank -1CS speed

- Levitation of others (other targets roll an Agility FEAT to avoid the effects) at -1CS speed
- Reduction of weight (not mass) by Power rank (will offset gain in mass from Density manipulation, and target may be slammed on any hit)
- Increase of weight, acting as an added load of Power rank weight on the target (Strength FEAT rolls to move)

This Power lasts as long as the hero concentrates (if the Power is inborn) or 5 rounds (if Power is result of technology or spell). Any break in concentration results in immediate negation of the effect.

Probability Manipulation: This is a very potent Power, and has strict limits. The hero has the ability to alter the chance element effected by the die. Individuals with this Power include the luck-manipulators Black Cat, Shamrock, Roulette, and Longshot, but not the hex-manipulator Scarlet Witch (though her Power is related). A hero with manipulation Powers must roll a second time:

01-50	Bad Luck
52-90	Good Luck
91-100	May manipulate both types

An individual with Bad Luck Power may call it into play for any roll. On that roll, the order of the dice is changed — the low die is always considered the "tens," the high die "ones" (a nine and a one are not 91, but rather 19). Similarly, one with Good Luck Powers will read the high number first.

Given the potential Power of heroes using the manipulative Powers to further alter the roll, a limitation to this Power *must* be taken by the character. This limitation may be any one of the following, or may be one devised by the Judge.

- Affects all targets in same area (Good or Bad).
- Only operates on FEAT rolls involving non-living things
- No Karma may be gained in any encounter using this Power
- All associates of the individual (teammates, etc.) suffer the effects of Bad Luck. Check this with a Psyche FEAT rolled every week or so, secretly. This effect will disappear if the individuals stay away from the teammate for about a week.
- The Judge keeps track of every Good and Bad affected roll (bad for opponents is good for the hero). The Judge, if he finds an imbalance, may ask for any critical die roll to be Good or Bad to balance things up (no more than once

per hour). The Judge chooses which die rolls to modify.

Good Luck may only affect the hero with the Power. Bad Luck affects those that are attacking the hero or performing actions that would result in damage to the hero. Note that the allies, friends, and relatives of the hero with this Power do not benefit from this Power, and in fact may be damaged by its limitations.

Nullifying Power: The hero with this extremely potent Power can negate the inborn super-human Powers of other individuals with Power rank ability. Technological or Magical abilities are unaffected. Those affected must make an Endurance FEAT against the Power rank Intensity or lose those inborn abilities as long as the hero is in range, or for 1-10 rounds. Note that this Power will affect all within the range of the Power, and the individual may use no other inborn super-human Powers while using this Power.

Energy Reflection: This Power grants the hero a limited form of Invulnerability (as the Power) to a specific form of energy. Any



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attack of that energy up to Unearthly damage or Intensity inflicts no damage on the character. The attack may be reflected in the round it occurs against the attacker or another target within Power rank range. The damage of the attack is as for the original attacker. The hero reflecting the attack makes an Agility FEAT to determine if the reflection hits its target. A hero does not lose Karma from the results of a reflected attack. If the hero is attacked with more than Unearthly damage, the hero will reflect 100 points of that damage elsewhere, and take the remainder.

Time Control: Time control is a powerful Power. Should the hero choose it, it will count as two Powers, and the hero will receive an automatic limitation from the Judge (who is encouraged to be fiendish in this matter). Time Control allows the character to perform Power Stunts involving time, as limited by the laws of the Marvel Universe. Each Power Stunt must be gained separately, and the hero starts with no Power Stunts initially. Such stunts include:

- Speeding up time surrounding the hero, permitting him Lightning Speed of this Power rank.
- Slowing down time for all within one area, allowing the hero Multiple Attacks of this Power rank.
- Slowing down the time for an injured, dying, or poisoned character. One turn passes for the character so affected as the Power rank number of turns pass for the others (if used in combat, treat as Multiple Attacks as noted above).
- "Travelling in Time" According to present theories on time in the Marvel Universe, the past is immutable. When a character travels back in time, that character is actually shunted to an alternate dimension where the desired actions are occurring. By going back in time and "changing the past" one creates a divergent reality but does not change the "original" past of his time line. Similarly, travel into the future will put the character into an alternate future dimension, which may not be the actual future of his character (see Time Travel in the Judges Book).
- Summoning Duplicates: These duplicates may be summoned from the past, future, or alternate dimensions (information on which of the three is not available to the player at start). The doppelgangers have identical stats and abilities to the character that summoned them, despite the chance for advancement. These duplicates *may not* use Time Control abilities of their own.

Initial use of this Power creates up to 2 duplicates. After the Power Stunt is automatic, a new Power Stunt may increase that number by one (you have to have three duplicates down before you can summon four). Death of a duplicate is considered to be death of a character, and though the original may be unharmed, Karma is lost. Whether such death will result in the eventual death of the "original" character is up to the Judge.

Body Controls This category of Powers includes those which allow the hero to significantly modify his own form, becoming larger, smaller, lighter, or different in appearance. While these modifications may have combat applications, they are not primarily offensive or defensive in nature.

Growth: The hero with this Power can grow taller at will. The limit of growth is determined by the Power rank, as noted on the table below. The hero may use his Power rank instead of Strength when performing Feats of Strength, including wrestling combat. Charging, slugfest, and missile attacks on an enlarged character all receive positive column shifts to hit. Characters that experience growth usually but not always draw their additional mass from an unknown source. Characters with growth are not slowed or impaired by their added mass.

Rank	Height	Plus to be Hit
Feeble	8 feet	+1 CS
Poor	10 feet	+1 CS
Typical	12 feet	+1 CS
Good	14 feet	+1 CS
Excellent	16 feet	+1 CS
Remarkable	18 feet	+2 CS
Incredible	20 feet	+2 CS
Amazing	22 feet	+2 CS
Monstrous	25 feet	+3 CS
Unearthly	30 feet	+3 CS
Shift X	40 feet	+3 CS
Shift Y	50 feet	+3 CS
Shift Z	100 feet	+3 CS

For Unearthly + individuals with this Power, a strength of at least Monstrous is required to support the body, or else 30 feet is the maximum the hero may assume on Earth.

Finally, the hero with this Power may choose (as a limitation) to have the Power always in effect. This means the Power is raised one rank initially, but the hero is fixed at that size, permanently (an Alter Ego may still be normal size). A hero with a permanent size of 12 feet may find trouble maintaining a secret ID.

Shrinking: The hero with this Power can make himself smaller, while retaining the original strength and abilities. The hero's Strength is unaffected by the shrinking. In addition, the hero may have a column shift modifier that reflects the increase in attacks against larger (normal-sized) foes and the reduction suffered by such foes attacking the hero.

Rank	Height	Column Shift
Feeble	48 inches (1/2 original size)	0
Poor	24 inches (1/4 " ")	0
Typical	12 inches (1/8 " ")	0
Good	6 inches (1/16 " ")	1
Excellent	3 inches (1/32 " ")	1
Remarkable	1 inch (1/100 " ")	2
Incredible	.5 inch (1/200 " ")	2
Amazing	.25inch (1/400 " ")	2
Monstrous	.1 (1/1000 " ")	3
Unearthly	.01 (1/10000 " ")	3
Shift X +	Special	

Shrinking Power in Shift X capability, or multiple shifts that reduce the individual's size below one ten-thousandth of original size, cross the Pym barrier and throw the individual into a subatomic "Microverse" (see Microverses in the Judge's Book). Further reductions are apparently not possible once in the Microverse.

Density Manipulation — Self: The hero with this Power can alter his mass at will. Density may range from Shift 0 (almost intangible) to the Power rank of the Ability. The hero who has altered mass weighs as much as a character with that strength could lift. (A hero with Feeble Density would weigh 50 lbs, while one with Shift 0 would be effectively weightless).

An individual gains Body Armor equal to his current Power rank. In addition, the character may inflict charging damage using the Power rank instead of the Strength ability, and may affect materials of lesser material strength than the current Power rank. In the Shift 0 state the hero may not initially pass through solid items (see Phasing), but is immune to physical attacks (though not energy or force attacks).

A high density may slow the character down. If the density of the character is higher than the individual's Endurance, both Fighting and Agility suffer a -1CS penalty.

One Power Stunt developed by density manipulators is to solidify inside a target. Those heroes with Density Manipulation may not do so initially, but may develop the ability as time goes by. Solidifying inside a non-living object will result in possible damage to the object. Treat the character's Power rank as Strength to determine the FEAT needed (if any) against the material strength. Disrupting the material will result in damage to the hero equal to the material strength of the target.

This Power Stunt may also be applied against living targets. In this case, make a FEAT against the Endurance of the target. If the target makes a successful FEAT, no damage is inflicted. If the target fails, the target takes damage equal to the Power rank and must make a second Endurance FEAT to avoid losing consciousness.

Phasing: This is similar to Density Manipulation, save that it pulls the molecules of a body out of phase with those of the surrounding area, allowing the hero to "phase" through solid items. While phased, the hero is immune to physical and most energy attacks, but is still subject to the effects of mental attacks and magic. The hero may pass through other objects if the Power rank exceeds the material strength of the object, and may pass through force fields of lower material strength by making a green FEAT roll. The phasing individual may not pass through materials of greater material strength, or force fields of equal or greater material strength than the hero's Power rank.

While the hero cannot be affected by physical attacks during a round, the hero may similarly not make physical attacks, with one major exception, which is treated as a Power Stunt. Phasing has a detrimental effect on electronic devices. Phasing through such a device (like a computer) will cause a malfunction. In affecting robotic beings or hi-tech heroes, use the hero's Endurance (for robots) or Reason (for equipment) to determine the effects. Failure of an Endurance or Reason FEAT results in the loss of an amount of Health equal to the Power rank. To otherwise attack, the hero may phase in, strike, and then phase back out (depending on initiative, this may take three turns).

The effect on electrical items is considered a Power Stunt. Other Power Stunts include:

- Affecting another being in contact.
- Walking on air, at normal speed.
- Phasing inside an ally, granting that ally the phasing abilities.

- Phasing in, striking, and phasing back out in a single round (only attacks made at the instant of the phaser's attack will affect the hero).
- Phasing in part of the body, allowing the remainder to remain out of phase or vice versa (always a red Power FEAT).

Finally, unless the hero does not require air, the duration of any given phase is that of the hero's ability to hold his breath. While the hero could phase into a vacuum, that hero would have to leave before having to breathe again.

Invisibility: The hero with this Power can make his body invisible to normal sight. This Power does not negate location by other senses, or nor does it initially negate location by heat or ultraviolet sources. The hero still has mass and substance (coating the hero with dust or paint reveals the true form, as does fog or rain). The hero may remain invisible as long as desired, and the Power rank has no effect on whether the hero becomes invisible under normal circumstances. The Power rank is used in connection with various Power Stunts that may be developed:

- Making others invisible on touch
- Making others invisible over Power rank range (you must first master invisibility on touch)
- Making invisible objects visible (FEAT roll determined by the Intensity of the opponent's invisibility; if there is no stated rank, consider it to be Good rank invisibility)
- Making part of a specific part of the body invisible (clothing, a mask, a hand, etc.)
- Extending that invisibility to more than the physical body, thereby effectively becoming undetectable by heat vision, ultraviolet, and so forth

Plasticity: The body of the hero with this Power is slightly elastic and malleable, and the hero manipulates his body as he sees fit. The hero with this Power may also choose Elongation as a bonus Power, placing that Power in the next slot without a random roll. The plasticity of the body serves as Power rank Body Armor. In addition, the hero with this Power may develop Power Stunts:

- Using the Power rank instead of Agility for catching falling items and individuals. The character with this Power takes no damage from a falling character landing on him.
- Limited imitation and disguise abilities at -2CS for detection. Plasticity will alter appearance, but not skin color or

voice (Mr. Fantastic would make a very pale Skrull).

- Bouncing: similar to the Leaping Power, with the hero able to fall a number of floors equal to his Power rank number without damage, and to leap as if possessing that Power at -1CS.

Elongation: Elongation is similar to the Power of Plasticity, but differs primarily in that it allows the character to extend his body and limbs over a number of areas (Doctor Octopus and Machine Man both have Elongation without Plasticity, while Mr. Fantastic has both these Powers and can elongate any part of himself.) The character with this Power may attack non-adjacent foes in close combat types of attacks (slugfest, grappling, etc.). The target of these attacks may only make close attacks against the part of the opponent that is attacking, and as such may not benefit from Kill, Stun, and Slam results. A character with this Power may extend a number of yards equal to his Power rank number. For the sake of consistency, use the following table:

Rank	Number of Yards	Areas
Number	of Yards	Areas
Up to 22	Up to 22	1/2
Up to 44	Up to 44	1
Up to 66	Up to 66	1 1/2
Up to 88	Up to 88	2
Up to 100	Up to 100	3
Over 100	Over 100	5

Shape-Shifting: This Power allows the hero to radically modify his shape to resemble other objects or beings, to the point of being that object to all appearances (touch, taste, etc.). The degree of success of the shape change is determined by a Power rank FEAT against the investigating creature's Reason, Intuition, or Psyche, whichever is higher (compare with Imitation). A character may not gain more than half his height or shrink to half his original size. Only obvious, visible physical Powers may be gained by shifting shape (claws, gliding membranes, etc.). True super powers may not be gained in this fashion. A character who shape-shifts may be able to develop other Power Stunts:

- Develop claws and/or teeth, allowing the shape-shifting character to inflict Edged Attack damage.
- Develop Gliding Power (but not true flight) at -2 Power rank ability.
- Duplicate material strength to the point of providing Body Armor of the material strength of the object imitated -1CS or the Power rank -2CS, whichever is less.

Imitation: Not the sincerest form of flattery, but a specialized form of Shape-shifting that allows the hero to duplicate the appearance of other humanoid forms, up to the limits of Shape-shifting (half-again or half of original size). The character with Imitation may duplicate the appearance, voice, and mannerisms (but not Powers, Talents, or abilities) of a specific individual. The hero must have seen the individual previously for a sufficient period to duplicate him. The success of the imitation is determined by a Power rank FEAT, against the Reason, Intuition, or Psyche of the person being fooled, whichever is lower.

A hero with imitative Powers may attempt to duplicate a character with high Popularity and/or powerful Contacts. If successful, the character may be treated as if he has that Popularity, and his actions would be ascribed to the character he is imitating. (Of course, the imitated character will eventually find out and likely come looking for you...)

Body Transformation — Self is similar to Body Transformation — Other, with the added advantage of normal mobility and cognizance while in the transformed state. The character that is in this state gains Body Armor equal to the material strength of the material, or the Power rank, whichever is lower. In addition, the character gains any special functions of that material. Examples include:

- Becoming water of another liquid allows that character to move as a liquid through tight spaces, pipes, etc.
- Lodestone makes the character magnetically attractive at a Strength equal to his Power rank.
- Becoming Vibranium bestows the Powers of that substance. Becoming Adamantium only grants the Power rank Body Armor, unless the Power rank was above Class 1000.
- Becoming a vapor or gas allows the character to fly at Power rank speed, but makes him particularly vulnerable to wind and air control attacks (+2CS for effect). The character retains control over his consciousness. The Intensity of concealment or, if necessary, knock-out or poison abilities of the gas is equal to the Power rank.
- Becoming an energy state grants the Powers of that energy state at Power rank -2CS. Energy states include fire, cold, X-rays, radio waves, or other radiation.

The hero gains an additional +1CS if he confines his body transformation to one

state: solid, liquid, gas, or energy. The hero gains an additional +1 (for a +2CS shift at start) if he limits himself to a particular type of matter or energy (granite, water, knock-out gas, or heat energy).

A hero who is damaged while in transformed state takes damage as normal, but if destroyed in this form may reintegrate if any Health remains. (Conversely, if dropped to 0 Health, the character could not reintegrate until some of the damage healed naturally or from outside influence.) The pieces may integrate only if within one area. (The Absorbing Man once transformed into glass and was shattered, then waited until most of his body arrived at a dump to reintegrate. Nitro, who maintained a gas state, was neutralized by being split into two parts.)

Animal Transformation — Self: This Power allows the hero to assume the form of a normal animal (check the list in the Judge's Book), with all applicable Powers of that animal. Weight and height are that of a normal version of that particular animal. The animal's Reason, Intuition, and Psyche may be that of either the character or the animal, but if any are of the animal, then a Power rank FEAT must be made. It requires a Power rank FEAT to make the transformation from hero to animal, but it may be made without such a roll if a single animal type is chosen (Wolfbane only becomes a wolf, and as such makes no such check). Any other super-human Powers are lost while in animal form.

Raise Lowest Ability: Not really a Power by any means, but a method of immediate self-improvement for a character that may be suffering from terminally low stats in a critical area (say, a Feeble Strength in a character with Body Armor, who carries a mystic sword). Only one of the seven abilities may be modified in this fashion, and then only the lowest one (if two are lowest, the hero gets to choose which one is modified). The ability is raised 20 points. The hero may then choose his next Power from this complete list.

Blending: The hero has the ability to change his shade to blend in with his surroundings, and has in effect a specialized form of Invisibility. The hero (and his uniform, if made of unstable molecules) are hidden with Power rank ability, and will not be detected until the character moves or acts. Should a hero choose a limitation (such as the Power only works on night, or only in forests), the Power is raised +2CS, as opposed to the

standard +1CS.

Power Absorption: This is not the absorption of energy, but the acquiring of other individuals' super-human Powers and abilities. Only those naturally occurring powers and abilities may be absorbed, though Robot PCs with this Power may duplicate items of technology as well. The character must touch the target in order to gain those abilities, and the target may make a Psyche or Endurance FEAT to avoid the effect. The type of FEAT is determined by the player when the character is created (that is, not on a case by case basis). The maximum of any ability so acquired is limited to the Power rank of the Power Absorption (got that?). If a Power or ability is of a higher rank (a character with Good Power rank tries to grab Thor's Unearthly Strength), then the hero making the attempt must make a successful Psyche FEAT or be knocked out by the backlash for 1-10 rounds, and would only gain Good Strength in the process.

A character starting with this Power may only acquire one Power or ability, stated before the attack is made. If a limitation on the Power absorption is taken, a second Power may be drained. Further Powers and abilities may be added as Power Stunts. (Draining three powers or abilities at a time would have to be gained permanently before four Powers may be drained.)

While the Power-absorbing hero has the Power or ability of another, the character from whom he took it cannot use it (if the character it was stolen from had a higher rank than the Power rank of the Power thief, that ability is reduced by that amount). Characters with basic abilities reduced to below Feeble are unconscious for 1-10 rounds.

There are a number of limitations that may be assumed with this Power, including:

- Only functions on Powers
- Only functions on Talents
- Only functions on Abilities
- Takes memories as well, but if target's Psyche is higher than the hero's, the hero must make a Psyche FEAT to determine who controls the hero's mind.
- Transfer may be permanent. Permanent transfer results in Karma reduced to 0, and effects of memories as noted in the above example, regardless of level of the target's Psyche (this occurred to Rogue, with the result that in periods of stress, Carol Danvers' personality comes to the fore).

Alter Ego: This was listed in the Original Set as a limitation, but the advantages of transforming into a "normal" individual often allow a hero to escape a trap that would confound his super-human self. An alter ego is *not* the same thing as a secret ID (such as possessed by Spider-Man). It is a separate persona, also controlled by the player. Abilities for this character are rolled as for Normal Folks (column 2 on page 6).

An alter ego has no super Powers, and the hero who creates him must decide if the Contacts are enjoyed by the hero, the alter ego, or both (being unknown is often an advantage). Talents remain the same for hero and alter ego. Popularity is split as for a secret ID. Karma is gained and lost separately by the hero and the alter ego; they cannot spend Karma from each other's Karma pools.

Transformation from alter ego to hero is immediate. If the hero chooses a limitation, such as the transformation takes 1-10 rounds, requires a specific item, or Talents are not shared by the two personas, then one of the hero's Abilities may be raised one rank (Unearthly maximum). This is an exception to the standard rules for alter egos.

Distance Attacks are just what they sound like: missile weapons that allow the hero to strike from a distance with less danger of being hit in return. Ranges of these Powers are set as on the Power Range table in Chapter 2.

Projectile Missile: A projectile missile represents a specially designed weapon that inflicts damage according to the Shooting column. This is usually some form of technological device, but not always. This weapon is specially designed for the character, and the hero suffers no penalty for range when firing it (other individuals that may get their hands on it *would* suffer such a penalty). The hero uses his Agility to determine if the attack hits. The weapon or device has Power rank range and damage, and any increase in its abilities through advancement is considered to be from tinkering and improvement (the device is not affected by the rules for building and inventing items). Examples of this type of weapon are specialized handguns, needle guns, wrist-rockets, and portable artillery.

Ensnaring Missile: An ensnaring missile is a device that makes a form of grappling attack. The hero making the attack rolls an Agility FEAT to hit, and any hit is considered to have entangled the opponent. This

entangling is the equivalent of a grappling attack of Power rank Strength, and the ensnarement is considered to have Power rank material strength. This Power may be increased in Power rank by accepting any one of a number of limitations:

- Ensnarement only affects one target
- Ensnarement wears off after 1-10 rounds
- Ensnarement weakens by one material strength rank each turn
- Ensnarement has a limited number of charges

Ice Generation: The hero in question may draw water from the ambient atmosphere (nearby area) and convert it to ice, which the hero may then use initially as a missile weapon. He may later develop other uses through Power Stunts. The ice missiles have Power rank range, inflict up to Power rank damage (the hero may throw less-lethal snowballs), and use Agility to hit either on the Blunt Throwing or Edged Throwing battle effect column. The hero may gain one additional Power Stunt at start, and develop others as play progresses. These include:

- Entrap others in ice of Power rank material strength, up to 2 areas away.
- Give the hero Body Armor of Power rank -1CS Strength. The armor is a thin casing of ice, and as such is vulnerable to fire (fire attacks are +1CS to hit and damage).
- Create columns, walls, and other shapes of Power rank -1CS material strength.



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- Create ramps of ice that allow the hero to "skate" at Power rank -1CS speed. This does not give the hero the effects of Lightning Speed (he cannot make quick turns and stops), but if properly supported, a ramp can rise two floors per round. These ice ramps are not permanent, and their melting may result in damage of the surrounding area (with appropriate Karma loss).
- Create slick spots of Power rank -1CS slipperiness.
- Project waves of cold as opposed to ice. The cold has Power rank range and intensity, and reduces the opponent's FEATs by -2CS if the intensity is higher than Endurance, -1CS otherwise. This cold may also be used to offset heat damage.
- Absorb cold and ice (effectively melting the latter) with Power rank ability and capacity. Were a hero to absorb Monstrous (75) cold in her area with a Amazing (47) Power rank, then 28 points (or Remarkable Intensity cold) would get through.

Fire Generation: The hero with this Power may project flame with Power rank range and damage, using Agility to hit. Damage is taken on the Energy table. Like ice generation, creation of large amounts of flame may damage the surrounding area in a fashion that leads to loss of Karma. The hero may choose to inflict less damage with his flame, or have a lesser effect than rolled on the Universal table. The hero begins play with the ability to use flame as a missile weapon (fire balls or a jet of fire), plus one Power Stunt. Other stunts may be developed.

- Create a flaming shield. This wall of fire surrounds up to one area. Anyone passing through it takes Power rank damage from fire. This may be used defensively or to restrain criminals who are not wild about getting singed.
- Body transformation into fire at -2CS. This body transformation grants Body Armor at the lower rank, as well as Flight at that rank.
- Create flaming images at Power rank -1CS. These images include duplicates of the flaming form, as well as fire-writing in the sky.
- Control other forms of fire at -2CS.
- Absorb fire and heat at Power rank level and range (see example for absorbing cold).
- Project heat at Power rank -1CS. The heat projected causes discomfort and a -1CS on all FEATs in the area of effect.

Energy Generation: The hero with this Power can fire bolts of force that inflict Energy-type damage, Force-type damage, or either (determined before attack). One type is gained initially, and the other may be developed as a Power Stunt at full effect. The bolts hit for Power rank range and damage, and use Agility to determine if they hit the target. The hero with Energy Generation may choose to inflict less damage than determined, whether in amount of Health lost, or effects of the attack. (The character may "pull his punch.")

Sound Generation: The hero with this Power can make sonic attacks of up to Power rank range and damage. Sonic attacks are made on the force column, and can initially affect only one target at a time. Other Power Stunts may be developed using this Power:

- A wide-band attack that affects all in a given area at -1CS Power rank damage.
- A Stunning attack that affects a single target (or, if possessed, multiple targets), of -1CS Intensity. The target must make an Endurance FEAT or become unconscious for 1-10 rounds.
- Flight at -2CS (-1CS if some form of control such as glider wings or a cape is used to control the glide).
- Creation of sonic walls of Power rank -1CS material strength.
- Absorbing sound of -1CS Power rank, reducing other sonic attacks by that amount.
- Creating holographic illusions at -2CS Power rank. These creations are semi-real, and can inflict up to Power rank -3CS damage.

Stunning Missile: The hero possesses a weapon, energy bolt, or Power that either inflicts damage on the Force column, or inflicts a Stunning attack of Power rank Intensity. One of the two types must be chosen at start, though the other may be developed as a Power Stunt. Range and damage are determined by the Power rank, though damage and effects may be voluntarily reduced.

Corrosive Missile: The hero has some form of corrosive, acidic, or matter-hostile attack that inflicts damage over a long period of time. A corrosive attack inflicts Power rank damage the first round, Power rank -2CS damage the second, and Power rank -4CS damage the third. Damage may be halted by washing the exposed material or area. The character with this attack may never choose to inflict less damage. Corrosive

attacks may also affect materials and Body Armor. Make a FEAT roll as if the Power rank of the corrosive was an attempt to break the material. Success indicates the attack has burned through or weakened the material such that it is no longer useful or provides no further protection. This FEAT may be made only on materials of lesser material strength than this Power rank. Corrosive attacks must hit the target, and as such have no effect on Force Fields and the like.

Slashing Missile: The hero with this form of weapon makes attacks on the Throwing, Edged column, and may not reduce the effect of the attack. The slashing missile has damage and range equal to this Power rank. The hero with this Power may develop an attack with a result on the Blunt Throwing Column as a Power Stunt.

Nullifier Missile: The hero with this type of attack inflicts no damage, but may nullify inborn or technological Powers (one or the other) with Power rank Intensity. The effects of this nullification last for only as long as the hero concentrates. He can concentrate on only a single target within Power rank range at a time. Each round, the target may make a Psyche FEAT (for inborn) or Reason FEAT (for hi-tech) against the intensity of this Power to evade its effects.

Darkforce Generation: The character with this Power may summon the effects of the Darkforce for use as a weapon and for developing Power Stunts. The Darkforce inflicts either up to Power rank damage or has the effect of a Power rank Intensity Stunning attack, affecting the targets for 1-10 rounds. In addition, the character with this Power can develop all the Power Stunts listed for Darkforce Manipulation, *except* teleportation. The character with Darkforce Generation may develop the following additional Power Stunt:

- Create Darkness: By allowing the Darkforce into this dimension, the hero can block out up to 3 areas simultaneously with Power rank darkness. Normal vision is reduced to less than a foot, and those with invisibility, special senses that permit seeing in the dark, or light-Powers must make a FEAT against the Intensity of the darkness to use those Powers.

Mental Powers The list here explores the choice available to heroes with extreme Powers of the mind. Mental Powers are very valuable in that they have little visible effect, and the hero who is the source is often undetectable. Their disadvantage is

that widespread and indiscriminate use results in a loss of Karma.

Ultimate Skill is a special Power possessed by the hero, making him literally the "best at what he does." The hero picks any one Talent on the following list. His ability in that Talent is considered Unearthly, as opposed to modifying the existing ability by a +1 or +2CS. Those Talents that may have Ultimate Skills are:

- Weapon Skills: All skills
- Fighting Skills: All skills
- Professional Skills: None
- Scientific skills: All skills
- Mystic and Mental Skills: None
- Other Skills: All except student, heir to fortune, and leadership

The Judge has *final* ruling on whether a Talent is available for ultimate skill. As Powers are generated before Talents, there is a chance that no applicable Talent will appear if the character chooses this Power. If this is the case, the hero may choose another mental Power.

Telepathy: The hero with Telepathic Power may establish mind-to-mind communication between himself and other individuals. The telepath only reads surface thoughts, but does so without visible or audible signs.

The hero attempting to make telepathic contact must make a Power rank FEAT. Contact is automatic with willing targets and unwilling targets who have a lower Psyche than the hero's. Targets of equal Psyche require a yellow FEAT, and those with mental Powers or some form of psionic screening a red FEAT. Individuals with a higher Psyche who are unwilling to be contacted telepathically are impossible FEATs.

Characters with telepathy may develop Power Stunts, including:

- Using the telepathic "push" as a bolt of mental force of Power rank range and damage, using the Energy attack column.
- Linking the minds of a team sharing a Karma pool, so that all team members are aware of each other's actions. Range for this is half that listed for Powers. Non-verbal orders may be passed, and all characters are considered to have the Intuition of the telepath.
- Performing a mental probe at -2CS Power rank ability.

Image Generation: The hero with this Power may create vivid mental images. These images do not register on cameras, film, or in the minds of non-sentient robots. (Player Characters are considered to duplicate human eye and brain patterns, and as such are subject to the effects of these Powers, though they gain a +1CS to disbelieve them.)

Heroes with Image Generation may cast their illusions within the Power rank range, but must be in line of sight of these illusions. Targets must make an Intuition FEAT against the intensity of the illusion (the Power rank of the caster). Targets only gain a FEAT roll if the players running those characters decide that the images are false. (If they think that yes, that's a brontosaurus walking up Park Avenue, then as far as they are concerned, that's a brontosaurus walking up Park Avenue.)

Illusions will last as long as the hero concentrates on them. Illusions inflict no intrinsic damage, but if they are believed, the characters that believe them will take imaginary damage, with apparent "death" resulting in unconsciousness for 1-10 rounds. Since a character who has time to examine his wounds will find he is not hurt, and the damage is illusory, most illusion-casters do not make direct attacks but use their illusions for subterfuge and deception (perhaps covering a true threat).

Illusions fool characters but do not fool nature. If a hero creates a brick wall, which the opponent believes is real, the opponent will not move through the brick wall because he believes it to be real. If the hero creates the illusion of a bridge over a chasm, and the character believes in it, the character will still fall into the chasm. In the former case, it is the limitations of the mind that dominate. In the latter the laws of gravity override.

Telekinesis: This Power allows the hero to lift objects and perform other FEATs of Strength as if the character had a Strength of the Power rank. The Power rank determines the maximum range of this Power as well. A character with telekinesis may develop various Power Stunts:

- Flight for self and others within one area at -1CS Power rank, providing the character can lift that amount of weight.
- A Telekinetic Force Field (really a stiffening of the air) of -2CS Power rank.
- Telekinetic Force Bolts at -1CS Power rank and range. These bolts attack on the Force column of the battle effects

table, and use Agility to hit.

Items that are wielded telekinetically attack as if wielded or thrown by someone with Strength equivalent to that Power rank.

Mind Control: Mind Control is the total overriding of the conscious mind. The character's personality remains, but his actions are controlled by the character with this power. The target may make a Psyche FEAT to avoid this effect against the Intensity of the Mind Control Power rank. If that FEAT fails, the conscious actions of the character are controlled. The target has no memory of the period he is under control.

The attacker and target must be within 1 area initially to effect Mind Control, though the target and attacker may be separated by miles afterwards. The target will only obey the orders of the controller, though those orders may be verbal or telepathic (if the controlling character has that Power) in nature.

The victim of a successful Mind Control gains an additional Psyche FEAT roll each time he is placed in a Karma-losing situation. No Karma may be added to *any* FEATs while under the control of another, including this one. An additional Psyche FEAT is gained if the victim is placed in a life-threatening situation (that is, the situation threatens the victim). Karma *may* be added to this roll.

Controlling another mind is the psychic equivalent of breaking and entering. The hero loses 10 Karma points whenever this Power is used. (Heroes may choose to lose more Karma as a limitation by which they can raise this Power.) If Karma is gained or lost as a result of the actions of a mind-controlled character, that gain or loss is ascribed to the hero, as if the mind-controlling hero had performed the action himself. (You mind-control the Vulture to bump off Electro. You lose all Karma for slaying Electro, even though Vulture, being a villain, would not normally lose Karma for doing so.)

A character who has been Mind Controlled is unaware of his actions, knowing only that he has blanked out for a while. If a Player Character is under the effects of a Mind Control, run him normally, but all actions must be OKed by the controlling character. Naturally, the controlled PC cannot pass on the information of his state to others.

Emotion Control: Emotion Control is a related form of Mind Control that acts upon



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the subconscious fears and attractions to produce the required results. Targets of an Emotion Control attack must be in the same area as the character with this Power, and may make an Intuition FEAT to avoid the effects, which have a duration of 10-100 turns after the initial attack. The effects must diminish before another "dose" of Emotion Control may be applied. Robots and non-human alien beings are immune to the effects of Emotion Control.

Only one type of emotion may be instilled in a target at a time. The character with this Power may modify any emotions, but gains a +2CS if he chooses to modify one emotion exclusively. Such a character is extremely powerful, but may not develop other types of Emotion Control as Power Stunts. Those heroes that do not limit themselves to one particular emotion begin play with two emotions they can modify, with others that may be developed as Power Stunts.

Emotions may be influenced to reflect on the user of the Power, or on another target. The types of emotions that may be instilled and manipulated include:

- Respect — The target treats an individual as a Friendly Contact.
- Love — The target is devoted to the individual, to the point of endangering his own life in the other's behalf.
- Fear — The target is filled with fear, of an object, a person, or a situation. The target will flee as quickly as possible, and only attack if backed into a corner.
- Hatred — The target is instilled with a great hatred, particularly for former friends and allies. The target will attack his former friends.
- Loyalty — The target will follow the individual's orders without question, cheerfully providing all necessary information and aid as if to a long-time friend and ally.
- Doubt — The target is unsure of his actions. Intuition is considered to be a 10 (Good) for purposes of actions.

- **Pleasure** — The target feels incredibly good and non-hostile. The feeling is so overwhelming that the character cannot do anything but sit contentedly for 1-10 rounds, and for the remainder of the duration of the Emotion Control is Friendly to the hero with this Power.

A character under Emotion Control may gain additional chances to break the control if placed in a Karma-losing situation, similar to breaking the Mind Control Power. For PCs under the effects of Emotion Control, see the section in Chapter 4.

Force Field Generation: The hero with this Power can create force fields that will protect himself and possibly other allies. It is not necessarily a Power of the mind, but since its most powerful practitioner, the Invisible Woman, has it as a mental ability, it is included here.

The hero with this Power can generate a force field that covers an area equal to the "tens" place of the rank number. A character with a rank number of 70 may cover 7 areas. For every area covered beyond the first, the strength of the force field is reduced by one rank, so that a force field encompassing 7 areas would reduce the effects by -6CS.

A hero may choose to have a personal force field at +1CS instead of being able to project force fields. This choice is made at the start of play, and as such cannot be changed. Characters with individual force fields cannot engage in Power Stunts using this option.

A force field operates as a form of Body Armor. If the amount of damage incurred in a round from all forms of attack is less than the rank number, then that damage is absorbed without harm to those within the area. If the amount is greater, the force field is breached. If there is a Monstrous (75) force field, then up to 75 points in a turn may be absorbed. At 76 points the force field fails. A personal force field is considered to replace Body Armor, such that damage that gets around a personal force field *is not* absorbed by Body Armor. (You cannot layer Body Armor with a force field to become a tank, though the two together give you options.)

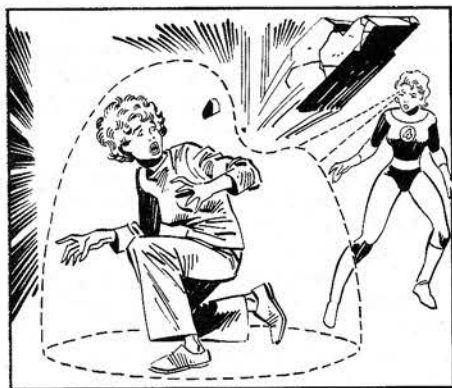
What occurs with a failing force field depends on its type. A personal force field shuts off, and the excess damage is taken by the user, including any effects from the battle effects table. The failure of a projected force field results in the force field

coming down, but those inside are unharmed by that attack. The wielder of the force field must make a Psyche FEAT roll against the Intensity of the attack or become unconscious for 1-10 rounds.

A force field is most effective against energy attacks, less effective against all others. Treat the amount of protection against other forms of attack at ten points less than the listed rank number. If the rank number is Excellent (21), the force field can absorb 21 points of energy-type damage, including heat, force, and similar non-physical attacks. Against all other types it can absorb up to 11 points.

Force Field Generation may be used for Power Stunts only if the force field is projected. Personal force fields cannot be used for Power Stunts. Power Stunts using a projected force field include:

- Force missiles of -1CS range and damage, attacking on the Force column.
- Forming a "cushion" of invisible force, resilient enough to absorb up to Power rank damage from a fall or crash for all those involved.
- Enhanced movement, by means of forming a column of force and allowing it to topple and elongate in a given direction. The ability may rise a number of floors per round equal to the Power rank -2CS as Levitation, or Fly at a maximum of Typical speed.
- Entrap *others* in the force field, as if protecting one's self, up to the limitations of the Power.
- Make a Grabbing attack up to Power rank range away (use Power rank as Strength for determining success.).
- Create a bubble of force inside a small opening and expand it to inflict up to Power rank damage, avoiding the effects of Body Armor resulting from battle suits. The suit must have some opening, and this would not be



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recommended against living targets.

Animal Communication and Control: A hero with this Power can talk to animals and influence their actions. The hero gains a +1CS if she chooses to influence only a particular type (or class), such as sea life or birds. This is increased to +2CS if she narrows it further, to a particular class or family such as bony-skeletoned fishes or falcons. Choosing to influence a specific animal (Chucky the Falcon, or Leo the Lionfish) gives the hero a +3CS. In the latter case, the animal is a companion of the hero at the start of the campaign. A character who selects one of these limitations may also converse with animals that are one step more general, but no further, with a loss of -1CS. The character with Chucky the Falcon can also converse with falcons in general, at +2CS (the Power rank raised to +3CS minus one for generality), but not with birds that are not falcons.

Communication with animals is considered automatic with these Powers, and the types which benefit from a +2CS modifier are considered Contacts (always Friendly). Otherwise animal reactions are Neutral to Hostile. Communication with Hostile animals is chancy at best.

The Power rank reflects the ability of the hero to control the actions of the animal in question. Make a Popularity FEAT for any requests the hero makes of the animals, using Power rank instead of Popularity. Therefore, if a hero controls crocodiles with Amazing(50) ability the result is rolled on the Amazing column. Failure indicates the animal may turn on the controller. Animals which are Contacts (always friendly) never turn on the controller.

Note on communications: Animals have no language, per se, but do communicate by a number of verbal and non-verbal signals. Communication is considered to be a super-human ability to recognize those signals and make one's own desires and wishes clear, as limited by the animals intelligence level.

Mechanical Intuition: This is a specific form of Ultimate Skill that affects repairs, inventing, and building things. The character with this Power has a strong intuitive knowledge of machinery. Regardless of Reason, any rolls for determining whether an invention works or not are at Unearthly Rank. No modifiers may be added to this roll. The character with this Power must still provide Resources for these inventions in the standard fashion.

Empathy: Empathy is similar to Telepathy, but registers the surface emotions as opposed to the surface thoughts of the opponent, and no emotions may be transmitted back to the target. The character with this Power must make the FEAT roll to determine its success (indeed, the target may never know). Success is determined in a similar matter to Telepathy, but Empathy and Emotion Control Powers will block its success.

Animal Empathy: This specialized form of Empathy extends to all animals in a primitive form of Animal Communication. The hero with this Power may detect and influence the surface emotions of the animal involved, and instill in it fear, hunger, affection, exhaustion, or other emotions on a successful Power rank FEAT.

Psi-Screen: This form of Psi-Screen is an inborn Power that resists mental scans and domination. All characters with any of the mental Powers have this Power at an equal level to their Psyche (hence the difficulties in reading their thoughts). A character with this Power will have a Psi-Screen at +1CS higher than his Psyche at start, and may increase it through experience to higher levels. A character with Psi-Screen may use this value instead of the Psyche to resist the effects of any Mental Power that requires a Psyche FEAT roll.

This Power differs from the Talent of the same name in that it may be extended over a number of targets to attempt to protect others from attacks. Each target protected requires a Power rank FEAT, with failure indicating all such Powers are lost for 1-10 turns (usually enough time for the opponent to gain advantage). Also, the attacker will be aware of the protector's mental presence.

Mental Probe: This Power is a specific form of Telepathy. A Mental Probe is a search for a specific image in the mind of the target. The hero with this Power must state what she is looking for before beginning the scan.

The target makes a Psyche FEAT to resist the effects of a Mental Probe. If successful, the mind may not be probed again for 24 hours. In either case, the target must make a second Psyche FEAT. This FEAT determines if the Psyche is at -1CS for the next 24 hours as well. (Psychic interrogators may try again just at the 24 hour mark, when the mind is capable of being probed but before the Psyche returns to normal.)

A successful Mental Probe will reveal the information known by the individual being probed, strictly limited to that character's knowledge. Probing a guard of a scientific installation may not reveal what the installation is working on, only that it is "hush-hush;" they have a number of scientists, and they have been shipping a large number of crocodiles into the plant.

Animate Drawings: The hero with this Power may animate flat drawings and other representations, causing them to become fully operational items. A character may attempt to animate any drawing, even one of his own creation, or animate a specific type or class of object. In the latter case, a +1CS to Power rank is initially given, though the character loses the ability to animate other drawings (an example of this would be Tarot of the Hellions, who draws her animated figures from a Tarot deck).

The animated drawings will have abilities and Powers according to their nature, but no Power or ability can exceed the Power rank number of the hero. No additional Powers can be given to the animation, unless the card shows those Powers in operation. In other words, animating a picture of the Invisible Woman would not give the animation force fields or invisibility Powers, unless those Powers were shown in the picture. (And how can you show invisibility in a picture?)

Animated figures last for 1-10 rounds, the actual amount of time determined secretly by the Judge. They dissipate at that time, return to their original location, and may not be animated again for 24 hours. The figures also dissipate if they are destroyed or reduced to 0 Health.

Possession: This Power is a specific form of Mind Control in which all actions of the character are assumed by the controller. The controller is in effect "inside" the mind of the character, and as such controls all actions without having to give commands. Possession is only possible against targets with no greater Psyche than the hero's Power rank. The target may make a Psyche FEAT to avoid the Possession.

A character who is possessed neither gains nor lose Karma when being possessed, though she may suffer from losses of Popularity while her body performs actions that are not heroic in nature. The character may make a Psyche FEAT to escape if placed in a life-threatening situation. The character possessing another may spend her own Karma (but not the Karma of the

possessed character) to influence actions.

Transferral is the ultimate form of Possession, in that it allows the complete transferral of consciousness with a target within one area. The target's consciousness is not put away in the back of the character's mind, but rather moved into the body of the character with the Transferral Power. Transferral always needs a red Power rank FEAT to succeed, and may be performed against creatures with higher Psyches, those with Mental Powers, and alien beings or robots. If the transfer fails, the attacker is unconscious for 1-10 rounds, and may not attempt again for one day.

When characters transfer consciousness, they also trade the mental abilities, Powers, and Talents. They do not trade physical abilities or Powers, nor do they trade Popularity, Contacts, or Resources. The character performing the transferral also trades Karma amounts with the target.

For example, if Doctor Doom conducts a transferral with Reed Richards, Doom enters Reed's body and vice versa. Doom/Richards gains Richards' appearance, Contacts, Popularity, Resources, Karma, physical abilities (Fighting, Agility, Strength, and Endurance), and Powers (stretching). Doom retains his own Talents, knowledge, and mental abilities (Reason, Intuition, and Psyche) and Mental Powers (including this Transferral Power). Richards/Doom is similarly switched.

Astral Projection: The hero with this Power may cause his or her astral form to leave the body and travel elsewhere, either in this dimension, or entering other dimensions. The range of astral travel is determined by the Power rank of the ability. If the ability is magical in origin, use the magical range chart on page 65. If not, use the Power rank range as determined on page 16.

The character in astral form may observe actions in the "normal" world, but may not be detected by normal means (Astral detection and Telepathy will reveal the presence of the astral intruder). The character may not use his other abilities in the Astral form against non-astral targets. An astral character is not affected by non-telepathic objects or forms of attack, but may be affected by Mental Powers (those listed under the Mental Powers table, including Force Fields). The astral character may phase through solid objects without damaging either character or object.

While the astral form is separate, the body is immobile, in a trance. Damage to the body will be known to the astral traveler if it is in this dimension, and it is possible for the body to perish while the astral form is away. Characters whose bodies have perished are trapped in astral form.

Astral characters may travel across dimensions with Power rank ability. Locating a specific dimension is a Psyche FEAT. In this dimension, the astral character moves up to the limit of his or her range in a single round. Further separation, or the removal of the astral form from the body for more rounds than the Power rank of this ability, results in Endurance FEATs for the body as if it were suffering a lethal (kill result) attack.

Characters with Astral Projection may also detect the astral as a Power Stunt, and two characters in astral form will be able to see each other. Astral combat and other dimensions are covered in the Judge's Book.

Psionic Attack: This Power gives the hero the ability to project psionic force blasts at Power rank range and Intensity. The target of this attack must make a successful Psyche FEAT or be knocked unconscious for 1-10 rounds. Characters with Mental Powers may use their Power ranks instead of Psyche, and those with Psi-Screen should use that Power rank before any other. Force Field's operate against psionic attack.

Precognition: An accurate divining of the future is impossible due to the nature of the Marvel Universe. There are a large variety of possible alternate futures diverging at any one point, all leading to different conclusions. The future is also mutable, such that the actions of today may bypass the future of the timeline that is viewed in this manner. If a character with Precognition (also called a *precog*) sees a Quinjet crash in the near future, and no one takes the Quinjets, thereby avoiding the crashes, that "future" is not totally negated; it occurs in another divergent future.

In game terms, Precognition allows the character to scan these alternative futures up to a week in advance and choose from them an image that may or not come true, and use that information to form his own decisions. No farther than a week in the future may be scanned in this fashion.

Precognition may not be used more than once a day. In addition, the character with

Precognition *must* choose a limitation to that Power. Suggestions include:

- Power is intermittent — the Judge chooses when the images appear and what they say. (OK this with the Judge; it's a lot of work for him.)
- Power only works on people, and the person must be in contact with the precog.
- Power only works on objects, and the hero must be holding or using the object to read its future.
- Power is extremely realistic in its manifestation. The Judge presents the reading in such a fashion that the player can act and interact, but it has no effect on the outside world (the hero's friends will see the character shudder, shiver, talk, and use his Powers as he reacts to the threat).
- Power only manifests itself in dreams. Judge will pass on information only when character is asleep.
- Power only operates once per image. Until that image comes true, or the time that image passes, no other precognition may be used.

When the Precog uses his Powers (or those Powers activate), the Judge secretly rolls a die, comparing the result against the character's Power rank. No Karma may be added to this roll.

If the result is white, the Judge should give the character an image, setting, or phrase out of thin air. The Judge is encouraged to lie like Mephisto's Realm when necessary.

Example: The character is trying to precog a gun the Judge intends to use at a bank robbery. The Judge rolls the die and gets a white result (failure). He may say that there is an image of the gun shooting one of the heroes (this may or may not happen, but it is guaranteed to make you players verrrry cautious).

If the result is green, the Judge should be partially truthful in his description. (You see a dark-haired man with a hat. If you see him again, you will know him.)

If the result is yellow, the Judge should be fairly honest about the future, as far as he knows it. (You see the gun in the hands of a bank robber. The robbery is on 9th Avenue.)

If the result is red, the Judge should give the player something honestly useful — information that would not normally be available. (You see two men talking. One calls the other Bruno. They are planning to knock over a bank. Bruno takes the gun. He

drives a 57 Chevy. You see colorful costumes at the door of the bank...etc.)

The Judge will never lay out the entire plan to the precog character, no matter what the results of the die roll.

Precog Option: The above is fairly involved, requires work on the Judge's part, and works best in a planned campaign where the Judge has a clear idea what will be happening. The following is a short version, useful only in combat, that Judges may use instead of the above power. Precogs may use this Power as a Power Stunt.

At the start of the turn the precog makes a Power rank FEAT. On a yellow or better result, the Judge must tell the precog what he plans for his (the Judge's) characters to do. The two sides then roll Initiative. If the side that gains initiative has the precog with it, the player running that character may share the information with the others, and they may make their decisions accordingly.

WARNING: Characters with precog Powers often have unwanted images implanted by the Judge, whether to foreshadow upcoming adventures, or to throw the character's off balance ("You don't understand!" the hero shouts, "the Red Skull is not Dead!").

Postcognition: The reverse of Precognition, but easier to handle, in that the past is fairly immutable. Postcognition only works on items the character handles. The Postcog makes a Power rank FEAT, the color required determined by the length of time scanned.

- Within one day — green
- Within one week — yellow
- Within one year — red
- Further back — no accurate scan possible, but a red FEAT will give a "feeling" as to the general past of the item.

If the FEAT is successful, a second FEAT is made to determine what is picked up, as for Precognition above. The same example can be used, only changing the robbery from a possible future happening to a definite past occurrence (the characters find the gun at the robbery).

Plant Control: The hero with this Power can command the actions of plants, granting them temporary Powers of their own, including movement, growth, and a rudimentary intelligence. These abilities only exist as long as the hero concentrates.

The hero cannot control plants with a higher material strength than his Power rank. Plant-like creatures with intelligence receive a Reason FEAT against the hero's Power rank as Intensity to avoid being controlled.

By mere control, the hero cannot have the plants perform any actions that would not be normally possible by the plants (this severely limits their usefulness). The hero may develop Power Stunts using the plants in abnormal fashion, including these examples:

- Forcing vines to animate with Power rank Agility, and act as entangling ropes with Power rank material strength.
- Creating plant-images that duplicate living humans with Power rank ability.
- Commanding trees to move and attack as creatures of Power rank number Health and Power rank material strength Body Armor.
- Command the actions of mushrooms and fungi, which are not proper plants.
- Gather information from plants as to recent passers-by, within 1 day, in a primitive form of communication.

Body Alterations — Offensive: These Powers are severe changes to the body's structure and/or chemistry that allow the hero to perform actions that are of greatest benefit in offensive combat. For hi-tech heroes, or those who have weapons with these Powers, these listings reflect devices that grant these Powers in close combat.

Extra Body Parts: The hero who gains this Power when the character is generated may choose the type and number of body parts. Some of these parts may provide Bonus Powers. These Powers are then placed in the next available slot in Power generation, if there is one.

- Additional Arms — Extra attacks as a bonus
- Additional Legs, including centaur-like form — Lightning Speed as a bonus
- Prehensile Tail — Climbing as a Bonus Power, and hero may use the tail as a limb with normal (for the hero) Agility.
- Wings — Flight as a Bonus Power at +1CS.
- Combat Tail — Not usable for climbing, but may attack in slugfest for Strength +1CS damage.
- Additional Eyes or Sensory Organs — Enhanced Senses or any detection Power as a Bonus Power.
- Claws — on either hands or feet, these give Claws as a Bonus Power, with +1CS to their material strength (see Claws).
- Spines — Similar to those on a

porcupine, these quill-like spines may be shot. Bonus Power of Projectile Missile at +1CS.

Extra Attacks: This Power is always +1CS better than the starting Fighting ability. Use this Power instead of Fighting to make multiple attacks. There is no penalty for failing with this roll, but the individual may make only one effective attack in that round.

Energy Touch: The hero with this Power may inflict damage and effects from the Energy column of the Battle Effects table, with a Bullseye regarded as a possible Stun. The hero may always choose to inflict less damage than is rolled, or to reduce the effects of the damage. The touch can be carried through conductive material, and may affect multiple targets in this fashion. If the hero is standing on a steel girder facing off three goons from HYDRA, and uses the Energy Touch on the girder (a conductive material), all three get shocked. The hero with this Power gains Resistance to Electricity as a Bonus Power.

Paralyzing Touch: Those touched by an individual with this Power must make an Endurance FEAT against this Power rank, or be knocked out for 1-10 rounds. This Power is always in operation, and the user may be knocked out himself by such a touch.

Claws: Claws are... well, claws. Sharp pointy items that inflict damage on the Edged Attack column of the battle effects table. As with most sharp things, they inflict the listed amount and effect, and cannot be reduced in damage or effect.

The Power rank lists both the damage inflicted by the claws and the material strength. The damage cannot be increased from its initial roll except by raising the experience, but the initial material strength can be increased by accepting limitations. Grant a +2CS to the material strength of the claws when the hero accepts any limitations, including limitations required by other Powers.

The effects of claws depend on whether they are being wielded against living creatures (people) or non-living materials (things). Against living creatures, claw attacks are resolved on the Edged Attack column for Power rank damage. Against non-living materials, compare the material strength of the claws against the material strength of the object. Make a Strength FEAT roll to determine if the object holds up

to the attack. This applies to Body Armor that is not natural (inborn) as well as doors, walls, computer terminals, freelancers, and other inanimate objects. This does not apply to Body Armor that is a natural part of the character, or to energy constructs such as force fields.

Example: Everyone's favorite maniac from Canada Wolverine goes up against a Sentinel with his Unearthly material strength claws which inflict Good damage. If he attacks the Sentinel directly he won't get too far; the robot's Body Armor is too thick. If he concentrates on the armor, however, he can shred it with a Red FEAT roll. This trick would not operate on Iron Man (personal Force Field) or the Thing (natural Body Armor).

Rotting Touch: This touch causes organic material to decay. The character inflicts Power rank damage on those he touches. In addition, this touch acts on organic material (wood, rope, cloth) as if an attempt to break the item with Power rank Strength. Resistance to Corrosives will offset the effects. This Power can be directed against organic (natural) Body Armor in order to weaken it, similar to the effect claws have on inorganic Body Armor.

Corrosive Touch: Similar to Rotting Touch, but affects inorganic materials instead. The character inflicts Power rank -3CS damage to living targets, affects organic materials with greatly reduced damage (as for living targets), and acts on inorganic material as if breaking it with Power rank Strength. Resistance to Corrosives will offset these effects. Similar to Claws, this may chew through inorganic Body Armor to affect the individual beneath.

Health-Drain Touch: The touch of a character with this Power transfers a Power rank amount of Health from the target to the hero. Previous damage is healed in an equal amount, up to the maximum Health of the character. Drained Health above that point is lost. Characters drained to 0 Health must make an Endurance FEAT to avoid dying. If they do so, the attack has no further effect. Reversing this process, directing one's own Health into others, is a Power Stunt.

Blinding Touch: The touch of this character can blind the unprotected target for 1-10 rounds. The hero with this Power must make a Stun or Slam result to blind. The target receives no attempt to avoid this touch, unless the target possesses Protected Senses or something similar to

prevent the touch (such as a helmet with covered eyelits).

Body Alterations — Defensive These are modifications (or devices that simulate modifications) that have a primarily defensive nature, either by helping the character survive under trying circumstances, or regain Health that is lost.

Body Armor: A hero with Body Armor has a natural resistance to physical damage and, to a lesser extent, energy attacks. Body Armor does not affect attacks which have an intensity that must be checked against a FEAT roll, unless to require that FEAT the attack passes through the Body Armor. Example: A Sonic attack ignores Body Armor, as it does not need to pass through the Body Armor. A poison-tipped dagger must get through the Body Armor in order to affect the hero with the poison.

Body Armor absorbs an amount of damage from any physical attack equal to the Power rank number of the Body Armor. Body Armor of Amazing (49) protects the hero from 49 points of each physical attack. If an attack does not equal or better the amount of Body Armor, then none of the effects of the attack take place. (A dagger hurled at the Thing will not hurt him, even if a "Kill" result is called for, if the damage from the dagger does not get through his hide.)

Body Armor is proof against physical attacks, including Blunt and Edged attacks, Shooting, Throwing attacks, Force, Grappling, and Charging attacks. It is less effective against Energy attacks, and its Power rank number is 20 points less than listed for any Energy attack. The Amazing(49) Body Armor would provide 29 points damage (in the Remarkable range) protection from Energy attacks.

Body Armor may be natural (also referred to organic or inborn in this text) or artificial material. Natural Body Armor is protection that is part of the creature itself, such as the thick hides of the Thing, Hercules, or the Hulk, the elastic body of Mr. Fantastic, or the soft form of the Man-Thing. Artificial Body Armor is made of other materials, which may be bolstered by force fields, and is reflected in the body suits of such heroes as Iron Man, and foes like the Sentinels and Crimson Dynamo. Certain types of attack are more effective against one type of Body Armor than the other (examples: Claws, Rotting Touch). Artificial Body Armor has the advantage that it can be removed, allowing the hero to have a relatively normal life.

Body Armor may be increased by one rank by accepting a -1CS to Agility. Agility may never be dropped below Feeble.

High technology heroes who choose Body Armor may choose to have a battle-suit. All of the hero's other Powers are included in the suit, and the suit is considered artificial Body Armor. In addition, the high technology hero receives potential bonuses to his physical abilities (Fighting, Agility, Strength, and Endurance) when wearing the suit. The nature of these modifications is explained under the character generation for high technology heroes. When a high tech character advances in abilities, he may choose whether his natural abilities or those of his suit are advanced.

Water Breathing: This is a wimp Power. Face it. When the great hero parties take place, and Ulterior-Motive Man asks you what you do, if you say, "I breathe water" you end up wearing a full fishbowl. This Power allows you to breathe water (fresh or salt) as if air. No Power rank is needed for this Power. In addition, this Power allows the hero to see underwater as if on land (vision is reduced in the underwater realm), and survive at great depths. The hero's next Power may be either Swimming or Animal Communication and Control (Sea life). The hero may choose both, but then *only* breathes water, and will "drown" on dry land (reverse of characters drowning in water).

Absorption Power: The hero with this Power may absorb a certain specific type of damage (for example, fire-based damage, energy damage, or kinetic (physical) damage). Any attacks made in the specified mode inflict no damage; rather the damage is absorbed, healing existing damage and even temporarily raising the individual's Health by the Power rank involved. A hero with Health of 100 and Amazing (48) Electrical Absorption may be hit with a lightning bolt and have his Health raised to 148.

Damage above the rank number of the Power does inflict damage, but the points of such damage may be redirected towards opponents in the next round. Any such absorbed energy dissipates 10 rounds after it has been absorbed, and must be discharged before then or it is lost. Health loss is taken from the absorbed Power first, then from the actual Health of the hero. For example, the character with the Health of 100 raised to 148 takes 30 points of damage. These points are removed from the 48 extra points initially. If the effects of

the energy wear off, the character still has 100 points of Health.

Regeneration: The hero with this Power heals faster than the normal rate of Endurance Rank per day. A hero with Regeneration recovers the Endurance Rank every 10 turns (one minute), providing the hero does not take additional damage in that time and is able to rest. A hero resting cannot engage in any other actions while healing himself. If that rest is interrupted (14 ninja of the Hand rush in on turn 9 of his rest), the hero must start again to recover.

Solar Regeneration: The hero with this Power heals as per Regeneration, but only heals the Power rank in Health every ten minutes he is in the sunshine. In darkness, inside buildings, and in other similar situations, the character heals normally. This Power has a minimum Power rank of the Endurance of the character +1CS.

Recovery: The hero with this Power recovers from losses of Endurance ranks at a rate of 1 rank per day, and makes a Power rank FEAT to regain the lost rank. The hero with this Power may choose any Resistance as a Bonus Power.

Life Support: The hero with this Power has the potential to survive under hostile conditions for longer than normal amounts of time. The Power rank number is the amount of time in turns the hero may survive in a hostile environment (deep space, deep underwater, in lava) before any Endurance FEATS must be made. At Shift Z or higher, the individual may survive in hostile environments indefinitely without requiring food, water, or air.

Pheromones: Pheromones are a specialized form of Emotion Control that affect the pleasure centers of the...ah...opposite sex. When this Power is in operation, female individuals (if the hero is male) or male individuals (if the hero is female) must make a Psyche FEAT against the Power rank number of this Power as Intensity or be considered Friendly to the character. Robots, aliens, and those unable to smell or be affected by the pheromones (behind a force field, for example) are not affected. Characters that are Hostile will still be attracted to the character, but that attraction will not stop them from putting the hero in a deathtrap, from which the only release is for the hero to profess his love for the Hostile character and join her in crime.

Damage Transfer: This Power is a relative of the Health-Drain Touch, except Health

may be transferred between two separate targets on touch, in effect healing one while reducing the Health of the other. The hero may not regain any Health in this Damage Transfer.

Healing: This Power allows the hero to restore lost Health and Endurance ranks to others (but not the hero himself). The Power rank indicates the maximum amount of Health that may be restored to one hero maximum, on any one day. For each attempt at healing, the hero must make an Endurance FEAT — failure indicates the loss of Karma equal to the amount of Health being healed. A character without Karma may not Heal.

Endurance ranks may be similarly restored at a rate of one rank per day per hero. An Endurance FEAT is required for the healing hero, with the result of a failure being the loss of one Endurance Rank for the hero (the Endurance for the other is healed). This Endurance may only be healed naturally. If

the Endurance drops below Feeble, the healer will perish.

Immortality: The character with this Power does not age or die in a normal fashion. Now, before you all run out and grab this Power for your young hero, note the fine print. The hero can still suffer loss of Endurance ranks as the result of wounds, poisons, and damages, but if the results call for perishing, then the character is left at Shift 0 Endurance but does not die. The character cannot move or act until Endurance reaches Feeble, however, so throwing an Immortal character into an active volcano will keep him out of the way for a while. (He cannot heal while taking damage.)

If Endurance reaches Shift 0, or the character otherwise dies, the Immortal character loses all Karma, including that set aside for advancement. The character may be out of luck, but at least he has his Health. If an immortal character is part of a Karma pool, then an amount of Karma is subtracted as if the character had left the

group. This is done each time the immortal character becomes "dead."

This Power does not have a Power rank. It counts as two Powers for any hero who takes it, *unless* the character is alien in origin, in which case the cost is normal (this reflects that a large number of extra-dimensional aliens are effectively immortal).

An immortal character's body will slowly regenerate lost parts and heal, so that short of atomizing the remains and spreading that collection of atoms through a large portion of space, the immortal character will return at some point in the future.

Immortality is applicable to the Earth Dimension only (including all planets of this dimension). An immortal character in another dimension — such as Asgard or Olympus, but excluding variant or divergent earths — does not age, but may be killed normally while in that dimension.



Talents differ from Powers in that they may be possessed by everyday citizens of the Marvel Universe, they are generally easily gained, and they generally modify existing abilities or Powers as opposed to creating new ones. Talents are broken down by general type.

Weapon Skills The hero with these Talents is devoted to the ins and outs of handling certain types of weapons, and as such is more proficient with these weapons than persons with similar abilities who have not studied them. Weapon Talents may not be combined. A character who has a +1CS with shuriken as a result of Thrown Weapons Talent gains Oriental Weapons Talent. The additional +1CS with shuriken attendant to Oriental Weapons Talent does not apply. The character still has a +1 CS. Weapons Talents may be combined with Fighting Talents, if applicable.

Guns: Individuals without this Talent fire guns (all handguns, rifles, and submachine guns, including laser, stun, and concussion varieties) at their Agility rank. Those with this Talent fire such weapons at +1CS.

Thrown Weapons: Characters with this Talent toss weapons designed to be thrown (including spears, daggers, shuriken, disks, and snowballs) at +1CS to their Agility.

Bows: Bows are tricky items to operate, such that those who have not been trained fire them at -1CS to their Agility. Those with this Talent gain a +1CS to hit with all bows, including crossbows, and may fire and reload in a single round. They may fire multiple arrows on a successful Agility FEAT.

Blunt Weapons: Characters with this Talent gain a +1CS to hit when attacking with a weapon that resolves attacks on the Blunt Attacks column of the Battle Effects Table.

Sharp Weapons: Characters with this Talent gain a +1CS to hit when attacking with a weapon that resolves attacks on the Edged Attack column of the Battle Effects Table. This includes swords, daggers (unless thrown), and spears, but excludes claws and other natural extensions that inflict this type of damage.

Oriental Weapons: This is a special category that grants the character a +1CS to Fighting or Agility when using the following weapons: shuriken, crossbows, sais (treat as swords), and oriental swords and daggers (including the katana and the kris).

Marksman: The character with this Talent gains a +1CS to hit with any distance weapon that requires line of sight to hit (the character could benefit when firing heavy artillery, but not when controlling a tele-guided missile). Such a weapon in the hands of a marksman does not suffer penalties to hit from range.

Weapons Master: The character with this Talent gains a +1CS to hit with any weapon that requires a Fighting FEAT to hit.

Weapons Specialist: The character with this Talent gains a +2CS with a single weapon of choice. This may be any type of weapon, missile or melee. The character who is a weapon specialist will also increase his initiative when using this weapon by 1.

Fighting Skills: These Talents are primarily used in close combat, and used without weapons. Bonuses from these Talents are cumulative and may be combined with those from other Talents.

Martial Arts A: This form of martial arts concentrates on using an opponent's strength against him, and is typical of oriental-American forms such as judo and karate. The practitioner of this type of martial arts can Stun or Slam an opponent regardless of their comparative Strengths and Endurances.

Martial Arts B: This form of martial arts is keyed on offense and inflicting damage in short, quick bursts, and includes such disciplines as boxing. The practitioner of this form of martial arts gains a +1CS to Fighting ability when engaged in unarmed combat.

Martial Arts C: This form of martial arts concentrates on holds and escapes. The practitioner of this form gains a +1CS to his Strength for Grappling attacks (including damage), a +1CS to Strength for Escaping and a +1CS to Agility for purposes of Dodging.

Martial Arts D: This meditative form of martial arts searches out the weak spots of the opponent's defenses and strikes against them. The practitioner of this form of attack may ignore the effects of Body Armor (though not force fields) for determining Stun and Slam results. The attack by the character with this Talent does not have to inflict damage to force a check for possible Stun and Slam. The disadvantage is that the target of this attack must be studied for two rounds before the effects may be

brought into play. The character with this Talent does not have to attack the character, only watch him in battle for two rounds previous to attacking.

Martial Arts E: This form of martial arts encourages quick striking to catch the opponent off-guard. Heroes with this form of Martial Arts are at a +1 to initiative rolls in unarmed combat.

Wrestling: The hero with this Talent is proficient in applying holds. It includes familiar types of wrestling as well as the sumo forms of the art. The hero with this Talent gains a +2CS when making Grappling attacks, but gains no benefit in damage. (A hero with Martial Arts B and this Talent gains a +3CS to hit in a Grappling attack, and a +1CS for damage.)

Thrown Objects: The hero with this Talent gains a +1CS with all Throwing attacks (both Edged and Blunt), and +1CS on Catching. This applies to both thrown weapons and normal items. If the hero has the Thrown Weapons Talent as well, the modification is +2CS when using thrown weapons.

Acrobatics: The hero with this Talent is very limber and as such gains advantages when under attack. The hero has a +1CS when dodging, evading, and escaping.

Tumbling: The hero with this Talent knows how to fall and land without undue injury. Individuals with this Talent may make an Agility FEAT to land feet-first after any fall that does not inflict damage.

Professional Skills Skills in this category reflect general professions. In addition to providing bonus Column Shifts in their field of specialty, the Talents can be used to increase initial Resource levels through gainful employment.

Medicine: The hero with this Talent has extensive knowledge of medicine, and as such limited Talents in healing. In general, a character losing Endurance Ranks as the result of a lethal situation can have those losses stopped by any character checking on him. The individual with Medicine Talent may bring back characters that have reached the Shift 0 level up to 20 turns after they have reached that level. A character with this Talent may restore one rank of Endurance to a wounded character per week, in addition to natural healing. Finally, the character with Medicine as a Talent is +1CS on Reason FEATs that involve medical problems, medications, poisons, and surgery.

TALENTS

Law: The character with this Talent has an extensive background in law (the assumption being US Law, but this may vary according to the Judge's campaign). The hero may be a lawyer or capable of applying to pass the bar (Reason FEAT of Good Intensity). A character with Law as a Talent gains a +1CS to all FEAT rolls involving the law, including correct legal procedure. A character without Law gains no benefit to Reason FEATs, and in addition, will have to make Reason FEATs more often than a character with Law Talent.

Law Enforcement: The character with this Talent has a background with law-enforcement authorities. This Talent includes both Gun and Law Talents, and the character, if still a member of a law-enforcement agency, may legally carry a gun and make arrests.

Pilot: The character with this Talent has a working knowledge of most aircraft, and receives a +1CS for all FEAT rolls involving an aircraft that character is controlling (including Control FEATs, Agility FEATs, and Reason FEATs involving aircraft handling and design). A character with a background that would permit it (a hero who is an alien) may extend this Talent to spacecraft as well.

Military: The hero has had some dealings with one of the armed services. In military matters, the hero gets a +1CS to all FEAT rolls, and in addition may take a member of the armed services as a Contact.

Business/Finance: The hero is familiar with the world of business, corporate finance, and how money works. Initial resources are a minimum of Good, and the hero gains a +1CS for FEAT rolls dealing with money. The hero gains a Contact in the Professional category.

Journalism: The hero with this Talent gains an additional 2 Contacts to those already generated. The Contacts should be connected with the media in some fashion, such as at local newspapers, radio or TV stations, or as sources in law enforcement, political circles, or snitches of the criminal underworld.

Engineering: Engineering includes all the varied types of that profession dedicated to the design of functional items: civil, chemical, mechanical, etc. A character with Engineering Talent gains a +1CS to all FEATs involving building things, including the Resource FEAT to determine if an object can be built.

Criminology: The hero with this Talent has an understanding of the criminal mind and behavior, either from studies or first-hand observation. The character with this Talent gains a +1CS on all Reason and Intuition FEATs involving criminal practices ("If I were a crook, where would I hide?"). The hero also gains a Contact in either the police or crime areas.

Psychiatry: The hero with this Talent has a background in studies of the mind, and as such gains a +1CS on all FEATs involving the mind. This is a popular Talent with those heroes and villains with Mental Powers, and the character with these Talents gains a +1CS on FEATs involving Mental Control, Domination, Hypnosis, Emotion Control, and Mental Probe Powers.

Detective/Espionage: The hero with this Talent has been trained to notice small clues in solving crimes. The character with this Talent gains a +1CS to discover clues to a crime, and in addition gains a Contact in either crime, law enforcement, law, or espionage.

Scientific Skills almost exclusively affect the Reason ability, granting the character with them a +1CS to all Reason FEATs involving that strong point. A character can only bring one such scientific Talent to bear at a time, and as such the Talents are not cumulative with each other.

Chemistry: A +1CS on matters of chemistry, including developing new formulas, finding cures for inorganic poisons, and identifying chemicals by smell, touch, or taste.

Biology: A +1CS on matters of biology, including animal and plant identification, finding cures for organic poisons, and researching diseases and their cures.

Geology: A +1CS on matters involving the Earth, including volcanic activity, the geology of the surrounding land, types of rocks and their powers, and mineral identification.

Genetics: A +1CS on matters involving the genes, including creating new life forms, understanding mutants, and researching diseases.

Archaeology: A +1CS on matters involving the past, including paleontology, historical records, and ancient myths and legends.

Physics: A +1CS on matters involving

physics and astrophysics, including motion, flight, and the planets and stars.

Computers: A +1CS on matters involving computers, computer-controlled equipment, and artificial intelligences.

Electronics: A +1CS on matters involving electronic devices, including their creation and repair.

Mystic and Mental Skills: These Talents are quasi-Powers, simulating some of the effects of Powers themselves, while being available in the Marvel Universe to those characters with those abilities.

Trance: The character may place himself into a trance. While in a trance the character slows his body functions to such a level that he may be assumed to be deceased (Intuition FEAT for the character checking). A character in a trance reduces needs for food and water to a minimal level, and may regain Endurance ranks at one rank per day.

Mesmerism and Hypnosis: This Talent is a primitive form of Mind Control at the Power rank number equal to the Reason of the character with this Talent. Information can be gained as per a Mental Probe, and post-hypnotic suggestions may be implanted within the victim's mind. Any attempt to force an individual to do something that he would not normally do, or divulge information that he would not normally reveal, will cause the hypnotism to break. A hypnotic command fades in 1-10 hours after it is given.

Sleight of Hand: This is a Talent developed by stage magicians which causes items to appear and disappear by a combination of misdirection and swift, fluid gestures. The character with this Talent may palm small items, making them appear or disappear with Agility +1CS ability.

Resist Domination: This is a Psi-Screen that may be developed by the individuals without that Power. This permits the character to resist mental attacks as if the character had a mental power of Psyche +1CS. The Talent is passive in nature, and does not grant any other particular benefit. A character with Mental Probe may be able to discern where the character gained this Talent, but nothing else.

Occult Lore: The character with this Talent has a knowledge of magical societies, antiquities, runes, and a general understanding of forgotten lore. The

character gains a +1CS to Reason FEATS involving items of a magical nature.

Mystic Background: In the Marvel Universe, all humankind has the potential for developing magical Powers. This "Talent" shows that the character has some background with magical forces. Heroes may have derived their powers from these forces if they choose this Talent. A character with this Talent may have Magical Powers (see Magic), with the approval of the Judge. If the Judge allows magical player characters, then any of the initial Powers created may be spells, and should be noted as deriving from Personal, Universal, or Dimensional energies.

Other Talents This is a catchall category for all the other types of Talents the character may gain. These often have some form of background of special nature.

Artist: The character with an artist background creates works of art, either for himself or for sale to others. This includes painting, sculpting, and writing. A single work takes 1-10 weeks, and upon completion grants the artist Karma points equal to 10 times the number of weeks. The character must allocate some time daily at his work.

Languages: The character with this Talent has a natural understanding of languages. The character gains 1 additional language at start, and made add other languages at half the cost of a Talent (500 points regardless of who teaches it). Characters without languages Talent must gain this Talent first to learn other languages. The gaining of additional languages assumes someone is available to teach these languages. A Player character with this Talent does not have to assign a language at start, but may fill one in later as need be.

First Aid: The medicine Talent notes that the loss of Endurance ranks may be halted by someone checking on the dying character and administering some form of aid. The First Aid Talent grants the character this immediate halt to Endurance rank loss, the recovery of one rank immediately (one use only per situation), and in addition, the hero with this Talent can stabilize a dying character at Shift 0 Health up to 5 rounds after that character reaches that level.

Repair/Tinkering: The character with this Talent gains a +1CS to any Reason FEATS involving the repair and modification of existing items, but *not* the building of new

items. This +1CS may be added to any other bonuses gained from other Talents, so that an Engineer with Tinkering Talent would gain a +2CS on repair.

Trivia: This is a general category that covers any one subject desired by the character. On that subject, the character gains +1CS to all Reason FEATS. (Say, the character is into collecting Spores and Fungus. A Trivia Talent would be: Trivia/Spores and Fungus). Trivia categories should be specific (old movies, military history, sports, rock music, comic books) as opposed to general (all knowledge) or covered by other Talents.

Performer: The character is someone who acts, sings, dances, mimes, or otherwise uses his Talents to entertain (this is related to the Artist, the key difference being that the Artist may leave the scene of creation; the Performer is identified with that creation directly). A Performer receives 10 karma points for a week's worth of performance, whether in a play, doing a nightclub routine, or working for a movie.

Animal Training: The character with this Talent has the ability to train animals to perform certain stunts. The individual does not have Animal Empathy or Communications and Control, but may teach an animal a trick based on the Reason FEAT roll. If the hero with this Talent does have Animal Empathy or Animal Communications and Control as Powers, these Powers are raised by +1CS.

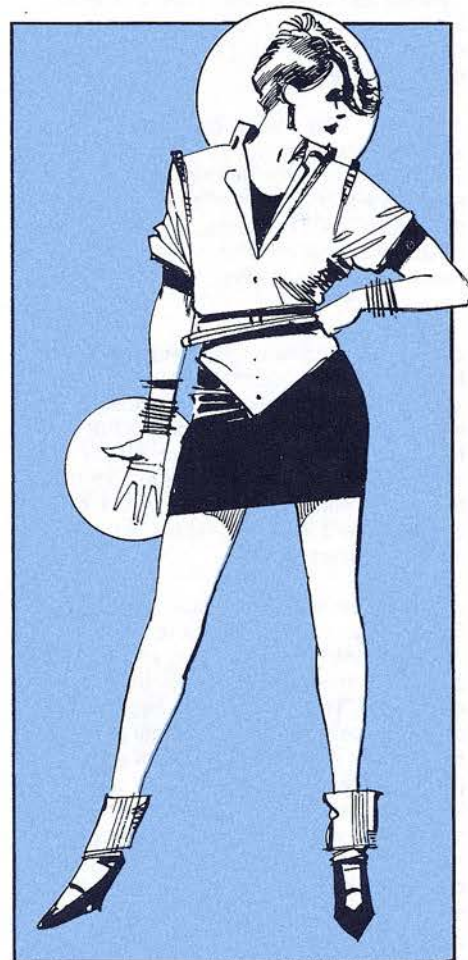
Heir to Fortune: This is not a Talent, but a situation which brings the character into a lot of money. The minimum Resources of a character with this Talent is Remarkable (if your character is making Excellent Resources or less, do not take this Talent). This "Talent" may not be gained by a character after the generation process is finished, and may only be chosen by characters being generated.

Student: Similar to Heir to Fortune, this Talent may only be chosen at the start of play, and may not be gained through experience. The Student character has no other initial Talents, but may gain other Talents at a discounted price. New Talents cost 1000 Karma points if learned from another player character, 800 if learned from outside. Students may maintain Advancement Totals for a Talent along with other forms of Advancement funds.

Leadership: The hero with this Talent has the brains and understanding of a cohesive

group, such that he is a benefit to the team. Any Karma Pool to which the character belongs receives a 50-point bonus, provided the character with this Talent is recognized as the "team leader." A Karma Pool may only have one recognized leader, though more than one character with Leadership may belong to one group. When the "Leader" of a group leaves, the 50 points are deducted from the Karma Pool, but the leader does not receive them for personal use (the bonus points only exist as a part of the pool).

Other Skills: The above is not a complete list, but may serve as a basis for other Talents that may be developed and proposed by players (for example: Botany as a scientific Talent). Any new Talents that may be added should be no more powerful than a +1CS to an ability, and not be cumulative with other Talents (Juggling may grant a +1CS on catching items, but may not be added to the bonuses gained from the Thrown Objects Talent).



TM

APPENDIX C

Included below is a partial list of possible Contacts for characters operating in the Marvel Universe or in one of its close variants. Many of these Contacts are usable in any type of campaign, but here are noted for their role in the Marvel Universe.

Each entry for a Contact delineates the type of aid that may be granted, either in information, skills, heroic help, and/or equipment. The more powerful a Contact, the more likely that Contact may interfere with the hero's life, requesting favors, providing missions, and the like. A low level Contact like a snitch in the criminal element provides fewer ties to the character than knowing the President on a first name basis ("Cap? Hi. This is Ronny. I have this problem in Central America....").

Professional Contacts Professional Contacts are individuals and groups that may provide distinct services, information, or equipment according to their description. Equipment may be provided as if the Contact had Resources of the rank listed. Equipment of higher rank may be acquired on higher approval and in special circumstances.

Medicine: The hero with this Contact has a friend, ally or acquaintance with Medicine Talent, who will provide medical advice and services either for free or charge an affordable fee. The Contact may be a doctor at a local hospital or clinic, or a researcher familiar with the character's background.

Law: The hero with this Contact has a friend, ally, or acquaintance with Law Talent, who will provide legal assistance for a reduced fee and legal advice to the hero for free. The Contact may be a lawyer whose firm has been on retainer with the family for years, is a personal friend, or who owes the hero for providing his big break into the profession.

Law Enforcement: The hero with this Contact has a friend, ally, or acquaintance with Law-enforcement Talent, who is in addition a member of the law-enforcement profession. This may include forces of local and state police and the national guard, and may vary in rank from knowing a patrolman (Excellent rank knowledge of the world at large, Remarkable of his beat), being on good terms with a Detective (Remarkable knowledge of criminal investigation, plus detective skills), or being well-known to a station captain or commissioner (Remarkable Resources, limited to that material which police forces normally have).

Note that the higher the Contact, the more likely the Contact will get in touch with the hero when *he* needs help.

Military: The character has a Contact in the armed forces, either of the United States or another nation. This may range from a low-level sergeant to the Joint Chiefs of Staff. Military Contacts may provide Amazing Resources, maximum.

Business World: The character has a Contact in the world of business or finance. This may rank from the accountant for their hero's group to a captain of industry who is trying to build fusion plants across the country. Resources available are at the Incredible level.

Journalism: Journalist Contacts are Poor in Resources (unless you want to borrow the Mobile-Three Action-Camera van) but have Remarkable knowledge about their field of expertise. (If your Contact is a city desk reporter, she may be aware of something going down on the streets. If the Contact is in entertainment, maybe he has free passes to the ballet.)

Crime: The character with this Contact has some connection with the criminal underworld. This ranges from having a snitch that pass on information about street action, such as Turk Barret is for Daredevil, up to a Contact high in the hierarchy of the Maggia or independent gangs. **WARNING:** Having criminal Contacts may place the hero in Karma-losing or Contact-losing situations, with the hero having to choose between losing a criminal Contact or losing Karma by aiding the Contact. High-level criminal Contacts (Remarkable Resources or higher) may seek to manipulate the hero to their own ends (the best example of which is the Kingpin of Crime).

Engineering: The character with this Contact has some connection with someone who builds, either independently or for a larger corporation. The character may aid in the construction of devices.

Psychiatry: The character with this Contact has some connection with a character in the fields of psychiatry or psycho-analysis, including doctors devoted to the curing of the criminal mind.

Espionage: The character with this Contact has connections with the world of espionage. This includes agencies such as the FBI, CIA, NSA, KGB, Interpol, MI5, S.H.I.E.L.D., and the criminal organization H.Y.D.R.A. Such Contacts provide

information up to Remarkable level, though top-secret information will be harder to obtain. Equipment may be provided for up to Incredible rank, Amazing for S.H.I.E.L.D. and H.Y.D.R.A. All these agencies have no concern about using Contact heroes as agents to their own ends, and any hero that uses a Contact in this area will be guaranteed to receive a request for a return favor some time in the near future.

Hero Group: The character has some connection with, or was or is a member of or an ally of some existing group of super-powered heroes, and as such may enjoy the privileges thereof. This includes using their equipment, calling them in on an emergency, using their HQ, and benefitting from their training. As an example, the Mutant Dazzler, while not a member of the X-Men, maintains a good relationship with them and has benefitted from training with them. The player running this hero may choose the group, subject to the approval of the Judge. Excessive liberties taken with the privileges (cracking up three Quinjets in a row) may result in the contract's revocation. The other disadvantage (in addition to being at the group's beck and call) is that enemies of the hero group are considered enemies of this hero as well. A hero who belongs to a group is always considered to have that group as a Contact (once an Avenger, always an Avenger).

Scientific Contacts: All scientific skills put the character in touch with someone with that scientific ability. The Contact may have Resources varying from Good to Remarkable, determined by the Judge. The Contact has the Talent listed as in Appendix B, and a Reason of no less than Excellent. The scientific skills include: Chemistry, Biology, Geology, Genetics, Archeology, Physics, Computers, and Electronics. Acting and Performing, while not "scientific" skills, are Contacts that perform in a similar fashion (the character knows someone with that skill).

Political Contacts: The heroes with these Contacts have friends in high places.

Local: The hero has an ally in the local political scene: alderman, mayor, or councilman. The Contact may provide information on what is going on in the neighborhood.

State: The hero has an ally in state government — connected with the office of governor, a state representative, or someone in one of the state agencies. The Contact may provide Good services and

information, as well as equipment of up to Remarkable Resource cost.

National: The hero has a Contact in national government — a congressional aide, a congressman, representative, member of the Executive Branch or one of the myriad number of agencies that infest the capital. Resources of up to Monstrous in their field may be gained, but the more powerful the Contact, the more likely the favor will be called in.

Other National: The hero has a Contact in national government — someone else's. The hero may be friendly with the leadership or government apparatus of any other nation, friend or foe. This Contact, if known to others, may create difficulties in dealing with other political Contacts. Resources available are as for National

government, but the character must be able to communicate with the Contact to gain any materials.

International: The hero has Contacts in the UN or in a similar multi-national organization, such as the Common Market of Europe. This type of Contact can provide equipment of up to Monstrous Resource rank.

Planetary: This Contact is available to Alien characters only. The hero is well-known to the inhabitants and/or rulers of another planet, and may call on those Resources (up to Unearthly or higher) provided they can get in contact with those sources.

Mystic Contacts

Mystic Arts: The hero has a Contact with someone who is aware of extra-dimensional

powers greater than our own.

Occult Lore: The hero knows someone who "dabbles" in the darker arts, and as such has at least a Remarkable Reason involving these matters. The Contact may provide advice on mystic writings, spells and their castings, and curses. The Contact is not necessarily someone of Doctor Strange's category (a true magic-wielder), but most likely a college professor who has done copious reading on the subject.

Mythology: Similar to Occult Lore, with the direction towards recognized mythology: actions of the extra-dimensional beings known as gods (Olympians, Asgardians, etc.). The Contact will specialize in one "pantheon" of deities.



TM

**Hero's Name**

Group Affiliation

Base of Operations

Hero's Identity

☐ **Secret** ☐ **Public**

Age

Origin

Primary Abilities

Secondary Abilities

Special Abilities

Limitation: _____

Talents:

Advancement Fund Karma

Karma Pool

Contacts:[illegible]

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Power Listing Summary

Resistances — p.71

Resistance to Cold
Resistance to Corrosives
Resistance to Disease
Resistance to Electricity (specify Conductive or Non-conductive)
Resistance to Energy Attacks
Resistance to Emotion Attacks
Resistance to Fire and Heat
Resistance to Magical Attacks
Resistance to Mental Attacks
Resistance to Radiation
Resistance to Toxins
Invulnerability (counts as two Powers, specify type of Invulnerability)

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Leaping
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Lightning Speed
Swimming
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Electrical Manipulation
Gravity Manipulation
Light Manipulation
Magnetic Manipulation
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Nullifying Power (counts as two Powers)
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Elongation
Growth
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Power Absorption
Raise Lowest Ability
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Darkforce Generation
Fire Generation
Energy Generation
Ice Generation
Sound Generation
Corrosive Missile
Ensnaring Missile
Projectile Missile
Nullifier Missile
Slashing Missile
Stunning Missile

Mental Powers — p.81

Animal Communication and Control
Animal Empathy
Animate Drawings
Astral Projection
Emotion Control (counts as two Powers)
Empathy
Force Field Generation (Projected or Personal)
Image Generation (counts as two Powers)
Mechanical Intuition
Mental Probe
Mind Control
Plant Control
Possession (counts as two Powers)
Postcognition
Precognition (counts as two Powers, hero must take a limitation)
Psionic Attack
Psi-Screen
Telekinesis
Telepathy
Transferral (counts as two Powers)
Ultimate Skill

Body Alterations/Offensive — p.86

Claws
Extra Attacks
Extra Body Parts (potential Bonus Powers)
Blinding Touch
Corrosive Touch
Energy Touch (Energy Resistance as a Bonus Power)
Health-Drain Touch
Paralyzing Touch
Rotting Touch

Body Alterations/Defensive — p.87

Absorption
Body Armor (Natural or Artificial, modification for Hi-Techs)
Damage Transfer
Healing
Immortality (counts as two Powers, unless alien)
Life Support
Pheromones
Recovery (any Resistance as a Bonus Power)
Regeneration
Solar Regeneration
Water Breathing (Swimming and/or Animal Control as Bonus Powers)



Judge's Book



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Welcome to the next step.

The Marvel Super Heroes Advanced Set (also called MSHAS — if you can pronounce that) is the next step in the evolution of one of the most popular heroic RPGs of all time. While the Marvel Super Heroes Original Set (MSHOS —the yellow box) was a down-and-dirty, cola-and-pretzels, dirt-simple introduction to role-playing, this product is different.

This product assumes you know what you're doing.

Unlike the Original Set, this set starts with the basic assumption that you have played RPGs before, most likely the Original Set. (For those who have wandered into this book despite the big letters declaring that this is an Advanced set, don't worry — we summarize the major points from the previous set as we go along, both for your benefit and players of the Original who don't want to be flipping between two books.) You know what role-playing is. You've had characters that could web-spin up a storm, could wall-crawl with the best of them, and those that were the best at what they did (snikkt!). Now you're ready for more than your standard going toe-to-toe with the Hulk. This set of two books (a 96-page Players' Book and a 64-page Judge's Book), along with additional cards, maps, and stand-ups is for you.

Don't let the size of this product, the amount of text included, put you off. Some is familiar ground, further explanations of FEAT rolls and abilities that have developed in the two years since the creation of MSHOS. Ideas that have worked their way in by a variety of support products, by a number of different hands, are brought together here, clarified, and codified. Most are new expansions on the rules of the game, retaining the basic mechanics of the game but breaking them out into a fuller campaign sense. Resources. Popularity. The new Contacts section. All of these are brand new, designed to add depth to your characters and campaigns.

The nature of your own heroes is changed, as we fill in the gaps in the Universal Table, allowing for more rapid advancement, and concentrating on the hero that YOU want to create. New combat strategies are dealt with, along with the use of Powers in combat.

But before I spin off into comic-book hyperbole, let me state: this is an expansion, not a revision. Certain game mechanics have been modified, but the game is designed to retain the flavor and basic rules of the original, and any adventure written previously for the Original Set should be equally at home with the Advanced Set. The only difference is the players have a lot more options available to them. The Original Set is neither reduced nor outdated by this product, and will remain as an introduction to Role-Playing, the starting point from which this only offers new frontiers and options.

This new book provides a *lot* of options. New combat tactics, including blindsiding, shockwaves, and the ever-loving fastball special. New equipment, new weapons, and new vehicles. New ways for the characters to spend their money. New things to build. A lot of new Powers, and more information on the old ones.

All in all, there is enough in here to give you, the players, a new lease on your super-heroic lives, and enough ideas to keep you, the Judge, hopping. Of course, the Judge's Book contains a similar amount of information on how to handle the players. Fair is fair.

As noted above, this book comes from the thoughts, comments, and input of a number of sources. Kim Eastland developed the magic system in the form which you see here and beyond. Jerry Epperson provided the basis for the section on building and invention. David E. Martin provided the ideas for Plant Control. The Turning Page and Polaris Comics gave us help with support materials. Chris Mortika supplied us with one of our favorite sections — and least-known super-heroes. Kate Novak, Roger Moore, Joe Karpierz, Dave Collins, Ed Sollers, Steve Winter, and Harold Johnson provided feedback in an incredibly short time. Margie Neville and Peter Sanderson of Marvel Comics Group provided review, comment, and official approval. Most of the Mighty Marvel bullpen fielded questions ranging from the mundane to the bizarre. Karen, Jeff, Dennis, Diesel, Colleen and Betty slaved away through the long hours to convert the original manuscript into a readable, presentable form.

And most important of all, thanks to those who have sent comments and questions, wrote long epistles, and button-holed me at conventions, who offered support and ideas and started me thinking on this project in the first place. A special thanks to you. This is the result of your effort and input as much as mine. The MARVEL SUPER HEROES Role-Playing Game is a growing entity, a game that should continue to grow as long as people are interested in telling the tales of their favorite heroes.

This is the next step in that growth.

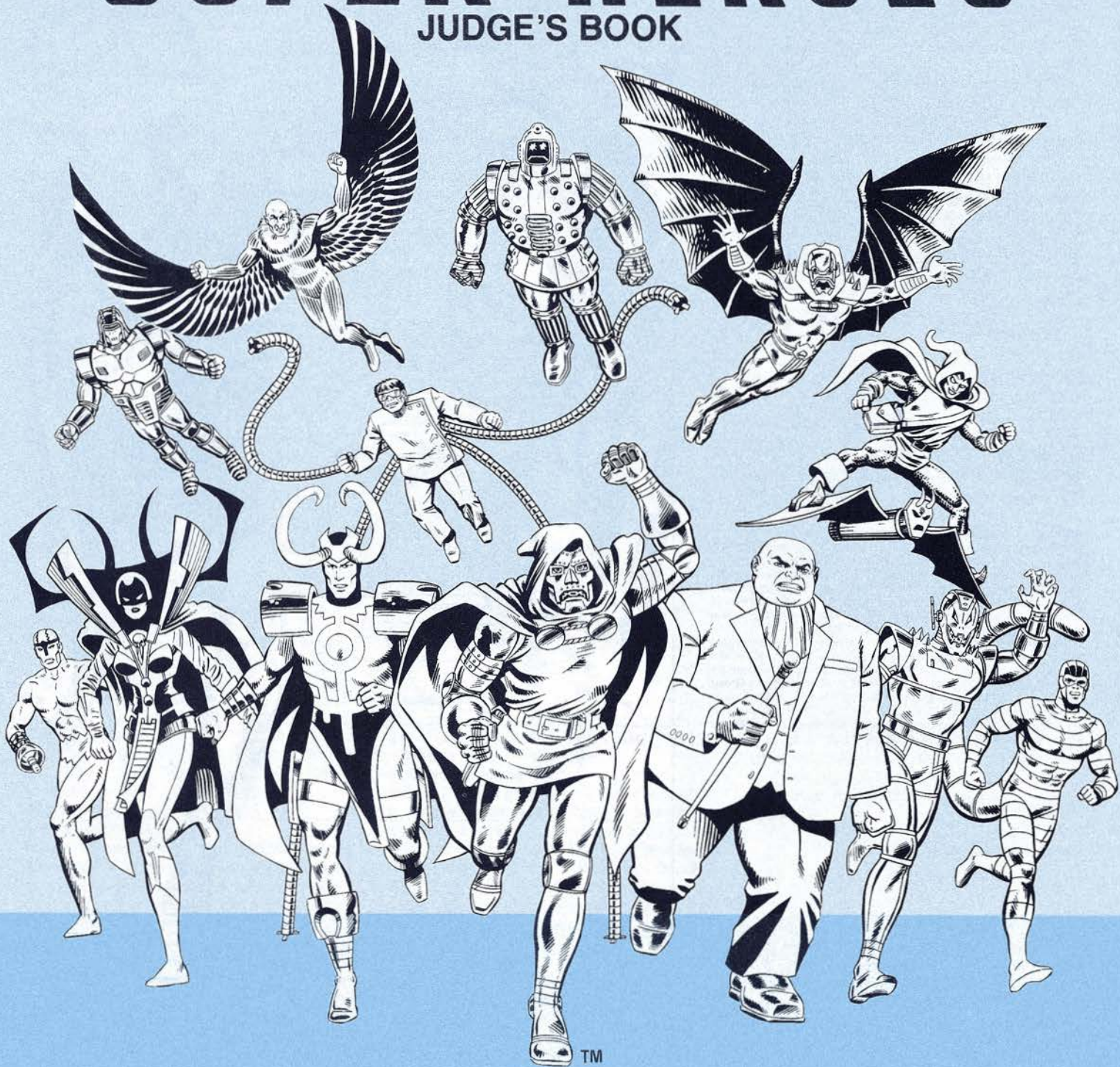


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MARVEL SUPER HEROES

JUDGE'S BOOK



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TM

1: WHAT IS A JUDGE?



TM

Any role-playing game, adventure, or store-bought module or accessory is only as good as the Judge that uses it. The Judge is the key to the entire operation; without him (or her, for there are excellent judges of both genders), the best RPG in the world becomes no more than interesting reading.

So, what is a Judge? A Judge is the stage-setter, the tale-teller, the mediator, and the narrator. The Judge fills in the background, describes what the player characters see, and operates the non-player characters, ranging from ultimate menaces to the universe to small-time crooks to innocent bystanders to other heroes and forces of the law. The Judge decides if a character's action is successful or if a villain escapes. The Judge provides the challenges for the heroes and the information that lets them triumph.

To say that the Judge works against the players, since he (or she) runs the bad guys, is misleading and downright wrong. Rather, the Judge works with the players to produce a pleasing, entertaining tale that can be related later with a smile ("Hey, remember the time I had Teflon Kid and challenged Spider-Man to a duel?").

Entertainment is the key. The Judge and players, working together, produce the script for their own comic book. Together, Judge and players produce a final product worth talking about.

The specific roles of the Judge are:

- Describe the situation to players, from the player-characters' viewpoint.

- Answer the player's questions and clarify statements.
- Role-play the various non-player characters (NPCs) the player-characters encounter.
- Handle game mechanics.
- Make rulings when called upon in game situations.

Describe situations: The Judge is the eyes, ears, and other senses of the players. The Judge tells the players what they see *from the viewpoint of the characters*. If a hero walks by a bank in the middle of a hold-up the Judge might say, "You see a brown sedan in front of the Last National Bank, its engine running. Looking through the plate glass window into the bank, you see a pair of men in stocking masks with handguns making an illegal withdrawal. The bank patrons are lying on the floor." From the players' viewpoint, a third robber just inside the door is not visible, so the Judge makes no mention of him until the player-character is in a position to sense him (or the third robber makes himself known by attacking the hero).

Answer questions and clarify statements: In any described situation, there will *always* be questions. It's the nature of the game for players to try to gather as much information as possible because it a) gives them the best chance to understand the situation and react accordingly, and b) it eats up time until they or their comrades can come up with an idea to handle the situation. With both of these practices in mind, the best type of answers to give are clear and brief, again, based upon what the characters in

the game can see. In the above example, the player may ask "Do I see any other robbers in the bank?" The Judge would respond, "None that you can see." Such literal answers have the dual purpose of creating the illusion of reality (the players are not omnipotent) and driving the players crazy (the players are not omnipotent). As a rule of thumb, if a player looks for exact details, changes position to gather more information, or asks more than three general questions, the Judge can rule that that character's action for that round is observing and go to the next round.

Role-Play the NPCs: A non-player-character is any character not controlled by the players. This includes all the bad guys, as well as the innocent bystanders, the forces of the law, animals, and other heroes as well. In role-playing the NPCs, the Judge gets a chance to do a little play-acting, so have fun. Use different voices and accents, try to sound like the character you are portraying (be it Doctor Doom or the Irish Chief o' Police). Voice can transmit clues as well as anything else.

Often the decisions of the NPCs are determined by die rolls, particularly in the case of Popularity FEATs. Work these results into your character. If a character has been Friendly to the players throughout the adventure, and suddenly gets a bad die roll, that character does not suddenly become Hostile (in most circumstances). The character would like to help, but does not know the information, cannot give it out, is uninterested, has a pressing engagement, or simply changes the subject.

Finally, when role-playing NPCs, use the same approach for what they know as for what the players know. Their information is limited as well. A low-level flunky might not know exactly what Doctor Octopus is up to and no matter what prodding the players bring to bear he cannot reveal more.

Handle Mechanics: The Judge runs the combats, determines what everyone is doing in a single round, and handles the attacks for the NPCs. The Judge also determines what FEAT rolls need to be made at which time. The standard mechanics that are the Judge's province are handled in the next section.

Make Rulings: This is the hardest of the Judge's jobs, since there will always be decisions where the Judge must make a judgment call, where the rules could permit either of two results. Whether actions are

JUDGING SITUATIONS

possible, whether a character can attempt a Power stunt, what type of result is required, whether a character can add a Power, Talent, or Contact, all are judgment calls the Judge must make in ordinary play. The thing about such calls is that what you allow and do not allow is up to you. You can have a "wa-hoo" campaign with every character performing all manner of Power stunts, or a hard, gritty game where character interaction is supreme and characters do not try to use their Powers in new and strange ways.

The other thing about making such rulings is that the Judge should be fairly conversant in the rules. The Judge *does not* have to be an absolute expert in all manner of Powers, but should be knowledgeable about what they do (especially the ones the players control). Being able to find the rule you are looking for in the books is more important than remembering the rule verbatim. The players will quickly become absolute experts on their characters' Powers, and, in the case of those running denizens of the Marvel Universe, will acquire examples of their characters pulling off some incredible Power stunt or another.

While there will be self-appointed experts on all manner of Powers, there will also be those playing the game who have read just enough to know what is going on, and enjoy playing the game. This is the other reason the Judge should be aware of his ruleset — not every player will inform the Judge of what he or she can and cannot do, until (perhaps) after the fact. Being aware of your players' potential and how it affects your campaign is critically important.

Judging Situations

Judging and Character Generation

The first "hurdle" for a Judge is when the players begin to design their own characters. For first-time Judges it is recommended that pre-generated characters chosen from those listed on cards be used. After a few encounters to give you a feel for the game, give your players the option of creating their own heroes.

Creating generated characters is fairly straight-forward. The Judge is called into the process when dealing with limitations.

Limitations are a method of controlling a powerful or enhanced Power in the player character's hands. Pre-generated

characters already have their limitations stated in their character descriptions (for example, Nightcrawler's "Blending" Power only functions in dark locations). Suggested limitations, and the maximum rank to which a Power should be raised by these limitations, are detailed on page 9 of the Players' Book.

In general, when assigning limitations, the Judge should think of them as difficult but not impossible. Wall-crawling that only works in deep space is nearly useless to the player with that Power, in particular if the player is creating a character for an urban-style campaign. Use the limitations to form the tenor of your own campaign, and to prevent Powers that are too strong from upsetting the balance.

If a player is raising a Power by accepting limitations, the player may reject the Judge's limitation and choose to have his Power at the original unenhanced level (no second chances). A player may *not* so reject a limitation when the limitation is called for by the Power. Powers that require limitations are generally more powerful than most. The Judge should set the restriction according to the initial Power rank of the limitation-requiring power. (This is a case where taking a Power at a relatively low rank — with a minor limitation — and increasing it through experience is in the player's best interest.)

To determine the limitations on a character attempting to raise multiple Powers with a single limitation, take the highest maximum rank and raise it by +1CS for each additional Power being raised to determine a suitable limitation. If a character had three Powers, the highest of which would be raised one rank to Excellent, but wishes to raise all three Powers by a limitation, then the Judge would look under the Maximum of Incredible table for suitable limitations.

Judge's Option: If most or all of a character's super-human Powers are combined under a single limitation, the Judge may assign as a limitation the Power Alter Ego. How can an Alter Ego, defined as a Power, be a limitation? In this case the Judge controls the transformation from the Alter Ego to the hero and vice versa, either by some action, word, deed, or situation. In addition, there may be unique situations (such as exposure to exotic radiation, or being struck by lightning) that may force a transformation from hero to alter ego involuntarily. The player may negate these effects by "purchasing" the Alter Ego Power at the level equal to the maximum of

the modified Powers.

Character Modeling: Modeled characters are probably the most difficult to create, because they are a joint project between the Judge and the player. Either the player has some favorite hero that has not been covered, or has created one of his own with Powers beyond the bounds of those covered in this text.

As noted in the Players' Book, the player can "set" the abilities of a hero by checking the character's abilities against those of the characters and descriptions listed in the Power Roster tables below. The Power Rosters are a guideline only.

For characters native to the Marvel Universe, this table is fairly complete. Just about everyone has fought everyone else in the Marvel Universe, so a good idea of comparative strengths and weaknesses has already been established. For completely original characters, no such history of their actions exists. As a recommendation to Judges, be prepared to knock down the initial abilities of these "new" characters by one rank each. This is for no reason other than to provide some growth for the character in the campaign.

Powers for modelled characters may be similar to those listed in the Players' Book, derived from those Powers, or similar to Powers that are noted specially for particular Marvel Super Heroes. Totally original Powers may be developed, but it is highly recommended that such Powers have a limitation equal to the initial Power rank +1CS.

Finally, modelled characters should have their initial Karma and Health set as pre-generated characters if they have a "track record" in the Marvel Universe (even so brief a one as the Osprey). If a modelled character is completely new to the Marvel Universe, set initial ability scores at the minimum values, as for generated characters (with the equivalent lowering of Health and Karma).

FEATS and Intensities

The success of character actions is based on the FEAT roll. A player may be trying for a green, yellow, or red result on a particular FEAT to determine success. What color is needed is determined by the Intensity of the FEAT. So who determines the Intensity?

Power Rosters

Fighting

Rank	Description	Examples
FB	No Training or ability	Children Elderly
PR	Normal Human ability	Professor X Mastermind
TY	Minimal training or Natural ability	Vindicator Dr. Octopus
GD	Some formal training	Captain Marvel Hawkeye Police Officers
EX	Regular, formal training	Cyclops Nightcrawler Armed Forces
RM	Superior talent	Spider-Man She-Hulk
IN	Superior Talent with training	Nick Fury Wolverine
AM	Maximum Human potential	Captain America Silver Surfer
MN	Super-Human maximum potential	Galactus Mephisto Warriors of Asgard
UN	Super-human with intensive training	Thor Hercules

Agility

FB	Physically limited	Disabled Elderly
PR	Clumsy, inaccurate	Children
TY	Normal Human reactions	Mister Fantastic Baron Mordo
GD	Some training in dexterity and accuracy	Colossus Invisible Woman
EX	Intensive training in dexterity and/or accuracy	Captain Marvel Cyclops
RM	Olympic Athlete	Hawkeye Iron Man
IN	Olympic Gymnast	Captain America Daredevil
AM	Super-human sense of dexterity or accuracy	Spider-Man Nightcrawler
MN	Super-human sense of dexterity and accuracy	Silver Surfer Mephisto
UN	Movement and reactions in a flash, rarely misses	Odin Celestials

Strength

FB	Able to press up to 50 lbs	Children Elderly
PR	Able to press up to 100 lbs	Normal humans Mastermind
TY	Able to press up to 200 lbs	Doctor Strange Invisible Woman
GD	Able to press up to 400 lbs	Daredevil Human Torch
EX	Able to press up to 800 lbs	Captain America
RM	Maximum human ability	
IN	Able to press up to 2000 lbs(1 ton)	Beast Doctor Doom
AM	Able to press up to 10 tons	Iron Man Spider-Man
UN	Able to press up to 50 tons	Rogue Electro

MN	Able to press up to 80 tons	Thing She-Hulk
UN	Able to press up to 100 + tons	Hulk Thor

Endurance

FB	Reduced or impaired ability	Elderly Disabled
PR	Minimal ability or exercise	Children
TY	Occasional exercise	Normal humans
GD	Moderate exercise	Black Knight Mockingbird
EX	Regular exercise	Daredevil Human Torch
RM	Intensive exercise	Captain America Cyclops
IN	Enhanced Abilities	Spider-Man Doctor Doom
AM	Enhanced and Trained Abilities	She-Hulk Loki
MN	Rarely tires, great fortitude	Hulk Thing
UN	Never tires	Silver Surfer Thor

Reason

FB	Couch Potato. Good grasp of native language, simple machines	Hulk Klaw
PR	Limited exposure to technology, Understands complex machines	Aurora
TY	Operate 1980 Technology	Captain Marvel Daredevil
GD	Repair and install 1980's technology, comprehend terran languages	Captain America Doctor Strange
EX	Modify existing 1980's technology	Beast Box
RM	Understand advanced 1980's Technology including computer/circuitry design	Shadowcat Vulture
IN	Understand non-terran technologies	Iron Man Professor X
AM	Create leading-edge technologies, such as stardrive or time travel	Mister Fantastic Doctor Doom
MN	Improve and modify advanced alien technologies	Mephisto
UN	In effect, IS an alien technology	Watcher

Intuition

FB	Unaware of surroundings, impaired or imited senses	Man-Thing
PR	A little slow on the uptake	Iceman
TY	Normal human levels	Black Knight Angel
GD	Above average intuition	Captain Marvel Human Torch
EX	Fine eye for detail	Nick Fury Mister Fantastic
RM	Detective skills or background	Cyclops Spider-Man

IN	Strong empathic sense; gut feeling	Captain America Doctor Doom
AM	In tune with surroundings, strong hunches in regards to subjects	Professor X
MN	Senses beyond all normal limitations	Daredevil Wolverine
UN	In touch with universe, cannot be blindsided	Watcher

Psyche

FB	Easily dominated or programmed	Dreadnought
PR	Young, untrained, or hampered in sense of will	Rogue Aurora
TY	Normal human willpower	Captain Marvel Human Torch
GD	Resist ordinary mesmerism	Captain America Daredevil
EX	Some experience with mental control and/or mystic forces	Beast Nightcrawler
RM	Trained in resisting outside will-dominating forces	Hulk Mr. Fantastic
IN	Highly trained, or possessing great strength of will	Spider-Man Wolverine
AM	Indomitable willpower	Marvel Girl Doctor Doom
MN	Intense training in mental powers, experience in wielding those powers	Professor X Loki
UN	A closed mind, practically uncontrollable by outside means	Doctor Strange Mephisto

Resources

FB	Reduced circumstances, unemployed, on Social Security or allowance	Aunt May Power Pack
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PR	Freelancer, poor credit risk, lower middle class, students	Spider-Man Daredevil
TY	Salaried employment, middle class	Iceman Ben Urich
GD	Professional employment, middle class	Doctor Strange Foggy Nelson
EX	Small inheritance, small business, upper middle class, Avenger's stipend	Box Captain America Tony Stark Circuits Maximus*
RM	Large business or chain of businesses, established trust fund, upper class	Angel Wasp TSR, Inc. Williams Electronics* Cordco*
IN	Standard corporation, millionaire	Kingpin Stark/Stane International* Fantastic Four, Inc. Brand Corporation*
AM	Large corporation, small country	Doctor Doom Mandarin A.I.M.
MN	Multi-national corporation, government branch or military of major country, billionaire	Annihilus Roxxon S.H.I.E.L.D. Great Britain
UN	Major country, mega-corporation	United States Soviet Union
CL1000 +	Extra-dimensional realm, galactic empire or entity	Shi'ar Asgard Galactus

* These organizations are either out of business or under uncertain ownership, and are included as examples.

The Judge does.

Standard Intensities and the abilities to which they apply are listed on the Intensities Table on page 8. These are the basics, the default conditions, of these various objects and situations. If the ability of the character is of a higher rank (not rank number) than the Intensity, a green or better result indicates success. If the ability of the character is of equal rank of the Intensity, a yellow result or better is needed. If the Intensity is greater than the ability or Power, then a red result is needed. There can be Automatic FEATs and Impossible FEATs as well.

Determining Automatic and Impossible FEATs: The Players' Book states that a FEAT can be considered Automatic if the Intensity is three ranks lower than the Ability being checked, and Impossible if the Intensity is more than one rank above the one being checked. This is a general rule for handling FEATs, though the Judge may bend it at his discretion. A Judge may ask for a FEAT roll for Automatic actions, or permit a FEAT for impossible actions under limited circumstances:

- If time is of vital import to an automatic action being permitted.
 - If the action being impossible would result in certain death of the character.
- Example: If a hero had an Intuition of Monstrous, finding a hidden passage would be automatic. But, since time is of the import, the Judge can call for an Intuition FEAT, with failure indicating the door is found next round. Similarly, if the entrance to the room is suddenly sealed and the room fills with toxic gas, such that the only way for the player to survive is to find the hidden door, the Judge may permit a FEAT roll to find the door even though the hero's Intuition may be Typical or less, making the FEAT impossible.

This brings up one of the basic guidelines of Judges: "Give the Players an Even Break." This is not to say the Judge should give them what they want on a silver platter — they have to work (and spend Karma) for it, only that situations will exist where the Judge may have to permit them attempts to survive. What happens in a situation which is unprepared or uncalled for, such as Spider-Man wall-crawling on a rain-lashed steel surface, or an invisible character being pursued by heat-tracing devices? At

this point the Judge has to wing it.

As Judge, first determine in your mind what that FEAT Intensity should be, without regard to the abilities of the character making that FEAT. A rain-lashed surface would be a bit more slick than a normal steel surface (listed as Good in the Intensity tables and under wall-crawling), but less slick than a surface coated with oil (Remarkable). Hazardous a guess, the FEAT Intensity might be Excellent. In the second case, unless the character can Power stunt into the range of heat radiation, the missiles will find the invisible hero. If the hero tries to Power stunt, he may have a Power rank -1CS chance of evading the missiles.

In cases where there is too much information missing, go to a "default condition." This is the last resort of Intensities, and states that, if the Intensity is unknown and likely unknowable, the Intensity of the FEAT is equal to the ability of the character trying to make the FEAT. In other words, a yellow FEAT roll result is needed for success. Since most *important* Intensities are usually determined in advance by the Judge or in the adventure itself, this "default condition" helps to

speed play while not slowing down the players. (Of course, there is no rule saying you have to *tell* the players it is a default condition — this is merely a shortcut you can use.)

Judging Combat

The greatest amount of judging involves conflict, in particular with the player-characters on one side and the Judge-controlled NPCs on the other. The basic format for battling is laid out in the *Players' Book*, but bears repeating here:

- 1) The Judge determines actions.
- 2) The Players determine and state actions.
- 3) Initiative is rolled.
- 4) Pre-Action rolls are made.
- 5) Actions of the side that has initiative are made and resolved.
- 6) Actions of the side that lost initiative are made and resolved.

When the Judge determines the actions of the characters he controls, he is effectively role-playing those characters. As such, the Judge's actions are limited to what those characters may know or see. The Judge may know that Spider-Man is hanging directly above the head crook in the shadows of the warehouse, but since the head crook *does not* know this, said crook could not act on this knowledge until the player running Spider-Man does something to bring attention to himself.

The Judge mentally commits to his action before asking the players what their characters are doing. The Judge can write down the actions if he wishes, either as a reminder of special actions the characters should perform or to keep track of character actions in long, multi-character battles. The Judge should not change his mind after committing, even if the Players pull some trick that destroys the villain's plans. The simple fact is that the Judge holds most of the cards, and has a large supply of bad guys, challenges, and troubles with which to beseege the heroes.

There will be situations where the players may grab initiative and likely negate or foil the bad guys' actions. In this case, the Judge may check to change actions in the Pre-action section of the turn. Such changes are always Agility FEATs, with the limitations as for player-characters noted on page 14 of the *Players' Book*. Any change of actions requires a yellow FEAT, and any actions in that remaining turn are at -1CS, whether or not the action was changed.

Example: Turk (NPC) and Daredevil (PC) are in a fight in a barroom. There is a gun lying on the floor. You (the Judge) decide Turk (the character you control) should make a dive for the gun. The Daredevil player decides to kick the loose gun away and tells you so. The Daredevil player grabs initiative. Daredevil will likely kick the gun away before Turk reaches it, so it is time to re-examine Turk's options. Using Daredevil's distraction to dive for cover sounds like a good idea. Make a yellow Agility FEAT for Turk. Success indicates the attempt to change his action is successful, and Turk can try to dive behind a table (Agility FEAT at -1CS). Failure indicates that Turk dove for the gun, which was kicked away by Daredevil. Turk is flat on the floor in front of Daredevil, and -1CS on any actions he takes that round. At the start of next round Turk no longer has the -1CS, but you, the Judge, should decide Turk's action in this situation.

If, in the above example, the Judge determined to go ahead with Turk trying for the gun, on the off chance that Daredevil might miss the kick, no penalty would apply, though if the gun were kicked away Turk would be in the same general position as if he tried and failed (on the floor in front of Daredevil).

The Pre-Action part of the turn is when certain actions may occur that are not controlled by initiative. These include timed devices, such as bombs exploding, trap doors opening, and timed bank vaults unlocking. These actions can occur here because they may catch the villains and heroes alike off-guard, negating their actions for a round.

Column Shifts in combat: The Column Shift Table summarizes the various factors that may shift the column in combat. Column Shifts may be applied to hits, to damage, or to all FEATs.

Column shifts that affect hits shift the results column used to the right or left, depending on whether the shift is positive or negative. An attack using Amazing Agility that receives a +1CS will be resolved on the Monstrous column instead. Make all column shifts *before* the dice are rolled.

Column shifts that affect damage alter the amount of damage inflicted depending on whether the shift was to the right (positive CS) or to the left (negative CS). A positive CS to damage raises the damage to the lowest rank number in the applicable rank range (an attack inflicting Excellent (17)

damage that gets a +1CS to damage is raised to Remarkable(26), one of Poor(4) raised +2CS is Good(8)). A negative CS to damage lowers the damage to the standard rank number of the rank below. (An attack of Excellent(17) damage that gets a -1CS to damage inflicts Good(10) damage.)

Column shifts that affect all FEAT rolls affect all FEATs in the noted round. Damage is not a FEAT roll, so it is not affected, but Endurance FEATs, defensive FEATs, and any Power stunts are.

Special Situations in Combat: The table also lists certain situations where external factors may affect the combat situation.

Dancing in the Dark: There are two types of darkness — Night and Dark. A Night situation is a reduction of available light, though light sources exist (city lights, the moon, the stars), while a Dark situation is one involving the elimination or total reduction of light (in a cavern or windowless building with the lights out, an overcast night in the country).

Night is considered Typical Intensity darkness for FEAT rolls. Maximum sight range is 5 areas, so weapons and Powers may not be fired beyond that range. Firing in darkness is done at -1CS, though normal melee combat may take place.

Dark conditions are considered Excellent Intensity darkness unless stated otherwise (by Darkness Generation Powers, for example). Normal sight is limited to the immediate area of the character (about 2 feet). All FEAT rolls are -2CS when in Dark conditions, including combat and use of Powers.

Combat and Weather: Atmospheric conditions may also affect fighting, as noted in the cases below. For Intensities, see the Intensity Table.

Fog: Fog reduces normal sight to 1 area. Those firing weapons, using distance Powers, or throwing objects receive a -1CS penalty for fighting in fog.

Rain: Firing objects, using distance Powers, or throwing objects receives a -1CS penalty. A heavy rain extends this penalty to all FEATs. Rains slicken normal surfaces, so FEATs involving climbing or wall-crawling and control FEATs for vehicles are at -1CS.

Heat: High temperatures reduce the fighting effectiveness of those involved. A

Intensity Tables

Fighting FEATs:

Making 2 attacks/round	Remarkable Intensity
Making 3 attacks/round	Amazing Intensity

Agility FEATs:

Catch a falling object	Feeble Intensity
Walk a balance beam	Good Intensity
Use a dodge maneuver against bullets	Excellent Intensity
Catching thrown objects	Remarkable Intensity
Walk a tightrope	Remarkable Intensity
Attempt to dodge bursts of bullets	Incredible Intensity
Catch arrows in flight	Amazing Intensity
Dodge laser fire or energy weapons	Monstrous Intensity
Catch bullets in flight	Unearthly Intensity

Strength FEATs:

Lifting up to 50 lbs.	Feeble Intensity
Lifting 51-100 lbs.	Poor Intensity
Lifting 100-200 lbs.	Typical Intensity
Lifting 201-400 lbs.	Good Intensity
Lifting 401-800 lbs.	Excellent Intensity
Lifting 800-2000 lbs.(1 Ton)	Remarkable Intensity
Lifting 1-10 tons	Incredible Intensity
Lifting 10-50 tons	Amazing Intensity
Lifting 50-80 tons	Monstrous Intensity
Lifting 80-100 tons	Unearthly Intensity
Lifting 100+ tons	Shift X+ Intensity

Endurance FEATs:

Air Pollution Alert	Feeble Intensity
Tear Gas	Typical Intensity
Snake Venom	Good Intensity
Spider Venom	Excellent Intensity
Exposure to Vacuum	Unearthly Intensity

Reason FEATs:

Simple Machines	Feeble Intensity
Complex Machines	Poor Intensity
Communicate by Gestures	Typical Intensity
Appliances	Typical Intensity
Simple Electronics	Good Intensity
Common Vehicles	Excellent Intensity
Computer Design and Programming	Remarkable Intensity
Ability-Modifying Devices	Incredible Intensity
Stardrive, Time Travel	Amazing Intensity
Teleportation	Monstrous Intensity

Intuition FEATs:

Obvious items(number of people present, condition of room)	Poor Intensity
Detail work(position of objects, things missing or added)	Excellent Intensity
Discover "typical" hidden door or secret passage	Excellent Intensity
Sense "wrongness" about area, person, or object	Incredible Intensity
Sense presence of others that may be hidden, concealed, invisible, or astral	Monstrous Intensity

Psyche FEATs:

Intensity of "Typical" hypnosis and mesmerism	Good Intensity
Intensity of "Typical" mind control devices	Remarkable Intensity
Intensity of "Typical" terran magic	Incredible Intensity
Intensity of "Typical" Asgardian magic	Monstrous Intensity

Other Intensities

A single match	Feeble Intensity
Campfire	Typical Intensity
Burning room	Good Intensity
Burning house	Excellent Intensity
Burning warehouse and supplies	Remarkable Intensity
Burning non-explosive chemicals	Incredible Intensity
Inside of a blast furnace	Amazing Intensity
Burning explosive chemicals	Monstrous Intensity
Interior of volcano	Unearthly Intensity
Surface of a star	Class 1000 Intensity
Common Cold	Typical Intensity
Common Flu	Good Intensity

Radiation, ancient A-bomb blast	Feeble Intensity
Radiation, recent A-bomb blast	Excellent Intensity
Interior of active nuclear reactor	Amazing Intensity
Radiation of a vial of plutonium	Incredible Intensity
Radiation of A-bomb blast	Monstrous Intensity
Slickness of ordinary concrete	Feeble Intensity
Slickness of ordinary brickwork	Feeble Intensity
Slickness of glass and steel	Typical Intensity
Slickness of polished steel alloys	Good Intensity
Slickness of surface covered with ice	Excellent Intensity
Slickness of surface covered with oil	Remarkable Intensity
Slickness of non-stick surfaces	Incredible Intensity
Slickness of frictionless surfaces	Class 1000 Intensity
Darkness under night conditions	Typical Intensity
Darkness under dark conditions	Excellent Intensity
Darkness under "typical" Darkforce	Remarkable Intensity
Vision through normal fog	Typical Intensity
Effects of normal rainshower	Good Intensity
Effects of normal thundershower	Remarkable Intensity
Effects of normal thunderstorm	Incredible Intensity
Effects of high winds	Incredible Intensity
Effects of normal tornado	Amazing Intensity
Effects of normal hurricane	Unearthly Intensity
Heat, 90 degrees F	Good Intensity
Heat, 120 degrees F	Excellent Intensity
Heat, 150 degrees F	Remarkable Intensity
Cold, 30 degrees F	Good Intensity
Cold, 0 degrees F	Excellent Intensity
Cold, -30 degrees F	Remarkable Intensity
Cold, interplanetary space	Monstrous Intensity
Corrosive, mild acid	Good Intensity
Corrosive, standard acid	Excellent Intensity
Corrosive, concentrated acid	Incredible + Intensity
Stunning, ordinary house current	Excellent Intensity
Stunning, "Typical" protection devices	Remarkable Intensity
Stunning, lightning bolts	Incredible Intensity
Stunning, high tension wires	Amazing Intensity

Column Shift Table Modifiers to Hit:

These are organized from negative CS to positive CS, in ascending order.

If target Dodges successfully	-2CS, -4CS, or -6CS
For multiple attacks on single roll	-4CS
Target moving faster than 10 areas/round	-4CS
Agility attacks in Melee	-3CS
Target less than 1/4-inch tall	-3CS
Target between 1/4-inch and 1 inch tall	-2CS
Target between 1 and 6 inches tall	-1CS
Shooting through objects to hit target	-2CS
Target moving between 5 and 10 areas/round	-2CS
Unintended targets in Ranged Attacks	-2CS
With any weapon beyond 1 area	-1CS
With any Power beyond maximum range	-1CS
Target moving up to 5 areas/round	-1CS
Underwater	-1CS
Distance Attacks in Rain	-1CS
Fire bow without Bow Skill	-1CS
Distance Attacks in Night conditions	-1CS
Distance Attacks in Fog conditions	-1CS
Charging Attack, moving 1, 2, or 3 areas before striking	+1CS, +2CS, or +3CS
1 round after successful Evasion	+1CS or +2CS
Catching attempt that gets "Miss" result	+1CS
Target between 7 and 16 feet tall	+1CS
Target between 17 and 22 feet tall	+2CS
Target over 22 feet tall	+3CS
Opponent held or partially held	+1CS
Attack from ambush	+1CS
Aiming attack	+1CS
Shooting attack with Gun skill	+1CS
Thrown weapon with Thrown Weapon Skill	+1CS
Fire Bow with Bow Skill	+1CS
Blunt Weapon attack with Blunt Weapon Skill	+1CS

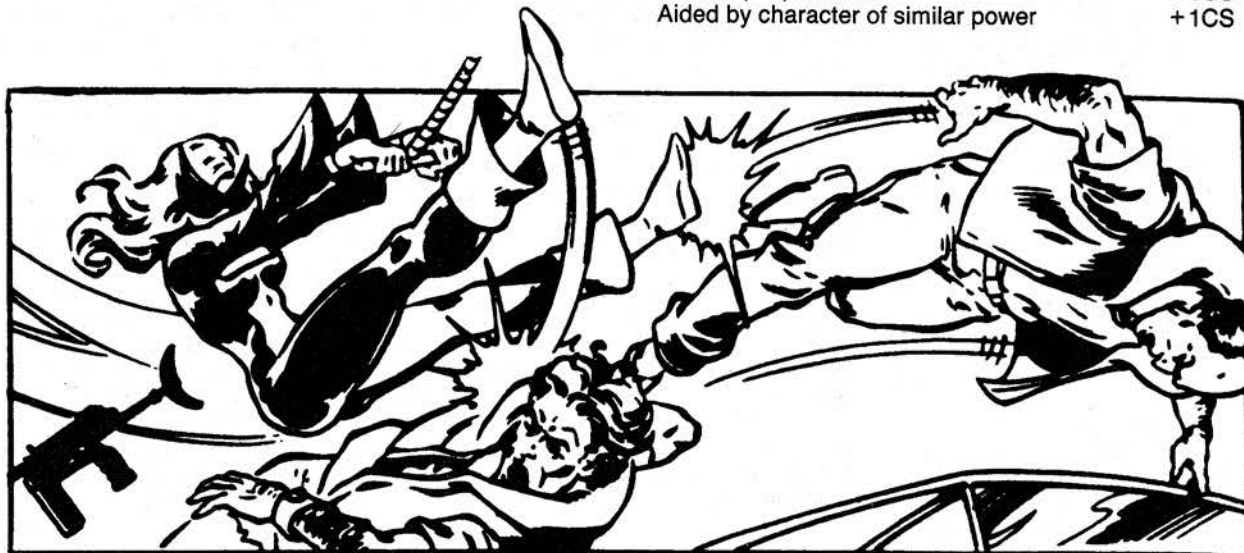
Sharp Weapon attack with Sharp Weapon Skill	+1CS
Oriental Weapon attack with Oriental Skill	+1CS
Shooting or Thrown attack with Marksmanship Skill	+1CS
Melee weapon attack with Weapons Master Skill	+1CS
Slugfest attack with Martial Arts B	+1CS
Grappling attack with Martial Arts C	+1CS
Thrown object attack with Thrown Objects Skill	+1CS
Blindsiding Attack	+2CS
Luring target	+2CS
Specialized Weapon attack	+2CS
Grappling Attack with Wrestling Skill	+2CS
Point Blank range	+3CS
Flying character who is Diving	+4CS

Modifiers to Damage

Successful Block	-6CS, -4CS, or -2CS
Flames up to 2 areas away	-6CS
Flames up to 1 area away	-3CS
Attacks in Cold (-0) weather	-1CS
Weapon's material strength greater than character's Strength	+1CS
Unsuccessful Block	+1CS
Specific attacks against Enhanced Senses	+1CS

Modifiers to FEAT rolls

Unsuccessful multiple combat actions attempt	-3CS
Character at less than full Endurance	-2CS
Dark conditions	-2CS
When in partial hold	-2CS
When Dodging	-2CS
Successful multiple combat actions attempt	-1CS
In Hot (90 degrees +) weather	-1CS
In Cold (-0) weather	-1CS
Aided by character of similar power	+1CS



temperature over 90 degrees Fahrenheit, or Good Intensity, results in a -1CS for all FEATs. Higher heats may result in those in the area checking every 10 rounds to avoid heat prostration if the Intensity of the Heat is greater than the Endurance of the character.

Cold: Similarly, cold temperatures affect fighting ability. For temperatures below 0 degrees Fahrenheit (Good Intensity), all FEATs and damage are at -1CS. Material strengths are also reduced by one rank due to cold (except for ice, of course).

Underwater Combat: Battle underwater reduces thrown objects by half range, and missile weapons are useless unless specifically designed to operate underwater. Powers operate at half range as well. Melee combat occurs as for Flight (see Players' Book), with all limitations, and at -1CS to hit. Characters with Water Breathing or Swimming Power are not limited in fighting and performing actions underwater, and may act normally.

Combat in space and zero gravity: Zero gravity situations place their own restrictions on combat. All missile attacks and thrown objects have line of sight range. Any character may be stunned or slammed in zero-g. Certain characters can survive in deep space for extended periods of time, not requiring to eat or breathe. Others must deal with Monstrous Intensity cold and total lack of air (see Space in the next section).

Judging Combat Results — Staggers, Slams, and Great Slams: Several results on the Battle Effects Table refer to the chance of Staggering or Slamming an opponent, or bestowing upon the character a Great Slam result. In these cases, if damage was inflicted, the attacker gets to choose the direction of the stagger, slam or great slam. Naturally the Judge may wish to not slam his player-characters into walls every time they get into combat, so the Judge can use the table below to determine direction of such attacks:

Roll 1d10	Direction
1-2	Straight back
3-4	Back and right
5-6	Back and left
7	Straight right
8	Straight left
9	Straight up
10	Straight down

Directions are taken from the target's point of view. Straight back means the direction the character came from or the direction the

character was facing away from. Straight right and left are at 90 degrees to that position. Back left and Back right are 45 degrees to that position. Straight up and Straight down are just what they sound like. Characters may take additional damage for charging into walls and other obstructions at high velocity, but do not take damage for being knocked through the floor in a "straight down" result. If the force of the blow is insufficient to knock a character through the floor, the character is Staggered instead.

Ranged Weapons — Unintended Targets: A missile weapon that misses its intended target does not generally evaporate, but continues on its intended course to the limits of its range. Similarly, if a hero or villain fires into a melee, missing one target does not guarantee missing other targets. For this reason, the Judge may use the Unintended Target rules.

When firing into a melee (group of characters fighting, grappling, or in close contact with each other), if a ranged attack misses the original target, the Judge should check other adjacent targets for a hit. The check may be made in any order available for adjacent characters, but any potential targets among those Friendly to the firer should come first, and then others. These rolls are made at -2CS to hit (as the original firer was not aiming at them).

Example: Spider-Man is engaged in wrestling combat with three goons and the Fabulous Frog-Man, an "ally" of the web-slinger. A fourth goon fires a handgun into this melee aiming at Spider-Man. The shot misses. The Judge then checks for one of the goons (the order is up to the Judge — whoever is closest to the fourth goon, whoever is the biggest target, alphabetical order, whatever) to see if *he* is hit. This roll is at -2CS. A miss indicates a check for the second goon on the same result column. If a miss, then a check for the third goon. Finally, if that one misses, check to see if the bullet hits the Fabulous Frog-Man, who is not on the same side as the goon who fired the gun.

Similarly, if a missile weapon misses its target, it will continue to the limits of its range, or until it hits something. Weapons and Powers that are Line-of-sight in range diminish in potency as they travel farther, so that if such a Power or missile leaves the area of play without hitting anything, consider the missile to have caused no additional damage.

Targets in the line of fire of missile attacks are attacked if the original target is missed at -2CS to hit. Use common sense here. If the Human Torch fires a fireball at a Dreadnought standing in front of a broad side of a barn, a shot that misses the Dreadnought will likely hit the barn. No roll is needed in this case. The -2CS is determined only for small or movable targets that could possibly be missed by the blast.

In cases where stray shots hit windows, buildings, and fire hydrants, use a common sense version of the FEAT roll to determine if damage was inflicted. In general, if the damage rank of the attack was greater than the material strength rank, some damage was done. If not, no damage was done. If the two are equal, roll (if it's important) a yellow FEAT for damage.

The above paragraph notes "some damage is done." How much is some? If the situation is critical (the stray shot may puncture a pressurized tank filled with volatile chemicals), figure damage normally. If the situation is non-critical (just ripping up sections of New York in a general slugfest) assume the material is sufficiently damaged to count against the character in Bad Karma for destroying property.

Example: Cyclops fires a beam of his Excellent Intensity eye-blasts at a dodging Mastermind. The ruby beam continues up to its maximum 1 area range, then is no longer damaging. If it strikes a window in that range, it will break. If the beam hits a wall of Incredible strength steel alloy, it will inflict no damage. If the beam hits a brick wall, and the strike may be critical (more than just damaging the neighborhood — say the brick wall is holding up a decaying building), check to see if the force beam knocks over the wall.

Area attack weapons (grenades, webbing, explosive devices) affect *all* targets in the area of the attack, friend or foe.

Judging and Healing

Ten turns after taking damage, the damaged individual regains his Endurance rank number as Recovery. For every hour after that, the individual regains his Endurance rank number as Healing (doubled if the character is undergoing bedrest or medical attention). These rates of healing and recovery are according to

JUDGING POWER STUNTS

the character's current rank number, or if that character has lost Endurance ranks, according to the rank number of the reduced value.

The Judge may handle such recovery and healing of Health in two fashions. Under the first method, the recovered Health is awarded in a block of points at the defined time. Ten turns after the damage is taken, Endurance is recovered. At precisely one hour, the Endurance rank number of Health points is healed. Being attacked by anyone one turn before the healing or recovery takes place negates the effects until another similar period of time has passed, but the hero regains Health in large blocks.

The second method states that the hero recovers as stated at the ten turn mark, but that healing occurs gradually over a period of rest (no running around, jumping off buildings, flying, or beating up agents of H.Y.D.R.A.). Under this method, merely figure the amount of time the hero has spent resting, and that amount of Health is regained.

Recovery/Healing by Resting

Fb 2 pts/hr.	1 pt/300 turns	(1/2 hr.)
Pr 4 pts/hr.	1 pt/150 turns	(15 min.)
Ty 6 pts/hr.	1 pt/100 turns	(10 min.)
Gd 10 pts/hr.	1 pt/60 turns	(6 min.)
Ex 20 pts/hr.	1 pt/30 turns	(3 min.)
Rm 30 pts/hr.	1 pt/20 turns	(2 min.)
In 40 pts/hr.	1 pt/15 turns	(1 1/2 min.)
Am 50 pts/hr.	1 pt/12 turns	(72 sec.)
Mn 75 pts/hr.	1 pt/8 turns	(48 sec.)
Un 100 pts/hr.	1 pt/6 turns	(36 sec.)
Shx 150 pts/hr.	1 pt/4 turns	(24 sec.)
Shy 200 pts/hr.	1 pt/3 turns	(18 sec.)
Shz 500 pts/hr.	1 pt/turn (avg)	(6 sec.)

Finally, note that Recovery can occur normally for a single character once per day, regardless of the number of times that character is attacked and wounded. The character may still Heal normally, but a character may only Recover from injuries once in a single 24-hour period.

Judging Power Stunts

Players are by and large as deviously creative and cunning a group of people as can be found, and the group that you as the Judge encounter will likely be better than most. As such creative and cunning souls, they will come up with as many ways to use their abilities as possible. Power stunts open a door to a wide variety of abilities and duplication of other Powers without having

those Powers. As Judge, you monitor that door, and the types of stunts you permit in your campaign will in part set the tone of your campaign. The kind of campaign you assemble depends completely on your nature and that of your players.

Power stunts should not be forced on the players by the Judge; rather, they should be generated by players coming up with unique answers to dangerous situations, or experimenting with their Powers on their own.

The player comes up with a Power stunt, OKs it with the Judge, spends the Karma and tries the stunt. The question then is, how do you as the Judge determine if a Power stunt is possible?

A number of listed Powers have possible Power stunts listed as potential abilities using that Power. These are only possible stunts using these Powers, and are not "automatic" Power stunts for anyone who gains these Powers. The listed Power stunts are options available to characters with those Powers.

Players running pre-generated characters with a history in the Marvel Universe can find a listing of their most common Power stunts under those Powers. They are not limited to those stunts alone, and often in their appearances in the Marvel Universe exhibit other stunts that they may perform. As a general guideline, if a pre-generated hero has performed a Power stunt at least twice in his own book, it indicates a true manifestation of that Power stunt (as opposed to one totally due to circumstance or outside influences), and may be attempted by player characters. The type of FEAT result needed (green, yellow, or red) is determined as noted on page 17 of the Players' Book.

But what about situations outside those suggested for various random Powers or detailed in character's listings or their adventures? At this point, the Judge earns his keep and his name: he makes a judgment on whether the FEAT is possible.

This decision should be based upon the situation and what the player is trying to have his hero do. As a general rule, the effects of a Power stunt should never be of greater effect than the Power it is derived from, and will usually be of one rank lower than the Power it is derived from. The Judge must ask the question, is what the player asking reasonable?

Example: Several heroes with superior speed, like Quicksilver or Northstar, can run in a circle very quickly and generate a whirlwind as a Power stunt. Beast also has a "speed" Power that he uses to sprint for short distances. The two Powers are both Speed related, but Beast's is at a much more severe and limited rank. For Beast to try the "create a whirlwind" Power stunt would make little sense, and the Judge would reject it on that count — it does not make sense the way the character operates. A character with a more powerful speed factor might try it, but generate a less powerful column of air and as such be less successful than the two speedsters.

The above example was an "easy call," creating a Power stunt that most characters familiar with the Beast would not try. There will be situations where it is purely a judgment call on your part. Rather than spend a lot of time weighing pros and cons (and delaying the game) to decide if a certain Power stunt is possible, use the following method to determine its possibility:

- Take the Power rank of the ability being used for the Power stunt.
- Make a FEAT roll for that stunt, privately.
- If the result is white, inform the player that the hero may try the stunt. It will not work. The 100 Karma point "price tag" is refunded to the player.
- If the result is green, inform the player that the hero may try the stunt, but it will not work and he knows it. The Power stunt will not work.
- If the result is yellow, inform the player that the hero may try the stunt. Conditions exist that make it possible in this specific situation, but these conditions may not exist the next time he tries the stunt.
- If the result is red, inform the player that the hero may try the stunt. Determine the result needed as noted in Power FEATs in the Players' Book.

Use the above method only when you, the Judge, are stumped or willing to give a random chance for the attempted stunt happening. If you rely on random die rolls for every possible stunt, you will end up with a random number of Power stunts working. In general, use common sense to determine if a Power stunt is possible (or even needed), and rely on the random method as a last resort.

JUDGING SPECIAL SITUATIONS

Fire and Ice

The following sections deal with particular attack forms and endangering situations, and how the Judge should handle them.

Fire: As with most other generally harmful things, fire has different Intensities according to the size and combustible material (see Intensity table under "other Intensities"). This is the damage inflicted to those in the fire. Those up to an area away from the fire take -3CS damage, while those up to 2 areas away take -6CS damage. Force fields can resist the Heat energy, as can Body Armor (though it may make the owner of that protection uncomfortable), and in addition, there are heroes with resistance to predetermined amounts of heat and flames.

Fire spreads one area per round if there is sufficient combustible material. A fire set in a protected hearth without nearby papers to ignite is not going anywhere, while a fire in a hanger containing jet aircraft fuel has explosive results.

A fire's Intensity can be reduced by depriving it of air, cooling its heat, or depriving it of fuel. Normal fire extinguishers are of Good Intensity against fire (they reduce the fire's Intensity by 10 points) in a single area. Normal Fire Hoses have Remarkable Intensity and a range of 1 area. Other amounts of water have effects according to the amount of water used. (Thor summoning a Monstrous storm to douse the flames will have Monstrous success — he will also have a Monstrous-strength downpour on his hands.) A fire deprived of fuel burns itself out in a number of rounds equal to its Intensity.

Effects of fire on a material vary according to the material in question. If the flames are lower than the material strength, the fire will not damage the material, though it will carry the heat through its substance (hence an iron bar with one end in a fire can burn someone grabbing the other end). If the flames are of a higher Intensity than the material strength, then make a FEAT roll to see if the material is "broken" (in this case burned through or melted). The material strength of a burning substance is reduced by -1CS for FEATs against it.

Ice: The effects of extreme cold on Combat are discussed in the Judging Combat section earlier. This section deals with the properties of frozen water by itself.

Ice is a Typical-strength material in

thicknesses of up to 6 inches, and is +1CS (Good Strength) for greater thicknesses. Certain Powers such as Ice and Cold Generation may produce "stronger" types of ice. This material strength is only effective against physical attacks. Against heat and fire attacks, Ice has Feeble Intensity or material strength, and, in case of ice produced by Powers or otherwise of tougher material strength, of -2CS to the listed material strength.

Example: Ice of Remarkable strength is attacked by brute force, also of Remarkable Strength. The attacker has to make a yellow Strength FEAT to break the ice. If the attacker had Remarkable Flame Powers, a green FEAT would be needed, as the material strength would be Good (Remarkable -2CS).

Prolonged exposure to ice and cold is detrimental to the Health of the character. Those in icebound conditions may resist the cold for as many turns as their Endurance rank numbers. Past that point, make an Endurance FEAT every ten minutes against Good Intensity (greater Intensity if the characters are in colder areas). Failure indicates the character passes out, and has to make Endurance FEATs each round or begin to lose Endurance ranks.

Poisons and Toxins: The Intensity tables list several noted or common toxins, but the heroes may encounter other poisons in dealing with forces of evil. Poisons have an Intensity rank, and those subjected to toxin must make an Endurance FEAT against that Toxin. Failure indicates immediate unconsciousness for 1-10 rounds and loss of an Endurance rank. At the end of 1-10 turns, the hero makes a second Endurance FEAT at his lowered rank, with the effects halting if the hero makes the FEAT, and continuing to lose Endurance if the hero fails. If the hero's Endurance reaches Shift 0 as a result of toxins and poison, the character dies. Losses of Endurance from poisons override other Endurance losses (from losing all Health, or Kill results), and a character may only lose one rank of Health per round, maximum, regardless of cause. Poison damage cannot be negated by outside help unless that help has training (first aid or medicine) and available anti-toxins, but can be halted by the affected character making an Endurance FEAT.

Radioactivity: Many attack forms are radiation-based, such as some of the energy attacks of Captain Marvel and those of Radioactive Man. This has short-term

effects and inflicts its damage in one shot. Long-term radiation deals with the after-effects of atomic weapons, and conditions found around radioactive materials and inside nuclear reactors. Long-term radioactivity is a toxin, and its effects are as noted for toxins and poisons above. A check should be made once per hour after initial exposure. Chemical tags treated to detect radioactivity normally detect that of Typical Intensity or higher.

Diseases: Diseases fall into two general categories: minor diseases and major (debilitating) diseases. Minor diseases are those that have a short term and, with rest and normal healing, allow complete recovery. These include colds, influenza, and most non-fatal illnesses. If the hero is, in the Judge's opinion, susceptible to a minor disease, have that hero make an Endurance FEAT against the Intensity of the disease (most minor diseases have an Intensity of Typical — for variety, use the Ability Modifier Table to raise or lower the effects). Failure indicates the hero has a minor disease. A minor disease lasts 1-10 days, the hero feels rotten, and all FEAT rolls are at -1CS. Spending a full day resting reduces the effects by two days. **Example:** Spider-Man spends an afternoon chasing Doctor Octopus through the sewers of New York in February. In the Judge's opinion, this is a good time to check for a minor disease. Spider-Man fails an Endurance FEAT. Spidey's got the flu for (roll randomly) eight days — four, if he stays in bed for two full days. During this time, all FEAT rolls are at -1CS.

Major diseases, on the other hand, are rarer, usually long-term, and often fatal. A major disease may be the result of some radical event that happened to the character, such as:

- Long-term exposure to radiation
- Exposure to carcinogenic substances
- Exposure to diseases to which the individual was previously unexposed
- Exposure to alien environments

In any case, major disease rolls should be rare, and limited to only the most extreme conditions for player-characters. (Spider-Man walking through a crashed alien ship might not merit such a check, but Spider-Man fighting the Punisher in a burning asbestos factory might.)

A major disease has a cycle of 1-10 months, during which time the character must make weekly Endurance FEATs. Failing any FEAT results in loss of one Endurance rank. If that rank drops below Feeble, the character dies. With each drop

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in Endurance, all FEATs performed by that individual drop by one rank as well (a two-rank Endurance loss results in -2CS on all FEATs). If the character is still alive at the end of 1-10 months, he or she will make a full recovery in 1-10 weeks. Player characters also have a Typical chance of catching a major disease (roll against Endurance).

Holding Your Breath: In a great number of situations, such as underwater, in space, or in a gas-filled room, the hero holding his or her breath is a good idea. This is obviously an Endurance FEAT, but how is it handled?

Based on what we know about automatic and impossible FEATs, here is what we come up with:

- Each round a character holds his or her breath, make an Endurance FEAT. Failure indicates the hero must breathe in the next round or pass out for 1-10 rounds (during which normal breathing will take place, if possible).
- Take the number of rounds the hero has been holding his or her breath as a rank number. The Intensity of the required FEAT is that Rank. (Holding your breath for 8 rounds is a Good Intensity FEAT.)
- More than three ranks below the hero's Endurance in Intensity is an Automatic FEAT. (A character with Remarkable Endurance can hold her breath for 4 rounds without any sweat.)
- From one to three ranks below the Hero's Endurance requires a green FEAT.
- Intensity equal to the Endurance requires a yellow FEAT.
- Intensity one rank greater requires a red FEAT.
- If the Intensity is more than one rank greater it is an Impossible FEAT. If the hero has been holding her breath this long, she will automatically have to breathe or suffer the consequences. (In our Remarkable example, this is 46 rounds, about 4-1/2 minutes.)

Note that sudden exposure to vacuum or submergence allows the hero to hold his or her breath, but being blindsided by a gas attack does *not* until the hero has resisted the effect of the gas for one round.

Drowning: A character that cannot breathe under water and can no longer hold his or her breath starts to drown. Drowning involves unconsciousness and loss of one Endurance Rank per round until Shift 0 is reached and the character dies. Characters rescued from the water in that time after

drowning starts will recover upon being removed with a successful Endurance FEAT (at the reduced level). Otherwise, a character with Medicine or First Aid Talents may revive the character.

Vacuum: Similar in effects to Drowning, save that normal functions resume once the characters are brought back into a viable atmosphere. In addition, airless space has the effect of Monstrous cold, though any kind of Force Field negates that effect on those within. See under Judging Combat in Space and Zero-Gravity.

Contacts and Resources

General Resource ranks are listed in the Power Rosters as a guidepost for character abilities. In addition, characters may have access to additional Resources through their Contacts.

The type of aid a Contact can provide depends entirely on the situation, the Contact, and the kind of aid requested. The types of aid are:

Services: Services include things like a pilot flying the characters somewhere, the doctor providing emergency surgery at the drop of a forcep, or a newsman showing up to cover a super-market opening. Services in the line of the NPC's profession are in the targets' best interest, and as such gain a +2CS for response from Contacts.

Example: The Avengers need a doctor to diagnose Sub-Mariner's fainting spells. Jarvis has a Doctor as a Contact, so in calling the doctor gains a +2CS to the FEAT. He needs a green FEAT since this is a Contact. The fainting spells are a result of the flu that's going around, and Subby should be all right provided he rests and gets plenty of fluids.

Information: One of the invaluable sources of data for the heroes is their Contacts, whether they are in the papers, the halls of government, or the street. Information allows the heroes to pick up clues and understand what is going on behind the scenes while they are out chasing bad guys.

Gathering information from Contacts is modified by column shifts as for any other Popularity FEAT. In addition, when dealing with a Contact, the type of information gained depends on the color-result of the FEAT roll.

White result — No information available
Green result — Takes 1-10 hours to discover: no or partial information available
Yellow result — Takes 1-10 hours to discover desired information
Red result — Information desired at hand

This table may be used for gathering information from individuals other than Contacts, by raising the colors required one notch for Neutral NPCs, and two notches for Unfriendly NPCs. This means the Unfriendly NPCs will at best lose your request and misfile your information, but that is how a bureaucracy works.

Use common sense with the table above. Common or well-known information would be available with no need to check (you don't have to roll to check time and temperature). Similarly, a Contact will only know about things limited in his field or experience. Calling up a Contact at the Daily Bugle about an invasion from the Dark Dimension may be met with disbelief (if not howls of laughter).

Equipment: This is the good stuff. Borrowing a 747 on the strength of your slightly-expired Avengers ID card. Dropping in on your old friend Nick Fury and seeing if he has a lunar lander he can spare. Checking out the Wasp's wardrobe closet for costume ideas. Getting hold of things your money can't buy and you don't have time to build.

The amount and type of equipment will vary from Contact to Contact and depend on what the player-character is after and who his Contact is in the organization. Organizations are generally able to lend out materials that cost less than their own Resource rank (see the Power Rosters for a guide). Organizations *will* have equipment of higher Resource rank, but this is the result of long hours and years of work. Further, any such item that exceeds the Resource rank is considered a Unique item for the purpose of column shifts. (No, you can't borrow the S.H.I.E.L.D. Helicarrier. A bunch of cockroaches blew it up, anyway.) Within these limits, the heroes may try to get as much as they can out of the organizations.

Judging Floating Contacts: A player may leave certain initial or gained Contact slots empty when first acquired, in order to fill them in later as the campaign exists. This may result in the players suddenly turning up a long-lost uncle in the military, or a friend from high school that works for the

BUILDING THINGS



Daily Bugle. In other words, a fortuitous Contact appears just as the hero needs him.

That's OK.

Developing Contacts as the game progresses adds more dimension to the characters than if the Contacts were thrust, fully formed, onto them at the start. It helps the Judge transmit information, and gives the player-character some roots in the reality of the campaign. Also, the player-characters will not generally have that many floating Contacts, so any one that is tied down is one less that will suddenly pop up at a later date.

Such "instant Contacts" should generally be at a medium level. Putting an "old friend" in Doc Ock's mob is dangerous to both the Contact and the Hero who must go in and rescue the Contact when Ock finds out. Also, any Criminal Contacts may cross up the player-characters whenever the Judge feels like it, leading them into a trap in order to clear the Contact's own neck.

If it is necessary to provide the abilities and statistics of a Contact (the Contact gets involved in a firefight), use the listed abilities under the Supporting Cast section as a guide, or, if you have the time, create a Normal Person from column 2 of the Generating Primary Abilities table (Players' Book, page 6). The Contact will always have the talent that the character picked him for in the first place.

Contacts and Judging: It appears that a

character can get by with a little help from his (or her) friends, and in general, Contacts should be able to help the player-characters. The reverse should also be true, and it is through Contacts that Judges can draw heroes into adventures. Whenever a hero calls on a Contact for information, aid, services, or equipment, the Judge should make a second Popularity FEAT, in private, unmodified by Karma. If this FEAT is any color result (not white), note the Contact on a piece of paper to the side of the game for later use. Do this for all Contacts called on as play proceeds, noting if the heroes call on them more than once for aid.

Example: Captain America (Popularity 100 — Unearthly) needs a skymobile to get across town quickly, and borrows one from his friend and Contact, Nick Fury. After rolling to see if there is one available Nick can spare, the Judge makes a second roll on the Unearthly column to see if the Head of S.H.I.E.L.D. will want something in return. A green result comes up, and the Judge notes it to the side as a possible start for a future adventure.

When creating his own adventures, the Judge can go to this Contact list for ideas and suggestions. Make a FEAT on the Shift X column for each Contact noted. If the Contact has only been called upon once, a red result is needed to "activate" the Contact. If the Contact has been tapped twice by the players, a yellow result will Activate, and if three or more, a green result will do it.

An "activated" Contact reverses the situation on the players in the next gaming session or next adventure: that Contact will approach the heroes with a problem, idea, or emergency. Examples include:

- A Journalist calls in a hot breaking story to the Hero HQ, asking for help.
- A Doctor-Contact is reported missing from his home.
- A military experiment has gone awry.
- S.H.I.E.L.D. calls up the hero's secret ID, saying there is a problem only the hero can solve, and sends him on a mission.
- Kingpin sends the hero information on a Maggio smuggling operation that is cutting into his profits.

It should be clear that the more powerful the Contact, the more trouble that Contact can get the hero in. The Contact that approaches the hero will be expecting aid, and if the hero does not help, that Contact will be lost (the character will become

Neutral the next time the player-character needs help, and pointedly remind him that the hero was not willing to help when Puffin, his poodle, was kidnapped by mad dog-barbers).

Judging and Building Things

The Hardware section breaks down the basic costs of research and development for the various and nefarious inventions the heroes create. An invention (in particular, one of great power) may need a certain item, substance, or ability to power it. This is called a Special Requirement.

A special requirement is both a safety valve to keep the hi-tech wonders from inventing everything under the sun and a way of providing a basis for adventuring in much the same way Contacts serve. The Fantastic Four entered the Negative Zone in order to get Annihilus' Cosmic Control Rod to help the birth of young Franklin Richards, and various organizations have tried to mine vibranium from the Savage Land (though for them to do so would require parkas and snow shovels after its recent destruction).

Special Requirements

To determine whether a special requirement is needed, consider the function of the item. If it duplicates a Power that cannot be duplicated by "real life" technology (Teleport, for example), there is always a requirement for that item. If the effective cost is greater than Remakable, there is a chance that a requirement will be needed. Make a FEAT roll for the effective cost and look at the table below.

Result	Remarkable +	Monstrous +
White	No Special	One Special
Green	One Special	One Special
Yellow	One Special	Two Specials
Red	Two Special	Three Specials

The Judge may always overrule the die rolls in cases where the result contradicts common sense. If the players are building a very large and expensive floating platform, and three specials are required, the Judge may reduce that number. The Judge may also reduce or eliminate the specials required in cases where speed is of the essence (as in kit-bashing).

When a special is called for, the Judge should make up something that ties into the device. Options include:

- A special material or alloy — for example, a sonic device may require Wakandan vibranium, or a device of Unearthly material strength may need secondary adamantium.
- A specific component — for electronic devices, a certain tailored piece of circuitry may have to be developed as a separate invention of no less than the effective cost — 1CS, or acquired (villains get what they need the old-fashioned way — they steal it).
- A consultant who is knowledgeable in the field — in dealing with size control, Henry Pym may be called on, while in matters of radiation, Michael Morbius, Bruce Banner, or Doctor Octopus are the field experts. Getting these experts to consult is the players' problem.
- A unique process to fire the reaction — zero gravity, solar flares, exposure to cosmic radiation, even magic might be a requirement. Tell the players what is required ("Gee, to finish the seals in the spacecraft you need a heat source of at least Unearthly Intensity."). Let them figure out how to deal with it.
- A device to use as a model — this is particularly useful when trying to duplicate another invention, or a hero's Powers. The instruments needed to analyze this model may be rather expensive as well.

One of the reasons for special requirements is to put the inventor into adventure situations, as well as justify the actions of the villains who commit major crimes in order to finish their doomsday devices. Use the requirements as springboards for



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further adventures. (Example: The characters need extreme cold to test a device, and they set out for Antarctica. There they find an alien space ship, still operational. And still inhabited...)

Judging and Other Dimensions

The *Astral Dimensions* are dimensions made of quasi-material ectoplasm as opposed to physical matter, and as such are difficult for physical beings to enter. These may be penetrated by individuals in astral form, either by the Mental Power (as with Professor X) or mystical ability (as with Doctor Strange).

Individuals in astral form may enter an astral dimension by making a Power rank FEAT. Powerful mentalists and magicians choose to duel in the Astral Plane when possible, as effects of the Astral Plane do not reach into other planes, and so allow them use of large amounts of Power without inflicting peripheral damage.

Magic operates in the Astral Dimensions as in the normal worlds, but at -1CS for effects. Magical items on the body of an individual that enters the Astral Dimension also have astral analogues, and may be used as well. Mental Powers are unaffected, but other super-human Powers may not be used. Any form of energy or matter control or telekinetic Powers may be used to manipulate the ectoplasm into useful shapes (as a Power stunt).

Damage on the Astral Plane is reflected in reductions of the individual's Health. As Health is reduced, the body the character has left behind may perish, as may also happen if he leaves the body unguarded for too long. Should the body perish, the astral form must make a Psyche FEAT or dissipate as well, and may not reform unless it has a suitable body to inhabit. The late Walter Langkowski had his astral form rescued but lost his body, and so for a brief time he inhabited the Box armor.

Mystic Dimensions operate by natural laws that make the dimension amenable to magical effects and mystic operations. Asgard, Olympus, and the Dark Dimension are all mystic dimensions.

Mystic dimensions are accessed primarily through magical or mystical dimensional travel, though natural or mutated dimensional Powers may also provide access. Access to any particular mystic



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plane is a Power stunt, and reaching a different mystic dimension consists of a separate Power stunt. Just because a hero can reach Asgard does not indicate he can reach the Dark Dimension as easily. An astral form may reach another dimension, but remains astral (though it may be visible in the mystic plane).

Mystic dimensions are more amenable to magic-use, but mages from other planes must adapt their own magics to the natural magical laws of the plane. Hence a mage in a non-native plane is -1CS on all magical attacks and FEATs.

Because dimensional travel allows the physical body to pass into another plane, all abilities and Powers should pass into that plane as well. The natural laws of a plane may affect Powers, increasing or reducing them in specific cases. For example, the solar energy in Asgard was intense enough to increase the New Mutant Sunspot's Powers there.

Microverses: Microverses are alternate dimensions reached by reduction in size (through compressing the space between atoms) to an atomic or subatomic level. Once a certain point of reduction has been reached (called the Pym barrier, in game terms Shift X or higher), the shrinking individual is cast into another universe, where the reduction immediately stops.

Microverses differ from the normal universe in that different physical laws are in operation. Though the planets of these micro-worlds may be Earthlike in nature,

their arrangement is not necessarily in the form of planets orbiting a sun, but may appear as flat landscapes or twisted belts of planetoids resembling DNA molecules.

Individuals can escape a microverse by rapid expansion of the same degree that originally reduced them. Several nexus-points have been discovered to various multiverses, and certain individuals have access to technology that allows them to travel between our continuum and theirs (such as Henry Pym and the Fantastic Four).

Negative Zone: The Negative Zone is an anti-matter universe that was originally discovered and accessed on Earth by Reed Richards of the Fantastic Four. The devices by which he accessed this Zone were contained in the Baxter Building, and with that building's destruction, the Zone portal was placed in near-Earth orbit, and then finally closed. Whether the zone can be accessed by others is a matter of debate.

Anti-matter and matter explode when they collide, so there is a distortion area between the Zone itself and our universe. This distortion area converts matter that enters

to anti-matter and vice versa so that living beings may travel between the two universes. A Force Field will negate this distortion.

The Negative Zone is the home of a number of races. Unlike our space, the space of the Negative Zone supports life, and various mutated monsters make their lairs in rocky areas of the Zone. The Negative Zone is the home of Annihilus, who lives to destroy our universe by linking it with his own.

Alternate Earths: There exist a wide variety of alternate and parallel Earths to that of the "mainstream" Marvel Earth (the one that is home to most of the heroes in this book). Several heroes have come into contact with the alternate universes through visits, or by contact with emissaries (and sometimes attackers) from these planes. Travel between alternate Earths can be done by Dimensional Travel, each alternate Earth being a separate Power stunt.

In running a Marvel Super Heroes campaign, the players and Judge are creating their own Alternate Marvel Earth where the adventures of their characters take place.

Time Travel: The precise workings of time travel in the Marvel Universe have not been fully explained, and there are several theories currently under consideration. It does appear possible to travel into your own past, future, or into a past or future of a similar Earth-like dimension (such as by using the Time Machine of Doctor Doom or Reed Richards).

A character operating in the past cannot change his own past, which continues to exist as it had before. Any actions the character takes to modify the past instead cause a divergent timeline to exist, parallel to the character's "original" timeline. A future cannot be negated by moving into the past, and upon return to his own time, the character will find his world unchanged.

Similarly, there are many "alternate futures" that a character may reach from the present time, such as the divergent realities of Phoenix and Deathlok. The main time line of the Marvel Universe can take any number of alternate future paths, and the fate of those who live in it has yet to be revealed.



At this point, you should have all the component pieces of the game — characters, combat, and the Judging to know how to run them. Now comes putting all the pieces together into a full Campaign. In particular, a campaign based in or near the Marvel Universe.

The Marvel Universe — An Overview

What makes the Marvel Universe, and the Earth of the Marvel Universe, so special?

First, there was a visit in mankind's dim past by a powerful space-god race known as the Celestials. The Celestials took primitive man and created two related races, Eternals and Deviants. The Celestials also put a half-twist in one of the genes of Marvel Universe humanity as well, giving mankind the potential to mutate in a positive manner under increased ambient radioactivity. The slight rise in background radioactivity since the war accounts for the ever-growing number of Mutants that are popping up in the Marvel Universe, as well as the genetic potential that converted Bruce Banner into the Hulk and created the Fantastic Four. It may be speculated that the Celestials are unique to Marvel-Earth's dimension, and similar dimensions, such as that of the Squadron Supreme, evolved a far fewer number of heroes as a result.

Second, Marvel Earth is the home of more than the human race. In addition to Eternals and Deviants, there are the Kree-spawned Inhumans and the aquatic people of Atlantis.

Third, Marvel Earth is aligned with the Cosmic Axis, a great wheel of inter-dimensional power that makes Earth critical to other-dimensional beings, including Asgard, Olympus, Limbo, and Mephisto's realm, and the Dark Dimension of our own.

Lastly, Marvel Earth is located near a prominent natural warp nexus-point, a gap into hyperspace that makes it easy to travel between the stars. This warp nexus-point is used by the Shi'ar, Skrulls, and Kree, bringing them into interactions with the natives of Marvel Earth.

For these reasons, Marvel Earth is the place to be for a heroic campaign. It has a rich background and the potential for a great number of super-powered heroes and foes.

Running a Marvel Universe Campaign

The Marvel Universe is a rich tapestry with a history that encompasses 25 years of hundreds of comic-titles, and finds its roots in the Captain America comics of WWII. If you are new to this universe, here are a few things that will help you.

The Marvel Saga is a concise history of the Marvel Universe. The Official Handbook of the Marvel Universe is an encyclopedic catalogue of major characters. The Marvel Indexes are a Summary of "what has gone before" in the major titles of the Marvel Universe, an issue-by-issue summary of the plots of such luminaries as Spider-Man and the Fantastic Four. Finally, there are the Marvel Comics themselves — the Marvel Universe is a continually growing entity, filled with new ideas and adventures as the heroes develop and grow.

A Marvel Universe of Your Very Own

The old comic line of "What If?" played with these possible variant universes, where the Avengers never happened, Spider-Man joined the Fantastic Four, or Jane Foster found the Hammer of Thor.

Similarly, when you begin a Marvel Universe campaign, you are creating your own "What If" line. Your player-characters are free from what happens in the "mainline" Marvel Universe after the campaign has started, and in addition, you can add your own embellishments, villains, and actions. In your universe, Doctor Doom may reform and become a good guy, or the Red Skull may still be alive. And just because some great misfortune occurs to a character in a comic book, that same misfortune does not have to occur to the characters in your universe. Your universe can reflect actions in the Marvel Universe, and benefit from its history and heritage, but is not tied down to it.

Now that you have a whole Universe to play with, where do you start? It's highly recommended you start with the Heroes' main stomping ground, wherever that may be.

Most of the heroes are grouped in New York City, with contingents on the West Coast and in Canada. You do not have to run a New York-style campaign unless you want to. In fact, you can base your heroes in your home town.

The Marvel Universe Earth is, except for the

existence of super-powered heroes and villains, very similar to our own Earth. (Earth-Reality? No, that's too silly.) There is a New York City in both Earths of similar appearance and construction. There are also Chicagos, Pittsburghs, Birminghams, and San Franciscos in both Earths. If you want to run a campaign in a familiar area, use the neighborhood you know. The Original Marvel Super Heroes Game this designer ran was based in West Lafayette, Indiana.

So if you are inclined in that direction, create a Marvel-Universe version of your home town. Any maps you have of the area can be used to show locations of your heroes in battle (1 area = 1/20th of a mile). There will be differences, of course, since the Marvel-city is not the real world. The Hero's secret base on the 23rd floor of an office building is in reality an Engineering office, and the Invading forces from Saturn tore up the Marvel Earth Version of the riverside park, not the real one.

The City maps provided in this and previous products can be used to create your own space for bad guys and good guys to battle. The maps do not have to represent New York (though most of them do in our encounters) but can simulate anywhere you want to have the heroes duke it out with villains. In addition, you can use the maps for models of your own campaign city.

Using New York as opposed to a general area is up to the Judge, and each has its own advantages. In a known city you can use a well-known location that all the players are familiar with as a backdrop for a crime, and tie in small crimes that occur about the city with the campaign. Using New York (assuming you the Judge are not a native of New York) is advantageous in that it is far away, and the battles are (for the most part) imaginary, plus the fact that New York is crawling with super-powered foes and felons. Either option works just as well.

Running Adventures

Once you have the world and the players, you need a script for them to follow: an adventure. An adventure is a set of preplanned encounters that make up an evening's (or several evenings') enjoyable playing of the Marvel Super Heroes game system. As Judge you can set up your own adventures, or use ones that have been published by TSR as adventures or bases for your own designs.

NIGHT OF THE DREADNOUGHTS

TSR produces a wide variety of products for use with the Marvel Super Heroes game system. The Adventure Module line (signified by MH in the upper left corner) stars specific heroes in particular adventures. The Accessory Line (designated MHAC in the upper left corner) provides various rosters, Judge's Screens, additional fold-ups, and non-hero specific adventures. The Special Line (MHSP) features special adventures like those based on Secret Wars and Secret Wars II. The Guidebook line (designated MA) is designed specifically for the Marvel Super Heroes Advanced Set and consists of full guidebooks to the major groups of the Marvel Universe (X-Men, Avengers, etc.) plus adventures for those groups in large-scale source-book formats.

All of the above products are compatible with the Marvel Super Heroes Advanced set, though only the MA series is designed specifically for the Advanced Set. This means there is a wealth of information available for the starting Judge to use.

In running a prepackaged adventure, feel free to manipulate it as you like to fit the playing styles, character abilities, and capabilities of your players. An adventure such as *Murderworld* (MH-3), designed with the *Fantastic Four* in mind, can be modified to fit your own group of heroes in Omaha with a minimum of fuss. The basic plot outline, for those who missed it, was that "a mysterious someone" hires Arcade, the master assassin, to put the heroes on ice, while that "someone" breaks into the hero's HQ—there are a few more twists, but that is the gist. In addition, the adventures in the MA books are created to be specific to a particular type of group (mutants, heroes banded together as Avengers, etc.) but not to any particular heroes.

When creating your own adventures, keep in mind that an adventure is basically a string of encounters (combat or otherwise) organized around a common theme. An adventure should have the potential for resolution in the space of a few gaming sessions, with a definite resolution.

An Encounter is made up of three parts: a Problem, a Conflict, and a Resolution.

The *problem* is the "hook" that brings the players into the Encounter, and likely carries the adventure to the next encounter as well. A problem can be made known to the hero through a number of means. Heroes can be in the area of a disturbance,

either in their secret IDs or in costume, and be expected to do something about the situation. The problem can be an unexplained mystery that the hero happens upon, such as a rash of disappearing buildings in the area. The problem can be purely hero-oriented, such as an old foe coming back to get vengeance or a new one seeking to prove he is the "top gun" by bouncing a big name hero off an office building. Finally, the problem can be created by an invention (see Special Requirements) or by a Contact with a problem (which may be another mystery).

The *conflict* is the meat of an Encounter, where the heroes act and react. Conflict is the action phase of the Encounter, but is not necessarily a fight scene (though it often is). Conflict may involve talking to NPCs, gathering information, performing research on clues, or seeking help. It also involves fighting back against the villains that may have jumped you, walking into traps, and avoiding the effects of deathtraps.

The *resolution* is the part of the encounter that ties up the encounter, the aftermath of the battle or discovery of the mystery. At the close of a session of conflict and action, Karma is awarded, wounds are healed, the status of Contacts, Popularity, and Resources may be affected. The players should have a feeling at the end of an Encounter that they have accomplished something (even if that "something" is to decimate most of the East Side in a mistaken battle).

Heroes are often first assembled by a common threat they all respond to, such as the Avengers were by a reported rampage of the Hulk. If you are pulling disparate heroes together for the first time, this is a recommended introduction.

Night of the Dreadnoughts

Problem: A group of small-time crooks break into a warehouse. In searching through the materials stored there, they open a few large crates. Inside they find a number of large, silvery robots (Dreadnoughts — their stats are on page 45). Unable to find any way of operating the robots, they search the rest of the building. While their backs are turned, the eyes of the Dreadnoughts glow and the disconnected robots slowly begin to move.

Getting started: Inform your players that it is a warm summer evening in the city, a perfect time for long walks and theatres. Also a perfect time for leisurely criminal activity. Ask your players where they are

limiting them only to the fact they must be on one of the two maps provided in the Original and Advanced sets (the two maps join along Hayes Street). The warehouse described in the problem is the Overton storage facility, so if you want to make sure they will be in that area, go ahead. The heroes may be in their secret IDs, "on patrol" in their costumed identities, or making a connection with a Contact. That part is up to them.

The hero closest to the Overton Storage Warehouse will see a man running from the building and down the street, shouting at the top of his lungs. He is followed by a huge, silvery robot that is studded with spikes. The man is very scared, but tiring, and the robot is catching up. Ask the player what his hero is doing. From the Overton Storage area there are loud explosions that can be heard for blocks (notifying the rest of the assembled heroes that something is up). There are gunshots and the loud ringing of burglar alarms (the thug running down the street sprung the alarm when leaving the warehouse).

There are three robbers who broke into the storage warehouse through a skylight (their ropes and tools are still there). They have thug stats (page 62) and are named Morris, Lawrence, and Curly (or Hubert, Dewey, and Louis, if you prefer). They are armed with handguns, and have found that these are woefully inadequate against Dreadnought armor.

There are as many Dreadnoughts as there are heroes involved on the map *plus two*. The Dreadnoughts have the following programming: Eliminate anyone witnessing their activation, then proceed to Guthrie Mansion (map in this set, corner of Buchanan and 7th). They are to blast the cornerstone away and take that cornerstone to the fountain in Buchanan Park, where they are to dump it into the Fountain. Two Dreadnoughts are to remain behind to take care of the thugs still in the warehouse, while the others move on the Mansion.

Initial Conflict is saving the thug, Moe, who is about to be killed in the middle of the street by a Dreadnought. Second Conflict is to save Larry and Curly (let's assume they are hiding on top of a tall stack of crates with two Dreadnoughts toppling the base when the heroes enter). How do you the Judge know this? You the Judge make it up, as the idea of providing background and what the heroes see — the key fact is that the other two thugs are not deceased (yet) when the heroes enter. If the hero (or

heroes) save Morris, he will tell them about his friends in the warehouse being threatened by the big "Sentanels" (as Moe calls them). If not, the alarms and explosions (Dreadnoughts ripping the building up looking for Larry and Curley) should bring the heroes running.

The Dreadnoughts will engage the heroes one-to-one, with any extra robots continuing to move down the street to the Mansion. It will take them two turns to carve the block out of the wall. If they get to the fountain and dump it in, it will "mysteriously vanish" (dissolve? Be pulled through a secret compartment? Be teleported away?).

(As an aside, the Advanced Set map does have some dandy areas where heroes can set up their urban bases, including the Guthrie Mansion and One Simon Tower.)

Resolution: If the Dreadnoughts defeat the heroes, they will drop the cornerstone in the fountain and then return to their lairs in the Overton Storage area (now a shambles, though Larry and Curley may have escaped). They are not interested in killing or capturing any heroes, just getting them out of the way of their mission.

The three thieves can tell the police and the heroes what happened in the warehouse, but will not really want to hang around. All three will thank the heroes and try to fade into the woodwork as quickly as possible (which gives the heroes the added problem of defeating the Dreadnoughts and keeping an eye on the thieves — they are robbers, after all, and turning them over to the police means additional Karma). Play the robbers for humor value — they are obviously out of their league messing with silver-plated robots and guys in long underwear.

Defeating the Dreadnoughts leaves the heroes with their first victory as a team (surely someone will suggest staying together — if nothing else, the press will refer to them as Robot-busters or something). They also will have a lot of scrap metal and a bunch of questions. Who put the Dreadnoughts in the storage area? Who activated them? What was their mission? What was important about that cornerstone? This is the grist for future encounters that make up a full campaign.

OK, OK, not to leave you hanging. The Judge can go in a number of directions with this beginning, according to the style of campaign he wants to run. Here are some suggestions.

- The cornerstone is hollow, and contains papers placed there by the late Sam Guthrie. These papers show definite proof of criminal activities by the Kingpin of Crime. Either the Kingpin or, more likely, one of his lieutenants, discovered the location of the papers and arranged to have the Dreadnoughts go after them.
- The cornerstone contains information about a Plodex survivor in the Mid-West. The Master of the World is after that information, and using his advanced technologies, activated the Dreadnoughts which were stored in the warehouse by the Maggia, and bent them to his will.
- The Red Skull is alive (aw, come on), and setting up operations in the area. The cornerstone contains nothing, and the purpose of the exercise was to test the capabilities of the heroes in the area. Television Spy-eyes have been planted along the battle route.
- As above, save the Dreadnoughts were activated by a mysterious benefactor who needs a team of super-powered heroes to handle emergencies in the area. This mysterious benefactor paid to have the three thieves (actors) break in, and will cover the damages incurred in the battle, as well as provide a meeting place for the heroes. The Mysterious Benefactor is 1) a harmless eccentric, 2) a golden age hero now retired, 3) a mad scientist, 4) a villain seeking to use the heroes as his pawns, 5) an alien or extradimensional student examining this race of beings at close range, or 6) all of the above.
- The whole thing was a terrible accident; the robots were accidentally activated, and were not meant to trash most of the area.

This should give you a few ideas on how to handle the situation. Pick one or (noting that players will probably be reading this as well), make up your own.

Running the Bad Guys

As Judge, you are responsible for running all the non-player-characters in the campaign, all the individuals not directly controlled by the players. Of these individuals, the most interesting (and certainly the most deadly) are the villains.

The villains of the Marvel Universe are among the most nefarious and intriguing of those found anywhere. They span from the mischievous (Loki) to the sinister (Kingpin). Each of these villains has his own way of perpetrating his crimes and getting

what he wants out of the world (which sometimes is to rule it).

The point is, the Marvel Super Villains are as unique and individualistic as Marvel Super Heroes. Only the most simple of robots use nothing but brute force to reach their ends (which is why they were used in the example above). Doctor Doom's way of handling a problem is not Doctor Octopus's which is not Baron Mordo's. When running a villain, try to capture the flavor of that villain. Kingpin makes sure he is not the one caught red-handed and acts through his agents. Doctor Octopus is driven by manic rages and pathological fears of Spider-Man. Crimson Dynamo serves the Soviet State. And so on. When running a villain *role-play* that villain, just as you expect the Players to role-play their heroes. Doom may not take a certain action *because* he is Doom. For example, he once spared the lives of the Fantastic Four because a battle might damage his priceless art collection. Doom may be a world-dominating maniac, but he has class. Play him that way.

Villains also *plot*. It is the villains' plots that make up the mysteries the heroes must solve. What is Doctor Doom up to? Why are electrical supplies disappearing without a trace? A good way of planning an adventure is to figure out a villain's plot. Villain's plots have a number of options, including:

- Defeating a hero that has defeated him before.
- Testing a hero's abilities in case he wants to use the hero, or the hero fights him.
- Acquiring Material Resources for further criminal activities.
- Taking over the world (always a favorite).
- Acquiring some special requirement for a particular invention, usually an invention that involves taking over the world/defeating the heroes/increasing the villain's own Powers to the point where he can rule the world.

Here are a few villain conventions.

The Cat's-paw: The villain has someone else perform his dirty work for him. This works best for planners with a large organization like Kingpin, but other villains use cat's-paws as well. Doctor Doom has created or modified a number of villains to test and defeat the Fantastic Four. Often a cat's-paw is unaware of who is using who, and this provides a level of mystery as well.

VILLAINS AND KARMA

The Proclamation: Villains are as aware of their negative reps as the heroes are of their positive ones, and many will go to great lengths to maintain the negative Popularity. The Titanium Man broadcasting a challenge to Iron Man from Rockefeller Center is such a proclamation.

The Deathtrap: Long-time readers are well aware that, once the villain defeats the hero, the villain does not just rub the hero out, even if the hero is a long-time foe. The villain places the hero in a Deathtrap situation. A Deathtrap is any situation that places the hero's life in danger. The villain gains Karma for putting the hero in a deathtrap, whether the hero escapes or not.

Deathtrap design: Deathtraps are situations where the Judge can threaten the hero and force loss of Karma and Health, but should not be air-tight killers. There should always be a way out a deathtrap (and, given the ingenuity of the players, there usually is a way the Judge did not consider). A deathtrap that works too well bumps off the player-characters, which is not very entertaining. An ideal deathtrap should foil the player's obvious forte and force the player to think (and likely spend Karma) in order to escape (or to survive long enough to be rescued).

The Judge may create his own bad guys to deal with the specialized heroes in his campaign. Villains are generated in the same fashion as good guys, and may be pre-generated (see pages 42 to 53 for a handy variety with this set), generated, or modelled.

Villains' abilities, Powers, and Talents are generated as for heroes, though the Judge may deliberately select particular abilities to fit his own situation or the opponents the villain will meet. (For example, make sure an opponent of Captain Marvel has Darkforce Powers, or the guy squaring off versus Sub-Mariner in the North Atlantic can breathe water, or does not need to breathe at all!)

The Judge selects the Contacts for villains. If a villain has criminal Contacts, the Judge may provide him with 1-10 henchmen (see Thugs for stats) to serve as the villain's goons and hired help.

New villains start with 0 Popularity, though may quickly drive it into the negative. Those with a secret identity (no one knows that respected stock analyst Dennis McDennis is really — The Corporate Raider!) may maintain normal relations and Contacts

through that identity, though the Contacts of the secret ID may be severed if the villain's true identity is revealed.

Generated villains begin play with Typical Resources, unless other modifiers (or Judge's intentions) increase that amount. The Judge should modify the Resource rank to fit his campaign, but the Resources of a bad guy should always be such that the criminal has motivation to engage in robbery to maintain his standard of living.

Finally, as for generated heroes, fill in the blanks for your bad guy. Who is this guy, anyway? Why does he want to take over the world/beat up the good guys/make himself rich? Does he have any pet peeves or phobias? Would he emulate anyone in particular in his criminal style? How would the hero first encounter him? In answering these questions, the Judge should be able to make a villain that the heroes will not soon forget.

Villains and Karma

The Judge should not have to keep track of Karma for every NPC in his campaign, only for the major bad guys, as they are the ones who spend it most often. Ordinary criminals will possess the Karma listed in their stats, as will super-powered villains the first time they appear (or their actions and plots first occur, for those using cat's-paws).

Villains receive Karma as follows:

- Karma for committing crime equal to the hero's total for preventing that crime. Mass counts of robbery, assault, or murder count as one total for Karma.
- Defeating Heroes as for heroes defeating the villain.
- Placing heroes in Deathtrap situations. The villain does not receive Karma for killing heroes (surprise), but gets an amount equal to that for defeating heroes if they are placed in a Deathtrap situation. The villain loses nothing if the hero escapes or is rescued from that deathtrap.
- Bragging. Villains are by and large an insecure lot, and feel they must share the vital points of their recent decision to take over the world with listeners of worthy caliber (usually heroes in Deathtrap situations). Give the villain 20 Karma points for doing so. However, the Judge is obligated to pass on useful information to the Players in this fashion — such as where to find the villains when they have escaped the deathtrap.

Villains lose Karma by:

- Being Defeated, as for the Heroes. In

addition, being defeated reduces the villain's Popularity by 30 points, regardless of whether it was a public or private defeat. This reduction is always toward zero. (A villain with a -40 Popularity is reduced to -10 Karma.)

- Being convicted for a crime, equal to the amount of successfully carrying out that crime.
- The villain loses 10 Karma points per month in prison or other incarceration or restraint (in other words — out of action). A villain cannot earn additional Karma when so incarcerated.
- A villain loses 30 Karma points for killing, including slaying lackeys, henchmen, and other underlings that have displeased them. (This flagrant spending of Karma is the hallmark of short-tempered villains such as Doctor Doom and the Red Skull.)

A villain may form a special type of Karma Pool with his henchmen and cat's-paws that are working for him. In this Karma pool, all villainous Karma earned by the gang is kept, but only the leader of the gang (the head villain or mastermind or the operation) may spend it. Any member may leave the pool, taking his "share" with him, though if the villain immediately disposes of the traitor, that Karma is retained in the pool.

Villains spend Karma in four specific situations:

- To build things. Hi-tech villains will channel their Karma into the rapid completion of their latest world-threatening device, and in addition spend Karma to make sure it works properly. Villains therefore rob both to acquire special requirements for inventions and to enhance their own Karma to make them work.
- To reduce damage. A villain who may spend Karma may spend 40 points to reduce the effects of an attack by one color rank. This spending must occur before the attack is made, though the players do not have to be informed of this expenditure. If such spending is done, the villain reduces a red attack to yellow, and a yellow to green, but green and white results still apply. This prevents the heroes from destroying the villains in one Karma-laden shot, forcing them to reduce the villain's Karma total in battle.
- To arrange an Escape or Mysterious Death. Good villains are hard to come by, and if one is forced into a full-fledged retreat by the heroes, the Judge should try to keep the villain among the living.

The Judge may spend all the Villain's remaining Karma (no less than 100 points) to effect an escape or mysterious death. The villain can escape by dropping through the floor on a previously unrevealed lift, being teleported away by a third party, or through a twist of fate (a collapsing wall) separating him from the heroes long enough to make good an escape. A mysterious death will vary according to the villain in question. Some will find themselves in an inescapable trap of their own devising, others will be "crushed" by falling debris or caught in an explosion with no remains found, or, in cases of Ultron, almost totally destroyed to recreate themselves later. The good Doctor Doom is a master of the mysterious death, as he has been irrevocably sent off to die at least a dozen times, but always survived. All super-powered villains will seek to maintain a 100-Karma-point buffer to make this form of escape.

- **Judge's Prerogative.** This is a dangerous area, so treat it with care. The Judge may have villains spend Karma when it is absolutely essential for the villain to perform particular actions successfully. Such actions cannot be directed against the player heroes ("I'm going to score a Kill result on Spider-Man"), though they may endanger the hero ("I'm going to hit the button opening the cage of the Rogerian slime monster across the room"). Judges should use this option with the greatest care.

Villains, Popularity, and Resources

As noted above, villains prefer the fear that a large negative Popularity provides, and as such will try to maintain that rep. Villains' changes in Popularity are summarized below.

Defeated by hero	-30 Pop
Defeating hero	+10 pop
Defeating other villain	+5 Pop
Imprisoned	-5 Pop
Making Proclamation or challenge	+5 Pop.

These numbers are larger than those for player-characters, because villains get less play in general than player-characters.

Villains acquire Resources to make purchases and fund inventions. A single robbery of a target will provide a one-shot use of that target's Resource rank. If the villain robs a bank and gets away, he can use that Resource rank (Judge-determined according to amount — use the Power rank

as a guide) to purchase other items. This is a shorthand guide to what villains can acquire. Remember, villains also rob for special requirements for their inventions, as this provides both the Resources and the requirement in one fell swoop.

Random Events

A plot that runs through several encounters to a set resolution is entertaining, but the Judge may want to spice things up with Random Encounters aimed specifically at the heroes. MHAC-6, *New York, New York*, provides one method of generating random events and presents a large number of suggested encounters. These are small "one-shot" adventures that should take up an evening of play or less, and may deter the characters from moving too quickly through the main adventure you have planned.

New York, New York concentrates on urban encounters, mostly combat situations. A more free-form method of encounters is to create a group of small one-shot encounters to throw at the heroes, alone or in groups, to keep them occupied and provide a good way of gaining Karma without fighting Galactus. You, the Judge, can create a number of these for your heroes, as a list, similar to the ones below. When you feel you need a random encounter (say, at the start of the game, or when the hero is heading home for the evening, or trying to get across town for an important appointment) roll a ten-sided die, look down the list, and run that encounter the next time the hero or heroes are in a situation to which it applies (for example, as Power Outage is better at night, when it is rolled, wait until dark to spring it). Only one random event should be in operation at a time. Here are some examples.

1) **The Robbery:** The hero is in the vicinity of a store (pick one) when the alarm goes off. Three thugs come out of the store, guns blazing, holding bags of loot. They run to the end of the block, where a fourth man is waiting with a car, the engine running. The car will head for the farthest edge of the map, and if it makes it, the trail will be lost.

2) **The Contact:** The hero gets a note from one of his Contacts to see him. This can be a springboard for another adventure, as the Contact may have some mystery to present to the hero, or disappear himself before the hero can reach him.

3) **Burglary:** It is night and a burglar alarm siren goes off down the street. Looking in

that direction, the heroes see a group of seven enforcers quickly loading a truck with goods from an open store (furs, jewelry, frozen meat, etc.).

4) **Media attack:** A full fledged assault on the hero's good name by a paper or other media operation. -5 Popularity.

5) **Windfall:** A Resource Modifying FEAT. The hero has been named in the will of an admirer. Raise the Hero's Resources by one Rank (maximum Remarkable). Said inheritance may also include other items, such as an old house in the country said to be haunted; a pendant that is a mystic artifact with a powerful curse, sought by a more-powerful evil entity; or a clause in the will saying that the money is forthcoming only if the hero performs a certain act.

6) **Police on the Beat:** The hero encounters two of New York's finest on foot patrol, or a pair in a squad car. The police only hassle the hero if he is wanted by the police, or has a negative Popularity. Otherwise, they are friendly, and pass on information about the area (such as a rash of cat burglaries, or the fact O'Malley thought she saw a flying saucer three days back).

7) **Rampaging Villain:** Out of nowhere he comes! (And to nowhere he may go.) Some villain is out to prove himself the A-Number-1 Head Honcho bad guy by beating up some hero. This can be any of the less-powerful villains (such as Blacklash or Electro, but not someone like Kingpin or Doctor Octopus — they have better things to do with their time), or a character of your own devising (creating your own villains is similar to hero creation, and has an advantage in that the heroes don't know who this guy is).

8) **Power Outage:** The lights go out in a three-block section of the map — a faulty circuit. A mixture of helping people out of elevators and general good deeds and arresting common criminals seeking to make hay while the lights don't shine.

These are only examples, and the Judge is encouraged to come up with his own small encounters to season the campaign, tailored to his particular operation and what the players are doing.

SUMMARY FOR JUDGES

Final Summary For Judges

In summary, there are no fool-proof rules for judging the Marvel Super Heroes game, or any other role-playing game. The best we can do is provide examples, instances, and guidance in how to run combat, special situations, and the campaign in general. Here are a few guideposts this Judge has used in his campaigns, which may work in yours as well.

Give the Players an Even Break: This has been said before, and it applies. The Judge has all the cards and most of the information. He knows where the hidden traps are and how badly wounded both heroes and villains are. Wiping out heroes wholesale is a problem, in particular with such world-destroying guns as Galactus wandering around. Give the players a way out of that infallible Deathtrap (Marvel Super Villains are not infallible, though Judges usually are). Send in the Cavalry if the heroes are being too badly chewed up (but reduce their Karma if they need Thor dropping by to handle a group of street toughs). Remember that the campaign is only as good as the Judge and players.

No Buffalos: Those familiar with the original books know this one. Just as you should not ride roughshod over the players, do not let them ride roughshod over you. Your rulings are just that — rulings. Decisions that you have made under the circumstances of the game. Right or (perhaps proved later) wrong, they are the way the game is played in your campaign. You control the amount of information in the campaign, and can restrict as necessary for your adventures.

Be Prepared: Players are a sneaky bunch, and will always surprise you with some action they believe you haven't thought of (hence the Karma award when you are caught flat-footed). In such cases, be sensible, be reasonable, and be prepared. If a villain is going up against Captain Marvel and knows it, perhaps a Darkforce-projecting device or ally may be called for. Similarly, if Spider-Man comes calling, shouldn't the detection devices include the walls as well as floors? Prepare your adventures so you have a good idea what should come next, no matter what the players do.

Patience is a Virtue: Let the players come to their own decisions, correct or not. With many players, there will always be an interplay between the player characters, as to who will lead, which way to go, which clue to follow, or who to attack with what.

This is part of the game, and there is no need to rush the players into your latest deathtrap — they will come along eventually of their own volition. A Judge who provides the information and sits back waiting for player response is as effective (if not moreso) as one who rushes the players into one slugfest after another.

The remainder of this book is filled with a variety of characters from the Marvel Universe, for use in your campaign, including Heroes, Villains, Entities of Great Power (Big Guns), Animals, Alien Races, and members of the Supporting Cast.

The heroes are summarized on the card-sheets provided, and are presented here in full. The cards, which may be cut along the dotted lines, are for use by the players as a handy reference, and include a few additional cards to be used by the players for their own creations. Note that along the base of each of these sheets is a range-marker for those who use ranged distances as opposed to area markers.

While on the subject of the card-sheets, there are four panels that contain the Adventure Fold-Up figures for use in the campaign. These figures may be assembled as follows:

- Cut apart each figure along the solid lines indicated in black.
- To make it easier to fold the figure on a straight line, you should "score" the line of the fold. "Scoring" is creating a crease in the paper on the line of the fold by using an artist's stylus or an old ballpoint pen that has dried up. To score, use a ruler to help you draw a straight line and then, using the stylus or an old pen, draw along the fold line pressing down to leave a crease in the paper. This makes it easier to fold the paper.
- When gluing, spread the glue evenly over the flap and then wrap the figure around. Place it against the indicated surface and hold it together. A paper clip will hold the figure until it has dried.

The character stats listed here include a summary of the abilities for each character. The initial Power ranks for these abilities, and all abilities and Powers of these characters, are set at the mid-point or average value for when play begins. They may be increased through normal advancement, and the character cards modified accordingly.

The Health, Karma, Popularity, and Resource ranks are similarly starting values

and may change over the course of the campaign.

Powers are listed as "Known Powers": that which it is known the hero can do, and the Power stunts that the hero normally performs. An exhaustive list of Power stunts would triple the size of this section, so those particular stunts that the characters have used on occasion are not listed, and left to the players to develop.

Talents are summarized and noted to the Talents section of the Players' Book when possible. When dealing with a Talent that does not exist in the Players' Book, it is explained in full.

Contacts are initial Contacts and based on the history of the character and those that the character has relied upon in the past. Other Contacts may be argued, but these are the starting Contacts for such characters: others may be added as play progresses. For example, Bruce Banner may retain some Contacts in the Military as a result of his long service on various projects including Hulkbusters, but that is not listed under his entry of the Hulk, and if the player running Banner desires such a Contact he must pay for it.

The Background section provides a complete a history as space permits for the hero, villain, or entity, to give the players a feeling of the character's roots and his or her motivations for role-playing.

The sections on Aliens, Animals, and Supporting Cast are similarly presented, but in a shortened form to put as many as possible in the text.

Finally, it should be noted that the abilities, ranks, and powers may be different from previous works, and that future mentions of these characters may differ in small ways from those that have appeared here. This is because the Marvel Universe is not an unliving thing that may be carved up and examined, but a living creative entity that is still evolving over time. Player characters using these heroes should not benefit from further changes after play has begun, but should not be penalized by further reductions in abilities that may occur to the characters in the future. (Just because Storm loses her abilities in the "mainstream" Marvel Universe, does not mean that she will lose them in YOUR version of the Marvel Universe.) As the Marvel Universe continues to evolve, TSR products will try, with the help of the Marvel Comics Group, to stay on top of the latest developments, twists, and turns in the lives of people that make up that Universe.

3: CHARACTERS

ANGEL

Warren Kenneth Worthington III

F	EX(20)	Health: 90
A	RM(30)	
S	GD(10)	Karma: 26
E	RM(30)	
R	GD(10)	Resources: Rm(30)
I	TY(6)	
P	GD(10)	Popularity: 10

KNOWN POWERS:

Flight: Angel flies by means of two birdlike wings, aided by his aerodynamic body and bone structure. He can fly at Typical air speeds (6 areas/round). Acceleration and fatigue are handled as in Running. While in flight, he may carry up to 200 pounds without straining, though greater weights require a Strength FEAT roll. Angel's flight is relatively silent, such that he may blindside opponents on the ground who are unaware of him.

TALENTS: Angel is skilled in Aerial Combat and Martial Arts B. Despite his control of a large corporation, Worthington's business skills seem minimal, as he depends on talented underlings to run things.

CONTACTS: Warren Worthington III is the chairman of the board of Worthington Industries, a major corporation. Worthington Industries is the parent company of X-Factor Mutant Control Services, which is a cover for X-Factor, the original X-Men. Angel was the sponsor and part-time leader of two defunct hero groups, the Champions of Los Angeles — Iceman, Hercules, Black Widow, Darkstar, and Ghost Rider (Johnny Blaze) — and the Defenders — Iceman, Beast, Gargoyle, Valkyrie, Andromeda, and Cloud.

BACKGROUND: Angel's wings and flying ability appeared in his teens, and all of the original X-Men, only Worthington had a previous career as a crime-fighter before joining the team. As the Avenging Angel, Worthington battled criminal activities for a short time before being recruited by Cyclops and Iceman. Angel left the team after a number of new recruits had joined, but his adventuring spirit encouraged him to form and fund other super-powered teams, including the Champions of Los Angeles and the new Defenders. He is currently the major sponsor of X-Factor (a division of Worthington Industries), as well as a member of that team.

AURORA

Jeanne-Marie Beaubier

F	EX(20)	Health: 66
A	EX(20)	
S	TY(6)	Karma: 18
E	EX(20)	
R	PR(4)	Resources: Ty(6)
I	GD(10)	
P	PR(4)	Popularity: 6

KNOWN POWERS:

Flight: Though Aurora's Powers are currently greatly reduced, she may still fly at the speed of sound (Shift X Speed). While in flight she has Good Body Armor.

Light Generation: Beaubier can generate light of Monstrous Intensity. Targets blinded by this light are -3CS on all FEATs for 1-10 rounds afterwards.

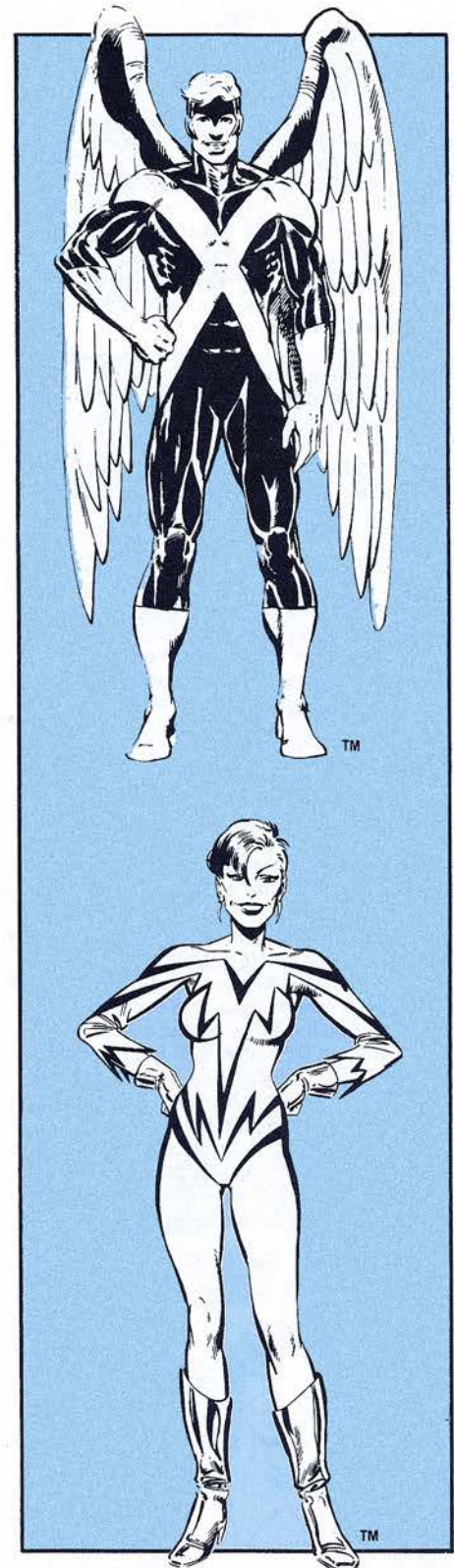
Non-Detection: Aurora cannot be as a mutant, since those mental waves (psionic "signature" used by Professor Xavier, Cerebro, and Sentinels) are suppressed with Class 1000 ability. She registers as a normal human on mutant detectors.

LIMITATIONS: Jeanne-Marie is a classic case of multiple personalities. Two distinct personalities have already appeared, and she is currently manifesting a third. The original persona, Jeanne-Marie, is shy, reclusive, prim, stern, and speaks English with a heavy accent. Her Aurora personality is more aggressive, fun-loving, and adventurous. Her current persona is a mixture of these two (and leans toward Aurora), but stress may result in switching personalities (Psyche FEAT to avoid this effect).

Jeanne-Marie loses the use of her Powers for 1-10 rounds upon contact with her brother, Northstar.

CONTACTS: Aurora is a founding member of Alpha Flight.

BACKGROUND: Jeanne-Marie and her brother, Jean-Paul, were twins separated soon after birth. Jeanne-Marie was raised in a very strict religious school for girls, and it was there that her Powers first manifested themselves. She was disbelieved and firmly punished for her tales of flying, and so the super-powered persona fractured off in a split personality. Located by Wolverine and recruited into Department H, Aurora was reunited with her brother (Northstar). Aurora and Northstar originally had similar Powers, but Jeanne-Marie's were modified by her lover, Sasquatch.



HEROES

BEAST Henry McCoy

F	IN(40)	Health: 130
A	IN(40)	
S	RM(30)	Karma: 50
E	EX(20)	
R	EX(20)	Resources: Rm(30)
I	GD(10)	
P	EX(20)	Popularity: 10

KNOWN POWERS:

Modified Body Parts: Beast's feet are well-developed and may be used as hands to handle objects or to attack.

Climbing: Due to his simian stance and capabilities, Beast can climb with Remarkable ability.

Lightning Speed: Beast can move at up to areas per round, accelerating to that speed in a single round.

TALENTS: Hank McCoy is an expert in Biochemistry, Genetics, and Electronics. He uses Acrobatics, Tumbling, and Martial Arts C in combat.

CONTACTS: The Beast is a current member of X-Factor, and a former member of the Avengers and Defenders. His Contacts with his former employer, Brand Corporation, and with universities where he has acted as a campus speaker, are tenuous at best.

BACKGROUND: Hank's large feet and simian stature were noticable at birth, but Hank led a relatively normal life, even becoming a football star in high school. Recruited into the original X-Men, Hank has since served with the Avengers and Defenders and is now a member of X-Factor. During his brief employment with the Brand Corporation, Hank was further mutated into a blue-furred, ape-like form. He has since been given a more humanoid form through experiments by a former co-worker.

BLACK KNIGHT Dane Whitman

F	RM(30)	Health: 70
A	EX(20)	
S	GD(10)	Karma: 22
E	GD(10)	
R	GD(10)	Resources: Ex(20)
I	TY(6)	
P	TY(6)	Popularity: 40

KNOWN POWERS:

Body Armor: Black Knight wears a full of chain mail armor, providing him with Good protection from physical attacks.

Unique Weapon — Ebony Sword: Merlin himself forged and enchanted the Black Knight's sword. It is made of Unearthly material strength meteoric iron, and in the Black Knight's hands inflicts 10 points Edged damage, or 16 points Blunt damage with the flat of the blade. The sword has special anti-magical properties, allowing it to deflect spells and energy as if it were a shield of Unearthly Strength, as well as cut through mystic barriers and ensnarements as if they were normal materials. The sword has a blood-curse on it: if the wielder takes a life, he becomes more violent and bloodthirsty (Psyche FEAT to avoid this effect).

Limited Teleport: Through ceremony or complete concentration (red Psyche FEAT), the Black Knight may summon his sword to him or teleport himself to the sword with Class 3000 ability, crossing time and dimensions to do so.

Atomic Steed: Brought back from Mountain by the Beast, this device was repaired by Dane and is used as his mount. The vehicles' stats are:

Control	Speed	Body	Protection
RM	ShX	EX	None

TALENTS: Dane is a Weapons Specialist with his sword (+2CS), and has Horsemanship skills (used to control his Atomic Steed). Whitman is also an accomplished geneticist.

CONTACTS: Black Knight is a member of the Avengers, and a close ally of Doctor Strange. He still has ties to the extra-dimensional realm of Avalon.

BACKGROUND: Dane Whitman inherited the persona of Black Knight from his criminal uncle, Nathan Garrett. Determined to use the Powers of the Ebony Sword for good, Whitman joined the Avengers following a long stay in the 12th century, and is a member of the current team.

BOX Roger Bochs

F	RM(30)	Health: 210
A	RM(30)	
S	MN(75)	Karma: 40
E	MN(75)	
R	EX(20)	Resources: Ex(20)
I	GD(10)	
P	GD(10)	Popularity: 10/6

KNOWN POWERS:

Body Armor: All of Box's abilities from his Body Armor. When not in his armor, Roger Bochs has the following stats:

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

The armor provides Amazing protection from physical and energy attacks, and Monstrous Resistance to Heat, Cold, and Radiation. Bochs merges physically with the Box armor (takes 1 round). Remaining too long inside Box may cause the merger to be permanent. Make a Psyche FEAT for each hour after the first three to leave the armor.

Flight: Box flies by means of jet-thrusters in the legs, and can fly at Incredible speeds. If used as a weapon, the boots inflict Remarkable damage.

Recovery: The Box armor's internal circuits allow it to regain lost Endurance ranks at a limited rate. In addition, Madison Jeffries, who has the ability to manipulate metals, can repair Unearthly damage to the Box armor.

Computer Link: The Box armor allows the user to tap into available computer hardware with Remarkable ability.

Sensors: Box has active detection gear that ranges from microwave to hard radiation detection. He has Amazing infravision, radar, and radiation detection. His on-board radio has a 200-mile range across all standard bands, and can jam other radio sources within 5 areas with Incredible Intensity.

TALENTS: Roger Bochs is an expert in Electronics. He has Engineering and Repair/Tinkering ability to help build and maintain Box.

CONTACTS: Bochs was a member of Beta Flight and is a current member of Alpha Flight. He is also the owner of Bochs Electronics, a private firm with Remarkable Resources.

BACKGROUND: Handicapped Roger Bochs' plans for a powerful robotic suit came to the attention of James Hudson, who recruited Bochs and his invention into Beta Flight. Box later joined the main team.

CAPTAIN AMERICA Steve Rogers

F	AM(50)	Health: 140
A	IN(40)	
S	EX(20)	Karma: 60
E	RM(30)	
R	GD(10)	Resources: Ex(20)
I	IN(40)	
P	GD(10)	Popularity: 100/6

KNOWN POWERS:

Unique Weapon — Shield: Cap's chief weapon is a disk made of adamantium and vibranium. The shield is Class 3000 material, and is immune to harm from any damage save that of magic and psionics. Captain America uses this weapon as a shield, though he is still subject to the effects of Stuns and Slams while using it. Captain America may throw his shield up to 3 areas away, inflicting Remarkable damage. One of Cap's established Power stunts is to bounce the shield off a number of hard surfaces and have it return to him the following round.

Motorcycle: Cap's motorcycle is a Davidson Custom Special, built by Jonathan Coulson and further modified by S.H.I.E.L.D. The vehicle has the following stats:

Control	Speed	Body	Protection
GD	RM	TY	None

Captain America wears protective headgear while on the road (lessens damage from crashes by -1CS).

Van: Cap's van is a custom-built van modified by the Wakandan Design Group. The van has the following stats:

Control	Speed	Body	Protection
GD	EX	RM	EX

The van contains first aid kits, a storage area for the cycle, fire fighting equipment, an on-board computer with cruise control, automobile information files, and a terminal which allows him to tap into a national computer net. The van has changeable license plates and a crystal film paint job that allows it to appear red, white, blue, or yellow.

TALENTS: Cap is a Weapons Specialist with his shield, receiving a +2CS in FEATS using it. He is skilled in all the martial arts available, as well as having leadership, artist, and military skills.

CONTACTS: He is a vital member of the Avengers, has a long-standing relationship with the U.S. Army, and is a friend of Nick Fury of S.H.I.E.L.D.

BACKGROUND: At the start of WWII, Steve Rogers was injected with the Super Soldier Formula. An accident at the end of the war froze him in an iceberg and he was later rescued by the Avengers. Cap sees himself as a hero for all of America.

CAPTAIN MARVEL Monica Rambeau

F	GD(10)	Health: 70
A	EX(20)	
S	TY(10)	Karma: 22
E	RM(30)	
R	TY(6)	Resources: Ex(20)
I	GD(10)	
P	TY(6)	Popularity: 20/5

KNOWN POWERS:

Body Transformation: Energy: Monica can transform her entire body into any form of electro-magnetic energy, including visible light, cosmic radiation, gamma rays, X-rays, ultraviolet and infrared radiation, neutrinos, and microwaves and radio waves. She may perform a number of Power stunts at up to Unearthly ability with these transformations, including:

- Light of Unearthly Intensity
- Invisibility of Unearthly rank
- Projection of intangible illusions of herself
- Transmitting radio messages without a set
- Overloading sensor devices with Unearthly ability
- Passing through objects as X-rays with Unearthly ability (may be blocked by force fields)

While in energy form Captain Marvel may not be harmed by physical attacks, but may be hurt by magical attacks, psionic attacks, and energy attacks of the same type as her current energy state. She may shift energy states at will.

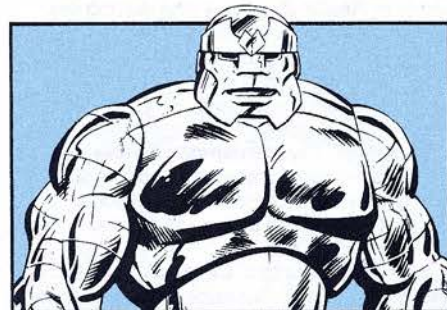
Flight: While in her energy state, Marvel may travel at Class 3000 (near light) speeds. She may move up to 50 areas in a round, but attacking still takes a round.

Energy Attacks: When in an energy state, Captain Marvel may project a concentrated blast of Force or Energy of up to Monstrous strength.

TALENTS: Monica Rambeau has Law Enforcement as a talent.

CONTACTS: Monica Rambeau is a former member of the New Orleans Harbor Patrol. She gained her Powers when rescuing physicist Andre LeClaire, and is a current member of the Avengers.

BACKGROUND: Monica Rambeau gained her Powers when she destroyed a discovery of Prof. LeClaire's that was being used as a weapon. Taking the name Captain Marvel (no relation to the Kree captain), she sought out the Avengers for aid in controlling her Powers, and is now part of the current team.



CLOAK

Tyrone Johnson

F	TY(6)	Health: 76
A	GD(10)	
S	EX(20)	Karma: 36
E	IN(40)	
R	TY(6)	Resources: Fe(2)
I	EX(20)	
P	GD(10)	Popularity: -3

KNOWN POWERS:

Dark Dimension Control: Cloak's of darkness should not be confused with the Dark Dimension, a extra-dimensional realm ruled by Clea. Cloak's darkness is an extra-dimensional space that may or may not be related to the Darkforce. He may ensnare victims in his cloak, plunging them into his dark dimension, with a successful wrestling attack. They may also enter if they make a charging or grappling attack on Cloak. Inside the dimension, the character is confronted with his deepest fears of Amazing Intensity, and in addition loses 1 Endurance rank and 5 points of Health a round. Upon leaving the cloak, the target must make a Psyche FEAT or be paralyzed by fear for 1-10 turns. Health lost by targets is absorbed by Cloak to restore his Health, up to his maximum.

Body Armor: Cloak's non-corporeality provides Amazing protection from physical and energy attacks. He is still subject to magical and mental attacks as normal.

Darkness Generation: Cloak can release his darkness into our dimension, covering up to three areas with Amazing Intensity darkness. Those unable to see in this total darkness and those without light-bearing Powers are -3CS on all FEATs.

Teleport: Cloak may move within his dimension of darkness, effectively teleporting with Unearthly ability and a maximum range of a half-mile. Unless protected by Dagger's light (which "feeds" the hunger of the cloak), those teleported with Cloak are affected by the dimension.

LIMITATION: Cloak's darkness has a hunger for the living light contained in living bodies. His effects on criminals, as well as contributions from Dagger's own Powers, feed this hunger, but if 24 hours pass with no such light, Cloak will have to make a Psyche FEAT against Good Intensity desire to absorb that light from another, criminal or not.

CONTACTS: Cloak is Dagger's partner, and worked with Mayhem. He is not on good terms with Father Delgado.

BACKGROUND: Cloak's origin is similar to Dagger's, and he shares her vigilante attitude (double all Karma awards for preventing/solving drug-related crime).

COLOSSUS

Peter Nikolaievitch Rasputin

F	GD(10)	Health: 145
A	GD(10)	
S	MN(75)	Karma: 32
E	AM(50)	
R	TY(6)	Resources: Pr(4)
I	TY(6)	
P	EX(20)	Popularity: 0

KNOWN POWERS:

Body Transformation: Peter Rasputin can transform his body into an organic form of osmium steel. His stats while in that form are listed above. His normal abilities are:

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

Peter may transform in a single round. Damage taken in human form carries over into armored form. Damage taken in armored form is healed in transformation, unless Peter's Health in armored form is below 60, in which case that Health is used once transformed. If Peter is stunned or knocked unconscious while in armored form, he reverts to human form. While in armored form, Colossus has minimal need to breathe, and as such can hold his breath for an indefinite time.

Body Armor: Colossus' steel-like hide provides Amazing protection from physical attacks, and Incredible protection from energy attacks.

Resistances: In armored form, Colossus Monstrous Resistance to Fire and Cold, and Remarkable Resistance to Electricity (conductive) and Radiation.

TALENTS: In his career as an X-Man, Colossus has Martial Arts A, B, and Resist Domination skills. He also has artist skill, and paints to relax.

CONTACTS: Peter Rasputin is a member of the X-Men. His little sister, Illyana, is a member of the New Mutants. His exact relationship with the Soviet government of his homeland is unknown.

BACKGROUND: Piotr Rasputin first demonstrated his mutant abilities in adolescence on the Ust-Ordynski collective in Siberia. He was recruited by Professor X to form his second team of X-Men, and has served with the team since then. He has served as the team's strong-man since then, but is often plagued by self-doubt as to his abilities and contributions.

CYCLOPS

Scott Summers

F	EX(20)	Health: 76
A	EX(20)	
S	TY(6)	Karma: 80
E	RM(30)	
R	EX(20)	Resources: Gd(10)
I	RM(30)	
P	RM(30)	Popularity: 6

KNOWN POWERS:

Optic Blasts: Summer's eyes constantly emit a ruby-colored beam of pure concussive force from his eyes. These ruby beams inflict Excellent Force damage at a range of 1 area. Using a specially-constructed visor, he may project a beam of up to Amazing Intensity up to three areas distant. This beam can affect a single target or multiple targets. Targets in different areas are treated as multiple attacks and require a Fighting FEAT to hit. Cyclops receives a +2CS to hit with his optic blasts, and may bounce his beam off materials of higher material strength than the current Power rank used as a Power stunt (each target in the path of a multiple "bounce" requires a separate Agility FEAT to hit; one miss negates any other attacks or bounces). Cyclops is invulnerable to his own optic blasts (and the effects of his brother, Havok), but may still be stunned and slammed by them.

TALENTS: Scott is an accomplished Pilot of aircraft. As a member of the X-Men, he has developed Leadership, Martial Arts A and C, and Resist Domination Talents.

CONTACTS: Cyclops has led the present team of X-Men as well as the original team (now known as X-Factor). He is not on good terms with Magneto, the X-Men's current mentor. Scott's father, Alexander Summers, is the leader of a group of intergalactic freedom fighters known as the Starjammers. Scott's brother is the mutant hero Havok, a member of the X-Men.

BACKGROUND: Scott and his brother were pushed out of their parents' plane when it was attacked by a Shi'ar scout ship. The boys had a parachute, but the fall injured Scott, crippling that section of his mind that would later be needed to control his mutant Powers. These Powers surfaced in his teens, and the youth was recruited by Professor X to be the team leader of his X-Men. Scott has served as team leader for both old and new teams. He left the group to marry Madelyne Pryor, who resembled his former love Jean Grey, though dead. Upon Jean's return, he left his wife to become a member of X-Factor.

DAGGER

Tandy Bowen

F	EX(20)	Health: 76
A	EX(20)	
S	TY(6)	Karma: 30
E	RM(30)	
R	GD(10)	Resources: Fe(2)
I	GD(10)	
P	GD(10)	Popularity: 2

KNOWN POWERS:

Light Generation: Dagger can generate light of Remarkable Intensity, filling up to 2 areas. This light can stun opponents who fail an Endurance FEAT for 1 round, and gives those who are attacking her glowing form a -2CS to hit.

Light Daggers: Dagger can generate and throw daggers of "living light." These daggers inflict Excellent damage, and can penetrate up to Good Body Armor (they have no effect on Body Armor of higher rank). The target must make an Endurance FEAT against Excellent Intensity. Failure indicates unconsciousness for 1-100 rounds and -3CS on all FEATs by the target for 3 days. Success indicates only a -1CS for 1-10 rounds.

Targets hit by these light daggers are purged of foreign substances, provided those substances are not long-term mutations or alterations (no effect on Hulk or Captain America). Individuals with negative Popularity may "repent" while under the effects of the light daggers. This "repenting" reduces negative Popularity to 0, and eliminates any Karma possessed by the target. NPCs' "repentance" is determined by a Psyche FEAT against Excellent Strength.

Dagger may fire up to 4 daggers in a single round at up to 4 separate targets in the same area. She may control the flight of these daggers up to 4 areas away.

TALENTS: Tandy Bowen was a talented dancer before her transformation, and uses her Talents in a unique fighting style that combines Acrobatics, Tumbling, and Martial Arts C.

CONTACTS: Tandy is the partner of Cloak, and the sometime partner of Mayhem, a super-powered vigilante. Dagger and Cloak take refuge in the church run by Father Delgado.

BACKGROUND: Tandy Bowen was a young runaway who was kidnaped and used as a human test animal for a new Maggie drug. This drug modified her body, turning her into a creature of light. As Dagger, Tandy hunts down drug-related criminals and punishes them (double all Karma awards for preventing/solving drug-related crimes).

DAREDEVIL

Matthew Michael Murdock

F	IN(40)	Health: 110
A	IN(40)	
S	GD(10)	Karma: 91
E	EX(20)	
R	TY(6)	Resources: Pr(4)
I	MN(75)	
P	GD(10)	Popularity: 6

KNOWN POWERS:

Enhanced Senses: Murdock's senses of taste, hearing, and smell have been enhanced to the Monstrous rank. He can identify substances by taste, read raised printing on a page, or track by a specific odor on a Power rank FEAT roll. Overloading these senses (excessive noise, for example) reduces his Intuition by -1CS, and any FEATs against specific attacks are at -2CS. Murdock uses his enhanced hearing in a Power stunt to determine if a character is lying (he listens for an erratic heartbeat) with Amazing ability.

Radar Sense: In addition to his enhanced senses, Murdock has developed an omnidirectional sense that operates as primitive radar. He can "see" three-dimensional images up to 3 areas away, regardless of light conditions. Rapid movements and chaotic conditions reduce this Power and Intuition by -2CS. Daredevil cannot be blindsided.

Weapon — Billy Club: Daredevil carries a billy club made of Incredible Strength material that he wields or throws for Excellent Blunt damage. Internal workings that permitted the club to shoot a line have been removed.

LIMITATION: Murdock is blind. He is unaffected by light-based attacks, illusions, and hypnosis for this reason.

TALENTS: Daredevil is a master of Acrobatics and possesses Martial Arts A, B, and E. He is a specialist with his Billy Club and receives a +2CS to hit with it. Though disbarred, Murdock retains his legal training.

CONTACTS: Murdock's old partner, Foggy Nelson, is still active in law, and Murdock is also close to reporter Ben Urich of the Daily Bugle. Daredevil also had extensive contacts in the criminal world, including a small-time hood named Turk Barrett.

BACKGROUND: Matthew Murdock lost his sight in a truck accident involving radioactive material. This accident provided him with his radar sense, which he used to become Daredevil.



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DOCTOR STRANGE Stephen Strange

F	GD(10)	Health: 66
A	EX(20)	
S	TY(6)	Karma: 185
E	RM(30)	
R	GD(10)	Resources: Gd(10)
I	MN(75)	
P	UN(100)	Popularity: 10

KNOWN POWERS:

Magical Ability: Doctor Strange is the Sorcerer Supreme of the Earth Dimension. He may use any listed Power as a spell, subject to the limitations of Personal, Universal, and Dimensional energy restrictions. He uses these abilities at the Amazing level, unless otherwise noted as Power stunts. In addition, Doctor Strange regularly uses the following spells:

- Alteration — Appearance (P) — as a minor illusion of Amazing Intensity that changes the Doctor's appearance and that of his companions, usually hiding their costumes
- Astral Projection (P) — as Power of same name, with Unearthly ability
- Levitation (P) — as Power of same name, with Incredible ability
- Shield — Individual (P) as Personal Force Field, able to repel magical attacks
- Telepathy (P) — as Power of same name, with Unearthly ability
- Conjure (U) — a specialized Teleport of Amazing Intensity that brings the item, character, or being to the caster. The being in question may make a Psyche FEAT to avoid the conjuration
- Eldritch Beams/Bolts (U) — As Force or Energy Missile weapon, of Amazing power and range
- Dimensional Aperture (D) — Creates an opening into, and permits passage to and from, another stated dimension, with Monstrous ability. Requires a FEAT roll only for unfriendly or hostile dimensions or unwilling travelers
- Mists of Morpheus (D) — Generates vapors of Monstrous Intensity, which induce sleep in those failing an Endurance FEAT in two areas. Strange is unaffected, unless he chooses to undergo the mists, in which case he sleeps deeply for 1-10 hours but heals as if three days have passed under full hospital rest
- Spell of Silence (U) — Prevents subject of spell from speaking of certain matters or subjects. Only characters of Amazing or greater Psyche may receive a FEAT roll to avoid its effects

Cloak of Levitation: A magical device presented to Dr. Strange by his mentor and later destroyed and reconstructed, the Cloak permits Flight of Shift X Speed (a small spell allows the doctor to breathe at this speed). The Cloak may be commanded to perform discrete actions, and in combat it has Incredible material strength and may act as if it possesses Incredible Strength.

Eye of Agamotto: An occult object contained within an amulet worn by the Doctor and controlled by a psychic link. The Eye has several functions:

- Serves as a combination of all Detection Powers with Class 1000 ability, and in addition reveals illusions, enchantments, and disguises
- Provides a +2CS on all Mental Powers used by the Doctor
- Places one unconscious target in same area in suspended animation (no actions or loss of Health) with Monstrous ability
- Opens a Dimensional Aperture with Unearthly ability

Orb of Agamotto: Another powerful mystic artifact, the Orb has Class 3000 Magic Detection (as the Power), and may be used to view any place known to the user.

TALENTS: Doctor Strange was a noted surgeon before becoming the Sorcerer Supreme, and retains his Medicinal Talents. He is an expert on Occult and Mythological Lore, and has been taught Martial Arts A and E by his manservant, Wong.

CONTACTS: Doctor Strange's mentor was the Ancient One, who has since merged with the universe but on rare occasions has returned to advise. Strange's own pupil Clea is now the ruler of the Dark Dimension. Among the beings that Strange calls upon to work his Dimensional spells are Cyttorak, Raggadorr, the Seraphim, and the Vishanti (Agamotto, Hoggoth, and Oshtur), all of whom are considered Friendly entities for the purposes of conjuration.

BACKGROUND: Stephen Strange was a talented and egotistical surgeon who lost his fine motor skills in a car crash. Sinking into alcoholism, Strange heard of the Ancient One, and sought him out for a cure. Instead, Strange became the Ancient One's pupil and inherited from him the mantle of Sorcerer Supreme. He operates out of Greenwich Village, seeking out magical threats to the Earth dimension.

NICK FURY Nicholas Joseph Fury

F	IN(40)	Health: 100
A	EX(20)	
S	GD(10)	Karma: 50
E	RM(30)	
R	EX(20)	Resources: Am(50)
I	EX(20)	
P	GD(10)	Popularity: 50

KNOWN POWERS:

Body Armor: Nick normally wears a protective vest of Kelvar armor at all times, giving him Typical protection from attacks.

Weapons: Nick uses a variety of weapons available in the S.H.I.E.L.D. armory, including machine pistols and force pistols. His personalized weapon is a needle gun, which shoots a stream of finely honed slivers up to 6 areas away for Excellent damage on the Edged Throwing column. The needle gun contains 300 rounds, is made of Excellent Strength materials, and has mother-of-pearl handgrips.

TALENTS: Fury has acquired a number of talents in his careers in the Military and Espionage fields. He is a Pilot of air and space craft, a demolitions expert (+1CS on all matters involving explosives), is trained in First Aid, is a skilled Marksman, and has Wrestling Talent and Martial Arts A, B, D, and E.

CONTACTS: Nick Fury is the Executive Director of S.H.I.E.L.D. (Supreme Headquarters International Espionage Law-Enforcement Division), an espionage organization with Monstrous Resources. He has ties with various parts of the U.S. Government, as well as old ties with OSS (now CIA), military, and MI5 (England's spy organization).

BACKGROUND: Nick Fury first made headlines during World War II as a Sergeant and leader of his team of "Howling Commandos." During that time he was injected with the "Infinity Formula" — a serum that has slowed down his aging process so he remains in top form today. Following the war, Fury engaged in numerous military and espionage operations, until he was contacted by a still-mysterious Board of Directors to create and direct S.H.I.E.L.D. Since that time, Fury has remained the head of S.H.I.E.L.D. operations, overseeing an espionage network that includes major bases in most cities in the free world, an orbital space station, and, until recently, a flying fortress known as the Helicarrier. The original was destroyed, but a smaller version, the Behemoth, is still in operation. Fury has recently discovered widespread corruption in his organization, and has been working toward eliminating it.

HAWKEYE

Clint Francis Barton

F	GD(10)	Health: 70
A	RM(30)	
S	GD(10)	Karma: 22
E	EX(20)	
R	TY(6)	Resources: Gd(6)
I	GD(10)	
P	TY(6)	Popularity: 45

KNOWN POWERS:

Enhanced Senses: Hawkeye has Remarkable vision.

Protected Senses: Hawkeye is 80% deaf when not wearing his hearing aids, giving him Excellent protection from sonic attacks but making him unable to hear normal sounds more than one area away.

Unique Weapons — Arrows: Hawkeye's quiver contains 36 shafts. 12 of these are standard shafts (Throwing Blunt — 20 points). 6 are broad-blade heads (Shooting — 20 points), and the remainder may be equipped with specialty heads. Hawkeye has a range of 7 areas, and may call his shots as a Power stunt. His specialty heads are:

- Explosive — Amazing Grenade damage
- Tear Gas — Excellent Intensity, 1 area
- Electro-arrow — Amazing electrical damage
- Smoke Bomb — Covers one area in smoke
- Sonic — Excellent Intensity sonic attack; stuns all in target area for 5 rounds
- Flare — Lights 2 areas with Remarkable Intensity light
- Acid Arrow — Remarkable Intensity
- Cable — Fired 3 areas, Incredible line
- Putty — Remarkable Strength adherence, carries line up to 2 areas
- Bola — Successful hit indicates target grappled by Incredible Strength cable
- Net — Successful hit indicates all targets in area bound by Remarkable Strength net
- Rocket — Range of 15 areas, may use with other heads
- Boomerang — returns to firer in one round

Skymobile: Hawkeye's sky-cycle stats are as listed in the Player's Book.

TALENTS: Hawkeye is a Weapons Specialist with Bow and a Marksman, giving him +3CS with his weapon to hit. He also is trained in Martial Arts A and E.

CONTACTS: Hawkeye is the leader of the West Coast Avengers.

BACKGROUND: Inspired by Iron Man, Hawkeye decided to use his bowmanship for good. The brash bowman has made good, married the hero Mockingbird, and is leader of his own team.

HERCULES

Heracles of Olympus

F	UN(100)	Health: 320
A	EX(20)	
S	UN(100)	Karma: 50
E	UN(100)	
R	GD(10)	Resources: Ty(6)
I	GD(10)	
P	RM(30)	Popularity: 70

KNOWN POWERS:

Body Armor: The natives of Olympus are denser and tougher than the inhabitants of the Earth dimension. Hercules has Excellent protection from physical damage.

Resistance to Fire: Hercules has Excellent Resistance to Fire.

Invulnerability: Like all Olympians, Hercules does not age nor is he susceptible to disease (Class 1000 Resistance to Disease).

Immortality: Olympians are immortal in this plane, and as such, if reduced to 0 Health and Shift 0 Endurance, do not die. Their Karma reserves (including that in pools with others) are reduced to 0, and they automatically begin healing. In the dimension of Olympus and in other planes, the immortal Olympians (including Hercules) may be slain.

Weapon — Golden Mace: This enchanted adamantine weapon, forged for Hercules by the Olympian Hephaestus, is made of Class 1000 material, and in Hercules' hands inflicts Shift X damage.

TALENTS: Hercules is a master of wrestling, sharp weapons, and blunt weapons, and has a +1CS when using these attack forms. In ancient Greece he was also a master of the Bow, but now has a personal dislike for it.

CONTACTS: Hercules is the son of Zeus, ruler of the extra-dimensional realm of Olympus, home of the Greek "gods." He is a former member of the defunct Champions of Los Angeles and a member of the Avengers.

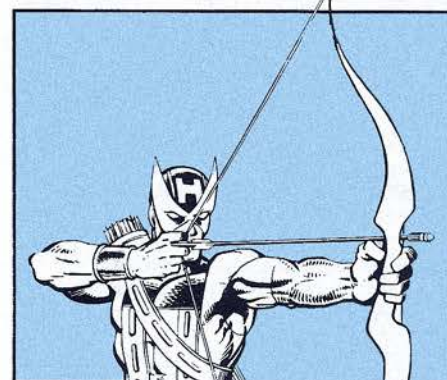
BACKGROUND: The modern hero Hercules is the same being who was written about in ancient Greece. Son of Zeus and a mortal woman, Hercules performed many tasks before becoming a true immortal in Olympus. Hercules today is a member of the Avengers, and lives for adventure to bestow his "gift" (a mighty punch) on miscreants.



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THE HULK

Robert Bruce Banner

F	RM(30)	Health: 215
A	GD(10)	
S	UN(100)	Karma: 38
E	MN(75)	
R	FE(2)	Resources: Fe(2)
I	TY(6)	
P	RM(30)	Popularity: -10/10

KNOWN POWERS:

Body Armor: Hulk's gamma-irradiated skin provides him with Monstrous protection from physical attacks and Amazing protection from energy attacks.

Astral Detection: Hulk may detect beings in the Astral Plane with Unearthly ability.

Invulnerability: Hulk is Invulnerable to Cold, Heat, Fire, and Disease, giving him Class 1000 Resistance to these items.

Leaping: Hulk can leap 40 areas in a single round, with Class 5000 ability.

Adrenaline Surge: The listed abilities are for the Hulk under "normal" circumstances. Hulk's Fighting ability and Strength may be raised by +1CS, to a maximum of Shift Z to hit and damage under special circumstances. Every round Hulk is in combat with the same opponent or group of opponents, he receives this shift. If the opponent or opponents are defeated, Hulk's abilities return to normal in the next round.

Special Detection: For some unknown reason, the Hulk is able to locate the place he was "born" — Desert Base, New Mexico — with Class 3000 ability.

Alter Ego: Hulk has been able to revert to his alter ego, Bruce Banner, in the past. Banner's stats are:

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

TALENTS: Hulk has no talents. Banner is an expert in physics and radiation.

CONTACTS: Hulk has no contacts. Banner is the leader of the Hulkbustlers, and has close ties with the Avengers and Fantastic Four (the latter through his cousin, Jen Walters). Banner's close friend is Rick Jones.

BACKGROUND: Banner was caught in the blast of the first gamma bomb test, transforming him into a supremely powerful but mindless creature called the Hulk. Banner has been in varying degrees of control of the Hulk, but is currently free of the being, with the result that the Hulk is a rampaging beast.

HUMAN TORCH

Johnny Storm

F	GD(10)	Health: 60
A	EX(20)	
S	GD(10)	Karma: 26
E	EX(20)	
R	GD(10)	Resources: Rm(30)
I	GD(10)	
P	TY(6)	Popularity: 50

KNOWN POWERS:

Body Armor: The Human Torch wraps himself in a sheath of flame that serves as Incredible Body Armor against all material weapons, unless those weapons have a material strength of Amazing or greater. All energy, blunt, grappling, and charging attacks affect Johnny normally, but the attacker may suffer up to Incredible damage if he touches the flaming form.

Generate Fire: Johnny can generate flame over all or part of his body, up to Unearthly Intensity, without difficulty. He can shoot flame up to 3 areas away.

Control Fire: Johnny has Unearthly control over all forms of fire. He may perform a number of Power stunts using this ability, including absorbing heat and flame, producing multiple flaming images, and creating flaming cages.

Invulnerability: Johnny has Class 1000 Resistance to Heat and Flame.

Flight: The Human Torch may fly at up to Excellent speeds (10 areas/round).

Nova Flame: As a Power stunt using his Fire Generation Powers, Johnny can explode in a burst of super-heated flame, inflicting up to 500 points damage to everything in his area, and 150 points in every area up to 5 areas away. His flames are reduced to Feeble for 1-10 rounds afterwards, and unless he makes a red Endurance FEAT, the Torch passes out for 1-10 rounds.

TALENTS: Johnny is an expert mechanic, an authority on automobile design, and a race car driver.

CONTACTS: Johnny Storm is a founding member of the Fantastic Four, and also counts as friends the Avengers and Spider-Man.

BACKGROUND: Johnny Storm was a passenger on the rocket trip that created the Fantastic Four. Normally hot-headed and brash, Johnny was the youngster of the team, but has matured over the years.

ICEMAN

Robert Drake

F	GD(10)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 20
E	RM(30)	
R	GD(10)	Resources: Ty(6)
I	PR(4)	
P	TY(6)	Popularity: 6

KNOWN POWERS:

Ice Generation: Iceman has Ice Generation abilities of Remarkable level, allowing him to generate ice in any region with sufficient water vapor (including desert terrain). Drake can perform a number of Power stunts.

- Create Shields of Remarkable protection
- Create Weapons of Remarkable material strength. Welding such a weapon, Drake is +1CS to damage, making either an edged or blunt attack.
- Create structures and supports of Remarkable material strength. These ice-constructs have a basic lifespan of 5 rounds (4 rounds in hot weather, 15 rounds in cold) + 1-10 rounds.
- Project Cold with Remarkable ability, up to 3 areas distant
- Create areas of Remarkable Intensity sickness

Invulnerability: Drake has Class 1000 Resistance to Cold.

Body Armor: By "icing up," Bobby provides Remarkable protection for himself from physical attacks. He has Good protection from energy attacks, but heat and fire-based attacks weaken his armor by the rank number of the attack.

Movement: By creating ice slides, Bobby can move at 4 areas/round (Typical ground speed).

TALENTS: Bobby is skilled with thrown weapons (+1CS to hit, usually snowballs). He also has training as an accountant.

CONTACTS: Iceman is a member of X-Factor, and a former member of the Champions of LA and the Defenders.

BACKGROUND: Iceman's mutant abilities surfaced in adolescence, and he became the youngest of the original X-Men. Since then he has served in a number of teams. He is more wary now of creating massive ice constructions, from the damage their weight and melt-off can cause.

INVISIBLE WOMAN Susan Storm Richards

F	GD(10)	Health: 46
A	GD(10)	
S	TY(6)	Karma: 40
E	EX(20)	
R	GD(10)	Resources: Rm(30)
I	EX(20)	
P	GD(10)	Popularity: 50

KNOWN POWERS:

Invisibility: Sue Richards can make herself invisible with Excellent rank ability. She has performed the following Power stunts a number of times: Made others invisible, made portions of an object invisible, and made invisible things visible. No Karma needs to be spent for these stunts.

Force Fields: The Invisible Woman can form a projected Force Field of Monstrous Strength over one area, reduced by -1CS in strength for each additional area it encompasses. The Invisible Woman may project her force field around herself or others, and can soften it to create a cushion that can absorb up to Monstrous damage. Unless the field is mentally braced (1 round), Sue suffers all Stun and Slam results of attacks on the field. The field drops if Sue is incapacitated.

Flight: This is an established Power stunt of Sue's Force Field Power. By creating a column of invisible force beneath her and allowing that column to topple and elongate, Sue can "fly" at 2 areas/round. She may carry others with her, up to a total weight of 10 tons.

TALENTS: Susan has Performer abilities, and, due to the nature of her Powers, Martial Arts E.

CONTACTS: Susan is a founding member of the Fantastic Four, and in addition has close ties with the Avengers (who put up the group when the Baxter Building was destroyed) and the Sub-Mariner (who still carries a torch for Mrs. Richards).

BACKGROUND: Sue Storm was a passenger on the flight that gave the Fantastic Four their cosmic-ray-derived Powers. First as the Invisible Girl, and more recently as the Invisible Woman, Sue has been the backbone of the team. She is married to Reed Richards and they have a son, Franklin.

IRON MAN Anthony Stark

F	EX(20)	Health: 165
A	RM(30)	
S	IN(40)	Karma: 66
E	MN(75)	
R	IN(40)	Resources: Ex(20)
I	EX(20)	
P	TY(6)	Popularity: 20

KNOWN POWERS:

All of Iron Man's Powers derive from his state-of-the-art armor. Tony Stark's normal stats are:

F	A	S	E	R	I	P
TY	TY	PR	TY	IN	EX	TY

Body Armor: The Iron Man Mark VI armor is made of Remarkable Strength material stiffened by a personal force field. This armor provides Amazing protection from physical attacks, Incredible Resistance to Corrosives, Amazing Resistance to Heat and Cold, Monstrous protection from energy attacks, and Unearthly protection from radiation and electrical attacks.

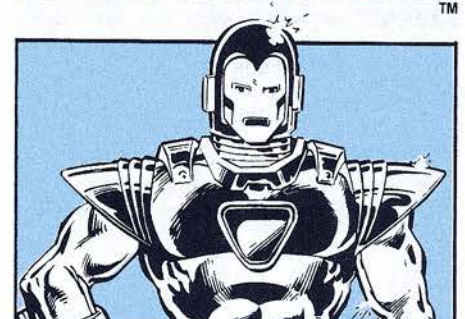
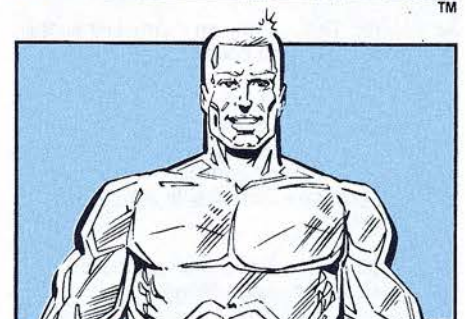
Force Field: In addition to the force field stiffening the armor, energy may be shunted from other systems to provide the suit with a personal force field of Monstrous protection from physical damage and Unearthly protection from energy damage.

Flight: The armor generates an anti-gravity field. Stark uses thrusters in the boots and backpack for steering. The armor can exceed Mach 1 speeds, and is considered to move at Shift X speed, a maximum of 50 areas per round flying in clear areas. The boot thrusters may be used as weapons, inflicting Remarkable damage at a range of 1 area.

Repulsors: The main armament of the suit is a pair of medium density plasma projectors, located in the gauntlets, which may inflict up to Amazing damage at a range of 10 areas.

Pulse-Bolts: An intensified and experimental version of the repulsors, the pulse bolts inflict Monstrous damage at a range of 10 areas.

Disruptor Field: A secondary weapon system projected from the gauntlets, with a range of 2 areas, this is a wide spectrum electromagnetic/gravitic beam that disrupts electrical devices with Remarkable Intensity.



Energy Absorption: Up to 400 points of energy damage may be absorbed and stored for up to 4 rounds, and redirected through any available weapons systems as Monstrous damage or Intensity. Retaining such energy beyond 4 rounds requires an Endurance FEAT, or there is an involuntary discharge, inflicting Good damage to all within one area (including the wearer, whose Body Armor is ineffective in this case).

Protected Senses: The armor provides Amazing protection from sonic and light-intensity attacks. Polarized lenses drop over the eye slits in event of a light-based attack, causing one round of blindness (no other effects).

Chest-beam: Another weapons system, this one mounted in the front of the chest, can perform several functions: Remarkable Intensity light, Energy beam of Amazing damage, or Thermal (energy) beam of Incredible Intensity. All functions have a range of 3 areas.

Air Supply: The suit has an internal air supply that will last up to 2.5 hours.

ECMs: The armored suit has Remarkable protection from electronic detection, and Unearthly protection against hostile signals (including disruption beams). A holographic projector provides Remarkable Blending ability (as the Power).

LIMITATION: Tony Stark is an alcoholic, though is currently not drinking.

TALENTS: Stark is skilled in Electronics and Business, and has Engineering skill as well, which he uses to test new devices.

CONTACTS: Iron Man is a founding member of the Avengers, and Stark supports the organization through a trust fund in his late mother's name. He is the former head of Stark International (disposition of that corporation is undisclosed), has set up a new aero-space company on the West Coast, has long-running contacts with S.H.I.E.L.D. through its director, Nick Fury, and is a well-known figure among the jet set.

BACKGROUND: Tony Stark was wounded by Communist insurgents in Southeast Asia, and built the first suit of Iron Man armor to save his own life. Since then the armor has been modified through 6 distinct models, though additional tinkering is always being done. The current suit is a recent development, following a period when Stark slid deeply into his alcoholism and passed his armor to another.

MAGNETO Real Name Unrevealed

F	GD(10)	Health: 125
A	RM(30)	
S	GD(10)	Karma: 100
E	MN(75)	
R	IN(40)	Resources: Am(50)
I	GD(10)	
P	AM(50)	Popularity: -10

KNOWN POWERS:

Magnetic Control: Magneto manipulates iron and iron-based alloys with Unearthly ability. He has used this ability to perform a variety of Power stunts.

- Scrambling non-sentient machinery with Unearthly ability
- Inflicting Shift X (126) damage to sentient iron-based or alloyed characters
- Detect magnetic fields with Monstrous ability
- Use metal objects to attack or enwrap others (damage no greater than material strength of the object manipulated)
- Use magnetic fields to manipulate non-ferrous objects, with Monstrous ability

Energy Control: Magneto may manipulate other forms of energy to a lesser degree. He has in the past manipulated light, heat, radio waves, X-rays, and gamma rays with Monstrous ability and effects, but rarely does so.

Force Field: Magneto may use his magnetic Powers to project a force field of Unearthly strength over one area. Magneto may use his magnetic and energy Powers through this force field.

Flight: By manipulating the magnetic/gravitic lines of force, Magneto may fly at Remarkable (15 areas/round) speeds.

TALENTS: Magneto's Reason is +1CS in matters of Electronics and Genetics. In addition, he has Engineer talent, allowing him to construct new devices.

CONTACTS: Magneto has cut most of his previous criminal contacts. He is a member of the X-Men and the mentor of the New Mutants.

BACKGROUND: Magneto began his career with the intention of protecting the mutant minority by dominating the human majority. The X-Men repelled several of his attempts. Coming to realize that his actions increased the fear and hatred of mutants, Magneto has changed his approach and has inherited the X-Men and New Mutant teams from Charles Xavier.

MARVEL GIRL Jean Grey

F	GD(10)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 80
E	RM(30)	
R	GD(10)	Resources: Ty(6)
I	EX(20)	
P	AM(50)	Popularity: 0

KNOWN POWERS:

Telekinesis: Jean has telekinetic Powers of Incredible Intensity, allowing her to move objects of up to 10 tons by force of her mind. She can also perform precise detail work. Power stunts she has exhibited using this ability include:

- Flight at Remarkable speed by levitating herself and others
- Levitation of others as an attack (Strength FEAT to avoid if opponent is able to hold on to something)
- Using objects as thrown weapons with Incredible range and inflicting Incredible or material strength damage, whichever is less

Force Fields: By telekinetically deflecting attacks, Marvel Girl simulates a force field that provides Incredible protection from energy attacks and Excellent protection against physical attacks. She must will such a field into being, and it lasts as long as she concentrates on it.

Force Bolts: By projecting a wave of telekinetic force, Jean can inflict up to Incredible Force damage up to 3 areas away.

TALENTS: As a former X-Man, Jean has Resist Domination talent. In her brief periods when not a hero, she was a fashion model.

CONTACTS: Jean is a member of X-Factor. Her former contacts from before the appearance of Phoenix are negated and must be regained.

BACKGROUND: Jean Grey's mutant abilities were awakened early by trauma, and the girl was trained by Professor Xavier before the formation of his X-Men. She later joined that team and served as a mutant heroine alongside Iceman, Beast, Angel, and Cyclops. On one mission with the "new" X-Men, Jean chose to pilot a rescue shuttle through a solar radiation storm. The shuttle crashed in Jamaica Bay, and while most of the team survived, Jean was apparently reborn as Phoenix. Actually, this was an alien energy force that used Jean's body and mind as a template. After Phoenix's death, the energy cocoon protecting Jean was discovered by the Avengers who released Jean. Her telepathic abilities were lost. Jean has been instrumental in the reforming of the original X-Men as X-Factor.

MISTER FANTASTIC

Reed Richards

F	GD(10)	Health: 42
A	TY(6)	
S	TY(6)	Karma: 100
E	EX(20)	
R	AM(50)	Resources: Rm(30)
I	EX(20)	
P	RM(30)	Popularity: 50

KNOWN POWERS:

Plasticity: Mr. Fantastic has a pliable, malleable body, giving him Plasticity of Monstrous rank. He may use this Plasticity for a number of Power stunts, including Imitation at Incredible rank ability and Leaping (rather, bouncing) with Amazing ability.

Elongation: Mr. Fantastic may also stretch his body up to 5 areas away (Shift X ability). He may attack non-adjacent foes in this fashion.

Body Armor: Mr. Fantastic's malleable form serves him as natural Body Armor of Remarkable protection against physical attacks and Good protection against energy attacks.

TALENTS: Reed Richards is an expert in the fields of Electronics and Physics. He is also, through long experience, an expert on dimensions and dimensional travel (+1CS on all FEATs involving dimensional travel). Finally, he is a world-class inventor (Engineering Talent).

CONTACTS: Reed Richards is a founding member and current leader of the Fantastic Four, and is on excellent terms with the Avengers. Reed's father, Nathaniel Richards, is ruler of a kingdom in another dimension.

BACKGROUND: Reed Richards was a brilliant scientist who invested the bulk of his fortune in an experimental star drive of his own design. When complimentary government funding was threatened, Reed launched the ship early, despite warnings on the strength of the shields and cosmic radiation, with a crew of Ben Grimm, Reed's fiancée Sue Storm, and her brother Johnny. The ship encountered heavy cosmic radiation, which pierced the shields and transformed the crew into the Fantastic Four. Determined to use their powers for the common good, the FF are the oldest super-hero group still in existence. Reed is the chairman of Fantastic Four, Inc., husband of the Invisible Woman, and has a son, Franklin.

MOCKINGBIRD

Barbara Morse Barton

F	EX(20)	Health: 56
A	EX(20)	
S	TY(6)	Karma: 32
E	GD(10)	
R	EX(20)	Resources: Ty(6)
I	TY(6)	
P	TY(6)	Popularity: 30

KNOWN POWERS:

Body Armor: Mockingbird's costume is made of Kevlar armor backed by woven Beta cloth. It provides Excellent protection from physical attack and Good Resistance to Fire.

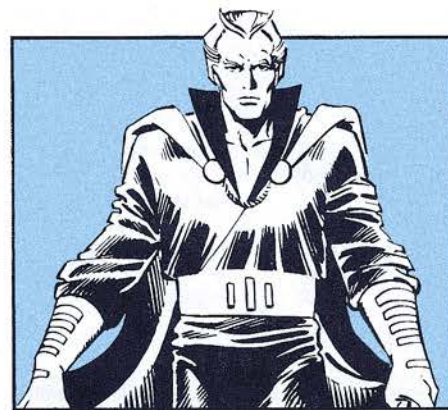
Unique Weapons — Battle Staves: Morse carries a pair of hollow steel-alloy poles in holsters on her forearms. She receives a +2CS to hit with these poles. The poles are made of Remarkable material, and may be used in a number of ways.

- Blunt weapons inflicting Good damage
- Blunt thrown weapons, range of 4 areas, Good damage
- Fired from springs in the forearms up to 3 areas away, inflicting Excellent damage. She may bounce them off solid objects and have them return as a Power stunt.
- Telescoped and fitted together, they form an 8-foot-long vaulting pole.

TALENTS: Mockingbird is knowledgeable in Biology, Law Enforcement, and Detective/Espionage Talents. In combat, she uses Acrobatics, Martial Arts B and C, and, as noted above, is a Weapons Specialist with her staves.

CONTACTS: Mockingbird is a former operative of S.H.I.E.L.D., and a current member of the West Coast Avengers.

BACKGROUND: Barbara Morse was recruited by S.H.I.E.L.D. soon after her graduation. Soon suspecting corruption in the spy organization, she adopted the identity of Huntress (later Mockingbird — for a CIA operation involving Nick Fury), to seek out that corruption. Following her revelations and reorganization at S.H.I.E.L.D., Bobbi became a free agent. On one mission she crossed weapons with Hawkeye, the two fell in love, and eloped. Mockingbird is now a member of the West Coast Avengers.



NIGHTCRAWLER

Kurt Wagner

F	EX(20)	Health: 106
A	AM(50)	
S	TY(6)	Karma: 50
E	RM(30)	
R	GD(10)	Resources: Pr(4)
I	EX(20)	
P	EX(20)	Popularity: 0

KNOWN POWERS:

Teleportation: Nightcrawler may teleport with Shift X ability, with a range of 3 miles north/south and two miles east/west or vertically. Teleports at these limits require an Endurance FEAT to avoid exhaustion and disorientation (no actions for 1-10 rounds). Teleporting into a solid object results in that object inflicting material strength damage as an Edged attack. Nightcrawler's Power stunts include:

- Multiple 'ports, allowing him to attack more than one non-adjacent target in the same area. Consider as Multiple Attacks, using Power rank instead of Fighting to determine success.
- Carrying others. Those being carried must make an Endurance FEAT versus Excellent Endurance to avoid being knocked out for 1-10 rounds. The X-Men may teleport with Kurt (1 per round) without harm.

Kurt's teleports are accompanied by a sulfurous smell and a bawling noise.

Prehensile Tail: Kurt may use his tail as a third hand with normal Agility.

Wall-crawling: Kurt adheres to surfaces with Amazing ability.

Blending: This Power is only used in dark areas, where Nightcrawler's indigo skin cannot be seen.

TALENTS: Kurt Wagner is a master of Tumbling and Acrobatics, in addition to Martial Arts C and Resist Domination talents learned as an X-Man. He also has First Aid, Electronics, Repair/Tinkering, and Sharp Weapons (prefers the epee) talents.

CONTACTS: Kurt Wagner is a member of the X-Men, but maintains a love of (and contacts with) the circus world. He has recently left his childhood sweetheart, but rescued the new Queen of Ruritania (Amazing Resources) soon afterwards.

BACKGROUND: Wagner was rescued from an irate mob by Professor Xavier to be a part of his "new" X-Men, and has served with the team ever since, including a brief stint as leader.

NORTHSTAR

Jean-Paul Beaubier

F	EX(20)	Health: 90
A	EX(20)	
S	EX(20)	Karma: 22
E	RM(30)	
R	TY(6)	Resources: Ex(20)
I	TY(6)	
P	GD(10)	Popularity: 10/20

KNOWN POWERS:

Flight: Northstar can fly at near-light Speed (Class 3000), though in atmosphere he normally restricts that movement to Shift Z (200 areas/round, or 16 areas/round in cluttered areas). While in flight Northstar has Excellent Body Armor.

Rapid Attacks: Northstar can land multiple blows against the same target, gaining a +3CS shift to damage and stunning (but not slamming) with that Intensity. (Treat Slam results as Stuns.)

LIMITATION: Contact with his sister negates use of his Powers. In addition, sudden contact forces an Endurance FEAT for both or they become unconscious. Both effects last 1-10 rounds.

TALENTS: Jean-Paul is a world-class championship skier.

CONTACTS: Jean-Paul was a founding member of Alpha Flight. In addition, in his early years he was a member of a "free Quebec" Separatist movement.

BACKGROUND: Jean-Paul was separated from his twin sister Jeanne-Marie at an early age, and grew up without having been told about her. Jean-Paul discovered his mutant Power in his teens, and used his ability to shift the kinetic motion of his atoms in one direction to win several medals and trophies in championship skiing. His records caught the attention of James Hudson, who deduced that Northstar was a mutant and recruited him into Alpha Flight. Northstar, a vain, pompous, and pretentious individual, remains with the team mainly because of his love for his rediscovered sister, Aurora, and concern for her physical and mental health.

PHOENIX

Rachel Summers

F	GD(10)	Health: 70
A	GD(10)	
S	GD(10)	Karma: 115
E	IN(40)	
R	GD(10)	Resources: Pr(4)
I	RM(30)	
P	MN(75)	Popularity: 0

KNOWN POWERS:

Telekinesis: Phoenix may move objects with Monstrous telekinetic strength, which encompasses both fine motor skills (manipulation of small items) and gross motor skills (throwing large objects). A frequent Power stunt is to form a Telekinetic Force Field of Amazing Strength.

Force Bolts: Using her telekinetic abilities to form bolts of pure force, Rachel may strike targets with up to Amazing damage and range. These bolts strike on the Force column.

Mental Screen: Similar to the Psi-Screen, this form of protection provides Amazing protection from mental and emotion-based attacks.

Telepathy: While not on par with Xavier, Rachel is an accomplished telepath, with Amazing ability. Power stunts she has used in the past include Mental Probes, manipulation of recent memories, and telepathically linking a team's minds.

Mutant Detection: Similar to Xavier, Rachel can detect mutant brain wavelengths with Amazing range and ability. This ability made her useful in her dimension as a mutant-hunting "hound."

TALENTS: Her experiences in her own world have taught Rachel Acrobatics, as well as Martial Arts C and E. She has the Resist Domination ability as well.

CONTACTS: Rachel is a member of the X-Men, and may still maintain some contacts in the underground of her home world, should it still exist.

BACKGROUND: Rachel is a native of an alternate timeline, the daughter of Jean Grey and Scott Summers. In that timeline, the Sentinels were reactivated and took over North America. The remaining X-Men died trying to stop them, but Rachel was sent into our dimension to prevent it from happening again. Rachel is a member of the X-Men, and is rather high strung, not only because she is among people she knows are dead in her timeline, but because the past is not the same here as in her world, and her parents are unaware of her.

PROFESSOR X

Charles Xavier

F	PR(4)	Health: 50
A	GD(10)	
S	TY(6)	Karma: 165
E	RM(30)	
R	IN(40)	Resources: Rm(30)
I	AM(50)	
P	MN(75)	Popularity: 10

KNOWN POWERS:

Telepathy: Charles Xavier is one of the world's most powerful telepaths, with Unearthly Power rank ability. Due to a shift in the world's magnetic field, his Powers are slightly reduced, but he can contact the minds of others and read their surface thoughts at a range of 250 miles without difficulty. He can alter the thoughts of other beings (he is loathe to do so — he loses all personal Karma if this occurs), as well as generate mental illusions and induce imaginary paralysis in sentient beings, all with Unearthly ability.

Mental Bolts: In combat, Xavier uses bolts of mental energy that attack with a range of 2 areas, and inflict up to Unearthly damage on the Force column. This form of attack ignores Body Armor but not Force Fields.

Mutant Detection: Mutants project a distinct mental wavelength to which Xavier is attuned. Unaided, his Mutant Detection has Monstrous range and ability. Enhanced by his Cerebro machine, that range is worldwide. Xavier can identify those mutants who are known to him.

Astral Projection: Xavier can enter the astral state with Monstrous ability.

Psi-Screen: As the world's premier telepath, Xavier has a psi-screen of Shift Z. In addition, he teaches his students the Resist Domination skill to increase their own survival chances.

TALENTS: Xavier is skilled in Electronics, and is considered an expert in Genetics. He has Engineering ability.

CONTACTS: Professor X is the mentor of the New Mutants and X-Men, though he is currently working with the Starjammers and his lady-love, empress Lilandra of the Shi'ar. A former love is research geneticist Moira MacTaggart.

BACKGROUND: Professor X formed the original X-Men as a group of mutants banded together for their own protection and to offset public fears of a "mutant menace." Xavier is currently fighting alongside the Starjammers, leaving care of his charges to Magneto.

PUCK

Eugene Judd

F	RM(40)	Health: 90
A	EX(20)	
S	GD(10)	Karma: 56
E	EX(20)	
R	TY(6)	Resources: Ty(6)
I	EX(20)	
P	RM(30)	Popularity: 6

KNOWN POWERS:

Mystic Prison: Puck's body and psyche are the prison of a powerful magical being known as Razer. This is a Class 1000 mystic spell. Razer cannot escape without Judd's permission. Razer can make his presence known by inflicting pain on Judd (Psyche FEAT to avoid being unable to perform other actions in that round). Should Razer escape his prison, his stats are:

F	A	S	E	R	I	P
MN	EX	GD	MN	TY	TY	MN

Razer has Amazing Body Armor in his gaseous form, Remarkable Darkness Generation, and wields an ebony blade that reduces Endurance by one rank and reduces the target in size by half a foot each time it strikes. Once released, Puck returns to his 7 foot stature and true age, and Razer may be recontained on a successful Psyche FEAT by Judd. While containing Razer, Judd does not age or does very slowly.

TALENTS: Judd has picked up a number of talents in his long and checkered adventuring career, including Tumbling, Acrobatics, Occult Lore, Languages, and Martial Arts B, C, and D. He also has a unique fighting style involving spinning himself in cartwheels and charging the opponent. When making this attack, Puck makes a Charging attack using his Fighting Ability +1CS, and inflicts Endurance damage. Judd also has Detective/Espionage abilities.

CONTACTS: Judd's early contacts in the field of espionage are not revealed, nor are his present standings with them. Judd rose through the ranks of Gamma and Beta Flights, and is now a member of Alpha Flight.

BACKGROUND: Puck is the oldest member of Alpha Flight, though he is apparently ageless as a result of his curse. In 1939 he sought to steal the Black Blade of Bagdad, unaware it was a mystical prison for Razer. Accidentally freeing Razer, Puck sacrificed himself to become a living container for Razer's force. Since then, the now diminutive Judd has served various masters, finally ending up a recruit in Department H. Having risen through the ranks, Judd is now a member of Alpha Flight.



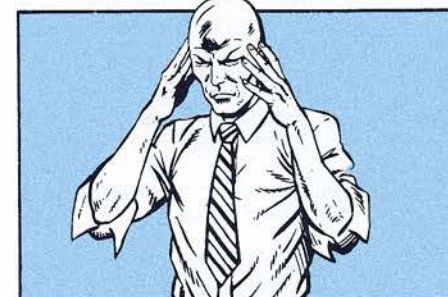
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ROGUE

Real Name Unrevealed

F	GD(10)	Health: 90
A	EX(20)	
S	AM(50)	Karma: 20
E	GD(10)	
R	TY(6)	Resources: Pr(4)
I	GD(10)	
P	PR(4)	Popularity: 0

KNOWN POWERS:

Power Absorption: Rogue absorbs the Powers, memories, and Talents of other beings on flesh-to-flesh touch. She cannot control the absorption, and it occurs automatically against beings of less than Unearthly Psyche. Each round of contact results in 4 rounds of possession, during which time the target is unconscious. Contact beyond 1 round is dangerous; Rogue must make a Psyche FEAT to avoid effecting a permanent transfer. Failure of that FEAT results in the target's mind and Talents being wiped clean, and the target's Powers and persona are permanently Rogue's. As a result, Rogue's Psyche drops one rank; should that Psyche reach 0, she ceases to be available as a Player Character. If Rogue affects multiple victims, she may take the best Powers and abilities. She may absorb body modifications such as wings and tails. She may not affect energy creatures or those protected by artificial Body Armor.

Flight: Rogue has Excellent flight abilities, and can move 10 areas/round.

Body Armor: Rogue's flesh has Incredible protection against Physical attacks and Excellent protection against Energy attacks.

Combat Sense: Rogue has a Seventh Sense of the Incredible rank, that may be used instead of Intuition in combat situations. Rogue cannot be blindsided.

Psi-Screen: Multiple conflicting personalities give her a Class 1000 Psi-Screen.

LIMITATION: Rogue's Flight, Body Armor, and Seventh Sense abilities were originally Ms. Marvel's, whom Rogue permanently drained.

TALENTS: Ms. Marvel had the following talents; Military, Journalism, and Detective/Espionage. In addition, Rogue has Martial Arts E.

CONTACTS: Ms. Marvel had Contacts in S.H.I.E.L.D. Rogue is a member of the X-Men, and a former member of the Brotherhood of Evil Mutants (now the Freedom Force).

BACKGROUND: Rogue left Mystique's Brotherhood and sought out Professor X to help her control her Powers, and has remained with the X-Men since then.

SHADOWCAT

Katherine Pryde

F	EX(20)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 46
E	EX(20)	
R	RM(30)	Resources: Ty(6)
I	GD(10)	
P	TY(6)	Popularity: 0/10

KNOWN POWERS:

Phasing: Kitty can move her body out of phase with her surroundings with Incredible ability, allowing her to pass through solid objects. The amount of time she may remain out of phase is the length of time she can hold her breath. Shadowcat cannot be harmed when phasing by physical and most energy attacks, but can be harmed by multi-dimensional, magical, psionic, or out-of-phase attacks. Force fields require a FEAT roll to pass through. Kitty has developed a number of stunts using this Power.

- Moving on air as if solid ground. May engage in normal movement regardless of lack of floors.
- Disruption of electrical equipment. Non-sentient equipment is disrupted on a Power rank FEAT roll. Sentient electronic beings must make an Endurance FEAT or be knocked out for 1-10 points and suffer 30 points of damage. Battle-suits, computers, and other systems with back-up systems are out for 10 rounds.
- Reduce others to out-of-phase status, on touch. They remain out-of-phase as long as she is in contact with the character.
- Wielding out-of-phase objects as weapons, then letting go, bringing them into phase. Such objects will inflict material strength damage on the target, rolled on the Edged Attack column, regardless of the type of weapon.

LIMITATION: Kitty is near-sighted. Anything beyond 3 areas is blurry and indistinct. She has yet to get corrective lenses.

TALENTS: Kitty is a computer whiz and hacker *par excellence*, receiving a +1CS on matters of computers. In her training with the X-Men, she has developed Martial Arts C, E, and Resist Domination Talent.

CONTACTS: Kitty is a member of the X-Men, and has contacts with the New Mutants via her roommate, Magik. Her boon companion is an alien dragon named Lockheed.

BACKGROUND: Kitty Pryde was recruited into the X-Men following the death of Phoenix. The youngest of the X-Men, she has proved her worth to the team time and again.

SHAMAN

Michael Twoyoungmen

F	GD(10)	Health: 50
A	GD(10)	
S	GD(10)	Karma: 110
E	EX(20)	
R	EX(20)	Resource: Ex(20)
I	AM(50)	
P	IN(40)	Popularity: 20

KNOWN POWERS:

Spirit Magic: Shaman has magical Powers of Amazing level, but is limited strictly to Dimensional energies spells and entreaties. He may only cast spells by appealing to specific Indian and Inuit spirits. More specifically, he may only appeal to spirits for Powers that those spirits naturally possess (asking house spirits for information about the house, wind spirits for the Power of Flight). Finally, he may only appeal to a particular spirit or group of spirits once in 24 hours. Shaman has no Contacts among these spell-granting spirits, and must deal individually with them, but as long as he has his familiar, only Hostile spirits will attack him.

Eagle Crest: Shaman's hat transforms into the shape of an eagle, which acts as a familiar. The spirit eagle may fly at Monstrous speeds, and enter the Astral Plane. Non-hostile spirits will not attack Shaman (as the result of a failed entreaty) as long as the eagle is present. The eagle's stats are as those of a normal bird, but it cannot be slain.

Spirit Staff: By means of this staff Shaman may battle beings in the astral, spirit, or other planes, including out-of-phase and intangible beings. The staff has Monstrous material strength, and in Shaman's hands inflicts Excellent damage, ignoring Body Armor.

TALENTS: Doctor Twoyoungmen retains his medical training, and in addition is a master of mystic lore, in particular lore concerning Canadian and Inuit (known as Eskimo) tribes.

CONTACTS: Shaman is a founding member of Alpha Flight and the father of Talisman. His mystic abilities have given him the contacts of the Inuit Pantheon, as he helped deliver Snowbird into this dimension. The Inuit Pantheon is trapped behind a mystic force field and cannot directly interact with humans.

BACKGROUND: Physician Michael Twoyoungmen turned to the mystic sorcery of his ancestors when his medical skills failed to save the life of his wife. Following a crisis of his faith, he has returned with new abilities.

SHE-HULK

Jennifer Walters

F	RM(30)	Health: 175
A	EX(20)	
S	MN(75)	Karma: 36
E	AM(50)	
R	TY(6)	Resources: Ex(20)
I	GD(10)	
P	EX(20)	Popularity: 30

KNOWN POWERS:

Body Armor: She-Hulk's gamma-ray-thickened hide gives her Incredible Body Armor, with Excellent protection from energy attacks.

Leaping: She-Hulk's powerful legs give her Shift Z Leaping ability, able to leap 4 areas in a single bound.

Resistances: She-Hulk has Amazing Resistance to Heat and Cold, and Excellent Resistance to Disease.

Alter Ego: (No longer in use) She-Hulk had the ability transform herself from her green-hued state to Jennifer Walters. She had more recently chosen to remain in She-Hulk form, and was locked in that form when she prevented the nuclear core of the crashed S.H.I.E.L.D. Helicarrier from exploding. Jennifer Walters' stats were:

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

TALENTS: She-Hulk retains her knowledge of the law from before her transformation, and in addition is training in Martial Arts C.

CONTACTS: A native of California, Jen Walters is still a member of the bar (legal system), and her father is Sheriff of Los Angeles County. She is a joint member of both the Fantastic Four and Avengers, and remains close to her cousin Bruce Banner (the Hulk).

BACKGROUND: Attorney Jennifer Walters was shot by hoods and saved from death only by an emergency transfusion from her cousin, Bruce Banner. Banner's gamma-irradiated blood affected Walters, turning her into the She-Hulk. Though branded a menace initially, She-Hulk eventually cleaned up her reputation and established herself as a hero alongside the Avengers and Fantastic Four.

SILVER SURFER

Norrin Radd

F	AM(50)	Health: 325
A	MN(75)	
S	UN(100)	Karma: 135
E	UN(100)	
R	EX(20)	Resources: Pr(4)
I	MN(75)	
P	IN(40)	Popularity: 20

KNOWN POWERS:

Power Cosmic: Silver Surfer has the ability to channel and manipulate huge quantities of cosmic Power with Unearthly ability and effect, in Line-of-sight range. This Power is both great and far-reaching, in that a number of Power stunts may be developed using this Power.

- Power Blasts of Unearthly Force or Energy
 - Raising any single ability score (his own or another's) to Unearthly for 1-10 rounds
 - Healing up to Unearthly damage (though he has no effect on Endurance Rank losses)
 - Reconstruct existing matter in his own fashion (he cannot transmute elements)
 - Perceive any energy source of more than Unearthly levels, anywhere on the planet
- Surfer has no need to eat or breathe. Other Power stunts may be developed. All Karma losses to the Surfer are TRIPLED.

Flight: Silver Surfer can fly at up to Class 5000 speeds in space. In atmospheric conditions, he flies at Shift Z speeds maximum. He normally uses a surfboard made of Unearthly material to fly, which he may control mentally.

Body Armor: Surfer has Monstrous protection from energy and physical attacks, which he may boost to Unearthly for 1-10 rounds. He is Invulnerable to Heat and Cold (Class 1000 Resistance) and may survive in space for long periods of time.

LIMITATIONS: The Surfer is bound to Earth and cannot leave our atmosphere.

TALENTS: Norrin Radd was a space pilot. In addition, his meditative practices give him Martial Arts D.

CONTACTS: Surfer is a native and hero of Zenn-La. He is on good terms with the Fantastic Four, as well as being on as good a set of terms as possible with Galactus.

BACKGROUND: Space Pilot Norrin Radd offered his services to Galactus the World-Eater in return for sparing his world, and was transformed by Galactus into the Silver Surfer. Rebelling against his master, the Silver Surfer joined forces with the Fantastic Four and protected Earth from the Eater of Worlds.



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SPIDER-MAN

Peter Parker

F	RM(30)	Health: 160
A	AM(50)	
S	IN(40)	Karma: 70
E	IN(40)	
R	EX(20)	Resources: Pr(4)
I	GD(10)	
P	IN(40)	Popularity: 30/6

KNOWN POWERS:

Wall-Crawling: Spider-Man can adhere to vertical and upside-down surfaces with Amazing ability.

Spider-Sense: Spider-Man has a Combat Sense of Amazing at all times. This spider-sense determines potentially dangerous situations and warns the hero by a mental "buzzing." The Intensity of the buzzing is determined by the rank of the potential danger. Spider-Man cannot be blindsided while this form of Combat Sense is in effect, and may perform defensive actions if he makes a successful Intuition FEAT roll. If this sense is denied him, then his Intuition is as listed, and all Agility FEATs are at -1CS for success.

Web-Shooters: Hidden beneath the wrists of his costume are a pair of devices that shoot a stream of ensnaring webbing. The webbing has Incredible Strength in the round it was fired, and hardens to Monstrous Strength in the next round. Spider-Man uses the webbing to restrain opponents, make swing-lines (can travel 3 areas/round in this fashion), as missiles inflicting Excellent Blunt Throwing damage, and make shields of Monstrous material strength. The webbing dissolves after one hour.

Spider-Tracer: Spider-Man carries a number of small homing signals shaped like spiders, tuned to his Spider-Sense. He may track them with Amazing ability up to a mile away.

TALENTS: Parker is a graduate studies chemist who supports himself by photography.

CONTACTS: As Parker, Spider-Man has contacts in the Daily Bugle and with his Aunt May. As Spider-Man, Parker is a loner, but on good terms with Doctor Strange and the Human Torch as well as other heroes.

BACKGROUND: Parker gained his amazing abilities after being bitten by a radioactive spider. He first turned his thoughts to making a profit, but with the death of his Uncle Ben has learned that with great power comes great responsibility. He now devotes himself to fighting for good.

STORM

Ororo Munroe

F	EX(20)	Health: 106
A	RM(30)	
S	TY(6)	Karma: 36
E	AM(50)	
R	TY(6)	Resources: Pr(4)
I	EX(20)	
P	GD(10)	Popularity: 0

KNOWN POWERS:

Weather Control: Storm had the mutant ability to manipulate existing weather patterns with Amazing ability. Power stunts she performed with this ability included:

- Fog and rain of Amazing Intensity
- Amazing Strength winds
- Raise or lower temperature with Amazing ability
- Predict weather up to three days in advance
- Reduce weather effects by Amazing rank number

Should Ororo regain her Powers, she must relearn these Power stunts, at a cost of 50 Karma points per attempt. When using this Power, Ororo's moods were often reflected by the weather.

Flight: By using her wind Power, Ororo was able to fly at Incredible speeds (20 areas/round). She carried others by making a Weather Control FEAT at -1CS per person carried.

LIMITATION: At the time of this writing Ororo has lost her mutant abilities. Her Agility is Good, her Endurance Excellent, and her Health is 56. She may not use her super-human Powers.

TALENTS: Ororo is a skilled thief, escape artist, and lockpick, and receives a +1CS to Agility FEATs involving these actions. She has Martial Arts A and C, and is skilled in Aerial Combat (+1CS versus other flying targets). She has the Resist Domination ability and has developed Leadership.

CONTACTS: Storm is the team leader of the X-Men and titular ruler of the Morlocks, a group of mutants living beneath New York City.

BACKGROUND: Ororo Munroe is the daughter of an American photojournalist and a Kenyan tribal princess. Orphaned in a war-related incident, Ororo learned to survive as a thief on the streets, and in her teens traveled south on foot. At the foot of Mount Kilimanjaro she was regarded as a goddess for her mutant Powers, and it was there Professor X recruited her for his new X-Men. She served with the team and is today, as team leader, despite the fact her Powers were taken from her by a mutant "neutralizer."

SUB-MARINER

Namor of Atlantis

F	IN(40)	Health: 185
A	RM(30)	
S	MN(75)	Karma: 76
E	IN(40)	
R	TY(6)	Resources: Gd(10)
I	RM(30)	
P	IN(40)	Popularity: 6

KNOWN POWERS:

Body Armor: Sub-Mariner's flesh can withstand the pressures of the deep ocean, providing him with Good protection against physical attacks.

Resistance to Cold: Namor's physiology also protects him from extreme cold. He has Excellent Resistance to Cold.

Swimming: Namor may maintain a speed of 4 areas/round while swimming (Good water speed).

Flight: Namor may fly at 4 areas/round (Poor Air speed) by unknown means.

Water Breathing: Namor can breathe water as well as air.

LIMITATION: Dehydration. If Sub-Mariner is not immersed in water, in a damp environment, or partially wet, he suffers a -1CS penalty per hour on each physical ability and Power. His Health is unaffected. If totally deprived of moisture (by artificial means — even a desert has some ambient moisture), Namor loses 1 Health point per hour, and may perish of dehydration. Immersion in water restores the lost Health and eliminates the penalty.

TALENTS: Namor is skilled in Underwater Combat and suffers no penalties for fighting in that environment. He is an expert with Edged weapons, and is also knowledgeable on the variety of sea life.

CONTACTS: Namor is the former Prince of Atlantis, and commands some respect in that underwater kingdom. He is a current member of the Avengers, and an ally of varying worth to the Fantastic Four (he still carries a torch for Sue Richards).

BACKGROUND: The son of Princess Fen of Atlantis and an American sea captain, Namor is a hybrid homo sapien/homo mermanus with exceptional Powers and abilities. Proud and haughty, he fought alongside the Allies in WWII, but has frequently attacked the surface world for offenses real and imagined. He is currently a member of the Avengers.

THING Benjamin "Ben" J. Grimm

F	IN(40)	Health: 200
A	GD(10)	
S	MN(75)	Karma: 50
E	MN(75)	
R	GD(10)	Resources: Ex(20)
I	GD(10)	
P	RM(30)	Popularity: 50

KNOWN POWERS:

Body Armor: Ben's skin has mutated into a thick, rock-like hide, which provides Incredible protection against physical attacks and Excellent protection against energy attacks.

Resistance to Fire: This same thick hide provides Incredible protection from fire and fire-based attacks.

Protected Senses: Ben has no visible ears, but his hearing is unimpaired. He has Remarkable protection from sonic and sound-based attacks.

Alter Ego (no longer in use): Ben Grimm had on occasion reverted to his original human form, whether by treatment, the effects of the environment, or personal attitudes. The Alter Ego had all the talents and contacts but no Powers.

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

The Thing has lost the ability to revert to his human form at the time of this writing.

TALENTS: Ben is an accomplished pilot of both air and space craft. He is, in addition, well-versed in combat and has Martial Arts B and Wrestling Talents.

CONTACTS: Ben is a founding member of the Fantastic Four, and has also served as an ally of the West Coast Avengers. At other times, he has worked as a star attraction for the Unlimited Class Wrestling Federation and Project PEGASUS, a US government agency dedicated to investigating new and powerful energy sources.

BACKGROUND: Ben Grimm was the pilot on the fateful space shot that created the Fantastic Four. Altered by cosmic radiation into his present rocky form, Ben considers himself a hideous mockery of a man, and though his strength has saved the team time and again, he feels alienated from his partners.

THOR Thor of Asgard

F	UN(100)	Health: 320
A	EX(20)	
S	UN(100)	Karma: 76
E	UN(100)	
R	TY(6)	Resources: Ex(20)
I	EX(20)	
P	AM(50)	Popularity: 75

KNOWN POWERS:

Body Armor: All Asgardians have denser flesh than mere mortals, which provides Excellent protection from physical attacks and Typical protection from energy attacks.

Unique Weapon: Thor wields a hammer made of the mystic material Uru, a Class 3000 material. The enchantments on this mystic mallet grant Thor additional Powers.

- Thor may throw the hammer up to ten areas away, with the hammer returning in the following round.
- By throwing the hammer and catching it's thong, Thor may fly at up to Shift X Speeds, and by spinning it, hover in place.
- By spinning the hammer, Thor may use it as a shield of Remarkable strength.
- Only one who is worthy may lift the hammer of Thor. The wielder (other than Thor) must have 1000+ Karma, Remarkable Strength, and positive Popularity. A non-living object must have at least Remarkable Strength to lift the hammer.
- The Hammer provides Unearthly rank Weather Control. Thor uses this Power to summon storms and lightning.
- Dimensional Travel: By spinning the hammer, Thor may move into adjacent dimensions with Unearthly ability. With the current separation of Asgard and Earth, travel between the two is a red FEAT.

TALENTS: Thor receives a +1CS with Edged Weapons, and is a Weapons Specialist (+2CS to hit) with Mjolnir.

CONTACTS: Thor is the son of the lost ruler of Asgard, Odin, and the primal Earth spirit Gaea. He is also a founding member of the Avengers.

BACKGROUND: Trapped by aliens in a cave in Norway, Dr. Donald Blake discovered the Hammer of Thor, transforming him into the Asgardian warrior. It was later revealed that Thor had been transformed into Blake to teach him humility. Thor tries to serve as a protector of both Asgard and Midgard (Earth).



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TIGRA

Greer Grant Nelson

F	EX(20)	Health: 130
A	IN(40)	
S	IN(40)	Karma: 56
E	RM(30)	
R	TY(6)	Resources: Ty(6)
I	RM(30)	
P	EX(20)	Popularity: 26

KNOWN POWERS:

Enhanced Senses: Tigra's senses of vision, hearing, and smell are at Monstrous level. She may track opponents with Amazing ability using these skills, but suffers a -1CS on FEAT rolls against attacks of these types.

Night Vision: Tigra has Incredible rank infra-vision, and can perceive objects clearly even in almost total darkness (some dim light must be available). She suffers no penalties when fighting in the dark.

Claws: Tigra's hands and feet end in claws of Good material strength that inflict Good Edged Attack damage. She may make normal blunt attacks as well.

Empathy: Tigra can detect the emotions of others with Excellent ability. In addition, she communicates on an emotional level with cats and cat-like creatures with a +2CS.

Lightning Speed: Tigra can move three areas per round, accelerates to that speed in one round, and can run without tiring as if possessing Monstrous Endurance.

Alter Ego: Tigra may transform herself back into her human form by means of a cat amulet she wears on her top. This amulet mystically changes her physical form. She retains her stats and abilities. This mystic disguise has a Remarkable rank.

TALENTS: Greer Nelson is trained in Biology.

CONTACTS: Tigra is a member of the West Coast Avengers. She was given her present powers by the Cat People, an extra-dimensional race, who see her as their warrior and agent on this plane.

BACKGROUND: Greer Nelson first operated as the hero Cat, using a powered suit, when she was grievously injured and saved by the Cat People who bonded her spirit with that of one of their legendary heroes. This cat/human hybrid now experiences an increasing amount of cat-like behavior in her actions.

VINDICATOR

Heather McNeil Hudson

F	TY(6)	Health: 96
A	IN(40)	
S	RM(30)	Karma: 40
E	EX(20)	
R	GD(10)	Resources: Gd(10)
I	EX(20)	
P	GD(10)	Popularity: 6

KNOWN POWERS:

Personal Force Field: All of Vindicator's super-human Powers derive from the battlesuit she wears. Made of Good Strength material, the suit provides no intrinsic protection, but is equipped with a Personal Force Field that provides Amazing protection from physical attack and Incredible protection from all energy attacks. The force field must be activated to provide this protection, and is considered "on" when in flight or combat.

Flight: Vindicator flies by manipulating electromagnetic energy, and can reach Shift X Speeds in this fashion.

Energy Bolts: The Vindicator battlesuit can project bolts of Incredible Force with a range of 10 areas.

Digging: The original purpose of the suit was for oil exploration. Due to this, Heather may tunnel 3 areas per round (2 areas if forming a tunnel for others to follow).

Protected Senses: Heather wears a set of prescription goggles that provides Remarkable protection from light-based attacks.

LIMITATIONS: Heather is nearsighted. Without her glasses or goggles she is -2CS to hit, and cannot clearly make out images farther than 1 area away.

TALENTS: Heather has developed Leadership skill.

CONTACTS: Heather is the leader of Alpha Flight, and maintains close contacts with the Canadian government.

BACKGROUND: Heather McNeil was a secretary at Am-Can Petrochemical when James Hudson stormed out after a dispute over his cybernetic helmet invention. Hudson later retrieved the only prototype of the helmet and destroyed the plans. McNeil discovered this, and convinced the Canadian government to support Hudson's creation of a team of Canadian heroes. Hudson and McNeil married soon after, and Heather supported her husband in his later formation of Alpha Flight. With Hudson's death in battle, Heather led the team, finally taking up the role of Vindicator with a suit designed by Roger Bochs and Madison Jeffries.

WASP

Janet Van Dyne

F	GD(10)	Health: 60
A	EX(20)	
S	GD(10)	Karma: 40
E	EX(20)	
R	GD(20)	Resources: Rm(30)
I	EX(20)	
P	GD(10)	Popularity: 50

KNOWN POWERS:

Shrinking: Wasp can shrink with Incredible ability, reaching a minimum size of 1/2 inch. In this minimum size she can attack for normal damage at +2CS to hit, but normal-size opponents are at -2CS to hit her.

Flight: When Wasp shrinks, wings extrude from her back, allowing her to fly 4 areas/round (Poor Speed). These wings remain with Wasp between the half-inch and 4 foot mark, allowing her to fly when almost fully-grown. She retains her Strength when reduced in size, but her wings prevent her from lifting any extra weight when flying.

Insect Communication: Wasp possesses the ability to communicate and command all forms of insect life at Typical ability. This is a seldom-used Power, as it does not fit in with her self-image.

Wasp Sting: The Wasp can generate bio-electric bolts of energy from her hands, inflicting up to Remarkable energy damage at a range of 1 area maximum.

TALENTS: Janet Van Dyne is an accomplished businesswoman, and has Excellent Reason in business matters. She has learned Martial Arts D and Aerial Combat (+1CS fighting against another airborne opponent) in her career as a hero.

CONTACTS: Janet Van Dyne is chairperson of the current team of Avengers. She is on Good terms with her ex-husband, biologist Henry Pym, and is a major shareholder in a number of companies, including NEVELL.

BACKGROUND: Janet Van Dyne was given her Powers by biologist Hank Pym, and the pair were founding members of the Avengers. Janet and Hank married and then divorced, and while Janet leads the present team, Hank helps the West Coast Avengers on science matters. Jan's "Ditzzy Brunette" act conceals a very shrewd business mind and an able leader.

WOLVERINE Logan

F	IN(40)	Health: 110
A	RM(30)	
S	GD(10)	Karma: 121
E	RM(30)	
R	TY(6)	Resources: Ty(6)
I	MN(75)	
P	IN(40)	Popularity: 0

KNOWN POWERS:

Regeneration: Wolverine recovers 30 points of Endurance every minute (10 turns, or 3 points per turn). This regeneration is only possible if Wolverine has complete rest.

Recovery: Should Wolverine lose Endurance ranks, he may recover one per day, providing he makes an Unearthly FEAT roll.

Resistances: Wolverine has Unearthly Resistance to Toxins and Disease. He cannot get drunk in a conventional manner.

Claws: Wolverine has three foot-long claws of solid adamantium, a Class 1000 material. Against living targets, Wolverine wields his claws for Excellent Edged Attack damage.

Tracking: Wolverine's acute sense of smell coupled with his knowledge of the wilderness and hunting give him Monstrous tracking ability.

Adamantium Skeleton: Wolverine's skeleton is somehow impregnated with molecules of adamantium. He is +1CS to damage in blunt, charging, or any combat which uses his body as a weapon. He may stun or slam any opponent that he can damage.

TALENTS: Wolverine's background includes service in the military and in espionage organizations. He has Martial Arts B, C, D, and E, and is experienced with oriental weapons. He has the Resist Domination talent as well.

CONTACTS: Wolverine is a member of the X-Men, and has good relationships with the Canadian group Alpha Flight through its leader, Heather Hudson. Logan's long-time love is Mariko Yashida, matriarch of the powerful (Amazing Resources) Yashida clan of Japan.

BACKGROUND: How Logan gained his skeleton is a mystery. He was found in the Canadian Rockies and became a super-powered agent for that country. He left Canada to join the X-Men, and has remained with that team ever since. Wolverine is short-tempered, hard-edged, and thinks nothing of taking drastic (Karma-reducing) steps to get the job done.

WONDER MAN Simon Williams

F	GD(10)	Health: 215
A	RM(30)	
S	UN(100)	Karma: 18
E	MN(75)	
R	TY(6)	Resources: Pr(4)
I	TY(6)	
P	TY(6)	Popularity: 30

KNOWN POWERS:

Body Armor: Williams' super-hard skin provides Amazing protection from all forms of damage, including physical and energy damage. Mental attacks are resolved normally.

Invulnerability: Wonder Man has Class 1000 Resistance to Heat and Cold.

Life Support: Wonder Man does not require food, water, or air to survive, and is considered to have Class 1000 Life Support for this reason. He can survive in deep space for short periods with no ill effect.

Flight: Wonder Man flies at 8 areas per round (Good Air Speed) by means of a jet-powered flying belt. Wondy can hover in place using this belt.

TALENTS: Simon Williams is a performer with sporadic experience in stunts, stage, and children's TV shows. He is also a businessman of middling worth.

CONTACTS: Wonder Man is a member of the West Coast Avengers, and is also a known face in Hollywood society.

BACKGROUND: Simon Williams inherited his family's electronics firm at an early age. Unfortunately, this was a result of poor management and the superior designs of competitors, including Stark International. Simon was caught embezzling funds from his firm and soon fell in with Baron Zemo's original Masters of Evil. Given his super-human Powers by Zemo, Williams, as Wonder Man, infiltrated the Avengers as Zemo's agent. In combat with the Masters of Evil, Williams could not betray the Avengers, and apparently gave his life to save them. In reality, Zemo's process placed him in suspended animation. Wonder Man returned to the Avengers, but his inordinate fear of death prevented him from reaching his full potential as a person or a hero. Conquering that fear, Wonder Man has joined the West Coast Avengers and serves, alongside Iron Man, as that team's resident muscle.



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VILLAINS

ANNIHILUS

Annihilus of Anthros, Negative Zone

F	IN(40)	Health: 205
A	IN(40)	
S	AM(50)	Karma: 70
E	MN(75)	
R	RM(30)	Resources: Mn(75)
I	GD(10)	
P	RM(30)	Popularity: -30

KNOWN POWERS:

Body Armor: Annihilus' insectoid hide provides him with Incredible protection from physical or energy attack.

Flight: Annihilus can move at Remarkable Speeds (10 areas/round) in atmospheric conditions. He can move at higher rates (up to Class 1000) in space, using the Cosmic Control Rod.

Cosmic Control Rod: As Annihilus' chief weapon and source of his power, the Cosmic Control Rod allows the wielder to manipulate vast amounts of cosmic energy. With this energy, the wielder may perform various functions.

- The wielder does not age, and is Invulnerable to Disease, Radiation, Heat and Cold.
- The wielder may increase any one physical ability to Unearthly rank.
- The wielder may fire bolts of cosmic energy (either Force or Energy) of up to Unearthly Power rank.
- The wielder may manipulate non-organic matter (but not transmute elements) with Unearthly ability.

If deprived of the Cosmic Control Rod, Annihilus is -3CS on all FEATs, and in addition begins to age and lose Endurance at a rate of one rank per week.

Minions: As the conqueror of a large section of the Negative Zone, Annihilus commands an army of alien creatures. Typical stats for these minions are:

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

These creatures may have claws, wings, and, occasionally, superior powers, though nothing above the Remarkable level. Such Minions are often armed with energy pistols (Remarkable damage).

TALENTS: Annihilus has Engineering Talent.

CONTACTS: Annihilus has no contacts.

BACKGROUND: Annihilus is an insectoid being who mastered control of the Cosmic Control Rod. He is completely paranoid, fearing his own death (through theft of the rod).

BARON MORDO

Karl Amadeus Mordo

F	TY(6)	Health: 48
A	TY(6)	
S	TY(6)	Karma: 90
E	RM(30)	
R	GD(10)	Resources: Ty(6)
I	RM(30)	
P	AM(50)	Popularity: -5

Known Powers:

Magical Ability: Baron Mordo is a powerful sorcerer who may wield most Powers listed as available as magic spells with Amazing Power rank. He has the following spells available to him at all times.

- **Astral Projection** (P) as Power, with Monstrous ability.
- **Shield, Individual** (P) as Personal Force Field, repels magical attacks
- **Telepathy** (P), as Power, at Unearthly rank
- **Conjure** (U), a specialized teleport of Incredible Intensity that brings the item, character, or being to the caster. The target may make a Psyche FEAT to avoid this teleport.
- **Eldritch Beams/Bolts** (U), as Force or Energy attack of Amazing Intensity and range
- **Mesmerism** (U), as Hypnotism of Monstrous Intensity.
- **Necromancy** (U), creation of Zuvembies from corpses, with Incredible ability. Stats are:

F	A	S	E	R	I	P
Gd	Ty	Gd	Pr	N/A	N/A	N/A

• **Teleportation** (U), as Power, at Unearthly rank

• **Demonic Entreaty** (D), adds +1CS to effects of any spells if he entreats any powerful extra-dimensional being of an evil nature.

TALENTS: Mordo is a master of sorcerous and occult lore. His Reason is +1CS when dealing with these matters.

CONTACTS: Mordo may entreat the following beings as Friendly: Denak, Ikonn, Satannish, and Valtorr. He has no allies, though has served as a lackey for Dormammu.

BACKGROUND: Mordo was the Ancient One's disciple before the arrival of Stephen Strange. The Ancient One recognized that Mordo was motivated only by lust for power, yet accepted him in order to keep watch on him. Strange discovered Mordo's plan to slay the Ancient One and stopped it. Mordo left the Ancient One's tutelage, but remains a rival of Dr. Strange, and the two have fought repeatedly. Mordo's goal is to defeat Strange and be Sorcerer Supreme of the Earth Dimension.

BEETLE

Abner Jenkins

F	GD(10)	Health: 70
A	GD(10)	
S	RM(30)	Karma: 56
E	EX(20)	
R	EX(20)	Resources: Ex(20)
I	RM(30)	
P	TY(6)	Popularity: -10

KNOWN POWERS:

Body Armor: All of Jenkins' super-human Powers derive from his microwave-powered armor. Jenkins' normal stats are:

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

The armor provides Excellent protection from physical attacks and Remarkable protection from energy attacks. As it is powered by microwaves, he jams microwave transmissions within 3 areas with Incredible Intensity.

Wall-Crawling: Suction cups on the gloves and feet allow Beetle to wall-crawl with Excellent ability.

Flight: Beetle normally flies at Poor Speed (4 areas/turn). This is raised to Good Speed (8 areas/turn) if power is shunted from all other systems. The wings are made of mylar (Good material strength).

Electro-Bite: By placing the second and third fingers of each gauntlet together, Beetle may fire an Excellent electrical (Energy) attack up to 10 areas away.

Battle Computer: Mounted in the chestplate of the battle-suit, Beetle's battle computer can be programmed with the fighting styles of particular foes, so that Beetle can anticipate their movements and attack accordingly. Against programmed foes, Beetle is +2CS on Fighting FEATs, +1CS on Agility FEATs, and +2CS on Intuition FEATs, including initiative. The fighting style must be filmed and analyzed by computer to be programmed for these abilities. Programs exist for Spider-Man, Daredevil, Iron Man (Tony Stark, old suit), and Captain America.

TALENTS: Beetle has Electronics and Repair/Tinkering skill.

CONTACTS: Beetle is a former employee of Justin Hammer and a former member of Egghead's Masters of Evil.

BACKGROUND: Jenkins was a master mechanic who turned to crime to alleviate the boredom in his life. Working as a super-human criminal for more powerful masters, Beetle is always trying to increase his "rep."

BLACKLASH

Mark Scarlotti

F	RM(30)	Health: 80
A	GD(10)	
S	GD(10)	Karma: 34
E	RM(30)	
R	EX(20)	Resources: Ty(6)
I	GD(10)	
P	PR(4)	Popularity: -8

KNOWN POWERS:

Body Armor: Blacklash's steel mesh body suit provides Good protection from physical attacks and Excellent protection from energy attacks.

Whips: Blacklash's arsenal centers around a pair of specially designed titanium whips. These whips are stored in holders in his gloves. He may use these custom-designed whips in a number of ways.

- As whips, with +2CS (Weapons Specialist), for Remarkable Blunt weapon damage. They may grapple an opponent as with Incredible Strength.
- As nunchaku, for two separate attacks at Excellent damage each.
- If wound about an opponent, the whip may detach from its handle and explode for Incredible damage to target (Excellent to all within one area). The concussion explosion may be timed up to 3 rounds.
- The whip may be stiffened to form a vaulting pole allowing 1-story vaults.
- The whip may be spun to form a Shield of Excellent protection.

The whips are made of Incredible strength material.

Other weaponry:

- Gravity Bolo: Bolo with artificial gravity devices. If it hits a target, the target is held down with Amazing Strength. Made of Amazing strength material.
- Necro-Lash: If this whip grapples a target, Blacklash can channel Amazing Intensity electricity through it to the target.

TALENTS: As noted above, Blacklash is a Weapons Specialist with his whips. He is also trained in Martial Arts A, C, and E, and in engineering, specializing in weapon design.

CONTACTS: Blacklash has criminal contacts, though those with the Maggia are no longer as good as they once were.

BACKGROUND: Mark Scarlotti was recruited by the Maggia out of college as a weapons designer. Equipping himself as Whiplash, Scarlotti battled Iron Man to an even draw on several occasions. He cut his Maggia ties to go fully freelance, but has since experienced numerous defeats. He is seeking to re-establish his credentials with the Maggia.

BOOMERANG

Fred Myers

F	EX(20)	Health: 80
A	RM(30)	
S	GD(10)	Karma: 26
E	EX(20)	
R	GD(10)	Resources: GD(10)
I	GD(10)	
P	TY(6)	Popularity: -5

Known Powers:

Boomerangs: Myers carries at least seven boomerangs prominently on his costume, each with special properties. Unless otherwise noted, they are of Excellent material strength.

- Shatterang — detonates on contact, Amazing damage to all in one area.
- Gasarang — Monstrous Intensity tear gas, affects one area.
- Razorangs — Incredible material strength, inflict Remarkable Edged Throwing damage.
- Bladerangs — similar to Razorangs, but inflict Incredible Edged Throwing damage, and have no effect on Body Armor of Good or higher or equivalent material strength.
- Screamerangs — Excellent Intensity sonic attack
- Gravityrang — creates local gravity field of Incredible Intensity
- Reflexrang — solid-weighted boomerang. Bullseye result on Blunt Throwing column indicates target must check for Stun or be knocked over.

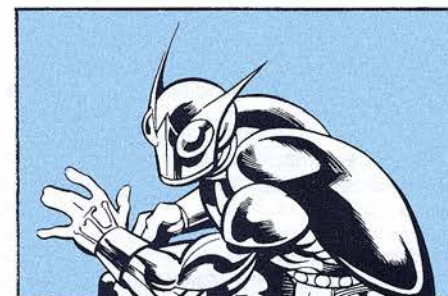
Myers can throw his 'rangas so they will return to him with no risk of damaging himself.

Flight: Myers has boot-jets that allow him to fly at Poor Speed (4 areas/round) max, and if used as a weapon, inflict Remarkable damage to his opponent.

TALENTS: Myers is a Weapons Specialist with his boomerangs, gaining a +2CS to hit. He also has a +1CS to hit with other thrown objects.

CONTACTS: Boomerang is a freelance criminal operative with Contacts in most mobs.

BACKGROUND: Myers was a talented baseball pitcher from Australia who was kicked out of the major leagues for taking bribes. Initially equipped by the Secret Empire as a costumed agent, Myers practiced his skills with the boomerang and equipped himself with his specially-built arsenal provided by Justin Hammer in exchange for a percentage of the take. Myers bills himself as a freelance assassin, "the killer who keeps coming back."



CRIMSON DYNAMO Dimitri Bukharin

F	RM(30)	Health: 195
A	IN(40)	
S	AM(50)	Karma: 40
E	MN(75)	
R	GD(10)	Resources: Gd(10)
I	EX(20)	
P	GD(10)	Popularity: 5/(25)

KNOWN POWERS:

Body Armor: All of Bukharin's Powers are gained through the Crimson Dynamo armor he wears. Bukharin's stats without the armor are:

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

The Crimson Dynamo is constructed of a carborundum matrix alloy (Amazing material strength) that provides Amazing protection from physical and energy attacks, and Amazing Resistance to Fire, Heat, and Cold. The suit has Unearthly Resistance to Radiation.

Flight: Mini turbo-fans in the armor's boots allow the wearer to fly at Good Speeds (8 areas/round), and, if used as weapons, inflict Excellent Force damage to targets in the same area.

Blasters: Electrical discharge from the gloves inflicts Incredible damage at a range of 3 areas.

Air Supply: The armor has an internal air supply for 1 hour, but its Chemical/Biological/Radiation system will function for 450 hours before failing.

Sensors: The upmoded Dynamo armor has light amplifier lenses (Incredible Infravision), wide band communicator, and microwave detector (Excellent).

ECMs: The Dynamo armor may jam ordinary radar with Incredible ability.

Shoulder Rams: The shoulder joints of the armor are heavily armored to protect the seals and allow a +1CS on damage from charging attacks.

TALENTS: Bukharin has Detective/Espionage Skill from his service in the KGB.

CONTACTS: Bukharin serves the Soviet State and KGB, and may draw Resources from them.

BACKGROUND: Bukharin is the fifth man to bear the name and armor of the Crimson Dynamo, but the first to wear this improved suit. His loyalty to the state is unquestioned, and he will fight to protect it.

DOCTOR DOOM Victor Von Doom

F	(30)	Health: 120
A	(20)	
S	(30)	Karma: 140
E	(40)	
R	(50)	Resources: Am(50)
I	(40)	
P	(50)	Popularity: -40

KNOWN POWERS:

Body Armor: Doctor Doom's Powers are derived from his nuclear-powered, computer-assisted, titanium-alloy armor. He never removes this armor. Doom's armor provides him with Incredible protection from physical attack.

Force Field: The armor can project a Monstrous Intensity personal force field around him. The force field is effective against all physical and energy attacks, including magnetism, but not against magical and psionic attacks.

Force Beams: Doom's gauntlets are equipped with miniature particle accelerators. These fire force beams of Amazing Intensity and range.

Flight: Doom has a jet-pack built into his armor, allowing him to fly at Excellent Speed (10 areas/round) in the atmosphere.

Air Supply: When sealed, the armor contains enough air for 4 hours.

Transfer: This is an ability taught or provided him by the Ovoid race, by which Doom may exchange his consciousness with another human's. Doom does this with Incredible ability. As far as it is known, Doom has performed this transfer twice in his career, but prefers his own body.

Magic: Doom is self-taught in magic, and has never had a mentor. He has no "friendly" extra-dimensional Contacts, nor has he ever evinced any Personal abilities. He may use magical items correctly, if they have been properly researched.

- Eldritch Beams/Bolts (D): As force or energy attacks of Amazing Power rank and range.

Weapons: Doom carries a 9 mm Mauser (treat as Handgun) for dispatching of sundry tasks unworthy of his armor's weapon systems.

Robots: Doom uses a wide variety of devices, but is most noted for his warrior robots and imitation Doom robots. Warrior robots are obviously non-human, and have the following stats:

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

Warrior robots have Good Strength Body Armor, carry Force or energy blasters of Remarkable Intensity and travel in patrols of ten.

Imitation Doom robots with combat capabilities have the following stats:

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

These imitation Doods have Remarkable Body Armor, Amazing Intensity force fields, and Incredible Strength force beams.

Doom robots that operate in a diplomatic function have the following stats:

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

Equipped with Remarkable Body Armor, and Good Intensity force beams, Doom robots are programmed to think as if they were Dr. Doom, save for when in the presence of the real Doctor Doom or another Doom android.

Other Equipment: Doom is the inventor of a time machine capable of sending up to one ton of material forward or backward in time, or into an alternate time line. He has also developed a shrinking gas of Class 1000 Intensity.

TALENTS: Victor Von Doom is a scientific genius who has built time machines, space craft, robot servants and guards, mind control devices, and innumerable super-weapons. His Reason is +1CS in all applied sciences and occult lore, and he has Engineering and Repair/Tinkering skills, as well as Resist Domination.

CONTACTS: Doom needs no allies, but has on occasion used super-powered pawns in his battles. Doom is recognized as the ruler of Latveria, and as such enjoys diplomatic immunity, in addition to numerous defense treaties with the United States government.

BACKGROUND: Victor von Doom is a self-taught tyrant, who rose from humble beginnings as the son of gypsies to his present status as an international madman. Doom is a technological genius, and is continually modifying his armor with new inventions and devices. He is a man of honor and his word, and specializes in schemes to destroy his enemies. He has three goals in life: to rule the entire world; to destroy his rival Reed Richards; and to rescue the spirit of his mother, which is trapped in a netherworld dimension. He is not someone to offend, as he will take the time and effort to hunt down and destroy his enemies.

DOCTOR OCTOPUS Otto Octavius

F	TY(6)	Health: 66
A	GD(10)	
S	RM(30)	Karma: 46
E	EX(20)	
R	EX(20)	Resources: Gd(10)
I	TY(6)	
P	EX(20)	Popularity: -5

KNOWN POWERS:

Tentacles: Doctor Octopus can mentally control a harness with four tentacles worn at his waist. This device is made of titanium steel (Amazing material strength) and the tentacles end in pincers made of Remarkable strength material.

Doc Ock can use his tentacles in combat in a number of ways.

- He may make up to four multiple attacks on a successful Fighting FEAT.
- He may engage in blunt attack, wrestling, or a combination of those attack forms.
- He may attack non-adjacent foes up to one area away.
- A single tentacle has Remarkable Strength.
- Multiple tentacles used to attack have Incredible Strength.
- Multiple attacks are resolved on a single die roll, but are at +1CS for each arm used.
- If Doc Ock uses two of his arms for bracing, his Endurance to avoid Stuns and Slams is +2CS.

Doc Ock's arms may be used to carry him up to 4 areas/round, and may rise above 2-story buildings. Punching handholds in buildings lets him move vertically 3 stories per round.

Ock is in constant mental contact with his tentacles, and may command them from great distances (a range of 900 miles has been reported). He has tactile sensation through these arms, and, if the arms are damaged, must make an Endurance FEAT or pass out for 1-10 rounds. The arms do not have to be attached to receive mental commands.

TALENTS: Doc Ock has skill in mechanics, robotics, and radiation research. He also has Engineering and Repair/Tinkering skills.

CONTACTS: Doctor Octopus maintains criminal contacts as a leader of his own criminal gang.

BACKGROUND: A freak nuclear accident gave Otto Octavius control over his tentacle-like harness and warped his mind towards criminal activity. Since that time he has hatched numerous criminal plots, usually foiled by Spider-Man, so that Doc Ock equally hates and fears the wall-crawler.

DREADNOUGHT

F	RM(30)	Health: 165
A	EX(20)	
S	IN(40)	Karma: N/A
E	MN(75)	
R	FB(2)	Resources: N/A
I	EX(20)	
P	FB(2)	Popularity: -10

KNOWN POWERS:

Body Armor: The Dreadnought robot is constructed of Amazing Strength titanium steel, which provides Amazing protection from physical attacks and Remarkable protection from energy attacks. Dreadnoughts have Monstrous Resistance to Heat, Cold, and Radiation attacks. Their limited programming causes mental attacks and illusions directed against them to fail. They are equipped with simulated human senses of hearing, sight, and smell, and so may be attacked in this fashion.

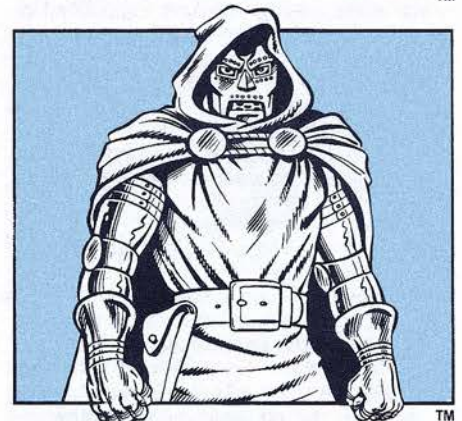
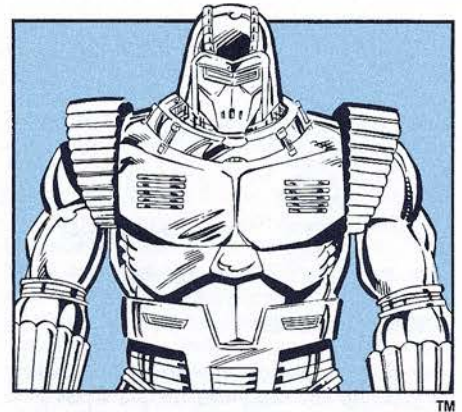
Weapon Systems: The Dreadnought is equipped with a host of weapon systems.

- Flame-throwers located in gauntlets: Range 1 area, Incredible fire damage, sufficient fuel for 6 attacks
- Sharpened spikes fired from knuckles: Range 4 areas, Typical shooting damage, maximum of 8 such attacks
- Electrical Field: range Contact only, Amazing electrical damage
- Gamma ray projector behind eyes: Range 3 areas, Incredible Intensity
- Freon gas dispenser in mouth: Range 2 areas, Amazing Intensity cold, 2 rounds attack before reloading is necessary

TALENTS: Dreadnought robots have no talents. However, their programming is designed to simulate Martial Arts B, that of an American boxer.

CONTACTS: None. Dreadnoughts are used as lackeys and don't know any better.

BACKGROUND: The Dreadnought robot was designed by HYDRA for use against S.H.I.E.L.D., but later the Nefaria Crime Family of the Maggia under Madame Masque bought the plans and began manufacturing their own Dreadnoughts. Dreadnoughts are perfect guards, following orders from authorized individuals (voice-print identification) without complaint. In fact they don't talk very much and have no individual personality, creativity, or interests (unlike more dangerous robots, like Nimrod). Their high Intuition is the result of their combat-oriented programming.



ELECTRO Maxwell Dillon

F	GD(10)	Health: 100
A	EX(20)	
S	EX(20)	Karma: 36
E	AM(50)	
R	GD(10)	Resources: Ty(6)
I	EX(20)	
P	TY(6)	Popularity: -12

KNOWN POWERS:

Electrical Generation: Electro has the ability to generate and channel large quantities of electrostatic energy, with Amazing ability. He uses this to perform various Power stunts.

- Fire bolts of lightning from his fingertips. His range is 5 areas, and he is +1CS to hit. These bolts inflict Incredible damage to grounded targets, Good damage to insulated or otherwise ungrounded targets.
- Administer an electric shock on touch of Monstrous energy damage. Electro must grapple his target to do so.
- Ride lines of high electro-magnetic potential (such as power lines) with Monstrous ground speed (9 areas/turn). He must accelerate to that speed in normal fashion, and may move along vertical surfaces.
- Override electrical systems with Amazing ability, including shutting down alarms and reprogramming electrically-powered robots. Targets with an Endurance stat may make an Endurance FEAT against Amazing Intensity to avoid the effects.

Invulnerability: Electro has Class 1000 Resistance to all forms of Electrical energy, and in addition Excellent Resistance to other forms of energy.

TALENTS: Dillon has no applicable talents.

CONTACTS: Dillon has served as a partner in crime with a great variety of villains: Dr. Octopus, Sandman, Kraven, Vulture, Mysterio, Leapfrog, Matador, Gladiator, Stilt-Man, Wizard, Trapster, Blizzard, and the Purple Man. He is considered to have Criminal connections.

BACKGROUND: Maxwell Dillon gained his super-human Powers when a bolt of lightning transformed him into a living electrical capacitor. Seeking to turn his abilities to monetary gain, he began a career as a costumed criminal, and has fought the likes of Spider-Man, the Fantastic Four, Captain America and Falcon. Electro is a team player, often joining forces with other powerful criminals to take on heroes.

HOBGOBLIN Real Name Unrevealed

F	EX(20)	Health: 130
A	RM(30)	
S	IN(30)	Karma: 50
E	IN(30)	
R	EX(20)	Resources: Ex(20)
I	GD(10)	
P	EX(20)	Popularity: -20

KNOWN POWERS:

Body Armor: Hobgoblin's costume is made of insulated chainmail, providing Excellent protection from physical attacks and Remarkable protection from energy attacks.

Weapon Systems: Hobgoblin uses a wide variety of weapons. His throwing blades, bombs, and grenades are carried in a pouch, with a maximum of 12 of these items.

- Glove Blasters: Range 2 areas, Remarkable energy damage
- Random Firing mechanism. Fires series of bolts in a general direction (activator on chest). Bolt hits at -1CS for Remarkable damage, 2 area range, but negates effects of Dodging and any form of Combat Sense (including Spider-Sense).
- Pumpkin bombs: Explode for Excellent damage, may explode on contact or up to 2 rounds after thrown (detonation determined by timer on bomb).
- Goblin grenades: Grenades with light plastic mantle that makes them resemble wraiths in flight. These grenades have a variety of charges.
 - Smoke Grenades: standard
 - Knock-Out Gas: Incredible Intensity
 - Incendiary: Incredible Intensity Heat
 - Spider-Sense Negator: Unearthly Intensity, removes spider-sense for 24 hours
- Throwing Bats: Bat-winged blades inflict Good Edged Thrown damage. Multiple blades may be tossed, but at -1CS to hit per blade tossed in that round.

Transportation: Hobgoblin uses a lightweight Goblin Glider with the following stats:

Control	Speed	Body	Protection
In	Ty	Gd	None

He also has a specially designed battlevan with full communications relays and auto-pilot, equipped with a Force Cannon of Remarkable Strength on top. Other stats are:

Control	Speed	Body	Protection
In	Rm	In	In

TALENTS: Repair/Tinkering ability.

BACKGROUND: Finding a cache of equipment previously owned by the Green Goblin, an unknown individual seeks to become the boss of all crime as the Hobgoblin.

KINGPIN Wilson Fisk

F	RM(30)	Health: 100
A	GD(10)	
S	EX(20)	Karma: 40
E	IN(40)	
R	GD(10)	Resources: In(40)
I	EX(20)	
P	GD(10)	Popularity: 31

KNOWN POWERS:

Body Armor: Through his fighting disciplines, Fisk has Poor Body Armor.

Weaponry: Kingpin has been known to carry a few weapons for his own defense. He usually carries a walking stick made of Remarkable material containing a 3-shot laser, range of 2 areas, which inflicts Excellent Intensity energy damage. The walking stick also carries two doses of an Amazing Intensity sleep gas (range 1 area, Endurance FEAT or sleep for 1-10 hours). Kingpin's diamond stickpin also contains a dose of sleep gas, which may be used against opponents Kingpin is grappling.

Minions: Kingpin rarely travels alone, and maintains a private army of goons (check out thug stats on page 62) for fighting practice sessions, small duties, and delaying heroes who invade his turf.

TALENTS: Fisk practices a grueling regimen that keeps him in top fighting form. His great mass is muscle, not fat, and Kingpin has Martial Arts A, B, and C, as well as Wrestling skill.

CONTACTS: Kingpin has Criminal Contacts, and prides himself on knowing what is going on in his city in crime. His contacts also include Business/Finance in his role as Wilson Fisk, humble spice dealer. His agents can infiltrate most businesses, law enforcement agencies, and other organizations.

BACKGROUND: Wilson Fisk rose from self-described poverty to ruthless ruler of the largest independent crime operation on the East Coast. He considers the City of New York his fiefdom, with himself as the feudal lord dispensing favors and ordering punishments. Kingpin has no criminal record, as he has his organization perform the dirty work for him, leaving him a respected member of the business community (though the public knows Kingpin is Fisk, nothing has been proven).

Kingpin is a deadly opponent, and has hired super-powered operatives as agents and assassins. Upon discovering the secret identity of his foe, Daredevil, Kingpin used his connections to stop his bill payments, turn off his utilities, and have him thrown out of work. Then he blew up his house. Nice guy.

KLAW

Ulysses Klaw

F	GD(10)	Health: 135
A	EX(20)	
S	RM(30)	Karma: 14
E	MN(75)	
R	FB(2)	Resources: Ty(6)
I	TY(6)	
P	TY(6)	Popularity: -3

KNOWN POWERS:

Body Transformation: Klaw's organic body has been irreversibly replaced with a material sonic energy form. Though solid, this form does not need to eat, drink, breathe, or sleep. It cannot be damaged except in certain specific cases.

- Exposure to vacuum inflicts Remarkable damage each round (sound must have a medium to travel through).
- Attacks with weapons of sound-dampening vibranium inflict full and normal damage.
- Presence of more than 10 lbs of sound-absorbing vibranium causes Endurance FEAT or loss of all Health.
- Sonic attacks will reduce Klaw's Health by an amount equal to the Intensity of the attack.

Klaw may not be affected by other physical and energy attacks, though he may still be stunned or slammed (kill results are considered stuns). He has Incredible rank Body Armor for determining the effects of physical attacks. Should Klaw's Health be reduced to 0, he loses corporeal shape and is absorbed by his sonic converter.

Sonic Converter: Klaw's right hand has been replaced with a prosthetic device made of molybdenum steel and vibranium (Incredible material strength). This device can manipulate sound in distinct fashions.

- Sonic blasts of Incredible Intensity at a range of 10 areas.
- Projecting Sonic force fields of Incredible Strength
- Creation of Sonic objects of Remarkable material strength
- Create "sound creatures," quasi-living beings of solid sound that Klaw may control. These creatures take damage normally, and have these stats:

F	A	S	E	R	I	P
TY	TY	RM	RM	N/A	N/A	N/A

Destroying the sonic converter forces Klaw to make a FEAT roll or become unconscious.

TALENTS: Klaw is a former physicist.

BACKGROUND: Klaw was changed into his present form by leaping into a massive sonic converter. He has fought the FF and Avengers numerous times.

KRAVEN

Sergei Kravinoff

F	IN(40)	Health: 140
A	RM(30)	
S	RM(30)	Karma: 66
E	IN(40)	
R	EX(20)	Resources: Gd(10)
I	IN(40)	
P	TY(6)	Popularity: -10

Known Powers:

Running: Kraven can move up to 4 areas/round when running.

Weapons: Kraven uses a number of weapons in his "hunts," usually hidden in the terrain where he intends to hunt his prey.

- Axes (10 points Edged Thrown weapon)
- Manacles (Remarkable strength, Bullseye results in automatic Grapple)
- Spears (10 points Edged Thrown weapon)
- Whips (Typical strength)
- Darts (2 area ranges, Typical damage)
- Knock-out potions of Amazing Intensity (used to coat weapons)
- Poison gas of Good Intensity
- Vest containing narcotic dust sprayer (victim -3CS on all FEATs), must be adjacent to target to use. Amazing Intensity.
- Electro-Blaster: Incredible Energy attack, one area range, used infrequently
- Kraven NEVER uses bows or guns.

TALENTS: Kraven is a master chemist, specializing in herbal poisons and paralytics. He has Martial Arts A, D, and E, and in addition knows a Nerve Punch. Individuals who are Stunned in blunt attack combat must make an Endurance FEAT against Remarkable Intensity or be stunned for 2-20 rounds. Finally, Kraven is able to train wild animals, and often has one or two lions or tigers in his lair who respond to his verbal command.

CONTACTS: Kraven has no allies or organizations he feels he can depend on.

BACKGROUND: Kraven is a hunter who has stalked the deadliest animals of Earth and is searching for a new challenge. The hunting of super-human prey excites him, and he has entered this country illegally a number of times in order to battle the likes of Spider-Man and Tigra. Kraven seems to be torn between his desire for excitement and his sense of honor, and often allows an opponent to escape if the kill would not be honorable.



TM



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LEADER

Samuel Sterns

F	GD(10)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 125
E	RM(30)	
R	AM(50)	Resources: Rm(30)
I	RM(30)	
P	IN(40)	Popularity: -15

KNOWN POWERS:

Increased Mental Capacity: The Leader's super-developed brain is his chief gamma-ray mutation. His logic is always accurate, and his hunches are usually true. He has total recall of anything he has seen or read.

Weapons: Leader has developed a number of weapons and other inventions for his world-conquering bids, including:

- Stun Pistols of Amazing Intensity
- Force Rifles of Amazing Intensity
- Entangling gun that fires an Amazing strength cable
- Mind Control devices of Remarkable rank, range of 5 areas
- Omnivac — a sentient computer with a Reason of Incredible which maintains Leader's base of operations, an orbiting space station with Monstrous laser defenses

Minions: Disappointed with human lackeys, Leader has created his own set of plastic robots known as "humanoids." These pinkish human-form creations have the following stats:

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

These humanoids have spongy, elastic bodies that provide Amazing protection from physical attacks and Remarkable protection from energy attacks. Humanoids have been known to combine into larger humanoids. For every ten humanoids that are combined, the physical stats (F, A, S, E) are raised by +1CS, along with recalculated Health for the new form. Physical abilities may reach a maximum of Unearthly in this fashion, provided enough humanoids are available. Leader controls these humanoids by mental command.

TALENTS: Leader's incredible intellect gives him all scientific talents, though he specializes in gamma radiation. Leader also has Engineering and Repair/Tinkering skills.

CONTACTS: None

BACKGROUND: High-school drop-out Sam Sterns was exposed to gamma radiation, which mutated his brain and gave him a greenish hue. Seeking to establish himself as a criminal mastermind, Leader has engaged in several schemes to take over the world. In the most recent attempt Leader was believed slain, but no body was found.

LIZARD

Curtis Connors

F	EX(20)	Health: 140
A	RM(30)	
S	IN(40)	Karma: 44
E	AM(50)	
R	PR(4)	Resources: Gd(10)
I	GD(10)	
P	RM(30)	Popularity: 3/-10

KNOWN POWERS:

Body Armor: All of Connors' super-human Powers result from his Lizard incarnation. As the Lizard, his alligator-like hide provides Good protection from physical attacks.

Tail: As the Lizard, Connors grows a 6 1/2-foot-long tail. He is +1CS to hit with this tail, and inflicts Amazing damage.

Wall-Crawling: The pads and retractable claws on Lizard's hands and feet give him Incredible ability to adhere to vertical surfaces, and in addition allow him to inflict damage on the Edged Attack column.

Reptile Control: Lizard communicates and controls other forms of reptile life with Amazing ability. His maximum range of this control is 1 mile.

Alter Ego: Lizard's human alter ego, Curtis Connors, is a noted biologist and biochemist. He has the following stats:

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

TALENTS: Lizard has no talents. Connors is an expert in biology, biochemistry and herpetology (reptile study), and retains his Medical Talent.

CONTACTS: Lizard has no contacts. Connors has contacts with Spider-Man.

BACKGROUND: Army surgeon Curt Connors lost his right arm as a result of a gangrenous war wound. Researching the regeneration properties of certain reptiles, Connors injected himself with the compound that controlled that regeneration. Connors regained his lost arm, but the chemical further mutated him into a reptilian form of almost mindless rage. As the Lizard, Connors battled Spider-Man on a number of occasions, and has been "cured" of his affliction, only to become the Lizard again. He has currently reverted to his human form, though how long he will remain in that form is up to debate.

LOKI

Loki Laufeyson of Asgard

F	RM(30)	Health: 150
A	EX(20)	
S	AM(50)	Karma: 115
E	AM(50)	
R	EX(20)	Resources: Rm(30)
I	EX(20)	
P	MN(75)	Popularity: 25

KNOWN POWERS:

Dense Flesh: Loki is the diminutive son of an Asgardian frost giant. His superhuman flesh affords him Excellent protection from physical and energy attacks.

Mental Abilities: Loki possesses a number of highly developed mental powers that are non-magical in origin. They include:

- Thought-casting — Loki may communicate telepathically (but not read minds) with Class 1000 ability, reaching across dimensions. He may plant suggestions with Amazing ability.
- Enhanced Senses — allowing him to perceive happenings in distant regions and other dimensions.
- Project a mental image of himself, similar to astral projection.

Magical abilities: Loki has developed a host of magical Powers over the long years. His level of mastery is Monstrous unless otherwise stated.

- Shape-Shifting, Unlimited (P) — Loki can transform himself into any size animal or plant, gaining the stats and abilities (but retaining his Health).
- Imitation (P) — as the Power with Unearthly ability. Loki does not gain Powers or abilities.
- Matter Rearrangement and Transformation (U) — Loki may alter material with Unearthly ability (cannot affect materials of more than Unearthly material strength, such as adamantium) as well as made molecular changes.
- Animate Objects (U) — as the Power, with Unearthly ability.
- Eldritch Blasts (U) — Loki can fire bolts of up to Monstrous force or energy damage, up to 10 areas away.
- Shield, Personal (U) — as personal force field, providing Monstrous protection from physical, energy, and mystical attacks.
- Enhancement (U) — Loki can increase the abilities of others (usually mortals he uses as pawns) and invest them with temporary mystic-based powers. Loki may enhance up to the Monstrous rank in this fashion. Make a Psyche FEAT roll for nature of enhancement; Loki may add Karma to the roll.

- White result — 2 abilities raised +2CS
- Green result — 3 abilities raised +2CS plus one random Power
- Yellow result — 3 abilities raised +3CS plus two random Powers
- Red result — 4 abilities raised +3CS plus three random Powers

This enhancement lasts as long as Loki concentrates on the spell, and may be made permanent only by use of Magical talismans.

- Dimensional Travel (D) — Loki may move between the dimensions with Monstrous ability, and, given a powerful enough talisman, cast spells between the dimensions as well.
- Life Protection (D) — Loki's body can be injured, even slain, without affecting the life force of the Asgardian god of mischief. The precise workings of this spell have not yet been revealed, but Loki may suffer a Kill result and still reanimate his body at a later time. Massive destruction of his form (chopping it into little pieces and jumping on them) may kill him.

Magic Talismans: Loki's spell abilities only last as long as he concentrates on them. This proves unfortunate to the enhanced agent if Loki gets distracted while the agent is in combat with Thor. For this reason, Loki uses talismans to effect powerful and long-lasting changes. A Talisman has a rank equal to the highest ability of its possessor, or the highest rank of the item itself. This Talisman Rank will allow Loki to maintain spells of lower ranks. For example, Loki used the Sword of Surtur (about Class 1000) to transform Thor into a frog, but could not affect Mjolnir with this talisman.

TALENTS: Loki knows extensive occult and mythological lore. He is not adept at physical attacks.

CONTACTS: Loki is the adopted son of Odin, and uses this connection to get away with all sorts of mischief in Asgard. He also has ties with the Frost Giants and other Asgardian enemies.

BACKGROUND: Loki was found by Odin upon his defeat of the Frost Giants and adopted as a companion to Odin's son Thor. Loki's sibling rivalry with Thor grew into a deep hatred, and Loki's later life has been devoted to his acquisition of power, both to take over Asgard and to destroy his hated brother. Loki is known as a god of mischief, as well as a god of evil, since most of his actions seem directed at harassing his opponents with style. As a near-immortal, Loki becomes bored easily, so an enhanced agent may find his powers stripped after the first or second failure.

MADCAP

Real Name Unrevealed

F	GD(10)	Health: 60
A	EX(20)	
S	GD(10)	Karma: 66
E	EX(20)	
R	TY(6)	Resources: Pr(4)
I	RM(30)	
P	RM(30)	Popularity: 0

KNOWN POWERS:

Regeneration and Recovery: Madcap has Shift Y Regeneration and Recovery Powers, and is able to regain 20 points of Health in a single turn. Madcap cannot be slain, and may attempt to regain lost Endurance by a FEAT roll every ten turns. Stun results against him are considered Slams and, considering his Recovery abilities, Madcap never spends Karma to make Endurance FEAT rolls.

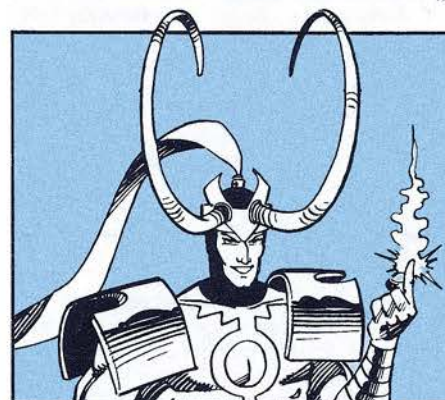
Emotion Control: Madcap has a specialized form of emotion control that operates at Unearthly level. To make this form of emotional attack Madcap must make eye contact with his target (to this end he wears garish clothing and uses "weapons" such as a bubble gun to attract attention). The target must make an Intuition FEAT, with failure resulting in the character acting crazy for 10 rounds plus 1-10 rounds. In game terms, inform players that their characters are pleasantly looney, and award Karma for good role-playing. While under the effects of Madcap's Power, the affected heroes may not engage in combat, but may find themselves in dangerous situations as a result of their actions (tap-dancing up the on-ramp of an interstate may prove perilous). If the character succeeds with the FEAT, he is still light-headed and performs all FEATs at -1CS for the next 1-10 rounds.

Weapon — Bubble Gun: This is an ordinary bubble gun with no special properties, which Madcap uses to call attention to himself. He lets people believe it is the bubbles that cause looney behavior.

TALENTS: None Revealed

CONTACTS: None admitted to

BACKGROUND: Madcap gained his Powers when the church bus he was riding was rammed by an AIM tanker truck containing Compound X07. Hurlled clear of the explosion, he was the sole survivor of the crash, a fact which shattered his belief in a rational universe. He was driven deeper into insanity by the discovery he was resistant to pain and could recover instantly. Dressing himself in gaudy clothes, Madcap set out to prove that things happen without cause and effect, there is no justice or reason, and everyone should be mad as a March hare.



MANDARIN

Real Name Unrevealed

F	RM(30)	Health: 90
A	EX(20)	
S	GD(10)	Karma: 60
E	RM(30)	
R	IN(40)	Resources: Am(50)
I	GD(10)	
P	GD(10)	Popularity: -12

KNOWN POWERS:

Force Field: Mandarin's costume projects a thin, powerful force field of Monstrous Intensity. He may not fire his weaponry through the field, but may attack physically, gaining a +2CS to damage when it is employed.

Weapons: Mandarin's ten rings, recovered from a crashed alien ship and modified, are the source of his Power. Their abilities, from left hand, little finger to the right are:

- Ice Blast — Remarkable Intensity cold, Endurance FEAT to avoid being stunned; Range 2 areas.
- Mento Intensifier — Remarkable Mind Control, Range 1 area.
- Electro-Blast — Remarkable energy attack, Range 3 areas.
- Flame-Blast — Remarkable Intensity heat, Range 2 areas.
- White Light — Remarkable Intensity light or radiation up to 5 areas away
- Matter-Rearranger — Remarkable Intensity matter manipulation, but not transmutation. This ring cannot work on force fields.
- Impact Beam — Incredible Force attack, Range 2 areas.
- Vortex Beam — Remarkable Air Control, permitting flight by the user at Excellent speeds and other Power stunts.
- Disintegration — Monstrous disintegration, with no effect on living targets. One area range, and requires 20 minutes to recharge after use.
- Black Light — Remarkable Intensity Darkforce, 2 area range.

Mandarin has a strong psionic link with his rings, such that only he may use them, and may monitor activity occurring around them should they be removed.

TALENTS: Mandarin has Martial Arts A, D, and E. He is also skilled in Electronics, Biochemistry, Engineering, and Repair/Tinkering.

CONTACTS: None

BACKGROUND: Mandarin, a long-time foe of Iron Man, derives his Power from the rings (of modified alien technology) he wears. Mandarin seeks the destruction of Iron Man and subjugation of the West.

MANDROID

F	GD(10)	Health: 70
A	GD(10)	
S	RM(30)	Karma: 18
E	EX(20)	
R	TY(6)	Resources: N/A
I	TY(6)	
P	TY(6)	Popularity: 0

KNOWN POWERS:

Body Armor: The Mandroid armor's osmium steel construction provides Incredible protection from energy and physical attacks.

Life Support: The wearer of the suit can survive on filtered air for two months, and in addition has Amazing Resistance to Heat and Radiation.

Weapons Systems: The Mandroid suit is equipped with a number of weapons systems.

- Neuro-Stunner — range 1 area, projects Incredible Intensity stunning.
- Tracker/Repeller fields — range 3 areas, may manipulate objects at a distance with Remarkable Strength. It may also generate a personal force field of Amazing Intensity, but may not fire other weapons systems.
- Laser Torch — Range of 7 areas, inflicts Excellent Energy damage.
- Punch-Blasters — Range of 1 area, inflicts Remarkable Force damage.

Sensors: The Mandroid armor has Remarkable Protected Senses, and has Infravision of 3 areas, radar/sonar of Remarkable ability, and full range radio/communications system, including loudspeakers for crowd control.

Remote Control: Should the wearer be injured or knocked out, the suits may be programmed for specific action(usually escape).

TALENTS: According to the wearer, usually military, detective/espionage, or law enforcement.

CONTACTS: None

BACKGROUND: The Mandroid armor is the super-suit of choice for organizations that may be going up against super-powered foes. Designed by Tony Stark and later produced by Stane International, plans have also fallen into the hands of criminal elements, and they may have constructed their own suits. S.H.I.E.L.D. currently has 5 operational suits, which they use for hazardous missions involving the capture of super-human beings.

MASTER

Real Name Unrevealed

F	RM(30)	Health: 100
A	EX(20)	
S	EX(20)	Karma: 80
E	RM(30)	
R	IN(40)	Resources: In(40)
I	GD(10)	
P	RM(30)	Popularity: 0

Known Powers:

Plodex Technology: The Master has access to the technology of an advanced, hostile race known as the Plodex. The Master has used this technology to create for himself several installations and devices to aid him in world conquest. A typical installation is of Huge capacity, and is defended by grapples of Incredible strength and laser and force cannon of Amazing Intensity. The stats of his Submersible vehicle, now destroyed, were:

Control	Speed	Body	Protection
Ex	Gd	Rm	Rm

The Master controlled his installations directly by means of controls built into his cybernetic helmet, and as such was aware of any activities within those areas. This contact may be broken by damaging his helm.

Immortality: As long as the Master remained within his Plodex-programmed sanctuary, the machines provided him with virtual immortality. Whether that ability continues now that he has been removed from the main complex is unknown.

TALENTS: The Master has Martial Arts A, D, and E, and is an expert in the alien technology of the Plodex. He also has Repair/Tinkering.

CONTACTS: None

BACKGROUND: The Plodex are an aggressive, hostile alien race that conquers other planets by imitating the dominant life form. The Plodex ship sent to Earth was damaged and released its preprogrammed eggs early, but still summoned the most dominant life form to its location in the Arctic. This was a successful Ice Age hunter who had been cast out from his tribe. The Plodex ship captured the hunter and destroyed him in study, keeping his mind alive (but insane) in its memory banks. That hunter overcame his insanity and took control, reintegrating his body in its present form. With this new form, and the technology of the Plodex at his disposal, the hunter retitled himself Master of the World. The Master's motives seem shaped by his hatred of the Plodex and his desire to rule.

MASTERMIND Jason Wyngarde

F	PR(4)	Health: 44
A	TY(6)	
S	PR(4)	Karma: 120
E	RM(30)	
R	GD(10)	Resources: Gd(10)
I	GD(10)	
P	UN(100)	Popularity: -10

Known Powers:

Illusion Generation: Mastermind is a mutant with the ability to generate three-dimensional illusions with visual, olfactory, and tactile components, with Unearthly ability. His Power is such that those confronted with an illusion must make an Intuition FEAT to disbelieve. Damage caused by Mastermind's illusions is imaginary, but reduction to 0 Health or Endurance by illusionary attacks results in unconsciousness for 1-10 rounds. Mastermind uses his Power in the following stunts.

- Creates multiple images of himself, one of which may or may not be his real form
- Become invisible by blending with the background, with Unearthly ability
- Creates imaginary entrapment devices. If believed, these items have the apparent material strength of the actual item (unfortunately, most steel alloys are similar in feel, so that bands of Adamantium would have only Incredible strength).
- Mask his own or another's appearance with Unearthly ability
- Creates illusions of attack forms (flames, giant scissors, etc.) within 10 areas

Mastermind's illusions appear to all within the target area. He cannot selectively affect certain targets. His illusions do not appear over cameras or technological devices.

Weapons: Mastermind was equipped for a while with a "Mindtap mechanism" that allowed him to broadcast illusions directly into one particular mind, with +2CS ability. He also carries a handgun.

TALENTS: None revealed

CONTACTS: Wyngarde retains his contacts in the circus.

BACKGROUND: Carnival mentalist Jason Wyngarde was recruited by Magneto to form his original Brotherhood of Evil Mutants. Since the folding of that group, Wyngarde has worked as an independent, attempting to subvert Phoenix as his bid for entry into the Hellfire Club. He has learned to work behind the scenes, playing mind games with his opponents.

RED GHOST Ivan Kragoff

F	GD(10)	Health: 90
A	EX(20)	
S	GD(10)	Karma: 46
E	AM(50)	
R	RM(30)	Resources: Rm(30)
I	TY(6)	
P	GD(10)	Popularity: -5

KNOWN POWERS:

Intangibility: Red Ghost may break down the atoms of his body to form an intangible, translucent, mist-like form. In this form, Kragoff may pass through solid objects with Amazing ability in a manner similar to Shadowcat. While intangible, Kragoff may not be affected by physical or energy attacks, and while intangible he may go for extended periods without needing to eat, drink or breathe (unlike Shadowcat, who must breathe even while in phase-form). Red Ghost may make inanimate objects intangible with Amazing ability, on touch.

Minions: Kragoff is served by three "super-apes" with the following abilities:

MIKLHO: Gorilla with super-strength

F	A	S	E	R	I	P
GD	GD	AM	IN	FB	FB	FB

Miklho has Incredible protection against physical and energy attacks.

IGOR: Baboon with shape-changing Powers

F	A	S	E	R	I	P
GD	EX	TY	IN	FB	FB	FB

Igor can change shape into forms roughly the same size as a baboon, with Amazing ability.

PEOTOR: Orangutan with Magnetic abilities

F	A	S	E	R	I	P
TY	EX	TY	IN	FB	FB	FB

Peotor has Amazing Intensity Magnetic Control, and uses that Power to attract and repel objects as with Amazing Strength.

The super-apes have little initiative, and must be controlled by a third party (usually Kragoff or one of his agents) to perform specific tasks.

TALENTS: Kragoff is a scientist specializing in cosmic radiation.

CONTACTS: None

BACKGROUND: Soviet scientist Ivan Kragoff and his crew of simians gained their Powers in a cosmic radiation storm similar to that which created the Fantastic Four. Now a criminal in exile, Kragoff is trying to work on his plans without interference of super-powered foes.



TM



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RED SKULL

Johann Schmidt

F	EX(20)	Health: 80
A	EX(20)	
S	GD(10)	Karma: 125
E	RM(30)	
R	RM(30)	Resources: In(30)
I	EX(20)	
P	MN(75)	Popularity: -75

KNOWN POWERS:

Weapons: In his career, Red Skull used a number of weapons and devices. They included:

- "Dust of death," a Remarkable Intensity poison that causes those who fail the Endurance FEAT to resemble a Red Skull. He may fire the dust in pellet-form from a specially-designed handgun.
- "Skull infection": A mutated disease of remarkable Intensity that causes the victim failing an Endurance FEAT to resemble the Red Skull and be more susceptible to his mind control devices (-3CS on all Psyche FEATs).
- Mind Control devices of Amazing Intensity
- "Sleepers": Preprogrammed war machines built by the Third Reich in the event of their defeat to be used against the allies. These machines were controlled by the Red Skull for his plans of world domination. These "Sleepers" are giant robots with Monstrous physical stats, and Incredible material strength.

TALENTS: The Red Skull has Marksmanship and Martial Arts A, C, and E. He also has Leadership ability.

CONTACTS: Red Skull has used many lesser criminals as his pawns over the years, and retained a reputation among criminal scientists. His closest "ally" is the master of genetic manipulation, Arnim Zola.

BACKGROUND: Bellboy Johann Schmidt was chosen by Adolf Hitler to become a "Perfect Nazi," and was totally immersed in Nazi training and beliefs. As the Red Skull, Schmidt exceeded Hitler's expectations in cruelty and evil, rivaling the madness of Hitler himself. Kept in suspended animation until recently, Skull returned to battle his old nemesis, Captain America, a number of times. In their final battle, The Red Skull's life-sustaining formula ran out, and he died of old age. His body was burned by his daughter, but the nature of the Red Skull's evil is so eternal it is unknown whether the world has seen the last of the Red Skull.

SCORPION

MacDonald Gargan

F	RM(30)	Health: 150
A	IN(40)	
S	IN(40)	Karma: 22
E	IN(40)	
R	TY(6)	Resources: Ty(6)
I	TY(6)	
P	GD(10)	Popularity: -15

KNOWN POWERS:

Wall-crawling: Scorpion may crawl along vertical surfaces with Excellent ability, provided he can get a grip on the surface (unlike Spider-Man, Scorpion cannot climb a glass wall, but he can climb masonry or concrete).

Body Armor: Scorpion's insulated costume provides Excellent protection from physical attacks and Remarkable protection from electrical attacks.

Scorpion's Tail: Scorpion's costume is equipped with a seven-foot-long tail, which Gargan controls cybernetically. This tail is made of Incredible-strength material and has a number of uses and properties.

- Used as a blunt weapon, the tail inflicts Amazing blunt attack damage, with +1CS to hit.
- Coiled as a spring, the tail allows Gargan to Leap as if having Amazing Strength.
- The tip of his tail is equipped with a plasma projector capable of inflicting Remarkable Energy damage at a range of 10 areas.

TALENTS: Gargan is a former private detective, and despite his madness has Detective/Espionage ability.

CONTACTS: Gargan is primarily a loner, given the fact his primary residence is the mental institution from which he escapes.

BACKGROUND: J. Jonah Jameson offered Gargan ten thousand dollars to undergo mutagenic modifications that would turn Gargan into a super-powered opponent that could combat and defeat Spider-Man. After the transformation that increased Gargan's physical abilities, it was discovered that these modifications affected Gargan's mind as well. Gargan's mental stability and ability to distinguish right from wrong quickly eroded, and Scorpion became a super-powered villain. Scorpion was defeated by Spider-Man a number of times and placed in a mental institution by Jameson, who feels responsible for Gargan's fate. Gargan agrees that Jameson is responsible, and has broken out a number of times to take his revenge on Jameson.

TITANIUM MAN

Boris Bullski

F	RM(30)	Health: 185
A	RM(30)	
S	AM(50)	Karma: 40
E	MN(75)	
R	GD(10)	Resources: Gd(10)
I	EX(20)	
P	GD(10)	Popularity: -30

KNOWN POWERS:

Body Armor: All of Comrade Bullski's Powers derive from the the titanium/titanium steel armor he wears. Bullski's normal abilities are:

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

The armor provides Incredible protection from physical attacks, and Monstrous protection from energy attacks. The armor has Monstrous Resistance to Heat, Cold, and Radiation.

Flight: All-titanium jet engines in the suit's boots allow Titanium Man to fly at Monstrous Speed (30 areas/round). If used as weapons, these boot-jets inflict Remarkable force damage.

Weapons Systems: The Titanium Man armor is equipped with systems, including:

- Gauntlet-Blasters of Amazing Force damage at a range of 10 areas.
- Helmet-mounted heat beam, inflicting Incredible Heat (Energy) damage at a range of 5 areas.
- Gauntlet-mounted tractor beam, allowing the wearer to exert Incredible Strength at a range of 5 areas.
- Radar Rings of coiled metal fired at a range of 5 areas which, if they hit, Grapple the opponent with Remarkable Strength.

Cloaking Device: Creates an Illusion (of Invisibility) of Amazing Intensity over the wearer of the armor. May be used as an ECM as well against radar devices.

TALENTS: Boris Bullski is skilled in bureaucracy and Detective/Espionage.

CONTACTS: After a lengthy period of exile, Titanium Man has renewed ties with a faction in the Soviet government which may provide him with Amazing Resources.

BACKGROUND: Bullski was an out-of-favor Soviet official who sought to regain the party's good graces by building the Titanium Man armor and defeating Iron Man. After several defeats, Bullski went freelance in his vendetta against the armored avenger. A recent reverse in a battle with Beta Ray Bill may have destroyed Bullski and/or the armor, but that is uncertain at this writing.

ULTRON-11

F	EX(20)	Health: 200
A	RM(30)	
S	AM(50)	Karma: 54
E	UN(100)	
R	IN(40)	Resources: Rm(30)
I	GD(10)	
P	PR(4)	Popularity: 0

KNOWN POWERS:

Body Armor: The exposed surfaces of Ultron's body are pure adamantium, a Class 1000 material that provides Invulnerability to physical and energy attacks. His joints and internal workings are less resistant, so have only Shift X protection from bullseye missile or wrestling attacks directed against them. Ultron is Invulnerable to Heat, Cold, Radiation, and Corrosives.

Weapons Systems: Ultron possesses a number of weapons systems developed over the years, including:

- Concussion Blasters mounted in the hands capable of inflicting up to Monstrous Force damage at a 4 area range.
- Tractor Beams mounted in the hands, allowing Ultron to exert Remarkable Strength up to 10 areas away.
- Induction installed within armor that allows Ultron to absorb external energy with Unearthly ability. An unlimited amount of energy may be stored, and upon absorbing it Ultron regains that amount of Health and is +1CS on all FEATs for 1-10 rounds following the absorption.
- Encephalo Beam mounted in Ultron's head allows him Mind Control Powers of Incredible ability. Ultron uses this ability to put antagonists to sleep, and to control minds to help him rebuild his body.

TALENTS: Ultron's programming is extensive enough for him to be considered to have Engineering and Repair/Tinkering Talents.

CONTACTS: Ultron has no Contacts, though he has used super-powered felons as pawns before. Ultron maintains a large number of complexes across the country where he stores additional bodies and repair programs to restore his form after defeats.

BACKGROUND: Ultron-1 was developed as a sentient robot with open-ended programming designed by Hank Pym. Ultron soon became a long-running foe of the Avengers, continually refining his body and programming with the long-range goals of destroying his "Father" — Pym — and destroying organic life on Earth. His most recent incarnation was destroyed by Wonder Man, but he may yet return.

VULTURE

Adrian Toomes

F	EX(20)	Health: 110
A	RM(30)	
S	EX(20)	Karma: 50
E	IN(40)	
R	RM(30)	Resources: Ty(6)
I	GD(10)	
P	GD(10)	Popularity: -3

KNOWN POWERS:

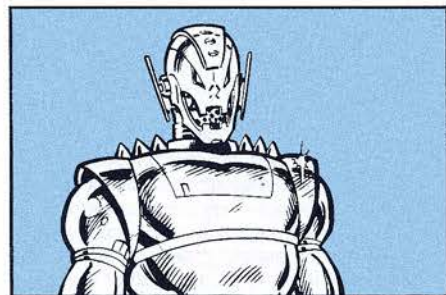
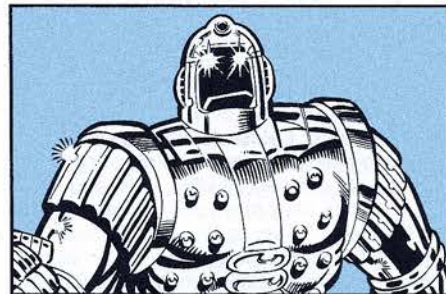
Flight: Vulture takes his name from the flying harness he wears, an electro-magnetic antigravity generator that allows him to fly silently at Typical Air Speed (6 areas/round). He may blindside unsuspecting opponents from above, as his flight makes no noise. Vulture is well-trained with his wings, such that he may make airborne FEATs at +1CS for success.

LIMITATION: Vulture's harness raises Toomes' abilities to the listed levels. Once deprived of the harness, Toomes' abilities return to more normal levels. In game terms, Toomes' physical abilities (and resultant Health) are reduced by 1CS per week for the first two weeks with no further effect after that time. They are regained immediately upon donning his wings.

TALENTS: In addition to his prowess with his wings, Toomes is an expert in Electronics.

CONTACTS: Toomes maintains criminal contacts at the street level, and has on several occasions organized gangs of thugs to help him in his crimes.

BACKGROUND: Adrian Toomes invented a flying harness that boosted his abilities. He first used it to harass and terrorize his embezzling business partner. The feeling of power Toomes enjoyed in his robberies were matched by his increase in wealth, and as Vulture, Toomes began a long criminal career. Despite several defeats at the hands of Spider-Man, Vulture remains a crafty foe. Toomes has retired from his career on several occasions, but has returned to crime, usually spurred on by some airborne pretender to his aerial abilities. Other individuals, using the designs of the Vulture suit, have endeavored to set themselves up as heirs to the Vulture's throne, but he has always returned to deal with such pretenders.



ENTITIES

Entities of Great Power

The following characters are major forces in the Marvel Universe, the ones that players should encounter very rarely at best, as they will likely be overmatched if they attempt to fight them directly. These great Powers have their own rules and laws by which they play, unknown to us mere mortals.

CELESTIALS

F	MN(75)	Health: 6175
A	UN(100)	
S	CL3000	Karma: 3000
E	CL3000	
R	CL1000	Resources: CL3000
I	CL1000	
P	CL1000	Popularity: N/A

KNOWN POWERS:

Body Armor: Celestials have Class 3000 protection against physical and energy attacks. They have Class 3000 Resistance to Heat, Cold, Radiation, Toxins, Disease, and Corrosives. A Celestial cannot be slain, even if reduced to 0 Health or Endurance. In this state, a necessary component of their armor may be removed, placing them in suspended animation until that piece is restored.

Energy Powers: Celestials have Class 1000 abilities to manipulate all forms of energy, including all forms of radiation, light, and psionic power. They may perform any energy-related Power at Class 1000 ability, including force and energy rays, force fields, all mental Powers, teleportation, levitation, and weather control. Five or more Celestials may combine their forces to gain a +1CS (to Class 3000) in effect. Following their last visit to Earth, the Celestials used their Powers to eradicate all memory and evidence of their presence from the minds of mankind.

BACKGROUND: The origin of the armor-clad Celestials is unknown, nor has anyone seen what they look like beneath their distinctive 2000-foot-high armor. They are a star-faring race that locates nascent sentient races and manipulates their genetic make-up, then returns in the future to judge whether they are a threat. If judged a threat to the universe, then that race is destroyed. On Earth, the Celestials created the alternate human races of Eternals and Deviants, and placed the potential for benign mutation in mainline humanity. In other visits, they sank Lemuria to prevent the success of the Deviant line, and threatened to seal the dimensional nexus to prevent the interference of extra-dimensional beings. The Celestials are enigmatic, and except for their master plan, take no notice of the life they tower over.

DEATH

F	CL5000	Health: 20000
A	CL5000	
S	CL5000	Karma: Unlimited
E	CL5000	
R	CL5000	Resources: N/A
I	CL5000	
P	CL5000	Popularity: -1000

KNOWN POWERS:

Death can use any of the Powers listed within these books as it sees fit at Class 5000 ability. It does not usually use these Powers directly, as it prefers to operate through other agents or to wait for its prey to fail and eventually die. Death may manifest itself as a humanoid being of either gender, but is normally presented as female.

BACKGROUND: The origin and true nature of Death is unknown. It is apparently one of the basic forces of the universe, along with Eternity. Death is the name of the universe's conception of "death-forces," and embodies the principles of mortality and decay.

Death's motives are unknown and unknowable. However, it has appeared on several occasions under defined circumstances to achieve certain ends. These ends include:

- Challenging those who create the undead, creatures that are neither alive nor dead and as such not under its control. This includes those who create vampires and zombies.
- Presiding over the death of a long-lived or immortal being. Death has engaged in a game of chance with an Elder of the Universe for the spirit of another Elder.
- Dealing with extradimensional beings of the "Death-god" type, such as Hela. The precise relationship between Death and such "death-gods" is unclear; such gods seem to be agents of Death in that they actively harvest individuals in return for a percentage of the take.
- Appearing to those capable of wielding great destructive power, such as Galactus or Thanos of Titan. These individuals, while not agents of death, have served it well by destroying a great deal of life. Death has also appeared, and was destroyed for a short time, by the Beyonder. Whether this was in its own interests is unknown.

One specific way of dealing with Death is shown by those with Valkyrie Powers, such as Mirage of the New Mutants. The Valkyrie gained their special position as choosers of the slain through an unknown agreement, but can apparently stave off Death even though the individual who is dying would normally pass into the great beyond.

ETERNITY

F	CL500	Health: 20000
A	CL500	
S	CL500	Karma: Unlimited
E	CL500	
R	CL500	Resources: Unlimited
I	CL500	
P	CL500	Popularity: 0

KNOWN POWERS:

Eternity may perform any of the Powers or actions listed in these books with Class 5000 ability, though it does not do so with any regularity. Eternity's form cannot be perceived unless it so wishes it, as it is an abstract being.

BACKGROUND: The origin and precise nature of the abstract being known as Eternity is unknown and unknowable. It is the sum total of collective consciousness of all living things in the universe, the embodiment of their life as Death is the embodiment of the ending of that life.

Unlike Death, which Eternity refers to as its sibling, Eternity does not often take an active hand in the dealings of the trillions of lives that make up its total. However, since controlling the being Eternity allows the controller to wield Eternity's unlimited Powers over the beings that make it up, this entity is a target for extra-dimensional attackers of various abilities. Often Eternity can deflect such attacks without significant exertion, but on occasion has had to bring its own servants into play. While not as organized as the "death-gods" that serve Death, these servants are usually powerful individuals, such as Doctor Strange, who may combat the attackers on their own mortal levels. These servants have a vested interest in seeing Eternity survive intact, as their own existence makes Eternity possible.

As Eternity is the sum total of all living forces, destruction of Eternity may eradicate the game universe, and with it all other quasi-physical entities. The two exist as partners, not competitors, and Death has never shown any rivalry against its "sibling." Eternity, for its part, has rarely shown any interest in the pieces that make it up, though if given sufficient threat (on the level of the Beyonder) would willingly sacrifice part of its infinite existence (and the planets, stars, and lifeforms that make up that existence) to foil such a foe.

GALACTUS

F	MN(75)	Health: 4150
A	MN(75)	
S	CL1000	Karma: 3000
E	CL3000	
R	CL1000	Resources: CL3000
I	CL1000	
P	CL1000	Popularity: -1000

KNOWN POWERS:

Body Armor: Galactus' armor provides Shift X protection from physical and energy attacks. In addition, Galactus is Invulnerable to Heat, Cold, Corrosives, Toxins, Disease, and Radiation.

Energy Manipulation: Galactus has Class 3000 ability to manipulate all forms of energy. He has used that ability for a number of Power stunts.

- Transform and transmute living and non-living matter.
- Project Energy or Force with unlimited range.
- Teleportation of self or other objects
- Creation of Force Fields
- Endow others with a portion of his power
- Manipulate objects as if having Unearthly Telekinesis
- Flight at Class 3000 Speeds

Galactus does not use his Powers at full levels of ability as they drain his cosmic energies, preferring to rely on his technologies.

Telepathy: Galactus has Unearthly Telepathy, but may only read a mind that is not being read by another.

Technology: Galactus has an unbelievable amount of technological devices available to him, noted by the high Resources rating. He has a spherical shuttle ship that may carry him between the stars, and carries equipment to allow him to eat planets without expending any of his own energies. His solar system-sized world ship, Taa II, was destroyed in a conflict with the Beyonder.

LIMITATION: Hunger. In order to survive, Galactus must consume the bio-energies of planets that support (or have the potential to support) life. Galactus' hunger is so severe he must feed every 30 Terran days or begin to suffer reductions in abilities. Use of his Powers at full abilities reduce this time by 1 Terran day for each instance. After 30 days Galactus' Class 3000 abilities will slip to Class 1000, with resultant reduction of Power and Health. After another 30 Terran days, all Class 1000 abilities diminish to Shift Z (one of the few cases when such a shift is possible). After 90 days, they lessen to Shift Y, and so on. It is theoretically possible for Galactus to die of starvation, but upon reaching the Shift X level,

he will take any measures necessary to prolong his life. Galactus may devour a planet's energies by using specially-built devices, or by absorbing the energy (the last leaves Galactus immobile for 1-10 days). The process takes 24 hours to initiate and complete.

BACKGROUND: Galan of Taa survived the destruction of his universe and the big bang that created ours. Created at the same time as the entities of Death and Eternity, Galactus can be considered a sibling of these two great powers. Galactus is spurred by his great hunger, and must consume planets to survive. His desire to consume Earth has brought him into conflict with Earth heroes on a number of occasions. On the last occasion, Reed Richards saved Galactus' life and the Earthwoman Frankie Raye volunteered to serve as his Herald (see below).

NOVA

Frankie Raye of Earth

F	AM(50)	Health: 325
A	MN(75)	
S	UN(100)	Karma: 135
E	UN(100)	
R	EX(20)	Resources: N/A
I	MN(75)	
P	IN(40)	Popularity: -50

KNOWN POWERS:

Fire Generation and Control: Nova may generate and wield flame with Shift Z ability, and may perform all Power stunts listed for Fire Generation and Fire Control in the Players' Book.

Body Armor: Nova has Unearthly protection from physical and energy attacks. She is Invulnerable to Heat, Cold, Flame, and Disease, and can survive without air or food. She is normally wrapped in fire of Amazing Intensity, so that weapons of less than this material strength will melt and persons grappling will take Amazing damage.

Flight: Nova can fly at Class 3000 Speeds, opening jumps into hyperspace to span the stars.

BACKGROUND: Frankie Raye is the step-daughter of the man who originally created the android Human Torch of WWII, and was the girlfriend of Johnny Storm. She gained her own flaming Powers from exposure to chemicals. When Galactus visited Earth last, Raye offered to serve as his Herald. The Devourer of Worlds agreed and increased her Powers to their present levels. She has served him as such since then.



TM



TM



TM



TM



TM

HELA

Hela of Hel and Niffleheim

F	AM(50)	Health: 1200
A	AM(50)	
S	UN(100)	Karma: 170
E	CL(1000)	
R	RM(30)	Resources: Mn(75)
I	IN(40)	
P	UN(100)	Popularity: -75

KNOWN POWERS:

Body Armor: As all Asgardians, Hela has Good protection from physical and energy attacks. In her province as a Death Goddess, she is Invulnerable to Heat, Cold, Disease, Radiation, Corrosives, and Toxins.

Death-Goddess Powers: Hela is a servant of the quasi-physical being Death, through an unknown pact or arrangement. Her province is the dead of Asgard, and she rules over the deceased spirits in Niffleheim and Hel (the "honorable dead" dwell in the realm of Valhalla). As a death-goddess, Hela has the following Powers:

- Complete control over the dead of Niffleheim and Hel (Class 3000 Mind Control).
- Class 5000 Illusion Powers, including masking the nature of the lands of Hel.
- Death touch — Target must make Endurance FEAT against Class 1000 Intensity or begin losing Endurance levels.
- Aging Rays — Unearthly Intensity rays shot from the hands that age the target 100 years per hit. Sustained combat will destroy long-lived Asgardians.
- Hand of Glory — Attack of Unearthly mystic strength delivers as Edged attack. Can scar even tough Asgardian flesh.
- Flight and Levitation at Unearthly rank.

LIMITATION: Hela preserves her own life force by means of a cape and headdress. Depriving her of this garment results in her Strength and Endurance being reduced to Feeble, and the goddess of death unable to use any of her super-human Powers. It is unknown whether she herself can die, or, if this would occur, whether Death itself would claim the occupants of her realms or assign a new Asgardian death-goddess.

BACKGROUND: Hela is said to have been born in a half-living, half-dead state, and requires her mystic garments to function normally. She is always seeking to expand her realm, and while mortal souls are beyond her responsibility, she has trafficked in them in the past.

MEPHISTO

F	MN(75)	Health: 3225
A	MN(75)	
S	MN(75)	Karma: 250
E	CL3000	
R	MN(75)	Resources: CL3000
I	MN(75)	
P	UN(100)	Popularity: -1000

KNOWN POWERS:

Body Armor: Mephisto's body has Amazing protection from physical and energy attacks. He is Invulnerable to Toxins, Disease, Heat, Cold, and Corrosives.

Mystic Powers: Mephisto has a number of "super-Powers" he may wield with Unearthly ability. They include, but are not limited to:

- Increase any physical ability to Unearthly
- Fire bolts of mystic force
- Levitate, fly, and teleport
- Invisibility and Illusion Generation
- Growth (self and others)
- Matter manipulation and transmutation
- Dimensional Travel (when in another dimension, Mephisto's maximum Endurance is Unearthly)

Mephisto may use other Powers listed in the Judge's Book. However, he *cannot*

- Engage in Mind or Emotion control, or use any Power that forcibly brings one's will under his control
- Engage in Telepathy or in any way read or scan the thoughts of sentient beings

BACKGROUND: Mephisto is among the most powerful of the extradimensional creatures known as demons, and is the ruler of a pocket dimension he refers to as Hell. Mephisto is not the ultimate force of evil as presented in several faiths, but portrays himself as such a being in order to exploit the mortal masses.

Mephisto seeks the voluntary surrender of human spirits to him, and to that end encourages despair and misery. Of particular interest are the spirits of exceptionally moral and heroic characters of great power, such as Thor and the Silver Surfer. Their defeat would be a great boon to his Powers, and as such he often sends his agents to contest and harass them (Mephisto's power may be limited outside of his pocket dimension, hence his reduction of ability by -1CS).

Mephisto draws strongly upon mortals' belief in his power to strengthen that power; hence his guise as the supreme evil. Mephisto may be slain, even fully destroyed, but will eventually return to existence based on the strength of mortals' beliefs in him.

ODIN

Odin of Asgard

F	UN(100)	Health: 3250
A	UN(100)	
S	AM(50)	Karma: 3080
E	CL3000	
R	IN(40)	Resources: Class 1000
I	IN(40)	
P	CL3000	Popularity: +90

KNOWN POWERS:

Body Armor: As a powerful Asgardian, Odin has Excellent protection from physical and energy attacks. He also is Invulnerable (in his native Asgard) to Disease, Fire, Cold, Corrosives and Toxins. In battle situations, Odin wears armor that provides him with Amazing protection from physical and energy attacks.

Mystic Powers: Odin is the most powerful of his race and may perform the following:

- Place enchantments of up to Unearthly power on objects. Such a spell lasts until he rescinds the enchantment or it is negated by mystic power of Class 1000 +.
- Dimensional Travel at Unearthly rank.
- Project his image across space and dimensions with Unearthly ability.
- Absorb or Restore Health of Asgardians on touch. Absorbed Health may increase his total Health. He has no effect on those claimed by Hela.

Weapons: Odin carries two weapons, both made of Class 1000 Uru metal:

- Gungir, a spear inflicting Amazing damage
- Thrudstock, a mace inflicting Shift X damage

Servants: In addition to ruling the people of Asgard, Odin has several special minions:

- Munin: A Raven (stats as Eagles) who flies at Monstrous speeds and survey the realm for its lord.
- Sleipnir: Odin's eight-legged steed moves at Unearthly speeds, and may span the dimensions with him.
- Mimir: An "all-seeing" well of knowledge, a being with Class 1000 Resources as far as knowledge is concerned. Mimir has its own priorities, and has been known to lie.

LIMITATIONS:

- Odin must sleep once per year for a week or lose Endurance Ranks at the rate of one per week.

BACKGROUND: There are several stories as to the origin of Odin, ruler of Asgard and most powerful of the Asgardian gods. He served as that land's lord until his recent disappearance in battle with the fire-demon Surtur.

SHAPER OF WORLDS

F	MN(75)	Health: 325
A	MN(75)	
S	MN(75)	Karma: 7000
E	UN(100)	
R	CL1000	Resources: Class 5000
I	CL1000	
P	CL5000	Popularity: 0

KNOWN POWERS:

Body Armor: The Shaper of Worlds has Monstrous protection from physical attacks, and Amazing protection from energy attacks. By manipulating reality, he can become invulnerable to any form of damage.

Reality Manipulation: The Shaper of Worlds has Illusion Generation Powers of Class 5000 ability, such that for most of the normal world, his illusions are indistinguishable from reality. His initial range is one area, but increases at one area per turn, so that at the end of 21 Terran hours he can convert a planet the size of Earth to his reality. It remains in that state for 4 Terran years, at which point it reverts to its initial state (unless the Shaper himself negates the change).

The Shaper, however, has no imagination, and as such depends on the dreams and imaginations of others to form templates for his world-shaping. Upon choosing such a template, he begins to manipulate reality to that mold with his Illusion Powers. If he latches onto a mind that wishes to be king of the world, reality is suitably manipulated in that fashion. Grandiose, interesting, and unusual dreams intrigue him. If convinced that the dream is bad or harmful, the Shaper may negate it.

LIMITATIONS: Shaper moves by means of a tractor-like device that may or may not be part of his body. He moves 1 area/turn. He spans cosmic distances in his starship (Class 5000 movement).

BACKGROUND: The Shaper of Worlds is the adult version of the energy of the type captured in the Terran Cosmic Cube. Any being possessing such a nascent cube-energy may manipulate Reality in a similar manner, but only as long as he or she concentrates on it. The Shaper has the soul of an artist but no inherent creativity of his own, so must rely upon the dreams of others as models for the worlds he creates. While he may prolong the illusion of a world beyond the 4-year mark, he does not normally perform such alien work. His last appearance on Earth was to help the Terran Cosmic Cube "hatch," from which may evolve a similar reality-manipulating being.

THE WATCHER

Uatu of the Lunar Blue Area

F	AM(50)	Health: 250
A	AM(50)	
S	AM(50)	Karma: 300
E	UN(100)	
R	UN(100)	Resources: Un(100)
I	UN(100)	
P	UN(100)	Popularity: 0

KNOWN POWERS:

Mental Abilities: The race of Watchers may use all Mental Powers listed in the Player's Book with Unearthly ability. When a Watcher is involved with another mind, he provides that mind with Class 1000 protection from other mental attacks.

Energy Manipulation: Watchers may manipulate energy at Class 1000 level, allowing them a number of Power stunts.

- Teleport at Class 5000 level, spanning galactic distances
- Generate force fields of Class 1000 Strength
- Alter their form with Class 1000 ability
- Fire force blasts of up to Class 1000 damage
- Raise physical abilities to Unearthly

Body Armor: Watchers have Class 1000 protection from physical and energy attacks. They are Invulnerable to Heat, Cold, Radiation, Corrosives, Toxins, Disease, and Mental and Magical Powers.

BACKGROUND: The Watchers are an ancient race that evolved early in the life-span of our universe. The Watchers sought to aid the primitive races around them, but after a disastrous encounter with a race to whom they gave nuclear technology (which the race used to create genocidal weapons), they are now committed to observing. They see themselves as the cosmic recorders of the passing of this universe, not the rulers, and to that end do not interfere with their charges, even if that results in massive disaster. Adult Watchers are entrusted with a Solar System to monitor.

Uatu, the Watcher of the Sol system, is a juvenile delinquent among his people. He has more than once interfered on behalf of the humans of Terra to warn them of danger or indirectly point out solutions to world-shattering threats. Uatu seeks to aid in discreet fashions, such that appeals for direct aid will be ignored. However, he may reveal to the heroes the location of the solution.



SUPPORTING CAST

Animals, Aliens, Criminals, and Other Supporting Players

This section details in full a large, but not exhaustive, list of other individuals that may be found in the Marvel Universe, including wildlife, alien life, low life, and everyday life.

Animals

Alligator

F	A	S	E	R	I	P
Pr	Gd	Rm	Ex	Fb	Fb	Fb

Health = 64

These large, lethal lizards are normally peacable, but have been known to attack if their territory is threatened, they sense a meal, or are commanded by a more powerful being with animal control abilities, such as the Lizard. Alligators inflict Edged attack damage with their teeth. They move 1 area per turn on land, 2 areas per turn in water. These stats also apply to the crocodile or other cold-blooded lizards. Alligators are found in tropical rivers and, in the sewers of New York City.

Ape

F	A	S	E	R	I	P
Ty	Ty	Gd	Ex	Fb	Ty	Pr

Health = 42

Apes describe man's close cousins: the chimp, the orangutan, and gorilla (gorilla Strength = Excellent, Health = 52). These creatures have human-like hands, and can manipulate tools.

Armadillo

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8 (and this is being generous)

Armadillos are natives of Texas and other south-western states. They are slow (1 area in about 3 turns) and have Feeble Body Armor from their protective shell. (They also answer mail.) Unprepossessing as individuals, in huge herds they are even less so. Armadillos attack on the Blunt attacks column, but cannot score Slam or Stun results against human-sized targets. Armadillo stats apply to most other forms of small, inoffensive life.

Bat, Individual

F	A	S	E	R	I	P
Fb	Pr	Fb	Fb	Fb	Pr	Fb

Health = 10

Bats, Flock of Ten

F	A	S	E	R	I	P
Gd	Pr	Fb	Gd	Fb	Pr	Fb

Health = 26

Bats are winged mammals who have radar-like senses that allow them to

navigate at night with Remarkable ability. They are normally harmless unless surprised or controlled by an external force. A single bat inflicts Edged attack damage, but cannot score Kill results, while a flock inflicts Edged attack damage in full to reflect the large number of possible bites per round. Bats are found throughout the US. They move at 3 areas/turn.

Bear

F	A	S	E	R	I	P
Gd	Ty	Rm	Rm	Fb	Pr	Fb

Health = 76

Bears include the grizzly, brown bear, and polar bear. These large carnivores have been known to attack unwary tourists, and inflict Edged attack damage with their teeth and claws as well as Grappling attacks (Hugs). They move 2 areas/round at top speed.

Behemoth

F	A	S	E	R	I	P
Am	Ty	Un	Un	Pr	Pr	Pr

Health = 256

Behemoth is a name for a large variety of sea monsters capable of walking on land, and include the whale-like Giganto used by the Sub-Mariner in his initial invasion of the surface world, and the spawn of that creature. These beasts move 1 area/round on the surface and 3 areas/round in water. Behemoths have Amazing protection from physical and energy attacks, and inflict Blunt attack damage. They can be controlled by certain devices available to Atlantean technology.

Bird, individual

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8

Bird, Flock of ten

F	A	S	E	R	I	P
Gd	Ty	Fb	Ty	Fb	Pr	Fb

Health = 24

The description applies to all non-hunting birds, ranging from sparrows to ducks to geese. Birds attack on the Edged attack column, but individuals cannot get Stun or Kill results. Birds fly up to 4 areas/turn, and are inoffensive against human targets unless controlled by outside forces.

Cat

F	A	S	E	R	I	P
Fb	Gd	Fb	Gd	Fb	Ty	Fb

Health = 24

Cats include most ordinary house cats and small wild cats. They inflict Edged attack damage with their claws, but cannot score a Kill result against human targets. They

move 2 areas/turn.

Cattle (Herd Animals)

F	A	S	E	R	I	P
Pr	Ty	Gd	Ex	Fb	Fb	Fb

Health = 40

Stats for cattle apply to all manner of similar herd animals, including bison, zebras, gnu, and the ever-popular Guernsey Cow. Cattle are by and large inoffensive, but if spooked (by gunshot, for example) can stampede (those in the way take a Charging attack of +3CS Strength and Endurance to hit).

Dinosaur, Giant Plant-eating

F	A	S	E	R	I	P
Gd	Pr	Am	Un	Fb	Fb	Fb

Health = 164

Dinosaur, Giant Flesh-eating

F	A	S	E	R	I	P
Rm	Gd	In	Un	Fb	Fb	Fb

Health = 180

Dinosaur, Giant Armored

F	A	S	E	R	I	P
In	Ty	Am	Mn	Fb	Fb	Fb

Health = 171

These are the flashiest of the large lizards that once dominated this Earth. They survived until recently in the Savage Land, and regions of Africa are still said to be home to these beasts. The Giant Plant-Eater includes such favorites as the brontosaurus. They move 1 area/round, inflict Blunt damage, and, according to recent studies, travel in herds similar to cattle (check under Cattle for stampedes). Giant Flesh-Eaters include the allosaurus and the tyrannosaurus rex. They inflict Edged attack damage with their teeth and claws, and move 2 areas/turn. The Giant Armored Dinosaurs include the stegosaurus and triceratops, which have plates that provide Excellent Body Armor, and inflict Edged attack damage with their horns and sharp tails.

Dinosaur, Giant Radioactive

F	A	S	E	R	I	P
Rm	Rm	Un	Un	Pr	Pr	Pr

Health = 260

The Giant Radioactive Dinosaur is a mutant of unknown origin that survives today in various inaccessible reaches. The Giant Radioactive Dinosaur has Amazing Body Armor, inflicts Edged attack damage, and breathes a 10-area-long stream of Unearthly radioactive energy. This is a moderate example of one such creature, though large ones have plagued Japan and the American West Coast.

Dog

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Fb	Gd	Fb

Health = 32

The above stats are for guard dogs, and smaller animals may have lesser stats. Dogs inflict Edged attack damage, move 2 areas/turn, and track with Remarkable ability.

Dolphin

F	A	S	E	R	I	P
Gd	Ex	Gd	Gd	Ty	Gd	Ty

Health = 50

Dolphins are highly intelligent, aquatic mammals that have a language of their own. Undersea races use the dolphin in much the same way as humans use dogs or horses: for transport (swim 3 areas/round), protection (Blunt attack damage), and companionship.

Eagle

F	A	S	E	R	I	P
Gd	Gd	Pr	Ex	Fb	Ty	Fb

Health = 44

Eagles include all large predatory Terran birds, including vultures, hawks, owls, and condors. They are not dangerous unless threatened or under the control of another individual. Eagles inflict Edged attack damage, and fly up to 4 areas/round, at top speed.

Elephant

F	A	S	E	R	I	P
Gd	Gd	In	Am	Fb	Pr	Fb

Health = 110

Elephants include the Indian and African varieties, as well as their prehistoric cousins, the mastodon and mammoth. They move 1 area/turn, and can inflict either Blunt or (if they have tusks) Edged damage.

Fish

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8

This classification is a catch-all for all sea life not covered elsewhere. Most sea life has no special Powers beyond moving 1 area/turn, and will rather flee than fight.

Horses

F	A	S	E	R	I	P
Ty	Gd	Rm	Rm	Pr	Ty	Pr

Health = 76

Horses run from Shetland ponies to beer-wagon-pulling Clydesdales. Horses may make Blunt attacks if threatened, but normally seek to flee threatening situations (such as fires and battles). Horses may be trained to withstand such challenges. They move 3 areas/turn while carrying a rider.

Certain individual horses (usually those associated with heroes) may have superior talents of higher Reason, Intuition, or Psyche than their brethren.

Insect, Swarm

F	A	S	E	R	I	P
Ex	Fb	Fb	Ex	Fb	Fb	Fb

Health = 44

Insects are listed as a swarm of about 100 creatures, minimum. These insects attack on the Edged Attack column, but cannot get Stun or Kill results. Instead, any insect attack against unprotected flesh (including those that get underneath artificial Body Armor but excluding those against natural Body Armor) forces the target creature to make an Endurance FEAT (during the pre-action part of the turn) or be unable to perform any actions or concentrate. The intensity of this attack is Typical for most insects, but for particularly nettlesome pests (such as red ants, mosquitos, or bees) the intensity may reach Good or Excellent. Some, but not all, insect swarms fly at 1 area/turn.

Killer Whale

F	A	S	E	R	I	P
Rm	Ty	In	Mn	Pr	Gd	Ty

Health = 151

Killer Whales are large killers of the deep, mammals adapted to the ocean environment as efficient predators. They inflict Edged attacks when they bite with their toothy jaws, and swim at 3 areas/round.

Lions

F	A	S	E	R	I	P
Ex	Gd	Gd	Ex	Fb	Fb	Fb

Health = 60

Lions include all the "big cats" — tigers, pumas, and leopards. They are, in their natural state, predators which avoid man, though there are "man-killing" versions of each. The big cats may be trained to hunt, attack and protect by someone with appropriate skills, such as Kraven the Hunter. Lions and their kin attack on the Edged attack column, and move 2 areas/round.

Monkeys

F	A	S	E	R	I	P
Gd	Ty	Pr	Gd	Fb	Ty	Pr

Health = 30

Monkeys, for the purpose of this game, include all small primates not covered under the Ape category. Monkeys do not possess the strength of the apes, and cannot make Kill or Slam results in their attacks, but can manipulate objects and be trained.

Octopus and Squid

F	A	S	E	R	I	P
Ex	Rm	Gd	Rm	Fb	Fb	Fb

Health = 90

The above stats are for the giant-economy-size octopi that underwater geniuses leave around to threaten heroes and heroes' allies. The high Fighting and Agility reflects the large number of arms that may be brought to bear. In addition, octopi may shoot inky clouds of Excellent Intensity.

Rat, individual

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8

Rat, pack of 10

F	A	S	E	R	I	P
Ex	Ty	Fb	Ex	Fb	Fb	Fb

Health = 48

Rats and other rodents and vermin are found in sewers beneath every major city. An individual rat attacks on the Edged attack column, but cannot score Stun or Kill results. A pack of rats also attacks on this column, and may score Kill results from multiple attacks. Rats are normally not so bold (they prefer to push around frogs), but will attack when externally controlled.

Sharks

F	A	S	E	R	I	P
Gd	Gd	Rm	In	Fb	Fb	Fb

Health = 90

The other standard threat protecting underwater lairs and sunken treasure is sharks. The above stats are for your everyday killer-type shark. The "Great Whites" in the movies weigh in at +1CS on all physical abilities. Sharks are drawn by blood in the water, often travel in packs, inflict Edged attack damage, and travel at 3 areas/round. Their mortal enemies are the dolphins, and dolphin attacks against sharks gain a +1CS to hit.

Snake, Constrictor

F	A	S	E	R	I	P
Ty	Ty	Ex	Ex	Fb	Fb	Fb

Health = 52

Snake, Poisonous

F	A	S	E	R	I	P
Gd	Pr	Fb	Pr	Fb	Fb	Fb

Health = 20

Most snakes are fairly small and inoffensive (see Armadillos, above). Large constrictor snakes (like the anaconda) attack their prey by grappling attacks, crushing the life out of

it. Poisonous snakes are smaller, but their bite (Edged attack, no Stuns or Kills) carries a deadly venom (Good Intensity poison). Both varieties will attack if threatened, or if controlled by an outside force (such as the Lizard).

Wolves

F	A	S	E	R	I	P
Ex	Gd	Gd	Gd	Fb	Fb	Fb

Health = 50

Wolves are relatives of dogs, and usually travel in packs to bring down their prey. Wolves move 2 areas/turn, attack on the Edged attack column, and can track with Excellent ability.

Aliens and Non-Human Races

The following listings apply to *typical* members of the various alien, extra-dimensional, and variant human races that have appeared in the Marvel Universe. These are typical values only, and there are superior examples of these various races in existence, much the same as there are a wide variety of humans.

Alien Hero Option: This is an option that may be chosen by the player with the Judge's permission, if the player has rolled the Alien category. The player "picks" a race with the Judge's approval. The hero has the listed abilities, modified by a roll on the Ability Modifier Table, page 5 of the Players' Book, making one roll for each ability. Any Powers possessed by the race are automatic Powers of the hero, occupying random slots. (A pre-Secret Wars Skrull would have Imitation as one Power, filling one random Power slot.) Talents should be chosen with an eye towards the race involved. As Contacts, the hero may either choose the race he/she belongs to, or no initial Contacts (in which case the character is a renegade).

Characters generated in this fashion tend to be more limited and weaker than those created by the method listed in the Character Creation section, but have the advantage of having an organized and existing racial background.

Asgardians

F	A	S	E	R	I	P
Rm	Gd	In	In	Gd	Gd	Ex

Health = 120 Karma = 40

KNOWN POWERS:

Body Armor: Good

Asgardians are the most human-looking and powerful of the intelligent races of

Asgard, a mystic dimension once connected to Earth by Bifrost, the rainbow bridge.

All Asgardians have Good protection from physical and energy attacks, provided by the denser materials of their worlds. While Asgardians are long-lived, they are not immortal like the Olympians.

Asgard has a warrior society and has come under assault by its enemies many times in its recent history. Any Asgardian character with Weapons Talents must choose Edged or Blunt Weapons Skill as his first choice. Gunpowder works in the Asgardian dimensions, but has only recently been introduced.

Asgard has Class 1000 Resources though low levels of technology in a 20th-century sense. With the disappearance of Odin in battle with the fire demon Surtur, Asgard is ruled by Balder the Brave.

Atlanteans

F	A	S	E	R	I	P
Gd	Ty	Rm	Rm	Ty	Ty	Ty

Health = 76 Karma = 18

KNOWN POWERS:

Water Breathing
Swimming at 2 areas/turn
Resist Cold: Excellent

The origins of *homo mermanus* are unknown, though their own legends claim that the Olympian Poseidon modified them to their present form. In any event, the largest group of this race has settled the ruins of ancient Atlantis on the Atlantic seabed, though there are small settlements throughout the ocean. They have been ruled in the past by Namor, the Sub-Mariner, though he has been sent into exile by his advisors, and they in turn were overthrown by the Atlantean barbarian Attuma.

Atlanteans are water-breathers, such that exposure to air is similar to a human's immersion in water — they can suffocate out of water (Namor, given his half-breed blood, is an exception). Atlantean technology has produced water tanks that operate as scuba gear in reverse, allowing Atlanteans to survive out of water for up to 4 hours before more water is needed. Atlanteans also have a chemical compound that allows normal breathing in air, while turning the flesh from normal blue to human flesh-tones. This chemical allows air-breathing for 24-hours. An Atlantean hero that gains "water-breathing" ability as a Power can breathe air normally.

Atlanteans scavenge lost technology and magic from the sea floor, and as such have access to lost treasures of Atlantis and Deviant technology, but most are not inventors in their own right. Any Atlantean hero must take Edged Weapon or Blunt Weapon skill as his first Talent.

Denizen of the Dark Dimension

F	A	S	E	R	I	P
Ty	Gd	Ty	Ty	Ty	Gd	Gd

Health = 28 Karma = 26

KNOWN POWERS: Mystic Origin

The Dark Dimension is a series of pocket dimensions that have been expanded and conquered by the Dread Dormammu. This realm was later ruled by Umar the Unspeakable, Dormammu's sister, and presently by Clea, Umar's daughter. The ruler of the Dark Dimension is recognized by the flames of regency about his or her head.

A collection of pocket dimensions with various populations, natural laws, and sizes, the Dark Dimension appears as a collection of large floating islands, each with its own localized gravity, all connected by a variety of mystic bridges and passages. One section of the Dimension is walled off by a mystical force field — the domain of the Mindless Ones, a nonsentient destructive race.

The Dark Dimension is inherently and powerfully magical in nature, such that magical Powers are +1CS when operating within it, and dimensional apertures may be formed from it to any other known dimension. The normal citizens of the dimension have no inherent magical ability, but may be easily trained, as magic is as available a force as technology is on 20th century Earth.

Deviants

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Gd	Pr	Pr

Health = 32 Karma = 18

AVAILABLE POWERS:

Strength of +2CS or 2 additional super Powers rolled randomly

When the Celestials first landed on Earth, they modified human genes to produce two distinct separate races, the Deviants and the Eternals. The Deviants were created with a genetically unstable gene structure, so that each generation will be radically different from previous generations. Any Deviant character has the choice of

additional strength benefits (in addition to any rolled for the character) or two additional Powers.

Deviants have a warped sense of beauty, regarding hideousness as attractiveness and vice versa. Corruption is valued. Deviants judged unacceptable are slain by their society; so those with exceptional appearance or Powers may be renegades at best. They rule large areas of underground caverns, with their main base being the Lemurian City of Toads. They are at this writing ruled by Kro.

Deviant technology is highly advanced, but the race has yet to understand how to correct its genetic curse.

Eternals

F	A	S	E	R	I	P
Gd	Ex	In	Am	Ex	Rm	Rm
Health = 120			Karma = 70			

KNOWN POWERS:

Invulnerability
Cosmic Energy Manipulation
Flight (Unearthly: 40 areas/round)

The Celestials' other experiment in early humanity were the highly advanced and superhumanly powerful Eternals, a long-lived, clearly human-looking race that wields great Powers of cosmic energy manipulation.

All Eternals are Invulnerable to Heat, Cold, Energy, Electricity, Radiation, Toxins, and Disease. They do not age. They can still be affected by Stun, Slam, and Kill results, but only by scattering their ashes over a wide area of space can they be permanently slain. They are still vulnerable to mental and magical attacks.

Eternals can manipulate Cosmic Energy in a number of discrete fashions. Any Eternal character created may be considered to draw his or her individual Power from Cosmic Energy manipulation, including in some cases such forms as Shape-Shifting, Teleportation, and Matter Manipulation. Eternals may project cosmic energy as Force Bolts of Amazing range and Intensity. Eternals may perform Power stunts with their cosmic energy abilities to assume other super-human Powers, though most stay within their self-imposed limits, working to increase their Powers in discrete personalized areas.

Eternals "fly" by means of Levitation, mentally projecting themselves through the air. They may lift and carry others with them

as well.

More than a hundred Eternals in one location can form the Uni-Mind, an energy creation that resembles a huge brain with Class 1000 abilities under the control of the Eternal leader. This creation has Class 1000 Reason and is used as a parliamentary device to gather a consensus for Eternal affairs. The Uni-Mind also has offensive Powers, but when it challenged the Celestials, it was destroyed and the controlling force, Zuras, was slain. Less than 100 Eternals can create a Uni-Mind of a power equal to their percentage (80 Eternals create a Uni-Mind of 80% power).

Eternals have for the most part departed Earth. The Terran Eternals have departed their homes in Olympia, Oceana, and Polaria in order to explore the universe as the Uni-Mind, leaving a handful of adventurers and renegades behind. An Eternal outpost on Saturn's moon Titan is ruled by Mentor, father of Starfox and Thanos, and is still recovering from a recent war.

Inhumans

F	A	S	E	R	I	P
Gd	Ex	Ex	Rm	Gd	Gd	Gd
Health = 80			Karma = 30			

Inhumans are a divergent human race created by the Kree on the model of the Eternals. While generally superior to mainstream humanity, the discovery of Terrigen mist and exposure of the Inhuman populace to that chemical accounts for their widespread differences in abilities.

All Inhumans may be considered Altered Humans when generating Powers and Talents. Inhumans may inherit their traits from their parents, or gain them from exposure to the mist, either at the wish of their parents, or upon reaching the age of consent (31 Terran years).

Inhuman technology is highly advanced, particularly in the area of Genetics. The Inhumans' home city of Attilan was originally in (not under) the Atlantic Ocean at a similar time as Atlantis. They have moved Attilan twice, once to the Himalayans, and the second time to the Blue Area of the Moon.

Kree

F	A	S	E	R	I	P
Gd	Ty	Ex	Ex	Gd	Gd	Ty
Health = 56			Karma = 26			

The Kree are a race of aliens that were

carving an interstellar empire at a time when the first mammals had appeared on Earth. The Kree are naturally blue-skinned, though a pale-skinned mutation has flourished to the point that the original Kree are a powerful minority.

Kree possess extremely powerful technology including interstellar drive and genetic manipulation devices, but not time travel. They are responsible for the Terran Inhuman race and the Blue Area of the Moon. They have created powerful robotic Sentries that act as recorders and protectors of their installation. They have interest in Earth not only for its native races, but for its location near a natural space warp nexus and advantageous position in regard to the Skrulls.

The Kree are ruled by a group organism made up of the minds of past rulers, called the Supreme Intelligence. Like the Kree themselves, the Supreme Intelligence seems limited in imagination, and the development of the Kree race has hit its apex.

Lemurians

F	A	S	E	R	I	P
Gd	Ty	Ex	Rm	Ty	Ty	Gd
Health = 66			Karma = 22			

KNOWN POWERS:

Water Breathing
Swimming (2 areas/round)
Resist Cold: Excellent
Mystic Origin

The Lemurians are a branch of *homo mermanus* that migrated to the Pacific Ocean and settled in the ruins of ancient Lemuria. They are similar to their Atlantic cousins in their air-breathing limitations.

The Lemurians are set apart from their Atlantic relations by the discovery or development of the Serpent Crown, an artifact of ancient power that places the user in mystic contact with Set, an snakelike elder demon. Veneration of this crown and its use in rulership have made the Lemurians' skin greenish and scaly. It has also given them a greater potential to wield magic. They can perform magic of a Dimensional type by invoking Set.

The Lemurians are currently ruled by Karthon the Questor. It is unknown what relationship, if any, the Lemurians have with the Deviants and their City of Toads.

New Men

F A S E R I P
* * * * Gd Gd Gd
Health = special Karma = 30

The New Men are an artificial race of mutagenically altered, human-size animals, created by the High Evolutionary, given human-equivalent minds and consciousness. Their initial physical stats are those of their original animal stock (original Armadillo stock is Feeble in all physical abilities), but the New Men will have the listed nonphysical abilities, plus any special traits they possessed before.

The New Men were first created on Wundergore Mountain, in Trasnia, and trained by the High Evolutionary in knightly arts and virtues to combat the demon Chthon. The High Evolutionary built atomic steeds as mounts for these knights. One was rescued from the mountain by the Beast and repaired, and is now used by the current Black Knight.

The New Men have left Earth and currently have colonized Wundergore II, a planet orbiting Sirius, the Dog Star.

Olympians

F A S E R I P
Gd Ex In Am Ty Ty Rm
Health = 120 Karma = 42

KNOWN POWERS:

Body Armor
Immortality

The Olympians are the superhuman residents of the pocket dimension of Olympia. Like the Asgardians, who were also worshipped as deities by early civilizations, they have Good protection from physical attack, but unlike the Asgardians, the Olympians are true immortals, and as such are very difficult to slay.

The pocket dimension of Olympus has its earthly terminus in Greece, and it was here and throughout the Mediterranean that these beings were venerated. They used the Eternals of Olympia as their representatives among men, which resulted in confusion between the Eternals and the Olympian pantheon (made worse by similarity in name and appearance — Zeus and Zuras, Athena and Thana, Mercury and Makkari). The Olympian pantheon is no longer worshipped save for Neptune/Poseidon, who is venerated by the Atlanteans.

The Olympians are ruled by Zeus, the mythological head of the Pantheon. Olympians such as Hercules and Venus still walk among humans.

Shi'ar

F A S E R I P
Gd Gd Rm Gd Gd Gd Gd
Health = 60 Karma = 30

The Shi'ar are an expansionist alien race whose empire is still developing, encompassing a wide variety of other alien races. The Shi'ar themselves are descended from avian ancestors, and though mammalian in appearance retain some avian vestiges.

The Shi'ar are highly advanced, and have warp drive ships and instantaneous teleporters with intergalactic range, called stargates. Their interest in Earth is based purely on its location near a natural space warp nexus, and they have in the past cared as much for Earth's inhabitants as humans care about apes gathered near a jungle railway station.

The Shi'ar count a number of alien races in their empire, with varying degrees of freedom dependent on their loyalty to the throne. The ruler of the empire commands the Imperial Guard, an organization of super-powered aliens (Shi'ar and others) who keep the peace in the empire. The current ruler of the Shi'ar is called Deathbird, who desposed her sister Lilandra Neramani from the throne with the aid of the Badoon and Brood, other alien races. Neramani is on the run from Deathbird's forces, with her lover Charles Xavier and the intergalactic freebooters called the Starjammers.

Skrull

F A S E R I P
Gd Ty Ty Ty Gd Ty Ty
Health = 28 Karma = 22

The Skrulls are an ancient race with an ancient empire. They were not warlike originally, but the long wars with Kree, who stole their original technology, have made them militaristic and cruel, bending their technology to weapons of war.

Until recently, Skrulls had the natural power of Shape-Shifting/Imitation with Amazing ability. This is due to Celestial interference in their planet's history similar to that which on Earth produced the Deviants and Eternals. This modification produced the present Skrulls, the race of Dire Wraiths, and an as-yet-undiscovered (or extinct) race

of Skrull Eternals. The skrulls lost their shape-shifting ability in a recent battle in the Skrull Civil War, when a bomb was detonated which mutagenically locked their shapes.

Who rules the Skrulls changes with the location in the remains of the Empire. After the resolution of the eons-long Kree-Skrull war (final declaration: a tie), Nova brought the Eater of Worlds, Galactus, to the Skrull Throneworld, which he then consumed, destroying most of the Skrull ruling class. Various factions have attempted to seize control of the remains, including planetary governors, starship admirals, and galactic pirates. The victor has not been declared, but the battle is being watched by the Kree and Shi'ar, the other two dominant empires in our part of the universe.

Thugs, Crooks, and Supporting Cast

The following list is of supporting players for your campaign: common criminals, goons that are used by major villains, as well as the forces of conventional law and order and normal folks. Normal folks can be generated randomly on column 2 of the Primary Abilities table, page 5 in the Players' Book. This handy reference deals with common types, talents, and equipment.

Thug

F A S E R I P
Gd Ty Ty Ty Pr Pr Pr
Health = 28 Karma = 12

Abilities: None

Notes: Run of the mill criminal rank and file. May carry knives or handguns.

Henchman

F A S E R I P
Gd Ty Ty Gd Pr Ty Pr
Health = 32 Karma = 14

Abilities: Weapon skill

Notes: These are the product of the "training academy" of Taskmaster, a super-powered villain who specializes in training the henchmen that other super-powered villains (such as Doc Ock) use in their gangs. This training includes some weapon skill, and familiarity with the high-tech equipment (blasters, lasers, exoskeletons that amplify natural ability) used by these villains.

Young Tough

F A S E R I P
Ty Gd Ty Ty Pr Pr Pr
Health = 28 Karma = 14

Abilities: None

A younger version of the standard thug. Travels in packs to make up for low Fighting ability. Often carries knives and blunt objects, rarely handguns. In rural areas uses motorcycles.

Enforcers

F A S E R I P
Gd Ty Gd Ty Ty Ty Ty
Health = 32 Karma = 18

Abilities: None

Notes: Large, tough goons used by criminal organizations as soldiers in their battles against each other and as threats in shaking down merchants. They carry a variety of weapons: knives, handguns, clubs, and other heavy instruments of destruction.

Hit Men

F A S E R I P
Ty Gd Ty Gd Ty Ty Ty
Health = 32 Karma = 18

Abilities: Marksmanship

Notes: These are specialists, contracted assassins who are used when the need arises, usually against non super-human targets. These individuals use assault rifles with sniper sights.

Policeman

F A S E R I P
Gd Gd Ty Gd Ty Ty Ty
Health = 36 Karma = 18

Abilities: Law Enforcement skill

Notes: Standard agent of law-enforcement. Walks a beat or patrols in a squad car. Equipment includes a billy club and handgun. May make arrests.

SWAT Operative

F A S E R I P
Ex Gd Gd Ty Ty Ty Gd
Health = 46 Karma = 22

Abilities: Law Enforcement and Marksmanship skills.

Notes: Special Weapons and Tactics teams are attached to most modern police forces to handle volatile situations. Members wear flak jackets for protection and are expected to fight under dangerous conditions. In dealing with super-powered opponents, some SWAT teams are equipped with mechanical exoskeletons and nullifying restraints.

Soldier

F A S E R I P
Ex Gd Ty Gd Ty Ty Pr

Health = 46 Karma = 16

Abilities: Military skill and Contacts

Notes: Soldiers include elements of the US Army, Navy, and National Guard, trained to fight en masse. They have access to higher destructive technology (bombs, tanks, etc.).

Mercenary

F A S E R I P
Ex Gd Gd Gd Ty Ty Pr
Health = 50 Karma = 16

Abilities: Military and Shooting weapons skill

Notes: Mercenaries are trained specialists who fight for a living (unlike soldiers, who in general serve for a relatively short time). Mercenaries sell their services to the highest bidders, and drift from war to war in search of employment.

Fire-Fighter

F A S E R I P
Ty Ty Gd Ex Ty Gd Ty
Health = 42 Karma = 22

Abilities: First Aid

Notes: Fire-fighters arrive on the scene of a fire with fire trucks and other equipment, including fire hoses, extinguishers, asbestos suits, and other protective gear.

Paramedic

F A S E R I P
Pr Ty Ty Gd Gd Ty Ty
Health = 26 Karma = 22

Abilities: First Aid

Notes: Paramedics operate out of ambulances equipped with medication and other life-support equipment. Their job is to get the sick and injured to the hospital in stable (or better) condition. They carry oxygen, a power saw, and a hydraulic jack winch.

Doctor

F A S E R I P
Pr Gd Ty Gd Gd Gd Gd
Health = 30 Karma = 30

Abilities: Medicine

Notes: Doctors are the conventional method of stopping loss of Endurance in critically wounded characters, as well as taking care of diseases and illness. There are diseases that are beyond present technology to cure, though, and the special problems of super-powered individuals may require equally specialized treatments.

Scientist

F A S E R I P
Pr Ty Pr Ty Ex Gd Ty
Health = 20 Karma = 36

Abilities: Any one Scientific Talent

Notes: The above stats are for the typical scientist to be found in a research

institution or on a college campus. There are specialists in their fields that have higher Reason abilities, but they are generally loners, usually because their advancements are so far beyond the bounds of modern science, or their pet theories are ridiculed, that they reject the establishment. (Many super-powered villains got their start in this fashion.)

Lawyer

F A S E R I P
Pr Ty Ty Ty Ty Gd Ty
Health = 22 Karma = 22

Abilities: Law

Notes: Most hero organizations (and a bunch of villains as well) have a lawyer on retainer: that is, they pay the man to be around when they need representation in court. The Avengers and Fantastic Four both used the services of Murdock and Nelson, until that operation folded. Hiring a lawyer is an Excellent cost, though there are avenues available to those who cannot afford this.

Businessman

F A S E R I P
Pr Ty Ty Ty Ty Ty Ty
Health = 22 Karma = 18

Abilities: Varies

Notes: Your typical New Yorker (or San Franciscan or Cleveland). Standard human stats. Good for crowds or endangered passers-by. Includes politicians, secretaries, ice cream vendors, and the entire spectrum of normal everyday people.

Federal Agents

F A S E R I P
Gd Ex Gd Gd Gd Gd Gd
Health = 50 Karma = 30

Abilities: Law Enforcement, Marksmanship
Notes: Federal agents include investigative agents of the FBI, CIA, OSS, KGB, and other alphabetized agencies. They normally carry handguns, but generally in the field they act in an information-gathering capacity.

Character Information Sheet

Player Name

Hero's Name

Group Affiliation

Base of Operations

Hero's Identity

☐ **Secret** ☐ **Public**

Age

Origin

Primary Abilities

Secondary Abilities

	Initial Roll	Initial Rank	Current Rank	Current Rank Number	Health	Karma	Resources	Popularity
F A S E R I P					F + A + S + E	R + I + P		

Special Abilities

Powers: _____

Limitation: _____

Talents:

[illegible]

Advancement Fund Karma

Karma Pool

Contacts:[illegible]

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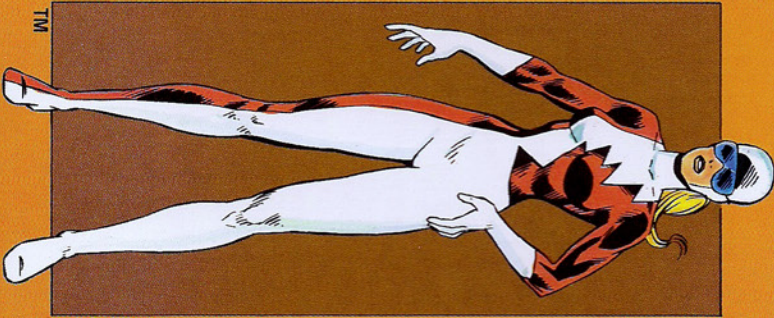


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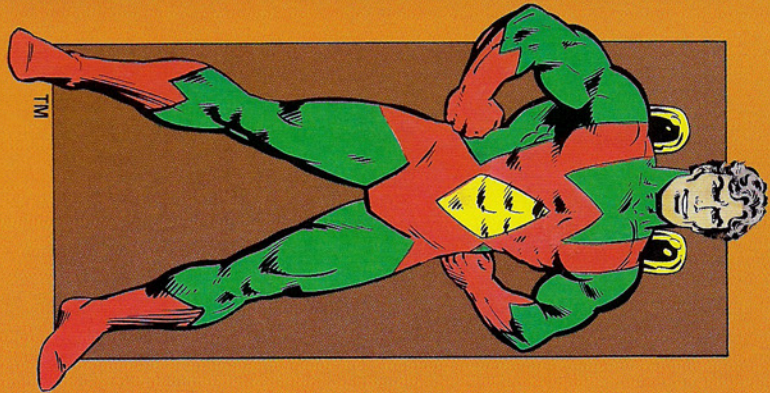
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MARVEL SUPER HEROES, MARVEL SUPER VILLAINS, SPIDER-MAN, ARCADE, DOCTOR STRANGE, ODIN, ANCIENT ONE, DOCTOR DOOM, GALACTUS, DOCTOR OCTOPUS, MARVEL UNIVERSE, NIGHTCRAWLER, X-MEN, X-FACTOR, OSPREY, TURK BARRETT, DAREDEVIL, FROG-MAN, HUMAN TORCH, DREADNOUGHT, CYCLOPS, MASTERMIND, INVISIBLE WOMAN, QUICKSILVER, NORTHSTAR, BEAST, VISION, PROFESSOR X, PUPPET MASTER, EMPATH, HELLIONS, NEW MUTANTS, KARMA, THOR, CAPTAIN MARVEL, RADIOACTIVE MAN, PUNISHER, HANK MCCOY, HENRY PYM, REED RICHARDS, SKRULLS, KREE, CAPTAIN MAR-VELL, AVENGERS, SUB-MARINER, JARVIS, DAILY BUGLE, DARK DIMENSION, NICK FURY, WASP, S.H.I.E.L.D., HELICARRIER, CAPTAIN AMERICA, KINGPIN, PUFFIN THE POODLE, FANTASTIC FOUR, NEGATIVE ZONE, ANNIHILUS, FRANKLIN RICHARDS, VIBRANIUM, SAVAGE LAND, MICHAEL MORBIUS, BRUCE BANNER, THING, CELESTIALS, ETERNALS, DEVIANTS, SQUADRON SUPREME, INHUMANS, ATLANTIS, COSMIC AXIS, ASGARD, OLYMPUS, LIMBO, MEPHISTO, SHI'AR, MARVEL SAGA, OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE, MARVEL INDEXES, WHAT IF?, JANE FOSTER, RED SKULL, SECRET WARS, SECRET WARS II, MURDERWORLD, BLACKLASH, HULK, SAM GUTHRIE, MAGGIA, PLODEX, MASTER OF THE WORLD, BEETLE, LOKI, MADCAP, BARON MORDO, RED GHOST, CRIMSON DYNAMO, SENTINELS, COLOSSUS, TITANIUM MAN, IRON MAN, ROGERIAN SLIME MONSTER, ELECTRO, MARVEL COMICS GROUP, STORM, ANGEL, WARREN KENNETH WORTHINGTON III, WORTHINGTON INDUSTRIES, CHAMPIONS OF LOS ANGELES, ICEMAN, HERCULES, BLACK WIDOW, DARKSTAR, GHOST RIDER, JOHNNY BLAZE, DEFENDERS, GARGOYLE, VALKYRIE, ANDROMEDA, CLOUD, AURORA, JEANNE-MARIE BEAUBIER, CEREBRO, ALPHA FLIGHT, WOLVERINE, SASQUATCH, BRAND CORPORATION, BLACK KNIGHT, DANE WHITMAN, MERLIN, WUNDAGORE MOUNTAIN, DOCTOR STRANGE, AVALON, PERCY OF SCANDIA, BOX, ROGER BOCHS, MADISON JEFFRIES, BETA FLIGHT, BOCHS ELECTRONICS, JAMES HUDSON, STEVE ROGERS, ADAMANTIUM, JONATHAN COULSON, WAKANDA, SUPER SOLDIER FORMULA, MONICA RAMBEAU, PROFESSOR LECLAIRE, CLOAK, TYRONE JOHNSON, DARKFORCE, CLEA, DAGGER, MAYHEM, FATHER DELGADO, PETER RASPUTIN, ILLYANA RASPUTIN, SCOTT SUMMERS, HAVOK, ALEXANDER SUMMERS, STARJAMMERS, MADELYNE PRYOR, CHRISTOPHER SUMMERS, JEAN GREY, TANDY BROWN, MATT MURDOCK, FOGGY NELSON, BEN URICH, STEPHEN STRANGE, SORCERER SUPREME, MORPHEUS, CLOAK OF LEVITATION, EYE OF AGAMOTTO, ORB OF AGAMOTTO, WONG, CYTTORAK, HOGGOTH, RAGDORR, SERAPHIM, VISHANTI, HOWLING COMMANDOS, INFINITY FORMULA, BEHEMOTH, HAWKEYE, CLINT BARTON, MOCKINGBIRD, WEST COAST AVENGERS, HERACLES, ZEUS, JENNIFER WALTERS, RICK JONES, HULKBUSTERS, JOHNNY STORM, BOBBY DRAKE, SUE RICHARDS, INVISIBLE GIRL, ANTHONY STARK, STARK INTERNATIONAL, MAGNETO, CHARLES XAVIER, MARVEL GIRL, PHOENIX, MISTER FANTASTIC, NATHANIEL RICHARDS, BOBBY BARTON, HUNTRESS, KURT WAGNER, JEAN-PAUL BEAUBIER, RACHEL SUMMERS, LILANDRA NERAMANI, MOIRA MACTAGGART, FRED DUNCAN, PUCK, EUGENE JUDD, RAZER, GAMMA FLIGHT, DEPARTMENT H, ROGUE, MS. MARVEL, CAROL DANVERS, BROTHERHOOD OF EVIL MUTANTS, FREEDOM FORCE, MYSTIQUE, SHADOWCAT, KITTY PRYDE, MAGIK, LOCKHEED, SHAMAN, MICHAEL TWOYOUNGMEN, SNOWBIRD, TALISMAN, SHE-HULK, SILVER SURFER, NORRIN RADD, POWER COSMIC, ZENN-LA, PETER PARKER, BEN PARKER, ORORO MUNROE, MORLOCKS, NAMOR, PRINCESS FEN, BEN GRIMM, UNLIMITED CLASS WRESTLING FEDERATION, PROJECT PEGASUS, URU, MJOLNIR, GAEA, DONALD BLAKE, TIGRA, GREER GRANT NELSON, CAT, CAT PEOPLE, VINDICATOR, HEATHER MACNEIL HUDSON, AM-CAN PETROCHEMICAL, JANET VAN DYNE, NEVELL, LOGAN, MARIKO YASHIDA, WONDER MAN, SIMON WILLIAMS, WILLIAMS ELECTRONICS, BARON ZEMO, MASTERS OF EVIL, ANTHROS, NEGATIVE ZONE, COSMIC CONTROL ROD, KARL AMADEUS MORDO, DENAK, IKONN, SATANNISH, VALTORR, ABNER JENKINS, JUSTIN HAMMER, EGGHEAD, MARK SCARLOTTI, BOOMERANG, FRED MYERS, DMITRI BUKHARIN, VICTOR VON DOOM, LATVERIA, OTTO OCTAVIUS, H.Y.D.R.A., COUNT NEFARIA, MADAME MASQUE, MAXWELL DILLON, SANDMAN, KRAVEN, VULTURE, MYSTERIO, LEAPFROG, MATADOR, GLADIATOR, STILT-MAN, WIZARD, TRAPSTER, BLIZZARD, PURPLE MAN, FALCON, HOBGOBLIN, GREEN GOBLIN, WILSON FISK, KLAU, ULYSSES KLAU, SERGEI KRAVINOFF, LEADER, SAMUEL STERNS, LIZARD, CURTIS CONNORS, AIM, COMPOUND X07, MANDARIN, MANDROID, STANE INTERNATIONAL, JASON WYNGARDE, HELLFIRE CLUB, IVAN KRAGOFF, MIKIHO, IGOR, PEOTOR, SUPER-APES, JOHANN SCHMIDT, SLEEPERS, ARNIM ZOLA, SCORPION, MACDONALD GARGAN, J. JONAH JAMESON, BORIS BULLSKI, BETA RAY BILL, ULTRON, ADRIAN TOOMES, LEMURIA, DEATH, ZUEVMBIES, MIRAGE, THANOS, BEYONDER, ETERNITY, TAA II, FRANKIE RAY, NOVA, HERALDS OF GALACTUS, HELA, HEL, NIFFLEHEIM, VALHALLA, GUNGIR, THRUDSTOCK, HUGIN, MUNIN, SLEIPNIR, MIMIR, SURTUR, SHAPER OF WORLDS, COSMIC CUBE, GIGANTO, BIFROST BRIDGE, BALDER THE BRAVE, HOMO MERMANNUS, ATLANTEANS, ATTUMA, UMAR, DORMAMMU, CITY OF TOADS, GHOUR, UNI-MIND, ZURAS, OLYMPIA, OCEANA, OLARIA, MENTOR, STARFOX, TERRIGEN MIST, BLUE AREA OF THE MOON, SUPREME INTELLIGENCE, LEMURIANS, SERPENT CROWN, SET, KARTHON THE QUESTOR, NEW MEN, HIGH EVOLUTIONARY, TRASNIA, CTHON, WUNDERGORE II, ATHENA, THENA, MERCURY, MAKKARI, NEPTUNE, VENUS, IMPERIAL GUARD, DEATHBIRD, BADOON, BROOD, DIRE WRAITHS, TASKMASTER, WALTER LANGKOWSKI, MICROVERSE, BAXTER BUILDING, GUARDIANS OF THE GALAXY, DEATHLOK, DENNIS MCDENNIS, DARKFORCE, CORPORATE RAIDER, WATCHER, UATU, POWER PACK, CIRCUITS MAXIMUS, CORDCO, FANTASTIC FOUR INC., ROXXON and the distinctive likeness thereof are trademarks of the Marvel Comics Group, copyright ©1986 Marvel Comics Group, a division of Cadence Industries Corporation. 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	Blunt Attacks BA	Edged Attacks EA	Shooting Sh	Throwing Edged TE	Throwing Blunt TB	Energy En	Force Fo	Grap- pling Gp	Grab- bing Gb	Escap- ing Es	Charg- ing Ch	Dodging Do	Evad- ing Ev	Blocking Bl	Catching Ca	Stun? St	Slam? Sl	Kill? Ki
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	Autohit	1-10	Gr. Slam	En. Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	-2 CS	Evasion	-4 CS	Miss	1	1 area	E/S
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	Damage	No	Stagger	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No

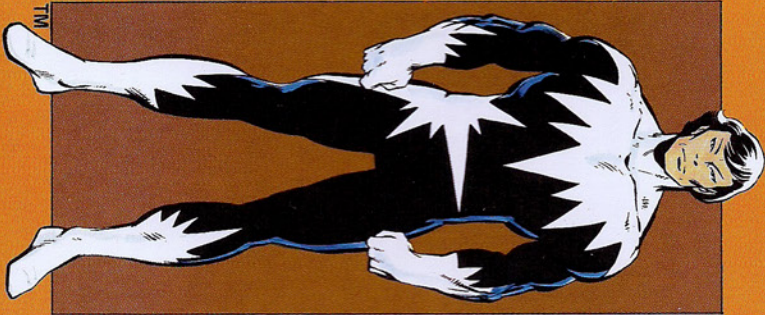
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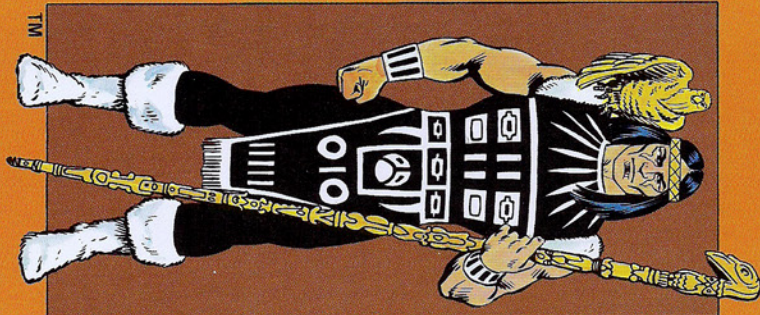
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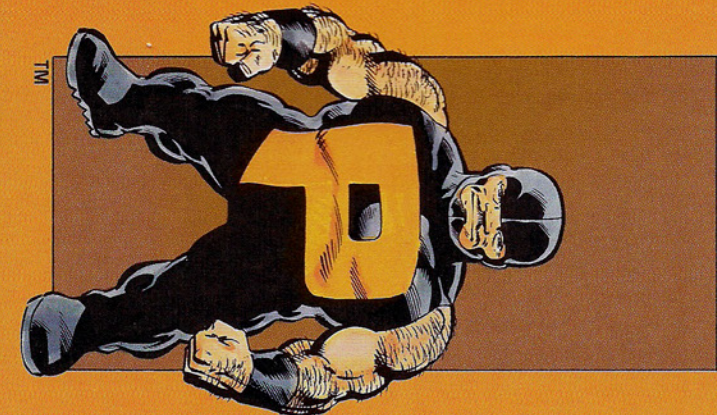
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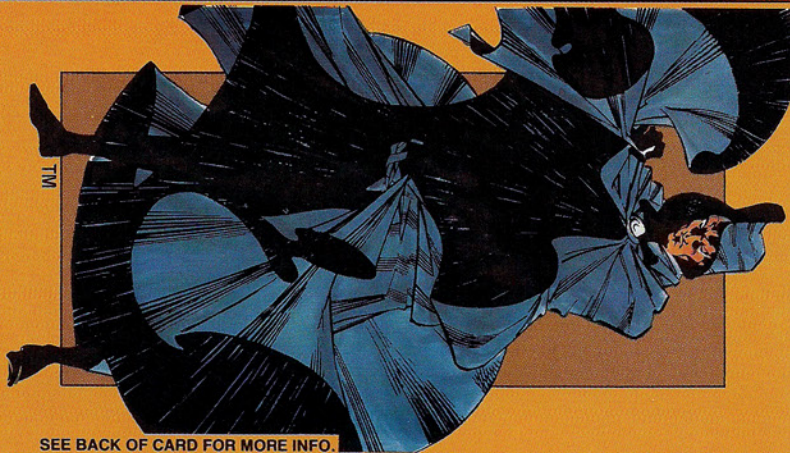
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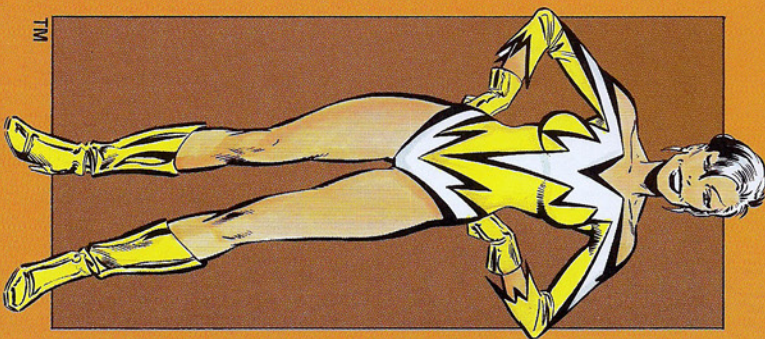
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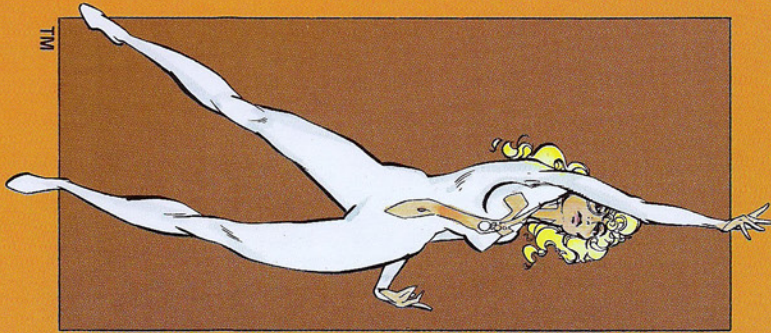
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SEE BACK OF CARD FOR MORE INFO.

1/2Area

1 Area

1 1/2Area

2 Area

2 1/2Area

3 Area

3 1/2Area

Range Ruler

Cut out cards

DAGGER™

Tandy Bowen

F	EX	20	Health: 76
A	EX	20	Karma: 30
S	TY	6	Resources: Fe(2)
E	RM	30	Popularity: Fe(2)
R	GD	10	
I	GD	10	
P	GD	10	

SUMMARIZED POWERS:

- *Light Generation*: Remarkable
- *Light Daggers*: Excellent(20), multiple effects, multiple attacks

TALENTS:

- *Acrobatics*
- *Tumbling*
- *Martial Arts C*

CONTACTS:

Father Delgado (religious leader)
Mayhem (Super-powered vigilante)
Cloak (Super-powered partner)

CLOAK™

Tyrone Johnson

F	TY	6	Health: 76
A	GD	10	Karma: 36
S	EX	20	Resources: Fe(2)
E	IN	40	Popularity: Ty(-3)
R	TY	6	
I	EX	20	
P	GD	10	

SUMMARIZED POWERS:

- *Dark Dimension Control*: Amazing
- *Body Armor*: Amazing
- *Darkness Generation*: Amazing
- *Teleport*: Unearthly

LIMITATION: Hunger of the Dimension of Darkness

TALENTS: None

CONTACTS:

Mayhem (Super-powered vigilante)
Dagger (Super-powered partner)

SHAMAN™

Michael Twoyoungmen

F	GD	10	Health: 50
A	GD	10	Karma: 110
S	GD	10	Resource: Ex(20)
E	EX	20	Popularity: Ex(20)
R	EX	20	
I	AM	50	
P	IN	40	

SUMMARIZED POWERS:

- *Spirit Magic*: Amazing
- *Eagle Crest*: familiar
- *Spirit Staff*

TALENTS:

- *Medicine*
- *Mystic Lore*

CONTACTS:

Alpha Flight (Hero Group)
Talisman (Hero)
Inuit Pantheon (Extra-Dimensional entities)

WONDER MAN™

Simon Williams

F	GD	10	Health: 215
A	RM	30	Karma: 18
S	UN	100	Resources: Pr(4)
E	MN	75	Popularity: In(30)
R	TY	6	
I	TY	6	
P	TY	6	

SUMMARIZED POWERS:

- *Body Armor*: Amazing
- *Invulnerability to Heat*
- *Invulnerability to Cold*
- *Life Support*: Class 1000
- *Flight*: Typical (6 areas/round)

TALENTS:

- *Performer*
- *Businessman*

CONTACTS:

Avengers (Hero Group)
Hollywood Society

AURORA™

Jeanne-Marie Beaubier

F	EX	20	Health: 66
A	EX	20	Karma: 18
S	TY	6	Resources: Ty(6)
E	EX	20	Popularity: Ty(6)
R	PR	4	
I	GD	10	
P	PR	4	

SUMMARIZED POWERS:

- *Flight*: Shift X
- *Light Generation*: Monstrous(75)
- *Non-detection*: Cannot be detected by Mutant detection

LIMITATIONS:

- *Split Personality*
- *Contact with brother* negates Powers for both

TALENTS: NONE

CONTACTS:

Alpha Flight (Hero Group)

NORTHSTAR™

Jean-Paul Beaubier

F	EX	20	Health: 90
A	EX	20	Karma: 22
S	EX	20	Resources: Ex(20)
E	RM	30	Popularity: Gd(10)/Ex(20)
R	TY	6	
I	TY	6	
P	GD	10	

SUMMARIZED POWERS:

- *Flight*: Class 3000
- *Rapid Attacks*: +3 CS

LIMITATION: Contact with sister negates powers for both

TALENTS:

- *Athlete* — champion skier

CONTACTS:

Gd(10)/Alpha Flight (Hero Group)
Sepratiste (Terrorist group)

VINDICATOR™

Heather MacNeil
Hudson

F	TY	6	Health: 96
A	IN	40	Karma: 40
S	RM	30	Resources: Gd(10)
E	EX	20	Popularity: Ty(6)
R	EX	20	
I	EX	20	
P	GD	10	

SUMMARIZED POWERS:

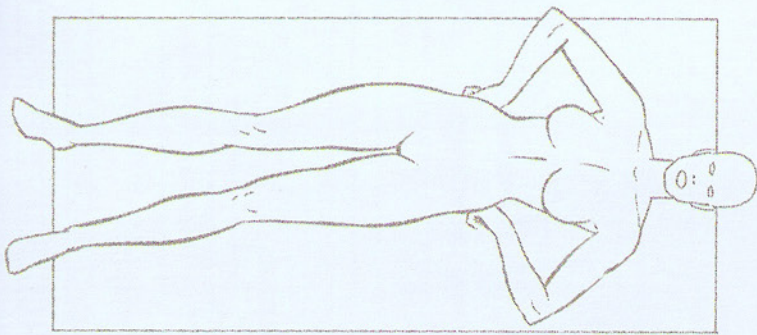
- *Personal Force Field*: Amazing(50)
- *Flight*: Shift X (50 areas/round)
- *Energy Attack*: Incredible Force
- *Digging*: Typical (3 areas/round)
- *Protected Senses*: Remarkable(30)

LIMITATION: Near-sighted

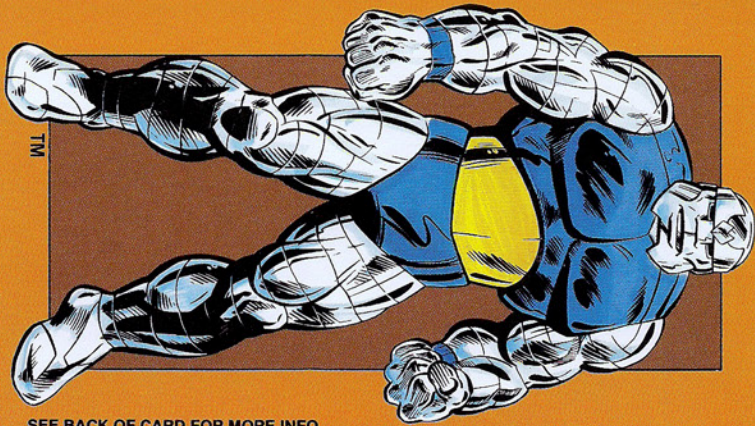
TALENTS:

- *Leadership*

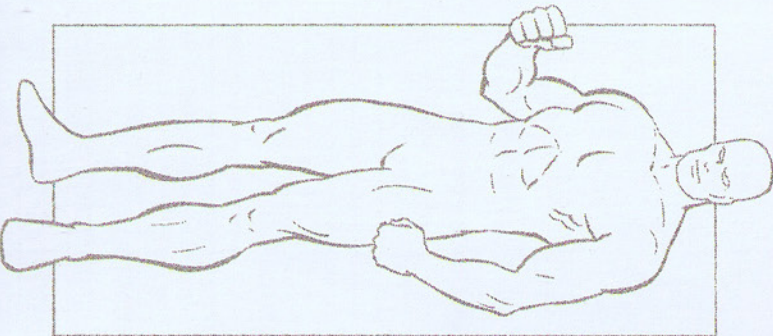
CONTACTS: See "Judge's Book"



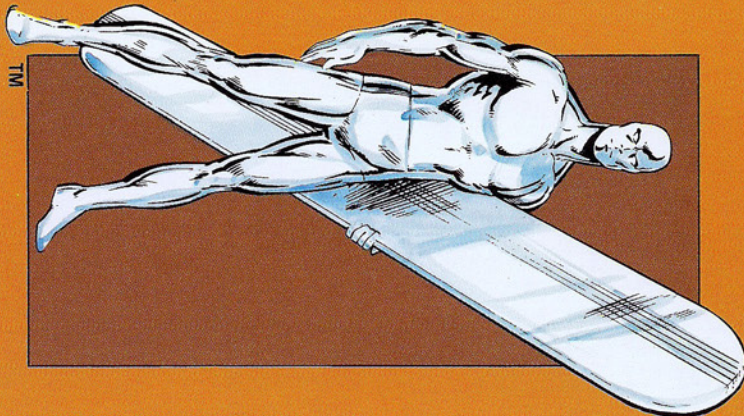
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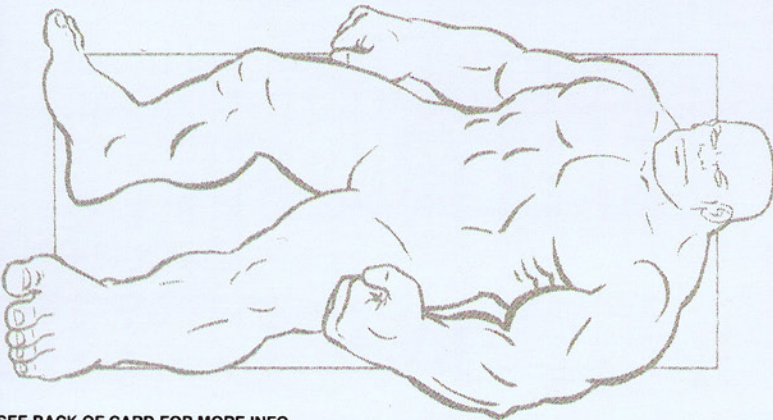
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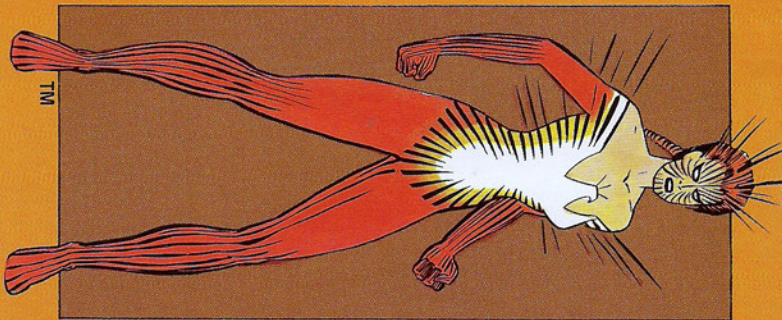
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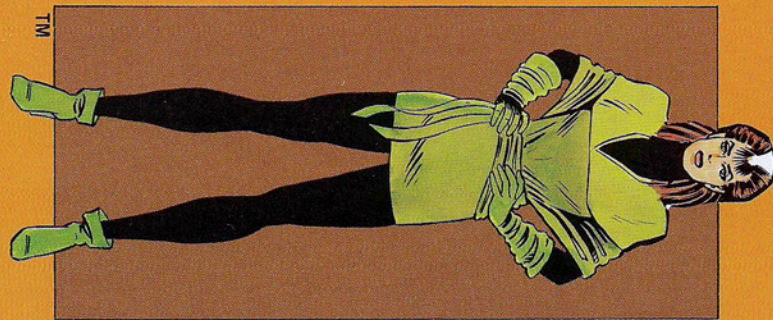
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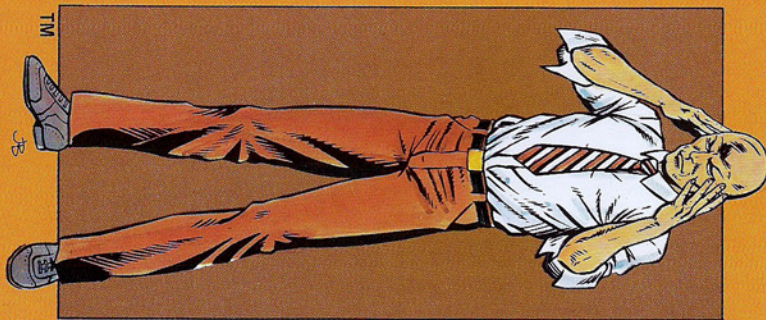
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SEE BACK OF CARD FOR MORE INFO.

1/2Area

1 Area

1 1/2Area

2 Area

2 1/2Area

3 Area

3 1/2Area

Range Ruler

Cut out cards

PROFESSOR X™

Charles Xavier

F	PR	4
A	GD	10
S	TY	6
E	RM	30
R	IN	40
I	AM	50
P	MN	75

Health: 50
Karma: 165
Resources: Rm(30)
Popularity: Gd(10)

SUMMARIZED POWERS:

- Telepathy: Unearthly(100)
- Mental Bolts: Unearthly(100)
- Mutant Detection: Monstrous(75)
- Astral Projection: Monstrous(75)
- Psi-Screen: Shift Z

TALENTS:

- Electronics
- Genetics
- Engineering

CONTACTS: See "Judge's Book"

PHOENIX™

Rachel Summers

F	GD	10
A	GD	10
S	GD	10
E	IN	40
R	GD	10
I	RM	30
P	MN	75

Health: 70
Karma: 115
Resources: Pr(4)
Popularity: 0

SUMMARIZED POWERS:

- Telekinesis: Monstrous(75)
- Force Bolts: Amazing(50)
- Mental Screen: Amazing(50)
- Telepathy: Amazing(50)
- Mutant Detection: Amazing(50)

TALENTS:

- Martial Arts C, E
- Acrobatics
- Resist Domination

CONTACTS:

X-Men (Mutant Group)

SILVER SURFER™

Norrin Radd

F	AM	50
A	MN	75
S	UN	100
E	UN	100
R	EX	20
I	MN	75
P	IN	40

Health: 325
Karma: 135
Resources: Pr(4)
Popularity: Ex(20)

SUMMARIZED POWERS:

- Power Cosmic: Unearthly
- Flight: Class 5000
- Body Armor: Monstrous

LIMITATION: Bound to Earth

TALENTS:

- Pilot (space)
- Martial Arts D

CONTACTS:

Zenn-La (Planet)
Fantastic Four (Hero Group)
Galactus (Entity)

BOX™

Roger Bochs

F	RM	30
A	RM	30
S	MN	75
E	MN	75
R	EX	20
I	GD	10
P	GD	10

Health: 210
Karma: 40
Resources: Ex(20)
Popularity: Gd(10)/Ty(6)

SUMMARIZED POWERS: (All Technological)

- Body Armor: Amazing(50)
- Flight: Incredible (30 areas/round)
- Recovery: Incredible(40)
- Computer Link: Remarkable(30)
- Sensors: Various

TALENTS:

- Electronics
- Engineer
- Repair/Tinkering

CONTACTS: See "Judge's Book"

ROGUE™

Real Name Unrevealed

F	GD	10
A	EX	20
S	AM	50
E	GD	10
R	TY	6
I	GD	10
P	PR	4

Health: 90
Karma: 20
Resources: Pr(4)
Popularity: 0

SUMMARIZED POWERS:

- Power Absorption: Unearthly(100)
- Flight: Excellent (10 areas/round)
- Body Armor: Incredible (40)
- Combat Sense: Incredible (40)
- Psi-Screen: Class 1000

TALENTS:

- Military (Danvers)
- Journalism (Danvers)
- Espionage/Detective (Danvers)
- Martial Arts E

CONTACTS: See "Judge's Book"

Name _____
Identity _____

F	_____	Health	_____
A	_____	Karma	_____
S	_____	Resources	_____
E	_____	Popularity	_____
R	_____		
I	_____		
P	_____		

SUMMARIZED POWERS:

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TALENTS:

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CONTACTS:

- _____
- _____
- _____
- _____
- _____

Name _____
Identity _____

F	_____	Health	_____
A	_____	Karma	_____
S	_____	Resources	_____
E	_____	Popularity	_____
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SUMMARIZED POWERS:

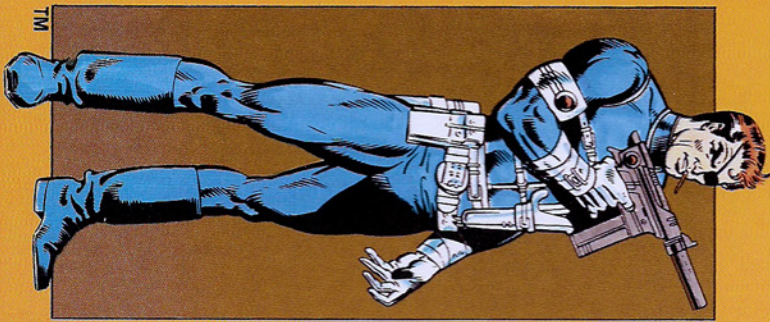
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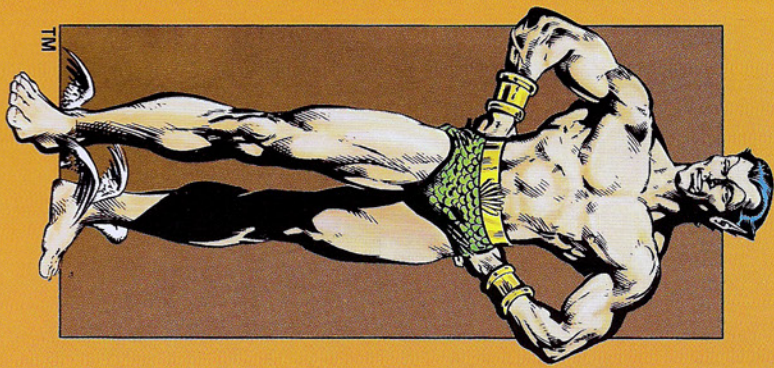
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CONTACTS:

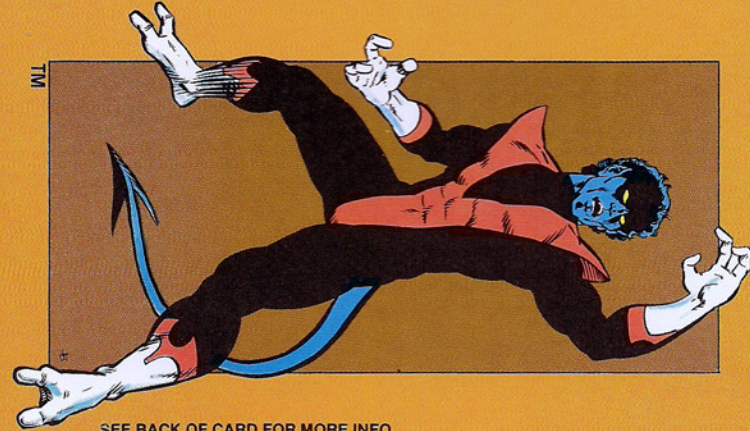
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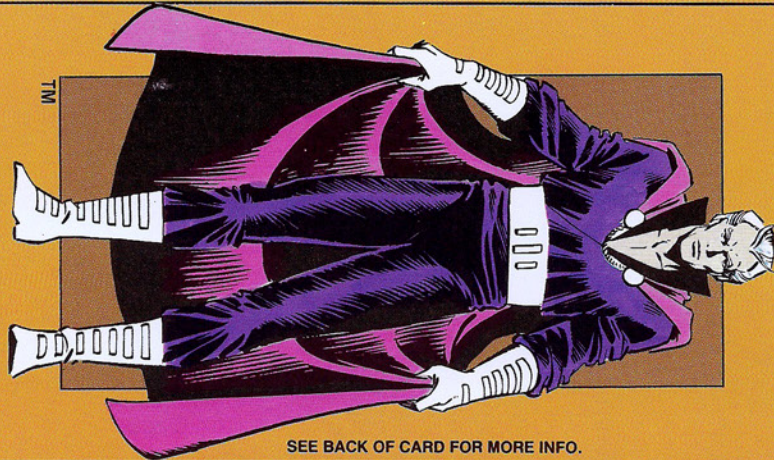
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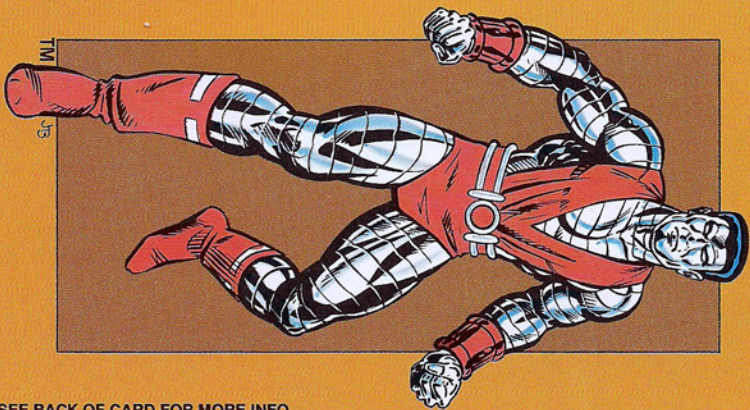
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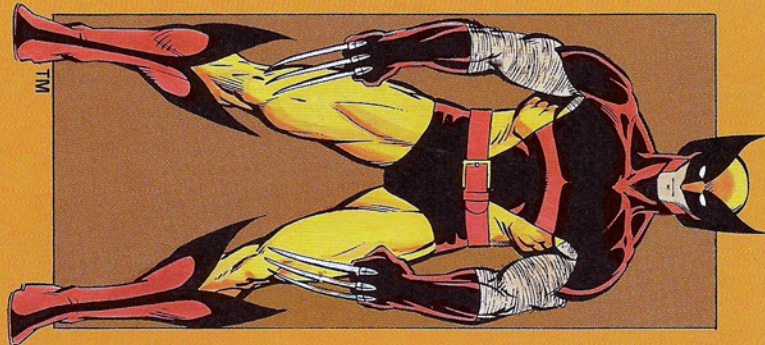
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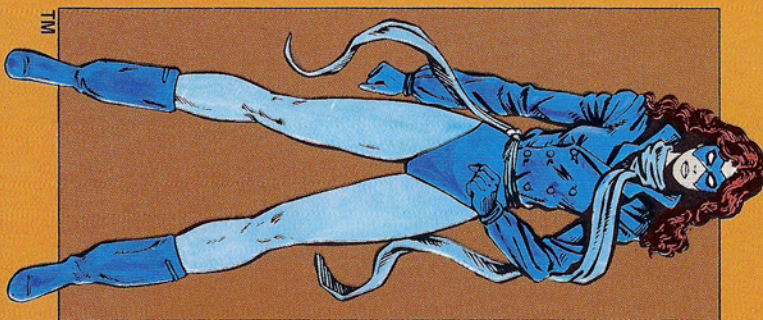
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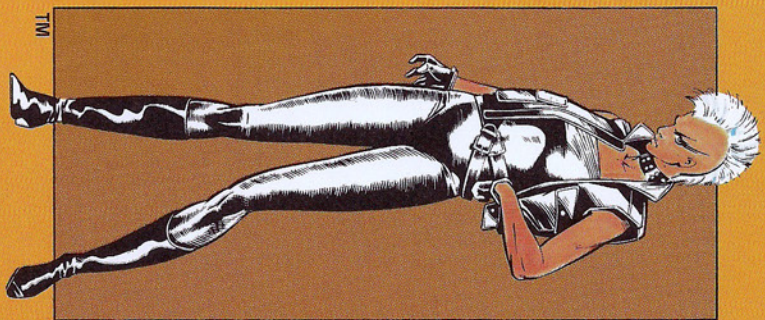
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SEE BACK OF CARD FOR MORE INFO.

1/2Area

1 Area

1 1/2Area

2 Area

2 1/2Area

3 Area

3 1/2Area

Range Ruler

Cut out cards

STORM™

Ororo Munroe

F	EX	20
A	RM	30
S	TY	6
E	AM	50
R	TY	6
I	EX	20
P	GD	10

Health: 106
Karma: 36
Resources: Pr(4)
Popularity: 0

SUMMARIZED POWERS:

- Weather Control: Amazing(50)
- Flight: Incredible (20 areas)

LIMITATION: Powerless

TALENTS:

- Thief
- Lockpick
- Martial Arts A,C
- Aerial Combat
- Leadership
- Resist Domination

CONTACTS:

Morlocks (Mutant Group)
X-Men (Mutant Group)

WOLVERINE™

Logan

F	IN	40
A	RM	30
S	GD	10
E	RM	30
R	TY	6
I	MN	75
P	IN	40

Health: 110
Karma: 121
Resources: Ty(6)
Popularity: 0

SUMMARIZED POWERS:

- Regeneration: Remarkable(30)
- Recovery: Unearthly(100)
- Resistance to Poison: Unearthly
- Resistance to Disease: Unearthly
- Claws: Excellent(20)
- Tracking: Monstrous(75)
- Adamantium Skeleton

TALENTS:

- Oriental Weapons
- Military
- Detective/Espionage
- Martial Arts B,C,D,E
- Resist Domination

CONTACTS: See "Judge's Book"

SHADOWCAT™

Katherine Pryde

F	EX	20
A	GD	10
S	TY	6
E	EX	20
R	RM	30
I	GD	10
P	TY	6

Health: 56
Karma: 46
Resources: Ty(6)
Popularity: 0/10

SUMMARIZED POWERS:

- Phasing: Incredible(40)

LIMITATION: Near-Sighted

TALENTS:

- Computers
- Martial Arts C,E
- Resist Domination

CONTACTS:

X-Men (Mutant Group)
New Mutants (Mutant Group)
Lockheed (Extradimensional Dragon)

MAGNETO™

Real Name Unrevealed

F	GD	10
A	RM	30
S	GD	10
E	MN	75
R	IN	40
I	GD	10
P	AM	50

Health: 125
Karma: 100
Resources: Am(50)
Popularity: -10

SUMMARIZED POWERS:

- Magnetic Control: Unearthly(100)
- Energy Control: Monstrous(75)
- Force Field: Unearthly(100)
- Flight: Excellent (10 areas)

TALENTS:

- Genetics
- Electronics
- Engineer

CONTACTS:

X-Men (Mutant Group)
New Mutants (Mutant Group)

SUB-MARINER™

Namor of Atlantis

F	IN	40
A	RM	30
S	MN	75
E	IN	40
R	TY	6
I	RM	30
P	IN	40

Health: 185
Karma: 76
Resources: Gd(10)
Popularity: Ty(6)

SUMMARIZED POWERS:

- Body Armor: Good(10)
- Resistance to Cold: Excellent(20)
- Swimming: Good (4 areas/round)
- Flight: Poor (4 areas/round)
- Water Breathing

LIMITATION: Dehydrates out of water

TALENTS:

- Underwater Combat
- Edged Weapons
- Sea Life

CONTACTS: See "Judge's Book"

NIGHTCRAWLER™

Kurt Wagner

F	EX	20
A	AM	50
S	TY	6
E	RM	30
R	GD	10
I	EX	20
P	EX	20

Health: 106
Karma: 50
Resources: Pr(4)
Popularity: 0

SUMMARIZED POWERS:

- Teleportation: Shift X
- Extra Body Part: Prehensile tail
- Wall-Crawling: Amazing
- Blending: Limited to darkness

TALENTS:

- Acrobatics
- Tumbling
- First aid
- Electronics
- Repair/Tinkering
- Martial Arts C
- Resist Domination

CONTACTS: See "Judge's Book"

NICK FURY™

Nicholas Joseph Fury

F	IN	40
A	EX	20
S	GD	10
E	RM	30
R	EX	20
I	EX	20
P	GD	10

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

SUMMARIZED POWERS:

- Body Armor: Typical
- Weapons: Needle Pistol

LIMITATION: Blind in one eye

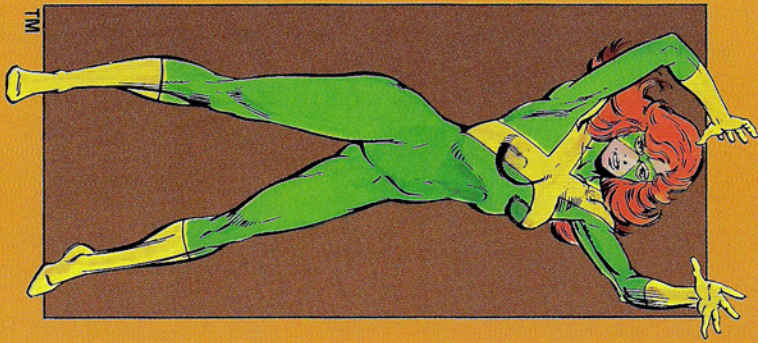
TALENTS:

- Demolitions
- Military
- Pilot (Air and Space)
- First Aid
- Marksman
- Martial Arts A,B,D,E
- Wrestling
- Detective/Espionage

CONTACTS: See "Judge's Book"

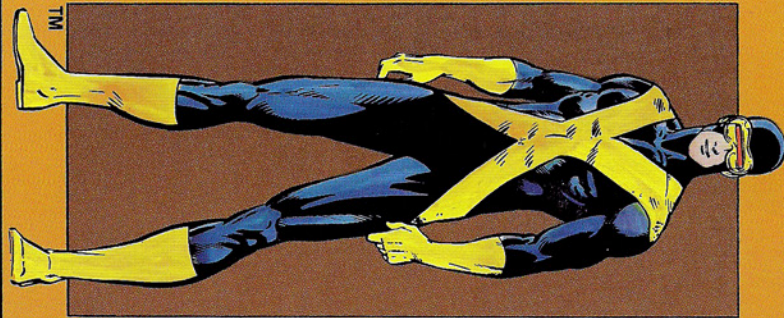
CONTACTS: See "Judge's Book"

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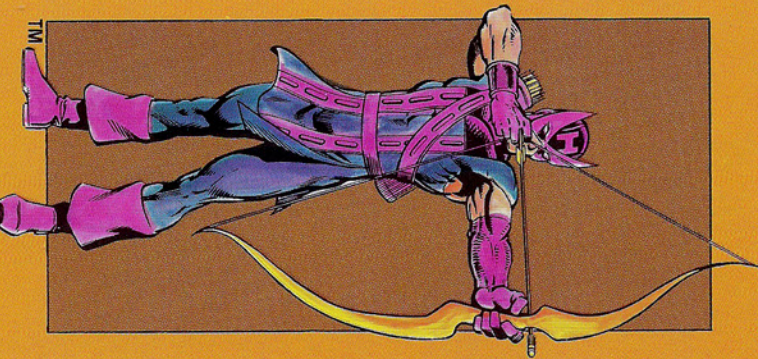
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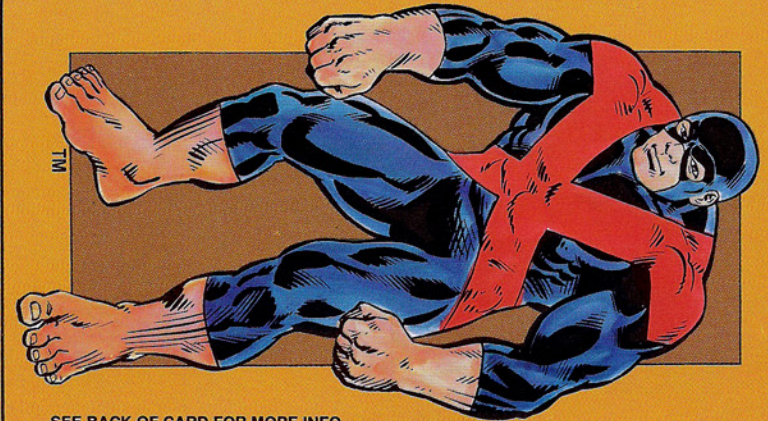
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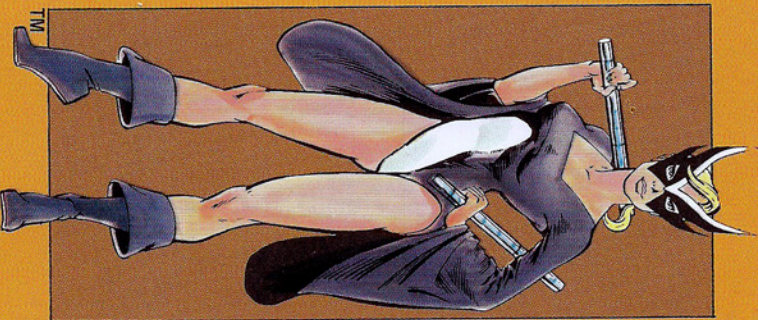
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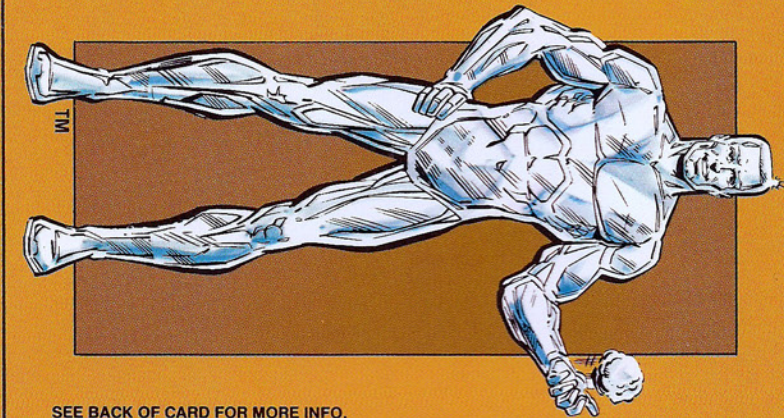
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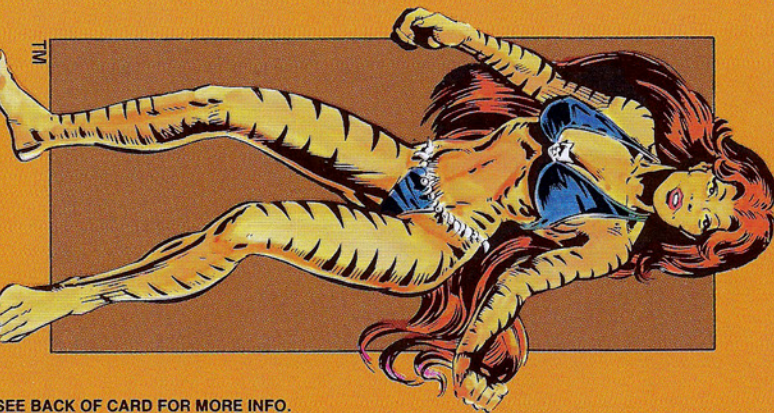
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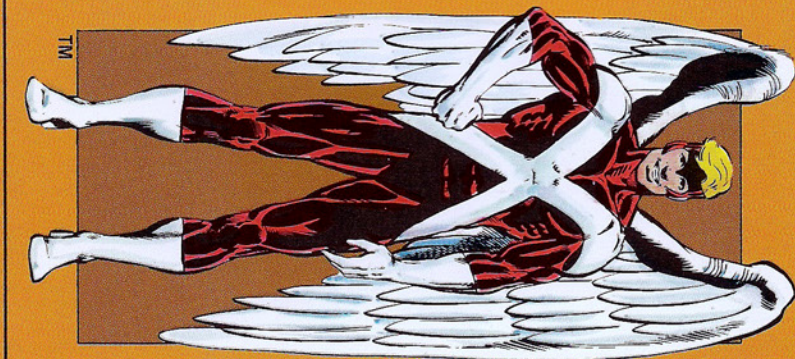
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1/2Area

1 Area

1 1/2Area

2 Area

2 1/2Area

3 Area

3 1/2Area

Range Ruler

Cut out cards

ANGEL™

Warren Kenneth
Worthington III

F	EX	20	Health: 90
A	RM	30	Karma: 26
S	GD	10	Resources: Rm(30)
E	RM	30	Popularity: Gd(10)
R	GD	10	
I	TY	6	
P	GD	10	

SUMMARIZED POWERS:

- *Flight*: Typical speed (6 areas/turn)

TALENTS:

- *Aerial Combat*
- *Martial Arts B*

CONTACTS:

X-Factor (Mutant Group)
Worthington Industries (Business)
Defenders (Hero Group, defunct)
Champions of LA (Hero Group, defunct)

TIGRA™

Greer Grant Nelson

F	EX	20	Health: 130
A	IN	40	Karma: 56
S	IN	40	Resources: Ty(6)
E	RM	30	Popularity: Rm(26)
R	TY	6	
I	RM	30	
P	EX	20	

SUMMARIZED POWERS:

- *Enhanced Senses*: Monstrous(75)
- *Infra-Vision*: Incredible (40)
- *Claws*: Good(10)
- *Empathy*: Excellent (20)
- *Lightning Speed*: Typical (3 areas/round)
- *Alter Ego*

TALENTS:

- *Biology*

CONTACTS:

Avengers (Hero Group)
Cat People (Extra-dimensional Race)

ICEMAN™

Robert Drake

F	GD	10	Health: 56
A	GD	10	Karma: 20
S	TY	6	Resources: Ty(6)
E	RM	30	Popularity: Ty(6)
R	GD	10	
I	PR	4	
P	TY	6	

SUMMARIZED POWERS:

- *Ice Generation*: Remarkable
- *Invulnerability*: Cold
- *Body Armor*: Remarkable(30)
- *Movement* — *Ice slides*: Typical (4 areas/round)

TALENTS:

- *Accounting*
- *Thrown Weapons*

CONTACTS:

X-Factor (Mutant Group)
Champions of LA (Hero Group, defunct)
Defenders (Hero Group, defunct)

BEAST™

Henry McCoy

F	IN	40	Health: 80
A	IN	40	Karma: 26
S	RM	30	Resources: Rm(30)
E	EX	20	Popularity: Gd(10)
R	EX	20	
I	GD	10	
P	EX	20	

SUMMARIZED POWERS:

- *Modified Body Parts*: Use feet as hands
- *Climbing*: Remarkable(30)
- *Lightning Speed*: Good (4 areas/round)

TALENTS:

- *Biochemistry*
- *Genetics*
- *Electronics*
- *Acrobatics*
- *Tumbling*
- *Martial Arts C*

CONTACTS: See "Judge's Book"

CYCLOPS™

Scott Summers

F	EX	20	Health: 76
A	EX	20	Karma: 80
S	TY	6	Resources: Gd(10)
E	RM	30	Popularity: Ty(6)
R	EX	20	
I	RM	30	
P	RM	30	

SUMMARIZED POWERS:

- *Optic Blasts*: Excellent Force

TALENTS:

- *Pilot* (air)
- *Leadership*
- *Martial Arts A,C*
- *Resist Domination*

CONTACTS:

X-Men (Mutant Group)
X-Factor (Mutant Group)
Starjammers (Hero Group)
Havok (Hero)

MOCKINGBIRD™

Barbara Morse Barton

F	EX	20	Health: 56
A	EX	20	Karma: 32
S	TY	6	Resources: Ty(6)
E	GD	10	Popularity: Rm(30)
R	EX	20	
I	TY	6	
P	TY	6	

SUMMARIZED POWERS:

- *Body Armor*: Excellent
- *Unique Weapon*: *Battle Staves*: Remarkable material, inflicts Good damage

TALENTS:

- *Biology*
- *Law Enforcement*
- *Detective/Espionage*
- *Acrobatics*
- *Martial Arts B,C*
- *Weapon Specialist*: Battle staves

CONTACTS: See "Judge's Book"

HAWKEYE™

Clint Francis Barton

F	GD	10	Health: 70
A	RM	30	Karma: 22
S	GD	10	Resources: Gd(6)
E	EX	20	Popularity: In(45)
R	TY	6	
I	GD	10	
P	TY	6	

SUMMARIZED POWERS:

- *Enhanced Senses*: Remarkable(30)
- *Protected Senses*: Excellent(20)
- *Unique Weapons*: *Arrows*: 12 inflict Excellent(20) Blunt Thrown
6 inflict Excellent(20) Shooting
18 equipped for specialty heads (listed in Judge's Book)
- *Skycycle*

TALENTS:

- *Martial Arts A,E*
- *Marksman*
- *Weapon Specialist*: Bow

CONTACTS: See "Judge's Book"

MARVEL GIRL™

Jean Grey

F	GD	10	Health: 56
A	GD	10	Karma: 80
S	TY	6	Resources: Ty(6)
E	RM	30	Popularity: 0
R	GD	10	
I	EX	20	
P	AM	50	

SUMMARIZED POWERS:

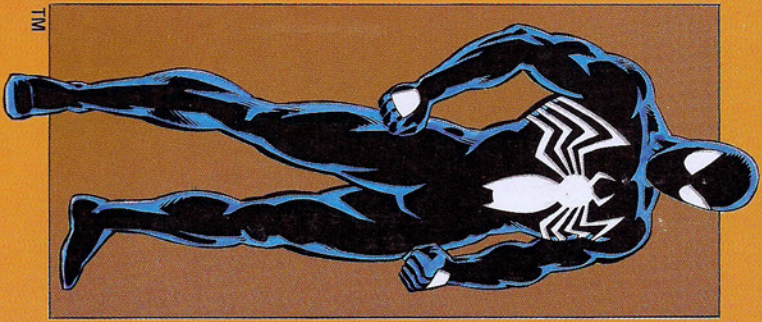
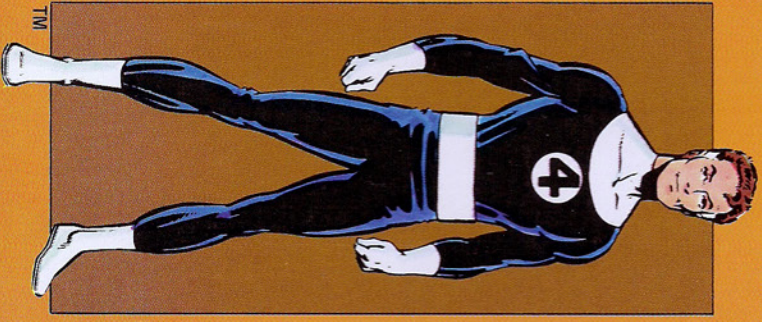
- *Telekinesis*: Incredible
- *Force Fields*: Incredible
- *Force Bolts*: Incredible

TALENTS:

- *Fashion*
- *Resist Domination*

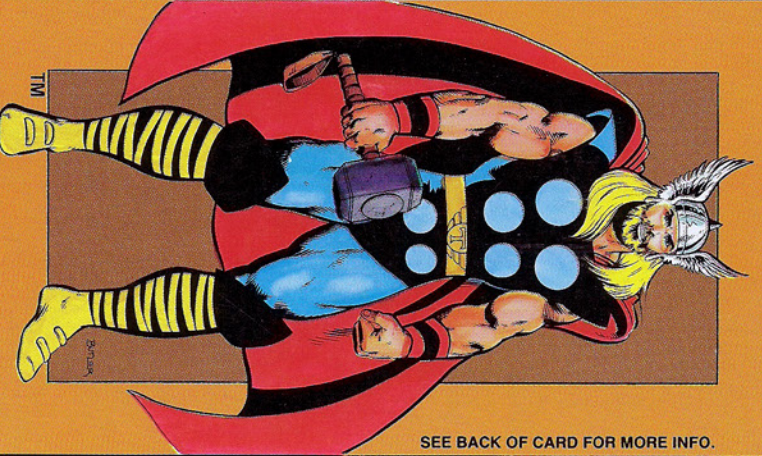
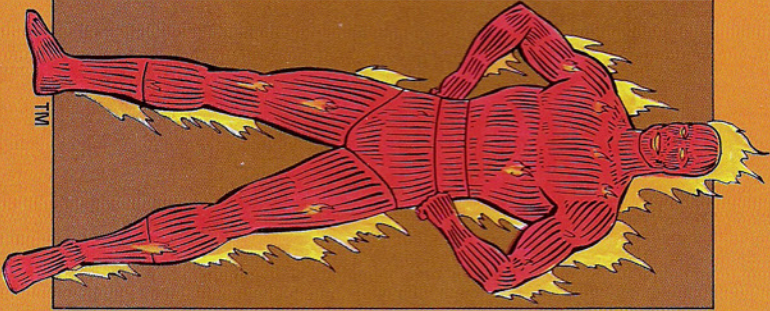
CONTACTS:

X-Factor (Mutant Group)



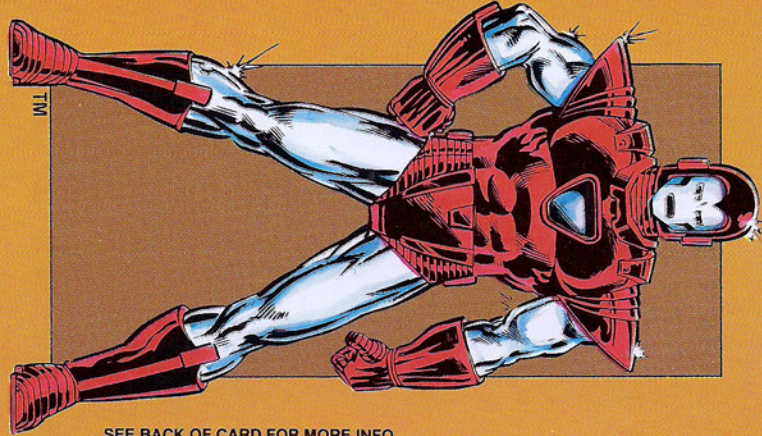
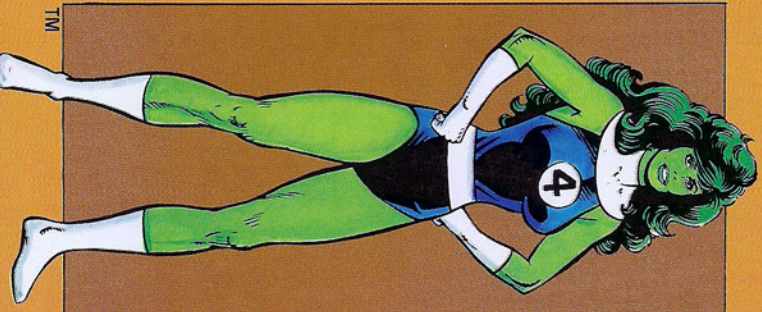
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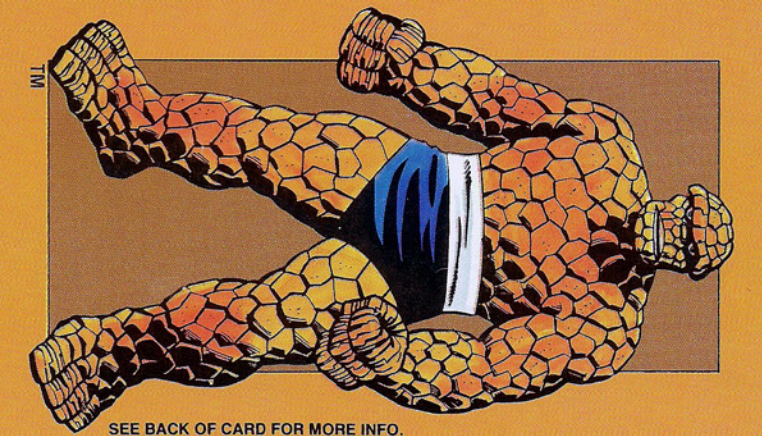
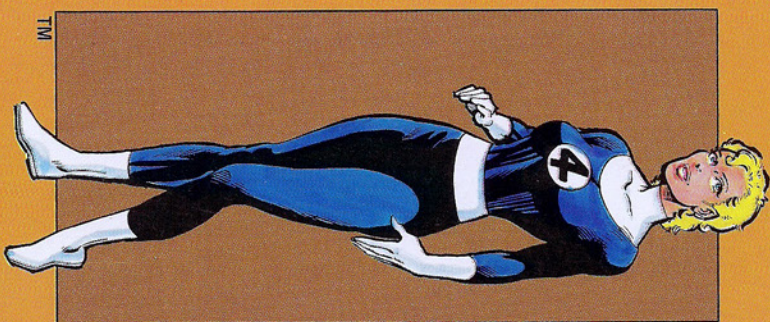
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Range Ruler

Cut out cards

6871XXX1501

THING™

Benjamin J. Grimm

F	IN	40
A	GD	10
S	MN	75
E	MN	75
R	GD	10
I	GD	10
P	RM	30

Health: 200

Karma: 50

Resources: Ex(20)

Popularity: Am(50)

SUMMARIZED POWERS:

- Body Armor: Incredible(40)
- Resistance to Fire: Incredible(40)
- Protected Senses: Remarkable(30)

TALENTS:

- Pilot (air and space)
- Martial Arts B
- Wrestling

CONTACTS: See "Judge's Book"

IRON MAN™

Anthony Stark

F	EX	20
A	RM	30
S	IN	40
E	MN	75
R	IN	40
I	EX	20
P	TY	6

Health: 165

Karma: 66

Resources: Ex(20)

Popularity: Ex(20)

SUMMARIZED POWERS: (Hi-Tech):

- Body Armor: Amazing(50)
- Force Field: Monstrous(75)
- Flight: Shift X (50 areas)
- Repulsors: Amazing(50) Force
- Pulse-Bolts: Monstrous(75) Energy
- Disruptor Field: Remarkable (30)
- Energy Absorption: Unearthly(100)

TALENTS:

- Electronics
- Business
- Engineering

CONTACTS: See "Judge's Book"

THOR™

Thor of Asgard

F	UN	100
A	EX	20
S	UN	100
E	UN	100
R	TY	6
I	EX	20
P	AM	50

Health: 320

Karma: 76

Resources: Ex(20)

Popularity: Mn(75)

SUMMARIZED POWERS:

- Body Armor: Excellent(20)
- Unique Weapon: Mjolnir
- Class 3000 material
- Flight (Shift X)
- Weather Control (Unearthly)
- Dimensional Travel (Amazing)
- Shield (Remarkable)
- Thrown up to 10 areas, returns

TALENTS:

- Sharp Weapons
- Weapon Specialist: Mjolnir

CONTACTS: See "Judge's Book"

SPIDER-MAN™

Peter Parker

F	RM	30
A	AM	50
S	IN	40
E	IN	40
R	EX	20
I	GD	10
P	IN	40

Health: 160

Karma: 70

Resources: Pr(4)

Popularity: Mn(30)/Ty(6)

SUMMARIZED POWERS:

- Wall-Crawling: Amazing(50)
- Spider Sense: Amazing(50)
- Web-shooters: Monstrous(75), range 2 areas
- Spider Tracers

TALENTS:

- Chemistry
- Photography

CONTACTS: See "Judge's Book"

INVISIBLE WOMAN™

Susan Storm Richards

F	GD	10
A	GD	10
S	TY	6
E	EX	20
R	GD	10
I	EX	20
P	GD	10

Health: 46

Karma: 40

Resources: Rm(30)

Popularity: Am(50)

SUMMARIZED POWERS:

- Invisibility: Excellent(20)
- Force Field: Monstrous (75)
- Enhanced Movement: Feeble (2 areas/round)

TALENTS:

- Performer
- Martial Arts E

CONTACTS:

Fantastic Four (Hero Group)
Sub-Mariner (Hero)
Avengers (Hero Group)

HUMAN TORCH™

Johnny Storm

F	GD	10
A	EX	20
S	GD	10
E	EX	20
R	GD	10
I	GD	10
P	TY	6

Health: 60

Karma: 26

Resources: Rm(30)

Popularity: Am(50)

SUMMARIZED POWERS:

- Body Armor: Incredible(40)
- Generate Fire: Unearthly(100)
- Control Fire: Unearthly(100)
- Invulnerability: Fire and Heat
- Flight: Excellent (10 areas/round)
- Nova Flame: Shift Z

TALENTS:

- Mechanic
- Automobile Design
- Race Car Driver

CONTACTS: See "Judge's Book"

MISTER FANTASTIC™

Reed Richards

F	GD	10
A	TY	6
S	TY	6
E	EX	20
R	AM	50
I	EX	20
P	RM	30

Health: 42

Karma: 100

Resources: Rm(30)

Popularity: Am(50)

SUMMARIZED POWERS:

- Plasticity: Monstrous(75)
- Elongation: Shift X (5 areas)
- Body Armor: Remarkable(30)

TALENTS:

- Electronics
- Physics
- Dimensions
- Engineer

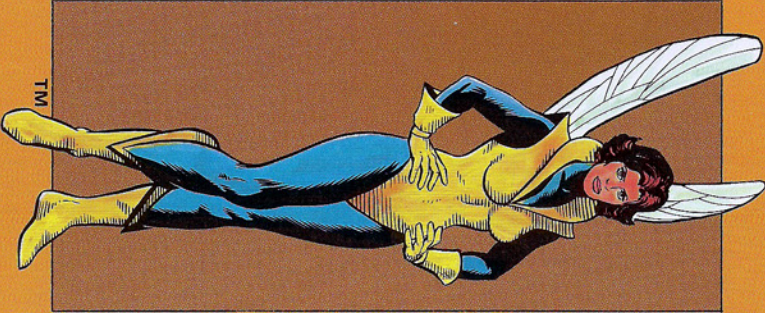
CONTACTS: See "Judge's Book"



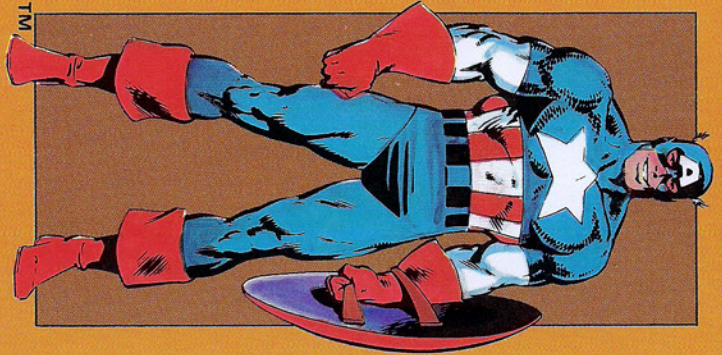
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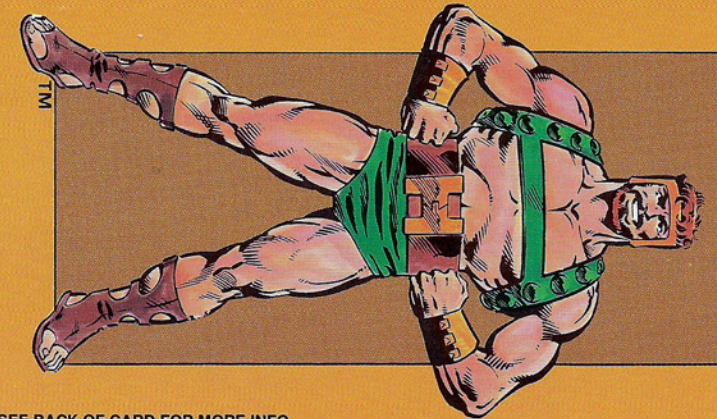
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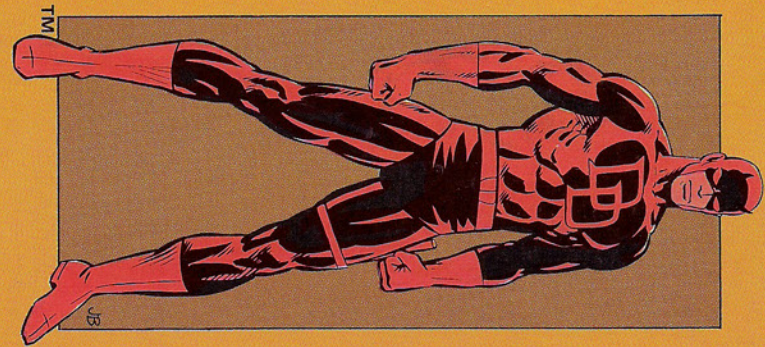
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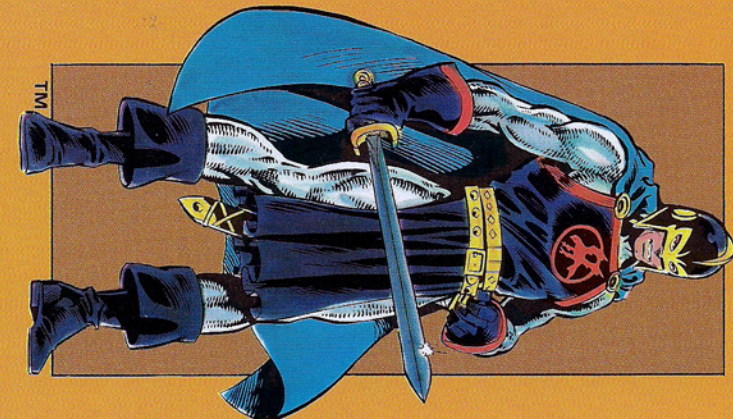
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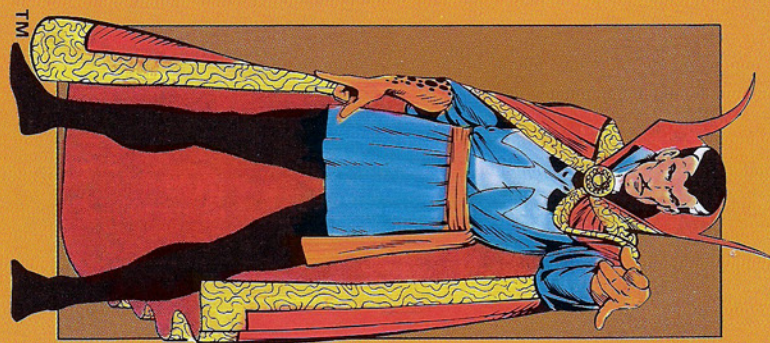
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Range Ruler

DOCTOR STRANGE™

Stephen Strange

F	GD	10
A	EX	20
S	TY	6
E	RM	30
R	GD	10
I	MIN	75
P	UN	100

Health: 66
Karma: 185
Resources: Gd(10)
Popularity: Gd(10)

SUMMARIZED POWERS:

- *Magical Ability:* Spells listed in Judge's Book
- *Cloak of Levitation:* Flight (Shift X)
- *Eye of Agamotto:* Detection (Unearthly)
- *Orb of Agamotto:* Detection (Unearthly)

TALENTS:

- *Medicine*
- *Occult and Mythological Lore*
- *Marital Arts C,E*

CONTACTS: See "Judge's Book"

DAREDEVIL™

Matthew Michael Murdock

F	IN	40
A	IN	40
S	GD	10
E	EX	20
R	TY	6
I	MN	75
P	GD	10

Health: 110
Karma: 91
Resources: Pr(4)
Popularity: Ty(6)

SUMMARIZED POWERS:

- *Enhanced Senses:* Monstrous(75)
- *Radar Sense:* Monstrous(75)
- *Weapon:* Billy Club: Incredible material strength, Excellent damage

LIMITATION: Blind

TALENTS:

- *Acrobatics*
- *Marital Arts A,B,E*
- *Weapon Specialist:* Billy Club
- *Law*

CONTACTS: See "Judge's Book"

CAPTAIN AMERICA™

Steve Rogers

F	AM	50
A	IN	40
S	EX	20
E	RM	30
R	GD	10
I	IN	40
P	GD	10

Health: 140
Karma: 60
Resources: Ex(20)
Popularity: Un(100)/Ty(6)

SUMMARIZED POWERS:

- *Unique Weapon:* Shield: Class 3000 material, Range 3 areas, inflicts Remarkable damage
- *Motorcycle*
- *Van/Base of operations*

TALENTS:

- *Marital Arts A,B,C,D,E*
- *Leadership*
- *Artist*
- *Military*
- *Weapon Specialist:* Shield

CONTACTS: See "Judge's Book"

THE HULK™

Robert Bruce Banner

F	RM	30
A	GD	10
S	UN	100
E	MN	75
R	FE	2
I	TY	6
P	RM	30

Health: 215
Karma: 38
Resources: Fe(2)
Popularity: -10/10

SUMMARIZED POWERS:

- *Body Armor:* Monstrous(75)
- *Astral Detection:* Unearthly
- *Invulnerability to Cold*
- *Invulnerability to Disease*
- *Invulnerability to Heat*
- *Leaping:* Class 5000
- *Adrenaline Surge:* +1CS per round
- *Special Detection:* Class 1000
- *Alter Ego:* (Currently separate)

TALENTS:

- *Physicist* (Banner only)
- *Radiation* (Banner only)

CONTACTS: (Banner ONLY)
See "Judge's Book"

BLACK KNIGHT™

Dane Whitman

F	RM	30
A	EX	20
S	GD	10
E	GD	10
R	GD	10
I	TY	6
P	TY	6

Health: 70
Karma: 26
Resources: Ex(20)
Popularity: In(40)

SUMMARIZED POWERS:

- *Body Armor:* Good
- *Unique Weapon:* Ebony Sword
- *Unearthly material,* 10 points Edged Attack, anti-magical, cursed
- *Teleport:* Class 3000, Limited
- *Atomic Steed*

TALENTS:

- *Weapon specialist:* sword
- *Horsemanship*
- *Genetics*

CONTACTS: See "Judge's Book"

WASP™

Janet Van Dyne

F	GD	10
A	EX	20
S	GD	10
E	EX	20
R	GD	20
I	EX	20
P	GD	10

Health: 60
Karma: 40
Resources: Rm(30)
Popularity: Am(50)

SUMMARIZED POWERS:

- *Shrinking:* Incredible(40)
- *Flight:* Poor (4 areas per round)
- *Insect Communication:* Typical
- *Wasp Sting:* Remarkable, 1 area

TALENTS:

- *Business*
- *Marital Arts D*
- *Aerial Combat*

CONTACTS:

Avengers (Hero Group)
Henry Pym (Biology)
NEVELL (Business)

CAPTAIN MARVEL™

Monica Rambeau

F	GD	10
A	EX	20
S	TY	10
E	RM	30
R	TY	6
I	GD	10
P	TY	6

Health: 64
Karma: 22
Resources: Ex(20)
Popularity: Ex(20)/Ty(5)

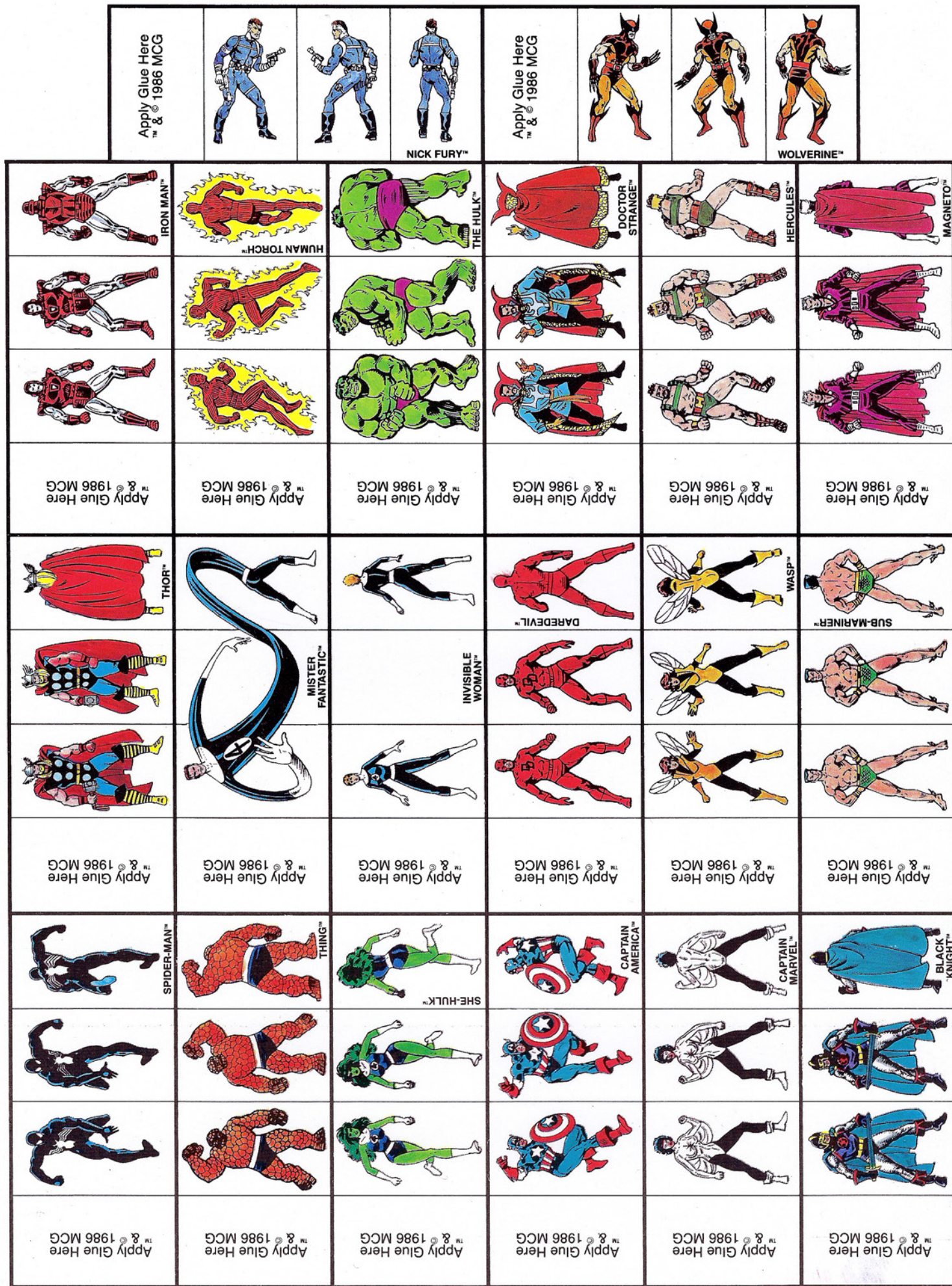
SUMMARIZED POWERS:

- *Body Transformation:* Energy Unearthly
- *Flight:* Class 3000
- *Energy Attacks:* Monstrous Energy or Force damage

TALENTS:

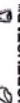
- *Law Enforcement*

CONTACTS: See "Judge's Book"



FOLD ALONG LIGHT BLACK LINES, CUT ALONG HEAVY BLACK LINES

A full-body illustration of a female superhero. She is wearing a yellow suit with black lightning-bolt patterns. The suit includes a high collar, long gloves, and boots. She has short dark hair and is standing in a confident pose with her hands on her hips.



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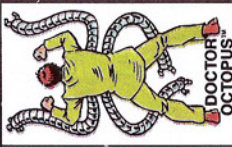
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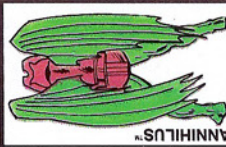
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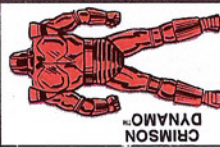
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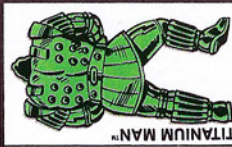
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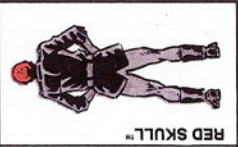
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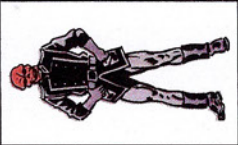
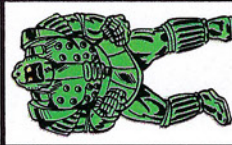
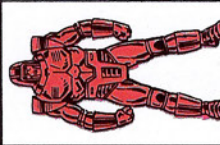
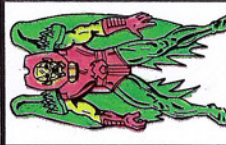
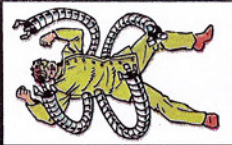
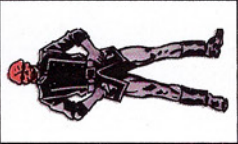
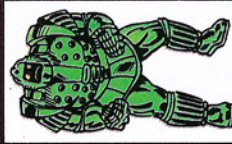
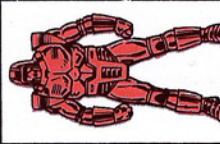
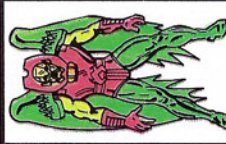
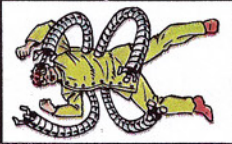
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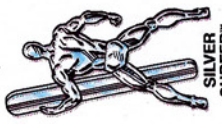
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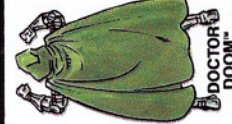
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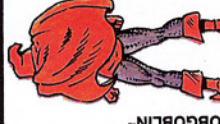
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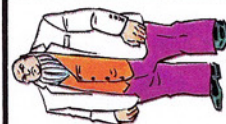
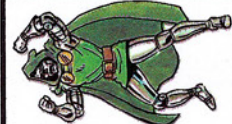
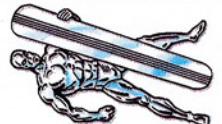
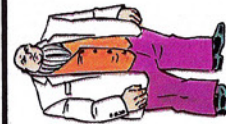
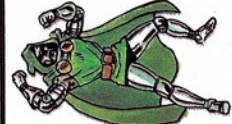
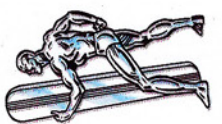
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GENERIC



GENERIC HERO — FEMALE



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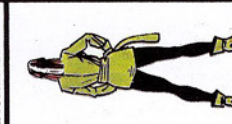
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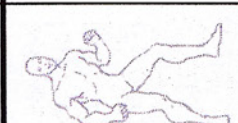
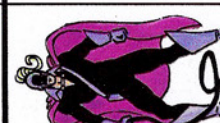
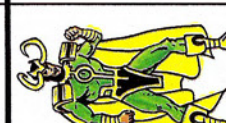
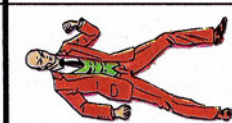
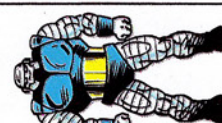
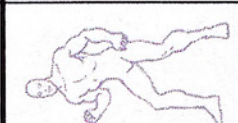
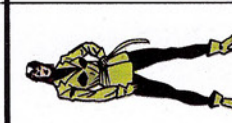
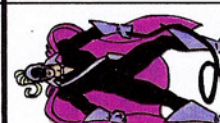
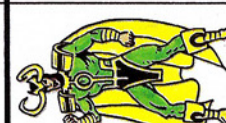
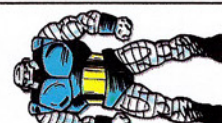
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GENERIC HERO — MALE



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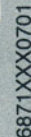
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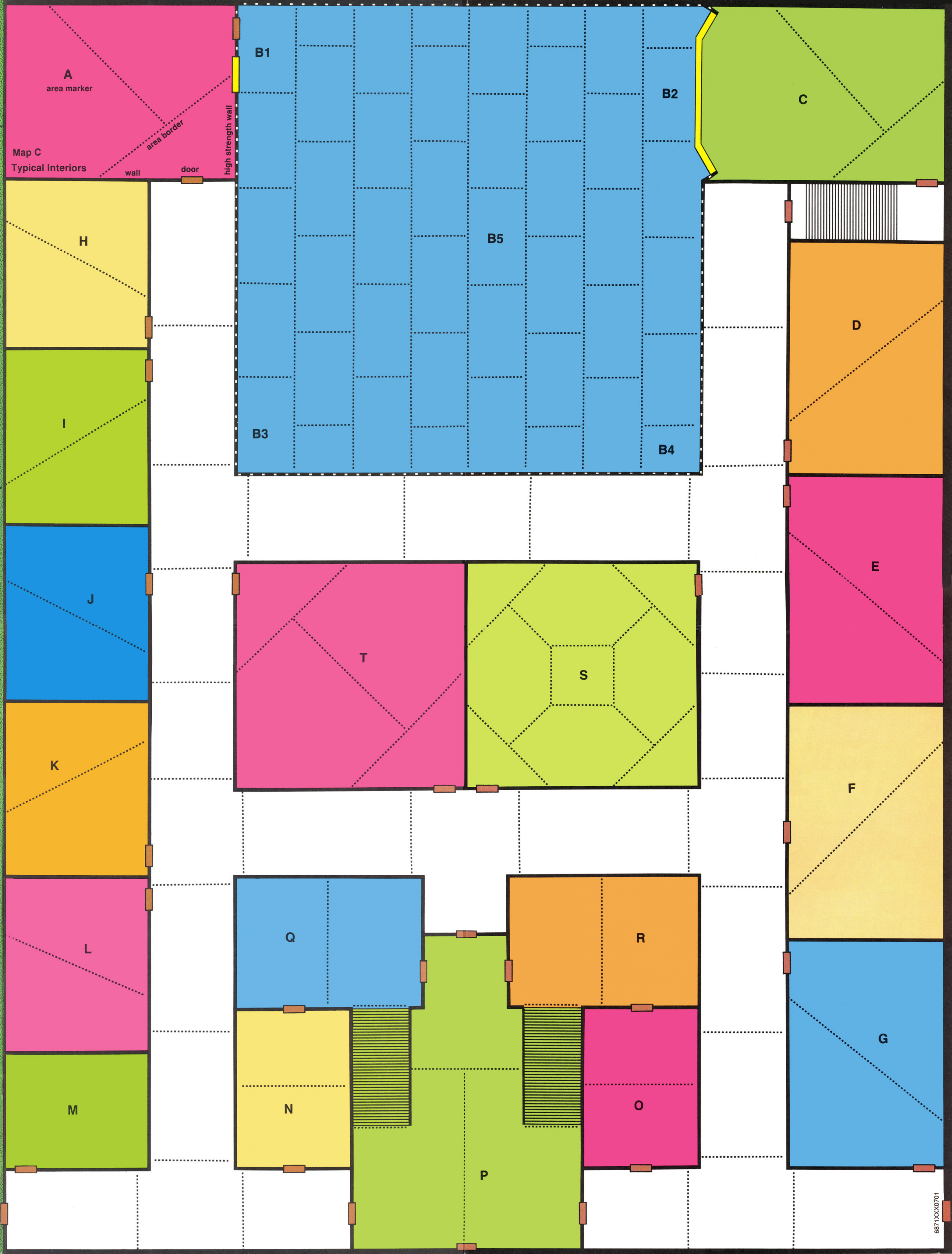
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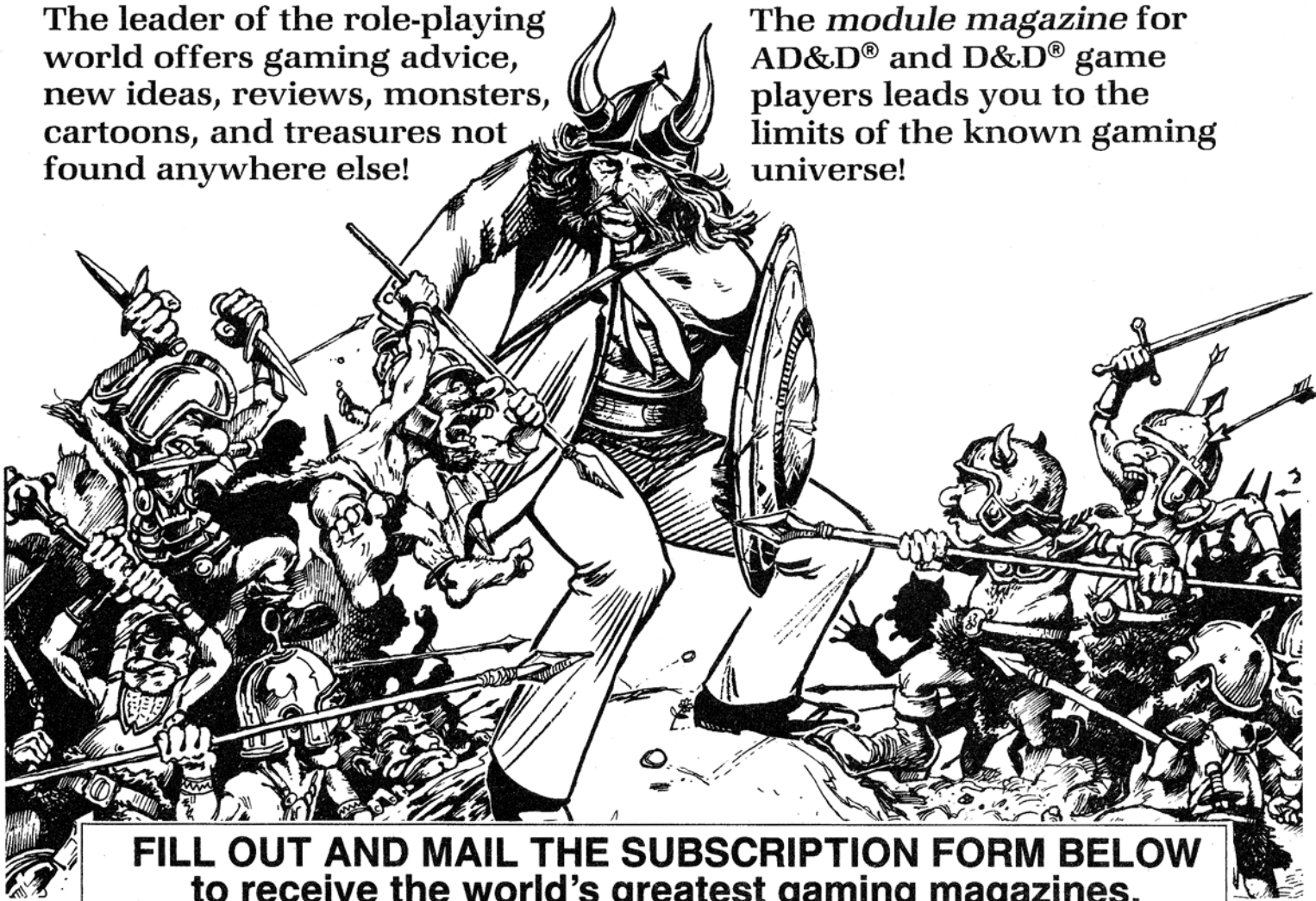
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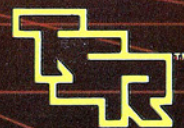
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