

MHSP-6

MARVEL SUPER HEROES™

FEATURING INFORMATION ON GREENLAND AND DYSTOPIA

SECRET WARS



BOOK OF GREEN

MARVEL SUPER HEROES™

SECRET WARS

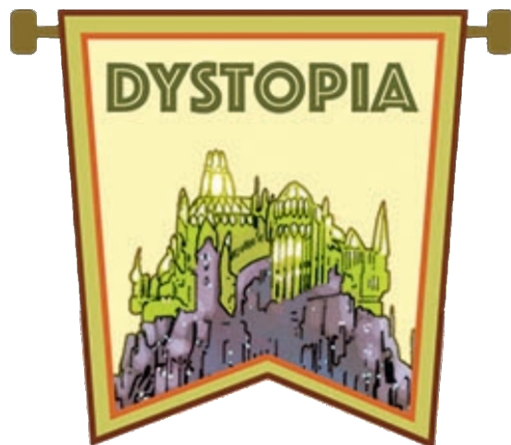
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MARVEL SUPERHEROES™

SECRET WARS

BOOK OF GREEN

AN UNOFFICIAL GAME ACCESSORY

By Christopher P. Tyner



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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

Dystopia is one of the domains of Battleworld. Its baron was the Maestro.

Maestro ruled Dystopia with an iron fist, exiling all dissenters to Greenland. His only opposition was a band of rebels led by the Thing who had taken in those rejected by the Maestro.

Disguised as Odin, Maestro convinced Ruby Summers, a rebel whom he had been watching for quite some time, that he was indeed the Asgardian god and she took him to the rebels' underground hideaway where Maestro revealed himself and attacked them, drawing the Thing's attention.

A fierce battle ensued between the two powerhouses. When the battle was taken to the city above, the other rebels attempted to flee while Ruby and Janis leapt to the aid of the Thing. Ruby was unfortunately captured by one of Maestro's Dogs of War during the scuffle. Janis then secretly followed them to somewhere far from the battle site, and it was there that the Gravity officer that had captured Ruby revealed herself as Layla Miller, one of the rebels who had infiltrated Maestro's ranks. Meanwhile, the Thing was defeated and taken to Maestro's castle.

With the Thing immobilized, Maestro revealed his plans to overthrow God-Doom and asked for his help, which piqued the Thing's interest.

With Layla's help, Ruby, Janis, Skooter and a handful of other rebels infiltrated Maestro's castle to rescue their leader and take Maestro down, but discovered that the Thing had made a deal with the tyrant to help him get the only weapon in the world capable of destroying Doom: the Destroyer, in exchange for the Maestro turning Dystopia over to the Thing.

After the rebels agreed to help him in his quest, Maestro and his

commanded the other Trolls to do the same. He then guided Maestro and the remaining rebels to the Ancient One, who to Maestro's surprise, was none other than Rick Jones.

Rick led them without delay to the Destroyer and told Maestro to take the armor. Distrustful, Maestro grabbed Rick by the collar, claiming that it couldn't be that simple. Rick replied that it wasn't. He had already summoned Doom through his

place of power, a wishing central, to which all wishing wells were connected. Maestro then approached the armor and, as Doom arrived, merged with it. A battle ensued between Doom and Maestro while the rebels and Rick fled. Without much effort, Maestro was able to overpower Doom and finally kill him and seize control over Battleworld as

its new God Emperor.

Or so he thought...

In reality, Maestro never merged with the armor. Rick revealed to the rebels that as he had said earlier, that the place in which they stood was a wishing well. The well had granted Maestro's deepest desire in his mind, and the Maestro would live under this delusion for the rest of his life. As the rebels took their leave, Rick stayed behind with the Maestro, guarding him until the end of time at Doom's request.



newfound temporary allies traveled to Norseheim, where, according to the book he stole from Doom, they would find Ulik the Troll, who would guide them to the Destroyer Armor. To get information about Ulik's whereabouts, the group entered a local pub and found Hoder, who revealed to them that Ulik was in Nornheim and told them where they could find its entrance.

As soon as they entered Nornheim, Maestro and the rebels were attacked by Ulik and his Trolls. The battle ended when Ulik, after being severely beaten by Maestro, surrendered and

DYSTOPIA



LOCATIONS

Dystopia is the city at the hub of Maestro's Domain. It is protected by underground anti-mag radiation shielding. If this were to fail then the city would be bombarded with the gamma radiation that runs rampant through the region. The radiation is likely to cause illness, though it is not considered to be immediately deadly. Dystopia is roughly the size of modern day Manhattan.

- *Downtown:* The downtown area is rather cramped with a dense population and large ultra-modern buildings, structures and skyscrapers. There are some old-style buildings made of concrete and brick but they are in

a state of disrepair and are considered hazardous. Often the homeless of Dystopia can be found in these run-down structures.

- *The Market Place:* This is the center of town where citizens of Dystopia can barter for food, electronics, antiques, prostitutes or bionic limbs.

- *Secret Rebel Headquarters:* There are Rebel Headquarters located underground throughout many parts of the city. There are hidden lifts located in many of the decrepit buildings that grant access to the rebel bases below the surface. In order to use the lifts the individual must have the password and match a visual scan. If not, the self defense

system kicks in. It detonates an IN rank explosion in the area of the unidentified trespasser. A sharp intruder could potentially bypass the technology with an AM Reason FEAT.

The underground bases contain living quarters, dining quarters, scientific labs, weapon lockers and a security station. From the security station, one can control all lifts as well as an IN level surveillance system. The inner defenses include IN level acid sprays, mustard gas and laser beams.

- *The Castle of Green:* Maestro built his castle atop cliffs a few hundred feet high about a half mile on the edge of the city. The Castle is very elaborate and filled with the Maestro's chosen subjects. These individuals are his trusted soldiers and Dystopia's most beautiful women. The Castle is also filled with laboratories, war rooms, med labs, interrogation rooms, living quarters, eating quarters and security rooms. The cliffs along the outside of the castle are where all the dead are tossed.

- *Wastelands:* Though not part of the city, this barren, dry land seems to also be protected by radiation. A few hundred farmers strive to live in this area with little luck. They get little food and have to bargain with the Maestro for enough to survive. These farmers live in shacks in the dry heat and many suffer from radiation poisoning and various deformities.

DYSTOPIA



STATISTICS

F IN (40)
A GD (10)
S SHX (150)
E UN (100)
R RM (30)
I EX (20)
P RM (30)

Health: 300

Karma: 80

Resources: IN (40)

Popularity: 40

BACKGROUND

Real Name: Robert Bruce Banner

Occupation: Baron of Dystopia

Identity: Public

Legal Status: Baron of Dystopia

Other Known Aliases: Hulk

Place of Birth: Earth 9200, Dayton, OH

Marital Status: Single

Known Relatives: Jennifer Walters, (cousin)

Group Affiliation: None

Base of Operations: Dystopia, The Castle of Green

KNOWN POWERS

Alter Ego: Maestro can turn into Bruce Banner at will but rarely chooses to do so. In this form, however, he was able to convincingly portray himself as a frail version of Odin to trick a small group of rebels. Unlike his Hulk counterparts from other Domains, Maestro does not revert back to Banner when unconscious.

Invulnerability: MN protection from physical attacks; AM protection from energy attacks; CL1000 protection from heat, cold, fire, or disease.

Astral Detection: UN ability to see astral forms and disembodied spirits.

Hyper-Leaping: SHZ

Adrenalin Surge: In times of great stress or anger, Maestro's Fighting, Strength, Endurance and Psyche increase +1CS up to a maximum of +3CS depending on the circumstances as determined by the player's role-playing techniques and the Judge.

Regeneration/Healing: AM



BRUCE BANNER

F PR (4)
A TY (6)
S TY (6)
E TY (6)
R RM (30)
I EX (20)
P RM (30)

Health: 22

Karma: 80

Talents: Martial Arts B, Biology, Chemistry, Radiology, Genetics, Physics, Computers.

Contacts: As Baron of Dystopia, Maestro has contacts with other Barons across Battleworld - particularly those with bones to pick with God Doom.

BANNER AS ODIN



HISTORY

Maestro was the baron of Dystopia, ruling it with an iron fist and exiling anyone who opposed him to Greenland. The only real opposition to his rule was a band of rebels led by The Thing.

Despite being the ruler of his own domain, Maestro secretly plotted to unseat God Emperor Doom and take his place as the All-Father and ruler of Battleworld.

Disguising himself as Odin, Maestro allowed himself to be found by Ruby Summers, who took him to the rebel hideout. There, Maestro revealed his true identity and attacked the rebels. He engaged their leader, the Thing, in battle, and defeated him, taking him back to his palace.

At his palace, Maestro made a proposition to the Thing. He asked for his aid in retrieving the Destroyer Armor, which Maestro would use to usurp Doom's position as All-Father, in exchange for which Thing would be allowed to rule Dystopia after Maestro left. The Thing, to the horror of his fellow rebels who had come to rescue him, accepted.

The gang of unlikely allies traveled to Norseheim, where a book Maestro had stolen from Doom had said that Ulik the Troll, who knew the location of the Destroyer, would be. At an inn, they found Hoder, who informed them that Ulik could be found in Nornheim.

Upon entering Nornheim, they were immediately attacked by Ulik's horde of trolls. Maestro

easily defeated Ulik, and forced him to tell him the location of the Destroyer armor. Ulik complied, and guided them to the Ancient One, who was the guardian of the Destroyer armor. To the Maestro's surprise, the Ancient One was none other than Rick

trap: The Cave is Wishes trapped Maestro in the armor in an illusion of his deepest wish. Maestro, reverting to his human form, would thus remain trapped in the illusion for all eternity.

Maestro was freed from his illusion, however, to help God Emperor Doom deal with a rising rebellion that was occurring in Battleworld, brief moments before the planet was destroyed. The destruction of Battleworld was the consequence of Mister Fantastic stealing Doom's godly powers, and using it to rebuild the Multiverse.

ADDITIONAL NOTES



Jones.

Rick led them to the armor and told Maestro that he was free to put it on. Suspecting a trap, Maestro refused to believe that getting the armor could be that easy. Rick told him that it wasn't, as he had already summoned Doom to deal with Maestro. Maestro put on the armor just as Doom arrived. A fight ensued, which the Maestro won with little effort, going on to seize all of Battleworld and rule it as the new All-Father afterwards. Or so he would believe. There was indeed a

RUBY SUMMERS

STATISTICS

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

Health: 110

Karma: 60

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Ruby Summers

Occupation: Resistance Fighter

Identity: Public

Legal Status: Citizen of Dystopia with a criminal record

Other Known Aliases: None

Place of Birth: Earth 1191

Marital Status: Single

Known Relatives: Scott Summers (father), Emma Frost (mother)

Group Affiliation: Rebels

Base of Operations: Dystopia, Rebel Bases

KNOWN POWERS

Optic Blasts: Ruby can fire Optic Blasts of AM concussive energy similar to her father. These blasts can be controlled without the use of a visor but can only be fired once every 93 seconds.

Organic Ruby Form: Ruby can transform her body into a solid ruby state. She has chosen to stay in this state permanently and does not fall out of this state when asleep or unconscious. Her ruby form gives her the following advantages:

- **Invulnerability:** AM
- **Limited Immortality:** As long as she stays in her ruby form, Ruby does not age.

Talents: Martial Arts A and E, Detective, Tracking, Diplomacy.

Contacts: Thing, Janis Jones, Skooter, Slider



HISTORY

Ruby Summers was a member of the Rebels group led by the Thing who fought against the tyranny of Dystopia's Baron Maestro.

Ruby had a habit of going on solo outings without anyone else which led to her coming across an old man in the desert claiming to be the fallen Asgardian leader Odin. Being the kind hearted person she is, she brought him to the rebel hideout in order for him to rest up and heal.

After arriving, "Odin" wanted to meet the leader of the resistance so Ruby brought him to see the Thing. But this was a setup as Odin was really the Maestro in disguise. He attacked the rebels while Ruby fired her optic blasts in hopes to stop Maestro in his tracks, but her effort wasn't good enough. The Maestro ended the battle quickly, and dragged the Thing back to the Castle Green.

After the evacuation, Janis and Skooter joined Ruby in an attempt to rescue their captured leader. They came across one of the Maestro's guards, Layla Miller who proved to be a traitor in the ranks of Maestro's forces. With Layla's assistance, Ruby and the rebels were able to sneak into the Baron's palace.

As Layla led Ruby and the others through a back entrance into the castle, they were ambushed by the Maestro's guards, but with a swift optic blast from Ruby and the help of Layla's robot dog companion Jamie the guards were dispatched. They made their way to the throne room just to see The Thing strike a deal with Maestro to help him usurp

Emperor Doom.

The gang of unlikely allies traveled to Norseheim, where a book Maestro had stolen from Doom revealed Ulik the Troll possessed an item of power that could potentially defeat Doom in battle: a magical robotic armor known as the Destroyer. At an inn in Norseheim, they found a man named Hoder, who informed them that Ulik could be found in Nornheim.

Upon entering Nornheim and Ulik's cave, Ruby and the others were immediately attacked by Ulik's horde of trolls while Maestro took on Ulik himself. Defeated, Ulik was forced to tell them the location of the armor. He then guided them to the Ancient One, who they learned was actually Rick Jones and also the guardian of the Destroyer armor.

Rick led them to the armor, which after some hesitation the Maestro put it on, but in the end Ruby and her group learned from Rick that while he wears the armor, Maestro will forever be trapped in a illusion of his own creation. Knowing Maestro was successfully entrapped, Ruby and the Rebels returned to Dystopia with The Thing.

ADDITIONAL NOTES

STATISTICS

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

Health: 80

Karma: 50

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Janis Jones

Occupation: Resistance Fighter

Identity: Public

Legal Status: Citizen of Dystopia with a criminal record

Other Known Aliases: None

Place of Birth: Earth 9200

Marital Status: Single

Known Relatives: Rick Jones (grandfather)

Group Affiliation: Rebels

Base of Operations: Dystopia, Rebel Bases



KNOWN POWERS

Hair: Can use hair as a blunt attack. Does GD damage.

Weapons:

Staff: Made of UN material strength, and it can do RM blunt damage or shoot a concussion blast of AM force up to four areas away. If she can make contact with a Fighting FEAT, the staff will inflict UN concussive force and her opponent must roll an IN endurance FEAT or be blinded for one to ten rounds.

Talents: Martial Arts A, C, D, & E, Tumbling, Acrobatics, Strategy.

Contacts: Thing, Ruby Summers, Skooter, Slider

HISTORY

Janis was a member of the Rebels who, alongside their leader The Thing, fought against the tyranny of the Maestro, Baron of Dystopia.

She was present when follow fighter Ruby Summers brought an elderly man to their base who claimed he was the Asgardian All-Father Odin. Being weary of the old man's identity, Janis and Ruby had Slider telepathically read his mind to make sure he was who is said he was.

Slider found nothing out of the ordinary until she got hit with psionic feedback knocking her down to the ground. "Odin" was revealed as the Maestro disguised in human form. Once he changed back into the behemoth, Maestro attacked Janis and the others. Janis fired energy blasts from her staff with no effect, which alarmed the resistance leader himself, the Thing.

As their leader clashed with the Maestro, Janis helped evacuate the another members of the resistance above ground to the city. After a while, Janis watched as Maestro defeated their leader and with the help from the Baron's soldiers they took Thing to the palace as a prisoner.

Janis and Skooter went to find Ruby to plan a rescue attempt but they noticed she was supposedly captured by one of the guards, who turned out to be Layla Miller who also opposed the dictator. She agreed to help them sneak into the Baron's palace.

As Layla led Janis and the others through a back entrance into the castle, they were

ambushed by the Maestro's guards, but with a swift optic blast from Ruby and the help of Layla's robot-dog companion Jamie the team tore through the guards. They made their way to the throne room just to see The Ting strike a deal with Maestro to help him usurp God Emperor Doom.

The gang of unlikely allies traveled to Norseheim, where a book Maestro had stolen from Doom revealed Ulik the Troll possessed an item of power that could potentially defeat Doom in battle: a magical robotic armor known as the Destroyer. At an inn in Norseheim, they found a man named Hoder, who informed them that Ulik could be found in Nornheim.

Upon entering Nornheim and Ulik's cave, Janis and the others were immediately attacked by Ulik's horde of trolls while Maestro took on Ulik himself. Defeated, Ulik was forced to tell them the location of the armor. He then guided them to the Ancient One, who they learned was actually Janis' grandfather, Rick Jones - the guardian of the Destroyer armor.

Rick led them to the armor, which after some hesitation the Maestro put it on, but in the end Janis and her group learned from Rick that while he wears the armor, Maestro will forever be trapped in a illusion of his own creation. Knowing Maestro was successfully entrapped, Janis and the Rebels returned to Dystopia with The Thing.

ADDITIONAL NOTES

STATISTICS

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

Health: 50

Karma: 26

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Skooter

Occupation: Resistance Fighter

Identity: Public

Legal Status: Citizen of Dystopia with a criminal record

Other Known Aliases: None

Place of Birth: Dystopia, Battleworld

Marital Status: Single

Known Relatives: None

Group Affiliation: Rebels

Base of Operations: Dystopia, Rebel Bases

KNOWN POWERS

Teleportation: Skooter can teleport himself and others over short distances without fatigue. His range for teleportation is TY.

Talents: Martial Arts A & B, Scrounging.

Contacts: Janis Jones, Thing, Ruby Summers, Slider



HISTORY

Skooter was a member of the Rebels and close partners with Janis Jones. The two of them were searching through the city for fellow rebel Ruby Summers when they came across her and an elderly man that Ruby said claimed to be the Asgardian leader Odin. They decided to bring him to their underground base to meet their leader. Skooter and the others had their resident telepath, Slider establish a mind-link with "Odin" to make sure he was who he claimed but after touching his forehead a psionic feedback knocked Slider down revealing that Odin was really the Baron Maestro in disguise.

Skooter engaged in a battle with the baron along with his fellow rebels but they didn't stand a chance. It did however gain the attention of their boss, the Thing. This allowed Skooter to leave so he could help with the evacuation of the residents via teleportation to the city above ground. He later met back up with Janis after she came across one of the Baron's soldiers taking Ruby hostage, but in fact it was the other way around. Ruby was saved by the soldier who turned out to be Layla Miller, someone who also opposed the Maestro's cruelty. Skooter didn't trust her but they accepted her help with breaking into the castle to rescue the Thing.

As Layla led everyone through a back entrance into the Castle Green, they were ambushed by the Maestro's guards, but with a swift optic blast from Ruby and the help of Layla's companion Jamie they tore through the guards easily. The group made

their way to the throne room just to see their leader strike a deal with Maestro to help him usurp Emperor Doom.

During their travel to Nornheim in search of Ulik the Troll, the group was ambushed by Ulik and his companions. During the battle, Skooter met his untimely demise when a troll snapped his neck.

ADDITIONAL NOTES

STATISTICS

F TY (6)
A GD (10)
S TY (6)
E GD (10)
R GD (10)
I GD (10)
P IN (40)

Health: 32

Karma: 60

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Slider

Occupation: Resistance Fighter

Identity: Public

Legal Status: Citizen of Dystopia with a criminal record

Other Known Aliases: None

Place of Birth: Dystopia, Battleworld

Marital Status: Single

Known Relatives: None

Group Affiliation: Rebels

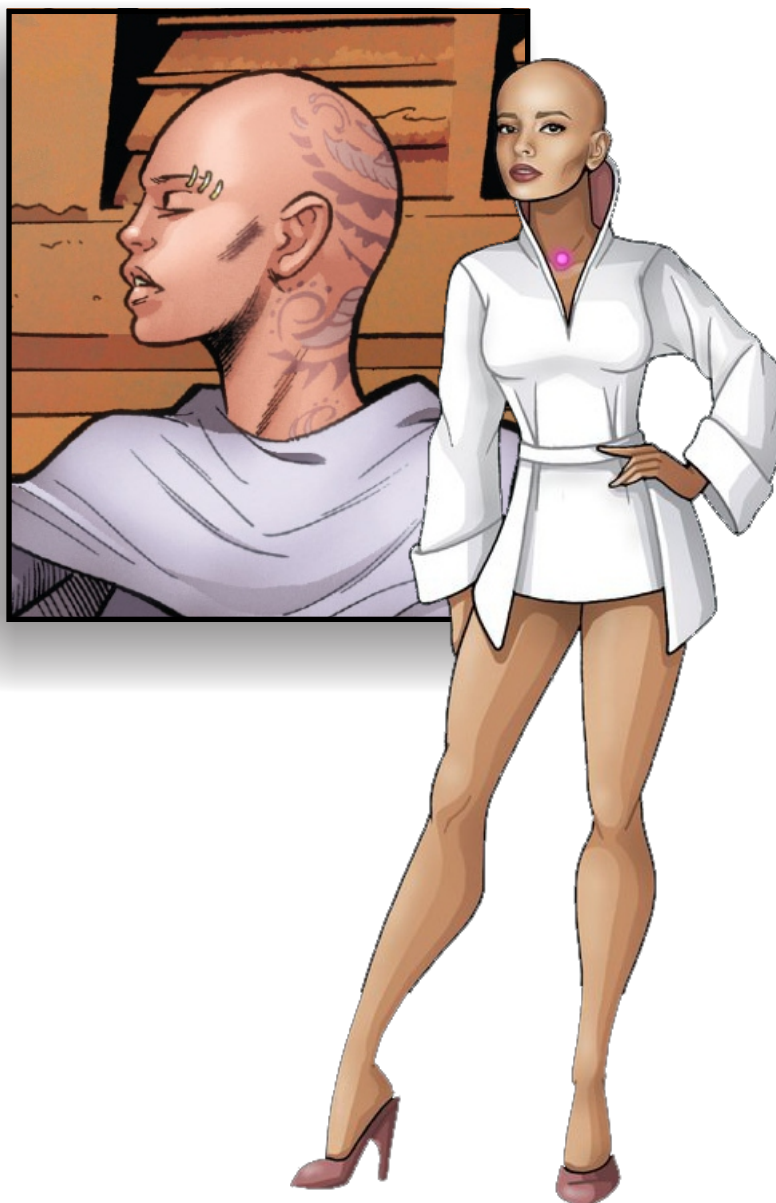
Base of Operations: Dystopia, Rebel Bases

KNOWN POWERS

Mind-Link: Slider has an AM Telepathic ability to create a mind-link with anyone she touches. This power can be resisted with a Red Psyche FEAT.

Talents: Scrounging, Diplomacy

Contacts: Janis Jones, Thing, Ruby Summers, Skooter



HISTORY

Slider was a member of the Rebels who acted as a security guard due to her telepathic abilities to scan peoples minds to make sure they weren't a threat to their base.

She was called upon by Janis to scan the mind of an elderly man that Ruby Summers found in the desert who claimed to be the All-Father, Odin. As Slider touched "Odin"'s head she received a psionic backlash from the scan revealing that he was actually the Maestro in disguise.

As their leader the Thing clashed with the emerald giant, Slider was evacuated to the city above ground with the rest of the resistance.

ADDITIONAL NOTES

STATISTICS

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

Health: 56

Karma: 70

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Layla Miller

Occupation: Gravity Police, Resistance Fighter

Identity: Public

Legal Status: Citizen of Dystopia with no criminal record

Other Known Aliases: None

Place of Birth: Dystopia, Battleworld

Marital Status: Single

Known Relatives: None

Group Affiliation: Gravity Police

Base of Operations: Dystopia, Castle Green

KNOWN POWERS

Reanimation: Layla has the RM ability to reanimate dead beings, restoring their consciousness, but not their souls. However, this reanimation can only be performed within minutes of the individual's death. In addition to reanimating corpses, Layla also heals any wounds the victim may have suffered.

Pseudo-Precognition: When an adult Layla returned from the future, she uploaded all the knowledge about her lifetime and information from the next 80 years into the mind of her younger self. However, the process was imperfect and left gaps in her knowledge, or "blind spots", but enabled her to seemingly "predict" the future, or "know stuff." The adult Layla still retained a large amount of knowledge acquired about the

world and the future. Much of her knowledge as an adult seemed to be from a journal that she wrote, and planned to read again in eighty years, for her younger self to read. This power acts as IN Total Memory regarding any event that seems divergent from the reality she is currently existing in.

WEAKNESSES

Blind Spots: Certain moments are unreadable for Layla. If she scores a 100 on a Precog roll, she knows something seems out of the ordinary, but cannot determine what her memory should be.

Chaos Theory Rebounding: Presumably, if Layla reveals anything about the timeline, she will be struck down dead on



the spot.

Talents: Military, Martial Arts A and E, Robot Training, Guns, Marksmanship.

Contacts: Gravity Police

HISTORY

Layla Miller was a member of Baron Maestro's Gravity Police who showed up with her Dog of War named Jamie after the Baron was engaged in a fight with the rebel leader the Thing.

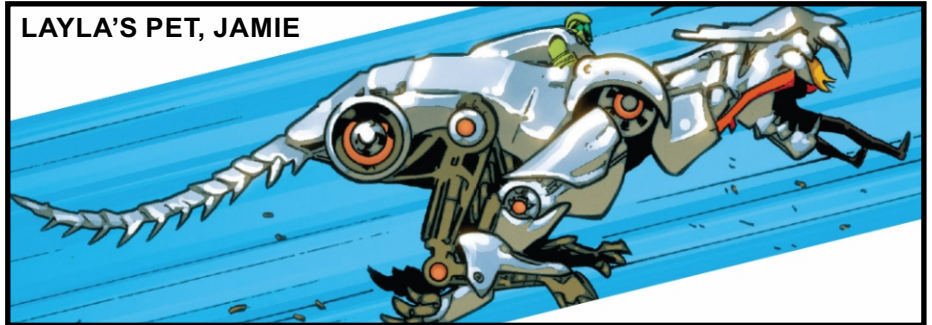
During the battle Layla noticed the rebel Ruby Summers trying to escape, she told the Baron that she will take care of the girl. Layla had Jamie pick up Ruby in his steel jaws and began to flee from the scene when Janis ran up the tail of Jamie and punched Layla, throwing her to the ground.

Layla revealed to the rebels that she was one of them; someone who opposed the Baron to and that she wasn't the only one in the palace that shared her disdain. Layla then offered to help them sneak into the palace through a back entrance so they could rescue The Thing.

After making to the Castle Green, Layla went on ahead while the others stayed back so she could get her fellow members in the patrol, Linqon and Dwayne to help her get Ruby and her group into the castle through a window. As they made their way in, they were ambushed by the Maestro's guards, but with a swift optic blast from Ruby and the help of Layla's companion Jamie they bested the guards with ease. They made their way to the throne room just to see The Thing strike a deal with Maestro to help him usurp God Emperor Doom.

The gang of unlikely allies traveled to Norseheim, where a book Maestro had stolen from Doom had said that Ulik the Troll would know the location of

LAYLA'S PET, JAMIE



the Destroyer armor.

At an inn, they found Hoder, who informed them that Ulik could be found in Nornheim.

Upon entering Nornheim and Ulik's cave, Layla and the others were immediately attacked by Ulik's horde of trolls while Maestro took on Ulik himself. Defeated, Ulik was forced to tell them the location of the armor. He then guided them to the Ancient One, who they learned was actually Rick Jones and also the guardian of the Destroyer armor.

Rick led them to the armor, which after some hesitation the Maestro put it on, but in the end Layla and her group learned from Rick that while Maestro wears the armor, he will forever be trapped in a illusion of his own creation. Soon after, Layla and the others headed back to Dystopia.

ADDITIONAL NOTES

JAMIE

F	RM (30)
A	AM (50)
S	RM (30)
E	SHY (200)
R	PR (4)
I	PR (4)
P	PR (4)

Health: 310

Karma: 12

Resources: SH0 (0)

Popularity: 0

POWERS

Invulnerability: Its frame gives it SHY protection from Physical and Energy attacks. It is also immune to Radiation, Disease, Toxins and Aging.

Leaping: AM

Bite: If Jamie catches something in his mouth (a fighting FEAT vs opponents agility) it can do up to UN damage. It will break things of SHY the first round and up to CL 3000 the second.

Teeth and Claws: IN edged Damage.

WEAKNESS

Size: Jamie is +1CS to hit

STATISTICS

F IN (40)
A GD (10)
S MN (75)
E MN (75)
R EX (20)
I EX (20)
P EX (20)

Health: 200

Karma: 60

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: General Thaddeus
"Thunderbolt" Ross

Occupation: Resistance Leader

Identity: Secret

Legal Status: Fugitive

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Rebels

Base of Operations: Dystopia,
Rebel Bases

KNOWN POWERS

Body Armor: Ross has a thick rocky hide that gives him IN protection against Physical and Fire based attacks. It provides EX protection against other forms of Energy attacks.

Hyper Breath: As a Strength Power Stunt, Thing can expel an EX intensity windstorm with a maximum range of 2 Areas.

Talents: Military, Martial Arts B, Guns, Marksmanship. Tactician, Pilot, Diplomacy, Leadership.

Contacts: Rebels across Dystopia



HISTORY

Thaddeus Ross was a Air Force major within the astronaut program when he took a shuttle with him and Glenn Talbot into outer space where they plotted a course that ended up going through a storm of cosmic rays. After being bombarded by the radiation the ship was damaged and crashed landed.

As Ross pulled himself from the wreckage, he discovered Talbot dead. Suddenly his body started to change into a orange-colored, thick-skinned, heavily-muscled, and super humanly strong rock creature. In shock from his transformation, Ross disappeared into the forest.

Calling himself the Thing, he later became the leader of the resistance against the Baron of Dystopia, Maestro. Ross was at the rebel base when one of his scouts, Ruby Summers brought in an elderly man who claimed to be the Asgardian All-Father, Odin after finding him lost in the wastelands outside of the city.

But this was a ruse, as it turned out that "Odin" was really the Maestro in human form. He started to attack the rebels, which drew the Thing's attention. A battle broke out between the two behemoths which resulted in everyone being evacuated above ground.

After trading blows back and forth, the Maestro gained the upper-hand by knocking Ross out while his soldiers showed up in time to back him up. He then took Thing back to his palace as a prisoner.

With the Thing immobilized, Maestro told him about his plans to overthrow God-Doom and asked for his help, which

made intrigued Ross. Maestro was looking for the legendary Destroyer armor which, according to a book stolen from Doom, was powerful enough to take out Doom. The Thing agreed to assist Maestro in his quest to confront Doom in trade for Baronship of Dystopia.

As they talked about their uneasy alliance, Thing's rebel friends broke into the palace thinking he was being held prisoner. Ross informed his followers that they would be joining forces with the Maestro instead.

The Rebels followed the Maestro to Norseheim, where according to the book stolen from Doom, would lead them to Ulik the Troll who knew of the location of the armor. To get information about Ulik's whereabouts, the group entered a local pub and found Hoder, who revealed to them that Ulik was in Nornheim and told them where they would find its entrance.

Upon entering Nornheim and Ulik's cave, Thing and the others were immediately attacked by Ulik's horde of trolls while Maestro took on Ulik himself. Defeated, Ulik was forced to tell them the location of the armor. He then guided them to the Ancient One, who they learned was actually Rick Jones, the guardian of the Destroyer armor.

Rick led them to the armor, which after some hesitation the Maestro put it on, but in the end Ross and his group learned from Rick that while Maestro wears the armor, he will forever be trapped in an illusion of his own creation which was fine for The Thing as they headed back

to Dystopia, now without its tyrant king.

ADDITIONAL NOTES

STATISTICS

F PR (4)
A FE (2)
S FE (2)
E PR (4)
R TY (6)
I GD (10)
P TY (6)

Health: 12

Karma: 22

Resources: FE (2)

Popularity: 0

BACKGROUND

Real Name: Rick Jones

Occupation: Ancient One

Identity: Secret

Legal Status: Presumed Dead

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Janis Jones
(grand-daughter)

Group Affiliation: None

Base of Operations: Nornheim

KNOWN POWERS

Immortality: Rick is Immortal as long as he stays in his Cave of Wishes. He is immune to disease, poison, radiation, and does not age. He can however be killed by any other means.

Talents: Martial Arts E,
Performance, Guitar

Contacts: None



HISTORY

Rick Jones was chosen by God-Emperor Doom to stand guard over the legendary Asgardian Destroyer Armor in Nornheim. As long as he stayed in the Cave of Wishes, Jones was granted immortality. Calling himself the Ancient One, he resigned eternity to protecting Doom's treasure.

After a long time of being alone he received a visit from some old friends and family, his great-granddaughter Janis and the Rebels of Dystopia. Along with them was his former friend who was now the Baron of Dystopia, the Maestro who was seeking to claim the Destroyer armor for himself.

Rick led them to the armor, and told Maestro that he was free to put it on. Suspecting a trap, Maestro refused to believe that obtaining the armor could be that easy. Rick told him that it wasn't, as he had already summoned Doom to deal with the Maestro. Maestro put on the armor just as Doom arrived. A fight ensued, which the Maestro won with little effort, going on to seize all of Battleworld and rule it as the new All-Father.

Or so he was tricked into believing. There was indeed a trap; the Maestro was living out a fantasy within the Destroyer armor, as the Cave of Wishes had granted his deepest desire. The Maestro, reverting to his human form, would thus remain trapped in the illusion for all eternity.

ADDITIONAL NOTES

STATISTICS

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

Health: 36

Karma: 22

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Various

Occupation: Gravity Police

Identity: Public

Legal Status: Royal Guard of Dystopia

Other Known Aliases: None

Place of Birth: Dystopia, Battleworld

Marital Status: Various

Known Relatives: Various

Group Affiliation: Gravity Police

Base of Operations: Dystopia



KNOWN POWERS

None

Weapons:

Heavy Blaster:

Material Strength: GD

Damage: IN Energy

Range: 4 Areas

Blaster:

Material Strength: GD

Damage: EX Energy

Range: 2 Areas

Body Armor: EX protection against Physical and Energy attacks.

Talents: Martial Arts B, Marksmanship, Guns, Military

Contacts: Maestro, Dogs of War

HISTORY

The Gravity Police are the official patrolman used by the Baron Maestro in order to keep

the people of Dystopia in line. They were seen after the Baron engaged in a battle against the Rebels leader, the Thing. After the Maestro defeated him, the Gravity Police took Ross to the palace as their prisoner.

Some members of the force secretly opposed the Maestro due to his treatment of the people. As Layla Miller devised a plan with Ruby Summers to sneak into the castle to rescue their boss, Layla had fellow Gravity Police co-conspirators Linqon and Dwayne helped her with the rescue attempt. After getting them in, the traitors helped take out their former officers in order for the mission to be a success.

DOGS OF WAR

F RM (30)
A AM (50)
S EX (20)
E SHY (200)
R PR (4)
I PR (4)
P PR (4)

Health: 300

Karma: 12

Resources: SH0 (0)

Popularity: 0

KNOWN POWERS

Invulnerability: Its frame gives it SHY protection from Physical and Energy attacks. It is also immune to Radiation, Disease, Toxins and Aging.

Leaping: AM

Bite: If a Dog of War catches something in its mouth (a fighting FEAT vs opponents agility) it can do up to UN damage. It will break things of SHY the first round and up to CL 3000 the second.

Teeth and Claws: RM edged Damage.

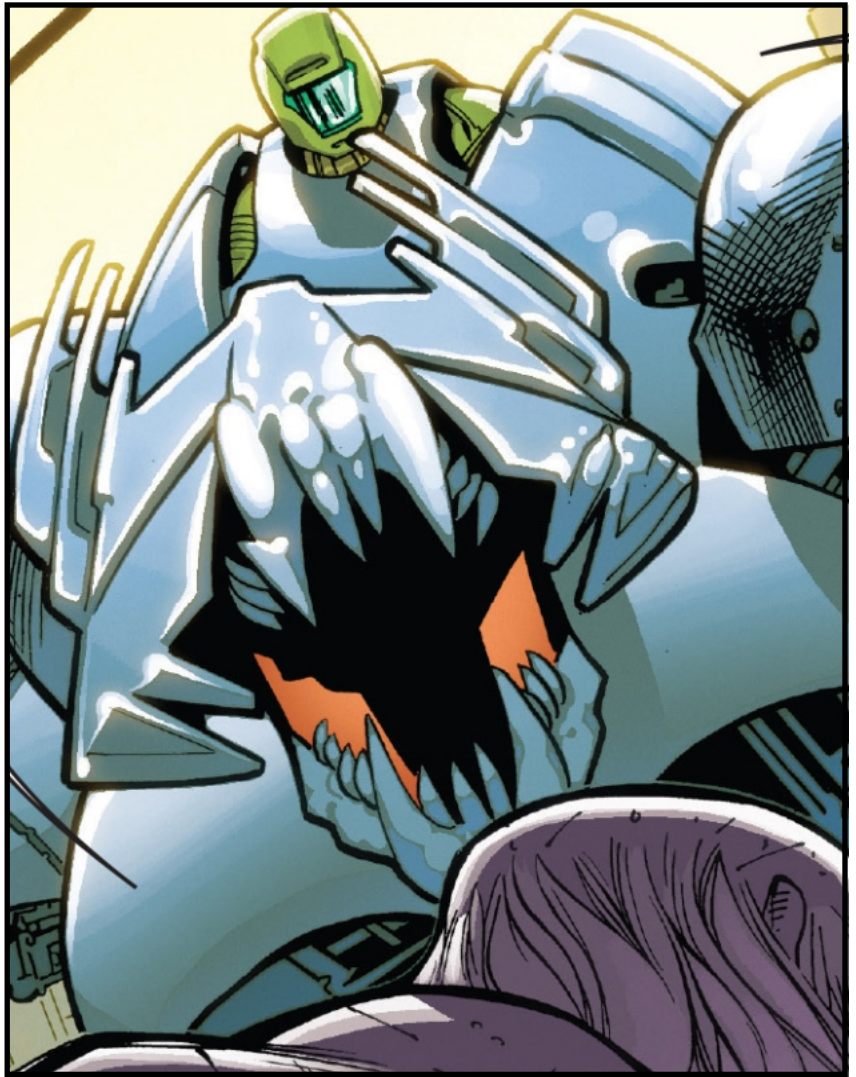
WEAKNESS

Size: The Dogs of War are +1CS to hit

HISTORY

The Dogs of War were a group of sentient robotic dogs that were used as riding partners to the Gravity Police so they could patrol the domain of Dystopia under the Baron Maestro's iron hand.

The animals, though cybernetic in origin, are raised as small puppies until they come to full age and size as Layla Miller did with her partner Jamie.



ULIK AND THE ROCK TROLLS

STATISTICS

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

Health: 285

Karma: 50

Resources: IN (40)

Popularity: 20

BACKGROUND

Real Name: Ulik

Occupation: Warrior

Identity: Public

Legal Status: Citizen of the Domain of Trolls, Nornheim, Battleworld

Other Known Aliases: None

Place of Birth: Domain of Trolls

Marital Status: Single

Known Relatives: Horth (brother, deceased)

Group Affiliation: Rock Trolls

Base of Operations: Domain of Trolls, Nornheim

KNOWN POWERS

Dense Flesh: Ulik's tough hide provides him with MN Body Armor.

Pounders: These unique weapons resemble brass knuckles. These weapons do SHX damage and can set off MN level earthquake tremors to everything within a 3 area range and RM damage to everything within 5 areas.

Minions: Ulik is the commander of his own squad of Rock Trolls with the following stats:

F RM (30)
A GD (10)
S RM (30)
E IN (40)
R FE (2)
I PR (4)
P PR (4)

Health: 110

Karma: 10

Body Armor: GD



Talents: None

Contacts: Rock Trolls

HISTORY

Ulik was the leader of the Rock Trolls in Nornheim when the Baron Maestro and the Rebels came in search of the Asgardian Destroyer Armor. In order to see the Ancient One about the armor, they had to defeat Ulik and his horde of trolls in a fight.

Ulik first battled the Thing, but quickly overpowered him. Maestro then told Ulik to come after him, and the both of them smashed their fists together, which caused them to break through the cavern wall and down into the water that lay beneath. After Ulik was defeated, he went back to the entrance to tell his horde to stop attacking the rebels and Maestro so the Ancient One could deal with them instead.

ADDITIONAL NOTES

DESTROYER ARMOR

STATISTICS

F UN (75)
A MN (10)
S UN (100)
E CL3000 (3000)
R N/A
I N/A
P UN (100)
Health: 3275
Karma: 100
Resources: N/A
Popularity: -100

KNOWN POWERS

Dimension Travel: AM

Disintegration: CL1000
Energy damage with a 5 area range. Can be used every other turn. Living targets may attempt a Red Endurance FEAT to avoid disintegration. If successful, the target takes 1000 points of damage.

Disruption: CL1000. Same effect as Disintegration, only this affects non-living material and even Uru metal.

Elemental Conversion: CL1000.

Fire Generation: CL1000

Heat: CL1000

Kinetic Blast: CL1000

Levitation: AM

Magnetic Generation: SHY

Matter Control: MN

- Liquification of solids
- Solidification of liquids or gasses
- Density Alteration

Molding: CL1000

Molecular Conversion: CL1000

Plasma Generation: SHZ

True Invulnerability: CL3000
resistance to any physical or energy attack.

WEAKNESS

If the animating life-force of the Destroyer Armor is injured, they must make a Red Psyche FEAT to remain in control.



HISTORY

Maestro and a band of unlikely Allies traced the Destroyer Armor to a hidden location in the Realm of Nornheim. Upon entering Nornheim, they were immediately attacked by Ulik's horde of trolls. Maestro easily defeated Ulik, and forced him to tell him the location of the Destroyer armor. Ulik complied, and guided them to the Ancient One, who was the guardian of the Destroyer armor in the Cave of Wishes. To the Maestro's surprise, the Ancient One was none other than Rick Jones.

Rick led them to the armor and told Maestro that he was free to put it on. Suspecting a trap, Maestro refused to believe that getting the armor could be that easy. Rick told him that it wasn't, as he had already summoned Doom to deal with Maestro. Maestro put on the armor just as Doom arrived. A fight ensued, which the Maestro won with little effort, going on to seize all of Battleworld and rule it as the new All-Father afterwards. Or so he would believe. There was indeed a trap: The Cave of Wishes trapped Maestro in the armor in an illusion of his deepest wish. Maestro, reverting to his human form, would thus remain trapped in the illusion for all eternity.

ADDITIONAL NOTES



MAESTRO IN THE DESTROYER ARMOR

Greenland is the largest domain of Battleworld. Its Baron is the Red King.

The world that Greenland consists of was once a peaceful place until A.I.M. hit the domain with Gamma Bombs, turning part of it into a desert-like wasteland dominated by gamma-irradiated creatures and an assortment of Hulks.

The Voice Unheard, an insurrectionist group, tried to deliver a serum capable of restoring the minds of the raging Hulks to someone in Greenland, but the Thor Corps appeared and the VU had to escape, leaving the serum with a Sand Hulk who had his mind restored and was revealed to be that area's version of Rick Jones.

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 Bucky (whom The Captain was looking for), to destabilize the Mud Kingdom. As they entered Greenland, Captain and Devil were attacked by giant Hulk insect Grubs, but they were saved by a highly intelligent Hulk named 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 a nearby 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 showed up and attacked the Sea Hulk, killing it by biting off part of its neck during the fight. 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

GREENLAND

Barrens, they came across 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 said he wouldn't fall victim to this supposed curse, as he planned to find and free Bucky without killing the Red King. As a storm approached, they took shelter inside a cave and 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 before the Tribal Hulks could do so. Doc Green pointed at the Red King's castle, where Bucky was supposedly being held, but warned the Captain that it was not like the time when he and Bucky stole pies from grandma Hubbard. Surprised at Doc's revelation, the Captain asked him how he knew about that moment in his and Bucky's relationship and who he was before he turned into a Hulk, but was interrupted by the return of the Devil. 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 then 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 truly responsible for Bucky's death. Enraged, Rogers murdered the Red King and took his head. Doc Green showed up 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 with his subterfuge as Doc Green mocked him in return for having succumbed to the Hulk inside himself, just like him. Rogers said he wasn't anything like Green. In order to prove him wrong, 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 had 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, 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 the battle between them and Devil. After grieving their companion's death, the Captain and the Devil left the Mud Kingdom behind.



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.

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.

Contacts:

The Devil

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.

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

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STATISTICS

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

Health: 215

Karma: 80

Resources: PR

Popularity: 0

BACKGROUND

Real Name: Steven Rogers

Occupation: Liberator

Identity: Secret

Legal Status: Wanted Criminal

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Greenland

KNOWN POWERS

Alter Ego: Doc Green is the Hulk version of Steven Rogers. He can control this transformation at will. Rogers' stats are as follows:

STEVEN ROGERS

F TY (6)
 A PR (4)
 S PR (4)
 E TY (6)
 R RM (30)
 I EX (20)
 P TY (6)

Health: 20

Karma: 56

Invulnerability: MN protection from Physical attacks, AM protection against Energy attacks, CL1000 protection against cold, heat, fire, or disease.

Hyper-leaping: Green can leap at a CL 5000 level which gives him the ability to leap 50 areas per round.



Talents:

Martial Arts A and B, Wrestling, Guns, Invention, Electronics, Physics.

ADDITIONAL NOTES

Contacts:

The Captain and The Devil

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 Bucky (whom The Captain was looking for), to destabilize the Mud Kingdom. As they entered Greenland, Captain and Devil were attacked by giant Hulk insect Grubs, but they were saved by a highly intelligent Hulk named 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 a nearby 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 showed up and attacked the Sea Hulk, killing it by biting off part of its neck during the fight. 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 came across 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 said he wouldn't fall victim to this supposed curse, as he planned to find and free Bucky without killing the Red King. As a storm approached, they took shelter inside a cave and 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 before the Tribal Hulks could do so. Doc Green pointed at the Red King's castle, where Bucky was supposedly being held, but warned the Captain that it was not like the time when he and Bucky stole pies from grandma Hubbard. Surprised at Doc's revelation, the Captain asked him how he knew about that moment in his and Bucky's relationship and who he was before he turned into a Hulk, but was interrupted by the return of the Devil. 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 then 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 truly responsible for Bucky's death. Enraged, Rogers murdered the Red King and took his head. Doc Green showed up 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 with his subterfuge as Doc Green mocked him in return for having succumbed to the Hulk inside himself, just like him. Rogers said he wasn't anything like Green. In order to prove him wrong, 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 had 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, 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 the battle between them and Devil. After grieving their companion's death, the Captain and the Devil left the Mud Kingdom behind.



STATISTICS

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

Health: 215

Karma: 70

Resources: IN

Popularity: 40

BACKGROUND

Real Name: Unknown

Occupation: Baron of Greenland

Identity: Secret

Legal Status: Baron of Greenland

Other Known Aliases: None

Place of Birth: Greenland
(presumed)

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Greenland,
The Mud Kingdom

KNOWN POWERS

Invulnerability: MN protection from Physical attacks, AM protection against Energy attacks, CL1000 protection against cold, heat, fire, or disease.

Hyper-leaping: Red King can leap at a CL 5000 level which gives him the ability to leap 50 areas per round.



ADDITIONAL NOTES

Talents:

Martial Arts A and B, Wrestling, Politics.

Contacts:

Barons across Battleworld.

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.

After a series of travels, The Captain was taken to the Mud Kingdom to be sold as an slave, but was rescued by Doc Green. 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.



GREENLAND DENIZENS



TRIBAL HULKS

F	GD (10)
A	GD (10)
S	AM (50)
E	UN (100)
R	TY (6)
I	GD (10)
P	TY (6)

Health: 170

Karma: 22

KNOWN POWERS

Invulnerability: MN protection from Physical attacks, AM protection against Energy attacks, SHZ protection against cold, heat, fire, or disease.

Hyper-Leaping: Tribal Hulks can leap at a CL 1000 level which gives them the ability to leap 10 areas per round.

Talents:

Martial Arts A and B, Wrestling, Hunting, Tracking.

Tribal Hulks are scattered throughout the Greenland Domain. Some are segregated by the color of their skin (Greens, Grays, and Reds) while others closer to the Mud Kingdom are more integrated. They often carry various traditional tribal weapons such as spears, swords, knives and clubs that will increase their attacks by 1CS in most cases.

SAND HULKS

F	GD (10)
A	GD (10)
S	MN (75)
E	UN (100)
R	PR (4)
I	PR (4)
P	PR (4)

Health: 195

Karma: 12

KNOWN POWERS

Invulnerability: MN protection from Physical attacks, AM protection against Energy attacks, SHZ protection against cold, heat, fire, or disease.

Hyper-Leaping: Sand Hulks can leap at a CL 3000 level which gives them the ability to leap 30 areas per round.

Hyper-Digging: IN ability to burrow through the ground at a speed of 4 areas per round.





SEA HULKS

F GD (10)
A GD (10)
S SHX (150)
E SHX (150)
R FE (2)
I FE (2)
P FE (2)

Health: 320

Karma: 6

KNOWN POWERS

Thick Hide: MN protection from Physical attacks, AM protection against Energy attacks, SHX protection against cold, heat, fire, or disease.

Teeth/Claws: SHX Edged Damage
Water-Breathing: MN

KNOWN POWERS

Thick Hide: MN protection from Physical attacks, AM protection against Energy attacks, SHX protection against cold, heat, fire, or disease.

Teeth: SHX Edged Damage

Charging Attack: SHY Edged damage that can Slam a victim up to 10 areas away.



HULK GRUBS

F GD (10)
A TY (6)
S AM (50)
E UN (100)
R FE (2)
I FE (2)
P FE (2)

Health: 166

Karma: 6

KNOWN POWERS

Thick Hide: AM protection from Physical attacks, IN protection against Energy attacks, SHX protection against cold, heat, fire, or disease.

Teeth: MN Edged Damage

Poisonous Bite: Inflicts RM level poison if skin is broken. Causes disorientation and nausea/vomiting.



HULK-EATER PLANTS

F PR (4)
A GD (10)
S AM (50)
E MN (75)
R FE (2)
I FE (2)
P FE (2)

Health: 139

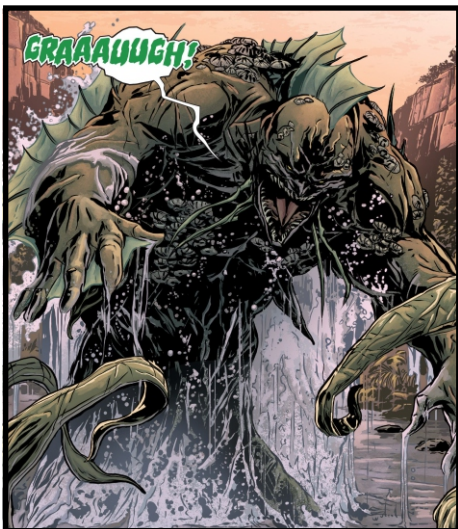
Karma: 6

KNOWN POWERS

Thick Hide: AM protection from Physical attacks, RM protection against Energy attacks.

Teeth/Claws: MN Edged Damage

Acidic Saliva: AM acidic damage to anyone caught in the creatures mouth or splashed in its' internal fluids.



BULL HULKS

F EX (20)
A EX (20)
S UN (100)
E SHX (150)
R FE (2)
I FE (2)
P FE (2)

Health: 290

Karma: 6



DOC SAMSON

STATISTICS

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

Health: 215

Karma: 60

Resources: GD

Popularity: 5

BACKGROUND

Real Name: Leonard Samson

Occupation: Psychiatrist

Identity: Public

Legal Status: Citizen of Greenland with no criminal record

Other Known Aliases: None

Place of Birth: Greenland

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Small town outside of Greenland

KNOWN POWERS

Alter Ego: Doc Samson can control this transformation at will. Samson's human stats are as follows:

DOC SAMSON

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

Health: 28

Karma: 56

Invulnerability: MN protection from Physical attacks, AM protection against Energy attacks, CL1000 protection against cold, heat, fire, or disease.

Hyper-leaping: Samson can leap at a CL 1000 level which gives him the ability to leap 10 areas per round.



Talents:

Psychiatry, Psychology, Medicine.

ADDITIONAL NOTES

Contacts:

Various Hulks in the City outside Greenland

HISTORY

Doc Samson presides over a small Psyciatric practice in an unnamed small town just outside of Greenland.

This town is filled with semi-intelligent Hulks that typically walk around in human form that unfortunately suffer from some pretty serious anger issues.

Doc Samson does his best to keep the Hulks in his little home town at bay, one Hulk at a time.

STORY SEEDS

Rebel, Rebel

The Characters are members of the Thing's resistance in Dystopia and are protecting the innocent while standing up to the Gravity Police. The Thing's ultimate goal is to usurp The Maestro.

Situational Gravity

The Characters are members of The Gravity Police - in service to the Maestro and in charge of keeping the peace in Dystopia and rooting out all insurgents.

War of the Hulks

The Characters are caught up in a play for power between Greenland and Dystopia: Maestro wants Greenland as his own and the Red King (or newest Baron) is gathering his forces to defend his Domain.

Hard Target

The characters have been hired by Arcade from the Killiseum to hunt down heroes from across battleworld for the amusement of the masses. It's *The Hunger Games of Greenland*.

Hunter's Hunted

The Characters are hunters from across Battleworld

seeking Trophies of strange creatures only found in Greenland. Their illegal poaching puts them in the sights of the Red King and the Thor Corps.



Tribal Life

The Characters are all Tribal Hulks from the Mudlands. Perhaps they are from the same family or are warriors from the Tribe. Regardless, their mission is to survive day to day life in the wilds of Greenland.

G-Force

The Characters are a band of Hulks from the small town outside of Greenland that are working at controlling their inner-hulks by serving as the local Calm Police. Under the guidance of Doc Samson, the Calm Police try to distill any potential threatening situation before the whole city Hulks out!

Dogs of War

The characters have been sent into Dystopia to investigate a virus that has taken ahold of the Dogs of War. Who could be behind the virus and what will have to be done to protect the citizens of Greenland from the out of control beasts?

Gamma Time

The Characters are members of Doom's Foundation who are investigating Gamma seepage from across Greenland and Dystopia. Hulks are turning up in other regions near the borders. What is causing the leak?

New Power Generation

The Characters have heard of the death of the Red King. Someone must take over as Baron. Should it be one of their own or do they support the next claim to the throne?

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

Future Imperfect #1-4

Planet Hulk #1-4

Secret Wars Journal #3

The Future Imperfect Sourcebook By Nick Evanko

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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SECRET WARS

BOOK OF GREEN

AN UNOFFICIAL GAME ACCESSORY

