

MHSP-5

MARVEL SUPERHEROES™

SECRET WARS



DOOMSTADT COMPENDIUM

MARVEL SUPERHEROES™

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SECRET WARS



BATTLEWORLD

20. MANHATTAN

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(Marvel Universe)
- c. MANHATTAN - EARTH-1610
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MARVEL SUPER HEROES™

SECRET WARS

DOOMSTADT COMPENDIUM

AN UNOFFICIAL GAME ACCESSORY

By Christopher P. Tyner



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This publication is a fan-made accessory for the out of print Marvel Superheroes Role Playing Game.
This publication is not for sale and is for entertainment purposes only. Artwork has been pulled from
MARVEL publications and from internet sources.

A NOTE FROM THE ADAPTOR

Greetings, True Believer!

Welcome to the Marvel Super Heroes Role Playing-Game fan created Secret Wars Compendiums!

The Adaptor has volunteered to compile as much information as he can to build the world known as Battleworld together for your gaming pleasure. Compendiums will be released at the Adaptor's leisure, as he is a father, theatrical director, and has a day job to boot.

Each volume of Marvel Super Heroes Secret Wars Compendiums have been compiled by pulling directly from the individual comic book series in the 2015 Secret Wars titles and the online marvel.wikia.com. Most of the character history descriptions come directly from marvel.wikia.com. Power sets are based, when available, off of the original MSH RPG by TSR from the Gamer's Handbook of the Marvel Universe. Many of these have been tweaked however to reflect either modern interpretations or versions based off of the characters depicted in the individual Secret Wars titles. The Adaptor reserves the right to a little creative licence to fill in some of the blanks on both powers and histories when needed.

All descriptions in each of the compendiums are written in past tense, describing the action as though the stories in each of the Battleworld Domains have reached their completion.

It is the intention of the Adaptor that these compendiums be used to tell one-shot stories or ongoing campaigns that can be set before, during or after any of the events depicted in the description of each Domain or in the histories of any of the characters defined within the pages of each compendium.

The Adaptor has made an effort to include as many key players in each domain as detailed as possible and

secondary characters will be fleshed out in lesser detail.

Occasionally, when characters are identical versions to those depicted in the 616 Universe, the Adaptor reserves the right to make a list of these characters that are available in the Official Gamer's Handbook of the Marvel Universe that can be easily found at classicmarvelforever.com.

A LITTLE BACKGROUND ON SECRET WARS AND BATTLEWORLD:

Battleworld appeared in the 2015 Secret Wars storyline, after numerous "incursions" destroyed the Multiverse. The remains of several realities were all merged to form a new Battleworld. All of these realities are known as Domains and most have the ability to interact with each other. The Deadlands (which contains the Marvel Zombies), Perfection (which contains the Ultron Sentinels), and New Xandar (which contains the Annihilation Wave) are separated from the rest by a Great Wall known as "The Shield" because each of these Domains contain threats that if loosed would destroy the other Domains.

Battleworld was created by its ruler Doctor Doom (who is worshiped as its deity God, "Emperor Doom") after he and Doctor Strange went to the Beyonders to stop an incursion of their reality. Doctor Doom presumably kills the Beyonders by using thousands of Molecule Men, allowing Doom to take the Beyonders' power as his own, ultimately incorporating the remnants of all realities destroyed by the incursions, or more precisely, their incursions points, to create his own image of Battleworld with Strange unable to do anything else but to follow his words.

Each of Battleworld's Domains is ruled by an appointed "Baron" or

"Baroness". The borders of each Battleworld Domain are clearly defined and travel between different domains is discouraged, as it requires special dispensation from the local Baron or from Doom himself.

Battleworld is overseen by the Thor Corps who serve as Battleworld's police force and answer to God Emperor Doom, himself.

Battleworld is orbited by a small Sun, in fact the Human Torch, consigned to the role for acting against Doctor Doom, and Knowhere, that acts as Battleworld's moon. Besides the Sun, Knowhere and Battleworld itself, there were originally no more celestial bodies in its universe, until Singularity, a mysterious young girl who actually represents a pocket universe that gained sentience during the multiversal collapse, appears to give her life to save the citizens of Arcadia from a horde of Zombies which made the stars appear in the sky.

This Battleworld would eventually collapse after God Emperor Doom's Beyonders' power was transferred to Reed Richards, who was considered by Doom himself and Molecule Man to be more worthy, and rectified the artificial reality.

A FINAL WORD

Thanks so much for taking the time to download and enjoy these compendiums. These are truly a labor of love, and I am thoroughly enjoying putting these together. I began playing the Marvel Super Heroes RPG way back in 1985. There probably hasn't been a year since that I haven't played or ran a game using that system.

Thanks for letting me share my playground.

From one Marvel-Phile to another:
EXCELSIOR!

Christopher P. Tyner
The Adaptor

DOOMSTADT



Doomstadt is the capital domain of Battleworld, where God Emperor Doom and his Sheriff, Stephen Strange, operated. Battleworld was formed by Doom, Strange and The Molecule Man after numerous catastrophic events called "incursions" destroyed the Multiverse. Doom and Doctor Strange went to the Beyonders to stop an incursion of their reality. The trio were responsible for the destruction of the Beyonders and Doom absorbed their massive array of powers as his own and incorporated the remnants of the realities destroyed by the incursions (or more precisely, their incursions points) to create a reality in his own image. One in which he is literally Lord and

Master of as God Emperor Doom.

Doomstadt is the place where courts are held by Strange, under the supervision of Emperor Doom and his policing agency, known as the Thor Corps, which take up residence in the neighboring Domain of Doomgard.

The roots of Yggdrasil emerge from Castle Doom and act as the throne of power and High Court of Battleworld. It is within these halls Sheriff Strange holds trials that bring into question the laws of Doom and metes out sentences handed down by Doom accordingly.

Often at Doom's side are his wife, Susan von Doom, and daughter Valeria. Susan is

Doom's voice of reason while Valeria is his key tactician.

The Doomstadt skyline reveals more ties to the Fantastic Four Family. Franklin von Doom is the watcher of Doomstadt's main defense mechanism: a Galactus from an unknown origin. He sits within the giant's hand keeping an ever watchful eye over his father's realm.

Doom's Battleworld is orbited by a small Sun which is in reality the Human Torch, consigned to the role for acting against Doctor Doom, and Knowhere, that acts as Battleworld's moon. Besides these two satellites and Battleworld itself, there were originally no more celestial bodies in its universe, until a being known only as Singularity,

DOOMSTADT

a mysterious young girl who actually represents a pocket universe that gained sentience during the multiversal collapse, gave her life to save the citizens of Arcadia from a horde of Zombies. This selfless act cast the child universe into the heavens which made the stars appear in the sky. Many believe that this event marked the beginning of the end of Battleworld.

Castle Doom also contains several statues of the Molecule Man within its grounds. In Doom's private garden is particular Molecule Man statue that hides a trap door beneath it. The trap door leads to a glowing white space where the Molecule Man resides and acts as the source of Doom's power.

Finally, unbeknownst until the final days of Battleworld's existence, the barrier that separated the most feared lands

of Battleworld from the rest of the Domains (The Deadlands, Perfection, and New Xandar) is in actuality the Thing, transformed into a stone wall by Doom for defiance.

In Doomstadt, the right hand to Doom is the Law, which consists of the afore-mentioned Sheriff Strange and the Thor Corps. Doom's left hand is the Foundation, which is wholly focused on discovery and science.

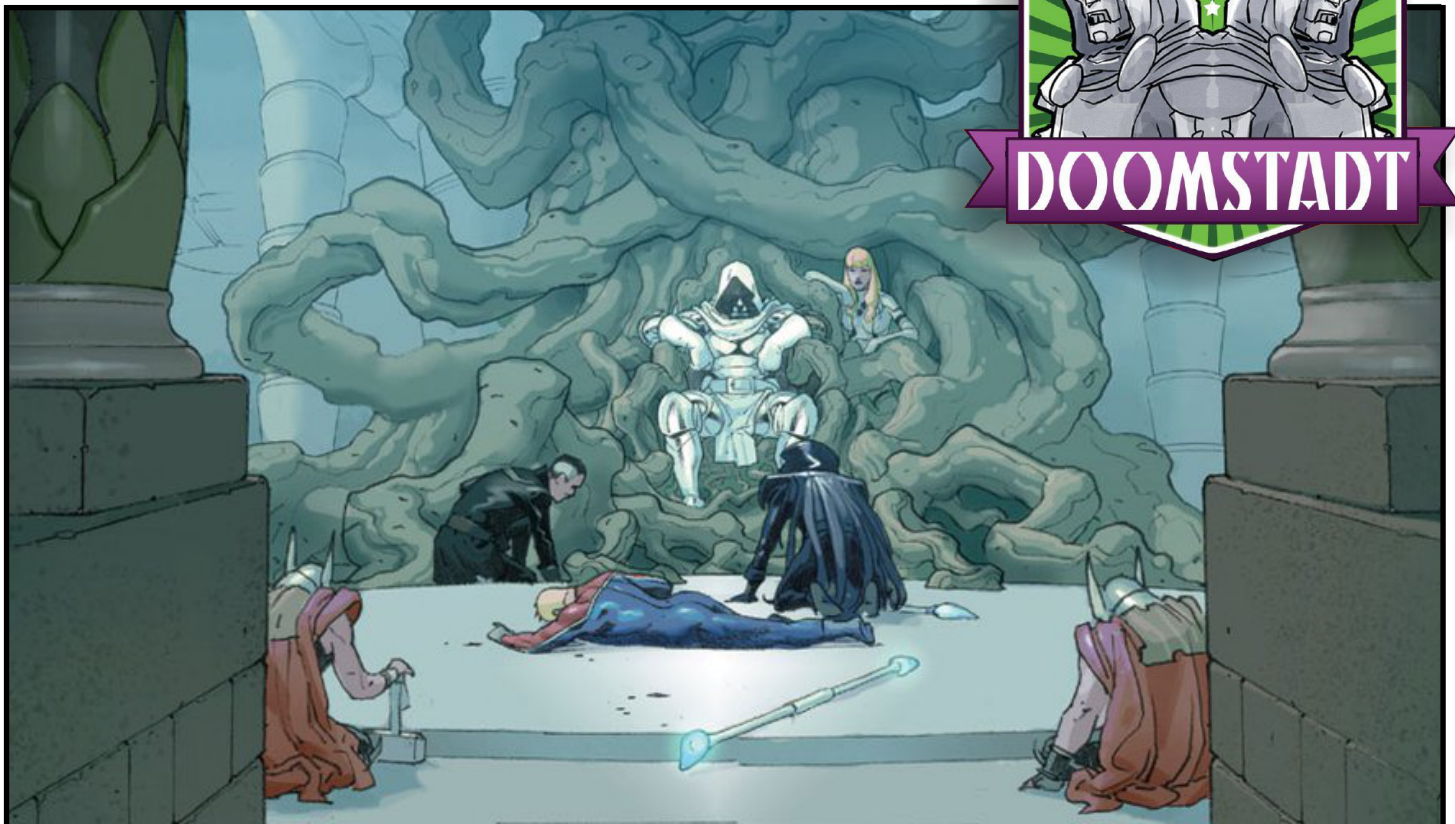
Towards the end of Battleworld's existence, The Foundation discovered an unidentified object, secretly a life raft, within Utopolis and reported it to Sheriff Strange, who then conducted an investigation with the Thor Corps.

After Strange was killed for betraying him, Doom tasked Valeria to use the resources of the Foundation to find the interlopers who had been

scattered across the world, denying to provide any more information than that.

The Foundation immediately began to investigate the cause of Strange's death. While doing so, they found the source of Doom's power, and informed Valeria, who had become suspicious of her father, which led to Valeria discovering a secret chamber beneath Castle Doom with the help of two Spider-Men, Peter Parker and Miles Morales.

Doomstadt and Battleworld would eventually collapse after God Emperor Doom's Beyonder's power was transferred to Reed Richards, considered by Doom himself and Molecule Man to be more worthy. With this power, Richards rectified the artificial reality.



STATISTICS

F CL1000 (1000)
A CL1000 (1000)
S CL1000 (1000)
E CL1000 (1000)
R CL1000 (1000)
I CL1000 (1000)
P CL1000 (1000)

Health: 4000

Karma: 3000

Resources: UN (100)

Popularity: 100

BACKGROUND

Real Name: Victor von Doom

Occupation: Emperor, God

Identity: Public

Legal Status: God of Battleworld

Other Known Aliases: God Emperor Doom, Lord Doom, Dr. Doom

Place of Birth: Earth 616, Latveria

Marital Status: Married

Known Relatives: Susan von Doom (wife), Valeria von Doom, (daughter), Franklin von Doom (son), Johnny Storm (brother-in-law)

Group Affiliation: The Foundation

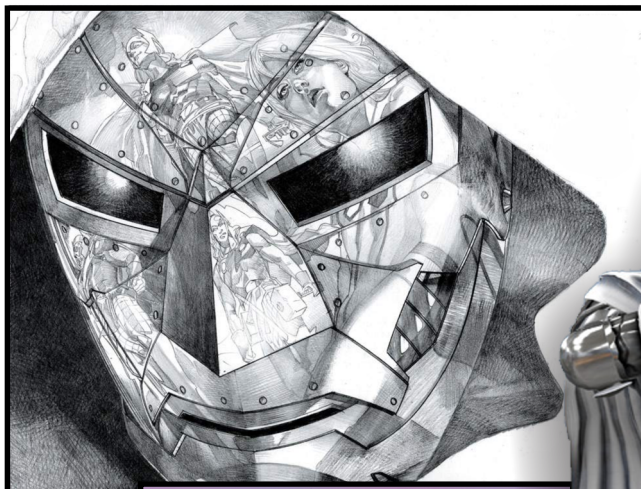
Base of Operations: Doomstadt

KNOWN POWERS

Omnipotence: God Emperor Doom's power was the sum total of the Multiverse. As such he was limited only by the restrictions that he placed upon himself. Doom could create and destroy matter as he chose. He could heal any and all damage to himself, and while taking visible damage, could immediately heal himself and others. He could negate any poison, correct any fault, and restore life to any being whose astral spirit was still available.

The statistics above are those he gave to his human form. In other planes of reality (essentially an astral form) Emperor Doom would have the following statistics:

F BY
A BY
S BY
E BY
R BY
I BY
P BY



Doom has access to any power listed in the ultimate powers book or in the GM's or Player's imagination.

Talents:

Doom has access to any talent he needs to take advantage of at any given moment.

Contacts:

As Emperor God, Doom is able to request the presence of anyone on Battleworld.

ADDITIONAL NOTES:

HISTORY

God Emperor Doom is the Victor von Doom that hails from the core 616 Marvel Universe. The following description details how he came into his near omnipotent powers that he possesses on Battleworld.

Prior to the end of the Multiverse, Dr. Doom was working with a team of scientists to reverse-engineer a remnant of a Mapmaker he gathered from the world-ending incursion that fell on his home country of Latveria. With the knowledge he and his team were able to decode from the shard, Doom planned to use the Molecule Man to oppose whatever was the origin of the incursions and the decay of the multiverse.

The Molecule Man took Doom into a blank void from where they subsequently traveled backwards through the mists of time and the various planes of reality.

Doom and the Molecule Man traveled twenty-five years into the past to an alternate reality to witness the origin of that reality's Molecule Man. The journey affected Molecule Man's mind, restoring it from its chaotic state, and he told Doom of his origins. The Molecule Man was a singularity across every single universe, a "bomb" created by the Beyonders to detonate across the entire multiverse at once. If a Molecule Man died, his universe died with him. If every Molecule Man died at the same time, every universe died simultaneously with them, and that was the Beyonders' goal. The Molecule Man killed his

counterpart, which set off the early death of his counterpart's universe, and caused the incursions. The Molecule Man convinced Doom that in order to thwart the plans of the Beyonders, he had to embark in a mission to kill Molecule Men.

Even if Doom's actions resulted in a similar result to the Beyonders' plans, the destruction of realities, Doom's course of action attempted to save all that he could from the destruction, as setting off some of the Molecule Men earlier would diminish the charge of the explosion the Beyonders had planned. Doom would also capture Molecule Men from other universes in order to create an even greater bomb with which he would destroy the Beyonders.

Eight years after the beginning of his journey, when Doom had killed thousands of Molecule Men, he encountered one who would be the first of his Black Swans, a cult he would form around the religious concept of himself, under the identity of "Rabum Alal" (the "Great Destroyer"). A group of Black Swans rebelled against Doom, and sought a different path. They destroyed other Earths during incursions as an offering to Rabum Alal and to buy more time for other universes.

In the present, Doctor Strange and a group of dark mages known as the Black Priests traveled to the Library of Worlds to find Rabum Alal. They believed him to be one of the main causes of the decay of the multiverse. To their surprise, Doctor Doom presented

himself and informed Strange of his origins as Rabum Alal, and revealed his ultimate plan to defeat them: the different Molecule Men he had captured.

In a last ditch attempt to save the multiverse, Doom took Strange and the Molecule Men to confront the Beyonders. He was able to destroy them and harness all of their power using his universe's Molecule Man as a conduit. However, Doom's accomplishment caused the destruction of thousands of universes, leaving in the end merely a dozen surviving realities.

When the multiverse finally perished in the final incursion between Earth-616 and Earth-1610, Doom used the power of the Beyonders to salvage the remains of several realities and build a patchwork planet named Battleworld, which was ruled under his iron fist, with the help of Stephen Strange, who was named Battleworld's sheriff.

Molecule Man continued empowering God Emperor Doom, and remained hidden in a chamber beneath Doom's newly created Doomstadt.

During the early days of this planet, Doom encountered an alternate version of the Fantastic Four, one in which Reed Richards didn't exist. Their Sue Storm fell in love with Victor, and they had two children, Franklin and Valeria.

As eight years went by, Doom and Strange managed to twist the memories of their inhabitants, to the point they would no longer remember what had existed before Battleworld. Even though he was an omnipotent ruler, Victor

ultimately felt he was failing his duty as a god, he thought he wasn't capable of properly inspiring his people, and even though Battleworld was the perfect world he wanted, he considered himself its only flaw.

The relative monotony of Doom's reign was interrupted with the discovery of an empty vessel in the domain known as Utopolis, a life raft that had been built by the survivors of Earth-1610, the villainous Maker and the Cabal. The vessel kept them in suspended animation for the eight years

that passed, and had allowed them to survive the end of the multiverse, ultimately placing them on Battleworld, unbeknownst to Doom and Strange.

Sheriff Strange recognized the design of the raft, which was that of a similar vessel he had found three years earlier and had kept hidden in his Isle of Agamotto. When Strange investigated the vessel of his proprietary, he freed its occupants, the survivors of Earth-616, among which were Mr. Fantastic, Namor and Black

Panther.

After being informed of the nature of Battleworld and its ruler, the survivors of Earth-616 helped Sheriff Strange confront the Maker and the Cabal, who had been pinned down with some difficulty by Battleworld's police force, the Thor Corps.

Doom remained unwilling to take part in the conflict, until he saw Mr. Fantastic on the scene. Doom immediately teleported to Utopolis to put an end to the fray, demanding the newcomers to recognize his continued...



authority. To prevent Doom from prejudicially acting upon the interlopers, Stephen used his magic to teleport them away. Following the disappearance of the Cabal and the heroes from Earth-616, Doom confronted Strange for disobeying him, and ultimately killed him after Stephen accused him of being afraid of Richards.

Doom later commanded Valeria and The Foundation to find the interlopers, pinning Strange's murder on them.

Three weeks later, Battleworld was in disarray, with disorder having escalated into open rebellion in several domains, with somebody called "the Prophet" forming an army against Doom. The Prophet, who was later revealed to be

none other than the Cabal's Maximus the Mad, and his army marched forward to Castle Doom. Some of Doom's allies met Maximus' army in battle, namely the Thor Corps, who had been convinced to fight against their god by the Thor survivor of Earth-616.

When he decided to step into the fight, Doom was confronted by Black Panther and Namor, with the former having acquired an Infinity Gauntlet from Sheriff Strange's sanctuary. After a battle that took them through the different planes of reality, Doom bested Black Panther, but he soon realized the fight was a distraction. He teleported to Molecule Man's chamber, which had been found by Mister Fantastic. The Molecule Man partially stripped Doom of his

power in order to allow a fair fight. During the furious confrontation, Doom accused Richards of believing he could've done better had he had Doom's power and Reed conceded he did. On the grounds of what he perceived as a mutual agreement, the Molecule Man gave Doom's power to Reed, destroying Battleworld in the process.

With the power he had received from Molecule Man, and with help from his revived family, Mister Fantastic began to restore the Multiverse, including Earth-616. Doom was returned to Latveria, miraculously cured of his scars as an act of forgiveness from Richards.



SHERIFF STRANGE

STATISTICS

F GD (10)
A EX (20)
S TY (6)
E RM (RM)
R GD (10)
I MN (75)
P MN (75)

Health: 66

Karma: 160

Resources: MN (75)

Popularity: 75

BACKGROUND

Real Name: Stephen Strange

Occupation: Surgeon (retired), Sorcerer Supreme, Sheriff of Battleworld

Identity: Public

Legal Status: Sheriff of Battleworld

Other Known Aliases: Dr. Strange

Place of Birth: Earth 616, Philadelphia, PA

Marital Status: Single

Known Relatives: Eugene Strange (father, deceased); Beverly Strange (mother, deceased); Victor Strange (Khiron) (brother, deceased); Donna Strange (sister, deceased); Clea (wife, estranged); Sofia Strange (daughter)

Group Affiliation: None

Base of Operations: Isle of Agamotto

KNOWN POWERS

Magical Ability: As Sorcerer Supreme, Sheriff Strange has access to any power as a spell that is listed in the Ultimate Powers book or in the GM's or Player's imagination at the Amazing level. He regularly uses the following spells:

Alteration - Appearance: AM ability to transform appearance to any humanoid look.

Astral Projection: UN

Levitation: IN

Force Field VS Magic: UN

Telepathy: UN

Conjure: AM ability to call to his side an object or person. A living being must make a Psyche FEAT to avoid being conjured.

Eldritch Beams/Bolts: MN Force or Energy damage and range.

Dimensional Aperture: Creates an opening into, and permits passage to and from another stated dimension with MN ability.

This power may be limited due to the fact that Battleworld is assumed to be the only universe left, but it is unrevealed how other dimensions were affected by the incursions that destroyed the multiverse.

Spell of Silence: Prevents subject from speaking of certain matters or subjects. Only characters of AM Psyche or greater may resist this spell.

Cloak of Levitation: SHX Flight, IN material strength and IN strength in combat.

Talents:

Medicine, Occult Lore, Mythological Lore, Martial Arts A, E.

Contacts:

As Sheriff of Battleworld, Strange is able to request the presence of anyone on Battleworld.



HISTORY

Shortly after regaining his status as Sorcerer Supreme, Strange was called upon for a meeting of the Illuminati. The Black Panther had experienced an event known as an "incursion" in which two universes collide with each other, resulting in their mutual destruction.

Another incursion followed shortly after, and the Illuminati decided to assemble the Infinity Gauntlet to stop it. Captain America wielded the Gauntlet and managed to avert the incursion, but the Gauntlet was believed to have been destroyed in the process. Due to his unwillingness to do whatever it took to stop the incursions, such as considering the destruction of another world to save their own, Captain America was voted out of the Illuminati and Stephen erased his memories of the group and the incursion.

Dr. Strange resolved to use the full resources at his disposal as Sorcerer Supreme to find a way to stop the Incursions. Calling on the power of a tome of the darkest of black magics; the Blood Bible, Stephen traveled to the Sinner's Market in the Lost Lands, on a quest to find power. He was led to the Resolute Throne which deals in granting degrees of godhood, with a fifth of a man's soul buying him a fifth of the power of a god. There, Stephen made a deal to sell the entirety of his soul.

Shortly after the actions of the Illuminati were made public, Stephen Strange left Earth-616 and joined the cause of the Black Priests, having mastered the way in which they manifest their power to distort reality. He and the other Black Priests were encountered by Sunspot's Avengers on their way to find the responsible for the decay of the Multiverse, and offered their help to defeat either of the two main players in this "Game of Worlds": a being known as Rabum Alal or the mysterious Ivory Kings.

While the Multiversal Avengers went to confront the Ivory Kings, Strange went to Earth 1903990 with the Black Priests to utilize a Great Key that activated a doorway to gain access to the Library of Worlds to defeat Rabum Alal. They explored the Library of Worlds and encountered a Black Swan. The Swans were able to set a trap and destroy most of the Black Priests, with the exception of Doctor Strange, who was able to defend himself but was ultimately incapacitated. He was then brought before Rabum Alal, who was revealed to be Doctor Doom of Earth 616.

Doom informed Strange of his origins as Rabum Alal and revealed his ultimate plan to defeat them: the different Molecule Men he had captured. In a last ditch attempt to save the

Multiverse, Doom took Strange and the Molecule Men to confront the Beyonders. He was able to destroy them and harness all of their power using the regular Molecule Man as a conduit. However, Doom's accomplishment cost the death of thousands of universes, leaving only a dozen behind.

When the Multiverse finally perished in the final incursion between Earth-616 and Earth-1610, Doom used the power of the Beyonders to salvage the remains of several realities and build a patchwork planet named Battleworld, which was ruled under his iron fist, with the help of Doctor Strange, who became Battleworld's sheriff and Doom's right hand, usually acting as Doom's voice in certain matters.

As eight years went by, Doom and Strange managed to twist the memories of the inhabitants of Battleworld, leaving no trace of memory of the former realities. Stephen created his own base, the Isle of Agamotto, a place for remembrance of his lost world. Five years after the creation of Battleworld, Strange found a vessel of unknown origin and kept it in the Isle, fearing something of great consequence was inside it, but not knowing it was the bodies in stasis of the few other survivors of Earth-616.

With the appearance of a similar vessel from which the survivors of Earth-1610 emerged, Strange directed his attention towards the one in his Domain. Once he opened it, he freed the survivors, among which were Mr. Fantastic and Black Panther. After explaining to the fellow survivors what had transpired while they were in stasis, Strange was summoned to a battle between the villainous survivors from Earth-1610 and the Thor Corps, Battleworld's police force. Doom remained unwilling to take part in

the conflict until he saw Mr. Fantastic on the scene. Doom immediately teleported to Utopolis, and stopped the fray, demanding the newcomers to recognize his authority. To prevent Doom from prejudicially acting upon the interlopers, Stephen used his magic to teleport them away. Following the disappearance of the villains from Earth-1610 and the heroes from Earth-616, Doom confronted Strange for disobeying him, and ultimately killed him after Stephen accused him of being afraid of Richards.

ADDITIONAL NOTES

MOLECULE MAN

STATISTICS

F FE (2)
A PR (4)
S PR (4)
E GD (10)
R GD (10)
I FE (2)
P MN (75)

Health: 20

Karma: 87

Resources: Sh0

Popularity: 0

BACKGROUND

Real Name: Owen Reece

Occupation: Ex-Lab Technician,
Laborer

Identity: Secret

Legal Status: Battery of Battleworld

Other Known Aliases: None

Place of Birth: Earth 616, Brooklyn, NY

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Hidden Chamber
Beneath Doomstadt



KNOWN POWERS

Elemental Conversion: Reece can alter the elemental composition of matter with CL3000 skill.

Molecular Manipulation: Reece can make CL3000 changes to the molecular structure of matter.

Matter Animation: UN ability to animate anything, gaining the following power stunts:

- Flight at PR air speed.
- UN control over machines

Molding: UN alterations to the surface features of any object or lifeform.

Disruption: CL3000 ability to break down the structure of matter.

Serial Immortality: CL3000 ability to reform from a single molecule.

The Molecule Man possesses the ability to mentally control, transform, and manipulate the molecules of all matter and energy.

Through concentration, he projects a psionic-manipulative

energy, the precise nature of which is unknown, that alters the arrangement of molecules according to any visualized pattern. He can animate inanimate materials by causing constant mass movement of molecules. He can rearrange molecules so radically, he can use his power to reconfigure all forms of matter into different substances and forms (such as, for example, turning air into glass), and can change matter into energy and back again. He can create force fields and energy blasts, and also open up wormholes through hyperspace and traverse them, thus travelling faster than light.

Once he effects a change in the arrangement of molecules in a quantity of matter, it remains in its new configuration until he consciously changes it back. Even if rendered unconscious, the transformed substances remain.

The Molecule Man can even affect the molecules of matter with mystical properties (such as Thor's hammer), matter fashioned by vast cosmic power (the Silver Surfer's surfboard), and matter composed of the most impervious materials devised by man (Captain America's steel alloy-vibranium shield).

Talents:

None

Contacts:

God Emperor Doom, Sheriff Strange.

ADDITIONAL NOTES

HISTORY

Prior to the end of the Multiverse, Dr. Doom was working with a team of scientists to reverse-engineer a remnant of a Mapmaker he gathered from the world-ending incursion that fell on his home country of Latveria. With the knowledge he and his team were able to decode from the shard, Doom planned to use the Molecule Man to oppose whatever was the origin of the incursions and the decay of the multiverse.

Owen's body was imprisoned by Dr. Doom who intended to use him, whose energy frequency matched with the beacon of the Mapmakers, to oppose whatever was the origin of the Incursions and the decay of the universe. The Molecule Man took Doom into a blank void from where they subsequently traveled backwards through the mists of time.

Killing the first alternate Molecule Man, Doom and the Molecule Man arrived twenty-five years into the past of another universe, where they witnessed the origin of said reality's Molecule Man. The journey affected Molecule Man's mind, restoring it from its chaotic state. The Molecule Man killed his counterpart, which would set off the early death of his counterpart's universe. Owen explained his origin as a singularity bomb of the Beyonders and convinced Doom that in order to thwart the plans of the Beyonders, he had to embark in a mission to kill the Molecule Men across the multiverse. Reece told him that he had twenty-five years before the Molecule Men went terminal and that he would go mad again before that, so Doom would have to become a myth.

Five years later, Owen went mad again and, after other seven the incursions started occurring. Doom built a religion around himself as Rabum Alal and created the Black Swans to help continue hunting Molecule Men. Doom

would also capture different Molecule Men in order to create a weapon to destroy the Beyonders.

In the present, Doctor Strange arrived to the Library, having investigated the actions of Rabum Alal. Doom explained their history and revealed the weapon made of Molecule Men he had created to kill the Beyonders. The three of them confronted the Beyonders, successfully using the Molecule Men to destroy them, while using the regular Molecule Man as a conduit to harness their power, giving it to Doom.

After the impending destruction of the Multiverse, Doctor Doom used his new powers to gather the remnants of destroyed realities and create a patchwork planet called Battleworld. God Emperor Doom kept Molecule Man hidden inside a chamber in the garden of Castle Doom in Doomstadt, in order for his source of power to remain a secret.

When the survivors of the defunct Earth-616 and Earth-1610 arrived on Battleworld, they began orchestrating a plan to overthrow God Emperor Doom. When Mister Fantastic had sent Peter Parker and Miles Morales, the arachnid heroes tracked down the source of Doom's power to the Molecule Man's secret chamber, and encountered him. Like he asked every chance he had a visit, Owen questioned his visitors if they had brought him something to eat. Morales happened to have a cheeseburger in his pocket and gave it to Molecule Man, who stated he was in debt with the young hero. After confirming that Molecule Man was in fact the source of Doom's power, the Spider-Men left.

Discord soon arose in Battleworld as a consequence of the survivor's meddling, and armies marched forward towards Castle Doom. Mister Fantastic and his counterpart from Earth-1610,

The Maker, took advantage of the assault and infiltrated Molecule Man's chamber. The Maker was seemingly killed by the Molecule Man after he tried to betray Mr. Fantastic, and God Emperor Doom soon confronted his nemesis. In order for the ensuing fight to be fair, the Molecule Man depowered Doom. After a furious confrontation, Doom accused Richards of believing he could've done better had he had Doom's power, and when Reed conceded he did, the Molecule Man gave his power to Reed, destroying Battleworld in the process.

Using the Molecule Man's power, Mr. Fantastic began to reconstruct the Multiverse. And each time a reality was created, a portion of Molecule Man was sliced off to go with it as an anchor, additionally making Owen better and healing him.

THE FOUNDATION

The story of Susan Storm and her family was seemingly close to her Earth-616 counterpart until the day when she and her father Dr. Franklin Storm, her brother Johnny Storm, and her friend Ben Grimm, went into space and crash-landed. This experience led to them becoming the Fantastic Four dedicated to protecting Earth.

One day, their world seemingly experienced an incursion and the Fantastic Four were able to escape. They eventually landed in Battleworld in its early stages, where it was a frightening place full of darkness and constant war. During this time, Dr. Franklin Storm was killed by Apocalypse and the Fantastic Four were about to be killed, when Victor von Doom rescued them and helped Susan bury her father, which led to Victor and Susan falling in love, Johnny becoming the Sun, and Ben Grimm to become The Shield.

On Battleworld, God Emperor Doom is worshiped as a deity and accompanying this religion, the right hand to Doom is the Law, while its left hand is the Foundation, focused on discovery and science.

The Foundation eventually discovered an unidentified object, secretly a life raft, within Utopolis and reported this to Sheriff Strange, who then conducted an investigation with the Thor Corps.

After Strange was killed for betraying him, Doom tasked Valeria to use the resources of the Foundation to find the interlopers who had been scattered across the world, denying to provide any more information than that.

The Foundation immediately began to investigate the cause of Strange's death. While doing so, they found the hidden vault containing the Molecule Man - the source of Doom's power with the help of two Spider-Men, Peter Parker and Miles Morales.



SUSAN von DOOM

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: UN (100)

Popularity: 75

BACKGROUND

Real Name: Susan von Doom

Occupation: Consort to God Emperor Doom

Identity: Public

Legal Status: Citizen of Doomstadt

Other Known Aliases: None

Place of Birth: Earth 616, Long Island, NY

Marital Status: Married

Known Relatives: God Emperor Doom, Valeria (daughter), Franklin (son) Johnny Storm (brother)

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Invisibility: EX rank transparency to visible light. Maximum area of effect 40,000 cubic feet up to 6 areas away.

Force Field: MN 1 area coverage. Each additional area at a -1CS

Kinetic Bolt: MN

Landing Cushion: Soaks MN damage

Flight: 2 Areas/Round

Power Negation: Bottle up physical or energy powers with less than MN rank.

Suffocation: AM

Talents: Actress, Machinist

Contacts: God Emperor Doom, Sheriff Strange. The Foundation, Barons from across Battleworld.



VALERIA, HEAD OF THE FOUNDATION

VALERIA von DOOM

F PR (4)
A GD (10)
S PR (4)
E GD (10)
R MN (75)
I RM (30)
P AM (50)

Health: 28

Karma: 155

Resources: UN

Popularity: 75

BACKGROUND

Real Name: Valeria von Doom

Occupation: Advisor to God Emperor Doom, Head of The Foundation

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Long Island, NY

Marital Status: Single

Known Relatives: God Emperor Doom, (father) Susan Storm (mother), Franklin (brother) Johnny Storm (uncle)

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Super-Genius Intelligence: MN

Talents: Computers, Technology, Robotics, Mathematics, Physics, Chemistry, Biology, Geology, and any other known sciences.

Contacts: The Foundation, All Barons across Battleworld.

FRANKLIN von DOOM

F PR (4)
A GD (10)
S PR (4)
E EX (20)
R RM (30)
I RM (30)
P AM (50)

Health: 38

Karma: 110

Resources: UN

Popularity: 75



BACKGROUND

Real Name: Franklin von Doom

Occupation: Guardian of Galactus

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Long Island, NY

Marital Status: Single

Known Relatives: God Emperor Doom, (father) Susan Storm (mother), Valeria (sister) Johnny Storm (uncle)

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Matter Creation and Control: MN ability to create simple and complex constructs limited only by his imagination and Reason. It is possible Franklin's ability may exceed the Monstrous level, but may be held in check by Doom. It is rumored that upon maturation, Franklin's powers would surpass those of the Molecule Man.

Gestalt: CL3000. Franklin is psychically linked to Galactus and can control the world eater's every move like a video game. He spends most of his time in the palm of Galactus' hand and rides his head or shoulder in battle.

Invulnerability to Energy: CL3000 immunity to all energy attacks. Franklin can comfortably sit in the cosmic fires emitted from Galactus' skull.

Telekinesis: AM. Again, this power may well be greater, but is likely held in check by God Doom.

Talents: None

Contacts: The Foundation, Galactus, All Barons across Battleworld.

MINISTER ALEX POWER

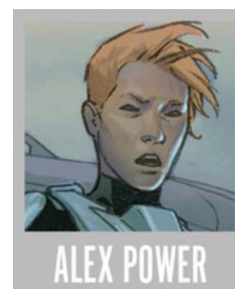
F TY (6)
A GD (10)
S TY (6)
E AM (50)
R IN (40)
I EX (20)
P GD (10)

Health: 72

Karma: 70

Resources: RM

Popularity: 50



BACKGROUND

Real Name: Alexander Power

Occupation: Minister of The Foundation

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Richmond,

VA

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Gravity Control: MN

- Levitate at PR speed.

Talents: None

Contacts: The Foundation, All Barons across Battleworld.

DRAGON MAN

F GD (10)

A GD (10)

S AM (50)

E MN (75)

R IN (40)

I GD (10)

P GD (10)

Health: 145

Karma: 60

Resources: RM

Popularity: 40



BACKGROUND

Real Name: Dragon Man

Occupation: Lead Scientist of The Foundation

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Biology Department, State University, Hegeman, NY

Marital Status: Single

Known Relatives: None

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Armor Skin: IN resistance to physical and energy attacks.

Fire Generation: MN

Prehensile Tail: RM damage

Winged Flight: GD speed

Weakness: Sonics can send Dragon Man into an uncontrollable rage, reducing his Reason and Intuition to FE, and Psyche to PR.

Talents: None

Contacts: The Foundation, Scientists across Battleworld.

BENTLY-23

F PR (4)

A TY (6)

S PR (4)

E TY (6)

R IN (40)

I GD (10)

P TY (6)

Health: 20

Karma: 56

Resources: RM

Popularity: 20



BACKGROUND

Real Name: Bently-23

Occupation: Foundation Technician

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, The Wizard's Secret Laboratory

Marital Status: Single

Known Relatives: The Wizard (genetic template)

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Hyper-Invention: IN ability to conceptualize and build technology in the field.

Talents: Science and Technology, repair/Tinkering

Contacts: The Foundation, Wizards of various Domains.

NOSTRADAMUS

F PR (4)

A TY (6)

S PR (4)

E TY (6)

R AM (50)

I RM (30)

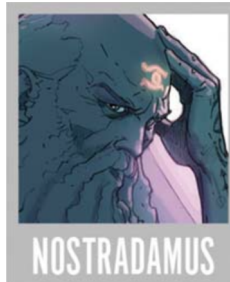
P IN (40)

Health: 20

Karma: 120

Resources: RM

Popularity: 30



BACKGROUND

Real Name: Michel de Nostradame

Occupation: Foundation Seer

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Saint-Rémy-de-Provence, France

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Precognition: UN ability to foretell the future.

Longevity: Nostradamus' life has been greatly extended and as far as anyone can tell, his aging has all but halted.

Talents: Medicine, Multi-Lingual, Science, Astronomy, Astrology, Author

Contacts: The Foundation

NIGHT MACHINE

F TY (6)

A GD (10)

S EX (20)

E RM (10)

R AM (50)

I EX (20)

P TY (6)

Health: 46

Karma: 76

Resources: IN

Popularity: 30



BACKGROUND

Real Name: Nicola Tesla

Occupation: Foundation Inventor

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Smiljan, Austrian Empire

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Containment Suit: Tesla has a Quantum power source embedded in his body. His suit helps to contain the source and augments his Strength and Endurance and grants the following powers:

Hyper-Speed: TY

Electrical Blast: IN

Electrical Control: IN

Talents: Science and Technology, Physics, Chemistry, Repair/Tinkering, Robotics

Contacts: The Foundation

PSYCHO-MAN

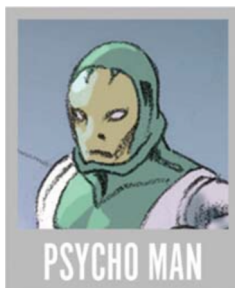
F PR (4)
A TY (6)
S PR (4)
E EX (20)
R AM (50)
I EX (20)
P GD (10)

Health: 34

Karma: 80

Resources: AM

Popularity: 10



BACKGROUND

Real Name: Unknown

Occupation: Scientist of The Foundation

Identity: Secret

Legal Status: Citizen of Doomstadt

Place of Birth: Reality 616, Traan

Marital Status: Single

Known Relatives: None

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Battlesuit: AM resistance to physical and energy attacks.

F A S E R I P
EX EX MN MN AM EX GD

Giant Battlesuit: 200ft tall robotic armor with AM protection from physical and energy attacks

F A S E
AM EX UN UN

Emotion Control Box: MN with a 2 area range. Effects last 1-10 turns per exposure. Can effect multiple targets at once. Victims must make an Intuition

FEAT or suffer:

- Fear: Victim must flee or be paralyzed.
- Doubt: Victim cannot function normally
- Hate: Victim is filled with homicidal frenzy

Talents: Psychology, Psychomechanics, Dimensional Travel

Contacts: The Foundation, Scientists across Battleworld.

KATHERINE PRYDE

F EX (20)
A GD (10)
S TY (6)
E EX (20)
R RM (30)
I GD (10)
P GD (10)

Health: 56

Karma: 50

Resources: RM

Popularity: 10



BACKGROUND

Real Name: Katherine "Kitty" Pryde

Occupation: Foundation Anomaly Scout

Identity: Public

Legal Status: Citizen of Doomstadt

Place of Birth: Earth 616, Deerfield, IL

Marital Status: Single

Known Relatives: Presumed Deceased

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Phasing: IN ability to pass through solid matter. Allows the following power stunts:

- Walk on Air
- Disrupt Electrical Equipment
- Render others out of phase
- Weild objects out of phase
- Astral sight

Talents: Electronics, Computers, Martial Arts C, E, Resist Domination, Russian

Contacts: The Foundation

MOLOIDS

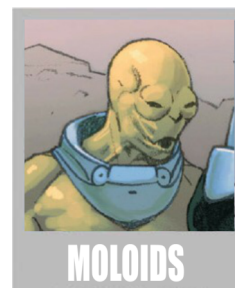
F PR (4)
A TY (6)
S PR (4)
E TY (6)
R EX (20)
I GD (10)
P TY (6)

Health: 20

Karma: 36

Resources: TY

Popularity: 0



BACKGROUND

Real Name: Various

Occupation: Foundation Field Technicians

Identity: Public

Legal Status: Citizens of Doomstadt

Place of Birth: Earth 616, Underground

Marital Status: Single

Known Relatives: Brethren

Group Affiliation: The Foundation

Base of Operations: Doomstadt

KNOWN POWERS

Night Vision: AM ability to see in darkness.

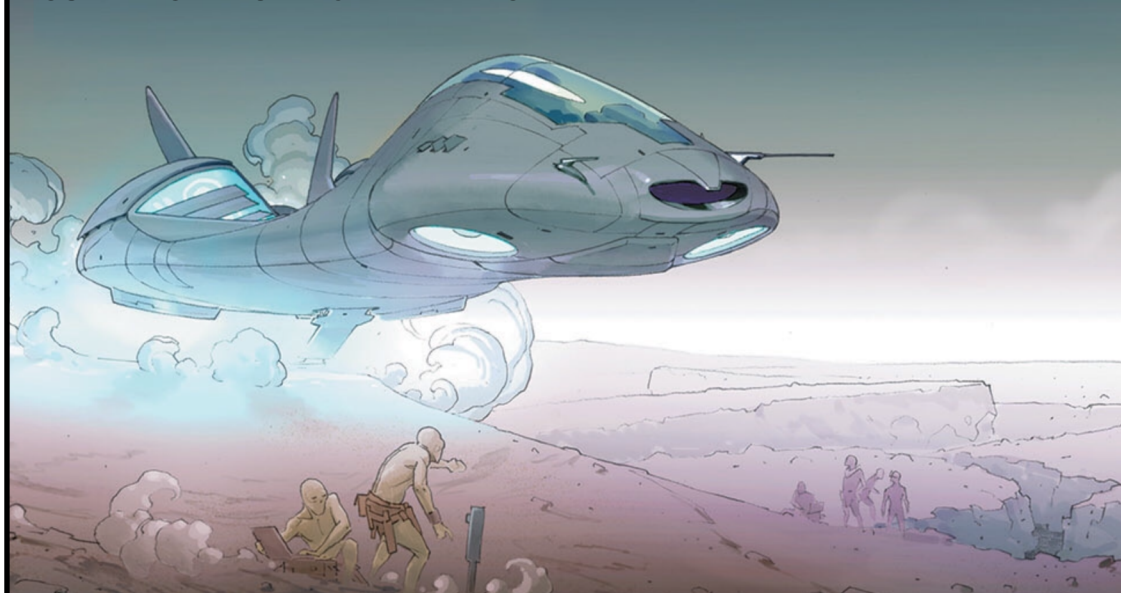
Thick Skin: TY body armor.

Weakness: Sensitivity to light. Although the Moloids of Battleworld have adapted to life on the ground, a sudden burst of light will blind them for 1-10 rounds.

Talents: Computers and Technology

Contacts: The Foundation

FOUNDATION RESEARCH EXPEDITION



Doomgard is the domain of Battleworld where the Thor Corps operated. A ceremony is held in one of Doomgard's halls where different Thors from other domains attempt to lift a Mjolnir, if they succeed, they become part of the Thor Corps.

One of the Thor Corps' most notorious members is Thunderer Thorlief, known as "Ultimate Thor" due to his impressive record of resolved crimes, including the arrest of thirteen Hulks in one night, and having solved the "Mangog murders."

His most recent case was the homicide of five different women in different domains, who were revealed all to be different versions of the same person. Ultimate Thor's partner, Beta Ray Thor, was fatally injured in the Kingdom of Manhattan by an unknown enemy right after getting a tip on the identity of the woman from Loki, but he managed to tell her name to Thorlief on his death bed: Jane Foster.

After mourning for their fallen brother, the Thor Corps proceeded to comb through Battleworld for any suspects, any person capable of killing a Thor. Ultimate Thor investigated a Jane Foster from the Kingdom of Manhattan, and found her possessions had been taken by an ex-member of the Thor Corps known as Thor the Unworthy. Ultimate Thor was unable to get information from Thor the Unworthy as he was called by his brother after finding a new victim, a hammer salesman named Donald Blake. Before the investigation could begin, Ultimate Thor pinned down Loki, who was found roaming the crime scene.

During the interrogation, Loki claimed to not have murdered the Jane Fosters or Donald Blakes. Loki stated he had simply moved the bodies so they could be left for the Thor Corps to find. Ultimate Thor later followed Loki's directions to the place where a mass grave for Jane Fosters and Donald Blakes was found; the Deadlands. When he was investigating the corpses, Thorlief was struck from behind by the Rune Thor, one of his



DOOMGARD

least amicable peers, who admitted to have killed Beta Ray while he left Thorlief beaten at the mercy of the zombies of the Deadlands. However, he was unexpectedly saved by Thor the Unworthy.

The Ultimate and the Unworthy Thors rushed back to Doomgard in order to stop the villainous Thors, who were about to get rid of Loki. It was revealed the Rune Thor had murdered the Jane Fosters and Donald Blakes for the sake of Doctor Doom's doctrine, possibly because most Jane Fosters and Donald Blakes from alternate universes were closely tied to their respective Thors. A furious battle took place in the halls of Doomgard, at the same time the Jane Foster of the universe previous to Battleworld was rallying her fellow Thors against God Emperor Doom's lies. The Rune and the Destroyer Thors were defeated, and the Thor Corps proceeded to raid Doom's Castle.



THOR CORPS

**A note from the Adaptor: The Adaptor has taken some liberties in the naming of certain Thors and their hammers represented in the following pages. Thors named in this manner will be denoted by an asterix (*).*

The Thor Corps were composed of multiple men and women across Battleworld and served as God Emperor Doom's police force. In order to become a member of the Thor Corps, one must be worthy to wield the power

of Mjolnir during a ceremony held in one of the halls of Doomgard, the Thor Corps' base of operations. They served God Emperor Doom without question.

Thunderer Thorlief was a top Thor Corps member where he was known for solving the "Mangog Murders" and had a record of arresting 13 Hulks which happened in one night.

Jane Foster from a universe previous to Battleworld infiltrated their ranks after Doom killed Sheriff Strange. With the help of the Thor of Higher Avalon, she managed to convince the rest of the Thor Corps to rebel against Doom for making them believe in a lie.

The Thor Corps later joined the rebellion against Doom and started to attack the Barons defending Doomstadt. The Thor Corps were likely decimated when Molecule Man transferred his power to Mister Fantastic, destroying Battleworld in the process.

THUNDERER THORLEIF

STATISTICS

F AM (50)
A EX (20)
S UN (100)
E MN (75)
R GD (10)
I EX (20)
P RM (30)

Health: 245

Karma: 60

Resources: TY

Popularity: 10

BACKGROUND

Real Name: Thor Odinson

Occupation: Thor

Identity: Secret

Legal Status: Citizen of Doomgard

Other Known Aliases: The Ultimate Thor

Place of Birth: Reality 1610, Asgard

Marital Status: Single

Known Relatives: Odin (father, deceased);

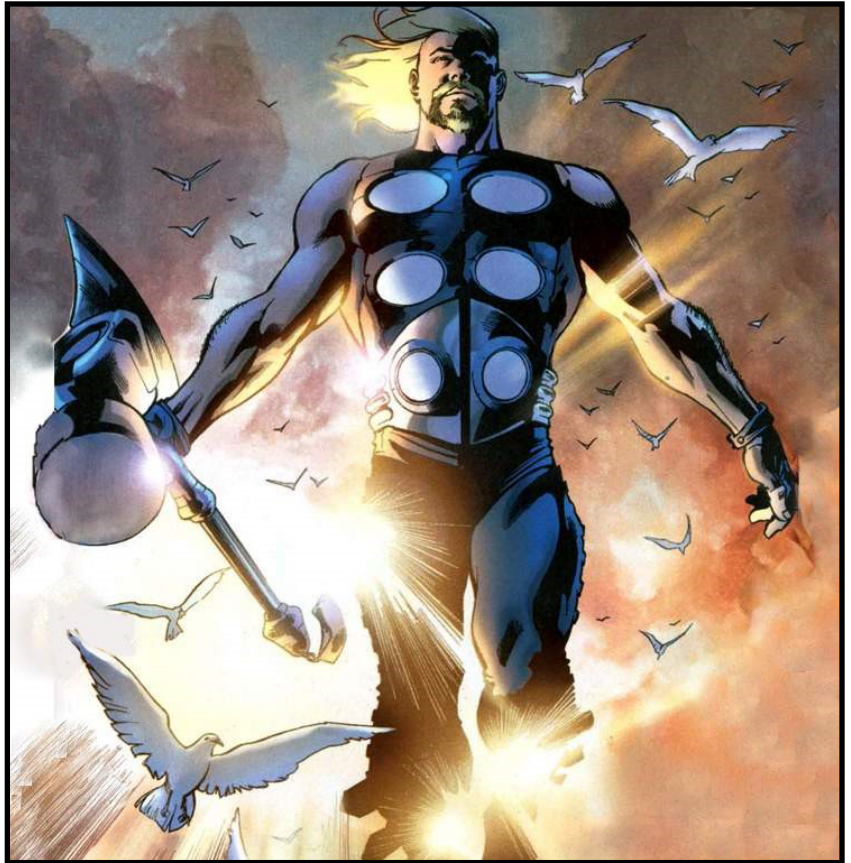
Balder (paternal half-brother, deceased);

Loki (paternal half-brother, deceased);

Modi Thorson (son, deceased)

Group Affiliation: Thor Corps

Base of Operations: Doomgard



KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Weapons:

Mjolnir: UN Material Strength and damage. Fighting increases to MN when using the hammer. Can be thrown 10 areas and will come back 1 round later.

Talents:

Detective, Martial Arts B, C, E, Wrestling, Politics

Contacts:

Thor Corps

ADDITIONAL NOTES

HISTORY

When the Multiverse was destroyed and recreated in the form of Battleworld, so was Thor, but with a new name: Thunderer Thorlief. In some point in time, he joined the Thor Corps, and became known as the Ultimate Thor for the arrest of thirteen Hulks in one night, and having solved the "Mangog murders." His partner was Stormbreaker Ray.

His most recent case was the homicide of five different women in different domains, who were revealed all to be different versions of the same person. Stormbreaker Ray was fatally injured in the Kingdom of Manhattan by an unknown enemy right after getting a tip on the identity of the woman from Loki, but he managed to tell her name to Thorlief in his death bed: Jane Foster.

After mourning for their fallen brother, the Thor Corps proceeded to comb through Battleworld for any suspects, any person capable of killing a Thor. Ultimate Thor investigated a Jane Foster from the Kingdom of Manhattan, and found her possessions had been taken by an ex-member of the Thor Corps known as Thor the Unworthy. Ultimate Thor was unable to get information from Thor the Unworthy as he was called by his brother after finding a new victim, a hammer salesman named Donald Blake. Before the investigation could begin, Ultimate Thor pinned down Loki, who was found roaming the crime scene.

During the interrogation, Loki claimed to not have murdered the Jane Fosters or Donald

Blakes. Loki stated he has simply moved the bodies so they could be left for the Thor Corps to find. Ultimate Thor later followed Loki's directions to the place where a mass grave for Jane Fosters and Donald Blakes was found, the Deadlands. When he

doctrine, possibly because most Jane Fosters and Donald Blakes from alternate universes were closely tied to their respective Thors. A furious battle took place in the halls of Doomgard, at the same time the Jane Foster of the universe previous to Battleworld

was rallying her fellow Thors against God Emperor Doom's lies. The Rune and the Destroyer Thors were defeated, and Thorlief, along with the Thor Corps proceeded to raid Doom's Castle, seemingly perishing in the process.

After the restoration of the Multiverse, Thor's hammer appeared in Earth-616 and crashed into Asgard.



was investigating the corpses, Thorlief was struck from behind by the Rune Thor, one of his least amicable peers, who admitted to have killed Beta Ray while he left Thorlief beaten at the mercy of the zombies of the Deadlands. However, he was unexpectedly saved by Thor the Unworthy.

The two of them rushed back to Doomgard in order to stop the villainous Thors, who were about to get rid of Loki. It was revealed the Rune Thor had murdered the Jane Fosters and Donald Blakes for the sake of Doctor Doom's

STORMBREAKER RAY

STATISTICS

F UN (100)
A EX (20)
S UN (100)
E UN (100)
R GD (10)
I EX (20)
P AM (50)

Health: 320

Karma: 80

Resources: TY

Popularity: 10

BACKGROUND

Real Name: Beta Ray Bill

Occupation: Thor

Identity: Secret

Legal Status: Citizen of Doomgard

Other Known Aliases: Beta Ray Thor

Place of Birth: Reality 616, Korbin

Marital Status: Single

Known Relatives: None

Group Affiliation: Thor Corps

Base of Operations: Doomgard



KNOWN POWERS

Invulnerability: MN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Healing Factor: RM. Heals 30x faster than the normal rate.

Longevity: UN

Weapons:

Stormbreaker: UN Material Strength and damage. Can be thrown 10 areas and will come back 1 round later.

Talents:

Detective, Martial Arts B, C, E,

Contacts:

Thor Corps

ADDITIONAL NOTES

HISTORY

Stormbreaker Ray was a member of the Thor Corps, composed of multiple men and women across Battleworld. The Corps are known as Doom's policing agency and are Battleworld's enforcers of justice.

Ray's most recent case concerned the homicides of five different women in different domains, who were revealed all to be different versions of the same woman. Stormbreaker Ray went to the Kingdom of Manhattan in search of answers from an old informant known as Loki. After receiving information from him, he was immediately struck by lightning by an unknown assailant, secretly Rune Thor, and later died in his partner's arms. With his dying breath, Ray was able to whisper the name of the women who had been murdered: Jane Foster.

THIS FEMALE VERSION OF
BETA RAY THOR WAS SEEN
CONFRONTING OLD MAN LOGAN
IN MANHATTAN



THOR THE UNWORTHY

STATISTICS

F MN (75)
A EX (20)
S MN (75)
E MN (75)
R GD (10)
I GD (10)
P RM (30)

Health: 245

Karma: 50

Resources: FE

Popularity: 0

BACKGROUND

Real Name: Thor Odinson

Occupation: Former Thor

Identity: Public

Legal Status: Citizen of Doomgard

Other Known Aliases: The Mighty Thor

Place of Birth: Reality 616, Asgard

Marital Status: Single

Known Relatives: Odin (father);
Balder (paternal half-brother, deceased);
Loki (paternal half-brother); Angela (half-sister)

Group Affiliation: None

Base of Operations: Doomgard

KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Healing Factor: RM. Heals at 30x normal rate.

Allspeak: Can understand any language and can speak to be understood by any sentient being.

Iron Will: UN

Longevity: UN

Weapons:

Jarnbjorn: Axe made of UN Material Strength and causes UN Edged Damage. Fighting increases to UN when using the axe.

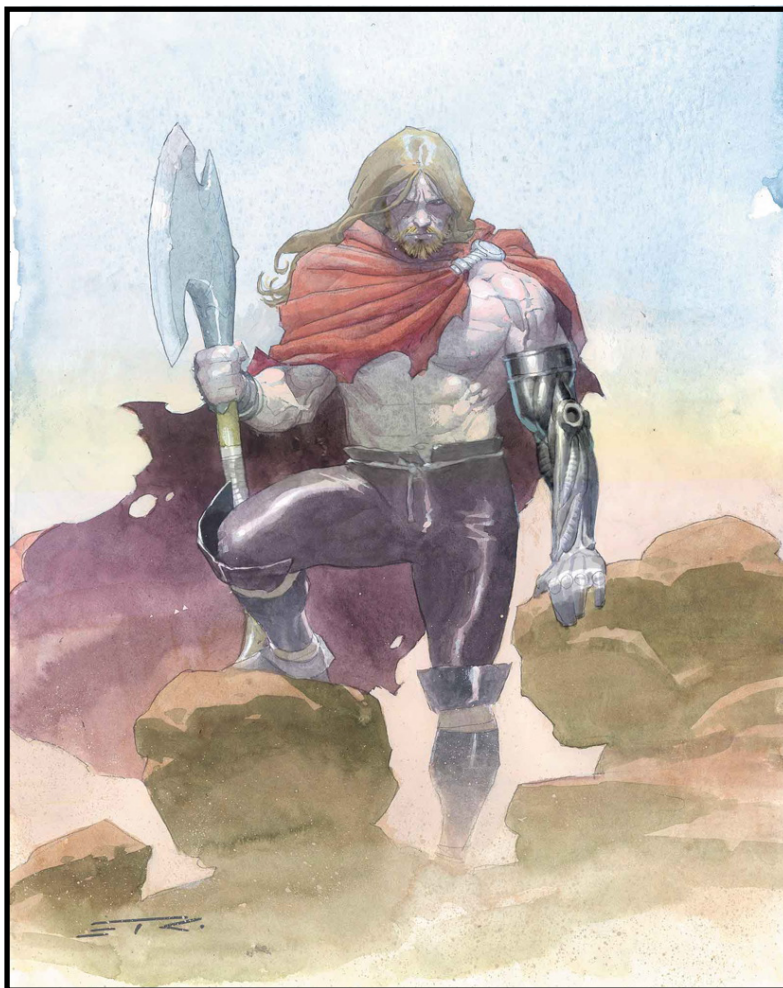
Black Uru Prosthetic Arm: UN Material Strength. Strength increases to UN when using this arm, but fighting decreases to AM for using his off hand in battle.

Talents:

Detective, Martial Arts B, C, E, Wrestling, Leadership, Edged Weapons, Blunt Weapons.

Contacts:

None



ADDITIONAL NOTES

HISTORY

After losing the ability to wield Mjolnir, Thor took up his battle axe Jarnbjorn as a substitute.

On the Moon, Thor discovered his missing Mjolnir and tried to reclaim his hammer but was rejected by it. Even Odin, the creator of the worthiness enchantment of Mjolnir, couldn't pick it up. During a battle against Malekith and some Frost Giants, he also lost his left arm (cut off by Malekith with Jarnbjorn), and later replaced it with a Black Uru arm prosthesis.

Later, an unknown woman, who was secretly Jane Foster, proved worthy of wielding Mjolnir, and became the new Thor.

When the decay of the Multiverse started aggravating, the Odinson joined Sunspot's Avengers to help him find a way to stop it. Thor and the other volunteer Avengers stepped into a machine capable of transporting individuals across the Multiverse, in hopes of finding the source of its' decay.

Having acquired the Mjolnir of an alternate version of Thor whose hammer could only be lifted by the unworthy instead of the worthy, Thor unleashed it when he encountered the Black Priests, once again wielding the power he had possessed before becoming unworthy.

The Avengers traveled across numerous universes, navigating a map left by the Mapmakers. After one last jump across universes that cost Nightmask his life, the Avengers found themselves face to face with a fissure in time and space. From it, two Beyonders emerged and

demanded that the heroes fall back. Upon denying their request, the Avengers faced the Beyonders. In an attempt to reprogram one of the Beyonders, Abyss and the Ex Nihili sacrificed themselves, turning the Beyonder into a tree, and after being stabbed by the second Beyonder, Star Brand used his last breath to unleash the energy within him and destroy it. Now the only surviving Avengers, the Odinson and Hyperion found themselves facing a wave of countless Beyonders.

Shortly before facing the horde of Beyonders, Odinson tried to recover the AlternateThor's Mjolnir, which he had dropped during the previous fight. When he tried to lift it, he found himself unable to do so, meaning that he had become worthy once more. Thor laughed at this, and faced his death wielding Jarnbjorn alongside Hyperion.

On Battleworld, Thor the Unworthy Thor became aware of the serial killings of women known as Jane Foster across Domains. In an attempt to assist, he inadvertently ran afoul of Ultimate Thor but was able to assist in the discovery and capture of Rune Thor and Destroyer who had murdered the Jane Fosters and Donald Blakes for the sake of Doctor Doom's doctrine, possibly because most Jane Fosters and Donald Blakes from alternate universes were closely tied to their respective Thors. A furious battle took place in the halls of Doomgard, at the same time the Jane Foster of the universe previous to Battleworld was rallying her fellow Thors

against God Emperor Doom's lies. The Rune and the Destroyer Thors were defeated, and Thor the Unworthy along with the Thor Corps proceeded to raid Doom's Castle, seemingly perishing in the process.

RUNE THOR

STATISTICS

F UN (100)
A EX (20)
S UN (100)
E MN (75)
R GD (10)
I GD (10)
P RM (30)

Health: 295

Karma: 50

Resources: TY

Popularity: 5

BACKGROUND

Real Name: Thor Odinson

Occupation: Thor

Identity: Secret

Legal Status: Citizen of Doomgard

Other Known Aliases: Runey

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Odin (father, deceased);

Balder (paternal half-brother, deceased);

Loki (paternal half-brother, deceased);

Group Affiliation: Thor Corps

Base of Operations: Doomgard

KNOWN POWERS

Invulnerability: MN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Healing Factor: RM. Heals 30x faster than the normal rate.

Longevity: UN

Weapons:

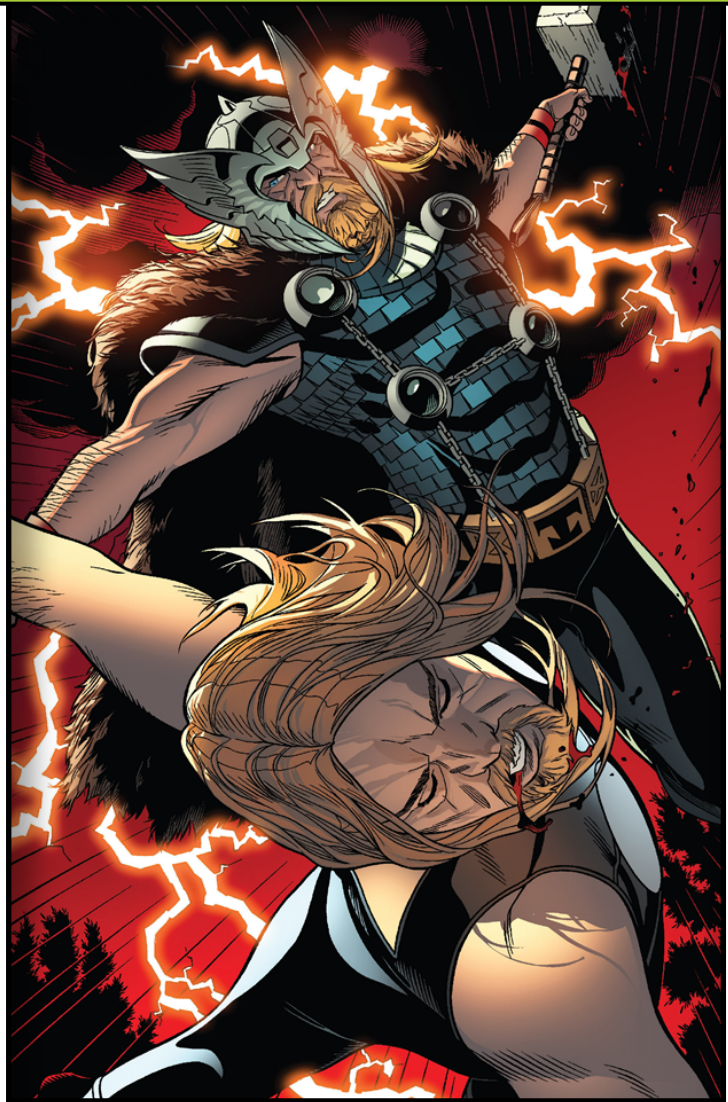
Mjolnir: UN Material Strength and damage. Fighting is considered SHX when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents:

Detective, Martial Arts B, C, E, Wrestling

Contacts:

Thor Corps



ADDITIONAL NOTES

HISTORY

Not much is known about Rune Thor's history, but at some point in time he became a member of the Thor Corps, a force composed of multiple men and women dedicated to preserving peace across Battleworld.

Eventually Rune Thor began to murder Jane Fosters and Donald Blakes from multiple domains with the help of his partner, the Destroyer Thor, possibly because most Jane Fosters and Donald Blakes from alternate realities were closely tied to their respective Thors. These murders led to a Thor Corps investigation with Thunderer Thorlief and Stormbreaker Ray assigned as lead investigators. The pair traveled to the Kingdom of Manhattan to seek information from one of Ray's informants, Loki, and as Stormbreaker Ray was receiving the tip, Rune Thor fatally injured him.

Over the next few weeks following Ray's death the Thor Corps proceeded to comb through Battleworld hunting for any suspects, any person capable of killing a Thor. Meanwhile, Rune Thor had killed a hammer salesman named Donald Blake whose body Loki found and then dumped where Thorlief would find it.

Thorlief's inquiry eventually led him to the Deadlands where a mass grave for Jane Fosters and Donald Blakes was uncovered. While he was investigating, Rune Thor struck him from behind and left him for dead at the mercy of the Deadlands' zombies; however, Thorlief would eventually be rescued by Thor the Unworthy.

Rune Thor and his partner,

Destroyer Thor, went back to Doomgard to kill the only witness to Ray's death, Loki, but failed when Thorlief and Thor returned and attacked them. A furious battle took place in the halls of Doomgard, where, at the same time, Jane Foster from Earth-616 was rallying the Thors to rebel against God Emperor Doom. Rune Thor was about to destroy his fellow Thors when his hammer fell out of his hand and dropped to the floor. He tried to pick it up, but to no avail, for he was unworthy, and this allowed Thorlief to knock him unconscious.

DESTROYER THOR

STATISTICS

F UN (100)
A MN (75)
S UN (100)
E UN (100)
R PR (4)
I PR (4)
P UN (100)

Health: 375

Karma: 108

Resources: TY

Popularity: 5

BACKGROUND

Real Name: Destroyer

Occupation: Thor

Identity: Public

Legal Status: Citizen of Doomgard

Other Known Aliases: None

Place of Birth: Reality 616, Asgard

Marital Status: Single

Known Relatives: None

Group Affiliation: Thor Corps

Base of Operations: Doomgard

KNOWN POWERS

Invulnerability: UN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Plasma Generation: UN

Kinetic Blast: UN

Disintegration: UN (Red Endurance FEAT to resist)

Longevity: UN

Weapons:

Destroyer: UN Material Strength and damage. Fighting is considered SHX when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents:

None

Contacts:

Thor Corps



ADDITIONAL NOTES

HISTORY

Adaptor's Note: Battleworld's version of The Destroyer is considerably less powerful than it's 616 Universe counterpart. It is believed Doom built him this way to avoid a being that would present a danger to the Doom Family.

Not much is known about Destroyer Thor's history, but at some point in time he became a member of the Thor Corps, a force composed of multiple men and women dedicated to preserving peace across Battleworld.

Destroyer's partner, Rune Thor, secretly began to murder Jane Fosters and Donald Blakes from multiple domains, possibly because most Jane Fosters and Donald Blakes from alternate realities were closely tied to their respective Thors. Destroyer was an accessory to these murders.

This led to a Thor Corps investigation with Thunderer Thorlief and Stormbreaker Ray assigned as lead investigators. The pair traveled to the Kingdom of Manhattan to seek information from one of Ray's informants, Loki, and as Stormbreaker Ray was receiving the tip, Rune Thor fatally injured him, with Destroyer aiding in the cover-up.

Over the next few weeks following Ray's death the Thor Corps proceeded to comb through Battleworld hunting for any suspects, any person capable of killing a Thor. Meanwhile, Rune Thor and Destroyer had killed a hammer salesman named Donald Blake whose body Loki found and then dumped where Thorlief would find it.

Thorlief's inquiry eventually led

him to the Deadlands where a mass grave for Jane Fosters and Donald Blakes was uncovered. While he was investigating, Rune Thor struck him from behind and left him for dead at the mercy of the Deadlands' zombies; however, Thorlief would eventually be rescued by Thor the Unworthy.

Rune Thor and Destroyer went back to Doomgard to kill the only witness to Ray's death, Loki, but failed when Thorlief and Thor returned and attacked them. A furious battle took place in the halls of Doomgard, where, at the same time, Jane Foster from Earth-616 was rallying the Thors to rebel against God Emperor Doom. Rune Thor and Destroyer were defeated by their fellow Thor Corps who went on to overthrow Barons across Battleworld and ending Doom's reign.

STATISTICS

F AM (50)
A RM (30)
S AM (50)
E MN (75)
R TY (6)
I EX (20)
P RM (30)

Health: 205

Karma: 87

Resources: TY

Popularity: 5

BACKGROUND

Real Name: Ororo Munroe

Occupation: Thor

Identity: Secret

Legal Status: Citizen of Doomgard

Other Known Aliases: Storm, Stormy

Place of Birth: Reality 616, New York, NY

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Thor Corps

Base of Operations: Doomgard

KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Weapons:

Stormborn: UN Material Strength and damage. Fighting is considered MN when using her hammer. Can be thrown 10 areas and will come back 1 round later.

Talents:

Detective, Martial Arts A, C, Kenyan and Russian Languages, Knife, Thievery, Lock-picking, Pocket-Picking, Escape.

Contacts:

Thor Corps



ADDITIONAL NOTES



HISTORY

Not much is known about Stormborn's history, but at some point in time she became a member of the Thor Corps, a force composed of multiple men and women dedicated to preserving peace across Battleworld. It is believed that she once had a romantic relationship with Thunderer Thorleif.

STATISTICS

F AM (50)
A AM (50)
S RM (30)
E MN (75)
R GD (10)
I RM (30)
P AM (50)

Health: 205

Karma: 90

Resources: TY

Popularity: 6

BACKGROUND

Real Name: Unrevealed

Occupation: Thor, Forensics Division

Identity: Secret

Legal Status: Citizen of Doomgard

Other Known Aliases: The Frog of Thunder

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Thor Corps

Base of Operations: Doomgard

KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Healing Factor: RM. Heals 30x faster than the normal rate.

Longevity: UN

Weapons:

Frogjolnir: UN Material Strength, IN damage. Can be thrown 10 areas and will come back 1 round later.

Talents:

Forensics, Detective, Martial Arts B, C

Contacts:

Thor Corps



ADDITIONAL NOTES



HISTORY

Not much is known about Throg's history, but at some point in time he became a member of the Thor Corps, a force composed of multiple men and women dedicated to preserving peace across Battleworld.

Throg is the lead Forensics Officer in the Thor Corps and assisted Thunderer Thorleif in his investigation of the murders of Jane Fosters from across Battleworld which led to the arrest of Rune Thor and Destroyer Thor.

STATISTICS

F EX (20)
A GD (10)
S UN (100)
E UN (100)
R GD (10)
I EX (20)
P IN (40)

Health: 230

Karma: 70

Resources: TY

Popularity: 6

BACKGROUND

Real Name: Groot

Occupation: Thor

Identity: Secret

Legal Status: Citizen of Doomgard

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Thor Corps

Base of Operations: Doomgard



KNOWN POWERS

Flora Colossus Physiology:

Throat is a Flora Colossus, whose very body gives him the following power stunts:

Resistance to Fire: Rm

Growth: Initial growth is at IN (20'). For each round he is allowed to draw wooden objects into his body, he will grow 1 rank in height, up to Sh-X (50')

Flora Absorption: UN ability to absorb wood to feed sustain himself, to rebuild himself (which also requires water) and to enhance his strength by up to +2cs.

Flora Control: UN ability to control trees, using them to attack others.

Serial Immortality: As long as there is a splinter left of Throat, he may regrow indefinitely.

Invulnerability: UN resistance to

physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Weapons:

**Iamgroot:* Hammer with UN Material Strength and damage. Fighting is considered SHX when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents:

None

Contacts:

Thor Corps

ADDITIONAL NOTES



HISTORY

Not much is known about Throot's history, but at some point in time he became a member of the Thor Corps, a force composed of multiple men and women dedicated to preserving peace across Battleworld.

ALDRIF DOOMSDOTTIR

STATISTICS

F MN (75)
A AM (50)
S AM (50)
E MN (75)
R EX (50)
I RM (30)
P RM (30)

Health: 250

Karma: 110

Resources: IN (40)

Popularity: 30

BACKGROUND

Real Name: Aldrif Doomsdottir

Occupation: Thor

Identity: Public

Legal Status: Citizen of Doomgard

Other Known Aliases: Angela

Place of Birth: Doomgard

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Thor Corps

Base of Operations: Doomgard

KNOWN POWERS

Body Armor: Excellent protection from physical and energy attacks.

Resist Disease: Shift Z protection from all forms of disease and poisons.

Extended Lifespan: Aldrif is considered nearly immortal with a Shift Z lifespan.

Healing Factor: Can heal at an accelerated rate with Amazing ability.

Flight: Aldrif can fly at Excellent speed.

Self Sustenance: Aldrif can go without food, water, or oxygen with Unearthly ability.

Weapons:

Devilslayer:

AM Damage/UN Material

Can call forth AM lightning.



Xiphos the Sword of the Stars:
AM Damage/UN Material

Blades of Ichor:
AM Damage/UN Material

Lance:
AM Damage/UN Material

Bladed Bow:
IN Damage/UN Material

Ribbons:
IN Damage/UN Material

Talents: Edged Weapons, Weapons Specialist: Hammer, Martial Arts D and E

Contacts: Thor Corps

ADDITIONAL NOTES

HISTORY

Aldrif Doomsdottir is a member of the Thor Corps, Doom's enforcers of justice composed of multiple men and women from across Battleworld.

After dealing with some human extremists in the Monarchy of M, she was struck by a bolt while flying the borders of Killville. When she woke up, she then attacked M.O.D.O.K. who was near her, thinking he was responsible for attacking her, but soon came to realize that he wasn't responsible and M.O.D.O.K. offered his assistance to find out who attacked her.

Suddenly, the Assassins Guild tried to attack both of them. Together, M.O.D.O.K. and Aldrif worked together to dispose of their would-be assassins, even succeeding when being overwhelmed. Afterwards, the Mindless Ones descended to the scene.

M.O.D.O.K. and Aldrif were able to evade the endless waves of Mindless Ones, at the cost of the lives of the remaining members of the Assassins Guild, who had become M.O.D.O.K.'s temporary allies. Upon reaching a safe zone, M.O.D.O.K. started putting together the different occurrences that happened to Aldrif, and concluded that the attack that struck her down, the force field that prevented her from reaching her hammer, and her cloaking against technology had been the work of Baron Mordo. The Mindless Ones caught up to M.O.D.O.K. and his companion, ultimately swarming him while Aldrif tried to go through

the force field surrounding her hammer to recover it. The effort to disrupt the field knocked her out, while M.O.D.O.K. tried to kill Baron Mordo.

Aldrif eventually regained consciousness and killed Clea, subsequently dealing with the rest of the Mindless Ones while M.O.D.O.K. defeated Mordo. The Thor Corps arrived soon after Baron Mordo's defeat, and in a fit of rage, the villain tried to attack the Thors, but was killed by M.O.D.O.K.. Aldrif defended M.O.D.O.K.'s actions against her fellow Thors, acknowledging M.O.D.O.K.'s help in saving her. Before leaving, M.O.D.O.K. tried to kiss Angela, but she rejected him, then informed Sheriff Strange of M.O.D.O.K.'s actions, and he was made Baron of Killville.

After this, Aldrif was sent by God Emperor Doom to deal with Gamora, who had left the domain of Knowhere several times. Gamora was rescued alongside Drax, who picked up a fight with Angela when she appeared asking for Gamora, by their fellow Guardians of Knowhere member, Rocket Raccoon, and the trio fled to Mantis' apartment.

Angela later arrived to deal with Yotat the Destroyer by striking the villain with a lightning bolt. Her intervention allowed Drax to recover and attack Yotat, weakening him enough a second attack from Angela finally defeated him. The Nova Corps appeared on the scene to take Yotat into custody, as they had previously failed to subdue him during his first encounter with Drax. After Yotat was handed over to the Nova Corps, Angela

resumed her business with Gamora. Angela demanded Gamora provide an explanation for her heresy, as she did not view Doom as a deity. Gamora's failure to properly explain the reasoning behind her beliefs resulted in further confrontation, which was interrupted by the arrival of a mysterious woman through a portal.

At first astonished by the woman's appearance, Angela and Gamora tried to communicate with her, but they didn't recognize her language. Despite Gamora saying to Angela to disarm herself in order to calm the warrior down, Angela didn't listen and they were attacked and defeated by her. The Nova Corps showed up soon after, and tried to take her down, but she overcame them, killing many of them in the process, before recognizing the Kree symbol on Captain Marvel's chest. With the mysterious warrior distracted, Angela and Gamora stabbed her with their swords, seemingly killing her. Later, Angela tried to convince Gamora to stay in Knowhere and obey the laws created by Doom, but Gamora couldn't do it. As Gamora tried to explain her reasons to trespass to other domains, the believed dead mysterious woman rose once more and killed the Thor.

The following is a list of some of the other known Thors in Doomgard.

BRUNNHILDE OF DOOMGARD

F MN (75)
A RM (30)
S AM (50)
E AM (50)
R TY (6)
I EX (20)
P GD (10)



Health: 205

Karma: 36

Resources: TY

Popularity: 4

KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Death Sense: UN ability to sense impending doom.

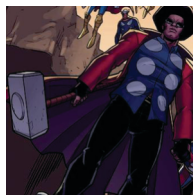
Weapons:

**Dragonfang:* UN Material Strength and damage. Fighting is considered UN when using her hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Martial Arts A, Edged Weapons

THOR THE BLADE*

F MN (75)
A RM (30)
S AM (50)
E AM (50)
R GD (10)
I EX (20)
P GD (10)



Health: 205

Karma: 36

Resources: TY

Popularity: 4

KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Immunity to Vampires: The bite of a vampire is unable to turn Blade into a vampire. Nor can he be controlled by vampiric powers.

Berserker: Blade may enter a berserker rage. When he does so his vampiric half takes over. He may ignore stuns and gain UN resistance to mind control. A yellow psyche FEAT roll is required to come out of it. *Vampire Bite:* Blade's canine teeth enlarge so that he can deliver a "vampire bite". This bite can IN

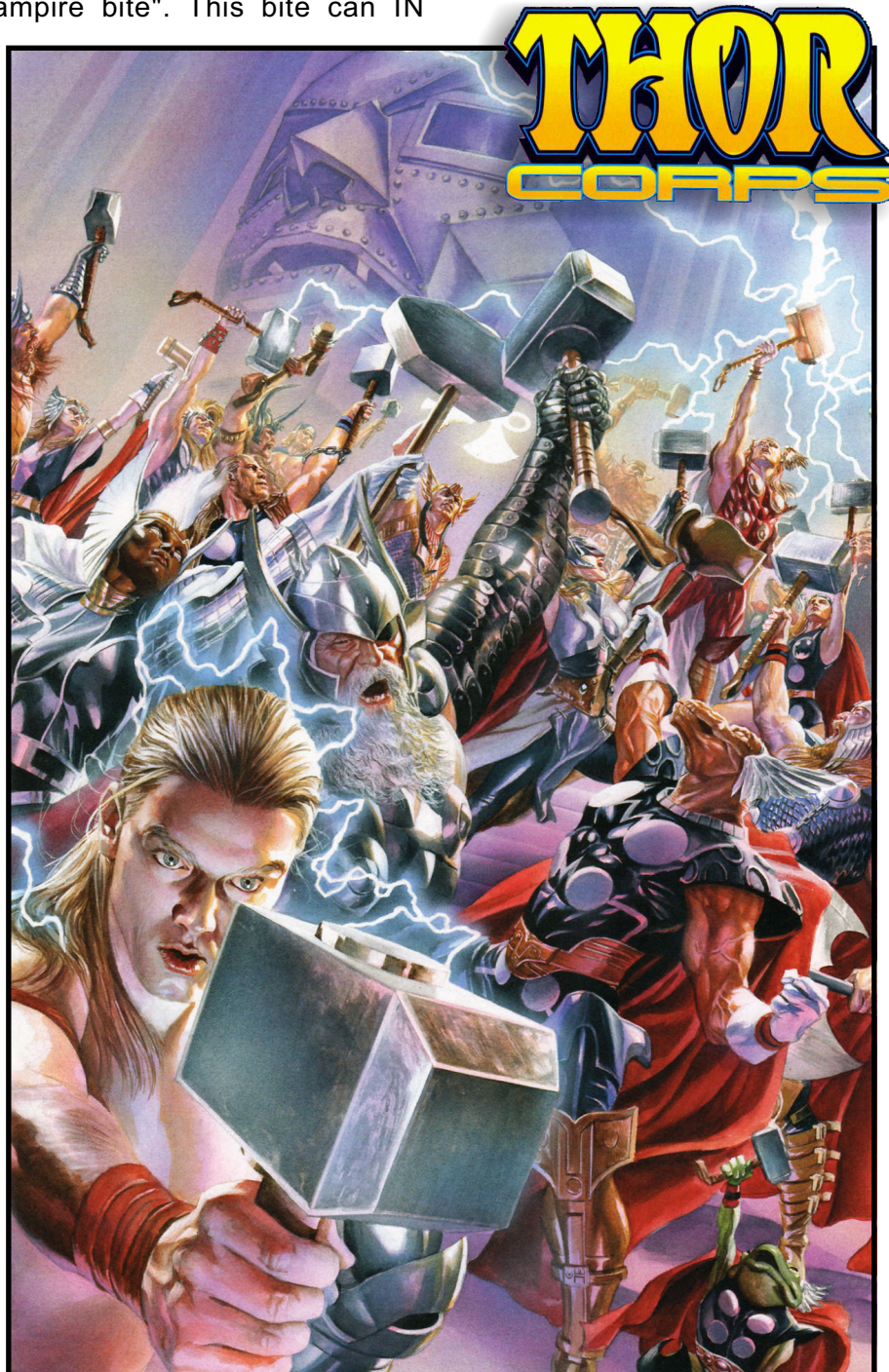
edged damage.

Tracking: EX

Weapons:

**Whistler:* UN Material Strength and damage. Fighting is considered UN when using her hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Martial Arts A, B, E, Edged Weapons, Detective, Occult Lore, Vampire Lore



THOR CORPS

NIGHTBRINGER*

F AM (50)
A AM (50)
S AM (50)
E AM (50)
R GD (10)
I EX (20)
P EX (20)

Health: 200

Karma: 50

Resources: TY

Popularity: 4



KNOWN POWERS

Invulnerability: IN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Teleportation: FE (2-3 Miles)

Prehensile Tail: AM

Weapons:

**Nightbringer:* UN Material Strength and damage. Fighting is considered MN when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Martial Arts A, Fencing, Acrobatics, Tumbling

COLOSSAL HAMMER*

F IN (40)
A GD (10)
S UN (100)
E UN (100)
R TY (6)
I TY (6)
P EX (20)

Health: 250

Karma: 32

Resources: TY

Popularity: 4



KNOWN POWERS

Bio-Organic Armor: UN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Weapons:

**Gromovoy Molot:* UN Material

Strength and damage. Fighting is considered AM when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Artist, Pilot, Martial Arts B

THRR

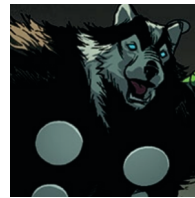
F AM (50)
A AM (50)
S MN (75)
E MN (75)
R PR (4)
I EX (20)
P TY (6)

Health: 250

Karma: 30

Resources: TY

Popularity: 4



KNOWN POWERS

Invulnerability: AM resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Teeth/Claws: MN Edged Damage

Tracking: EX

Weapons:

**Grrrr:* UN Material Strength and damage. Fighting is considered MN when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Wrestling, Acrobatics, Tumbling

THOR OF HIGHER AVALON

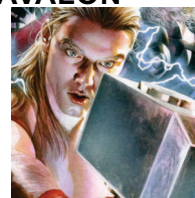
F AM (50)
A AM (50)
S AM (50)
E AM (50)
R GD (10)
I GD (10)
P GD (10)

Health: 200

Karma: 50

Resources: TY

Popularity: 4



KNOWN POWERS

Invulnerability: MN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Weapons:

**Mjxcalibur:* UN Material Strength and damage. Fighting is considered UN when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Martial Arts A, Avalon Lore

THOR THE GREEN

F AM (50)
A AM (50)
S AM (50)
E AM (50)
R GD (10)
I GD (10)
P GD (10)

Health: 200

Karma: 50

Resources: TY

Popularity: 4



KNOWN POWERS

Invulnerability: MN resistance to physical and energy attacks, heat, cold, radiation, and disease.

Weather Control: UN control. Can call down MN intensity lightning.

Flight: AM air speed.

Longevity: UN

Weapons:

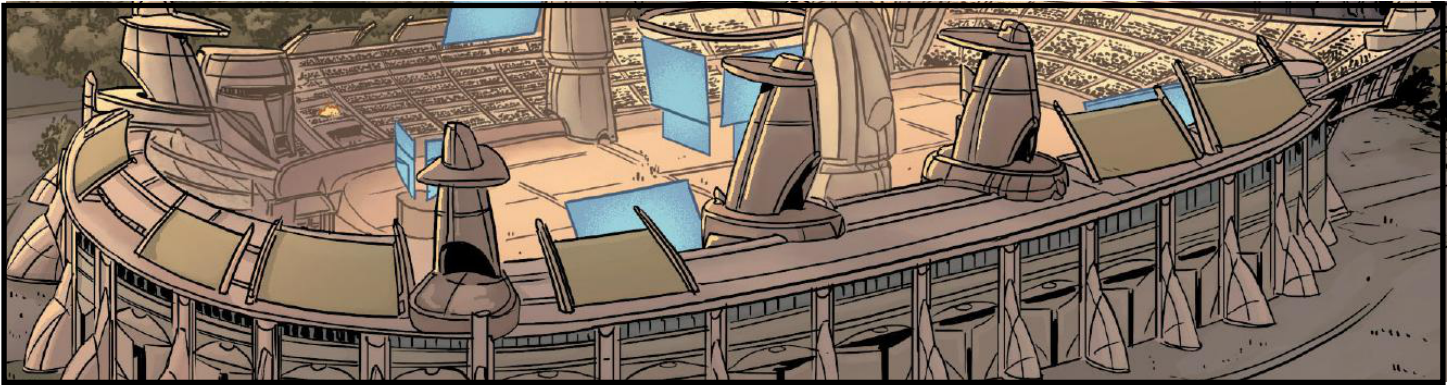
**Mjusashi:* UN Material Strength and damage. Fighting is considered MN when using his hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Martial Arts A, B, D, E

ADDITIONAL THORS

Feel free to create Thors of your own. Most beginner Thors will have stats similar to Thor the Green and Thor of Higher Avalon. If a Thor is based off of an existing character, increase their Strength and Endurance to at least Amazing and Fighting to at least Incredible. All Thors have Invulnerability of at least Incredible, Weather Control of Uearthly, Flight at Amazing, and Longevity of Uearthly.

KILLISEUM



The Killiseum, located in the outskirts of Doomstadt, is a massive structure dedicated for the entertainment of Battleworld's masses through gladiatorial fights, the Ghost Races and other deadly games.

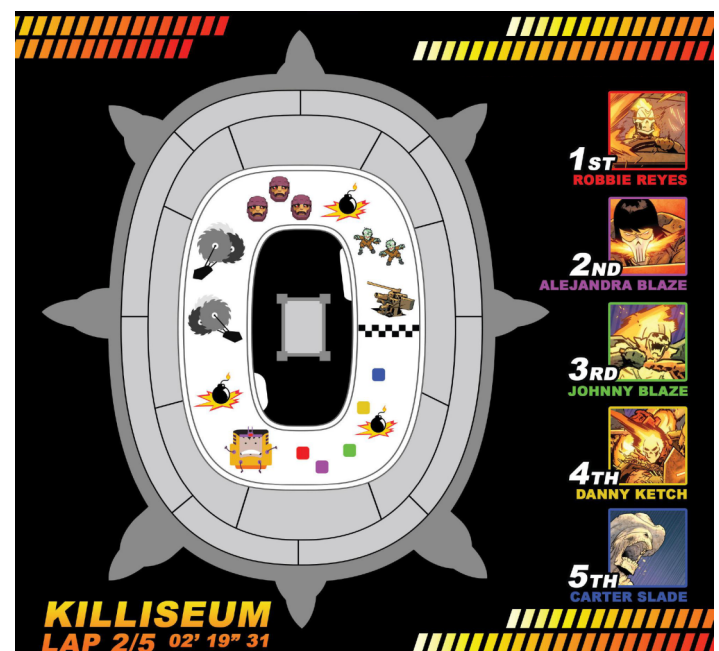
One of its champions, Thunderbolt Ross, a.k.a. War Machine, seemingly died from his wounds after a battle against Taskmaster, who wanted him shut down and got himself thrown into the arena by Arcade, the Killiseum's master, as an answer. Before dying, Ross insulted God Emperor Doom while the audience screamed out his name, which infuriated Doom. Another of its champions, The Captain, along with his pet T-Rex The Devil, was sent to Doom's Castle to be judged after capturing and interrogating Arcade about his friend Bucky's whereabouts. Arcade, who escaped the incident unharmed, returned to the Killiseum.

As usual at night, Arcade hosted the Ghost Races, the most popular event in the Killiseum, to all the audience of Battleworld. Its winner that night was none other than Robbie Reyes, who had won every Ghost Race in that season. While Robbie celebrated his victory with his brother Gabe in the Jekyll & Hyde Club, Arcade sent the other Spirits of Ignition to the Killiseum's dungeon to be tortured by Chief Zadkiel as their punishment for not having won the race. While resting, Arcade thought about his next arrangement: Reyes' death.

The next night, although Zadkiel warned him to be careful with Robbie due to him being able to draw power from a different source than the rest of the other Ghost Racers, Arcade put his plan in motion. To destabilize Robbie emotionally, Arcade put a monster composed of his disappeared friends in the circuit, forcing him to kill them. Later, Arcade sent his killer automaton, the Venus

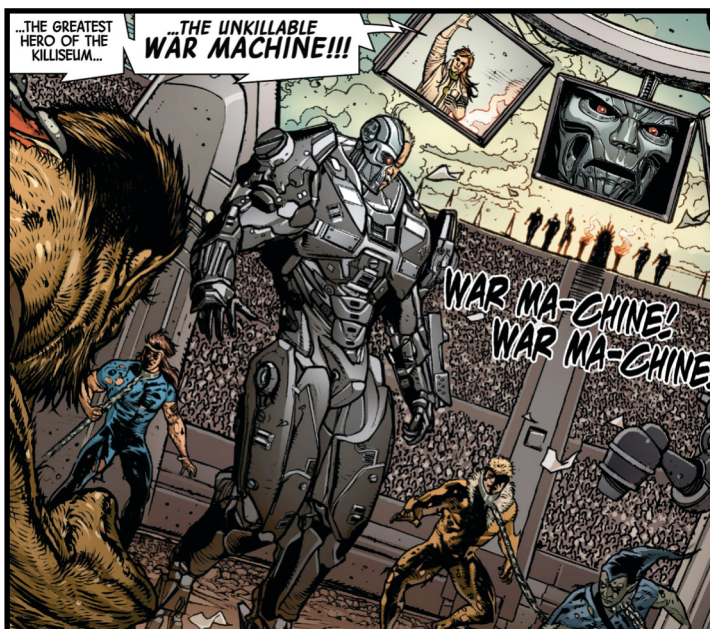
Compiler, to finish him off, but Robbie unexpectedly managed to escape the Killiseum, thanks to his Igniter Spirit, Eli. As Zadkiel wasn't able to detect Robbie's presence, an enraged Arcade commanded him to send all the other Ghost Racers to hunt him down.

Although Robbie was able to avoid the Thors, he was found and attacked by the other Ghost Racers. Outnumbered, Robbie was almost defeated, but managed to use Carter Slade's attack against them, temporarily breaking Zadkiel's influence over them. As Robbie was the only one who couldn't be controlled, the other racers let him get away, and were punished by Zadkiel for their treachery. Upon returning to his home to take his brother and escape Doomstadt, Robbie found out he was taken to the Killiseum to



KILLISEUM

race in his place. Robbie teleported back to the Killiseum, and used his Penance Stare on Carter Slade to make him release the other Ghost Racers from Zadkiel's control, like he had done earlier. Together, they destroyed the Venus Compiler and killed Zadkiel, who had his soul devoured by Eli, and Arcade, who was run over by them while they escaped the Killiseum through another portal opened by Eli. Freed, the Ghost Racers vowed to punish the wicked and corrupt with their power, and thus was born the Spirits of Vengeance.



ROBBIE REYES

STATISTICS

F RM (30) GD (10)
A RM (30) GD (10)
S IN (40) TY (6)
E AM (50) GD (10)
R GD (10) GD (10)
I EX (20) TY (6)
P RM (30) RM (30)

Health: 150/36

Karma: 60/46

Resources: TY

Popularity: 20

BACKGROUND

Real Name: Robbie Reyes

Occupation: Ghost Racer

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: The Hellcharger, Ghost Rider, Ghost Racer

Place of Birth: Doomrock Heights, Hollowood, Doomstadt

Marital Status: Single

Known Relatives: Gabriel (brother), Eli (uncle, deceased)

Group Affiliation: Spirits of Vengeance

Base of Operations: Formerly Killiseum, Currently mobile.

KNOWN POWERS

Alter Ego: Robbie's Igniter Spirit turns him into the Hellcharger Ghost Racer

Healing Factor: IN (40 times normal human rate)

Pyrokinesis: RM intensity mystical flames (presumably Hellfire)

Penance Stare: AM. A successful grapple for 1 round enables him to use the penance stare. a Psyche FEAT vs. AM intensity on the victim's part is allowed. If they pass, they are cleansed of evil and are a changed person. If they fail, they loose a rank of Psyche permanently and pass out for 1-100 rounds. If Psyche drops below FE, the victim goes insane.

Hellcharger Linkage: Robbie is connected to his car through his Uncle Eli's igniter spirit. He

can summon his car for various fire attacks and to perform ramming actions that cause AM damage. It also grants the following power stunts while Robbie is behind the wheel:

-**Intangibility:** GD ability to phase through solid objects.

-**Teleportation:** PR (4 mile radius)

-**Portal Creation:** PR (teleport others)

Condemnation: Summon a hellspyre to transport a defeated villain to hell.

Weapons:

Robbie uses an array of mechanics tools. All of which are enhanced by his touch to IN material strength and do up to AM blunt/edged/fire damage.



IV
AN
QV

Equipment:

Hellcharger: Speed: AM, Body: IN. Control: IN

-Powers listed above

Talents:

Mechanic, Martial Arts A, B, Blunt Weapons

Contacts: Spirits of Vengeance



HISTORY

Robbie Reyes once lived a normal life with his brother Gabe in the south of Doomstadt. But, on one hot day of summer, Robbie's brother opened a fire hydrant in Doomrock Heights to freshen up; however, by doing so, Gabe broke one of the laws of God Doom and caught the attention of a D.P.D. Patrol Bot. When the Patrol Bot tried to arrest Gabe, Robbie intervened and it was then that the Patrol Bot detected a Igniter Spirit within him and called for reinforcements, the Thors. Soon afterwards, Robbie and some of his friends were arrested.

Robbie was taken to the Killiseum, where he was informed that he was possessed by an Igniter Spirit and that from that moment on, he would be forced to race in Arcade's Ghost Races. Later on that night, after talking for the first time with his Igniter Spirit, "Eli," Robbie participated in his first Ghost Race, but lost due his lack of experience. He was taken along with the other losing Ghost Racers to the Killiseum's dungeons. While being tortured, Robbie made a deal with Eli that he would never loose again and the Igniter Spirit would find a way to escape.

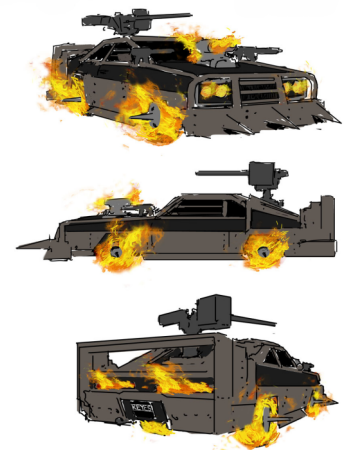
Robbie managed to win every race of the season and achieved the record for most consecutive victories by a single competitor in Ghost Racer history, quickly becoming famous among the Killiseum's audience. After a particular race, Robbie went to celebrate his victory with his brother Gabe in the Jekyll & Hyde Club, unknowing that Arcade was planning his death.

The next night, Robbie was caught by surprise when he was forced to kill a monster composed of his friends who had disappeared the day he was taken to the Killiseum. Later, Arcade sent his killer automaton, the Venus Compiler, to finish him off, but before it could get to him, Eli opened a portal and led Reyes out of the Killiseum. As Chief Zadkiel wasn't able to detect Reyes' presence, an enraged Arcade commanded him to send all the other Ghost Racers to hunt him down.

When he reached a safe area, Robbie asked Eli how they managed to escape, to which Eli replied by saying that he wasn't like the other Igniter Spirits and that he wasn't susceptible to Zadkiel's control anymore. He also revealed that he could somehow sense Zadkiel's moves before he made them, and that was because of that they managed to win every race so far. Thanks to Eli's help, Robbie was able to avoid the Thor Corps when he headed to his house to take his brother and escape Doomstadt, but was found and attacked by the other Ghost Racers. Outnumbered, Robbie was almost defeated and his car was destroyed, but he managed to use one of the racers' attack against them, temporarily breaking Zadkiel's influence over them. As he was the only one who Zadkiel couldn't control, the other racers let him get away, and were punished by Zadkiel for their treachery. Upon returning to his home, Robbie discovered his brother wasn't there anymore. Desperate, he asked his neighbor Lisa if she had seen

him, but she said she hadn't. It was then that he saw Arcade announcing a new racer through Lisa's television. The new racer, to Reyes' surprise, was his own brother, Gabe.

With the race already in progress and his brother at risk of death, Robbie teleported back to the Killiseum, ready to put an end in the Ghost Races. When Arcade unleashed the Venus Compiler to kill his brother, Reyes, who was fighting the Ghost Racers off, used his Penance Stare on Carter Slade to make him release the others from Zadkiel's control, like he did earlier, and they destroyed the robot. Furious by the Spirits' resistance, Zadkiel tried to kill Gabe, but Robbie switched places with him and Eli devoured Zadkiel's soul. Afterwards, Slade used his vengeance-seeking Penance Stare to kill the wicked people present at the Killiseum and escaped along with the other Ghost Racers through another portal opened by Eli, running over an injured Arcade in the process, killing him. Freed, the Ghost Racers vowed to punish the wicked and corrupt with their power, and thus was born the Spirits of Vengeance.



JOHNNY BLAZE

STATISTICS

F	RM (30)	GD (10)
A	RM (30)	EX (20)
S	IN (40)	TY (6)
E	AM (50)	EX (20)
R	GD (10)	TY (6)
I	EX (20)	TY (6)
P	RM (30)	RM (30)

Health: 150/56

Karma: 60/42

Resources: TY

Popularity: 15

BACKGROUND

Real Name: Johnny Blaze

Occupation: Ghost Rider

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: The Satanic Stuntman,
Ghost Rider, Ghost Racer

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Spirits of Vengeance

Base of Operations: Formerly Killiseum,
Currently mobile.

KNOWN POWERS

Alter Ego: Johnny's Igniter Spirit turns him into the Satanic Stuntman Ghost Racer

Body Armor: AM protection vs Physical. CI1000 vs heat, fire, poison, radiation, and soulfire. If someone scores a Red FEAT against him using an edged weapon, an AM level explosion effects everyone in the area, including Johnny.

Self Sustenance: Immune to the vacuum of space and attacks against a living soul.

Serial Immortality: If his body is somehow destroyed, Johnny will reform in 1-10 rounds.

Hellfire: RM intensity mystical flames (presumably Hellfire)

Penance Stare: AM. A successful grapple for 1 round enables him to use the penance stare. a Psyche FEAT vs. AM intensity on the victim's part is

allowed. If they pass, they are cleansed of evil and are a changed person. If they fail, they loose a rank of P s y c h e permanently and pass out for 1-100 rounds. If Psyche drops below FE, the victim goes insane.

Weapons:

Mystic Chain:

- UN material
- Grapple with UN ability
- AM Blunt or Edged damage
- Elongation: FE, 1 area range
- Individual links can turn into 1-5 sharp projectiles, each inflicting GD damage each and affecting up to 5 people.
- Deflection: Shield of RM intensity



Equipment:

Motorcycle: Speed: AM, Body: IN, Control: IN

-Wall-Crawling: The Motorcycle is able to defy gravity and travel up walls and across ceilings

-Regeneration: If destroyed returns in 1-10 rounds.

-Mental Control: Johnny has mental control of it up to 10 miles away.

-Battering Ram: The motorcycle can burst through up to IN material without harming the riders.

-Machine Gun: IN

-Chainsaw Mount: IN

Talents:

Motorcycles, Stunt Driving,
Weapon Specialist (Chain),
Occult Lore

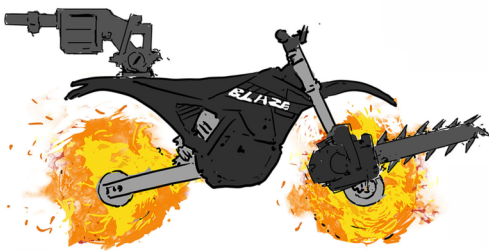
Contacts:

Spirits of Vengeance

HISTORY

Johnny Blaze was one of the many Igniter Spirits who were forced by Arcade and Chief Zadkiel to race in the Killiseum's Ghost Races for the entertainment of its audience. Like the other Spirits of Ignition, Blaze raced to get the first place prize, which was temporary freedom from the arena, otherwise, he would be sent to its dungeons to be tortured along with the other losers.

However, after many races, Blaze was freed, alongside his fellow Ghost Racers, from Zadkiel's control by Robbie Reyes, the most recent Igniter Spirit to enter the Ghost Races and winner of every race in that season. Together, they managed to defeat both Zadkiel, whom had his soul devoured by Robbie's Spirit of Ignition, and Arcade, who had his eyes stabbed by Alejandra Jones and was later run over by all the Ghost Racers. Free, Blaze joined the remaining Ghost Racers to become one of the Spirits of Vengeance, vowing to punish the wicked and corrupt with their power.

**ADDITIONAL NOTES**

DANNY KETCH

STATISTICS

F	RM (30)	GD (10)
A	RM (30)	GD (10)
S	IN (40)	TY (6)
E	AM (50)	GD (10)
R	GD (10)	TY (6)
I	EX (20)	TY (6)
P	RM (30)	GD (10)

Health: 150/36

Karma: 60/22

Resources: TY

Popularity: 15

BACKGROUND

Real Name: Daniel Ketch

Occupation: Ghost Racer

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: Danny Boy,
Ghost Rider, Ghost Racer

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Spirits of Vengeance

Base of Operations: Formerly Killiseum,
Currently mobile.

KNOWN POWERS

Alter Ego: Danny's Igniter Spirit turns him into a Ghost Racer

Body Armor: AM protection vs Physical. CI1000 vs heat, fire, poison, radiation, and soulfire. If someone scores a Red FEAT against him using an edged weapon, an AM level explosion effects everyone in the area, including Danny.

Self Sustenance: Immune to the vacuum of space and attacks against a living soul.

Serial Immortality: If his body is somehow destroyed, Johnny will reform in 1-10 rounds.

Hellfire: RM intensity mystical flames (presumably Hellfire)

Penance Stare: AM. A successful grapple for 1 round enables him to use the penance stare. a Psyche FEAT vs. AM intensity on the victim's part is

allowed. If they pass, they are cleansed of evil and are a changed person. If they fail, they loose a rank of Psyche permanently and pass out for 1-100 rounds. If Psyche drops below FE, the victim goes insane.

Weapons:

Mystic Chain:

- UN material
- Grapple with UN ability
- AM Blunt or Edged damage
- Elongation: FE, 1 area range
- Individual links can turn into 1-5 sharp projectiles, each inflicting GD damage each and affecting up to 5 people.
- Deflection: Shield of RM intensity



Equipment:

Motorcycle: Speed: AM, Body: IN, Control: IN

-Wall-Crawling: The Motorcycle is able to defy gravity and travel up walls and across ceilings

-Regeneration: If destroyed returns in 1-10 rounds.

-Mental Control: Ghost Rider has mental control of it up to 10 miles away.

-Battering Ram: The motorcycle can burst through up to IN material without harming the riders.

-Machine Gun: IN

Talents:

Motorcycles, Stunt Driving, Weapon Specialist (Chain), Occult Lore

Contacts:

Spirits of Vengeance

HISTORY

Daniel "Danny Boy" Ketch was one of the many Igniter Spirits who were forced by Arcade and Chief Zadkiel to race in the Killiseum's Ghost Races for the entertainment of its audience. Like the other Spirits of Ignition, Ketch raced to get the first place prize, which was temporary freedom from the arena, otherwise, he would be sent to its dungeons to be tortured along with the other losers.

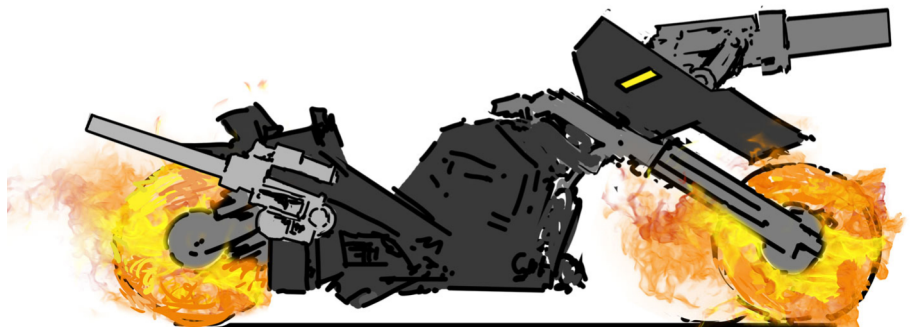
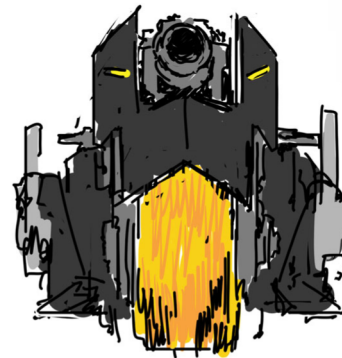
The night Arcade planned to kill Robbie Reyes - the most recent Igniter Spirit to enter the Ghost Races and winner of every race in that season - something unexpected happened: Robbie's Spirit of Ignition broke free of Zadkiel's control and managed to escape the arena with his host through a portal. Zadkiel wasn't able to detect Reyes' presence, so, under Arcade's command, he sent Ketch and the other Ghost Racers to hunt him down.

Although Robbie avoided the Thors, the Spirits of Ignition found him and they battled through the streets of Doomstadt. By repelling one of Alejandra Jones' attacks, Robbie destroyed Slade's blindfold, accidentally unleashing his dormant powers, but also breaking the link between him and Zadkiel. Slade then freed the others by shutting their powers down. However, as Robbie was the only one who Zadkiel couldn't control, the other racers let him get away and stayed

behind. They were all returned to the Killiseum and punished for their treachery.

Arcade forced Robbie to return to the Killiseum by putting his brother, Gabe, in his place in the Ghost Races. However, Robbie managed to rescue his brother and free the other Ghost Racers from Zadkiel's control. With their help, Robbie defeated both Zadkiel, whom had his soul devoured by Eli, and Arcade, who had his eyes stabbed by Alejandra and was later run over by all the Ghost Racers. Free, Ketch joined his fellow Ghost Racers to become one of the Spirits of Vengeance, vowing to punish the wicked and corrupt with their power.

ADDITIONAL NOTES



ALEJANDRA JONES

STATISTICS

F	RM (30)	GD (10)
A	IN (40)	GD (10)
S	RM (30)	TY (6)
E	AM (50)	GD (10)
R	GD (10)	TY (6)
I	EX (20)	TY (6)
P	RM (30)	GD (10)

Health: 150/36

Karma: 60/22

Resources: TY

Popularity: 10

BACKGROUND

Real Name: Alejandra Jones

Occupation: Ghost Racer

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: Nicaraguan Hellfire,
Ghost Rider, Ghost Racer

Place of Birth: Nicaragua, Earth 616 (presumed)

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Spirits of Vengeance

Base of Operations: Formerly Killiseum,
Currently mobile.

KNOWN POWERS

Alter Ego: Alejandra's Igniter Spirit turns her into a Ghost Racer

Body Armor: AM protection vs Physical. CI1000 vs heat, fire, poison, radiation, and soulfire.

Self Sustenance: Immune to the vacuum of space and attacks against a living soul.

Serial Immortality: If his body is somehow destroyed, Johnny will reform in 1-10 rounds.

Hellfire Generation and Manipulation: AM intensity mystical flames.

Penance Stare: AM. A successful grapple for 1 round enables him to use the penance stare. a Psyche FEAT vs. AM intensity on the victim's part is allowed. If they pass, they are cleansed of evil and are a changed person. If they fail, they loose a rank of Psyche

permanently and pass out for 1-100 rounds. If Psyche drops below FE, the victim goes insane.

Empathic Reading: RM ability to feel the transgression of the individuals she encounters by looking into their heart and soul.
Identity Detection: She can also determine the identity of the individual by simply looking into their soul.

Condemnation: Summon a hellspyre to transport a defeated villain to hell.

Weapons:

Mystic Chain:

- UN material
- Grapple with UN ability
- AM Blunt or Edged damage
- Elongation: FE, 1 area range



-Individual links can turn into 1-5 sharp projectiles, each inflicting GD damage each and affecting up to 5 people.

-Deflection: Shield of RM intensity

Scythe: UN material, IN Edged Damage

Equipment:

Motorcycle:

- Speed: AM
- Body: IN
- Control: IN
- Wall-Crawling: The Motorcycle is able to defy

gravity and travel up walls and across ceilings

-Regeneration: If destroyed returns in 1-10 rounds.

-Mental Control: Ghost Rider has mental control of it up to 10 miles away.

-Battering Ram: The motorcycle can burst through up to 10 material without harming the riders.

-Saw Blades: IN Edged

HISTORY

Alejandra "Nicaraguan Hellfire" Jones was one of the many Igniter Spirits who were forced by Arcade and Chief Zadkiel to race in the Killiseum's Ghost Races for the entertainment of its audience. Like the other Spirits of Ignition, Alejandra raced to get the first place prize, which was temporary freedom from the arena, otherwise, she would be sent to its dungeons to be tortured along with the other losers.

The night Arcade planned to kill Robbie Reyes - the most recent Igniter Spirit to enter the Ghost

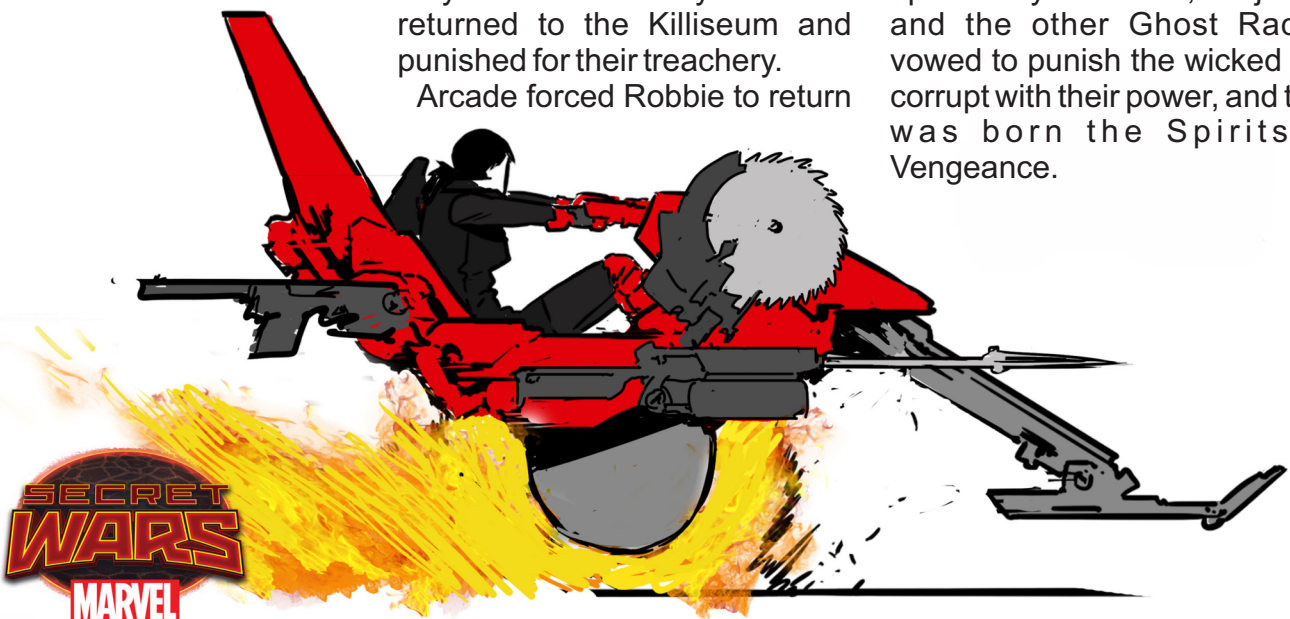
Races and winner of every race in that season - something unexpected happened: Robbie's Spirit of Ignition broke free of Zadkiel's control and managed to escape the arena with his host through a portal. Zadkiel wasn't able to detect Reyes' presence, so, under Arcade's command, he sent Alejandra and the other Ghost Racers to hunt him down.

Although Robbie avoided the Thors, the Spirits of Ignition found him and they battled through the streets of Doomstadt. They destroyed Robbie's Battle-Charger, forcing him to confront them directly. Alejandra attacked Robbie viciously, but he was able to repel her attacks and one of them hit Slade, destroying his blindfold and unlocking his dormant powers. It also broke the link between Zadkiel and Slade, allowing him to use his powers to free the others by shutting their's down. However, as Robbie was the only one who Zadkiel couldn't control, the other racers let him get away and stayed behind. They were all returned to the Killiseum and punished for their treachery.

Arcade forced Robbie to return

to the Killiseum by putting his brother, Gabe, in his place in the Ghost Races. After saving his brother from T-Rider Rex, Robbie decided to put an end in Arcade's sadistic games in the Killiseum, so he used his Penance Stare in Slade once again to free the Spirits of Ignition, like he did earlier, and they destroyed the Venus Compiler, an automaton released by Arcade to kill them. Furious by the Spirits' resistance, Zadkiel tried to kill Gabe, but Robbie switched places with him and ate Zadkiel's soul.

Afterwards, a frightened Arcade tried to escape in his flying platform, but he was knocked out of it. However, he didn't die as Alejandra prevented his fall, only to stab him in the eyes for torturing her. After Slade used his vengeance-seeking Penance Stare to kill the wicked people present at the Killiseum, Alejandra and her fellow Ghost Racers ran over Arcade and escaped through another portal opened by Eli. Free, Alejandra and the other Ghost Racers vowed to punish the wicked and corrupt with their power, and thus was born the Spirits of Vengeance.



ZERO COCHRANE

STATISTICS

F	RM (30)	GD (20)
A	RM (40)	GD (10)
S	IN (30)	EX (20)
E	AM (50)	GD (10)
R	TY (6)	TY (6)
I	TY (6)	TY (6)
P	GD (10)	GD (10)

Health: 150/60

Karma: 22/22

Resources: TY

Popularity: 10

BACKGROUND

Real Name: Kenshiro Cochrane

Occupation: Ghost Racer

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: Zero, Zeroman, Z-Man, Ghost Rider, Ghost Racer

Place of Birth: Transverse City, USA, Earth-928 (presumed)

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Spirits of Vengeance

Base of Operations: Formerly Killiseum, Currently mobile.

KNOWN POWERS

Alter Ego: Zero's Igniter Spirit turns him into a Ghost Racer

Body Armor: AM protection vs Physical and Energy attacks.

Serial Immortality: If his body is somehow destroyed, the Nanites in his body will reform Zero in 1-10 rounds.

Solid-form Holographic Camouflage and Stealth System: RM ability to blend himself and his bike into the surroundings.

Eye Lasers: IN Energy damage.

Electrical Generation: AM

Weapons:

Retractable Saw: UN material, AM Edged damage.

Equipment:

Velociraptor 900XL
Hoverbike: Speed: AM, Body: IN, Control: IN

-Wall-Crawling: The Motorcycle is able to defy gravity and travel up walls and across ceilings

-Regeneration: If destroyed returns in 1-10 rounds.

-Mental Control: Ghost Rider has mental control of it up to 10 miles away.

-Battering Ram: The motorcycle can burst through up to IN material without harming the riders.

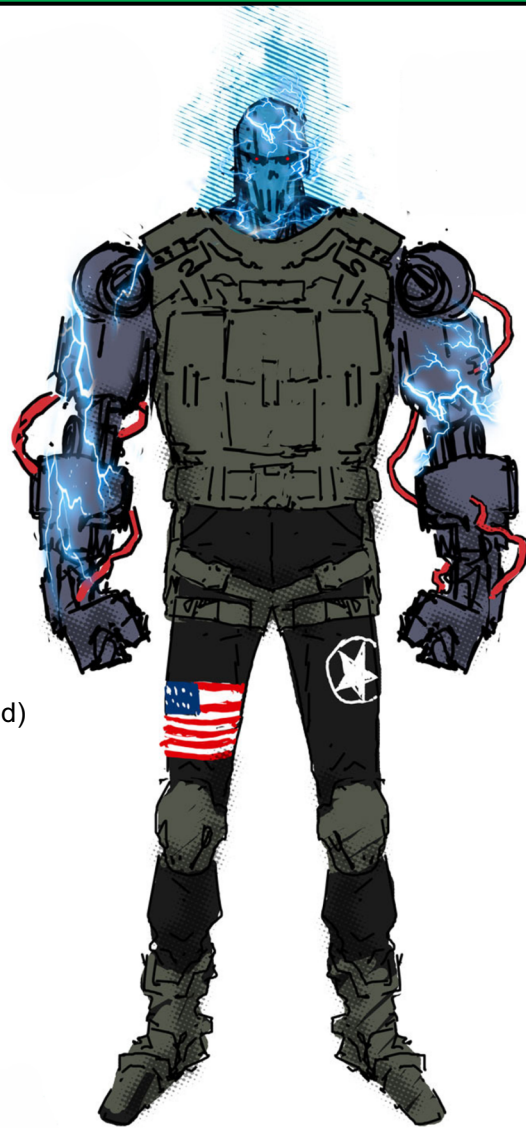
-Chainsaw: AM

Talents:

Computers, Hacking, Motorcycles, Hoverbikes.

Contacts:

Spirits of Vengeance



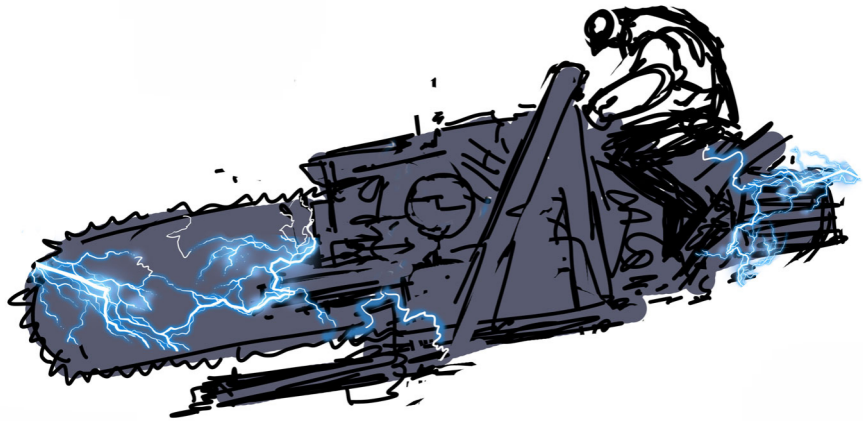
HISTORY

Zero Cochrane was one of the many Igniter Spirits who were forced by Arcade and Chief Zadkiel to race in the Killiseum's Ghost Races for the entertainment of its audience. Like the other Spirits of Ignition, Zero raced to get the first place prize, which was temporary freedom from the arena, otherwise, he would be sent to its dungeons to be tortured along with the other losers.

The night Arcade planned to get rid of Robbie Reyes - the most recent Igniter Spirit to enter the Ghost Races and winner of every race in that season - something unexpected happened: Robbie's Spirit of Ignition broke free of Zadkiel's control and managed to escape the arena with his host through a portal. Zadkiel wasn't able to detect Reyes' presence, so, under Arcade's command, he sent Zero and the other Ghost Racers to hunt him down.

Although Robbie avoided the Thors, the Spirits of Ignition found him and they battled through the streets of Doomstadt. By repelling one of Alejandra Jones' attacks, Robbie destroyed Slade's blindfold, accidentally unleashing his dormant powers, but also breaking the link between him and Zadkiel. Slade then freed the others by shutting their powers down. However, as Robbie was the only one who Zadkiel couldn't control, the other racers let him get away and stayed behind. They were all returned to the Killiseum and punished for their treachery.

Arcade forced Robbie to return to the Killiseum by putting his



brother, Gabe, in his place in the Ghost Races. However, Robbie managed to rescue his brother and free the other Ghost Racers from Zadkiel's control. With their help, Robbie defeated both Zadkiel, whom had his soul devoured by Eli, and Arcade, who had his eyes stabbed by Alejandra and was later run over by all the Ghost Racers. Free, Zero and his fellow Ghost Racers vowed to punish the wicked and corrupt with their power as the Spirits of Vengeance.

ADDITIONAL NOTES

CARTER SLADE

STATISTICS

F	RM (30)	GD (10)
A	RM (30)	PR (4)
S	RM (30)	PR (4)
E	AM (50)	TY (6)
R	GD (10)	GD (10)
I	RM (30)	GD (10)
P	RM (30)	GD (10)

Health: 140/24

Karma: 70/30

Resources: TY

Popularity: 10

BACKGROUND

Real Name: Carter Slade

Occupation: Ghost Racer

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: Satan-Stomper, Phantom Rider, Ghost Rider, Ghost Racer

Place of Birth: Bison Bend, Montana, Earth-616 (presumed)

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Spirits of Vengeance

Base of Operations: Formerly Killiseum, Currently mobile.



KNOWN POWERS

Alter Ego: Slade's Igniter Spirit turns him into a Ghost Racer

Body Armor: AM protection vs Physical and Energy attacks.

Serial Immortality: If his body is somehow destroyed, his body will reform in 1-10 rounds.

Intangibility: TY ability to pass through solid objects.

Hyperspeed: His steed legs can travel at the equivalent of AM land speed.

Talents:

Guns, Marksmanship, Horseback Riding, Rope Tricks, Survival, Tracking

Contacts:

Spirits of Vengeance

Weakness: Slade cannot speak while in his Ghost Racer form and can only emit unholy wails and screams.

Weapons:

Hellfire Pistols: AM Fire damage.

Gatling Gun: AM

HISTORY

Carter Slade, better known as "Satan Stomper" to the population of Battleworld, was one of the many Igniter Spirits who were forced by Arcade and Chief Zadkiel to race in the Killiseum's Ghost Races for the entertainment of its audience. Like the other Spirits of Ignition, Slade raced to get the first place prize, which was temporary freedom from the arena, otherwise, he would be sent to its dungeons to be tortured along with the other losers.

The night Arcade planned to get rid of Robbie Reyes - the most recent Igniter Spirit to enter the Ghost Races who had won every race in that season - the unexpected happened: Robbie's Spirit of Ignition broke free of Zadkiel's control and managed to escape the arena with his host through a portal. Zadkiel wasn't able to detect Reyes' presence, so, under Arcade's command, he sent Slade and the other Ghost Racers to hunt Robbie down.

While battling Robbie, Slade's blindfold was destroyed by one of Alejandra's repelled attacks and it made him get out of control as it unleashed his locked powers. Slade used his Penance Stare in Robbie, which somehow temporarily broke the link between him and Zadkiel. Freed, Slade broke Zadkiel's control over the others by shutting their powers down. However, as Robbie was the only one who Zadkiel couldn't control, the other racers let him get away and stayed behind. They were all returned to the Killiseum and punished for their treachery.

Arcade made Robbie return to the Killiseum by putting his

brother, Gabe, in his place as he was a Igniter Spirit too. After saving his brother from T-Rider Rex, Robbie decided to put an end in Arcade's sadistic games in the Killiseum, so he used his Penance Stare in Slade again to free the Spirits of Ignition, like he did earlier, and they destroyed the Venus Compiler, an automaton released by Arcade to kill them.

Furious by the Spirits' resistance, Zadkiel tried to kill Gabe, but Robbie switched places with him and devoured Zadkiel's soul. Afterwards, Slade used his vengeance-seeking Penance Stare to kill the wicked people present at the Killiseum and escaped along with the other Ghost Racers through another portal opened by Eli, running over an injured Arcade in the process. Freed, the Ghost Racers vowed to punish the wicked and corrupt with their power, and thus was born the Spirits of Vengeance.

STATISTICS

F IN (40)
A RM (30)
S MN (75)
E UN (100)
R GD (10)
I RM (30)
P AM (50)

Health: 245

Karma: 90

Resources: GD

Popularity: 6

BACKGROUND

Real Name: Zadkiel

Occupation: Killiseum's Head of Security

Identity: Public

Legal Status: Citizen of Doomstadt

Other Known Aliases: Chief Zadkiel

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: The Killiseum

KNOWN POWERS

Regeneration: UN

Immortality: UN. Zadkiel has no need for food or oxygen. As an angel, even if his body is destroyed, presumably he would reform in "heaven".

Celestial Armor: MN

Winged Flight: AM

Magical Manipulation: Zadkiel has shown magical abilities at the AM level. It is unknown how many "spells" he knows but has exhibited some of the following:

- Clairvoyance*
- Illusion Projection*
- Heavenly Blasts*
- Shapeshifting*

-*Spirit Control:* This is the spell that controls the Spirits of Ignition. With this spell he can turn the Ghost Racers on and off at will.

- Summoning*
- Teleport Self*
- Teleport Others*

Weapons:

Ebony Blade: MN Edged damage, UN material strength.

Nightstick: AM blunt damage and material strength

Talents:

None

Contacts:

Arcade, Spirits of Vengeance

ADDITIONAL NOTES



HISTORY

Zadkiel served as the head of security for Arcade at his Killiseum and the controlling force for the Spirits of Ignition as he could switch them off at will and tortured them when they did not race.

The next night, even after Zadkiel warned him to be careful with Robbie Reyes, due to him being able to draw power from a different source from the rest of the other Ghost Racers, Arcade put his plan in motion. To destabilize Robbie emotionally, Arcade put a monster composed of his friends in the circuit, forcing Robbie to kill them. Later, Arcade sent his killer automaton, the Venus Compiler, to finish him off, but something unexpected happened: Robbie got out of Zadkiel's control, thanks to his Igniter Spirit Eli, and escaped the Killiseum. As Zadkiel wasn't able to detect Robbie's presence, a furious Arcade commanded him to send all the other Ghost Racers to hunt him down.

While the Ghost Racers confronted Robbie, Arcade had Gabe kidnapped to race in his brother's place, as well as to make Robbie return to the Killiseum, and it worked. When Robbie returned to rescue his brother, Arcade commanded Zadkiel to make the Ghost Racers kill him and unleashed the Venus Compiler once more, but Robbie managed to free the Ghost Racers from Zadkiel's control, and they destroyed the automaton. Zadkiel captured Robbie's brother Gabe and attempted to kill him, but Robbie switched places with him and Eli consumed Zadkiel's soul, killing him.

STATISTICS

F TY (6)
 A EX (20)
 S TY (6)
 E GD (10)
 R RM (30)
 I EX (20)
 P TY (6)

Health: 42

Karma: 56

Resources: RM

Popularity: 30

BACKGROUND

Real Name: Unknown

Occupation: Baron of the Killiseum

Identity: Secret

Legal Status: Citizen of Doomstadt

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: None

Base of Operations: The Killiseum

KNOWN POWERS

None

Weapons:

Arcade carries a variety of handguns and edged weapons on his person at any given moment. He usually has his weapons coated with an AM intensity knock out serum.

Stun Flower: Arcade wears a flower for personal protection that emits a MN level electrical blast capable of stunning some of the strongest gladiators in the Killiseum.

ADDITIONAL NOTES

Talents:

None

Contacts:

Barons across Battleworld



HISTORY

Arcade was the main host and master of the Killiseum, an arena dedicated for the entertainment of Battleworld's masses through gladiatorial fights, the Ghost Races and other deadly games.

After a particular event at the Killiseum featuring War Machine as the main attraction, Arcade held an after-party, where he was confronted by the Taskmaster, who wanted the War Machine shut down. Arcade wasn't willing to lose one of the Killiseum's most popular champions without giving him the proper end, but Taskmaster vowed to shut the War Machine down himself if Arcade didn't. To take revenge on the Taskmaster for his insolence, Arcade threw him into the arena, presenting him as the killer of War Machine's daughter. In the ensuing fight, Taskmaster was eaten alive by the Zombies of the Killiseum, but succeeded in fatally wounding War Machine.

At the end of another bloody tournament, Arcade went into the arena to award champions the Captain and the Devil, their prize and was captured by them. Inside the Devil's mouth, The Captain attempted to interrogate Arcade regarding his friend Bucky's whereabouts; however, Arcade stunned the Captain, the Devil and himself, by using the lapel flower he was wearing, that was capable of projecting electrical currents. After the incident, the transgressors were sent to Castle Doom to be judged while Arcade returned to the Killiseum.

Arcade's popular event in the Killiseum is known as the Ghost Races. The reigning champion

for some time was Robbie Reyes. One evening after a particular race, Arcade plotted his next big event: Robbie's death.

The next night, even after Zadkiel warned him to be careful with Robbie, due to him being able to draw power from a different source from the rest of the other Ghost Racers, Arcade put his plan in motion. To destabilize Robbie emotionally, Arcade put a monster composed of his friends in the circuit, forcing Robbie to kill them. Later, Arcade sent his killer automaton, the Venus Compiler, to finish him off, but something unexpected happened: Robbie escaped Zadkiel's control thanks to his Igniter Spirit Eli, and escaped the Killiseum. As Zadkiel wasn't able to detect Robbie's presence, a furious Arcade commanded him to send all the other Ghost Racers to hunt him down.

While the Ghost Racers confronted Robbie, Arcade had Gabe kidnapped to race in his brother's place. When Robbie returned to rescue his brother, Arcade commanded Zadkiel to make the Ghost Racers kill him and unleashed the Venus Compiler once more, but Robbie managed to free the Ghost Racers from Zadkiel's control, and they destroyed the automaton. After Zadkiel had his soul eaten by Eli, a frightened Arcade tried to escape in his flying platform, but he was knocked intercepted by Alejandra and the rest of the Racers and put to death in front of millions of fans.

THE CAPTAIN

STATISTICS

F AM (50)
A IN (40)
S RM (30)
E RM (30)
R EX (20)
I EX (20)
P AM (50)

Health: 150

Karma: 90

Resources: SH0

Popularity: 20

BACKGROUND

Real Name: Steve Rogers

Occupation: Gladiator

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: Captain America

Place of Birth: New York City, Earth 616 (presumably)

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: None

Base of Operations: Formerly Killiseum, Currently mobile.



KNOWN POWERS

The Captain's physical enhancements were the result of a Super Soldier Serum transforming him into the perfect genetic specimen of homo-sapiens.

Contacts:
The Devil

ADDITIONAL NOTES

Weapons:

Shield:

- UN material
- RM damage
- Can be thrown up to 3 areas away and can bounce off of multiple targets to return to The Captain.

Battleaxe:

- MN material
- AM edged damage
- Presumably magically enhanced

Talents:

Weapons Specialist: Shield, Edged Weapons, Blunt Weapons, Guns, Marksmanship, Martial Arts A, B, C, D, E, Wrestling, Artist, Leadership, Military.

HISTORY

After committing crimes in the Killiseum, The Captain and his pet T. Rex, The Devil, were sent by God Emperor Doom himself to Greenland to kill the Red King, who had captured Cap's partner Bucky, to destabilize the Mud Kingdom. As they entered Greenland, Captain and Devil were attacked by Hulk insects, but they were saved by Doc Green.

Upon getting acquainted with the Captain and the Devil, Doc Green agreed to become their guide in Greenland to help them navigate it and rescue Bucky from the Red King. On their way to the Mud Kingdom, Doc Green saved the Captain and Devil from a Hulk-Eating Plant. The Captain and Doc Green were then attacked by Bull Hulks and separated from Devil. Upon ending up in the Gamma Lake after escaping into the river, the Captain and Doc Green were attacked by a giant aquatic creature that dragged the Captain underwater with its tentacle.

As Doc Green tried to get to the Captain, the Devil arrived and defeated the Sea Hulk. The incident put them off course, leaving them with two choices: circle back, around the Fang Mountains, which would take three days, or cut straight to the Mud Kingdom by going through the Barrens, where the Tribal Hulks dwell. The Captain decided to go through the Barrens as it was the faster route. On their way through the Barrens, they saw a wall made of the skulls of the people who died in the civil war between the Mud Kingdom and the Tribal Hulks.

Doc Green said that the Gamma only revealed what's already within each living being: an obsession with war and violence; and that it was the reality everyone denied. He then began to mock the Captain by saying it would be no different with him if he got corrupted by gamma, as he was already doing Doom's dirty work. But Captain denied the accusation, as he planned to find and free Bucky without killing the Red King. As a storm approached, they took shelter inside a cave but were attacked and captured by the Tribal Hulks.

Captain was taken to the Mud Kingdom to be sold as an slave, but was rescued by Doc Green once again. After their escape, Doc Green pointed at the Red King's castle, where Bucky was being held. With Devil's help, the Captain invaded the castle and confronted the Red King. The Captain told him about his mission, but said that if he released Bucky, he would spare his life. But the Red King revealed that Doom had lied to him, and that he had sent Bucky's head to Doomgard a month ago. He then grabbed the severed bionic arm of Bucky and said that Bucky wasn't his prisoner, but his trophy.

The Red King then tried to convince Rogers to join his army to take God Doom down, as he was the one responsible for Bucky's death. Rogers went against his moral nature and murdered The Red King in a fit of vengeance. Doc Green arrived afterwards, congratulating the Captain for the completion of his mission. With the Red King dead, Doc Green would take his place and rule the Mud Kingdom

as God Doom had planned. The Captain confronted Doc Green coming to the realization that Green had known all along of Bucky's fate and had manipulated The Captain into killing the Red King. Doc Green mocked Rogers for succumbing to the Hulk inside himself. Doc Green returned to his human form, revealing himself as an analog of Steve Rogers from a domain similar to the one the Captain came from, but with the difference that Bucky died in a war, prompting Green's death as a man and his rebirth as a Hulk. Green taunted a confused Captain about how Bucky made him weak and because of his loyalty to him he would leave him to rule the Greenland, but the Captain responded that Bucky had made him brave enough to do what must be done and killed Doc Green. Subsequently, Rogers threw the severed head of the Red King in front of the Tribal Hulks, ending an age old conflict. With this, The Captain and The Devil left the Mud Kingdom behind.

STATISTICS

F RM (30)
A EX (20)
S UN (100)
E UN (100)
R FE (2)
I GD (10)
P IN (40)

Health: 250

Karma: 52

Resources: TY

Popularity: 6

BACKGROUND

Real Name: Devil

Occupation: Gladiator

Identity: Public

Legal Status: Wanted Criminal

Other Known Aliases: Devil Dinosaur

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Formerly Killiseum,
Currently mobile.



KNOWN POWERS

Berserker: When enraged, Devil's Strength and Endurance increase to SHY.

Thick Skin: MN Body Armor vs. Physical, AM vs. Energy.

Claws and Teeth: Edged damage equal to current strength levels.

Heightened Olfactory: RM tracking ability.

Talents:

None

Contacts:

The Captain

ADDITIONAL NOTES

HISTORY

After committing crimes in the Killiseum, The Captain and his pet T. Rex, The Devil, were sent by God Emperor Doom himself to Greenland to kill the Red King, who had captured Cap's partner Bucky, to destabilize the Mud Kingdom. As they entered Greenland, Captain and Devil were attacked by Hulk insects, but they were saved by Doc Green.

Upon getting acquainted with the Captain and the Devil, Doc Green agreed to become their guide in Greenland to help them navigate it and rescue Bucky from the Red King. On their way to the Mud Kingdom, Doc Green saved the Captain and Devil from a Hulk-Eating Plant. The Captain and Doc Green were then attacked by Bull Hulks and separated from Devil. Upon ending up in the Gamma Lake after escaping into the river, the Captain and Doc Green were attacked by a giant aquatic creature that dragged the Captain underwater with its tentacle.

As Doc Green tried to get to the Captain, the Devil arrived and defeated the Sea Hulk. The incident put them off course, leaving them with two choices: circle back, around the Fang Mountains, which would take three days, or cut straight to the Mud Kingdom by going through the Barrens, where the Tribal Hulks dwell. The Captain decided to go through the Barrens as it was the faster route. On their way through the Barrens, they saw a wall made of the skulls of the people who died in the civil war between the Mud Kingdom and the Tribal Hulks.

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as God Doom had planned. The Captain confronted Doc Green coming to the realization that Green had known all along of Bucky's fate and had manipulated The Captain into killing the Red King. Doc Green mocked Rogers for succumbing to the Hulk inside himself. Doc Green returned to his human form, revealing himself as an analog of Steve Rogers from a domain similar to the one the Captain came from, but with the difference that Bucky died in a war, prompting Green's death as a man and his rebirth as a Hulk. Green taunted a confused Captain about how Bucky made him weak and because of his loyalty to him he would leave him to rule the Greenland, but the Captain responded that Bucky had made him brave enough to do what must be done and killed Doc Green. Subsequently, Rogers threw the severed head of the Red King in front of the Tribal Hulks, ending an age old conflict. With this, The Captain and The Devil left the Mud Kingdom behind.

TASKMASTER

STATISTICS

F AM (50)
A AM (50)
S GD (10)
E RM (30)
R GD (10)
I RM (30)
P GD (10)

Health: 140

Karma: 50

Resources: GD

Popularity: 20

BACKGROUND

Real Name: Tony Masters

Occupation: Taskmaster of the Killiseum

Identity: Public

Legal Status: Citizen of Doomstadt

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: None

Base of Operations: The Killiseum

KNOWN POWERS

Photographic Reflexes: MN

Combat Sense: RM. Allows Taskmaster to anticipate an opponent's reactions. He can make one Intuition FEAT for each enemy each turn.

Weapons:

Billy Club: IN material, EX damage

Shield: UN material, RM Damage

Sword: IN material, RM Damage

Longbow and Arrows: Trick Arrows do up to AM damage.

Pistols: up to AM damage depending on the opponents he is facing.

Body Armor: RM

Electro-whip: IN energy, GD Blunt

Talents:

Weapons Specialist: Shield, Edged Weapons, Blunt Weapons, Guns, Marksmanship, Martial Arts A, B, C, D, E, Wrestling, Leadership, Military, Oriental

Weapons, Archery. Tumbling, Acrobatics, Pilot, Criminology.

Contacts:

Arcade

ADDITIONAL NOTES



HISTORY

After a particular event at the Killiseum featuring War Machine as the main attraction, Arcade held an after-party, where he was confronted by the Taskmaster, who wanted the War Machine shut down. Arcade wasn't willing to lose one of the Killiseum's most popular champions without giving him the proper end, but Taskmaster vowed to shut the War Machine down himself if Arcade didn't. To take revenge on the Taskmaster for his insolence, Arcade threw him into the arena, presenting him as the killer of War Machine's daughter. In the ensuing fight, Taskmaster was eaten alive by the Zombies of the Killiseum, but succeeded in fatally wounding War Machine.

STATISTICS

F IN (40)
A RM (30)
S AM (50)
E AM (50)
R GD (10)
I EX (20)
P TY (6)

Health: 170

Karma: 36

Resources: SH0

Popularity: 15

BACKGROUND

Real Name: General Thaddeus Ross

Occupation: Gladiator

Identity: Public

Legal Status: Prisoner of Doomstadt

Other Known Aliases: Thunderbolt

Place of Birth: Unrevealed

Marital Status: Widowed

Known Relatives: Betty (daughter)

Group Affiliation: None

Base of Operations: The Killiseum



KNOWN POWERS

Cybernetic Enhancements: Ross has merged with War Machine armor created by Stark Technologies. It has the following powers:

Body Armor: AM protection against physical and energy damage

Laser Beam: IN energy damage

Repulsors: AM Force Damage

Hand Cannon: This gauntlet mounted weapon is capable of containing 8 kinds of specialty 3.9mm ammunition. Each cartridge holds sufficient ammunition for 2 rounds of fire. Spare cartridges are carried in the armor's utility belt (upto 8 cartridges can be carried):

--*Spent Uranium Armor-Piercing:* EX, ignores Rm Body Armor

--*Explosive:* RM

--*Concussion:* EX Force damage

--*Thermite:* EX Fire damage

--*Tear Gas:* GD intensity

--*Smoke:* EX intensity

Flame Thrower: This left gauntlet mounted weapon can cover an adjacent area with RM Flame, or fire a concentrated beam of fire upto 3 areas away that causes In damage

--*Electric Touch:* The armor can channel electricity along its surface, causing Mn Electrical or stunning with Am ability on contact.

Mini-Gun: Optional shoulder mounted mini-gun, carrying upto 1,000 caseless, spent uranium armor piercing rounds. The mini-gun can fire up to 1,800 single shots, 100 bursts against a single target, or cover an entire area with a burst 10

times. A burst causes IN shooting damage. The min-gun ignores up to RM Body Armor.

Talents:

None

Contacts:

None

ADDITIONAL NOTES



HISTORY

After a particular event at the Killiseum featuring War Machine as the main attraction, Arcade held an after-party, where he was confronted by the Taskmaster, who wanted the War Machine shut down. Arcade wasn't willing to lose one of the Killiseum's most popular champions without giving him the proper end, but Taskmaster vowed to shut the War Machine down himself if Arcade didn't. To take revenge on the Taskmaster for his insolence, Arcade threw him into the arena, presenting him as the killer of War Machine's daughter. In the ensuing fight, Taskmaster was eaten alive by the Zombies of the Killiseum, but succeeded in fatally wounding War Machine.

On one side of the Multiverse, Doctor Doom, Doctor Strange, and the Molecule Man were confronting the Beyonders. They demanded to know who dared stand before them, and Doom presented himself.

Meanwhile, on Earth-1610, Nick Fury was making the final arrangements for the upcoming and final incursion, and soon after sent all of S.H.I.E.L.D.'s fleet towards Earth-616. The fleet arrived to the incursion point, the Manhattan of Earth-616 and started firing at it. Numerous heroes tried to fend off the attackers. At the Baxter Building, Mister Fantastic was finishing getting ready the Future Foundation's Life Raft to be used to save a small portion of humanity. The Iron Man from Earth-1610 deployed the Iron Man Six weapon, but the tide of the battle is turned in favor of the heroes of the Marvel Universe when the Guardians of the Galaxy and Cyclops' Sentinels arrived to help. Other powerhouse heroes like Doc Green and She-Hulk arrived on Earth-1610 and stormed the Triskelion.

Once the Triskelion fell, the Maker deployed the Children of Tomorrow to attack. After the

vessel transporting the Earth's "resurrection team" was destroyed by the Children, Mr. Fantastic was forced to put the life raft in action. As the life raft was deployed, Manifold

designs from the original.

As Earth-616's life raft approached to the central point of the incursion, it suffered a hull breach, causing the portion containing the Richards family to drift away. The Invisible Woman tried to reconnect it to the rest of the structure, but failed, and it was destroyed. The rest of the life raft teleported away as the two universes collided and were destroyed.

Elsewhere, in another world, a gathering of alternate versions of Thor witnessed the ceremony held at Doomgard in which the Thor of Higher Avalon joined their ranks. The Thor Corps are a police force under the command of their God, Doctor Doom. Old Man Thor and the new Thor set out to do justice. Meanwhile, in the Kingdom of Utopolis, the Foundation discovered one of the life rafts, partially buried in the ground.

After retrieving Mister Sinister from the Bar Sinister, the Thors brought him to Castle Doom for trial. After

being found guilty of allying himself with King Hyperion, the Baron of Utopolis, Sinister demanded his right of meeting his accuser in the arena. His accuser, Brian Braddock of Higher Avalon confronted



teleported numerous heroes into it: Spider-Man, Star-Lord, Thor, Captain Marvel, and Cyclops, who had recently used a Phoenix Egg to become the Phoenix once more. The Cabal and the Maker were also able to create their own raft, with stolen

Sinister and was defeated. Before Sinister could deliver the final blow, Doom stopped the fight. Doom confronted Braddock, who apparently had helped the Kingdom of Manhattan in planning to overthrow Doom. Jamie Braddock revealed himself to be the traitor, and he was sent to the Shield to be punished by being exiled to one of the deadliest domains of the world, the Deadlands. After the trial was held, Valeria von Doom informed Sheriff Stephen Strange about the Foundation's discovery, and that the readings from it concluded it would date from before the "beginning of time". The Thors investigated the life raft, and from it emerged the Cabal, who immediately killed the Old Thor. When Thanos demanded one of the Moloids present in the scene to inform them of their location, the Moloid revealed they were on Battleworld.

Back at Castle Doom, Sheriff Strange was reading Emperor Doom a report of minor incidents that had occurred in Battleworld. Doom dismissed the reports, feeling something was wrong with Stephen. Strange and Doom discussed the nature of Battleworld and what was before it, when the Sheriff was interrupted by news from Doomgard. Sheriff Strange traveled to Utopolis, to investigate the life raft and the death of the Old Thor. After sending the Thor Corps to scout for the strangers, Strange revealed the existence of another person still inside the life raft, the Spider-Man of Earth-

1610.

At one of the towers of Castle Doom, Susan von Doom met with her husband, and Victor confessed he felt he was failing his duty as a god. He felt he wasn't capable of properly inspiring his people, and even though Battleworld is the perfect world he wanted, he considered himself its only flaw. Looking past the scars on his face, Sue



refuted Victor's claims and suggested he create a stronger link with his people.

Strange brought Spider-Man and the Thor of Higher Avalon to his secret Sanctum Sanctorum, the hidden Isle of Agamotto, a place of remembrance for the lost world. Strange revealed he had found a vessel similar to the raft the Cabal had came from three years ago. Once it was opened, the survivors from the side of Earth-616 were revealed. Strange greeted the other

inhabitants of his native universe which included his fellow Illuminati, Black Panther and Mr. Fantastic. When questioned, Strange revealed that eight years had passed since the last incursion, and the creation of Battleworld, a patchwork planet constructed with the remnants of incursion points between collapsing worlds, where nobody remembered their past lives.

In Utopolis, the Cabal became pinned down by the Thor Corps, and engaged with them in combat. Meanwhile, Sheriff Strange explained to the new-found survivors that when he and Doom confronted the Beyonders, they were able to kill them. Doom took their power for himself and used it to build Battleworld from the remains of the Multiverse.

Shortly after, Doom was informed of the conflict against the Cabal, Strange and the heroes from Earth-616 stepped in and turned the tide of the battle in favor of the Thor Corps.

Doom remained unwilling to take part in the conflict until he saw Mr. Fantastic in the scene, he immediately teleported to Utopolis, and stopped the fray, demanding the newcomers to recognize his authority. Cyclops tried to best Doom, but was killed with little effort. To prevent Doom from prejudicially acting upon the interlopers, Stephen used his magic to teleport them away. Following the disappearance of the Cabal and the heroes from Earth-616, Doom confronted Strange for disobeying him, and ultimately killed him after Stephen accused him of being



afraid of Richards.

The following day, a funeral was held for Stephen Strange in Doomstadt, with the cause of his death a mystery concealed by Doom. At dusk, Doom tasked Valeria to use the resources of the Foundation to find the interlopers who had been scattered across the world. Once Valeria left, Doom opened a portal below a Molecule Man statue in his garden, walking down a set of stairs to meet the Molecule Man and informed him of Strange's death. The Molecule Man recalled the day when he, Doom and Strange confronted the Beyonders. When he confronted the Beyonders, Doom unleashed the Molecule Men's power to kill them, while the Molecule Man acted as a conduit to steal their power and give it to Doom. The Molecule Man finished his chat with Doom by

informing him that with Strange's death, he had most likely started an unraveling that could take everyone down.

Back at Doomstadt, the Department of Science of the Foundation set out to find the interlopers. Jane Foster had infiltrated the Thor Corps, Black Panther and Namor found themselves in Egyptia, Captain Marvel had been captured by the forces of Bar Sinister, Black Swan had appeared in Doomstadt, Thanos was teleported to the other side of the Shield, and both Star-Lord and Miles Morales ended up in the Kingdom of Manhattan.

Three weeks later, Battleworld was in disarray, with disorder having escalated into open rebellion in several kingdoms, with somebody called "the Prophet" forming an army against Doom. Victor would later order some of

his most loyal Barons to deal with the threat of the Prophet. Of the interlopers only Proxima Midnight and Corvus Glaive had been captured, while Black Swan offered help to Doom. While the Foundation were investigating, they found the source of Doom's power, and informed Valeria, who had already become suspicious of her father.

Somewhere in Battleworld, the two Reed Richards teamed up and started trying to find a way to defeat Doctor Doom, with Earth-616's Reed being unwilling to kill him, unlike his Earth-1610 counterpart. The Reeds had also started investigating the source of Doom's power. They sent both of the Spider-Men, Peter and Miles, to infiltrate Castle Doom using a device to guide them to the source located under a statue of the Molecule Man. The Spider-Men encountered Valeria, who chose not to go with them due to her concern that she would be not be capable of facing what would happen if she found the truth about her father. Before her departure, Valeria demanded to know if any of the people in the raft had killed Strange, and Peter confirmed that nobody from the raft was responsible. After opening a trapdoor under the statue, the Spider-Men came across the Molecule Man. Owen questioned them if they had brought him something to eat, and Miles gave him a burger he had found in his pocket. After satisfying his hunger, Owen revealed that he is the battery behind Doom's power.

Meanwhile, Namor and Black Panther arrived to Strange's Hidden Isle of Agamotto, using

SECRET WAR

the Key of Agamotto given to them by Strange. They entered, and after identifying themselves as member of the Illuminati to a projection of the deceased Sorcerer Supreme, they were given access to powerful items Strange had collected over the years, including the Siege Courageous and an Infinity Gauntlet that worked only in Doomstadt.

Thanos, who had been captured by the Hel-Rangers, started talking to the sentient structure that formed the Shield, a giant alternate version of the Thing, and convinced him to reject Doom, and rise, causing the fall of the Shield.

The Prophet, who was revealed to be Maximus, marched his troops forward to Castle Doom, where some of the most powerful Barons held the line. But betrayal was present during the assault, and Baron Sinister took the chance to turn against his fellow Baroness the Goblin Queen. Sinister was subsequently struck down by Baron Apocalypse. The expected reinforcements in the form of the Thor Corps joined the battle, but fighting against Doom's side inspired by Earth 616's Jane Foster's Thor. Baron Maestro soon joined the battle with his army of Worldbreakers.

The two Reed Richards continued to plot from the distance, and they planned to use the fight on the steps of Castle Doom to infiltrate the building and steal "the most valuable thing that's left from the Multiverse" from Doom. Black Panther and Namor traveled to the Deadlands for reinforcements, and Black

Panther used his title as the King of the Dead to convince the zombies to join the forces opposing Doom.

While the battle in Doomstadt waged on, the two Reed Richards were transported by Star-Lord to Castle Doom. The Thing but was destroyed by Franklin von Doom and his Galactus. When God Emperor Doom joined the battle against the recently-arrived Annihilation Wave, Valeria and her mother snuck away.

As the two Reeds looked for Doom's power source, Star-Lord remained behind repairing their ship, and he was confronted by Black Swan. The ensuing fight, during which Quill was easily overpowered, took the two of them to Doom's throne room, below Yggdrasill. Star-Lord used a splinter of Groot on the magical tree, which engulfed it entirely, and turned Yggdrasill into a giant Groot that destroyed the castle from the inside out. Valeria and Sue witnessed the fall of their home from the castle garden as they encountered the two Reeds trying to access to the Molecule Man's chamber.

Back on the battlefield, Thanos confronted Doom who easily pulled the skeleton from his body. The Siege Courageous appeared and Black Panther, armed with the Infinity Gauntlet and a horde of Zombies arrived with Namor in tow, striking Doom and his followers down. Victor quickly regenerated from his own corpse and continued fighting, killing Namor.

During the battle, the two Reeds visited the Molecule Man. Owen once again asked his visitors if

they had brought him anything to eat, but they hadn't. The Maker quickly betrayed his counterpart and trapped him in a temporal bubble, claiming that he couldn't tolerate the kind of weakness Reed had shown. His plan is cut short as the Molecule Man sliced him to ribbons, freeing Mr. Fantastic.

Black Panther's battle against Doom came to an end after Victor crushed the Infinity Gauntlet. After subduing T'Challa, he realizes the fight had merely been a distraction. Doom quickly teleported to Molecule Man's chamber, and tried to destroy Richards with a snap of his fingers. He was surprised when his power didn't work, and Molecule Man asked him if he had brought him something to eat, to which Doom replied he didn't. Thus, Owen declared that Reed and Doom were on equal ground. Mister Fantastic and Doom engaged in furious combat, with Reed claiming that even though Victor's intentions were good, he was too afraid of losing Battleworld to see a viable solution to the Multiverse's destruction. Doom accused Richards of believing he could've done better had he had Doom's power. Reed conceded the same. On the grounds of their mutual agreement, Molecule Man gave his power to Reed, destroying Battleworld in the process.

With Battleworld's destruction and Reed's newfound power, he and the Molecule Man, along with the Foundation set about rebuilding the Multiverse.

THE SURVIVORS

BLACK PANTHER

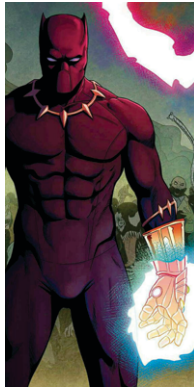
F AM (50)
A IN (40)
S EX (20)
E RM (30)
R GD (10)
I RM (30)
P EX (20)

Health: 140

Karma: 60

Resources: FE

Popularity: 0



BACKGROUND

Real Name: T'Challa

Occupation: King

Identity: Public

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, Wakanda

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Survivors

Base of Operations: Life Raft

KNOWN POWERS

Extraordinary Senses: EX Infrared vision

Enhanced Hearing: GD

Tracking: AM 12 Hours rural, 6 Hours urban.

EQUIPMENT:

Costume: EX protection vs. Physical, also has the following abilities:

-*Blending:* RM blending with shadows and in dim light.

-*Mask:* IN Infrared Vision

-*Anti-Metal Claws:* EX Edged, able to cut through most common metals of up to UN material strength

Energy Daggers: May form daggers of In Energy, has the following abilities:

-IN Edged or Energy

-Phase through CL1000 material

-Disrupt Electronics: In damage

-May be thrown up to 5 areas

**Infinity Gauntlet:* Towards the final hours of The Secret Wars, Black Panther held the Infinity Gauntlet. In a nutshell, these are the basic powers behind the Infinity Gems:

SPACE GEM: CI1000 Warping and control of space. Includes Teleportation, Gravity Control, Dimensional Travel, Hyper Speed and other powers.

TIME GEM: CI1000 Time Control. Includes Time Travel, Age-Shifting, Suspended Animation, Longevity, and other similar powers.

MIND GEM: CI1000 powers over the mind. Includes Telepathy, Telelocation, Mind Probe, Mind Control, Mind Blast, Telekinesis and other similar powers.

SOUL GEM: CI1000 power over the spirit world. Includes Psychic Blast, Spirit Sense, Internal Limbo, Soul Absorption and other similar powers.

REALITY GEM: CI1000 control over reality. Includes Molecular Creation/Conversion, Probability Manipulation, Geo-force and other similar powers.

POWER GEM: CI1000 control over energies. Includes Energy Generation and Control, Energy Sponge, Regeneration, Power Enhancement and other similar powers.

Talents: Royalty, Business/Finance, Acrobatics, Tumbling, Tracking, Martial Arts A, B, C, E, Leadership, Animal Handling, First Aid, Demolitions, Engineering, Detective/Espionage, Marksmanship, Multi-Lingual: (Swahili, Arabic, French, English, Russian, Spanish, Hausa)

Contacts: The Survivors

CAPTAIN MARVEL

F IN (40)
A IN (40)
S AM (50)
E MN (75)
R EX (20)
I RM (30)
P AM (50)

Health: 165

Karma: 100

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Captain Carol Danvers

Occupation: Adventurer

Identity: Public

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, Boston, Massachusetts

Marital Status: Single

Known Relatives: All deceased

Group Affiliation: Avengers

Base of Operations: Life Raft

KNOWN POWERS

Energy Perception: IN ability to sense, locate and identify energy sources, general purpose.

Flight: Sh-Y, uses MN in urban settings.

Focused Energy Release: AM with an 8 area range, can be augmented by energy channeling. She can emit Heat and Light, as well as the rest of the electromagnetic spectrum, and gravity. She can also perform the following power stunts:

-*Energy Blasts:* AM Energy, 4 area radius if on the ground, or 18 area radius if airborne or in space.

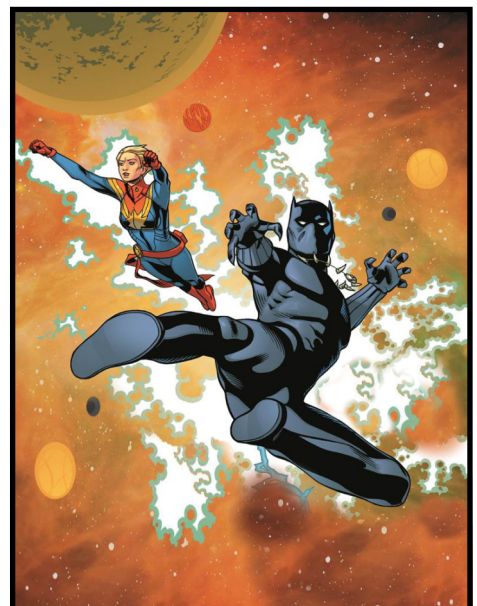
-*Light-Bursts:* AM Blinding attack to everyone in a 6 area radius, for 1-10 rounds if they do not make an Endurance FEAT vs. AM intensity.

-*Recharge:* Devices and batteries that operate on electromagnetic energy.

Energy Absorption and Rechanneling: Ms. Marvel can repower herself by absorbing any type of energy regaining lost health equal to the intensity absorbed. She can also rechannel it to increase the intensity of her energy blasts. Up to 100 points of energy may be stored in this manner and up to 100 Health can be restored. *Body Resistance:* MN protection vs. Energy, AM protection vs. Physical *Self-Sustenance:* Carol is able to survive in the vacuum of space, but needs means to breathe.

Talents: Military, Detective, Espionage, Journalism, Aerial Combat, Leadership, Pilot, Multi-Lingual: (English, Shi'ar, Kree, Russian, Japanese, German), Astro-Navigation, Martial Arts A, C, E, Trivia: (Shi'ar and Kree Culture)

Contacts: The Survivors



CYCLOPS (PHOENIX FORCE)

F EX (20)
A EX (20)
S GD (10)
E RM (30)
R GD (10)
I RM (30)
P EX (20)

Health: 80

Karma: 60

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Scott Summers

Occupation: Cosmic Force

Identity: Public

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, Anchorage, Alaska

Marital Status: Widowed

Known Relatives: All Deceased

Group Affiliation: The Survivors

Base of Operations: Life Raft

KNOWN POWERS

Optic Blast: Up to MN Force at 3 areas. Each area beyond that is decreased by 1 rank. He is able to perform the following power stunts:

-Break Fall: to slow fall w/ Ty damage to target

-WideAngle Beam: In to 2 areas

-Transform energy into Optic Blast: a Red Psyche FEAT. must be made or he takes normal damage

Partial Immunity: Cyclops is immune to Havok's powers

Phoenix Force: When used, a flaming bird image is conjured which inflict TY heat damage when the powers are used at max rank.

-*Absorption:* CL1000, any form of energy

-*Energy Conversion:* CL1000

-*Molecular Conversion:* CL1000

-*Flight:* Un in atmosphere. CL1000 in space

-*Force Field:* CL1000 vs. physical and energy

-*Gateway:* Instant teleportation to anywhere in the universe

-*Kinetic Bolt:* up to CL1000

-*Regeneration:* UN

-*Self-Sustenance:* CL1000

-*Telekinesis:* UN

-*Telepathy:* UN

-*Weather Control:* UN

Talents: Leadership, Pilot, Spatial Geometry, Martial Arts A, B, Multi-Lingual: (English, Russian, Japanese)

Contacts: The Survivors

MR. FANTASTIC

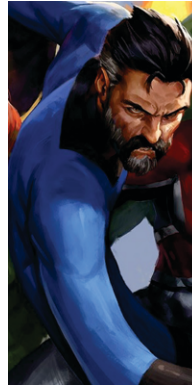
F GD (10)
A TY (6)
S TY (6)
E RM (30)
R AM (50)
I EX (20)
P RM (30)

Health: 52

Karma: 100

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Reed Richards

Occupation: Scientist, Adventurer, Explorer

Identity: Public

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, Central City, California

Marital Status: Widowed

Known Relatives: All deceased

Group Affiliation: Avengers

Base of Operations: Life Raft

KNOWN POWERS

Elongation: MN. Up to 1500 ft.

Plasticity: MN. Can form into the following effects:

-Bouncing Ball: MN agility & GD speed

-Glider: FE airspeed

-Parachute for 4 people

-Disguise: GD

-Formless puddle for flowing through almost any opening

-AM ability to form any geometric shape

-AM to be paper thin

Body Armor: -5cs damage from blunt attacks, RM protection vs. other Physical attacks, GD protection vs. Energy

Hyper-Invention: MN ability to comprehend/design/repair technology

**Omnipotence:* During the final hour of the Secret Wars, Reed was granted near omnipotence by the Molecule Man. All of his stats increased to CL1000 and he obtains access to any power in the Ultimate Powers Book or in the Gm's or Player's imagination.

Talents: Electronics, Engineering,

Physics

Contacts: The Survivors



SPIDER-MAN

F GD (10)
A AM (50)
S AM (50)
E IN (40)
R TY (6)
I GD (10)
P EX (20)

Health: 150

Karma: 36

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Miles Morales

Occupation: Student

Identity: Secret

Legal Status: Survivor of Earth 1610

Place of Birth: Earth 1610, Brooklyn, New York City, NY

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Survivors

Base of Operations: Life Raft

KNOWN POWERS

Spider-Sense: AM Danger Sense. Cannot be blind-sided and may make defensive actions if he makes a successful power FEAT. Intuition remains same in battle. If sense is nullified, Intuition is as listed and all Agility FEATs are at -1cs.

Wall-Crawling: AM

Leaping: EX up to 3 areas

Spider-Camouflage: IN ability to blend into his surroundings, including his clothing, allowing him to sneak up on his enemies or, in some cases, flee from them.

Venom Strike: IN ability to temporarily paralyze his enemies by simply touching them with his hands. Victim must make a Red Endurance FEAT vs. paralysis for 1-10 rounds.

Equipment:

Web-Shooters: IN material in round it was fired, MN material in next round. Used for transportation (3 areas a round) and restraining.

Talents: Student

Contacts: The Survivors, Peter Parker.

SPIDER-MAN

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: FE

Popularity: 0



BACKGROUND

Real Name: Peter Parker

Occupation: Professor

Identity: Secret

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, New York City, NY

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Survivors

Base of Operations: Life Raft

KNOWN POWERS

Spider-Sense: AM Danger Sense. Cannot be blind-sided and may make defensive actions if he makes a successful power FEAT. Intuition remains same in battle. If sense is nullified, Intuition is as listed and all Agility FEATs are at -1cs.

Wall-Crawling: AM

Leaping: EX up to 3 areas
Resistance to Falling: Up to 50 feet

Equipment:

Web-Shooters: IN material in round it was fired, MN material in next round. Used for transportation (3 areas a round) and restraining.

Spider Tracers: AM tracking ability, tuned to his Spider Sense.

Talents: Photography, Chemistry, Computers, Physics

Contacts: The Survivors, Miles Morales.

STAR-LORD

F RM (30)
A RM (30)
S EX (20)
E RM (30)
R EX (20)
I AM (50)
P IN (40)

Health: 110

Karma: 110

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Peter Quill

Occupation: Adventurer

Identity: Secret

Legal Status: Survivor of Reality 616

Place of Birth: Earth 616, Colorado, USA

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Survivors

Base of Operations: Life Raft

KNOWN POWERS

None

Equipment:

Body Armor: TY protection vs. Physical and Energy

-Sealed Systems: His uniform allows Star-Lord to survive in space

Battle Helmet: Star-Lord's helmet provides him with the following abilities:

-Air Supply: Star-Lord's helmet regulates oxygen when in space.

-Universal Translator: UN ability to understand/speak several different language

-Enhanced Vision: RM

Element Gun: MN material, fires up to 5 areas. Peter can change the element of his gun between any attacks. Each element uses a different column from which he makes his Agility FEAT to hit. The damage type is appropriate to the element. It has the following settings:

-Ice: Am Cold or Edge

-Fire: Am Fire or Heat

-Air: Am Force

-Earth: Am Blunt

Talents: Swordsman, Guns, Martial Arts B, E, Mechanic, Repair/Tinkering

Contacts: The Survivors

THOR

F UN (100)
A RM (30)
S UN (100)
E UN (100)
R GD (10)
I EX (20)
P AM (50)

Health: 330

Karma: 80

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Jane Foster

Occupation: Adventurer, Doctor

Identity: Secret

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, New York, NY

Marital Status: Divorced

Known Relatives: All Deceased

Group Affiliation: The Survivors

Base of Operations: Life Raft

KNOWN POWERS

Asgardian Physiology: Thor wields Mjolnir, and like those before her, she has been bestowed with power equal to that once possessed by the Odinson by the hammer; whatever powers she may or may not possess outside of those provided by Mjolnir are unknown. Her very body gives her the following abilities:

-Alter Ego: Striking Mjolnir on the ground, or a hard surface, transforms Thor into Jane Foster. Striking the wooden cane against a hard surface reverts Thor back into his immortal form. The following are Jane Foster's Stats:

F TY (6)
A TY (6)
S TY (6)
E TY (6)
R GD (10)
I EX (20)
P GD (10)

Health: 24

Karma: 40

-Invulnerability: UN protection vs. Physical, Energy, Heat, Cold, Radiation, Toxins, Aging and Disease

-Slowed Aging: UN immunity to the ravaging effects of time. Thor only physically ages one year for every 100 years.

-Self-Sustenance: Thor doesn't need

to breathe, she can survive in the vacuum of space

-Illusion Detection: +1CS intuition

Equipment:

Mjolnir: CL3000 material, Thor's Fighting is Sh-Y and she inflicts UN damage. Mjolnir can be thrown up to 10 areas. Mjolnir has the following power stunts:

-Automatic Return

-Flight: AM

-Deflection: RM protection vs. physical, energy and magical attacks.

-Weather Control: UN, MN Lightning (even without a storm)

-Air Control: MN

-Worthiness: Only a pure and noble person can pick up Mjolnir. (At least 1000 karma)

-Power Absorption/Reflection: Energy up to CL1000 but it must be reflected the following round.

-Light Emission: IN

-Magic Detection: GD

Limitations:

Separation from Mjolnir: If Thor is kept away from her hammer for over one minute, she automatically reverts back to Jane Foster. While Jane, Mjolnir looks like a simple wooden cane.

Breast Cancer: Jane was diagnosed with breast cancer. She later accepted Thor's invitation to represent Midgard in the Congress of Worlds on Asgardia while she underwent therapy, but refused magical treatments. While empowered by Mjolnir, she is at perfect health; but when she is returned to normal, the chemotherapy is removed from her system, making her cancer worse and endangering her life.

Talents: Asgardian Lore, Swords, Weapon Specialist: (Mjolnir)

Talents: Asgardian Lore, Weapons Specialist: Mjolnir, Swords, Medicine, Biology, First Aid

Contacts: The Survivors



THE CABAL



BLACK SWAN

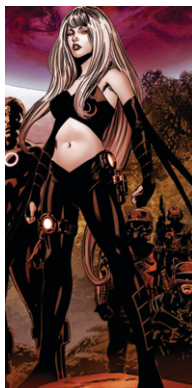
F MN (75)
A RM (30)
S UN (100)
E UN (100)
R IN (40)
I IN (40)
P AM (50)

Health: 305

Karma: 130

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Yabbat Ummon Turru

Occupation: Former Destroyer of Worlds

Identity: Secret

Legal Status: Survivor of the Multiverse

Place of Birth: Earth 1365, Hidden City

Marital Status: Single

Known Relatives: None

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Optic Blasts: UN Energy damage

Flight: EX speed

Force Field: MN resistance to physical and energy attacks.

Telepathy: AM

Talents: Multilingual

Contacts: The Cabal, Thanos, Emperor Doom.

CORVUS GLAIVE

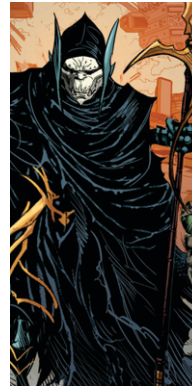
F UN (100)
A IN (40)
S UN (100)
E UN (100)
R AM (50)
I MN (75)
P AM (50)

Health: 340

Karma: 175

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Corvus Glaive

Occupation: Tactician

Identity: Public

Legal Status: Survivor of the Multiverse

Place of Birth: Unrevealed, Presumably Reality 616

Marital Status: Married

Known Relatives: Proxima Midnight (wife), Black Dwarf (brother, deceased)

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Superhuman Speed: IN. May make three actions per round and travel at speeds up to 300MPH.

Immortality: As long as his blade is intact, Glaive cannot die.

Weapons:

Glaive: SHX Fighting and Damage. This glaive is capable of splitting atoms (meaning it can cut through virtually anything, including the thick hide of the Hulk and even the skin of Hyperion). If the blade remains unbroken, it allows his body to resurrect from any type of affliction, even from being atomized.

Talents: Tactician, Military, Leadership

Contacts: The Cabal, Thanos.

THE MAKER

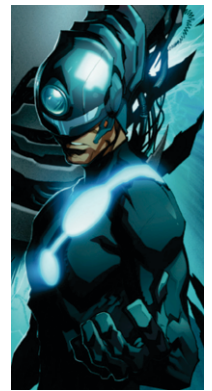
F GD (10)
A TY (6)
S TY (6)
E RM (30)
R MN (75)
I EX (20)
P RM (30)

Health: 52

Karma: 125

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Reed Richards

Occupation: Mastermind, Scientist

Identity: Secret

Legal Status: Survivor of Reality 1610

Place of Birth: Earth 1610, Central City, California

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Elongation: Mn, up to 1500 ft.

Plasticity: MN, can form into the following effects:

-*Bouncing Ball:* MN agility & Gd speed

-*Glider:* FE airspeed

-Parachute for 4 people

-GD Disguise

-Formless puddle for flowing through almost any opening

-AM ability to form any geometric shape

-AM to be paper thin

Body Armor:

- -5cs damage from blunt attacks

- RM vs. other physical attacks

-GD vs. energy attacks

Hyper-Invention: MN ability to comprehend/design/repair technology

Talents: Electronics, Engineering, Physics, Tactician

Contacts: The Cabal, Mr. Fantastic



MAXIMUS

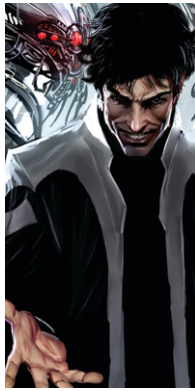
F GD (10)
A GD (10)
S EX (20)
E RM (30)
R IN (40)
I GD (10)
P RM (30)

Health: 70

Karma: 80

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Maximus Boltagon

Occupation: Scientist, Prince

Identity: Public

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, Attilan

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Mind Control: IN

-*Possession:* Target obeys Maximus' every thought

-*Induced Amnesia:* Requires a Red FEAT for success

-*Mind Transferral:* Swap his mind with another

Telepathic Invisibility: Van appear invisible to the naked eye. Does not work with other means of surveillance or perception.

Precognition: RM

Talents: Genetics, Engineering, Physics.

Contacts: The Cabal



NAMOR

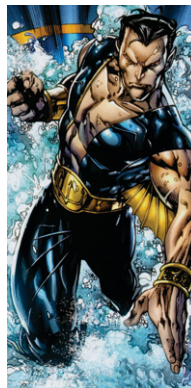
F IN (40)
A RM (30)
S MN (75)
E IN (40)
R TY (6)
I RM (30)
P IN (40)

Health: 185

Karma: 76

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Namor McKenzie

Occupation: King

Identity: Public

Legal Status: Survivor of Earth 616

Place of Birth: Earth 616, Atlantis

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Water Freedom: Completely adapted for life under the sea. EX resistance to cold.

Water-Breathing: UN

Hyper-Swimming: TY 45mph

Flight: PR 40mph but can still lift nearly 2 tons while in flight.

Weakness:

Finite Limit: if Namor is deprived of water he begins to suffer ill effects. For every hour awat from water his FASE frops -1CS until they all reach TY. He suffers 30 points of damage each day he is not totally immersed and cannot recover health.

Talents: Politics, Oceanography, Ichthyology, Atlantean Sciences

Contacts: The Cabal

PROXIMA MIDNIGHT

F MN (75)
A MN (75)
S UN (100)
E UN (100)
R GD (10)
I EX (20)
P RM (30)

Health: 350

Karma: 60

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Proxima Midnight

Occupation: Conqueror

Identity: Public

Legal Status: Survivor of Reality 616

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Corvus Glaive (husband), Black Dwarf (brother-in-law, deceased)

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Invulnerability: UN protection against Physical and Energy attacks. Immune to poisons and radiation and can survive in the vacuum of outer space.

Weapons:

Spear: SHX Fighting and Damage. Once thrown, it may become a lance of multi-arc energy carrying tremendous mass. An arm which

never misses its mark, it acts as a lethal projectile endowed with constant velocity, or some form of energy netting which turns jet black after ensnaring, weighing down, and effectively immobilizing a target (SHX Strength to be able to remove/stand after being struck). The lance also carries an UN level lethal toxin with it upon contact, which can kill about anything within moments.

Talents: Edged Weapons, Thrown Weapons, Military, Martial Arts A, B, C, E.

Contacts: The Cabal

TERRAX

F UN (100)
A AM (50)
S MN (75)
E MN (75)
R GD (10)
I MN (75)
P AM (50)

Health: 300

Karma: 135

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Tyros of Lanlak

Occupation: Ruler, former Herald of Galactus

Identity: Public

Legal Status: Survivor of Reality 616

Place of Birth: Reality 616, Birij, sixth

moon of Marvan

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Earth Animation: UN up to 100 miles in diameter. This power allows the following power stunts:

- Create tremors of UN intensity
- Use rock as missiles with UN range and effect
- Mold rocks
- Levitate with UN ability

True Invulnerability: UN resistance to physical and energy attacks and CI1000 resistance to extreme heat and cold.

Self Sustenance: Free of the need to consume food, water, or air.

Floating Disk: CI1000 speed by riding atop rocks under his control

Dimension Travel: At maximum velocity can enter hyperspace.

Life Detection: CI1000 ability to detect life up to 5 light years away.

Weapons:

The Cosmic Axe: CI1000 material and UN Edged Damage.

-Force Field: MN rank and range

-Disintegration: UN ability to disintegrate matter.

Talents: Politics, Oceanography, Ichthyology, Atlantean Sciences

Contacts: The Cabal



THANOS

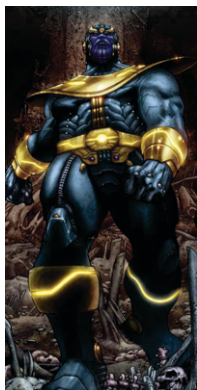
F MN (75)
A RM (30)
S UN (100)
E UN (100)
R AM (50)
I IN (40)
P AM (50)

Health: 305

Karma: 140

Resources: FE

Popularity: 0



BACKGROUND

Real Name: Thanos of Titan

Occupation: Conqueror

Identity: Public

Legal Status: Survivor of Reality 616

Place of Birth: Reality 616, Titan

Marital Status: Single

Known Relatives: All Deceased

Group Affiliation: The Cabal

Base of Operations: Utopolis

KNOWN POWERS

Armor Skin: MN protection against physical attacks, AM protection against energy attacks.

Invulnerability: CI1000 resistance to heat, cold, electricity, radiation, toxins, and disease.

Plasma Generation: UN

Self-Sustenance: Need not consume water, food, or air.

Teleportation: UN ability to teleport himself and up to 10 companions.

Talents: All Scientific skills, especially Engineering and Repair/Tinkering.

Contacts: The Cabal



STORY SEEDS

This... IS... DOOMSTADT!!!

The Characters are Gladiators in the Killiseum. Their cooperation in the battlefield has become popular amongst the fans and their teamwork draws huge ratings. Arcade flips the script and turns the Characters on each other. Will they fight to the death or fight for freedom?

Book 'Em, Thor!

The Characters have all been deemed worthy and have become recruits in Doom's army. Now it's up to them to carry out the hammer of justice across Doom's realms.

The Doom Files

The Characters are members of The Foundation. They are active Field Agents investigating strange anomalies under the direction of Kitty Pryde.

The Forgotten Ones

The Characters are a rag-tag bunch of survivors from across the multiverse that ended up with all their memories from the life before. Perhaps they were on another Life Raft or perhaps they became Awakened on their own. Whatever the case, they now have to set things right and bring the universe back to the way it was before. Somewhere out there, there are others that want the same thing.

Burn, Baby, Burn!

The Characters are a group of Ghost Racers who escaped the Killiseum when Robbie and the Spirits of Vengeance made their great escape. On the lamb from the Thors and a newly resurrected Zadkiel, the Racers tear through the Domains looking for shelter and seeking Vengeance!

The Isle of Truth

The Characters have discovered the Isle of Agamotto and the secrets that lie beneath. What will they do with the information that their reality is a lie?

The Eyes of Agamotto

The Characters have been hand picked by Sheriff Strange to investigate mystical aberrations from across Battleworld.

CREDITS

The Adaptor pulled information from the following publications and websites to compile this Compendium:

Marvel Unlimited Membership

Marvel.com

marvel.wikia.com

www.classicmarvelforever.com

<http://www.angelfire.com/comics/benriely/>

wikipedia.com

The Official Handbook of the Marvel Universe - Multiple Issues

The Gamer's Handbook of the Marvel Universe Vols. 1-4 and 1989-1992

Updates

Secret Wars #1-9

Ghost Racers #1-4

Planet Hulk #1-4

Thors #1-4

MODOK Assassin #1-4

Secret Wars: Battleworld #2

The Adaptor highly recommends the Marvel Unlimited membership and application.

This is the best tool for running any game in the Marvel Universe.

This is simply the adaptor's opinion and is given completely of his free will.

He does not work for nor is endorsed by Marvel Comics or the Disney Corp.

He's just a big Marvel Phile and prefers to pay for a subscription rather than pirate issues illegally.

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AN UNOFFICIAL GAME ACCESSORY

**ALSO INCLUDES INFORMATION ON DOOMGARD, THE KILLISEUM,
AND THE SURVIVORS OF THE MULTIVERSE!**

