OMNIVERSE

CLASSIC EDITION

Gamer's Handbook

Ability Benchmarks Table

RANK	Ability Range	
FEEBLE FB(2)		
1	Completely inept or disabled	
2	Weak; infant	
POOR PR(4)		**BELOW AVERAGE**
3	Younger child	
4	Child, elderly, impaired	
TYPICAL TY(6)		**NORMAL**
5	Average adult	150 lbs.
6	Above average	175 lbs.
GOOD GD(10)		**ATHLETE**
7-8	Well above average	200-300 lbs
9-10	Gifted	400-500 lbs.
EXCELLENT EX(20)		**PEAK HUMAN**
11-12	Highly gifted	550-600 lbs.
13-14	Best in a nation	650-700 lbs.
15-16	One of the best in the world	750-800 lbs.
17-18	Best ever	850-900 lbs.
19-20	Peak of human achievement	950-1000 lbs.
REMARKABLE RM(30)		**ENHANCED**
22-25	Enhanced Human	
27-30	Low superhuman	
INCREDIBLE IN(40)		**SUPERHUMAN**
32-35	Moderate superhuman	**Class 10**
37-40		
AMAZING 50(AM)		
42	High superhuman	**Class 25**
45		
47		**Class 50**
50		
MONSTROUS 85(MN)		
60	Very high superhuman	**Class 75**
65		
70		
75		**Class 90**
80		
UNEARTHLY 100(UN)		
85	Realm of the Gods	**Class 100**
90		
95		
100		
(Shift X150)		**INCALCULABLE**
120-130	Cosmic	
140-150		
(Shift Y200)		
175-200	Titans, Major gods	
225-250		
275-300		
(Shift Z500)		
325-350	Skyfather	
375-400		
425-450		
475-500		
CLASS 1000		
600-700	Minor Omnipotent,	
800-1000	up to galactic effect	
CLASS 3000		
1500-2000	Major Omnipotent,	
2500-3000	up to universal effect	
CLASS 5000		**INFINITY**
3500-4000	Universal Power	
4500-5000		
BEYOND-Level 1	Multiversal Power	
BEYOND-Level 2	Megaversal Power	
BEYOND-Level 3	Omniversal Power	

OMNIVERSE

"Who's stronger? Superman or the Hulk?"
"Who's a better fighter? Batman or Captain America?"

The Omniverse Sourcebook is a compilation of characters from all the universes, the movies and TV, Marvel and DC Comics, classic fiction, and even real life, all quantified and measured. The stats are based on the *MARVEL SUPER HEROES Role-Playing Game*, allowing the characters to actually be played against each other – Superman can actually fight the Hulk… or Godzilla, or Darth Vader.

COMBAT

A Blunt Attack is with bare hands, flat of a blade, or other blunt weapon. Slugfest combat is resolved on the Universal Table using the attacker's Fighting ability. The result (white, green, yellow. or red) is then noted on the Effects Table directly above the Results Table. A character making a blunt attack may score a hit, slam, or stun. A hero using blunt attack may always choose to inflict less damage than maximum. or inflict a lesser color result (yellow instead of red). Bare hands attacks inflict Strength rank damage. blunt weapons inflict up to its material strength; if the weapon's material strength is higher than the user's Strength, Strength is increased to the lowest value of the next rank for damage.

- A Miss result inflicts no damage.
- A Hit result inflicts Strength rank damage to the opponent.
- A Slam result inflicts Strength rank damage, and may in addition Slam the opponent.
- A Stun result inflicts Strength rank damage, and may in addition Stun his opponent.

An Edged Attack is an attack with claws, teeth, or edged weapons such as knives, swords, or hatchets. An edged attack may score a Hit, Stun, or Kill. An edged attack always inflicts a minimum of the damage listed for that weapon. A character may inflict damage equal to his Strength or the material strength of the weapon, whichever is less. Such damage may not be reduced in effect.

- A Hit result inflicts damage as set for that weapon
- A Stun result inflicts damage as set for that weapon, and may in addition Stun his opponent.
- A Kill result inflicts damage as set for that weapon, and may in addition Kill his opponent.

Ranged Attacks are attacks over distance, including projectile and energy weapons. Ranged attacks are resolved on the Universal Table using the attacker's Agility. The result is then checked on the Effects Table. Ranged attacks may score a Miss, Hit, Bullseye, or Kill result. A Shooting Attack cannot be reduced by the attacker in effect or damage.

- A Miss result misses the target.
- A Hit result inflicts damage set for the weapon.
- A Bullseye result does damage like a normal Hit. A Bullseye is used if aiming at a particular part of the target
- A Kill result may kill the opponent.

PRIMARY ABILITIES

FIGHTING

- A measure of raw combat ability
- Used to determine if a character evades a blunt attack
- Used to determine if a multiple combat attack or other FEAT involving hand-to-hand combat is successful

AGILITY

- A measure of dexterity and nimbleness
- Used to determine if the character dodges a missile attack
- Used to determine if the character catches an object, holds onto a ledge, or successfully performs actions that require quick action or co-ordination

STRENGTH

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

ENDURANCE

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

REASON

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

INTUITION

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

PSYCHE

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

OMNIVERSE

Gamer's Handbook of the Omniverse

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ABOMINATION

STATISTICS:

F EX(20)
A GD(10)
S ShX(150)
E UN(100)
R GD(10)
I EX(20)
P TY(6)
Health: 280 **Str:** 120
Karma: 36
Resources: FB
Popularity: -40
Height: 6'8"
Weight: 980 lbs.
Eyes: Green
Hair: None

BACKGROUND
Real Name: Emil Blonsky
Occupation: Former Spy, Former first mate of the starship Andromeda, former agent of the Galaxy Master, Criminal
Legal Status: Citizen of Yugoslavia, with no criminal record
Identity: Secret
Place of Birth: Zagreb, Yugoslavia
Marital Status: Divorced
Known Relatives: Nadia Blonsky (ex-wife - deceased)
Base of Operations: Mobile
Present Group Affiliation: None

POWERS:
Body Armor: The Abomination has Amazing protection from Physical and energy attacks
Resistances: Unearthly resistance to cold, heat, fire, and disease. In extreme temperatures or situations without oxygen (such as deep space) the Abomination goes into a coma like sleep, awakening when more hospitable conditions return.
Leaping: The Abomination has leg muscles in a class with the Hulk, allowing him to leap with CL5000 ability, clearing two miles in a single bound.
Note: Exposed to even greater radioactivity than the Hulk, the Abomination's original strength was Shift Y (200), until reduced to current levels by Dr. Banner.

ROLE-PLAYING NOTES:
The Abomination has been driven insane by his hatred for the Hulk. For a time Emil Blonsky made an attempt to rediscover his humanity, even to the point of assigning himself protector of New York City's homeless sewer dwellers. But after the deaths of his charges, combined with the scorn of his ex-wife, Nadia – who he abused when he was still a man – and blaming everyone but himself – especially the Hulk - the Abomination abandoned all pretense and surrendered completely to the monster he has become.

ABOMINATION

HISTORY:
Emil Blonsky was a KGB spy who became the Abomination after receiving a dose of gamma radiation similar to that which transformed Bruce Banner into the Hulk. He was transformed into a massive green-skinned monster whose physical power was even greater than that of the Hulk at his normal adrenaline levels. While he was able to maintain his normal intelligence, he was unable to return to human form. In recent years, it was revealed that his hideous new visage had also served to alienate Blonsky from his ex-wife, Nadia.

Blonsky blames his condition on Banner and his alter ego, the Hulk. The Abomination and the Hulk have clashed on numerous occasions, with Blonsky perpetually playing the role of the aggressor. Although Blonsky's greater strength often gives him the initial edge in their battles, the Hulk's strength boosting rage usually triumphs in the end. But not always - the Abomination is one of the few who can lay claim to victory over the green-skinned goliath.

ABRAXAS

STATISTICS:

F RM(30)
A IN(40)
S ShX(150)
E CL1000
R RM(30)
I UN(100)
P ShZ(500)
Health: 1220 **Str:** 120
Karma: 700
Resources: CL1000
Popularity: 0
Height: Varies
Weight: Varies
Eyes: Blue
Hair: Black with gray streaks

BACKGROUND
Real Name: Abraxas
Occupation: Dimensional Destroyer
Legal Status: Inapplicable
Identity: The general populace of Earth is unaware of Abraxas' existence
Place of Birth: Within Eternity
Marital Status: Unknown, possibly inapplicable
Known Relatives: Eternity ('father')
Base of Operations: Mobile throughout dimensions
Present Group Affiliation: Served by alternate Earth versions of Nova (Frankie Raye)

KNOWN POWERS:
Cosmic Energy Manipulation: Abraxas may manipulate Cosmic Energies with Class 1000 ability and effect, and may duplicate any superhuman power
Matter Manipulation: Class 1000 ability to manipulate all forms of matter
Dimensional Travel: Class 3000 (nullified by the existence of Galactus)
Invulnerability: Shift X resistance to all forms of attack
Cosmic Awareness: Shift Z
Telepathy: Unearthly

ROLE-PLAYING NOTES:
Abraxas has a great hatred for Galactus, the one force that keeps him in check, and will do anything he can to destroy the Devourer, allowing him to rampage across the multiverse, destroying everything. He portends to aloofness due to his great power but is vindictively wrathful against any that stand in his way.

ABRAXAS

HISTORY:

Born within the abstract entity, Eternity, Abraxas was kept in check throughout the Multiverse by the existence of Galactus (see entry for: Galactus). When Galactus of Earth-616 reality was transformed into a star, Abraxas was free to roam the dimensions, and (through unspecified means) killing every version of Galactus he found. Abraxas sent a decapitated Galactus skull stored with an alternate earth Nova hurtling towards Earth. While Abraxas drew nearer, the walls of dimensional space began to blur, rendering Uatu The Watcher comatose and causing a group of other-dimensional super humans called the Law Enforcement Squad to enter Earth-616 and battle the Fantastic Four. Joining a group of cosmic heroes, the Fantastic Four battled a cadre of Abraxas' followers on the moon; the Silver Surfer was killed. Realizing the danger Abraxas posed, the Fantastic Four went on a dimension-hopping journey to recover the Ultimate Nullifier, the one weapon that could destroy him. The Invisible Woman found herself on Earth-1116 (Atlanterra), a world ruled by Atlantis; Mister Fantastic on Earth-11113, a world resembling the 1930s where he teamed with the heroic Five for the Future; and the Thing on Earth-111, where he met the Challengers of Doom before their world was devoured by Galactus.

While the Fantastic Four were away, Abraxas stalked Franklin Richards, who had foreseen his arrival in dreams. Franklin and his sister, Valeria, were teleported away by Roma. During this time, Abraxas encountered Namorita and transformed her into a Kymaera Atlantean state, making her unable to breathe oxygen and effectively killing her. Having each learned a portion of the location of the Nullifier from alternate world Johnny Storms, the Fantastic Four enabled the Earth-616 Human Torch to remember the location of the Nullifier. Nova then turned on the Torch, stealing the Nullifier for Abraxas, her true master. Abraxas then appeared to Roma and appeared to kill her.

Teleporting Valeria, Franklin, Roma's aide Saturnyne, and himself to the location of the Fantastic Four, Abraxas received the Nullifier from Nova. She revealed that in her dimension, Galactus took her as his herald-but still consumed the Earth. Nova was joined by a small army of her alternate selves to protect Abraxas from the Earth's heroes. Franklin and Valeria combined their powers to resurrect the Earth-616 Galactus, who easily retrieved the Nullifier and handed it to Reed Richards. Reed nullified the universe itself. The universe restored itself to its previous normality, with Abraxas nowhere to be found. The Silver Surfer and Namorita were returned to life.

ADAM WARLOCK

STATISTICS:

F IN(40)
A IN(40)
S IN(40)
E AM(50)
R IN(40)
I RM(30)
P IN(40)
Health: 170 **Str:** 40/50
Karma: 110
Resources: GD
Popularity: 10
Height: 6'2"
Weight: 240 lbs.
Eyes: Red
Hair: Golden Blond

BACKGROUND
Real Name: Adam Warlock
Occupation: Avenger, Savior of the Universe, Guardian of the Soul Gem
Legal Status: None
Identity: Adam Warlock's existence is unknown to the general public of Earth
Place of Birth: 'The Beehive,' Shard Island, Atlantic Ocean
Marital Status: Single
Known Relatives: Her (Paragon, genetic twin)
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: The Infinity Watch, Occasional ally of Thanos, Ally of the Avengers

KNOWN POWERS:
Body Armor: Warlock possesses Good body armor against physical and energy attacks
Ability Enhancement: Once per day, Warlock could boost his Strength and Endurance by +1CS for up to 5 turns. This gives him no increase Health
Flight: Warlock can fly at the Monstrous speeds in planetary atmospheres, or CL1000 in outer space. With a red Endurance FEAT, he can obtain CL3000 rank for 2-20 turns
Force Bolts: Amazing
Self-Sustenance: Warlock can survive the rigors of deep space with CL1000 ability.
Protective Cocoon: Warlock can spin a cocoon around himself in seconds at will. The cocoon has Incredible Material Strength and gives him Monstrous self-healing abilities
Dimensional transfer: Warlock can transport himself between our dimension and the dimension of the soul gem at will
Equipment:
Staff: Warlock's Staff does Amazing blunt damage and fires Monstrous force bolts
Soul Gem: Warlock is the Keeper of the Soul Infinity Gem (see entry for the Infinity Gauntlet), allowing him to wield the following powers:
Karmic Blast: May cause Incredible damage to targets mind, or act as a stunning blast. The target is allowed a Psyche FEAT in order to resist.
Spirit Sense: The wielder can track other beings by their spirits, or determine the presence of other people by their soul.
Internal Limbo: The Soul gem either contains or is the doorway to a

pocket dimension of Class 3000 range. This reality can be sued to store as many souls as the wielder likes, for an indefinite period of time.
Soul Absorption: Unearthly. The Soul gem can literally absorb the soul of another, storing it within its internal pocket dimension. While holding a stolen soul, the wielder can make use of any talent the captured soul may have had
De-evolution: Amazing ability to reverse artificially induced evolution.
Linguistics: Monstrous ability to understand the spoken languages of others and communicate with others in their own tongues as well.
NOTE: At one time, Adam Warlock possessed the Infinity Gauntlet, making him Omni-potent within this reality. At the bidding of the Living Tribunal, Warlock disassembled the Gauntlet, fielding out each gem to separate Guardians, creating the Infinity Watch

ROLE-PLAYING NOTES:

HISTORY:
Adam Warlock was the creation of a group of four Earth scientists called the Enclave - the prototype for a perfect human, to be used as the Enclave's perfect soldier. 'Him' – as he was then known – rejected the Enclave fleeing into space, where he met the High Evolutionary. The Evolutionary gave Him the Soul Gem, and renamed him 'Adam Warlock'. Warlock lived for a time on the Evolutionary's 'Counter-Earth', before finally leaving the artificial planet to wander the universe – battling the forces of evil wherever he went.
While traveling through the Hercules star cluster, Warlock first encountered the Universal Church of Truth – a rapidly spreading religious empire. Warlock discovered that the Church's leader, the Magus, was really himself from an alternate future. The two thus set upon a war to cancel out each other's existence – as the Magus sought to ensure his eventual creation, Warlock teamed with Thanos to prevent the Magus from becoming. Warlock eventually absorbed the Magus into the Soul Gem, and prevented his creation.
The victory was short-lived, however, as his 'ally', Thanos, proceeded with his own plan to gather together the six 'Soul Gems' (Infinity Gems), and sacrifice the stars to Mistress Death. Warlock was killed in the conflict, nearly allowing Thanos' victory. Warlock's spirit, however, was taken into the Soul Gem, and he was briefly resurrected in a powerful energy form, transforming Thanos into stone, saving the universe once again, albeit at the cost of his life.
Warlock's spirit existed within the Soul Gem for many years – along with Thanos' ward, the woman-assassin, Gamora, as well as his old friend Pip the Troll. His peace was not to last, however, as Mistress Death resurrected Thanos as a thrall. Chaffing in that role, Thanos instead plotted for the godlike power of the Infinity Gauntlet, making him master of all creation.
Adam was alerted to this crisis when Thanos drew the spirits of Drax and the Silver Surfer into the Soul Gem. Helping them escape, Warlock then resurrected himself, as well as Gamora and Pip, in order to lead a universal resistance against Thanos' omnipotence, successfully wresting the Infinity Gauntlet from the Titan's hands, taking the power for his own.

AIR-WALKER

STATISTICS:

F AM(50)/UN(100)
A IN(40)
S AM(50)/UN(100)
E UN(100)
R RM(30)/EX(20)
I MN(75)/GD(10)
P AM(50)/FE(2)
Health: 240/340 **Str:** 50/95
Karma: 145/32
Resources: RM (30)
Popularity: 0
Height: 6'2"
Weight: 240 lbs. (650 lbs.)
Eyes: Black
Hair: Black

BACKGROUND
Real Name: Gabriel Lan
Occupation: Former Captain of Way-Opener, Former Herald to Galactus
Legal Status: Former/Deceased Citizen of Xandar
Identity: The general population of Earth is unaware of Air-Walker's existence.
Place of Birth: Planet Xandar
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile throughout the Cosmos
Present Group Affiliation: Xandarian Navy, occasional ally of the Silver Surfer and the other Heralds of Galactus, former Herald of Galactus.

KNOWN POWERS:
Power Cosmic: Air-Walker has the Monstrous ability to absorb cosmic radiation and convert it into useful forms, including sustenance and power
Plasma Generation: Air-Walker can emit Monstrous intensity blasts of energy. They have power rank damage and range. The blasts also have side-effects that Air-Walker can tailor to his wishers. These include:
*Incredible intensity Light
*Incredible intensity Heat and Flame
*Incredible intensity Magnetism
*Incredible intensity Electricity
*Remarkable Geo-Force
True Invulnerability: Air-Walker's body has Amazing resistance to physical and energy attacks; he can boost this to Monstrous rank for 1-10 rounds once per day. He has CL1000 resistance to extreme heat and cold
Self-Sustenance: Air-Walker can convert Cosmic radiation into life-sustaining energy, thus freeing him from the need to breathe, drink, or eat
Energy Sheath: Air-Walker's back emits a coherent energy field that resembles a fiery cape or red and yellow wings. The 'cape' has Typical intensity and Amazing material strength. It acts as a reservoir of Air-Walker's cosmic power
True Flight: Air-Walker has CL1000 speed
Dimension Travel: At full speed, he can enter hyper-space and instantly appear anywhere in the universe
Life Detection: He has CL1000 range (5 light years)
Telepathy: Air-Walker has Typical rank Telepathy, enabling him to read a mind up to 4 areas away. If he was contacting Galactus, his rank increases to CL5000
Robotic Body: The Air-Walker Automation was a mechanical

recreation of the original Air-Walker, into which Galactus preserved Gabriel Lan's consciousness, memories, and personality. The Automation had the second set of FASERIP stats, identical powers, in addition to Unearthly intensity Self-Revival, that lets it completely reassemble and reactivate itself if its current Endurance is at least 35

EQUIPMENT:
Gabriel possesses 'The Horn of Galactus' – a golden trumpet-like device than can summon Galactus across any distance
Talents: Gabriel Lan is a starship captain, and has the appropriate skills – Military, Astro-Navigation, and Starship Maintenance

ROLE-PLAYING NOTES:
Air-Walker was an avid explorer and valiant fighter. He was also Galactus' only friend, providing the Devourer of Worlds with a fresh wonder about the universe.
The Automaton had Lan's mind but lacks his personality. It felt the base emotion of anger and sought revenge against anyone who offended it
.

HISTORY:
Gabriel Lan was a distinguished member of Xandar's Nova Corps and was later given captaincy of the explorer-scout Way-Opener. His mission was to discover and contact friendly races in Xandar's vicinity. On the return from his initial seven-year journey, he encountered Galactus' Worldship. Galactus teleported him on board and offered him the position of Herald. Lan accepted the power and the responsibility.
Air-Walker served Galactus faithfully for years, until-Walker intercepted an Ovoid fleet heading to destroy Galactus. Air-Walker drove off the Ovoids at the cost of his life. Galactus' energies were at a low point and he would not spare the energy to revive his friend. Instead, he constructed a robotic simulation of Air-Walker's body and transferred Lan's memories into it. The Air-Walker automation was eventually destroyed as well, but Gabriel Lan's consciousness was subsequently transferred into Galactus' ship's computers, where it continues to serve as Galactus' mainframe

ALIEN

STATISTICS:

F IN(40)
A IN(40)
S RM(30)
E IN(40)
R GD(10)
I IN(40)
P RM(30)
Health: 150 **Str:** 30
Karma: 80
Resources: NA
Popularity: -75
Height: 7'
Weight: 260 lbs.
Eyes: None
Hair: None

BACKGROUND
Real Name: Inapplicable
Occupation: Hive Warrior
Legal Status: Inapplicable
Identity: The Aliens are known and feared throughout the universe
Place of Birth: Unknown
Marital Status: Inapplicable
Known Relatives: The Hive
Base of Operations: Anywhere they breed.
Present Group Affiliation: The Hive, servant of the Alien Queen

KNOWN POWERS:
Body Armor: The Alien's biomechanical exoskeleton provides Good protection against Physical and Energy attacks.
Acid Blood: If an Alien suffers damage sufficient to break its skin, acid of Amazing strength sprays everything within 1 area. This attack may be Evaded like an Excellent Fighting attack. The acid's strength loses potency by –1CS for every two turns after it is exposed to air.
Claws: Remarkable Edged damage
Double Jaws: The Alien's fanged-tongue functions as a second set of jaws, allowing two attacks of Excellent Edged damage per round.
Prehensile Tail: Incredible Grappling, Amazing Blunt damage, Incredible Edged damage. The barb also contains a stinger loaded with Incredible intensity paralyzing poison
Resistance: The Aliens have Unearthly resistance to extreme environments, and may survive unprotected in space.
Regeneration: Aliens have Good Regeneration, giving them the ability to grow back missing limbs.
Hibernation: Aliens may go dormant within the Hive, and may lay immobile for thousands of years.
Secreted Resin: An Alien may produce a resin of Excellent strength, which it uses to ensnare victims. Aliens also use this secretion en masse to create a Hive.
Wall Crawling: Aliens can stick to walls with Incredible ability.
Reproduction: The primary motive of the Alien Warrior-drone is to service the Alien Queen, tending to her as she produces eggs in the thousands, but if an Alien is separated from the Hive, a Warrior-drone may create single eggs on its own, planting Face-Hugger larvae within the bodies of paralyzed hosts. An Incredible Endurance FEAT is required for a single Alien to produce a single egg. A red result indicates that the Face-Hugger Larvae will be a Queen; an alien will not usually at least two other drones to guard her. The act of reproduction is extremely draining for a Warrior-

drone, and after each egg produced an Alien must make another Incredible Endurance roll, with failure indicating that the creature will die.

Empathy: All Aliens are in empathic contact with each other at Remarkable ability. When in contact with the Queen, this increases to Unearthly

Telepathy: Aliens have Remarkable telepathy with each other. With the Queen, this ability increases to Unearthly. Limitation: If an Alien Warrior-drone is separated from its Hive, and is not allowed to reproduce, the creature will die.

ROLE-PLAYING NOTES:

Alien warriors display no individual personality, and are mindlessly dedicated to the queen and the hive; nevertheless, they are instinctively clever and cunning, demonstrating the capacity to learn and even problem-solving intelligence. In battle or in defense of the queen, they will attack relentlessly, regardless of injury or death.

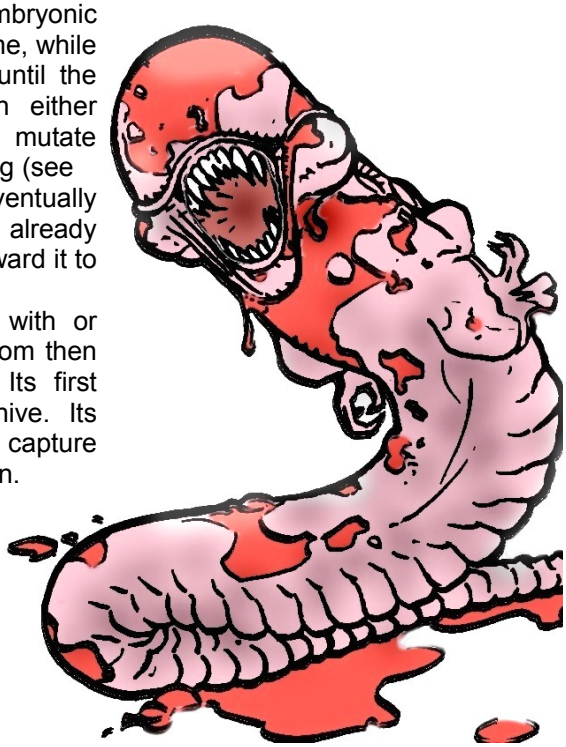
An adult Alien's behavior varies depending on the situation. A single Adult with no other Aliens nearby will capture hosts one by one and inject them with a special enzyme that turns them into Facehugger eggs. An adult that senses embryonic Aliens nearby will do the same, while protecting implanted hosts until the Chestbursters are born. In either case, one of the eggs will mutate into a Queen Facehugger egg (see Queen entry), thus eventually establishing a hive. If a hive already exists, the adult will head toward it to join the swarm

Once an adult Alien joins with or builds a hive, its behavior from then on becomes fairly simple. Its first priority is to protect the hive. Its second priority will be to capture suitable hosts for implantation.

HISTORY:

The Aliens are an extremely vicious species of interstellar parasite – possibly non-sentient except for an exceptionally high-developed level of instinctual intelligence. The Alien reproductive cycle begins with an egg; when an unsuspecting host animal draws close, the pre-larval 'Facehugger' within leaps out, attaching itself to the victim's face, implanting a larva that gestates within the chest. But while the pre-larval egg may wait for thousands of years, the growth cycle is extremely fast. Within hours, the implanted larva eats its way from the torso of the still living host, molting quickly into the full-grown adult. Once grown, the Alien immediately sets about in search of additional host victims. In the absence of a queen, which may lay thousands of eggs, certain Alien warriors have been known to turn host animals into eggs themselves. Aliens spread extremely quickly and can overrun entire planets. Certain races are known to hunt aliens as dangerous sport but most intelligent interstellar species give them a wide birth, exterminating them on sight.

CHESTBURSTER:



An Alien adult begins its life cycle as an implant in a host. When an embryo reaches maturity --- usually 24 hours after implantation -- the Alien tunnels its way out of the host's body. This 'Chestburster' grows rapidly, reaching full size (roughly equivalent to a large human) in a matter of hours. A Chestburster will avoid contact with other lifeforms until reaching maturity, but it will explore its environment as much as possible. Thus, by the time it reaches adulthood or soon afterward, it will be completely familiar with the surrounding area.

CHESTBURSTER

F	GD(10)
A	EX(20)
S	PR(4)
E	GD(10)
R	TY(6)
I	(20)
P	RM(30)

Health: 44 **Str:** 4
Karma: 56
Length: 36"
Weight: 2 lbs.

KNOWN POWERS

Body Armor: Chestburster larvae have Typical protection against Physical and Energy attacks.

Acid Blood: Like all Aliens, Chestbursters' blood is a molecular acid of Amazing intensity.

Double Jaws: The Chestburster's double-jawed teeth can strike for two attacks of Poor Edged damage.

Prehensile Tail: The Chestburster's tail allows for Typical Grappling, or Typical blunt damage. The tail is also equipped with a stinger that does Typical edged damage, and injects a paralyzing poison of Incredible intensity.

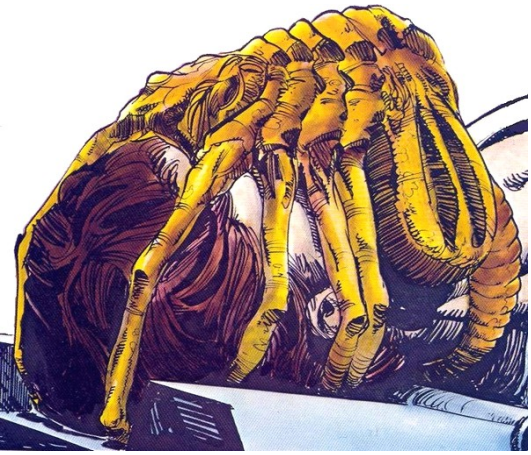
Wall Crawling: Incredible.

Chestbursting: The birth of a Chestburster results an automatic Kill result that does Remarkable edged damage

Rapid Growth: Chestbursters develop into full-grown adult aliens in less than two hours

ROLE-PLAYING NOTES:
The Chestburster larvae have never demonstrated anything other than animalistic intelligence. Habitually, the first thing they do upon hatching is to seek seclusion where in a few hours they will morph into an adult Alien.

FACE HUGGERS:



The Facehugger 'pre-larvae' is the first stage of the Alien life-cycle, it's sole purpose being to implant Chestburster larvae in a host's chest cavity. Facehugger eggs are produced en masse by the Alien Queen, who lays thousands of eggs in the style of a queen termite or ant, although it has been documented that individual Alien Warrior Drones can produce Facehugger eggs as well. The Alien Warrior that killed the crew of the Nostromo in the original ALIEN was in the process of transforming at least two of its victims into Facehugger eggs. This might possibly have something to do with behavior specific to an Alien separated from the Hive. In any case, the Alien species seems capable of procreating asexually – or at least via the parasitical implantation of a host animal

FACE HUGGERS

F TY(6)
A EX(20)
S PR(4)
E GD(10)
R FB(2)
I PR(4)
P PR(4)
Health: 40 **Str:** 4
Karma: 10
Length: 36"
Weight: 2 lbs.

KNOWN POWERS
Body Armor: Typical protection against Physical and Energy attacks.
Acid Blood: Amazing intensity.
Prehensile Tail: Typical Grappling, Excellent Leaping
Environmental Resistance: Unearthly
Wall Crawling: Incredible
Face-Hugging: A Facehugger clings to a victim's face with Remarkable Grappling. If the Facehugger remains in place for at least two hours, a Chestburster larva is implanted in the victim's chest.

ROLE-PLAYING NOTES:
Facehuggers demonstrate the least complex behavior of any of the Alien stages, simply laying dormant until a host animal presents itself, whereupon it attaches itself long enough to impregnate the host, and the dies itself. The Alien Queen seems able to control them – at least to stimulate them from their eggs.

DIFFERENT ALIENS
Aliens adapt amazingly fast to different environments, due at least in part to their characteristic ability to adapt the form of their hosts. This adaptation extends to the four-legged stance of a dog, or the tail of a whale. Most aliens maintain their basic stats and abilities, gaining only whatever abilities are inherent in the acquisition of their physical adaptations (as in Flight with the adaptation of wings), although some have exhibited entirely new traits (such as the ability of a drone to lay Chestburster eggs directly into host animals with no Facehugger). A number of human experiments on Aliens have produced a number of hybrids as well, some with varying abilities.

ALIEN/PREDATOR/TERMINATOR-HYBRID:
A human weapons experiment combined the DNA of the Terminators and the Predators with the Alien, resulting in organic metal creature of great strength and ferocity but apparently did not share the Alien parents' acid blood – or at least did not share a resistance to it, as the entire brood was destroyed in a confrontation with normal Aliens, largely by their acid blood.

ALIEN/PREDATOR/TERMINATOR-HYBRID

F IN(40)
A IN(40)
S IN(40)
E AM(50)
R IN(40)
I TY(6)
P RM(30)
Health: 44 **Str:** 32
Karma: 56
Height: 7'
Weight: 260 lbs.

KNOWN POWERS
Claws: Remarkable Edged damage
Environmental Resistance: Unearthly
Recall: Incredible
Computer Interface: Incredible
Shapechange: Any object of its general size that it samples by touch with Incredible ability
Telescopic Vision: Excellent
Voice Manipulation: Incredible
Wall Crawling: Incredible
Invulnerability: Incredible protection against Physical and Energy attacks.

CROCODILE ALIEN:
In the first Batman/Alien crossover, a Facehugger impregnated an American crocodile, producing a giant offspring, approaching the size of a full-grown Alien Queen (with greatly enlarged, crocodilian jaws, and a massively thick and elongated tail

CROCODILE ALIEN

F AM(50)
A RM(30)
S IN(40)
E MN(75)
R GD(10)
I IN(40)
P RM(30)
Health: 44 **Str:** 35
Karma: 56
Length: 36”
Weight: 2 lbs.

KNOWN POWERS
Body Armor: The Alien’s biomechanical exoskeleton provides Good protection against Physical and Energy attacks.
Acid Blood: If an Alien suffers damage sufficient to break its skin, acid of Amazing strength sprays everything within 1 area. This attack may be Evaded like an Excellent Fighting attack. The acid’s strength loses potency by –1CS for every two turns after it is exposed to air.
Claws: Incredible Edged damage
Double Jaws: The Alien’s fanged-tongue functions as a second set of jaws, allowing two attacks of Remarkable Edged damage per round.
Prehensile Tail: Amazing Grappling, Amazing Blunt damage, Amazing Edged damage. The barb also contains a stinger loaded with Incredible intensity paralyzing poison
Hyper-Swimming: Excellent
Water Freedom
Tracking: Amazing

DOG ALIEN:
In Alien 3, the rogue xenomorph was produced from a Rottwieller, and adapted a four-legged stance, although was otherwise a normal Alien Warrior.

DOG ALIEN:

F IN(40)
A IN(40)
S RM(30)
E IN(40)
R GD(10)
I IN(40)
P RM(30)
Health: 150 **Str:** 30
Karma: 80
Height: 7’
Weight: 260 lbs.

KNOWN POWERS
Body Armor: Good protection against Physical and Energy attacks.
Acid Blood: If an Alien suffers damage sufficient to break its skin, acid of Amazing strength sprays everything within 1 area. This Acid can be Evaded like an Excellent Fighting attack. The acid loses –1CS potency every two turns.
Claws: Remarkable Edged damage
Double Jaws: Aliens’ fanged-tongue function as a second set of jaws, allowing two attacks of Excellent Edged damage per round.
Prehensile Tail: Incredible Grappling, Amazing Blunt damage, Incredible Edged damage. The barb also contains a stinger loaded with Incredible intensity paralyzing poison
Resistance: Aliens have Unearthly resistance to extreme environments, and can survive in open space.
Regeneration: Aliens have Good Regeneration and can grow back missing limbs.
Hibernation: Aliens may go dormant within the Hive, and may lay immobile for thousands of years.
Secreted Resin: Aliens may produce resin of Excellent strength, which it uses to ensnare victims. Aliens also use this secretion en masse to create a Hive.
Wall Crawling: Incredible

ALIEN (PREDATOR HYBRID)

STATISTICS:

F IN(40)
A IN(40)
S IN(40)
E IN(40)
R GD(10)
I IN(40)
P RM(30)
Health: 160 **Str:** 32
Karma: 80
Resources: NA
Popularity: -75 (UN among Predators
Height: 7'
Weight: 300 lbs.
Eyes: None
Hair: None

BACKGROUND
Real Name: Inapplicable
Occupation: Hive Warrior
Legal Status: Inapplicable
Identity: The Aliens are known and feared throughout the universe
Place of Birth: Unknown
Marital Status: Inapplicable
Known Relatives: The Hive
Base of Operations: Anywhere they breed.
Present Group Affiliation: The Hive, servant of the Alien Queen

KNOWN POWERS:
Body Armor: The Alien's biomechanical exoskeleton provides Excellent protection against Physical and Energy attacks.
Acid Blood: If an Alien suffers damage sufficient to break its skin, acid of Amazing strength sprays everything within 1 area. This attack may be evaded like an Excellent Fighting attack. The acid's strength loses potency by –1CS for every two turns after it is exposed to air.
Claws: Remarkable Edged damage
Double Jaws: The Alien's fanged-tongue functions as a second set of jaws, allowing two attacks of Excellent Edged damage per round.
Prehensile Tail: Incredible Grappling, Amazing Blunt damage, Incredible Edged damage. The barb also contains a stinger loaded with Incredible intensity paralyzing poison
Resistance: The Aliens have Unearthly resistance to extreme environments, and may survive unprotected in space.
Regeneration: Aliens have Good Regeneration, giving them the ability to grow back missing limbs.
Hibernation: Aliens may go dormant within the Hive, and may lay immobile for thousands of years.
Secreted Resin: An Alien may produce a resin of Excellent strength, which it uses to ensnare victims. Aliens also use this secretion en masse to create a Hive.
Wall Crawling: Aliens can stick to walls with Incredible ability.
Reproduction: The primary motive of the Alien Warrior-drone is to service the Alien Queen, tending to her as she produces eggs in the thousands, but if an Alien is separated from the Hive, a Warrior-drone may create single eggs on its own, planting Face-Hugger larvae within the bodies of paralyzed hosts. An Incredible Endurance FEAT is required for a single Alien to produce a single egg. A red result indicates that the Face-Hugger Larvae will be

a Queen; an alien will not usually produce a Queen until it has created at least two other drones to guard her. The act of reproduction is extremely draining for a Warrior-drone, and after each egg produced, an Alien must make another Incredible Endurance roll, with failure indicating that the creature will die.

Empathy: All Aliens are in empathic contact with each other at Remarkable ability. When in contact with the Queen, this increases to Unearthly

Telepathy: Aliens have Remarkable telepathy with each other; with the Queen, this Increases to Unearthly

Limitation: If an Alien Warrior-drone is separated from its Hive, and is not allowed to reproduce, the creature will die.

NOTE: All Aliens retain certain characteristics of their hosts; the Alien/Predator hybrid is not truly a 'hybrid' – it is simply an Alien Warrior/Drone that retains the more robust traits of its Predator host.

ROLE-PLAYING NOTES:

HISTORY:

In most cases when an Alien impregnates a host species, the impregnated larvae will emerge taking on characteristics of the host species – usually physical characteristics, such as the four-legged stance of a dog, or the aquatic form of a crocodile or whale. Beyond adjustments for such physical characteristics, however, the abilities of the Alien itself do not change. In the case of the Predalien, however, variations have been documented to occur. In some cases, the Predalien will be hostile to 'normal' Aliens – possibly an inherited trait of the highly confrontational hierarchy of Predator society. In another documented case, the adult Predalien demonstrated the ability to impregnate hosts with a bio-mechanism that seemed to have morphed with the Alien's traditional inner-jaw. Since this Predalien was a non-Queen, Warrior Drone – and as Alien evolution seems to occur almost instantaneously with the needs of the environment - this could be a quirk of the demonstrated ability of a Warrior Drone to impregnate hosts with Facehugger eggs in an isolated environment. In any case, while a Predalien does seem to be an extremely viable species on its own, it is actually destructive to the parent Alien Brood – while never having been witnessed in the presence of an Alien Queen, the Predalien's behavior towards other Aliens suggests that the natural enmity between the two parent species is reflected in the offspring, making the Predator a practically unviable host species

ALIEN QUEEN

STATISTICS:

F AM(50)
A RM(30)
S IN(40)
E MN(75)
R EX(20)
I IN(40)
P IN(40)
Health: 195 **Str:** 35
Karma: 100
Resources: NA
Popularity: -75
Height: 14'
Weight: 3,500 lbs.
Eyes: None
Hair: None

BACKGROUND
Real Name: Inapplicable
Occupation: Hive Matriarch
Legal Status: Inapplicable
Identity: The Aliens are known and feared throughout the universe
Place of Birth: Unknown
Marital Status: Inapplicable
Known Relatives: The Hive
Base of Operations: Anywhere she can breed.
Present Group Affiliation: The Hive

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Acid Blood: Amazing damage
Claws: Incredible Edged damage
Double Jaws: Two attacks of Remarkable Edged damage.
Prehensile Tail: Amazing Grappling, Amazing Blunt damage, Amazing Edged damage.
Wall Crawling: Excellent
Mind Control: Unearthly. The Alien Queen is in rapport with her hive at all times and they will act upon her will without question or hesitation.
Egg Layer: A Queen can produce hundreds of Facehugger eggs.

FACE HUGGERS

F TY(6)
A EX(20)
S PR(4)
E GD(10
R FB(2)
I PR(4)
P PR(4)

Health: 40
Karma: 10

KNOWN POWERS
Life Support: Monstrous, extends to host
Grappling: 'Face-hugging,' tail and finger Remarkable Strength when face-hugging.
Hyper-leaping: Good
Running: Excellent
Acid Blood: Amazing

ROLE-PLAYING NOTES:
Alien Queen's only relationship is with the Hive; their devotion to her is absolute; despite their primate-level intelligence, they are purely animalistic/parasitic organisms who are completely incompatible with any other known beings.

ALIEN QUEEN

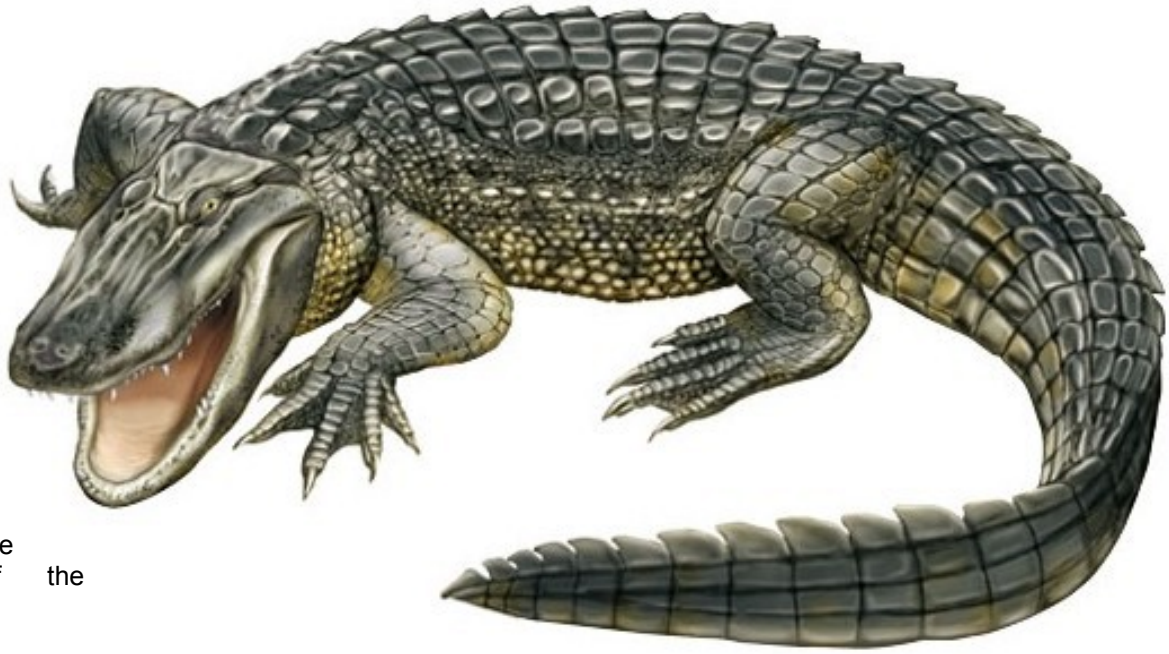
HISTORY:
The Alien Queen is the mother of the Hive. All Aliens in psionic range – which in the case of the Aliens has proven to be interplanetary – are completely devoted to her. A Queen can produce thousands of eggs and her sole motivation is the proliferation of the Hive – Alien Queens have been documented to make calculated decisions, even to the point of sacrificing members of her brood, to further the advancement of the species.

An Alien Queen is produced when its egg is fed with royal jelly. If two Queens are ever produced, the two will fight to the death, with the victor assuming matriarchy over the Hive

ALLIGATOR

STATISTICS:

F TY(6)
A TY(6)
S RM(30)
E EX(20)
R FB(2)
I FB(2)
P FB(2)
Health: 62 **Str:** 25
Karma: 6
Resources: Not Applicable
Popularity: -5
Length: 12' to 14'
Weight: Over 1000 lbs.
Eyes: Yellow
Hair: None



BACKGROUND
Real Name: Not Applicable – *Alligator mississippiensis* is the genus-species name of the American Alligator
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Usually swamps in the American Southwest
Marital Status: Inapplicable
Base of Operations: Usually Florida and Louisiana
Present Group Affiliation: None, although gators will often group together

KNOWN POWERS:
Body Armor: Good protection against Physical and Energy attacks.
Claws: Typical edged damage
Teeth: Incredible edged damage. Alligators have exceptionally strong jaws and any target in an alligator's jaws is considered held with Incredible Grappling ability
Tail: The thick muscular tail may strike for Incredible blunt damage.
Hyper-Swimming: Excellent
Water Freedom
Tracking: Amazing

Talents:
American Alligators are effective ambush hunters, and receive +2 to their Fighting on their first attack if allowed to stalk a victim for at least 2 rounds.

ROLE-PLAYING NOTES:

ALLIGATOR

HISTORY:
While Alligators and Crocodiles are often confused, their evolutionary lineage separated before the extinction of the dinosaurs. There is also a dramatic difference in temperament. Alligators are the fat, lazy cousins of the aggressive crocodiles, placid and frog-like in temperament, and far less athletic – approximately half the leaping ability or biting force of a comparably sized croc. Having said that, that still makes the jaws of the alligator among the most powerful on earth, and large ones can be territorial, or even see humans as prey. The situation has been made worse in Florida, where gators were once endangered, but now, due to over-compensatory conservation policies, they have now actually become a very formidable pest, showing up regularly in pools and back yards.

ALLIGATOR (ALLIGATOR)

STATISTICS:

A GD(10)
A TY(6)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 131 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -15
Length: 36'
Weight: Unrevealed
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – Alligator mississippiensis is the genus-species name of the American Alligator
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Unrevealed alligator farm in Florida
Marital Status: Inapplicable
Base of Operations: Sewers of an unidentified Missouri city
Present Group Affiliation: None,

KNOWN POWERS:
Body Armor: Remarkable protection against Physical and Energy attacks.
Claws: Excellent edged damage
Teeth: Amazing edged damage. Alligators have exceptionally strong jaws and any target in its jaws is considered held with Monstrous Grappling ability
Tail: Incredible blunt damage
Hyper-Swimming: Excellent
Water Freedom
Tracking: Amazing

Talents:
Ambush Hunter: Alligators receive +2 to Fighting on their first attack if allowed to stalk a victim for at least 2 rounds.

ROLE-PLAYING NOTES:

ALLIGATOR (ALLIGATOR)

HISTORY:
In the wake of JAWS, inevitably a giant alligator showed up in a Missouri city sewer. The '36-foot' critter (whose jaws are more in line with a forty-footer), started out as a hatchling, bought by a little girl tourist at a Florida Gator Farm, and after her parents flushed the baby gator down the toilet, it grew to its immense size after being exposed to an experimental growth hormone.
This hormone was illegally tested on stray cats and dogs, whose bodies were dumped into the sewers, only to be fed upon by the growing baby gator. Unfortunately, the growth hormone had the side effect of causing ravenous hunger. A local homicide detective (a burnt out cop on the edge) discovered the giant gator's presence (after the gator kills his partner), and with the aid of a hot herpetologist (who was actually the little girl that purchased the baby alligator 15 years before), finally stops the giant gator (blowing it up with dynamite), but not before it kills a big game hunter-for-hire, several politicians, one annoying little brother, and just about all the corrupt money interests behind the illegal hormone testing. Another giant gator surfaced a few years later, this one mutated with impenetrable armor, although was similarly blown up after tallying a similar cast of victims.

ALLOSAURUS

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P TY(6)
Health: 170 **Str:** 35
Karma: 10
Resources: Not Applicable
Popularity: -10
Height: 15' (average)
Length: 30' (average)
Weight: 2 to 4 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – Allosaurus *atrox* is the genus-species name
Occupation: Top Predator, Occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Prehistoric North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Good protection against Physical and Energy attacks.
Claws: Remarkable edged damage
Teeth: Incredible edged damage.
Tail: Incredible blunt damage
Stomp: Amazing blunt damage
Tracking: Amazing

ROLE-PLAYING NOTES:
Big-flesh-eating monster that will chase you and eat you – not much more than that.

ALLOSAURUS

HISTORY:
Allosaurus is the generic theropod, without the specializations that define the others. It was the first giant of the advanced Carnosaurs and its descendants, the carcharodonts, were the largest theropods ever. With Allosaurus, the carnosaurs split off from the coelurosaurs, the group that eventually produced the tyrannosaurids.

ANAKIN SKYWALKER

STATISTICS:

F IN(40)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I IN(40)
P MN(75)
Health: 100 **Str:** 8
Karma: 110
Resources: MN
Popularity: -50
Height: 6'1"
Weight: 185 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Anakin Skywalker
Occupation: Jedi Knight
Legal Status: Citizen of Tatooine with no criminal record
Identity: Publicly known
Place of Birth: Tatooine
Marital Status: Married
Known Relatives: Padme' Amedala (wife), Simke (mother, deceased)
Base of Operations: The Jedi Temple
Present Group Affiliation: The Order of Jedi Knights

KNOWN POWERS:
The Force: Anakin Skywalker was considered the most powerful Force-Manipulator ever known with Monstrous Force-Manipulation powers. He has developed abilities equivalent to a Jedi Master (although he has not been granted this rank by the Jedi Council), and possesses the standard Jedi powers at the following rank:
**Telekinesis:* Incredible
**Precognition:* Amazing
**Leaping:* Remarkable
**Fighting Bonus:* +1CS to Fighting with a successful Psyche FEAT
**Strangulation:* Remarkable ability to cut off an opponent's breathing.
**Jedi Mind Trick:* Incredible ability to influence a target's thoughts
Cybernetic Arm: Anakin's right arm is a cybernetic replacement limb that gives him Remarkable (27) Strength

Equipment:
Lightsaber: The trademark laser-sword of a Jedi Knight strikes for Amazing energy damage.

TALENTS:
Weapons Specialist: Lightsaber, +2C to Fighting. Martial Arts D, Pilot, Gadgetry

ROLE-PLAYING NOTES:

ANAKIN SKYWALKER

HISTORY:

When the Jedi Master, Qui-Gon Jinn discovered young Anakin Skywalker living as a slave boy on Tatooine, he believed the boy had the potential to be the most powerful Force-user ever, and perhaps was even the Chosen One of an ancient Jedi prophecy, and vowed to train Anakin in the Jedi arts, and after Qui-Gon's death, Anakin was Apprenticed to Jinn's former apprentice, Obi-Wan Kenobi.

Despite his formidable abilities, however, the Jedi Council remained cautious of Anakin. The boy was haunted by his past, and as he grew, Anakin became headstrong and temperamental. And Despite the strict rules of the Jedi Code, he fell in love with and secretly married Senator Padmé Amidala.

It was his love for Amidala that tipped Anakin on the fateful road to the dark side of the Force – haunted by visions of her eminent death, Anakin was willing to go to any length to protect his wife, who by now as pregnant, as he was willing to listen to the wiles of the deadly Sith Lord, Darth Sidious, who had engendered Anakin's confidence in the guise of Chancellor Palpatine. Sidious manipulated Anakin, first into slaying Jedi-Master, Mace Windu, and swearing allegiance to the Sith. Upon his conversion to the dark side, it wound up being his own hand that killed his beloved Amidala, sealing his fate, and cementing his final transformation into Darth Vader.

ANDROMEDA

STATISTICS:

F AM(50)
A AM(50)
S UN(100)
E MN(75)
R RM(30)
I IN(40)
P RM(30)
Health: 275 **Str:** 90/100
Karma: 100
Resources: GD
Popularity: AM
Height: 6'2"
Weight: 160 lbs.
Eyes: Blue
Hair: Golden Blond

BACKGROUND
Real Name: Laurel Gand
Occupation: Nun, Legionnaire
Legal Status: Citizen of the planet Daxam with no criminal record
Identity: Universally known
Place of Birth: The planet Daxam
Marital Status: Single
Known Relatives: Lar Gand (Mon-El/Valor, ancestor)
Base of Operations: Metropolis, 30th Century Earth
Present Group Affiliation: Legion of Superheroes, Sisters of the Eternal Cosmos

KNOWN POWERS:
Daxamite Physiology: Daxamites are theorized to be an offshoot of the Kryptonian race. As such, they manifest similar powers under a yellow sun. Andromeda has Unearthly Solar Absorption and Storage that allows her to recover lost Endurance ranks, making it very difficult to kill her, and gives her the following powers:
**Power Boost*: Andromeda can direct her energies into her Strength, Flight, or Speed, raising her Powers up +1CS for 10-20 rounds, her Strength from Unearthly (90) to Unearthly (100), or her Endurance for 1-10 rounds. After this Boost, Andromeda's Endurance is reduced by –1CS for 1-10 rounds, and her Invulnerability to Amazing.
**Heat Vision:* Amazing
**Invulnerable:* Monstrous resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Unearthly speed in atmosphere, CL 3000 in space
**Hyper Speed:* Amazing
**Hyper Breath:* Amazing Cold in 1 area
Superhuman Senses:
Andromeda possesses the following sensory powers:
**Enhanced Hearing*: Unearthly
**Microscopic Vision:* Amazing
**Telescopic Vision:* Good
**X-Ray Vision:* Unearthly

LIMITATIONS:
Lead Vulnerability: Exposure to Lead causes the same symptoms as Kryptonite to Kryptonians, resulting in excruciating pain and results in loss of all powers at –1CS per round, also losing 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance.

ROLE-PLAYING NOTES:

ANDROMEDA

HISTORY:

Laurel Gand, Andromeda, is a Daxamite member of the Legion of Super-Heroes. She was introduced to the team during their initial draft, but later had to leave due to her conflicting relationship with the White Triangle.

Laurel Gand spent most of her life in a White Triangle community, being indoctrinated in the "horrors" of interspecies co-operation before the Triangle's political clout led her to become the Daxamite representative in the Legion. Away from Daxam's red sun, she gained powers similar to Superman's, but the race-wide hypersensitivity of Daxamites to lead that meant even minuscule amounts could prove fatal even to a powered-up Daxamite, forcing her to wear a transuit at all times. This did not trouble her, since it meant she never had to actually touch any non-Daxamites.

Her Triangle-derived beliefs hampered her effectiveness as a Legionnaire, thanks to her reluctance to physically engage with any enemies, but the real problems started after she let several Triangle members go after a mugging, shortly after which they beat and almost killed Triad. Angered more for their defiance of her than for the beating, when she was ordered away to prevent the Composite Man gaining her powers, she flew after them. Immediately, they tore her transuit and directly exposed her to lead, and she barely managed to turn them over to the Science Police before crashing through the walls of Legion HQ. While Brainiac 5 worked on devising an anti-lead serum, he confronted her about her beliefs, and after discovering the serum Vril Dox, his direct ancestor, had created for Valor and tailoring it to her genetic structure to allow it to work properly on her (much to her surprise, as she had been taught that all members of the same race were identical), he forced her to confront the fact that he wasn't her inferior before giving her the serum. While this was happening, however, Shrinking Violet discovered a White Triangle necklace in her room and connected it to the group which had assaulted Triad and destroyed Trom, telling the rest of the team.

Confined to quarters after an unsuccessful attempt by Cosmic Boy to have her removed from the team, she used her super-senses to see Ambassador Roxxas gloating, but he managed to bully her into giving him the anti-lead serum. Taking it himself and giving it to four other Daxamites, they proceeded to cause mass destruction on Earth. When Andromeda herself confronted Roxxas over what he was doing and had made her do, she was almost defeated when Violet began thrashing around in his head, before coming out and telling Andromeda to take him down. As she pummeled him repeatedly, he destroyed the covering of an "atomic furnace", and both were thought to have died in the resulting inferno (causing Brainiac 5 severe depression). Only Cosmic Boy was told that she had survived and voluntarily exiled herself to Planet Hell.

Later, she was brought out of this exile by Live Wire after Cosmic Boy had told him where she was as part of a way to build up a "Legion Rescue Squad", and she was awed by Valor, himself being another member. However, she declined to rejoin the Legion after the Squad had served its purpose, preferring to head off into deep space.

Although Andromeda was erased from history along with the Legion and her entire future because of the Infinite Crisis, she reappears as a regular member of the Legion during Final Crisis: Legion of Three Worlds. She appears to be an acting member of the Legion again, alongside Legionnaires who would never have otherwise been chronologically teammates with her, such as the second Kid Quantum..

ANN DARROW

STATISTICS:

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

Health: 40 **Str:** 4
Karma: 30
Resources: PR
Popularity: PR (AM to Kong)
Height: Unrevealed
Weight: Unrevealed
Eyes: Blond
Hair: Blue

BACKGROUND
Real Name: Ann Darrow
Occupation: Actress, Vaudeville Performer
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: New York City
Present Group Affiliation: None

KNOWN POWERS:
None
Talents:
Acrobatics, Actress, Dancer, Performer, Show Business (Vaudeville), Singer, Tumbling

ROLE-PLAYING NOTES:
Naomi Watts' Ann was a dreamer, who longed to act on Broadway, but loved performing on Vaudeville. She was determined and ambitious, but not so much that she would compromise herself. She was a little bit temperamental – enough to slap Kong.

ANN DARROW

HISTORY:
As portrayed by Fay Wray, the 'girl with the golden lungs' – so named due to her piercing screams – Ann Darrow was simply a starving out-of-work depression-era woman, and fell pretty much into the role of helpless victim to be rescued by either Kong or Jack Driscoll. The same could be said of Jessica Lange's 'Dwan' in 1976, although whereas Fay Wray was pretty much terrified by Kong, 'Dwan' felt sorry for him. In Naomi Watt's version, Ann Darrow is a vaudeville performer – easily on par with a circus gymnast – as well as Kong himself. She also develops a rapport with Kong, and actually seems to like him better than Jack Driscoll – although frankly, you can't blame her, as the 2005 script turns Jack Driscoll from the ship's first mate, into a soulful-eyed playwright – a drawback in my opinion, although I did like the clever little twist of having an actor on board 'Bruce Cabot' who was playing the first mate in the movie, and goes on to become the most amusing character in the remake. In any case, the character of Ann, is an interesting study in the development of women's roles over the twentieth century – from the permissive seventies bimbo, to the revisionist 2005 Ann who was starving pointedly because she wouldn't exploit herself. Also interesting is the transformation from Kong's helpless hostage, to his only friend.

ANNIHILUS

STATISTICS:

F IN(40)
A RM(30)
S AM(50)
E MN(75)
R RM(30)
I GD(10)
P RM(30)
Health: 195 **Str:** 50/90
Karma: 70
Resources: MN
Popularity: -30
Height: 5'11"
Weight: 200 lbs.
Eyes: Green
Hair: None

BACKGROUND
Real Name: Annihilus
Occupation: Megalomaniac, conqueror, scavenger
Legal Status: Citizen of Arthros
Identity: Annihilus' existence is not known to the general population of Earth
Place of Birth: Planet of Arthros, Sector 17A, Negative Zone
Marital Status: Single
Known Relatives: Annihilus is a series of clonal scions
Base of Operations: Planet of Arthros, Sector 17A, Negative Zone
Present Group Affiliation: Sometime ally of Blastaar, has allied with Thanos

KNOWN POWERS:
Body Armor: Annihilus' armor gives him Incredible protection from physical and energy attacks
Winged Flight: Annihilus can attain Remarkable speed Flight
Self-Sustenance: He can survive up to a year without fresh air or food.
Equipment:
Cosmic Control Rod: Annihilus' weapon and tool collects cosmic energy and provides its user with several useful powers. If he loses the Rod, Annihilus is –3CS on all FEATs, he begins to age, and loses Endurance at the rate of –1CS each week. The Cosmic Control Rod grants Annihilus the following powers:

**Ability Boost* Annihilus can use the Cosmic Control Rod to raise his Strength and Endurance to Unearthly for 1-10 rounds.
**Flight:* Unearthly
*Immortality
**Regeneration*: Amazing rank
*True Invulnerability: Amazing
**Radiation Emission*: Cosmic Ray blasts of Unearthly intensity
**Kinetic Bolt:* Unearthly intensity
**Molding:* He can reshape inorganic matter with Unearthly ability

ANNIHILUS

ROLE-PLAYING NOTES:

Annihilus is driven by his psychopathic goals and he is supremely arrogant, believing himself to be the only existing being that is worthy of life. He is lustful for power and is overwhelmingly fearful of death. Annihilus demands absolute obedience from his minions and absolute subordinance, even from his allies. Annihilus even looks at beings as powerful as the Mad Titan, Thanos, and even entities such as Galactus, himself, as simply means to accomplishing his nihilistic ambitions.

HISTORY:

The being called Annihilus was created in the depths of the dimension known as the Negative Zone. He used alien technology to create the Cosmic Control Rod, which enabled him to both wield great power and to essential live forever – as long as he possessed the Rod. Annihilus used his power to conquer many worlds of the Negative Zone. Upon discovering the existence of Earth, Annihilus immediately began making plans to conquer that world as well. Super hero groups like the Avengers and the Fantastic Four, and space-faring groups like the Guardians of the Galaxy, have narrowly thwarted Annihilus' plans in the past.

Annihilus is driven by his obsession to avoid death and continues to plan the domination of all that exists – believing himself to be the only 'true' life form, Annihilus' ultimate goal is the extermination of all life in the universe except for his own.

Annihilus is a danger to anyone entering the Negative Zone and a threat to all life in general. Annihilus has legions of nearly mindless minions at his beck and call, and he commands sufficient forces that, during the Annihilation Wave Crisis, he was nearly able to conquer the entire mainstream Marvel universe – an offensive that was only averted by the eleventh-hour actions of the World Devouring Galactus, who was himself enslaved and nearly destroyed during the conflict.

ANTI-MONITOR

STATISTICS:

F MN(75)
A IN(40)
S ShZ(500)
E CL1000
R ShY(300)
I ShZ(500)
P ShY(250)
Health: 1615 **Str:** 500/1000
Karma: 1050
Resources: MN
Popularity: 0 (-1000 in Pre-Crisis Universe)
Height: Unrevealed (variable)
Weight: Unrevealed (variable)
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Anti-Monitor
Occupation: Destroyer of Universes
Legal Status: Unknown
Identity: The general population of Earth is unaware of the Anti-Monitor's existence.
Place of Birth: The Anti-Matter Universe
Marital Status: Unknown
Known Relatives: None
Base of Operations: The Anti-Matter Universe
Present Group Affiliation: None

KNOWN POWERS:
Energy Manipulation: The Anti-Monitor has the ability to channel and manipulate vast amounts of cosmic power, with Shift Z(500) ability, and line of sight range. He may release blasts of up to Shift Z (500) Intensity.
Energy Form: Without his Containment Suit, the Anti-Monitor's energy is discorpeal, held together only by his will; to avoid dissipating, the Anti-Monitor must make a Psyche FEAT each round until he can regain his Containment Suit (See Equipment). If attacked in this state, the Anti-Monitor takes full damage and must make a Psyche FEAT roll to avoid dispersal.
Growth: Shift Z Growth
Sealed Systems: Class 1000 Ability to survive in any environment

EQUIPMENT:
Anti-Matter Machinery: The Anti-Monitor destroyed the multiverse with machines that release an ever-expanding wave of Anti-Matter that destroys any positive matter it contacts, down to the molecular level at Class 1000 ability. The energies are then absorbed into the Monitor's Containment Suit (See Below)
Containment Suit: In addition to providing Shift Z(500) protection from both Physical and Energy attacks, the Anti-Monitor's Armor has Energy Absorption abilities of Shift Z intensity. These energies fuel his powers and at the culmination of Crisis on Infinite Earths, the Anti-Monitor's had absorbed enough energy to receive a +1CS to all physical stats and raising his Energy powers to Class1000

ANTI-MONITOR

ROLE-PLAYING NOTES:

The monster known as the Anti-Monitor exists only to consume and control, and all its plans and actions are directed toward those twin purposes. It is cold, utterly ruthless, and calculating on a detached level beyond mortal understanding.

The Anti-Monitor has no allies, only tools. In the past, it has used the Qwardians, the Sinestro Corps, Superboy-Prime, the Cyborg Superman, and Psycho-Pirate in that role.

The Anti-Monitor is essentially the enemy of not just every hero in the multiverse, but every single living thing, as its goal is ultimately to consume all creation. The Green Lanterns and their masters, as well as Superman, rank highly in its mind for the defeats they've helped it suffer.

HISTORY:

When the Overmonitor first encountered the multiverse, it sent in a probe in its image in order to explore this new phenomenon. The incoming probe was affected by the aftershocks of the primal upheaval caused by Krona's experiment, and split into two beings: the Monitor, who saw physical birth on Oa in the positive matter universe, and the Anti-Monitor, who manifested on Qward.

A living representation of the dark side of the probe entity, the Anti-Monitor quickly subjugated Qward and the rest of the Anti-Matter universe. Eventually it became aware of its counterpart. Fundamental opposites, once they became aware of one another, they immediately began fighting with their godlike abilities (without ever leaving their respective locations). After countless eons of stalemate, a telling strike-and-counterstrike resulted in both entering a state of dormancy that lasted billions of years.

When the scientist later known as Pariah attempted to repeat Krona's experiment, in addition to destroying his own planet and universe, his actions also awakened the Anti-Monitor from dormancy. Instead of directly renewing its fight with its counterpart, the Anti-Monitor instead renewed its control over the Qward and began creating Shadow Demon soldiers from the Thunderers under his command.

Once its base was firm, the Anti-Monitor released a wave of anti-matter that began to engulf one positive-matter universe after another, beginning the events of the first crisis. This campaign of destruction was finally stopped by the combined might of reality's greatest heroes from across multiple universes, but only at terrible cost, including the lives of many heroes and countless worlds before a new universe was created as a result. The Anti-Monitor itself was apparently destroyed by Kal-L, the first Superman.

When Alexander Luthor plotted to return the universe to its pre-Crisis state, he used parts of the Anti-Monitor's containment suit in his plans. The restructuring of the multiverse that followed resurrected the Anti-Monitor on Qward, from where it helped instigate the Sinestro Corps War before finally falling to the successive might of Earth's heroes, the combined force of the Guardians of the Universe, and finally, to a direct attack from Superboy-Prime.

The Anti-Monitor's shattered body ended up on the planet Ryut in Sector 666 where Nekron captured and killed the weakened Anti-Monitor to use it as a battery for Nekron's Black Lantern Corps. When the White Light Entity resurrected the Anti-Monitor as part of the final battle against Nekron, the Lord of the Unliving transported the monster back to Qward rather than face a reinvigorated enemy with power to rival Nekron's own.

AQUAMAN

STATISTICS:

F IN(40)
A RM(30)
S IN(40)
E AM(50)
R EX(20)
I RM(30)
P RM(30)
Health: 160 **Str:** 40
Karma: 80
Resources: RM
Popularity: 20 (75 in Atlantis)
Height: 6'1"
Weight: 325 lbs.
Eyes: Aqua Blue
Hair: Blond

BACKGROUND
Real Name: Arthur Curry
Occupation: King of Atlantis
Legal Status: King of Atlantis
Identity: Publicly known
Place of Birth: Atlantis
Marital Status: Married
Known Relatives: Mera (ex-wife), Atlan (father), Atlanna (mother), Arthur Jr. (son, deceased) Koryak (son), Tom Curry (Adopted father, deceased), Orm Marious (Ocean Master, half-brother)
Base of Operations: Mobile, Atlantis
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Animal Control: Aquaman has the Amazing ability to control all forms of sea-life
Animal Summoning: Incredible ability to summon sea-life
Animal Empathy: Excellent
Animal Communication: Aqua-man has Incredible ability to communicate with sea-life
Hyper-Swimming: Unearthly
Water Freedom
Resistance: (to cold and pressure) Amazing rank
Limitations
Aquaman must immerse himself in water for at least one hour every day or all his physical abilities and powers will begin to drop by –1 rank every hour, with Health being adjusted accordingly. Sustained dehydration can potentially kill him. hour's immersion in water will restore all lost ranks and health.

Equipment:
Hand of the Water Bearer: *Nullifies Aquaman's Dehydration Affliction
*Mental Link with the Lady of the Lake: Amazing
*Hand Weapons: Aquaman can change the shape and density of the hand into weapons that can strike for Remarkable edged damage
*Healing Touch: Amazing
*Nullify Magic: Allows Aquaman to negate the effects of magic with Unearthly ability. He must be physically touching the target with his Water Hand to use this power.
*Scalding Blast: Amazing blast of scalding water
Cybernetic Hook: At one time, Aquaman replaced his lost hand with a cybernetic hook of Incredible material strength that did Remarkable edged damage. The hook could also be fired with a Grappling Line of Incredible material strength.

Talents:
Underwater Combat, Ocean-ography, Martial Arts B, Resist Domination, Marine Biology

AQUAMAN

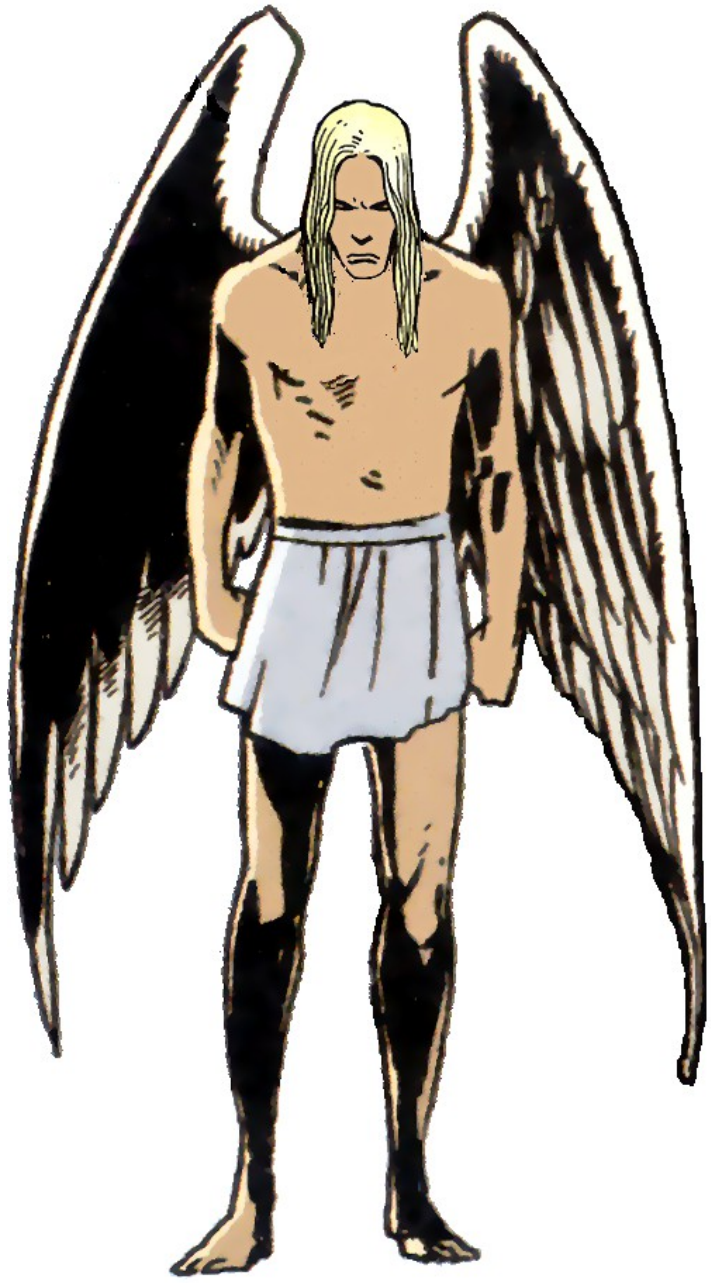
ROLE-PLAYING NOTES:
Aquaman is defined by his dual nature. He's not truly a member of the human race, nor a member of the Atlantean race, but he takes his responsibility to protect both worlds very seriously. Often, those responsibilities weigh on him heavily, but he is a fighter, unwilling to knuckle under to any pressure, whether its from a political problem in Atlantis or a super-villain in the surface world. Although Aquaman is a caring man who values his family and friends, his pride and devotion to duty can sometimes distance him from them.

HISTORY:
The son of Queen Atlanna and the demigod spirit of Atlan, Orin was rejected by his own people, the Atlanteans, who feared that his blond hair and ability to communicate with sea creatures marked him with the curse of Kordax, an ancient Atlantean monster. Orin was abandoned, and left to die on Mercy Reef, until a dolphin named Porm came to his rescue. Orin lived as a feral child with his dolphin family until the day he was discovered by Arthur Curry, a lighthouse keeper. Arthur took the boy into his home and taught him to speak.

Orin took his adoptive father's name and traveled north. During his travels, he fell in love with an Inuit woman named Kako. Unbeknownst to Arthur, he fathered a child with Kako. He was kidnapped by Atlantean soldiers before he learned of the child's existence. In the lost city of Poseidonis, part of the sunken Atlantean continent, Arthur learned for the first time that his mother was of royal blood. It was there that he befriended Vulko, a fellow prisoner, who helped him escape captivity. Upon reaching the surface, he stumbled upon the Flash (Barry Allen) battling the Prankster. Impressed by Arthur's power, the Flash invited him to the United States.

Taking the name Aquaman, Arthur Curry used his powers to become protector of the Seven Seas and friend to the surface world. Aquaman was a founding member of the Justice League of America, making him one of the most famous heroes in the world.

ARCHANGEL MICHAEL



STATISTICS:

F AM(50)
A EX(20)
S RM(30)
E CL1000
R ShY(250)
I ShZ(500)
P CL1000
Health: 1100 **Str:** 30
Karma: 1750
Resources: CL1000
Popularity: UN
Height: Unrevealed
Weight: Unrevealed
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: The Archon Michael Demiurgos,
Occupation: Archangel
Legal Status: Not Applicable
Identity: Michael is known as an Archangel from Biblical writings, although he keeps his presence on Earth low-profile
Place of Birth: Heaven
Marital Status: Single
Known Relatives: God (father), Lucifer (brother), Elaine Belloc (daughter)
Base of Operations: The Silver City of Heaven
Present Group Affiliation: The Host of Heaven

KNOWN POWERS:
Omnipotence: Michael is the second-born son of Heaven the younger brother of Lucifer, and, as such, he may use any power with Beyond Level-1 ability.
Limitations: Despite his near-omnipotence, Michael is not God and, as such, is subject to His rules. Michael's weaknesses is that, while he Michael was given the Beyond-Level-1 'Demiurgic Power' and may create matter from nothing, he needs his older brother Lucifer to shape it. Together they created the DC multiverse. Lucifer also tricked Michael into using the Demiurgic Power to create a pocket reality within the larger DC Universe – a realm Lucifer ruled as its God.
Michael is also restricted by his very omnipotence His true Angelic form is too stupendous for most non-entity-level beings to behold without being driven mad, blind, or outrig**ht** destroyed (those beings who come into the presence of Michael's true form may consider this Psyche attack of CL1000 intensity)
In order to operate within Yahweh's universe, Michael must adapt physical form, and is subject to al the limitations of the flesh. Unlike the Endless, Michael is a finite being, not a conceptual entity, and can be destroyed n his physical form. Michael's physical body has the above listed stats and the following Powers:
Invulnerability: Without using any of his other powers, Michael has Unearthly resistance to all forms of attack.
Regeneration: Amazing ability to heal any injury
Dimensional Travel: Michael may traverse dimensions with Unearthly ability.
Magic Sense: Shift Y ability to

ARCHANGEL MICHAEL

sense Magic
Awareness: Shift Y ability to sense the state of the Universe
Immortality: Michael's physical body does not age and does not die unless killed by metaphysical means. If he takes sufficient damage to destroy his physical form, he may recreate his body within 10 to 20 rounds.

TALENTS:
Michael has all Martial Arts skills, Weapons (Sword), Strategist Talents, as ell as Unearthly knowledge of the Occult.

ROLE-PLAYING NOTES:

HISTORY:
When the archangel Lucifer Morningstar began his revolt in heaven, he was hopelessly outnumbered. He was eventually defeated by his brother, the Archangel Michael who used the Demiurgos (God's power) to destroy his angelic forces. However, during the aftermath of the attack, a fallen angel named Sandalphon thrust his spear into Michael's back and took him captive into a pocket reality. There, Michael was chained to a pillar while Sandalphon attempted to create a new generation of warrior angels. Using Michael's power to impregnate human women and then gestating the fetuses inside Michael himself, he produced thousands of failures before creating Elaine Belloc with her 300 viable ova. Just as he attempted to claim Elaine, however, Lucifer stepped in.
Easily defeating the cowardly fallen angel Sandalphon, Lucifer took Michael - who never bore animosity towards his brother - and used him as a means to end the then-ongoing assault by the Heavenly Host against his home. Lucifer had obtained a Letter of Passage outside of Creation due to an earlier arrangement with Heaven. The subsequent doorway had been intended to be one-way and one-time only, but Lucifer bound it open with YHWH, God's own name. To destroy the door would be to unmake Creation.
Unable to allow this, the Heavenly Host had laid siege to Lucifer's home in his absence. Arriving with the archangel Michael, the Host was instantly defeated - if Lucifer were to kill Michael there, the Demiurgic power would wash over Creation, wiping it clean of all life. The Host receded. Michael, however, remained suffering and awaiting the death promised him by his brother Lucifer. The injured Michael was taken through Lucifer's gate into the Nihilo (nothingness) where Lucifer thrust a sword into him and released the Demiurgic power inside him, creating a new cosmos. Having acquired the Demiurgic power over this new Creation, Lucifer reconstituted the archangel Michael after the event, but Michael refused Lucifer's offer to stand at his side. Nevertheless, Michael is eventually ejected from heaven for questioning God's wisdom in ordering the death of his daughter, Elaine Belloc.
Michael's half human/angel daughter Elaine Belloc began to play a more prominent role in his life. Initially guarded towards her, Michael began to feel genuine affection and love, which compounded after Lucifer, having been near fatally injured by the Basanos, was regenerated by the death/sacrifice of Elaine.
When Fenris the Wolf attempted to destroy the World Tree, Yggdrasil, and upset the balance of all Creation, Michael, mortally wounded in battle with Lucifer (acting against his own will), told the now-revived Elaine that he loved her and that she must now be the holder of the Demiurgos power before he can be allowed to die. At his death, the Michael and Lucifer shared forgiveness and Elaine absorbed Michael's power and she became the new ruler of Creation

ARES (DC)

STATISTICS:

F UN(100)
A RM(30)
S MN(80)
E UN(100)
R IN(40)
I IN(40)
P MN(75)
Health: 310 **Str:** 80
Karma: 155
Resources: Unearthly
Popularity: -10/-50 among Amazons
Height: 6'10"
Weight: 359 lbs.
Eyes: Red
Hair: Blond (Varies with form)

BACKGROUND
Real Name: Ares, Mars
Occupation: God of War
Legal Status: Citizen of Olympus
Identity: The general population of Earth believes Ares to be a mythical figure
Place of Birth: Olympus
Marital Status: Single
Known Relatives: The Olympian Gods, Hippolyta (daughter), Diana (Wonder Woman, granddaughter)
Base of Operations: Areopagus, Olympus
Present Group Affiliation: Olympian Gods

KNOWN POWERS:
Animate Objects: Ares has the Monstrous ability to animate inanimate objects
Aura of Fear: Remarkable intensity
Energy Blast: Ares can project Monstrous bursts of mystical energy
Control: Remarkable mental domination
Darkness: Amazing ability to project darkness
Dimensional Travel: Unearthly
Energy Absorption: Ares can absorb up to Amazing Strength energy
Fire Control: Amazing ability to control and project flame
Flight: Ares has Monstrous Flight
Growth: Remarkable
Hypnotism: Amazing
Invulnerability: Monstrous resistance to physical and energy attacks
Life Sense: Amazing
Mind Blast: Amazing Intensity mental blasts
Mystic Shield: Ares has the Amazing ability to guard against magical attacks.
Sealed Systems: Monstrous ability to survive in any environment
Telepathy: Ares has Amazing telepathic powers
Teleportation: Unearthly ability to teleport himself and others.

ROLE-PLAYING NOTES:
Ares literally draws his strength from human conflict, misery, and destruction. As more and more soldiers are drawn to battle, the more powerful he becomes. His ultimate aim is to accumulate enough power to depose his father and claim Zeus' throne for himself.

ARES (DC)

HISTORY:
Since the dawn of mankind, the irrepressible god of war has worked from the shadows, fomenting innumerable conflicts and scheming against his fellow Olympians.

Ares' enmity for the Amazons dates back many thousands of years to the moment of their creation. Artemis, Ares' sister, petitioned Zeus for the right to create a race of women dedicated to peace and harmony to guide mankind and foster loyalty to the gods. Disgusted by Artemis' plan, Ares counter-proposed to lead an army down to Earth to conquer its peoples and force them to worship the Olympians. Once he lost this debate, the bitter war god began a covert campaign to sabotage Artemis' endeavor. He eventually persuaded his half-brother Heracles to make war on the Amazons. It was this conflict that set in motion the chain of events that led Hippolyta and her sisters to turn their backs on the affairs of men and exile themselves to the paradise of Themyscira.

Although Ares spent the last few millennia spreading discord and engineering conflicts between great nations, he has been forced to work through intermediaries, exercising his influence with discretion. In particular, Ares loathes Princess Diana of the Amazons, dispatched as ambassador to "Man's World" to foil his schemes.

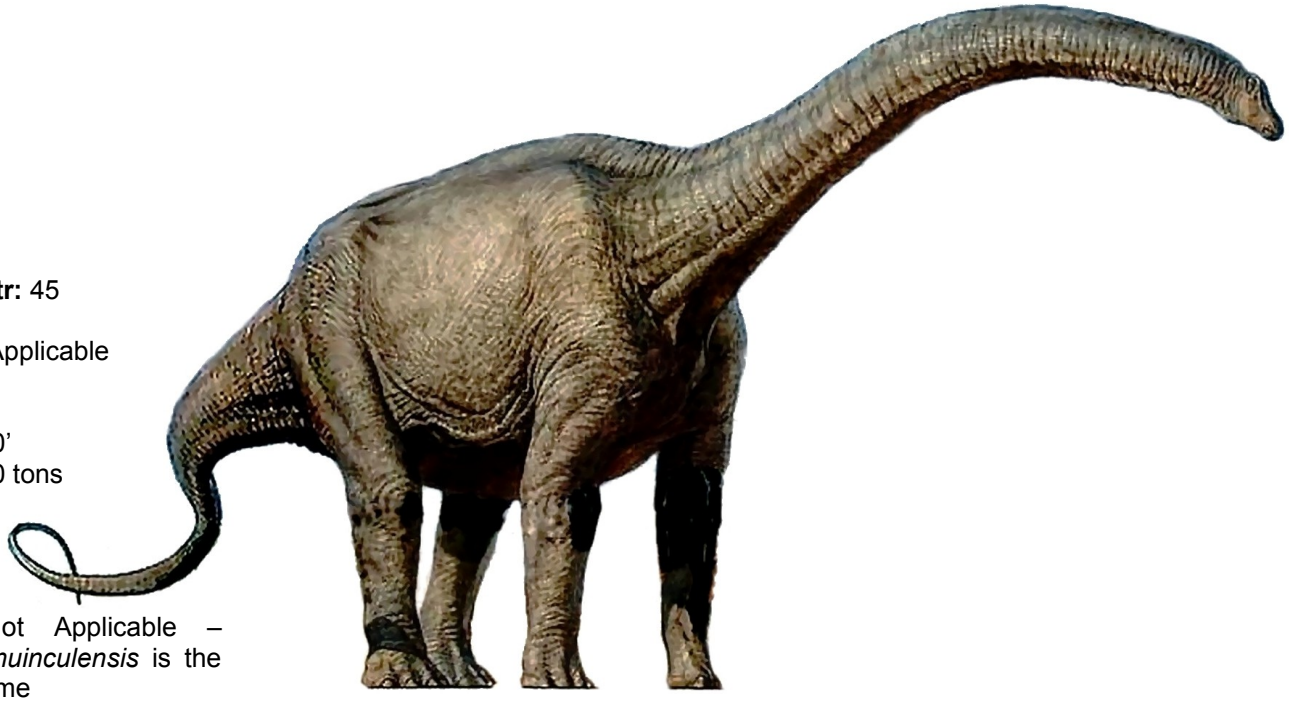
Wonder Woman used her magic lasso to help Ares understand how easily unchecked warfare between modern armies could lead to the destruction of all mankind. Subsequently, this would lead to the demise of Ares and his fellow Olympians as well. In an attempt to preserve both himself and his continued enjoyment of power, Ares has lowered the scale of his endeavors, but not tempered their viciousness.

The modern era has led to more shifts in Ares' power, resources, and status than all of the prior millennia combined. His "closest" children, Phobos, Deimos, and Harmonia have all perished in various conflicts (though this hasn't stopped him from continuing to use others in his scheming, such as Lycus, who Ares has sent to cause Wonder Girl problems). Acting under the mortal guise of a crime lord, Ares had a child with the immortal witch, Circe. Finally, Ares managed to add the mantle of God of Death to his purview after his uncle Hades was overthrown. Despite his apparent death in battle against Wonder Woman, Ares is a god that actually possesses a degree of control over the powers of death and the Greek afterlife. Just how permanent the mortal concept of "death" is when dealing with gods is uncertain, and even that concern assumes his physical death wasn't an elaborate ruse or a means to a further magical development.

ARGENTINOSAURUS

STATISTICS:

F EX(20)
A PR(4)
S AM(50)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 174 **Str:** 45
Karma: 6
Resources: Not Applicable
Popularity: -10
Height: Up to 70'
Length: Up to 100'
Weight: Up to 100 tons
Eyes: Brown
Hair: None



BACKGROUND

Real Name: Not Applicable – Argentinosaurus *huinculensis* is the genus-species name
Occupation: Herd animal, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America or Africa
Marital Status: Inapplicable
Base of Operations: Prehistoric South America, although the species exists in isolated pockets throughout the world.
Present Group Affiliation: a herd beast

KNOWN POWERS:

Body Armor: The massive size and thick skin of Argentinosaurus provides Remarkable protection against Physical and Energy attacks
Stomp: The giant Argentinosaurus may stomp for as much as Unearthly (100) blunt damage
Tail: An Argentinosaurus' tail does Unearthly blunt damage

ROLE-PLAYING NOTES:

Mostly concerned with foraging. Adults are too big to pay much attention to human-sized animals, although they can become territorial if bothered.

ARGENTINOSAURUS

HISTORY:
Argentinosaurus was among the largest, credited with weights of over 100 tons – and it has gained popular support as the largest known dinosaur, with the general assumption that if it wasn't, than the largest would likely be a related titanosaur of some form. But ironically, it might be the slender Diplodocid line that produced not only the longest, but also the remains suggest that *Amphicoelias* heaviest species ever. Fragmentary *altus* might have attained 200 feet, and 150 tons in weight – rivaling the sheer size of a blue whale – possibly the largest animal that has ever existed.

ARMAGEDDON

STATISTICS:

F MN(75)
A IN(40)
S ShX(150)
E UN(100)
R EX(20)
I EX(20)
P AM(50)
Health: 365 **Str:** 120
Karma: 90
Resources: MN
Popularity: -50/50 in Trojan Empire
Height: 9'
Weight: 1,100 lbs
Eyes: Reddish-Pink
Hair: White

BACKGROUND
Real Name: Arm'chedon
Occupation: Monarch of The Troyjan Empire
Legal Status: Troyjan citizen
Identity: The general population of Earth is unaware of Armageddon's existence.
Place of Birth: Planet Troyjan
Marital Status: Widowed
Known Relatives: Trauma (son, deceased)
Base of Operations: Troyjan Throne World
Present Group Affiliation: Troyjan Monarch

KNOWN POWERS:
Cosmic Energy Manipulation: Armageddon has the ability to channel and manipulate vast amounts of cosmic power, with Unearthly ability, and line of sight range. He may release blasts of up to Unearthly Intensity.
Body Armor: Monstrous protection against Physical and Energy damage.
Cybernetic Arm: Armageddon's right arm is a cybernetic attachment that can convert into a Blaster Nozzle which channels his cosmic energy powers. The arm also sports blades that can strike for Monstrous edged damage.
Talents: Martial Arts B, Weaponry, Wrestling, Melee Weapons, Military Strategist, Leadership.

ROLE-PLAYING NOTES:
Armageddon has long-standing enmity with the Pantheon who killed one of his sons, and for the Hulk, who killed the other

ARMAGEDDON

HISTORY:

'Arm'chedon' was just a teenager when his father died in a space battle, leaving him to assume the throne of the Troyjan Empire. The monarchy was on the verge of collapse, but Armageddon was a warrior-born. He led his troops to countless victories over worlds across the galaxy. Armageddon was so busy expanding his kingdom, he did not even notice when his wife died in childbirth after delivering twin sons. Even the boys' education was left to his trusted friend and advisor, Lord Vittio. Armageddon's sons would not be noticed again by him until a mission to Earth left one of them dead and the other in love with his twin's murderer.

Trauma, the son that survived, wanted to marry his brother's killer, Atalanta of the Pantheon, which made Armageddon think his son was a fool. However, he hesitantly gave Trauma permission to do as he wished. Trauma kidnapped Atalanta and brought her back to his home world, and even Armageddon was impressed by the physical appearance of the woman. Despite his first thoughts on the subject, Armageddon was willing to stand by his son's decision even when the Hulk, Silver Surfer and the Starjammers stood in front of him demanding Atalanta's release. To show just how serious he was, Armageddon fired cosmic blasts at both Hulk and the Surfer, holding them at bay. Only after Hulk convinced Trauma to meet him in personal combat did Armageddon reluctantly release his hold on the Green Goliath. Immediately after the Hulk was freed, the Pantheon member Cassiopeia, liberated the Silver Surfer. The Surfer attacked Armageddon, but the sudden scream of agony from Trauma stopped everyone in their tracks. The Hulk had knocked Trauma onto a piece of his own broken armor, and it pierced his heart. As he was dying, Trauma asked his father to give Atalanta, and her friends, safe passage home, and Armageddon granted his son's last wish. Armageddon didn't know how much he truly cared for his son until he was gone.

A while later, Armageddon invaded Freehold, the former home of the Leader, and he discovered a machine to reanimate the dead. He intended to use the Hulk's power to activate the machine and bring Trauma back to life. The Hulk agreed, but once strapped into the machine, the Hulk forced too much of his energy into the machine which caused an overload followed by an explosion. Trauma's body was incinerated in the blast, and even as Armageddon applauded Hulk's deception, he still insisted the Hulk would one day die by his hand

ARTEMIS

STATISTICS:

F AM(50)
A AM(50)
S IN(40)
E AM(50)
R TY(6)
I EX(20)
P RM(30)
Health: 190 **Str:** 37
Karma: 56
Resources: 20
Popularity: 75
Height: 6'
Weight: 140 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Artemis
Occupation: Warrior
Legal Status: Citizen of Themyscira
Identity: Known to the general public
Place of Birth: Bana-Mighdal, Egypt
Marital Status: Freed from forced marriage
Known Relatives: Dalkriig Hath (ex-husband)
Base of Operations: Themyscira, Gateway City, California
Present Group Affiliation: Amazons, former member of the Justice League of America, former member of the Hellenders

KNOWN POWERS:
Amazonian Physique: As an Amazon, Artemis is gifted with enhanced physical abilities, reflected in the stats above
Immortality: Artemis does not age, although she is not invulnerable and may be killed by physical damage.
Talents: Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Horseman-ship, Marksmanship, Swordsmanship, Weapons Specialist (Bow), Leadership
Equipment:
Bow: Artemis' weapon of choice is her Bow, made of Remarkable material which fires arrows of Excellent damage. She is a Weapon's Specialist with the bow for +2CS to hit
Sword: Artemis' sword is made of Incredible material and she can strike for +1CS edged damage
Knife: Remarkable material, Excellent edged damage

ARTEMIS

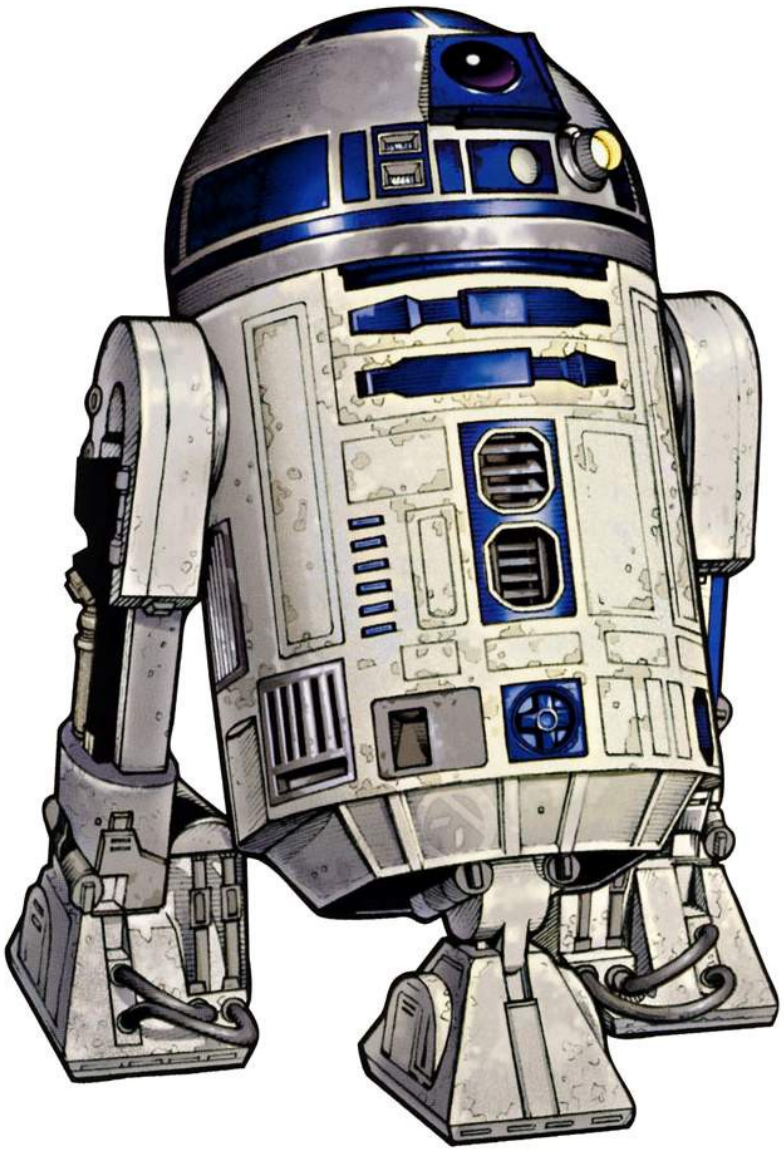
ROLE-PLAYING NOTES:
Artemis is a warrior and directs her fury into combat, but sometimes her temper gets away from her.

HISTORY:
Artemis was born to the Bana-Migdhall tribe of Amazons. Even as a very young woman she protested her tribe's plan to go to war with the Amazons of Themyscira, a plan made under the influence of the sorceress Circe. After years of exile in a demon dimension as a result of Circe's machinations, the Amazons were returned home. Having seen a vision of Wonder Woman's death, Hippolyta declared a new contest for the role, and rigged it so Artemis would win. Artemis served as Wonder Woman and Themyscira's emissary until a conflict with the White Magician resulted in her death, as Hippolyta had foreseen.
Artemis fought her way out of hell to return to the world of the living, where she eventually became an ally of Princess Diana, and mentor and teacher to Cassie Sandsmark (Wonder Girl). She remains a high-ranking and influential Amazon and one of their greatest warriors.

ARTOO DETOO

STATISTICS:

F TY(6)
A PR(4)
S GD(10)
E RM(30)
R IN(40)
I GD(10)
P GD(10)
Health: 50 **Str:** 10
Karma: 60
Resources: GD
Popularity: 4
Height: 3'
Weight: Unrevealed
Eyes: Red-Sensors
Hair: None



BACKGROUND
Real Name: R2-D2
Occupation: Astro-mech Droid
Legal Status: No legal status, although Artoo has been targeted for confiscation by the Galactic Empire
Identity: Publicly known
Place of Creation: Naboo
Marital Status: Inapplicable
Known Relatives: Industrial Automation R2 series droids
Base of Operations: Mobile throughout the Galaxy
Present Group Affiliation: Rebel Alliance, Life-time Partner of See Threepio.

KNOWN POWERS:
Artoo Detoo technically doesn't have any powers, but his robotic form give him the following abilities:
**Invulnerability:* Artoo's metal body provides him Excellent protection from Blunt or Energy attacks.
**Retractable Arm:* Typical Strength
**Arc Welder:* Good intensity Laser. Can be used for propulsion in low gravity
**Circular Saw:* May cut through Excellent material, for Poor damage
**Fire Extinguisher*: Typical
**Holographic Projector:* Typical
**Recall:* Incredible
**Computer Interface:* Artoo can interface with any computer system with Amazing ability
**Enhanced Vision:* Artoo's sensors have the equivalent of Remarkable. Sight and Hearing, through all light spectrums
NOTE: In the past Artoo has had various attachments added and removed, including those that enabled flight.
Talents:
Astrogation, Languages, Computer Programming/Repair, Pilot

.

ARTOO DETOO

ROLE-PLAYING NOTES:
Brave and feisty by nature, Artoo has been a long-standing ally to the Jedi Knights, and a long-time companion to C-3PO

HISTORY:
R2-D2 (Artoo Detoo) is a meter-high, cylindrical robot whose face is a mass of computer lights surrounding a single radar eye. A sophisticated computer repair and information retrieval robot, Artoo can only speak in a series of electronic sounds

ASMODEL

STATISTICS:

F MN(75)
A AM(50)
S MN(80)
E UN(100)
R IN(40)
I AM(50)
P MN(75)
Health: 305 **Str:** 80
Karma: 155
Resources: AM
Popularity: 0
Height: 10'
Weight: 800 lbs.
Eyes: Red
Hair: None

BACKGROUND
Real Name: Asmodel
Occupation: King Angel of the Bull Host
Legal Status: Not Applicable
Identity: Asmodel is not known to the general population of Earth
Place of Birth: Heaven
Marital Status: Single
Known Relatives: None
Base of Operations: Unknown, Formerly Heaven
Present Group Affiliation: Bull Host of Heaven, Former ally of Neron

KNOWN POWERS:
Sorcery: As the King Angel of the Bull Host, Asmodel has Amazing rank magical powers
Scouring Light of Heaven: Asmodel may produce a blinding Flash of Amazing intensity Light. It is ineffective against those who are pure of heart with a positive Karma of Amazing or higher
Regeneration: Incredible
Body Armor: Monstrous protection from physical and energy attacks
Flight: Incredible winged Flight
Sealed Systems: Amazing
Sonic Blast: Incredible
Equipment:
Flaming Spear: Asmodel's Flaming Spear is made of Unearthly material, causing Incredible edged damage and Unearthly flame damage to anything it touches

ROLE-PLAYING NOTES:
Asmodel has followed the footsteps of that 'other' rebellious Angel – Lucifer – in an attempt to overthrow Heaven – and has likewise wound up in Hell.

ASMODEL

HISTORY:

Asmodel was Lord Harrier of the Bull Host, the most militant group of the hosts, and a king-angel of the Pax Dei, the Army of Heaven. His particular command was the Cherubim Alpha Battalion, the most feared of the Army's divisions. Great power and prestige were given to Asmodel, and he was ranked among the highest of the angels. It wasn't enough. Asmodel was tired of being a servant of God and tired of the peace God maintained – he wanted war conquest, and rulership. Another angel had rebelled once, eons before – Lucifer. Now Asmodel sought to succeed where Lucifer had failed. His plan was to attack from two fronts, both within and without. To do this, he enlisted the aid of the demon lord, Neron. But a guardian angel named Zauriel got wind of Asmodel's plan. Asmodel tried to subdue the angel on Earth. The attack failed and Asmodel was forced to return to Heaven.

Asmodel later returned to Earth, alone and hidden in a 'form of boy' flesh-suit, to destroy Zauriel. Killing the mortal woman Zauriel loved instead, Asmodel returned to Heaven and led the attack against it. The combined forces of the Bull Host and Neron's demons forced their way into the Throne Room itself, only to discover one simple truth – God truly is All-Powerful. Asmodel was stripped of his powers and his rank, and Neron carried his soul off to Hell, for Asmodel to endure unspeakable tortures for all eternity.

Recently, Asmodel was freed from his torments by Etrigan the Demon. Together they devised a plot wherein Asmodel would bond with the hostless Spectre, thereby gaining all the tremendous power of the Spirit of Wrath. Succeeding in their plan, Asmodel quenched the fires of Hell and brought Hell to Earth – literally. After struggling with Neron for dominance of the Spectre's power, both demon and angel were cast out, and the Spectre bonded with a new human host, the former Green Lantern, Hal Jordan. With the fires of Hell reignited, Neron and all of his ilk, were forced to return to their eternal imprisonment. Hell, however, was deemed not secure enough for Asmodel, so a new structure (the first in millennia) was built in Heaven to imprison the former king-angel. Now Asmodel sits, perhaps for all eternity, locked in his heavenly prison, biding his time until he can gain revenge on those he believes wronged him.

Asmodel has an excellent eye for strategy, but he is arrogant – Asmodel truly believes no one can possibly defeat him, in though or in deed, and this makes him blind to his weaknesses. His strategies are brutal and blatant, almost contemptuous of subltry. He cares nothing for others and will sacrifice anyone and everything to help further his own goals.

ASPEN MATHEWS

STATISTICS:

F GD(10)/EX(20)
A EX(20)
S TY(6)
E GD(10)
R EX(20)
I GD(10)
P EX(20)
Health: 46/56 **Str:** 6
Karma: 50
Resources: GD
Popularity: TY
Height: Unrevealed
Weight: Unrevealed
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Aspen Matthews
Occupation: Marine Biologist, former Olympic Swimmer
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile, formerly San Diego, California
Present Group Affiliation: The Blue, Cannon Hawke former member of Killian's Blue splinter group, former member of USA Olympic Swimming Team

KNOWN POWERS:
Water-Control: Aspen has the Remarkable ability to control and shape water. She most often uses this ability to form simple shapes, although she has developed a 'Tsunami Attack' that can send a wave of power-rank force over any opponent within 1 area.
Transmutation: Aspen can transform her body into water with Remarkable ability. In her water state, she gains Excellent protection against physical attacks, Good protection from energy attacks, and no longer needs to breathe
Coral Bonding: Aspen also has the ability to bond coral to her body. Bonding herself with coral gives her the equivalent of Excellent Body Armor. She can also gain +1CS to damage in blunt attacks, or use coral extensions as bladed weapons for Good edged damage
Hyper-Swimming: Excellent Water-Speed.
Water Freedom: Aspen can breath under water.

Talents: Marine Biology, Swimming; Later in her career, Aspen gained Martial Arts B, E, Weaponry, also earning +1CS to her Fighting score. She also became a scholar of 'The Blue'

ROLE-PLAYING NOTES:
Caught between two worlds, Aspen has spent her life looking for her place in the world. She has always had a deep affinity for the ocean, and perhaps has found her true calling with the Blue, transforming from a non-descript academic into a true warrior.

ASPEN MATHEWS

HISTORY:

Aspen Matthews is caught between two worlds. During her early adolescence, she could remember nothing from her early childhood. In her earliest memories she is on the cruise ship *Paradise*, thought to have been lost for ten years. She was adopted by Captain Matthews, a US Navy captain, and soon developed a passion for water, running to the nearest beach every day to enjoy her favorite recreations of swimming and surfing. She actively pursued this passion and showing tremendous aptitude eventually joined the US Olympic Swimming Team. She trained hard and was chosen to compete in the Olympic Games. However she was eliminated as she tested positive for performance-enhancing drugs despite never having taken any. This effectively ended Aspen's professional swimming career, so she chose to study marine biology.

Aspen has recently begun to remember bits of her early childhood, including a memory with her mother talking to a member of the mysterious race known as the *Black*

Aspen continued to study marine biology, graduating as a marine biologist. Eventually, she was invited of the DMD was to study a strange to participate in a deep underwater research station called Deep Marine Discovery (DMD). The primary goal alien ship that seemed to have a symbiotic relationship with the surrounding water. Aspen also learns that the DMD was holding a strange alien man named Killian, who had voluntarily surrendered himself. However Aspen did not have much time to study him, as the DMD was suddenly torpedoed by mistake. Killian freed himself, and attempted to abduct Aspen. However, a strange figure intervened and saved Aspen.

After the event at the DMD, from which she was one of the few survivors, Aspen's life began to grow much more complicated. Admiral Maylander discovered that while her anatomy was somewhat similar is not human. Aspen also encountered Chance Calloway, a naval fighter pilot and shooter of the torpedo. Although she scorned him at first, they developed a mutual degree of respect. Later Aspen was abducted and seduced by Killian who told her that she was one of the Blue, a race of underwater people led by Biranha and living in hiding from Humanity. Aspen was also an *Elite Blue*, meaning she could not only breathe underwater, but also manipulate it to her will. She was persuaded to help set up a number of battle stations in a plan to conquer the human race. The battle stations eventually activated the *Blue Sun*, a weapon-satellite capable of sending a massive energy beam. The beam was used to penetrate the ocean floor.

Eventually, the enigmatic Cannon Hawke rescued Aspen away from Killian and his dissidents, who were molding her into their weapon of hatred. He enlightened Aspen of the largely peaceful Blue culture, and the need of stopping Killian's plans. With the help of Cannon and Chance, she did thwart Killian's plan, and in the process tapped into her deeper powers, which were far more powerful than anyone could have imagined.

Although Aspen did experience some well-deserved down time after the events surrounding the Blue Sun, she was soon abducted by yet another enigmatic race of underwater people, the Black. They took her to the bottom of the ocean, where she meets her biological father, Ragher, himself a Black. This explained her extraordinary ability to manipulate water. Ragher tried to sway Aspen towards the Black point of view and to use her in their own plans for Humanity. However, tired of being manipulated, Aspen rejected his efforts and left the Black. Choosing her own way she returned to the surface.

Upon Aspen's return, she discovered that Humanity had learned of the Blue's existence, and the two were on the verge of war. Unsure what to do, she tracked down Chance Calloway, and they outsmarted the US government. The two also realized that they had feelings towards each other. Currently, Aspen intends to join Cannon Hawke and the rest of the Blue.

BANE

STATISTICS:

F AM(50)
A IN(40)
S EX(20)/RM(30)
E RM(30)/IN(40)
R IN(40)
I IN(40)
P IN(40)
Health: 140/160 **Str:** 18/25
Karma: 120
Resources: EX
Popularity: -10
Height: 6'8"
Weight: 350 lbs./425 lbs. on Venom
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Unknown
Occupation: Criminal
Legal Status: Citizen of Santa Prisca with a criminal record
Identity: Secret
Place of Birth: Pena Dura Prison in the country of Santa Prisca
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile, Formerly Gotham City
Present Group Affiliation: Underworld of Gotham, Occasional ally of Ra's al Ghul

KNOWN POWERS:
Recall: Monstrous Recall
NOTE: Bane formerly had Enhanced Strength from constant injection of the super-steroid known as Venom. During this period, Bane had the greater weight, higher Health and physical stats reflected above, and his EX(18) Strength was raised to RM(25)

Talents:
Martial Arts A, B, D, Wrestling Detective, Military Strategist
Equipment:
Venom Injectors: Bane's Venom Injectors give him a +1CS (no more than +5 points) to Strength for 10 to 20 turns, after which another injection is needed. Venom has Amazing Addiction

ROLE-PLAYING NOTES:
Bane is incredibly intelligent and well-educated. He is also a master of reading people's emotions. In recent years, he has become far less manipulative, earning his place as a respected leader among his current teammates in the Secret Six. He can be a sardonic conversationalist and acts as a Socratic teacher to his allies. Bane currently serves as the leader of the Secret Six, although it is a position he has grown into grudgingly. He has his teammates' respect, and they recognize his intelligence, empathy, and experience (and reluctance to assume the mantle) as the makings of a natural leader.

BANE

HISTORY:

Bane's father, the mercenary called King Snake, worked for anti-Communist revolutionaries in the Caribbean Republic of Santa Prisca. King Snake was an unscrupulous British hired gun and occasional crime lord who viewed political conflict as a means to line his pockets. He fled Santa Prisca when his allies found themselves on the losing end of war, and left behind a pregnant girlfriend who gave birth to the child the world would come to know as Bane.

The Santa Priscan government decided that the child would serve for the crimes of the father and threw Bane in Pena Duro prison. The young Bane looked for opportunity rather than giving into despair. Devouring books, receiving an education from an imprisoned Jesuit priest, and honing his athletic skills, Bane gradually adapted to life in prison, although it often meant violent conflict.

Through his intelligence and physical prowess, Bane eventually came to rule the prisoners in Pena Duro. Fearing they no longer controlled him, the wardens selected Bane for experimentation, injecting him with a drug called Venom. The result of this experimentation was a radical physical transformation that bestowed Bane with incredible strength. Thus began Bane's lifelong need to keep a steady supply of the highly addictive drug in his bloodstream, lest he suffer intense and potentially fatal withdrawal.

Bane saw Batman's fearsome rule of Gotham City much the same way he saw his own rule in prison. It was this perceived similarity that lead to his desire to study the Dark Knight firsthand. Bane escaped and traveled to Gotham City, where he quickly deduced that Bruce Wayne and Batman were one and the same. Deciding to weaken Batman before mounting his attack, Bane loosed a veritable army of inmates from Arkham Asylum, forcing the Dark Knight to systematically hunt down each criminal before facing Bane himself. Bane defeated an exhausted and worn down Batman, breaking his spine and leaving the Caped Crusader paralyzed. Bane threw Batman's body into the middle of a public street, and declared to the horrified crowd that he was the one who 'broke the Bat,' thus breaking Batman's grip of fear over Gotham's criminals.

Azrael (Jean-Paul Valley) took over the mantle of Batman while Bruce Wayne fought to recover, and eventually defeated Bane by severing the tubes that kept him fed with Venom. Bane suffered severe withdrawal and eventually kicked his Blackgate Prison. Upon his release, Bane fought alongside Batman to Venom habit while incarcerated in eliminate a Venom-like drug threat on the streets of Gotham and left the city with Batman's blessing so that Bane could find his father. He eventually found, battled and defeated King Snake. On his journey Bane met Talia al Ghūl and was introduced to her father, Rā's al Ghūl, who recognized Bane's superior intelligence and physical ability and decided to name him his heir. This arrangement was short-lived as Bane did not share Ra's' view of mortals as pawns to be manipulated. Ra's disowned Bane as a result.

Since then, Bane has skirted both sides of the law, using his intelligence and physical prowess as a tool for change—for good or ill.

Bane eventually joined the Suicide Squad, a band of criminals doing the U.S. government's dirty work in foreign countries. He helped engineer a democratic revolution in his native Santa Prisca, finally bringing an end to the corrupt government responsible for his imprisonment and addiction to Venom. After Bane discovered the first democratic elections were rigged, he turned against the new government and led his supporters in a civil war, deciding the stronger faction should rule rather than a puppet regime

BATGIRL (BARBARA GORDON)

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E GD(10)
R RM(30)
I RM(30)
P EX(20)
Health: 80 **Str:** 7
Karma: 80
Resources: GD
Popularity: GD
Height: 5'11"
Weight: 126 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Barbara Gordon
Occupation: Police Librarian
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: New York City, New York
Marital Status: Single
Known Relatives: James Gordon (uncle, adopted father)
Base of Operations: Gotham City, New York
Present Group Affiliation: Justice League of America, Batman

KNOWN POWERS:
Photographic Memory: Barbara has Incredible Recall

Talents:
Martial Arts A, B, Detective, Computer Hacker

Equipment:
Body Armor: Batgirl's armor provides Excellent resistance to Physical and Good protection against Energy attacks. Fire-resistant.
Batarang: Remarkable material.
Taser: Amazing Electrical jolts
Utility Belt: Barbara carries an eight-pocket belt with various tools and weapons:
**Bat-Rope and Grappling Hook*: Remarkable strength
**Bat-Explosives*: Remarkable Explosive damage
**Mace Spray* Good intensity
**Rebreather:* provides oxygen for two hours.
**Smoke Pellets*: Excellent

ROLE-PLAYING NOTES:
Barbara Gordon is ambitious, intelligent, and outgoing. Unlike Batman and Robin, her motivations for becoming a superhero have nothing to do with revenge and don't stem from personal tragedy, and so her style of crime-fighting is a bit more lighthearted than theirs. Barbara is extremely loyal to her friends and to her family, including Batman, Dick Grayson, and the other individuals that have fought alongside them over the years, as well as Commissioner Gordon.

BATGIRL (BARBARA GORDON)

HISTORY:

Barbara Gordon was enthralled by super heroes from an early age. After the accidental death of her parents, she was sent to live with her uncle, James Gordon (who later adopted her). Barbara, gifted with a photographic memory and a keen desire to learn about fighting crime, hid in her uncle's room one night when he held a meeting with Batman. Barbara, star-struck by the Dark Knight's presence, devoted herself to becoming a super hero like him.

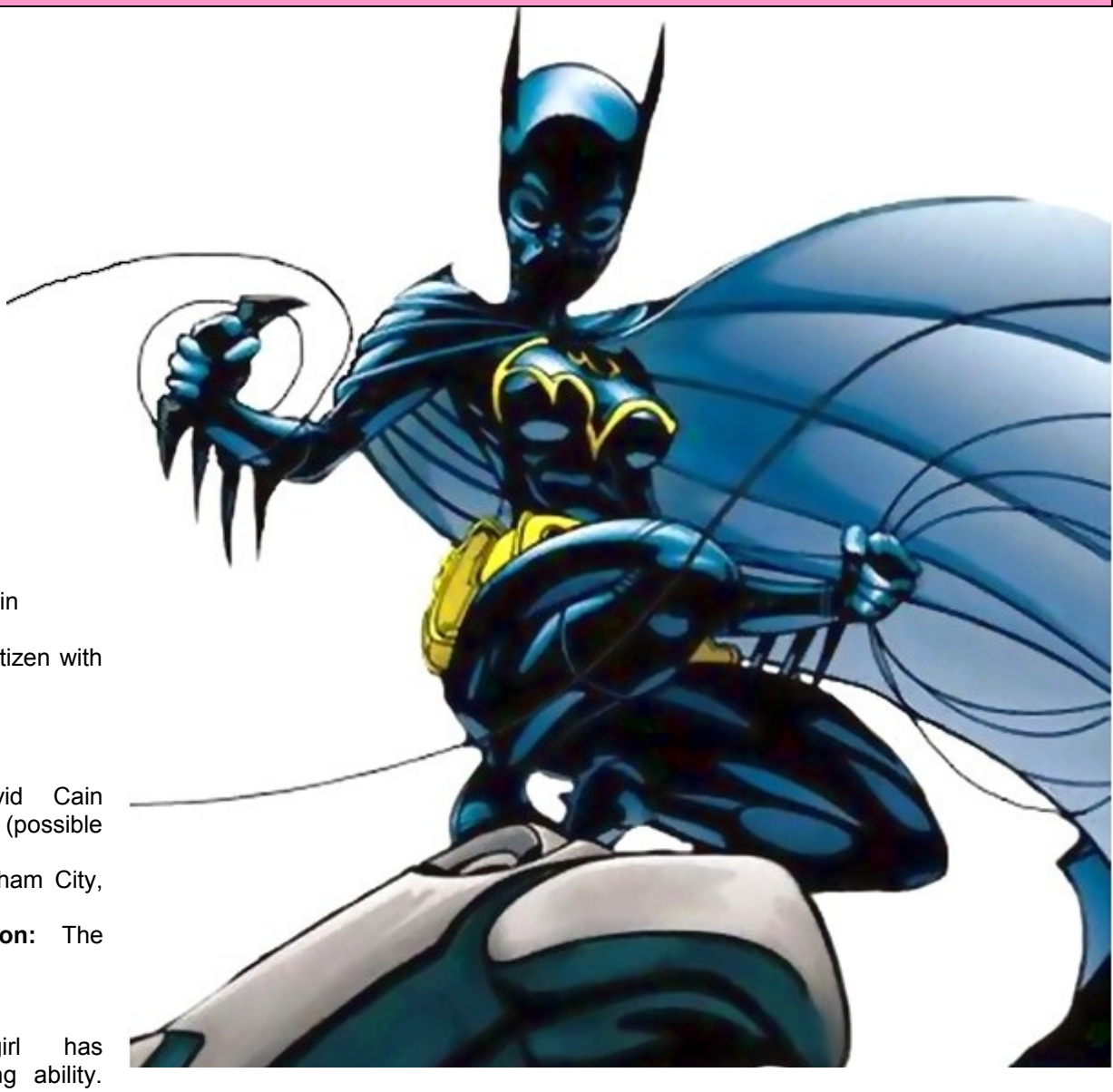
She pushed herself to excel physically, master the martial arts, and become an academic prodigy. Over time, she forgot about her dream of becoming a super hero and focused on her scholarly pursuits. She eventually earned a doctorate in library science and became the head reference librarian at Gotham City Public Library. When her father invited her to a policeman's masquerade ball, Barbara designed a costume and devices based on Batman's, going to the party as Batgirl and surprising her father. When she got there, however, she discovered that Killer Moth and his thugs had already crashed the party and taken Bruce Wayne hostage.

Batgirl intervened, "rescuing" Wayne. Despite his initial disapproval, Batman eventually agreed to train her, and allowed her to fight alongside himself and Robin.

Barbara continued fighting crime as Batgirl for years, sometimes with Batman and Robin, others alongside other heroes such as Supergirl. Over time, she found the thrill of being Batgirl waning. She had all but given it up when the Joker arrived at her house one night. The madman shot her, paralyzing her from the waist down. Overcoming even this adversity, Barbara turned tragedy into triumph, becoming the heroine known as Oracle and leader of the Birds of Prey.

Recently, Barbara seems to have recovered from her paralysis, resuming her role as Batgirl.

BATGIRL (CASSANDRA CAIN)



STATISTICS:

F AM(50)
A RM(30)
S GD(10)
E RM(30)
R GD(10)
I RM(30)
P GD(10)
Health: 120 **Str:** 7
Karma: 50
Resources: PR
Popularity: 0
Height: 5'5"
Weight: 110 lbs.
Eyes: Greenish Brown
Hair: Black

BACKGROUND
Real Name: Cassandra Cain
Occupation: Crime-fighter
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: David Cain (father), Lady Shiva (possible mother)
Base of Operations: Gotham City, New York
Present Group Affiliation: The Batman

KNOWN POWERS:
Body-Reading: Batgirl has Remarkable Body Reading ability. Simply by looking at someone moving (simply walking will do), she can automatically determine a person's Fighting, Agility, Martial Arts, and Weapons abilities. This ability also allows her to see through secret identities with Remarkable ability

Talents: All Martial Arts, Detective, Acrobatics, Dancing, Weapons Master
Equipment:
Uniform: Batgirl's Costume is a lightweight Kevlar composite that is Fireproof and provides Excellent protection from physical attacks, and Good versus energy attacks.
Utility Belt: Cassandra carries the standard eight-pocket bat utility belt with various tools and weapons. The more common devices are:
**Bat-Rope and Grappling Hook*: Remarkable strength
**Bat-Shuriken* Excellent damage
NOTE: Batgirl likely has access to the full range of Bat-Tools' although she has never been seen to use any.

BATGIRL (CASSANDRA CAIN)

ROLE-PLAYING NOTES:
Cassandra Cain is a very troubled young woman. While she works with Batman, Robin, Nightwing, and Oracle to overcome her violent childhood, social norms and customs still present an ongoing learning experience.

HISTORY:
Designed from conception to be an assassin without peer, Cassandra Cain fled from her father's tutelage after committing her first murder at age 8. She emerged in Gotham City and came to the attention of Batman and his allies, who eventually gained her trust and allowed her to become Batgirl.

Cassandra hung up her cape several times during her career, sometimes of her own accord, and others the result of outside manipulation. Following the apparent death of Bruce Wayne, she left Gotham City for parts unknown, warning her friend and successor Stephanie Brown not to follow her

BATGIRL (STEPHANIE BROWN)

STATISTICS:

F RM(30)
A RM(30)
S TY(6)
E GD(10)
R GD(10)
I RM(30)
P RM(30)
Health: 76 **Str:** 6
Karma: 60
Resources: GD
Popularity: GD
Height: 5'6"
Weight: 135 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Stephanie Brown
Occupation: Student, Crime-fighter, former Missionary
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: Arthur Brown (The Cluemaster, father), Crystal Brown (mother), unnamed daughter (given up for adoption)
Base of Operations: Gotham City, New York
Present Group Affiliation: The Batman Family, formerly the Birds of Prey

KNOWN POWERS:
Talents: Martial Arts A, B, Detective, Computer Hacker
Equipment:
Body Armor: Batgirl's armor provides Excellent resistance to Physical and Good protection against Energy attacks. Fire-resistant. The suit also monitors Stephanie's vital signs
Batarang: Remarkable material.
Taser: Amazing Electrical jolts
Utility Belt: Stephanie carries an 8-pocket belt with various tools and weapons:
**Bat-Rope and Grappling Hook*: Remarkable strength
* *Bat-Explosives*: Remarkable
**Mace Spray* Good intensity
**Plasti-Cuffs*: Excellent
**Smoke Pellets*: Excellent
Wireless Relay: Excellent radio communication

BATGIRL (STEPHANIE BROWN)

ROLE-PLAYING NOTES:
Stephanie is still relatively new to the life of a costumed adventurer, and her inexperience has been a stumbling block more than once. She has yet to develop the confidence of her older counterparts, and the skill to balance her life as Batgirl against her life as a college student. Stephanie is impulsive, somewhat stubborn, and talkative

HISTORY:
Stephanie Brown is the daughter of Arthur Brown, the villain sometimes known as the Cluemaster. He was in and out of prison during his daughter's childhood, and when he was released, she took on the identity of Spoiler in order to stalk him and "spoil" his crimes. She retained this identity for a long while afterwards, teaming with Robin and eventually Cassandra Cain to fight crime.

After Cassandra left Gotham, Stephanie had to prove herself to the rest of the Batman family. After she defeated the Scarecrow (with Oracle's help), Barbara swore to watch out for her and assist in her training. Oracle also gave Stephanie a new Batgirl costume so she could officially take her place alongside Batman and Robin in Gotham City.

BATMAN

STATISTICS:

F AM(50)
A IN(40)
S EX(20)
E RM(30)
R IN(40)
I AM(50)
P IN(40)
Health: 140 **Str:** 14
Karma: 130
Resources: 100
Popularity: 75
Height: 6'2"
Weight: 210 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Bruce Wayne
Occupation: Multimillionaire Socialite
Legal Status: United States Citizen with no Criminal Record
Identity: Bruce Wayne's identity as Batman is not publicly known
Place of Birth: Gotham City
Marital Status: Single
Known Relatives: Thomas and Martha Wayne (parents, deceased), Philip (uncle)
Base of Operations: Gotham City
Present Group Affiliation: Justice League of America

KNOWN POWERS: Through his years of intensive training, Batman has Excellent Stealth

Talents:
All Martial Arts Skills, Wrestling, Acrobatics, Tumbling, Detective (+3CS to Reason and Intuition), Disguise/Actor, Marksman, Resist Domination, Weapons Master, Weapons Specialist (Bat-weapons), Computers, forensics, Psychology, Kit bashing, Pilot (almost anything), Horsemanship), Escape Artist, Leadership, Tracking, Medicine, First Aid, Law, Law-Enforcement, Criminology, Engineering, Biology, Chemistry, Physics, Bio-chemistry, Computer Engineer, Electronics, Languages (Incredible), Survival Skills (All Environments)

Equipment:
Uniform: The Batman uniform provides an arsenal of defenses and offensive weaponry. Batman constantly updates his costume's specifics, but his primary uniform consistently contains the following features:
Body Armor: Batman's armor provides Excellent resistance to Physical and Good protection against Energy attacks. Fire-resistant.
Cowl: Typical protection from Physical attacks
**Starlight night vision*
**Radio Receiver/Transmitter*
**Field of View Display Projector*
**Internal GPS System*
**Excellent Taser:* One use only before recharging.
Utility Belt: Eight pockets of varying

size. The belt will explode with Remarkable damage if tampered with
**Bat Rope*: Remarkable strength
**Launching Grappling Hook*
**Wall-penetrating Grapple*
**Multi-function Binoculars:* Magnifies up to 60 times
**Fingerlight*
**Gas Mask*
**Nerve-agent Gas Mask*
**Rebreather*: provides oxygen for two hours.

Weapons:
Pellet Grenades: Remarkable damage
Concussion Grenades: Remarkable damage
Explosive Bungee-cord: Good Damage
Room Fogger: Fills entire room with Remarkable intensity fog for 10 rounds.
Batarang: Remarkable material.
Knockout Gas: Remarkable intensity
Bat-Shuriken: Excellent Edged damage
Tear Gas: Excellent intensity
Taser: Amazing electrical jolts
Subsonic Bat-call: Attracts bats within a 10-mile radius

DARK KNIGHT ARMOR:
Batman has on occasion – usually when faced with high-level meta-human opponents – utilized powered armor, which enhances his Strength, and provides a variety of specialized weapons designed to combat specific powers. Most versions of the Dark Knight armor give Batman the following minimum abilities:

F AM(50)
A IN(40)
S EX(50
E RM(75)

Powers:
Armor: Amazing Body Armor
Flight: Some versions of the Armor (not all) have Incredible Flight
Missiles: The armor usually has an arsenal of missiles that do up to Incredible damage.

ROLE-PLAYING NOTES:
Batman is a man defined by the vow he made over his parents' graves to avenge their deaths. He is dedicated to his self-appointed mission to the point of obsession. Although he maintains Bruce Wayne's lifestyle as a wealthy playboy to cover for his nocturnal activities, Batman's sole interest is in protecting Gotham City and the world. Grim and intense typically describe his all-business attitude when dealing with most people, although his true friends get an occasional glimpse at Batman's dry sense of humor and compassionate side.

HISTORY:
Young Bruce Wayne had it all: the only son of respected physician Thomas Wayne, and heir to the Wayne family fortune. But Gotham City is full of tragic stories, and young Bruce's is one of them. While on their way back from a family outing to a movie, the Waynes took a shortcut through seedy "Crime Alley." There a petty thief named Joe Chill attempted to rob them. When Thomas Wayne protested, Chill murdered Bruce's parents before his eyes. Over his parents' graves,
Bruce Wayne shouted an oath into a raging storm that he would avenge their deaths, becoming the scourge of all criminals. Raised and cared for by the Wayne family's loyal butler, Alfred Pennyworth, Bruce became obsessed with his chosen mission. As a young man, he left Gotham and traveled the world, seeking out the best teachers in all the various disciplines he would need in his mission, from martial arts to criminology and escapology. By the time he returned home, years later, the young heir to the Wayne fortune and business empire was ready to begin.
Bruce was still left with a dilemma. He possessed considerable skills and resources, but lacked a final, vital, element in his war on crime. Gotham's criminals were not afraid of one man, no matter how capable. He was brooding on the matter one night in the study of Wayne Manor, when a bat flew into the window and startled him. It was then that Bruce realized the missing element was *fear.* "Criminals are a cowardly and superstitious lot," he reasoned, and so he adopted the costumed identity and cowl of the Batman.

BATMAN (AZRAEL)

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I IN(40)
P IN(40)
Health: 90 **Str:** 10
Karma: 100
Resources: GD/UN as Batman
Popularity: 0/75 as Batman
Height: 6'2"
Weight: 210 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: John Paul Valley
Occupation: Crimefighter, former Assassin
Legal Status: United States Citizen with no Criminal Record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Gotham City, Ossaville
Present Group Affiliation: The Order of St. Dumas

KNOWN POWERS:
'The System': John Paul Valley was conditioned from birth to be the assassin known as Azrael. When activated by a green Psyche FEAT, John Paul receives a +1CS to his Fighting and Agility scores.
Equipment:
Armor: In both his Batman and Azrael identities, John Paul wore an armored battlesuit that had Remarkable protection from physical and fire attacks, claws which do Excellent edged damage and a Flame Thrower of Remarkable intensity
As Batman, John Paul had access to all of Bruce Wayne's technology and resources

Talents: Acrobatics, All Martial Arts, Chemistry, Computers, Engineering, Gadgetry, Thief, St.. Dumas Lore

ROLE-PLAYING NOTES:
Secretly subjected to a lifetime of physical and psychological conditioning known as "the System," Valley suffered from a split personality as a result; one personality was Valley, the other Azrael. When John-Paul temporarily took over the role of Batman, this caused him to become violent, and even psychotic.

BATMAN (AZRAEL)

HISTORY:

John-Paul Valley was a talented man, a graduate student in the field of computer science, a natural detective, and trained by the Sacred Order of Saint Dumas to be their assassin and enforcer. Secretly subjected to a lifetime of physical and psychological conditioning known as “the System,” Valley suffered from a split personality, one personality was Valley, the other Azrael - an avenging assassin for the Order of St. Dumas.

Batman managed to pull John-Paul back from the psychological edge, training him as a crimefighter instead of an assassin, and bringing him on board the ‘Bat-Family’. Then, when Batman's back was broken, by the villain, Bane, John-Paul took over As Batman. The conflict between being Batman and his programming, however, proved to be too much and Azrael was shattered mentally, allowing a man to be killed during his activities as Batman. When the original Batman finally recovered, he had to forcibly remove John-Paul from the role of Batman. Over time, he recovered, haunted by his past and unsure of himself.

BATMAN (SUPER-BAT)

STATISTICS:

F ShX(150)
A UN(100)
S ShX(150)
E ShX(150)
R IN(40)
I AM(50)
P IN(40)
Health: 900 **Str:** 125/375
Karma: 130
Resources: 100
Popularity: 75
Height: 6'2"
Weight: 210 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Bruce Wayne
Occupation: Multimillionaire Socialite
Legal Status: United States Citizen with no Criminal Record
Identity: Bruce Wayne's identity as Batman is not known to the general public
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: Thomas and Martha Wayne (parents, deceased), Philip (uncle)
Base of Operations: Gotham City
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Kryptonian Physiology: As the 'Super-Bat' Batman has Shift Z Solar Absorption and Storage that allows him to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Power Boost:* Batman can direct his energies into his Strength, Flight, Speed, or Heat Vision, raising them up as high as +3CS (Shift Z [350] Strength) for 10-20 rounds. (After Boost, Batman's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Monstrous.
**Heat Vision* Unearthly
Invulnerability: The Super-Bat' Batman has Unearthly resistance to Physical and Energy attacks, with Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Unearthly speed in atmosphere, CL 3000 in space
**Hyper Speed*: Amazing. May perform multiple combat actions
**Hyper Breath:* Amazing Cold in 1 area
Superhuman Senses: As the Super-Bat' Batman possesses the following sensory powers:
**Enhanced Hearing:* Unearthly
**Microscopic Vision*: Amazing
**Telescopic Vision*: Good
**X-Ray Vision*: Unearthly
NOTE: If he is exposed to intense solar energy such as might be the case if he were to fly directly into the sun, his physical abilities are all raised to their maximum levels, and all his powers are increased by +3CS. This increase lasts as long as he remains exposed to the increased intensity energy, or up to three days afterwards. If he continues using his powers, this

duration is shortened by one day per instance. His 'Sun-Dipped' stats are:

F ShY(200)
A ShX(150)
S ShZ(375)
E ShZ(500)
R IN(40)
I MN(75)
P IN(40)
Health: 1200 **Str:** 375
Karma: 155

LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance.
Solar-Depravation: If Batman is cut off from the radiation of a yellow sun, he begins to lose causing him to lose Powers and Ability scores at a rate of –1CS for every three days. If he is using his abilities at full strength, the rate of loss may increase. If his abilities are allowed to completely bottom out, all of his powers, except Energy Absorption, are reduced to 0, and FASE stats are reduced to their normal human levels (see primary entry for Batman)
At this level, Batman is more or less human; however, his Solar Absorption abilities remain, and upon exposure to solar radiation from a yellow sun, his abilities immediately return to their normal levels
Magic: As the Super-Bat, Batman has the Kryptonian vulnerability to magic. Against attacks of a truly magical nature (including most Mystic-linked Powers), Batman's powers are automatically considered to be at his lowest solar-depravation levels. He is also unable to use his Powers or abilities to affect constructs of a magical nature (He cannot smash a magical wall, or use his great strength to break enchanted chains).

Talents: All Martial Arts Skills, Wrestling, Acrobatics, Tumbling, Detective (+3CS to Reason and Intuition), Disguise/Actor, Marksman, Resist Domination, Weapons Master, Weapons Specialist (all Bat-weapons), Computers, forensics, Psychology, Kit bashing, Pilot (from helicopters to jet fighters, Horsemanship), Escape Artist, Leadership, Tracking, Medicine, First Aid, Law, Law-Enforcement, Criminology, Engineering, Biology, Chemistry, Physics, Bio-chemistry, Computer Engineer, Electronics, Languages (Incredible), Survival Skills (All Environments)

Equipment:
As the Super-Bat, Batman has dispensed with most of his usual equipment, although he still has access to all of his normal equipment and resources if he so chooses. (See primary entry for Batman)

HISTORY:
On more than one occasion, Batman has acquired the powers of Superman, which, combined with his own remarkable skills and abilities, makes the 'Super-Bat' one of the most formidable characters possible. In most cases, Batman is reluctant to wield the power of a Kryptonian, due to the temptation to rely upon the power, forsaking discipline. In other cases, the power has come at the cost of his mental edge, causing him to become a totalitarian enforcer, opposed by the rest of the Justice League (who he was able to walk through, by the way). **NOTE:** In one alternate universe, Superman was adopted by the Waynes instead of the Kents, growing into a super-powered avenger calling himself Batman.

BEAR (GRIZZLY BEAR)

STATISTICS:

F GD(10)
A TY(6)
S RM(30)
E RM(30)
R FB(2)
I PR(4))
P FB(2)
Health: 76 **Str:** 26
Karma: 8
Resources: Not Applicable
Popularity: -10
Height: Up to 10'
Weight: Up to 1200 lbs
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Not Applicable – *Ursus arctos horribilis* is the genus-species-subspecies name of the Grizzly Bear
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Usually somewhere in North America
Marital Status: Inapplicable
Base of Operations: Widespread across North America
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A Grizzly's thick hide gives it the equivalent of Typical Body Armor
Teeth: and Claws: A Bear's Teeth and Claws do Remarkable Edged damage
Running: Bears can run at Typical land speed (2 areas/round)
Tracking: Remarkable

Talents:
Bear Hug: Bears are fond of mauling, gaining +1CS to success for any Grappling attack
Hibernation: Bears can seasonally go into a dormant state, without eating for several months, during the winter, surviving off of large reserves of body fat.

KODIAK BEAR:
The listed stats would be nearly identical for the Kodiak Bear (Ursus *arctos middendorffi*), with the exception that the biggest specimens of the Kodiak Bear scale even larger, at up to 1600 lbs.

ROLE-PLAYING NOTES:

BEAR (GRIZZLY BEAR)

HISTORY:

Bears are mammals of the family Ursidae, and are classified as caniforms, or doglike carnivorans, with the pinnipeds being their closest living relatives. They are widespread, appearing in a wide variety of habitats, and are found on the continents of North America, South America, Europe, and Asia.

Bears have large bodies with stocky legs, long snouts, shaggy hair, plantigrade paws with five nonretractile claws, with stubby tails. While polar bears are mostly carnivorous and giant pandas feed on bamboo, most species are omnivorous, with varied diets.

With the exception of mating pairs and mothers with cubs, bears are solitary animals. They are generally diurnal, but may be active during the night or twilight particularly around humans. Bears have an excellent sense of smell and, despite their heavy build and awkward gait, can run quickly, and are adept climbers and swimmers. Bears use shelters, such as caves and burrows, as their dens and most species hibernate during the winter for up to 100 days.

Bears can be a threat to humans, both because of their size, and occasional predatory habits. Mothers with cubs are extremely dangerous, as can be rogue males.

It is said that once a bear discovers how easy humans are to kill, their opportunistic natures will make them man-eaters for life.

The most dangerous are the big brown bears, like Grizzlies and Kodiak bears (subspecies of each other) and most particularly the Polar Bear – the only pure carnivore of the bruin family and the only bear that will deliberately hunt humans, even if it has never seen one before

BEAR (KILLER GRIZZLY)

STATISTICS:

F EX(20)
A TY(6)
S RM(30)
E IN(40)
R FB(2)
I PR(4))
P FB(2)
Health: 96 **Str:** 30
Karma: 8
Resources: Not Applicable
Popularity: -20
Height: 18'
Weight: Unrevealed
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Not Applicable – Ursus *arctos horribilis* is the genus-species-subspecies name of the Grizzly Bear
Occupation: Rogue predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Georgia wilderness
Marital Status: Inapplicable
Base of Operations: Georgia wilderness
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Grizzly's thick hide gives it Good Body Armor
Teeth: and Claws: Incredible Edged damage
Running: Bears can run at Typical land speed (2 areas/ round)
Tracking: Remarkable

Talents:
Bear Hug: Bears are fond of mauling, gaining +1CS to success for any Grappling attack
Hibernation: Bears can seasonally go into a dormant state, without eating for several months, during the winter, surviving off of large reserves of body fat.

ROLE-PLAYING NOTES:
Man-Eater: The Killer Grizzly has tasted human flesh, and become a man-eater.

BEAR (KILLER GRIZZLY)

HISTORY:
Right in there among the giant sharks, alligators, and mutant piranha that menaced humanity, in the post-JAWS-era, there was, of course, a giant, rogue killer Grizzly Bear. In a plot transplanted almost intact from JAWS to a Georgia state-park – and actually re-named CLAWS by some distributors – an enormous 18-foot Grizzly is discovered preying on campers – and just like JAWS, starting with a hot blond (see the JAWS-mimic poster), as well as managing to nab a little kid. Despite having to buck pressure from the political and money-interests governing the park, the head ranger engages the giant bruin in a similar, JAWS-like battle, which likewise ends with the monster bear being blown to smithereens.

BEAST FROM 20,000 FATHOMS

STATISTICS:

F AM(50)
A GD(10)
S UN(100)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 260 **Str:** 90
Karma: 6
Resources: N/A
Popularity: -5
Height: Unrevealed
Length: Unrevealed
Weight: Unrevealed
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – Rhedosaurus rex is the genus name
Occupation: Top Predator, rampaging monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Unrevealed, although the Rhedosaurus was discovered in suspended animation high in the arctic north
Marital Status: Inapplicable
Base of Operations: New York City
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Monstrous protection against Physical attacks and Amazing versus Energy attacks.
Teeth: Shift X edged damage. The Rhedosaurus was either a relative of the tyrannosaur clan or else demonstrated parallel evolution. In either case, the Beast demonstrates an exceptionally strong set of jaws Any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target held in its jaws is considered held with Shift X Grappling ability
Tail: Shift X blunt damage
Stomp: Unearthly blunt damage with one leg, or a 'Double Stomp' with both legs for Shift X damage
Movement: Remarkable land speed
Hyper-swimming: Remarkable
Hibernation: The Rhedosaurus may go into Suspended Animation with a successful Psyche FEAT
Growth: Shift X Growth. The Beast is –3CS to hit and +3CS to be hit unless battling similar-sized opponents. Against smaller targets the Rhedosaurus may inflict up to Shift X blunt damage
Infected Blood: The Rhedosaurus is a carrier of a prehistoric plague, deadly to modern humans. Whenever the creature's blood is drawn, all those within five areas are considered exposed to Remarkable intensity contagion and illness
Tracking: Amazing Tracking.

ROLE-PLAYING NOTES:
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BEAST FROM 20,000 FATHOMS

HISTORY:
Atomic testing awakened the Beast From 20,000 Fathoms, ushering in a new era of rampaging giant beasts, awakened or created by radiation. A giant 'Rhedosaurus' – a T. rex' head on the body of a Dimetrodon – the beast is first spotted in the arctic, and then (ala Godzilla) begins effective nighttime assault on a attacking boats as it makes its way down the coast to New York. Announcing its presence with an lonely lighthouse (after the Ray Bradbury story on which the film was based), the monster soon attacks the mainland. Worse, it turns out to carry a prehistoric plague, which it releases in its blood, ruling out munitions. The beast is eventually killed with a radioactive isotope fired out of a bazooka by soldier riding kamikaze on a giant roller coaster

BETA RAY BILL

STATISTICS:

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

Health: 330/90 **Str:** 100/20
Karma: 80
Resources: MN(75)
Popularity: 20 (100 among his people)
Height: 6'7"(6'4")
Weight: 480 lbs. (230 lbs.)
Eyes: White (no visible pupils or irises)
Hair: None

BACKGROUND
Real Name: Beta Ray Bill
Occupation: Warrior
Legal Status: Former Citizen of New Korbin, honorary citizen of Asgard
Identity: Secret
Place of Birth: Planet Korbin, 'Burning Galaxy'
Marital Status: Single
Known Relatives: None
Base of Operations: Beta Ray Bill usually accompanies his race's space fleet
Present Group Affiliation: Formerly Star Masters, 'Thor Corps', ally of Thor and Asgard

KNOWN POWERS:
Beta Ray Bill gained powers from the enchantment Odin Placed on Mjolnir, Thor's hammer. His powers are equal to Thor's in every respect, and he is even garbed in a variation of Thor's costume. Bill gained identical powers when Odin presented him with his own enchanted hammer, 'Stormbreaker'
Invulnerability: Amazing protection against Physical attacks, heat, cold, toxins, corrosives, disease, and radiation. Excellent resistance to Energy attacks
Equipment:
Stormbreaker: (Unique Weapon): Beta Ray Bill's Hammer, Stormbreaker, is equal to Thor's Hammer, Mjolnir. It enables Beta Ray Bill to transform from his 'Thor' form to his original form by stamping the hammer twice. The hammer then becomes a wooden cane. Stormbreaker also allows Beta Ray Bill to fly, traverse dimensional barriers, control weather, and project energy bolts.
The hammer Stormbreaker, is made of Uru metal (CL1000 material), and automatically returns to his hands when he hurls it. The hammer can only be lifted by a worthy being.

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Beta Ray Bill's Fighting rank is Shift X when using the hammer. The Hammer does +1CS blunt damage and he can do the following Power Stunts while using Stormbreaker:
**Dimension Travel*: Unearthly rank power to travel between Earth and Asgard.
**Dimensional Rift:* By focusing all of Stormbreaker's energy, Beta Ray Bill can create a rift in the fabric of the universe, breaking the barriers between dimensions. Anyone or anything caught nearby will be forced into the rift by a Shift Z

backlash. Beta Ray Bill can determine which dimension the victims arrive in. This power costs Beta Ray Bill all his remaining Karma points
**Flight:* Amazing air speed
**Deflection:* Remarkable protection against Physical, energy, and magical attacks; Bill does this by spinning the hammer in front of him
**Weather Control:* Unearthly control, including Monstrous bolts of Lightening
**Air Control:* Winds of up to Monstrous intensity
**Worthiness:* Only a pure and noble person can pick up Stormbreaker and use it. This person must have at least Excellent Strength, positive popularity and at least 100 Karma
**Power Absorption/Reflection*: Stormbreaker can absorb energy and visual psychic attacks up to CL1000 intensity. Beta Ray Bill must then release the energy from the hammer the next round. He can release it in any direction he wants and can send the energy back to its source at Excellent Agility
**Light Emission:* Blinding light of Incredible intensity
**Magic Detection:* Can sense Asgardian magic with Good intensity.
Space Fleet Location: Beta Ray Bill has a sensor implant in his cyborg body that enables him to locate his people's space fleet across interstellar distances.

Space Ship (Scuttlebutt):
Beta Ray Bill has a sentient spaceship, Skuttlebutt. The ship is intelligent and friendly, with an apparently female personality. Skuttlebutt is also heavily armored (Remarkable Armor) and well-armed (capable of firing Incredible energy beams), and is capable of faster than light speed in hyperspace. The ship also has self-repair facilities (Excellent Regeneration). The ship has the following characteristics:

F	A	S	E	R	I	P
EX	TY	RM	EX	EX	EX	FB

ROLE-PLAYING NOTES:
Beta Ray Bill is as strong, noble, and majestic as Thor. He believes the strong must protect the weak, honorably and faithfully. He is completely devoted to the protection of his people, and was devastated when they were destroyed by Galactus. He is willing to go to great lengths to accomplish his goals, and capable of enduring torments beyond measure. He holds a grudge against Galactus.

HISTORY:
Beta Ray Bill is a member of an extraterrestrial race of semi-humanoid beings which lived in a peaceful empire in a distance galaxy, known as the 'Burning Galaxy'. When the demon Surtur caused the core of the galaxy to explode in order to release the energy he needed to reforge his 'Sword of Doom', the galactic cataclysm destroyed most of the empire and the survivors fled in a fleet of ten thousand starships to find new homes in another galaxy.
Te leaders of the empire chose Beta Ray Bill as their champion. After a series of grueling athletic, psychological, and genetic tests, Beta Ray Bill was converted to a super-cyborg and given the sentient starship, Skuttlebutt.
Almost immediately after the fleet left the devastated empire, Bill discovered that it was being chased by a horde of Surtur's demons, coming from the galactic core. Beta Ray Bill and Skuttlebutt managed to hold of the demons, but they followed him and the fleet over intergalactic distance.
When the fleet entered the Milky Way galaxy and was detected by a SHIELD hyperspacial probe, SHIELD commander Nick Fury dispatched Thor to investigate. When Thor breached the hull of his ship, he and Beta Ray Bill fought and Thor was separated from his hammer. When Bill picked up the hammer himself, he proved worthy, and he was transformed into a giant with the powers of Thor.
Summoning them both back to Asgard, Odin decided that the possession of Mjolnir should be decided in combat – which Beta Ray Bill won. Bill, however, felt guilty about depriving Thor of the weapon he was meant to bear, so Odin fashioned another hammer of the same material, with the same enchantments as Mjolnir – 'Stormbreaker' – for Bill to call his own. Since then, Beta Ray Bill has fought side-by-side with Asgard versus Surtur and numerous other menaces.
Recently, ultimate tragedy struck when the World Devourer, Galactus, destroyed the planet upon which Bill's people had settled, leaving Bill, whose mission was to protect his people, without purpose. Galactus, however, out of respect, recreated a Korbanite female, giving Bill purpose once more

BETTY ROSS

STATISTICS:

F PR(4)
A TY(6)
S PR(4)/RM(30)
E TY(6)/RM(30)
R TY(6)
I TY(6)
P TY(6)
Health: 20/70 **Str:** 4/25
Karma: 18
Resources: TY(6)
Popularity: 30
Height: 5' 6"
Weight: 110 lbs.
Eyes: Blue
Hair: Brown (dyed Blond for a time)

BACKGROUND
Real Name: Betty Ross Talbot Banner
Occupation: Unemployed, Former Spy/Field Agent of the Team, Author, Librarian, Crisis Volunteer, Nun-in-Training
Legal Status: U.S. citizen with no criminal record
Identity: Publicly known, although the general public is unaware of her various super-powered identity
Place of Birth: Unspecified City in California
Marital Status: Married
Known Relatives: Robert Bruce Banner (Hulk, husband), General Thaddeus Ross (father), Karen Lee Ross (mother, deceased) Glenn Talbot (ex-husband, deceased)
Base of Operations: Mobile, formerly Reno, Nevada
Present Group Affiliation: former agent of the Team, double agent within Home Base, formerly the religious sisterhood

KNOWN POWERS:
Although Betty normally does not possess any superhuman powers, she has occasionally been augmented or empowered by various outside sources. After her resurrection, in her 'Mr. Blue' identity, she had the second set of stats listed above. As the gamma-powered Harpy, she had green skin, hawk-like legs with talons, and wings that granted her Remarkable Flight, along with +4CS to all FASE stats, and an Amazing Strength energy blast. She has also recently been transformed into a female counterpart to the Red Hulk (see entry for 'She-Rulk')

Talents:
Betty has Marksmanship talents, and is educated as a Nun. Her years of association with the Hulk have also given her a strong sense of grace under pressure and a cool head in high stress situations. She does not rattle easily and few things will surprise her. As 'Mr. Blue', she demonstrated Computer and Espionage talents.

ROLE-PLAYING NOTES:

BETTY ROSS

HISTORY:
Betty Ross is the daughter of General Thunderbolt Ross, and met Bruce Banner shortly before he first transformed into the Hulk. Over the years, she has been friend, lover, and even an enemy – once marrying Bruce's rival for her heart, Colonel Glenn Talbot. She has suffered nervous breakdowns, transformed into gamma-irradiated monsters, become a nun, and has even come back from the dead. But she has stood by both Bruce and the Hulk's side, form the beginning, and they were finally married – a relationship that has been predictably rocky.

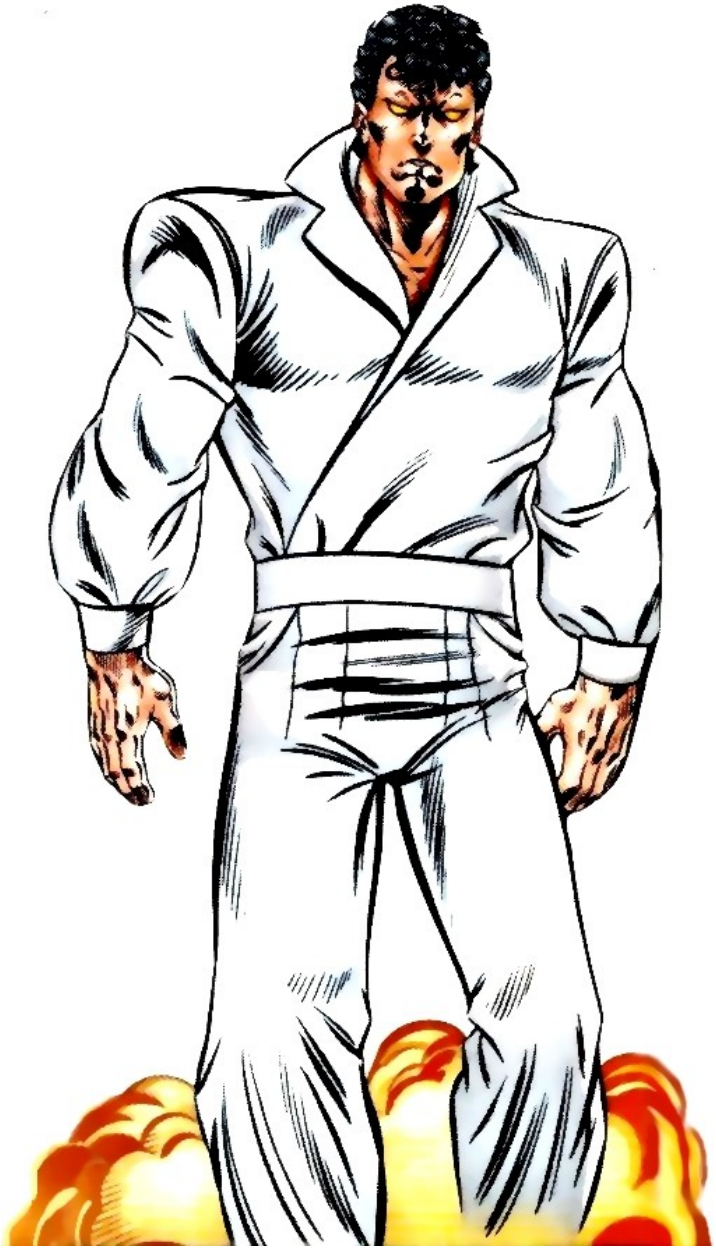
BEYONDER

STATISTICS:

F BEYOND-1
A BEYOND-1
S BEYOND-1
E BEYOND-1
R BEYOND-1
I BEYOND-1
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: Unlimited
Popularity: 0
Height: 6'2" (Varies)
Weight: 240 lbs. (Varies)
Eyes: Blue (Varies)
Hair: Black (Varies)

BACKGROUND
Real Name: Inapplicable
Occupation: God of his own Universe.
Legal Status: None
Identity: Earth's general populace is unaware of the Beyonder's existence
Place of Birth: Dimension of the Beyonders
Marital Status: Inapplicable
Known Relatives: the Beyonders
Base of Operations: The Universe
Present Group Affiliation: None

KNOWN POWERS:
Reality Manipulation: Beyond-level 1. The Beyonder has the ability to restructure reality into whatever shape and nature it desires. According to Reed Richards, the Beyonder's powers only had one weakness; the Beyonder could not create a paradox in time. If he attempted to do so, he would destroy the universe, with presumably himself included. This restriction was only a theory and was never tested



ROLE-PLAYING NOTES:
The Beyonder was perpetually curious during his initial existence in this reality. Once he had a question, he would try anything from simply asking to destroying a galaxy to find an answer. Being new to life, he seemed unaware of any of the consequences to his actions and often went overboard in pursuit of answers

BEYONDER

HISTORY:
The entity known as the Beyonder first encountered the Marvel Universe when the accident that gave the Molecule Man his powers opened up a portal into the 'Dimension of the Beyonders' – mysterious omnipotent beings from whose realm a Cosmic Cube draws its power (see Beyonders below). Having thought itself the only being in existence, the Beyonder began to study Earth's dimension, and in all these strange new beings, he saw one similar trait: desire.
To study desire more closely, the Beyonder used his infinite power to force a large number of heroes and villains to fight. Creating the makeshift planet of Battleworld, he sent the heroes and villains there, and told the two sides – who frankly never needed a reason to fight before – to 'slay your enemies, and all you desire shall be yours.' This began a long painful battle known as the Secret Wars. The heroes eventually prevailed (after Dr. Doom nearly destroyed them all by usurping the Beyonder's power), But the Beyonder was baffled by their desires – they wanted simple, kind things, often with no benefit to themselves. Further, they did not slay their enemies. The Beyonder granted their wishes, nonetheless, and sent them home, retiring to ponder what he'd learned.
Soon after, he returned to Earth in the guise of a human, wishing to learn all he could about humanity. Over the course of this journey, he attempted to become a hero, killed Death itself, founded a religion, and finally tried to become human – which lead to his eventual downfall, as a strike force of metahumans attacked his transformation machine. Rather than die, the Beyonder's energy left the Marvel Universe, and went on to create a new reality.

BEYONDER (KOSMOS)

STATISTICS:

F MN(75)
A MN(75)
S MN(75)
E UN(100)
R CL1000
I CL1000
P CL1000
Health: 325 **Str:** 60
Karma: 3000
Resources: CL1000
Popularity: 0
Height: Variable
Weight: Variable
Eyes: Variable
Hair: Variable

BACKGROUND
Alias: Kosmos
Occupation: Explorer, Philosopher, Student
Legal Status: None
Identity: Earth's general populace is unaware of the Maker's existence
Place of Birth: Dimension of the Beyonders
Marital Status: Inapplicable
Known Relatives: the Beyonders
Base of Operations: The Universe
Present Group Affiliation: Former student of Kubik

KNOWN POWERS:
Reality Manipulation: The Beyonder in its Kosmos/Maker incarnation has the Class 1000 ability to restructure a section of Reality.
Illusion Generation: In its Kosmos/Maker incarnation, the Beyonder possesses CL3000 Illusion Powers. With this power, Kosmos/Maker may appear to use any power at Beyond rank.

ROLE-PLAYING NOTES:
In its Maker incarnation, the Beyonder is insane, prone to confused rages.

BEYONDER (KOSMOS)

HISTORY:

The limitless might of the Beyonder created problems within the 616 realities, and a number of strictures imposed to narrow the scope of the Beyonder's power. Assuming not just physical, but mortal form, severely curtailed the Beyonder's power – down to Class 1000 (30 ranks) - although he/it didn't realize it at the time - and eventually allowed his defeat at the hands of Kubik. Cube beings, like Kubik, of far less raw power than the Beyonder, are created with built-in, self-imposed restrictions that the Beyonder lacked, and a large part of Kubik's 'education' of the Beyonder in its 'Kosmos' incarnation, was to employ these sanctions, psychologically establishing limits on its power.

The Kosmos personality eventually began to break down, threatening to release the full power of the Beyonder back upon the universe, and as a last-ditch defense-mechanism, it transformed itself once again into mortal form, trapping the Beyonder's vast power in manageable form, where it was imprisoned in the high-security cosmic prison known as the Kyln

BEYONDERS

STATISTICS:

F BEYOND-1
A BEYOND-1
S BEYOND-1
E BEYOND-1
R BEYOND-1
I BEYOND-1
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: Unlimited
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: White (Varies)
Hair: None (Varies)

BACKGROUND
Real Name: Inapplicable
Occupation: Unrevealed
Legal Status: None
Identity: Earth's general populace is unaware of the Beyonders' existence
Place of Birth: Dimension of the Beyonders
Marital Status: Inapplicable
Known Relatives: Unrevealed
Base of Operations: Dimension of the Beyonders
Present Group Affiliation: Unrevealed

KNOWN POWERS:
Reality Manipulation: Beyond-level 1. The Beyonders have the ability to restructure reality into whatever shape and nature they desire, although they seemed limited in their ability to manipulate time.

ROLE-PLAYING NOTES:
The Beyonders were curious as a cat, totally callous, and utterly amoral, willing to destroy the entire Marvel Multiverse on a whim.

BEYONDERS

HISTORY:

After long being known only from seemingly isolated experiments across the dimensional barriers – including the creation of Cosmic Cubes, the true Beyonders were finally revealed as a race of omnipotent gray-skinned aliens, who were involved in a long-term plan destroy the entire multiverse itself.

The 'accident' that opened the wormhole that created the Molecule Man (and attracted the attention of the original 'child' Beyonder), was actually a plot to turn him into a cosmic bomb that would simultaneously destroy every reality in the multiverse.

Dr Doom, however, discovered the scheme and began killing Molecule Men across the multiverse, detonating the 'bomb' and destroying these universes before the Beyonders could, disrupting their plans. Unfortunately, the surviving universes began to collapse into each other, and the multiverse began to break apart.

Taking more direct methods, the Beyonders attacked the cosmic Celestials of each universe simultaneously, and killed them all, before turning their attention to each reality's abstracts, killing Eternity, Master Order, Lord Chaos and the In-Betweener.

Upon the death of all the abstracts across all the realities, the multiverse itself, in the form of the Living Tribunal, attacked the Beyonders. The entire race of Beyonders, three per universe, engaged the Tribunal and killed it in each and every reality, leaving shards of the Tribunal in each universe.

The Beyonders, however, were themselves slain by Dr Doom, who used an army of exploding Molecule Men against them, stealing their power himself, launching into the reality-altering events of the Secret Wars, that restructured Marvel reality forever

BIG BARDA

STATISTICS:

F AM(50)
A IN(40)
S MN(75)
E AM(50)
R EX(20)
I RM(30)
P IN(40)
Health: 215 **Str:** 70
Karma: 90
Resources: 100
Popularity: 75
Height: 6'2"
Weight: 200 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Barda Free
Occupation: Housewife, Warrior of New Genesis, Former leader of the Female Furies
Legal Status: Naturalized citizen of New Genesis
Identity: Publicly known on New Genesis, on Earth, secret
Place of Birth: Apokolips
Marital Status: Married
Known Relatives: Scott Free (Mr. Miracle, husband)
Base of Operations: New Genesis
Present Group Affiliation: Justice League of America, Warriors of New Genesis, formerly the Female Furies

Equipment:
Battle Armor: Barda's Battle Armor provides Amazing protection from physical and energy attacks. When not on the armor phases to another dimension and will appear on her person with a green Psyche FEAT. Without armor, Barda's dense flesh gives her Remarkable protection.
Mega-Rod: The Mega Rod is a multi-faceted weapon of Apokolips technology and provides its wielder with the following abilities:
**Energy Blast:* Incredible
**Flight:* Remarkable
***Gravity Increase*: Amazing

Talents: Barda has Martial Arts C, D, and E, Weapons Master talent, and is also a skilled military leader.

ROLE-PLAYING NOTES:
Big Barda was born, raised, and trained an Apokalyptian warrior. Originally handpicked for Darkseid's shock troops, Barda knows that helping those in need, rather than squashing them by force, is much more fulfilling. Loyal to her friends, she will drop everything to come to their aid.

BIG BARDA

HISTORY:
Big Barda was born two hundred and fifty years ago on the planet Apokolips. As a young girl, she was selected and groomed as a warrior and soldier for Darkseid's army. Sent to Granny Goodness' Home for Orphaned Youth, Barda was trained in the ways of warfare and personal combat. Barda's impressive and devastating flair for combat caught the attention of Granny Goodness herself, who decided that Barda should lead the Female Furies: Darkseid's personal honor guard.
She first met Scott Free, the son of Highfather of New Genesis and also a student in one of Granny Goodness' schools, while performing her duties as a Female Fury. Barda discovered that Scott was working with rebels against Darkseid and fell in love with him. When Darkseid punished the rebels, Scott decided to escape Apokolips. Barda risked everything to ensure his success, but at the last minute chose not to follow him to Earth. Eventually, Barda turned her back on Granny Goodness and the Furies and went to Earth to be with Scott, now an escape artist named Mister Miracle.
Barda tried desperately to fit in on Earth. Her naïveté about the ways and customs of Earth life didn't stop her from relishing relishing her role as wife and homemaker. She traveled with Scott on his tour of the world as a daredevil, and even served stints in both the Justice League and the Birds of Prey. She amply demonstrated her abilities as a front-line combatant, and trained both super heroes and ordinary citizens in the art of self-defense and combat.

BINARY

STATISTICS:

F IN(40)
A IN(40)
S UN(100)
E ShZ(500)
R EX(20)
I RM(30)
P MN(75)
Health: 680 **Str:** 90
Karma: 125
Resources: EX
Popularity: 0
Height: 5'11"
Weight: 120 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Carol Danvers
Occupation: Cosmic Rebel, Former NASA Security Chief, Former magazine editor, former freelance writer, former military intelligence agent
Legal Status: Citizen of the United States with no Criminal Record
Identity: Secret
Place of Birth: Boston, Massachusetts
Marital Status: Single
Known Relatives: Joseph and Marie (parents), Steve (brother, deceased), Joseph Jr. (brother)
Base of Operations: Cape Canaveral, New York City
Present Group Affiliation: the Starjammers, Ally of the X-Men, former member of Avengers, CIA, and USAF

KNOWN POWERS:
Transformation: Carol can transform herself into her Binary form at will. In this form, her personality, memories, etc. do not alter, only her appearance. Her skin turns deep red and her hair turns to cold flame. She cannot stay in this form indefinitely, but the length of time has yet to be determined. The length of time would depend upon her expenditure of power (if she were to be used as sort of a living battery, her powers could be depleted in a matter of hours.

Flight: Binary can convert her cosmic energy to enable her to fly at an Air Speed of CL3000. Because of an energy release when she does this, Binary may not fly faster than six areas per round when in a planetary atmosphere, as she could ignite the landscape or any organisms that live there. She has Monstrous Agility in flight. Her Strength is not lessened when flying.
Focused Energy Release: Binary can do many things by altering the focus of her cosmic energy release. She can emit and hear light, and the rest of the electro-magnetic spectrum as well as gravity. Whenever she wishes to focus her cosmic energy and utilize it, she must make a Psyche FEAT roll. She may fire Monstrous intensity beams of heat, gravity/pressure, micro-wave, etc. up to 8 areas. In addition, she may perform any of the following Power Stunts:
**Blasts* (of identical energy forms as above) with a six-area radius which does Shift Y (200) damage.
**Light Burst:* (Intense light waves)

that can blind everyone in a 6-area radius for 1-10 rounds if they do not make an Endurance FEAT roll vs. Unearthly
**Repower:* Any type of battery that is charged with electro-magnetic energy. This ranges from hi-tech weapons to starship batteries. The amount of time required is up to the Judge
Invulnerability: Binary has Amazing Protection from Physical and Energy attacks
Cosmic Perception: While she is in her Binary form, Carol has a CL1000 Psyche for the purposes of perception on a universal scale. This means that, as Binary, she has heightened perceptions concerning the flux of energy used the space around her. If on a planet, she can detect the use of any energy, dimensional apertures, star-gates, etc. In space, she can detect warping starships, suns going nova, space battles using massive energy weapons beyond sight, etc. This does not mean that she knows how the specific energy is used, but she can tell its level and its general purpose (dimensional travel, high intensity weapon, etc.)
Alter Ego: In her human form, Carol Danvers has the following stats:

F A S E R I P
RM EX TY GD EX RM RM

Health: 76
Karma: 80
Resources: TY
Popularity: 0

ROLE-PLAYING NOTES:
Carol is a recovering alcoholic and she often seems uncertain of herself, hiding her flaws and frailties from her teammates. She covers this insecurity with showiness in battle. She sometimes talks to herself to bolster her courage.

HISTORY:
Carol's cosmic stint as Binary earns her a mark as one of the most powerful non-entity beings in space, comparable to the Silver Surfer. In addition to Herald-level strength, she also could survive in open space, and fire potent blasts of energy. There was a finite amount of time in which she could stay in her Binary form, usually directly related to her energy expenditure, although it was never precisely determined at what point she burned out. She could also release all of her energy at once in the form of a star-blast, after which she would revert back to her human form. During her tenure as Binary, Carol had her human-level stats

BIOLLANTE

STATISTICS:

F UN(100)
A PR(4)
S ShY(250)
E ShZ(500)
R PR(4)
I PR(4)
P PR(4)
Health: 820 **Str:** 250
Karma: 12
Resources: N/A
Popularity: -5
Height: 394' (279' in larval stage)
Length: Unrevealed
Weight: 220,000 tons (110,000 tons in larval stage
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Biollante
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: A lab in the Middle Eastern republic of Aradia
Marital Status: Inapplicable
Known Relatives: Godzilla (genetic parent), Erika Shira-gami (genetic parent), Rose DNA (genetic parent), Space-Godzilla (genetic offspring)
Base of Operations: Japanese Islands
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Shift Y resistance to Physical and Energy attacks
Radioactive Sap: Biollante's sap is a corrosive radioactive acid that can spray up to 5 areas for Unearthly damage
Growth: Shift Z. Biollante is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, it may cause Shift Z damage when attacking
Tendrils: Biollante has four grasping tendrils that grant it +1CS to all Grappling attacks for every tendril used, up to +3CS. Targets suffer immediate suffocation damage against Shift Y (250) intensity.
Two separate tendril attacks are allowed each round. A yellow Fighting FEAT will allow for three attacks, and a red Fighting FEAT would allow Biollante to attack an opponent with all four tendrils at once. All Multiple attacks are resolved on a single roll.
Biollante's tendrils are also equipped with a Venus-fly-trap-type jaws that strike for Shift X (150) edged damage
Teeth: Shift Y(250) Edged damage
Stomp: Biollante's giant feet can cause Shift Y Blunt damage. Both feet together cause Shift Z damage.
Serial Immortality: When Biollante dies, its spores are released into the atmosphere, pollinating with energy from space, and can then be released back into the soil, growing into a new– and possibly different and more powerful – form.
Regeneration: Incredible ability to heal damage.

Talents: Biollante can be considered to have an instinctive form of the Grappling skill

ROLE-PLAYING NOTES:

BIOLLANTE

HISTORY:
Biollante was the first of the 'Heisei-era' Kaiju that rose in the wake of Godzilla '84's reemergence – a monstrous, tendriled plant, Biollante is a DNA mix of Godzilla, a rose, and a human woman, engineered via biotechnology. In a bizarre attempt to salvage the life essence of his beloved daughter, Erika, geneticist Dr. Shiragami combined Erika's DNA with that of her favorite roses, to guarantee her immortality, added the eternally self-reproducing DNA of Godzilla. The result is a towering monster plant that, at first, blooms into a giant rose but, after being attacked with Godzilla's radioactive ray, mutates to an even larger from, replacing its flower petals with fang-lined jaws, fearsome tendrils, and bristling dorsal spines, shifting its genetic dominance from the gentle human, Erika, to the bestial King of Monsters.

Although essentially immobile, under duress, Biollante can uproot itself, and travel overland, using its roots as legs. Its whiplashing tendrils with their sharp thorns proved capable of piercing Godzilla's thick hide, and may serve as constricting tentacles. Biollante can also spit a stream of corrosive radioactive sap. If destroyed, it may go to seed, mutating into a new form.

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Biollante's battle with Godzilla ended after the King of Monsters destroyed the plant monster, dissolving into a shower of spores, which in turn activated a virus that had been injected into Godzilla's system, causing the Monster King to weaken and retreat into the ocean. Biollante's spores were released into space, freeing the trapped soul of Erika. There is speculation that these spores were responsible for the creation of the star-spanning monster, 'Space-Godzilla'

BIZARRO #1

STATISTICS:

F MN(75)
A MN(75)
S ShX(150)
E ShX(150)
R PR(4)
I PR(4)
P IN(40)
Health: 450 **Str:** 120/350
Karma: 48
Resources: FB
Popularity: -10
Height: 6'3"
Weight: 225 lbs.
Eyes: Yellow
Hair: Black

BACKGROUND
Real Name: Bizarro #1
Occupation: Superhero/Villain – hard to tell, actually
Legal Status: Inapplicable
Identity: Known to the general public
Place of Creation: 'Joker-world'
Marital Status: Married
Known Relatives: Bizarro Lois Lane (wife), Bizarro-duplicates, Joker (Creator), (possibly some genetic kinship with Superman)
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Bizarro-Kryptonian Physiology: Unlike the Bizarro-Clones, Bizarro #1 is a creation of 5th Dimensional science, with powers that mimic and parody those of a true Kryptonian. Like Superman, Bizarro #1's abilities stem largely from his Shift Z Solar Absorption and Storage powers that allow him to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. Bizarro's Solar Absorption, however, is keyed to the energy of a Blue Sun (like the one that 'Bizarro World' orbits), also gives him the following powers:
**Power Boost*: Bizarro #1 can direct his energies into his Strength, Flight, or Speed, raising them immediately as high as +2CS (Strength Shift Z 350) for 10-20 rounds. (After this Boost, Bizarro #1's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Monstrous.
**Freeze Vision*: Monstrous
**Invulnerable:* Unearthly resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation.
**Flight*: Unearthly speed in atmosphere, CL 3000 in space
**Hyper Speed:* Amazing
**Flame Breath:* Amazing Flame damage in 1 area
**Enhanced Hearing*: Unearthly Hearing
**Telescopic Vision:* Bizarro #1 has Good Telescopic Vision that apparently functions normally
**X-Ray Vision*: Bizarro has Unearthly X-Ray Vision but it only works on lead.
**Shrinking Vision:* Bizarro #1 can project a Monstrous Shrinking Ray. The effect lasts only as long as Bizarro remains focused on the object.
**'Bizarro Vision'* – Under the light of a Blue Sun, Bizarro #1 has the Unearthly ability to create duplicates of both objects and beings. He has used this ability to populate 'Bizarro World' with Bizarro-versions of Earth characters and landmarks.
**Magic Immunity:* Bizarro #1 is completely invulnerable to the effects of Magic up the Class 1000-level of a 5th Dimensional Imp.

Limitations:
Blue-Kryptonite: When Bizarro #1 comes within 1 area (40 feet) of Blue Kryptonite he is wracked with excruciating pain, and begins to lose

–1CS of Endurance every two rounds until dying. Under the influence of Blue Kryptonite, it is extremely difficult for Bizarro to even stand

Yellow Sun Radiation: Drawing his power from a Blue Sun, Bizarro suffers under a Yellow Sun. After prolonged exposure – at least 4 hours – Bizarro suffers a –1CS to all his Abilities and Powers.

Solar Depravation: When separated from the energy of a Blue Sun, Bizarro will eventually weaken, dropping all Abilities and Powers by –1CS. This can take several days unless he is directly exposed to a Yellow Sun.

ROLE-PLAYING NOTES:

Bizarro's childlike mentality leaves him vulnerable to manipulation by less scrupulous individuals. He is easily confused, and his responses are unpredictable. He may be a tremendous threat one day, and an unexpected blessing the next.

HISTORY:

Bizarro #1 was created by the Joker while he possessed the near-omnipotent abilities of Mister Mxyzptlk. Even after Mxyzptlk reclaimed his power and reversed most of what the Joker had done, he allowed Bizarro to remain.

Superman feels responsible for the childlike Bizarro, and tries to help him adjust to a life he barely comprehends. The results have been mixed, to say the least. In his brief existence, Bizarro has tried to aid others in his own inimitable style, but has also committed horrific crimes. The most notorious of his deeds was inadvertently beating the original Human Bomb to death, distracted by the fireworks caused by his blows.

Whatever his deeds, Bizarro is just as much sinned against as sinning. The Secret Society manipulated him into his most heinous acts, and Lex Luthor held him prisoner for an extended period of time. General Zod did likewise, and brutally tortured Bizarro simply because he reminded Zod of Superman.

Bizarro finally found purpose when he developed the ability to create others just like himself, and he set about populating the cube-shaped world he dubbed Bizarro World. With some coaching from the Man of Steel, Bizarro has become his world's greatest champion, and settled into a very happy, very odd marriage with Bizarro Lois Lane.

BIZARRO (LEXCORP CLONE)

STATISTICS:

F MN(75)
A MN(75)
S ShX(150)
E UN(100)
R PR(4)
I EX(20)
P IN(40)
Health: 400 **Str:** 120/300
Karma: 64
Resources: FB
Popularity: -10
Height: 6'3"
Weight: 225 lbs.
Eyes: Yellow
Hair: Black

BACKGROUND
Real Name: Bizarro
Occupation: None
Legal Status: Inapplicable
Identity: Known to the general public
Place of Creation: Metropolis, New York
Marital Status: Single
Known Relatives: Imperfect clone of Superman
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Kryptonian Physiology: Bizarro's cloned physiology duplicates that of Superman, although with many bizarre imperfections. Like Superman, Bizarro draws his power from the sun, giving him Shift Z Solar Absorption and Storage that allow him to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
*Power Boost: Bizarro can direct his energies into his Strength, Flight, or Speed, raising them up as high as +2CS for 10-20 rounds. (After Boost, Bizarro's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Monstrous.
*Heat Vision: Monstrous
*Invulnerable: Unearthly resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation.
*Flight: Unearthly speed in atmosphere, CL 3000 in space
*Hyper Speed: Amazing
*Flame Breath: Amazing Flame in 1 area
*Enhanced Hearing: Unearthly
*Microscopic Vision: Amazing
*Telescopic Vision: Good
*X-Ray Vision: Unearthly
NOTE: Due to the imperfection in his genetic matrix, Bizarro's cells are more crystallized than organic, accounting for his chalky, rock-like appearance. Energy attacks of sufficient intensity to injure him can fuse his tissue solid, and attacks of sufficient force to kill him will cause his body to crumble to dust. For this reason, a Bizarro-clone can be permanently killed much more easily than can Superman. Bizarro does not, however, share Superman's vulnerability to Kryptonite.

ROLE-PLAYING NOTES:
A curious aspect of the Bizarro clones, is that the longer they are allowed to remain on their own, the more developed their personalities become modeled after Superman. For this reason, Bizarro clones tend to seek out Lois Lane and protect her from any peril, real or perceived, including the real Superman

BIZARRO (LEXCORP CLONE)

HISTORY:
The LexCorp Bizarro-clone was yet another scheme by Lex Luthor to discredit or destroy Superman. The imperfect duplicate was created by bonding a fragment of Superman's DNA to an unstable bio-matrix. The bio-matrix was supposed to compensate for the difference between human and Kryptonian DNA but, although the clone appeared perfect at first, it quickly deteriorated as the bio-matrix rejected the Kryptonian DNA. The clone's cells begin to crystallize, giving it a white chalky appearance. Before the duplicate could be destroyed, it escaped into the streets of Metropolis, causing destruction until finally engaged and destroyed by Superman. Further, Bizarro clones have been created by Luthor, none noticeably better than the original version, but he and other villains have been known to take advantage of their dull wits and high power-levels for use as minions.

BLACK ADAM

STATISTICS:

F UN(100)
A MN(75)
S ShX(150)
E ShX(150)
R GD(10)
I AM(50)
P RM(30)
Health: 475 **Str:** 120
Karma: 90
Resources: GD
Popularity: -40
Height: 6'
Weight: 198 lbs.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Theodore (Theo) Adam, Teth Adam
Occupation: Ruler of Khandaq, Former Super-hero, Former Mercenary, Former Super-villain, (as Teth Adam, former Pharaoh)
Legal Status: Above the Law (as ruler of Khandaq), (As Theo Adam), Citizen of the United States with a criminal record
Identity: Theodore Adam's identity as Black Adam is not known to the general public
Place of Birth: Fawcett City (Teth Adam, ancient Egypt)
Marital Status: Married
Known Relatives: Isis (Wife), Teth Adam is Theodore Adam's ancestor, although Theodore possesses all of Teth Adam's memories
Base of Operations: Khandaq
Present Group Affiliation: Former member of the Justice Society of America, Former member of the Injustice Society, Former sometime ally of Doctor Sivana, former Agent of the Wizard Shazam.

KNOWN POWERS:
Magic Lightning: Unearthly Energy damage, transforms Theodore Adam into Black Adam and back
Invulnerability: Black Adam has Unearthly resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation

Flight: Unearthly speed in atmosphere, CL 3000 in space
Hyper Speed: Black Adam can run at Amazing speeds.
Cosmic Awareness: Black Adam has Excellent under-standing of the divine interactions with the mortal world
Wisdom of Zehuti: Monstrous recall of information and facts beyond his normal knowledge.

Talents:
Egyptian history and lore, Egyptian mythology, Egyptian magic

ROLE-PLAYING NOTES:
Black Adam is defined by power and tragedy. Chosen as a champion, he proved unable to save those he loved. He is a believer in harsh justice and the idea that might makes right. His arrogance makes him unable to acknowledge his mistakes, and his temper makes him vengeful and quick to anger.
Black Adam is devoted to those he considers his friends and family, and they are the only ones who can sometimes cool his fury.

BLACK ADAM

HISTORY:
In the ancient Middle Eastern nation of Kahndaq, around the 13th century B.C.E., the hero known as the Champion chose Teth-Adam as his successor. By speaking the magic word “Shazam” he was transformed into the Mighty Adam, with powers granted by the gods: Shu (stamina), Heru (speed), Amon (strength), Zehuti (wisdom), Aton (power), and Mehen (courage).
For centuries, the Mighty Adam used his powers as a force for good, eventually serving as champion to the Pharaoh Ramses II and the Egyptian prince Khufu. When the villain Ahk-ton, a servant of Vandal Savage, conquered Adam’s homeland of Kahndaq and murdered the hero’s wife and children, he went mad and killed his foe. He then swore to reclaim Kahndaq by any means necessary. Upon learning of this, the Champion—now known as the wizard Shazam—stripped Adam of his powers, placing them in a mystic scarab. Restored to his true, mortal age, the former hero turned into a mummified cadaver. Shazam had both the scarab and the body of “Khem-Adam” (Black Adam) entombed.
Thousands of years later, Theo Adam, assistant in an archeological dig led by C.C. and Marilyn Batson, discovered the tomb of Khem-Adam. Overcome with desire for the ancient scarab, Theo Adam murdered the Batsons and stole it. The wizard Shazam recruited the Batsons’ orphaned son Billy as his new Champion, Captain Marvel. Upon seeing Captain Marvel’s costume and resemblance to C.C. Batson, Theo Adam realized he was a reincarnation of Teth-Adam. Holding the scarab and speaking the name “SHAZAM”, he was transformed... into Black Adam!

BLACK CANARY

STATISTICS:

F IN(40)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I EX(20)
P EX(20)
Health: 100 **Str:** 7
Karma: 60
Resources: EX
Popularity: 30
Height: 5'4"
Weight: 124 lbs.
Eyes: Blue-gray
Hair: Black (dyed blond)

BACKGROUND
Real Name: Dinah Laurel Lance
Occupation: Agent, Former florist, Crimefighter
Legal Status: American citizen with no criminal record
Identity: Publicly known
Place of Birth: Gotham City, New York
Marital Status: Married
Known Relatives: Oliver Queen (Green Arrow, husband), Dinah Drake Lance (Black Canary I, mother, deceased), Larry Lance (father, deceased), Richard Drake (grandfather, deceased)
Base of Operations: Gotham City
Present Group Affiliation: Birds of Prey, Partner of Green Arrow, Justice League of America

KNOWN POWERS:
Sonic Cry: Black Canary may emit a sonic cry of Incredible intensity.

Talents: Acrobatics, Martial Arts A and B, Tumbling, Detective, Vehicles, Thief, Medicine

ROLE-PLAYING NOTES:
Black Canary is a force to be reckoned with as an opponent, or as an ally. She is fiercely devoted to the people and causes she cares about, particularly her extended family, but she also likes a good fight simply for its own sake. Although willing to help others, she is independently-minded and has a difficult time accepting help herself. Sometimes her competitive streak gets the better of her, but she is an excellent strategic and tactical thinker.

BLACK CANARY

HISTORY:

Dinah Laurel Lance is the daughter of Gotham City police officer Larry Lance and Dinah Drake Lance, the first Black Canary and a member of the Justice Society of America. Raised around her mother's former Justice Society of America colleagues, the younger Dinah wished to follow in her footsteps and become a crime fighter, even though her mother forbade it, believing the life of a costumed vigilante too dangerous.

Her daughter possessed an added edge, however: a metagene-provided ultrasonic scream she dubbed her "canary cry."

Dinah sought out training with a number of experienced heroes, including her mother's old teammate Wildcat, who taught her hand-to-hand combat. She adopted the identity of the Black Canary, operating in Gotham City while maintaining a civilian identity working in her mother's florist shop.

Black Canary was an early member of the Justice League of America, where she first met Green Arrow (Oliver Queen). Although she initially disliked Queen, they eventually became romantically involved. After leaving the JLA, they moved to Seattle, where Dinah opened a shop called "Sherwood Florist" on the ground floor of the building where the couple lived. Their relationship eventually soured due to Queen's history of womanizing.

During a failed drug bust, Dinah was tortured, resulting in the loss of her canary cry. She regained her power from exposure to one of Ra's al Ghül's Lazarus Pits. Renewed, she worked with Oracle to recruit an entire team of female operatives known as the Birds of Prey.

Following Green Arrow's return from death, he and Black Canary cautiously renewed their relationship, and she rejoined the Justice League of America, serving for a time as the team's chairwoman due to leadership skills she developed with the Birds of Prey.

Black Canary is a force to be reckoned with as an opponent, or as an ally. She is fiercely devoted to the people and causes she cares about, particularly her extended family, but she also likes a good fight simply for its own sake. Although willing to help others, she is independently-minded and has a difficult time accepting help herself. Sometimes her competitive streak gets the better of her, but she is an excellent strategic and tactical thinker.

After Green Arrow's death, Dinah was adrift and began working with the mysterious Oracle. The job gave her new direction and her growing friendship with Oracle offered her support. It was some time before Dinah learned her partner was actually Barbara Gordon, the first Batgirl, crippled by the Joker, but still fighting the good fight using her technological skills - one area where Dinah does *not* excel

BLACK CAT

STATISTICS:

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

Health: 76 **Str:** 6
Karma: 40
Resources: TY
Popularity: 2
Height: 5'10"
Weight: 120 lbs.
Eyes: Green
Hair: Platinum blond

BACKGROUND
Real Name: Felicia Hardy
Occupation: Adventurer, Cat Burglar
Legal Status: American citizen with a criminal record, granted legal amnesty
Identity: Known to Authorities
Place of Birth: Queens, New York
Marital Status: Single
Known Relatives: Walter Hardy (father, deceased), Lydia Hardy (mother)
Base of Operations: New York City
Present Group Affiliation: Occasional partner of Spider-Man, former ally of the Foreigner

KNOWN POWERS:
Luck Manipulation: The Black Cat unconsciously created a probability-altering field around her, causing bad luck to befall al who attack her. This luck often manifested itself in spectacular ways: guns explode in an assailant's hands, an attacker falls through a loose floorboard, etc. The limitation of Felicia's unluck was that her associates suffered the effects of bad luck with a weekly Psyche FEAT roll.
Infravision: Felicia has the Excellent ability to see in Darkness

Talents: Martial Arts A, E, Acrobatics, Tumbling, Thief, Tightrope Walking
Equipment:
Tightrope: Felicia often carries a length of thin cable which ends in a ball of glue. She can throw the ball three areas or use a launcher with a 10-area range. The cable is made of Excellent material, and the Black Cat uses it as a swing line or a tightrope.

BLACK CAT

ROLE-PLAYING NOTES:
The Black Cat is clever, independent and confident. She is loyal to her friends and lovers, and can be quite fierce in their defense. She is an adrenaline junkie and loves the life of a costumed adventurer, whether as a their or a hero – something that caused problems in her relationship with Spider-Man when she found herself bored and disappointed by the web-slingers mild-mannered alter-ego, Peter Parker.
Although flirtatious, fickle, and vain, and despite having been on the wrong side of the law more than once, Felicia knows the difference between right and wrong and does what's right when it really counts

HISTORY:
The daughter of an infamous cat-burglar, Felicia Hardy set out to continue the family business, training her strength, agility and durability to Olympic levels. She studied martial arts, receiving black belts in both karate and judo. And she mastered burglary skills like lock picking and safecracking.
The Black Cat fooled opponents into believing she caused them bad luck. In reality, she prepared the scenes of her crimes so accidents would happen to those who came after her. She convinced Spider-Man of her ability, and they actually ended up joining forces – fighting crime together and even falling in love. Unfortunately, when he revealed his secret identity to her she was shocked and disappointed at the mundane Peter Parker. Complicating matters, when he realized that Felicia had no super-powers, he felt that fighting crime was too dangerous for her. After an encounter with criminals where Felicia was injured, Spider-Man tried to end their partnership, while attempting to preserve their romantic relationship. Angry and hurt, Felicia set out to gain super-powers of her own. She unknowingly went to work for the Kingpin, and in return, his scientists activated her latent genetic abilities, giving her the bad luck power she previously pretended to have. Unfortunately, this was an ambient ability of which she had no control, and after realizing her powers would bring bad luck to Spider-Man, possibly getting him killed, she planned to end their affair to save his life. But to add insult to injury, Spider-Man broke up with her first, because of her lack of morality and her disdain for his life as Peter Parker.
The Black Cat has remained a background figure in Spider-Man's life – clashing more than once with his current wife, Mary Jane – and although she has failed to rekindle their romance, she has remained a staunch ally of the web-slinger and has since remained on the right side of the law, mostly leaving her criminal past behind her.

BLACK PANTHER

STATISTICS:

F AM(50)
A IN(40)
S EX(20)
E RM(30)
R RM(30)
I RM(30)
P EX(10)
Health: 140 **Str:** 14
Karma: 70
Resources: Amazing
Popularity: 66
Height: 6'
Weight: 200s.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: T'Challa
Occupation: King of Wakanda, Scientist
Legal Status: Citizen of Wakanda with no Criminal Record
Identity: Publicly known
Place of Birth: Wakanda, Northern Africa
Marital Status: Married
Known Relatives: Ororo Monroe (Storm, wife), T'Chaka (father, deceased), N'Yami (mother, deceased), Khanaata, Joshua Itobo, Ishanti, Zuni (cousins), Jakarra (half-brother)
Base of Operations: Wakanda
Present Group Affiliation: Reserve member of the Avengers, associate of the Fantastic Four, Defenders

KNOWN POWERS:
Infravision: The Black Panther has Excellent Infravision and can see well on moonless nights, but he cannot see in absolute darkness
Tracking: The Black Panther's keenly honed senses give him Amazing Tracking ability.

Talents: All Martial Arts Skills, Wrestling, Acrobatics, Tumbling, Physics, Electronics.

Equipment:
Wakandan technology is highly advanced, including such devices as the Falcon's wings and Captain America's van. In Wakanda itself, it is nearly impossible to see this high technology, as it is carefully hidden in the natural setting of the Wakandan jungle. Its technology is possible because Wakanda is the world's only supplier of a unique metal, Vibranium. Wakanda is guarded by lasers camouflaged in the scenery (-4CS to spot, Remarkable Material Strength material which causes all sonic attacks directly against it to take a –5CS penalty). Black Panther typically carries the following:
Sacred Costume of the Wakandan Panther Cult: Black Panther's costume is a Vibranium microwebbing that is not only bulletproof but provides Kinetic Absorption of Excellent intensity. The costume also provides Remarkable Blending
Vibrancies Boots: The Black Panther's boots are fitted with Vibranium soles, allowing them to absorb impact of up to an 8-story drop. They also possess Good intensity Wall-Crawling, allowing the Black Panther to literally run up the side of a building.
Vibrancies Claws: The Black Panther's claws may rend up to Unearthly-strength materials, inflicting Excellent edged damage
Energy Daggers: Black Panther's Energy Daggers are virtual blades that can be fired, thrown up to 5

areas or handled like an actual knife, and are Capable of causing Amazing Energy or Edged damage. Targets hit are marked by the energies, and can be seen by his costume lenses and tracked using global positioning and communications devices caked Kimoyo Cards that can home in on the unique energy signature Panther's Energy Dagger "marks" his prey with.

Night Lenses: Black Panther's mask is equipped with eye-lenses that augment his already superhumanly enhanced natural senses, providing Incredible ranked Infravision. These lenses also allow tracking of those hit by Energy Daggers

Image Inducer: The Black Panther's Image Inducer casts illusions of Remarkable rank, allowing him to appear in or out of costume.

ROLE-PLAYING NOTES:

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

HISTORY:

T'Challa is the son of T'Chaka, king of the African nation of Wakanda. When his father was slain by Ulysses Klaw, a lawless American ivory hunter who sought to possess Wakanda's Vibranium mine, the young T'Challa swore vengeance. The young boy succeeded in Thwarting Klaw's raid. He was then sent off to be educated at the finest schools in Europe and America. T'Challa returned to his homeland, bearing a degree in Physics, to assume the mantle of leadership. He was given two tests: to triumph against six of Wakanda's greatest warriors in unarmed combat and to obtain the secret heart-shaped herb that grants great physical strength and heightened senses T'Challa passed the tests and donned the ceremonial garb of the Black Panther, the totem of the Wakandan people. As the Black Panther, T'Challa has both protected his land from the outside invaders and led his small nation to greater industrialization and wealth. After meeting Captain America, the Panther was offered membership in the Avengers. Taking a leave of absence from his royal duties, he served with the Avengers for a lengthy interval, acquainting himself with American methods of crime fighting. Inevitably, he resumed the active kingship of the Wakandans and, taking Storm of the X-Men as his Queen, he returned to his native land where he has ruled ever since.

BLACK WIDOW

STATISTICS:

F IN(40)
A RM(30)
S TY(6)
E EX(20)
R EX(20)
I IN(40)
P EX(20)
Health: 96 **Str:** 6
Karma: 80
Resources: GD
Popularity: 30
Height: 5'7"
Weight: 131 lbs.
Eyes: Blue
Hair: Red-Auburn

BACKGROUND
Real Name: Natalia Alianova Romanova (Natasha Romanoff)
Occupation: Adventurer, Intelligence Agent, former ballerina
Legal Status: Former Citizen of the USSR who defected to the United States, under extended Visa provided by SHIELD. She has a criminal record in the United States for her espionage activities for other nations, but she was granted amnesty through SHIELD's intervention.
Identity: Publicly known
Place of Birth: Stalingrad, USSR
Marital Status: Widowed
Known Relatives: Alexi Shostakov (Red Guardian, husband, deceased)
Base of Operations: New York City, although often mobile
Present Group Affiliation: The Avengers, former member of SHIELD, frequent partner of Daredevil

KNOWN POWERS:
None, Natasha relies solely on her weapons and training
Weapons:
Widow's Bite: The Black Widow wears bracelets that include a number of weapons and devices:
**Electro-blaster:* Excellent Energy attack, 4 areas
**Gas Launcher:* Excellent intensity tear-gas, range 4 areas, gas fills 1 area

**Cable Launcher:* Length 3 areas, Incredible strength material, with grappling hook
**Two-Way Radio:* Can be tuned to a classified SHIELD frequency
**Wall-Crawling:* The Widow's gloves and boots are covered with microscopic suction cups that let her wall-crawl with Remarkable ability
Explosive Belt: The Belt is covered with explosive-filled disks that function as grenades. Each disk explodes for Remarkable damage. This belt was a standard part of the Widow's costume, but she rarely wears it now.

Talents:
Martial Arts A, B, and E, Weapon's Specialist with Widow's Bite, Detective/ Espionage, Military, Languages

ROLE-PLAYING NOTES:
Natasha is professional and tough on the outside, but she has an emotional nature that she tries to hide. She has carried on romances with Hawkeye and Daredevil, and she has even served as leader of the mighty Avengers. Still, she seems to work best alone.

BLACK WIDOW

HISTORY:

Natasha Romanova (Natalia Alianova Romanova) grew up in the Soviet regime, becoming a scholar, athlete, and ballerina of note while still in school. Even before she reached adulthood, she was recruited by the KGB as a professional spy.

While on a mission for that organization, she infiltrated Stark Industries to assassinate a Russian defector working there. Iron Man stopped her, and they tangled several more times early in her career. During this period she found Hawkeye (thought to be a criminal at the time), and began using him in her operations.

Hawkeye fell completely in love with Natasha, and soon she found herself returning his feelings. But Hawkeye couldn't stand being a criminal, and he eventually gave up working with Natasha to become an Avenger.

Soon after, Natasha was captured by the Chinese and brainwashed into spying for them. After one mission, she broke free of the conditioning and defected to the U.S., revealing her identity to the public. Natasha worked occasionally with her lover Daredevil, and as a S.H.I.E.L.D. agent before joining the Champions, a short-lived L.A.- based super-team. Afterwards, she made a name for herself with the Avengers.

Though her membership is intermittent, believing herself to be a better spy than superhero, she remains friends with all the Avengers.

BLAZE

STATISTICS:

F RM(30)
A IN(40)
S IN(40)
E UN(100)
R AM(50)
I IN(40)
P AM(50)
Health: 210 **Str:** 35
Karma: 140
Resources: UN
Popularity: -20
Height: Variable
Weight: Variable
Eyes: Red
Hair: Coal-black

BACKGROUND
Real Name: Angelica Blaze
Occupation: Sovereign Lord of Hell
Legal Status: Lord of Hell
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Shazam (father), Satanus (brother)
Base of Operations: Hell
Present Group Affiliation: Lords of Hell

KNOWN POWERS:
Immortality: Unearthly. As a demon, Blaze can be killed but she does not age. Her mortal form has Excellent Regeneration
Sorcery: As one of the sovereign Lords of Hell, Blaze wields magical energies of Unearthly intensity. Some of her common stunts are:
**Dimensional Travel*: Incredible
**Chameleon:* Blaze can look like whoever she wants at Monstrous ability
**Flame Control/Projection*: Up to Monstrous distance and damage.
Weakness: Outside her own realm, Blaze's Sorcery drops to Amazing

ROLE-PLAYING NOTES:
Blaze is deceit personified. Her true intentions are always masked, she always has an agenda, and no matter the face she presents, actual generosity, kindness, and altruism are alien to her nature.

BLAZE

HISTORY:
Blaze first appeared in modern times working under the alias of nightclub owner Angelica Blaze in Metropolis. She is the daughter of the wizard Shazam and an unrevealed demoness, and is the sister of Lord Satanus. Her quest for souls to steal brought her into conflict with Superman and she has returned to bring misery to his friends and loved ones repeatedly. Recently, she and her brother worked together to seize control of Hell in a terrible civil war.

She betrayed him at the last second to take the infernal throne for herself. Blaze first appeared in modern times working under the alias of nightclub owner Angelica Blaze in Metropolis. She is the daughter of the wizard Shazam and an unrevealed demoness, and is the sister of Lord Satanus. Her quest for souls to steal brought her into conflict with Superman and she has returned to bring misery to his friends and loved ones repeatedly. Recently, she and her brother worked together to seize control of Hell in a terrible civil war. Blaze is a major demon and now Domina, meaning she has a number of infernal powers, such as granting wishes she later twists against their recipients, pulling hellfire from the underworld, summoning powerful minions She is superhumanly durable, possessed of inhuman senses and a physical form she can change on a whim. Any additional power or minions she has as Domina are left to GM definition and may even push her into PLX class.

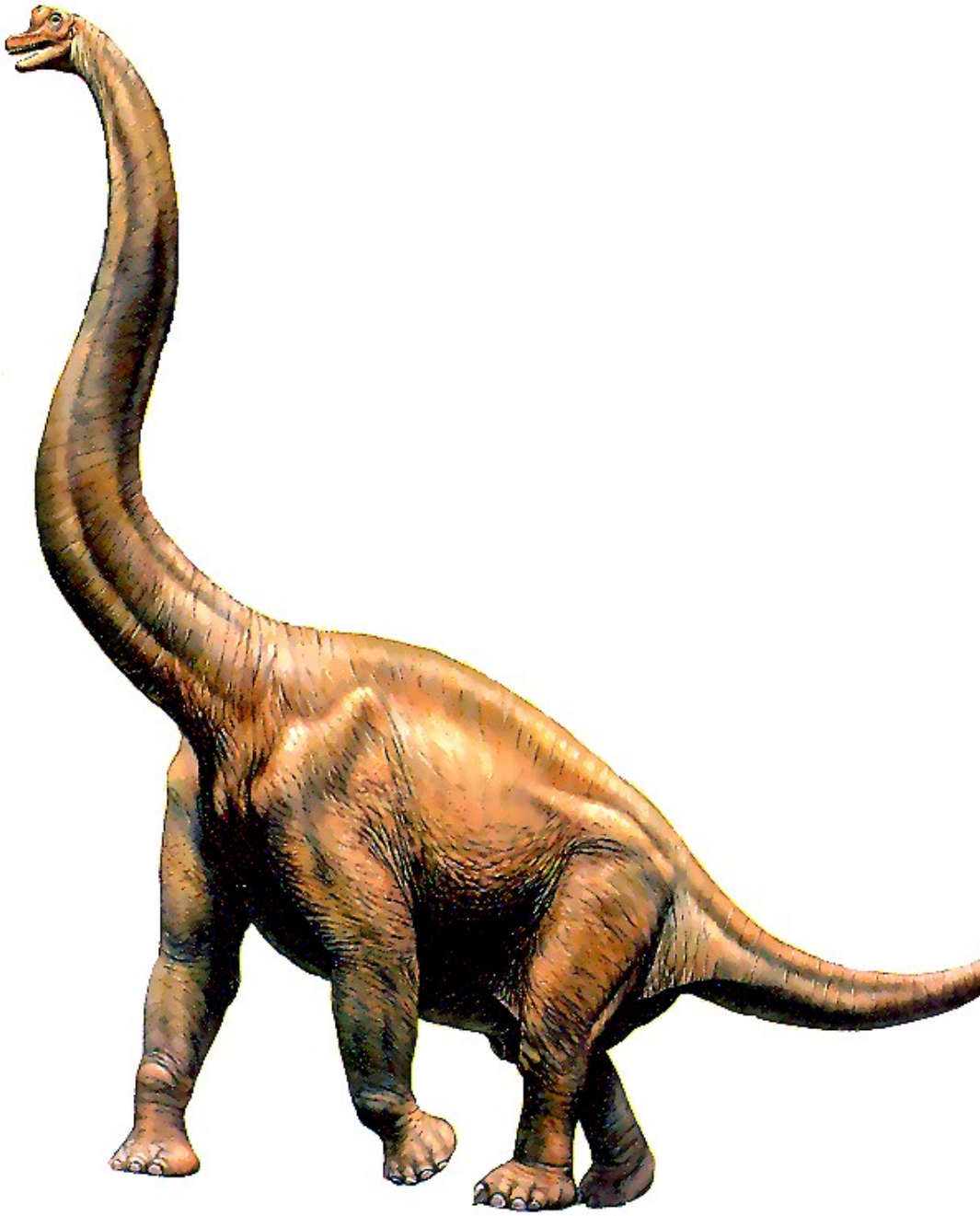
BRACHIOSAURUS

STATISTICS:

F GD(10)
A PR(4)
S AM(50)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 164 **Str:** 43
Karma: 6
Resources: Not Applicable
Popularity: -10
Height: 50' (average)
Length: 80' (average)
Weight: 30 to 40 tons
Eyes: Brown
Hair: None

BACKGROUND
Real Name: Not Applicable – *Brachiosaurus brancai* is the genus-species name
Occupation: Herd animal, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America or Africa
Marital Status: Inapplicable
Base of Operations: Prehistoric North America and Africa, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: a herd beast

KNOWN POWERS:
Body Armor: The massive size and thick skin of sauropods' provide Excellent protection against Physical and Energy attacks
Stomp: The giant Brachiosaurus may stomp for Unearthly blunt damage
Tail: A Brachiosaurus' tail does Unearthly blunt damage

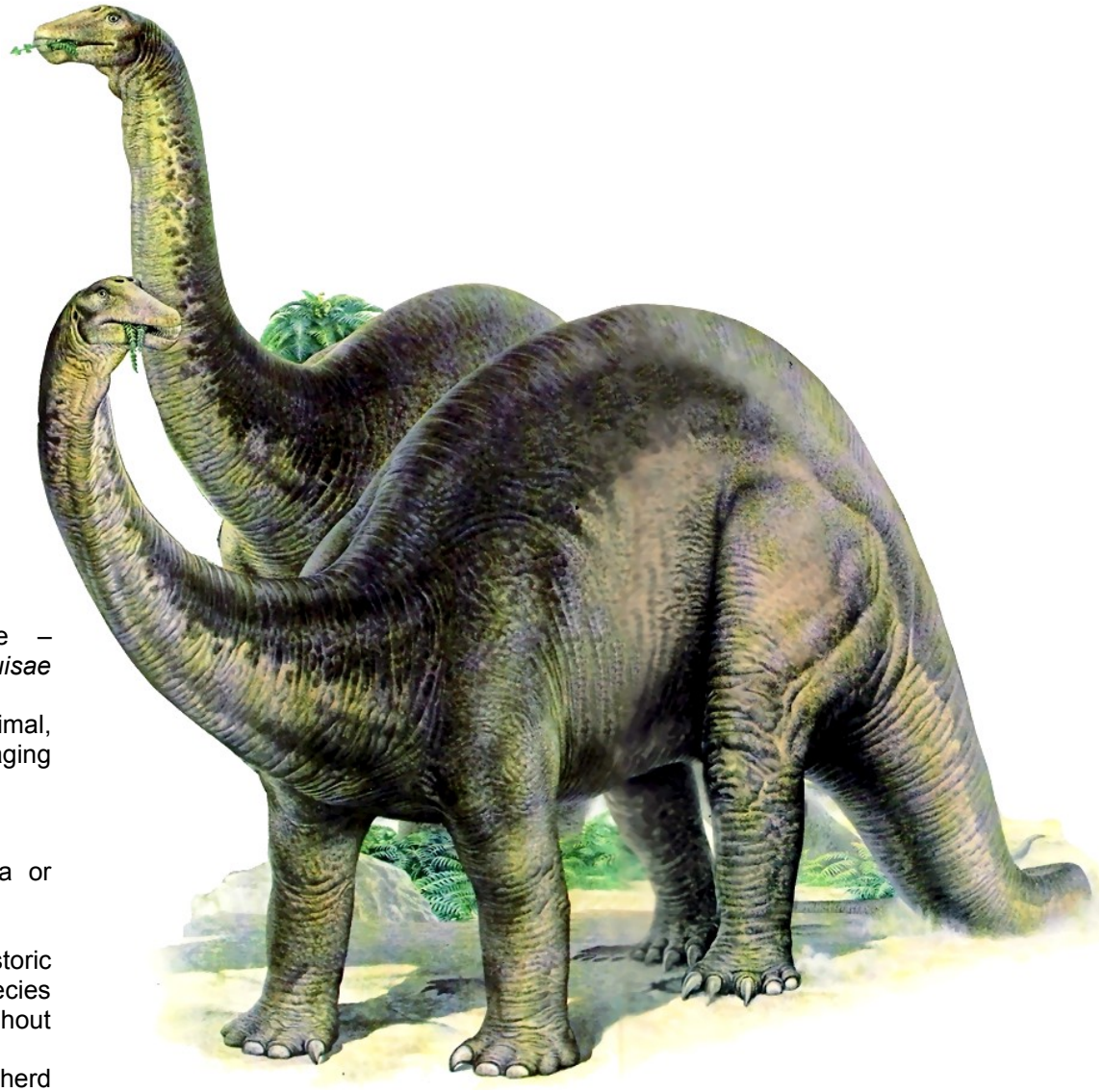


ROLE-PLAYING NOTES:
Mostly concerned with foraging. Adults are too big to pay much attention to human-sized animals, although they can become territorial if bothered.

BRACHIOSAURUS

HISTORY:
The two primary varieties of sauropod were the slender, long-necked, long-tailed Diplodocids, and the heavier-bodied, short-tailed and more-upright Brachiosaurids – which eventually developed into the truly gigantic Titanosaurs.
Diplodocus was traditionally considered the longest of dinosaurs – at 90-plus feet – but at twelve tons, it was far-outweighed by the massive Brachiosaurus, at up to 40 tons.

BRONTOSAURUS



STATISTICS:

F GD(10)
A PR(4)
S AM(50)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 189 **Str:** 42
Karma: 6
Resources: Not Applicable
Popularity: -10
Height: 30' (average)
Length: 70' (average)
Weight: 25 to 30 tons
Eyes: Brown
Hair: None

BACKGROUND
Real Name: Not Applicable – *Brontosaurus (Apatosaurus) louisae* is the genus-species name
Occupation: Herd animal, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America or Africa
Marital Status: Inapplicable
Base of Operations: Prehistoric North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: a herd beast

KNOWN POWERS:
Body Armor: The massive size and thick skin of sauropods' provide Excellent protection against Physical and Energy attacks
Stomp: The giant Brontosaurus may stomp for Monstrous blunt damage
Tail: A Brontosaurus' tail does Unearthly blunt damage

ROLE-PLAYING NOTES:
Mostly concerned with foraging. Adults are too big to pay much attention to human-sized animals, although they can become territorial if bothered.

BRONTOSAURUS

HISTORY:
One of the most famous dinosaurs in the world, the name 'Brontosaurus' has, in modern times fallen into disuse as the rules of nomenclature favor the name 'Apatosaurus'. When the species was discovered, confusion over similar specimens resulted in more than one generic name being assigned to the species, and the older name is the one favored. It's unfortunate for several reasons, not the least being the fact that it renders one of the first, best-known species illegitimate – besides the fact that 'Brontosaurus'– the 'Thunder Lizard' – is simply a better name than 'Apatosaurus' – the 'Deceptive Lizard.' Considering that the rules of nomenclature are in place to honor the individual who identified the species, and the fact that Professor Charles Marsh coined both names, it would more greatly honor the man, rather than the rule, by favoring the more famous name.
Brontosaurus is one of the stockiest versions of the elongated Diplodocid sauropod form, and the name became synonymous with colossal size – for the better part of a century it was only rivaled in size by the heavier Brachiosaurus and the longer Diplodocus. It is possible that the giant Diplodocid, *Amphicoelias altus*, at nearly 200 feet represents a branch of the stockier branch of elongated sauropods, in which case, Brontosaurus relatives still represent the very largest of Dinosaurs

BROTHERS

STATISTICS:

F BEYOND-2
A BEYOND-2
S BEYOND-2
E BEYOND-2
R BEYOND-2
I BEYOND-2
P BEYOND-2
Health: Unlimited **Str:** BY-2
Karma: Unlimited
Resources: Unlimited
Popularity: Unlimited
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: None

BACKGROUND
Real Name: Unknown, perhaps inapplicable
Occupation: Manifestation of the Marvel and DC universes
Legal Status: Not Applicable
Identity: The existence of the Brothers are not known to the general populations of either the Marvel or DC Earth
Place of Birth: Created by the Living Tribunal in conjunction with the Spectre
Marital Status: Not applicable
Known Relatives: The Living Tribunal and the Spectre ('parents')
Base of Operations: The DC and Marvel realities respectively
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: The Brothers can use any of the Powers listed in the Marvel Universe books they see fit at Beyond Level 2 ability. Their humanoid forms are manifestations; their true forms cannot be perceived by mortals.
NOTE: The Brothers were created by the Living Tribunal, adjudicator of the Marvel Multi-verse, with the aid of the Spectre of the DC-Multiverse, to be the guardians of each entity's own Megaverse (a collection of related multi-verses). As such, the two Brothers exceed even the Living Tribunal in power, superceded by only the One Above All/The Presence ('God'), at Beyond-level 3 (Omniversal-level, encompassing all, megaverses, multiverses, universes and dimensions). In game terms, this is represented by a –1CS penalty to all, Powers and Abilities when facing the One Above All/The Presence.

ROLE-PLAYING NOTES:

BROTHERS

HISTORY:

The Brothers were a pair of cosmic entities that represented the physical embodiments of both the DC Universe and the Marvel Universe. Because of the incompatible natures of the DC and Marvel realities, the Brothers were created by the Living Tribunal, adjudicator of the Marvel Multiverse, with the aid of the Spectre of the DC-Multiverse, to be the guardians of each entity's own Megaverse and, as such, each Brother wields the entirety of the sum total of power of their respective realities. It has been shown that the two Brothers dwarf even the Living. Tribunal in power, and are only superceded by only by the Omniversal-level power of Marvel's One Above All and/or DC's 'The Presence ('God')'

When the Brothers remembered each other's existence, they pitted combatants from their respective realities together. The winner would then destroy the loser (and its own respective multiverse), to prevent this from happening, the Living Tribunal and the Spectre joined forces and combined the two universes together, creating the Amalgam universe. This universe had its own unique history, which was a combination of both multiverses.

With the help of the hero named Access, the Living Tribunal and the Spectre managed to separate the two realities once more and the Amalgam Universe has ceased to exist.

BUCK ROGERS

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E EX(20)
R EX(20)
I EX(20)
P EX(20)
Health: 70 **Str:** 9
Karma: 40
Resources: IN
Popularity: EX
Height: 6'
Weight: 190 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Captain William 'Buck' Rogers
Occupation: Former Astronaut, Fighter pilot
Legal Status: Citizen of New Chicago, former Citizen of the United States with no criminal record (all records lost)
Identity: Publicly known
Place of Birth: Chicago, Illinois, 20th Century Earth
Marital Status: Single
Known Relatives: None
Base of Operations: New Chicago, 25th Century Earth
Present Group Affiliation: Earth Defense Directorate

KNOWN POWERS:
Buck Rogers has no Super-human powers, relying solely on his skills and training

Talents: Martial Arts A, B, Pilot, Marksmanship, Military Strategist,
Weapons: Buck's energy pistol does Incredible intensity Energy damage

ROLE-PLAYING NOTES:
Good-natured, adventurous, and likeable, Buck is wry-humored and brave, popular with the ladies, and inspires loyalty in friends. He is optimistic, fair-minded, and die-hard. All around good-guy.

BUCK ROGERS

HISTORY:

In the year 1987 astronaut and fighter pilot, Captain William 'Buck' Rogers pilots an experimental space craft that becomes lost in deep space, where a freak combination of gases puts Rogers into a state of suspended animation for five hundred years. In the 25th Century, Buck's shuttle is discovered by the flagship of Princess Ardala, of the warlike interstellar empire of Draconia. Intending to use the unsuspecting Rogers as part of a scheme to infiltrate the modern Earth's defensive shields, the Draconians revive him and direct his ship alone back towards Earth.

25th Century Earth is an ecologically desolate war-damaged planet, for whom interstellar tensions are high – particularly with the powerful Draconian Empire, and when Roger's ship appears in Earth's orbit, Colonel Wilma Deering nearly shoots him down. Although highly suspicious of Buck's claims, she allows him to follow her fighter ship through Earth's protective force shielding – unknowing that Ardala has slipped a tracking device aboard Buck's ship.

In 'New Chicago' - the Earth's only surviving city - Buck is befriended by the robots, Dr. Theopolis, and his 'ambuquad', Twiki. However, he is still looked upon with suspicion by the Earth's Defense Directorate leader, Dr. Elias Huer and Colonel Deering – despite Deering's reluctant attraction to Rogers.

Princess Ardala and the Draconians arrive shortly, thereafter – ostensibly upon a diplomatic mission – but when the Draconian tracking device is discovered on Buck's ship, Rogers is accused of treason and sentenced to be executed.

In an effort to save the Earth, as well as clear his name, Buck plays upon the attraction of the sultry and lustful Princess Ardala to infiltrate the Draconian mothership and sabotage the Draconian invasion. In cooperation with Wilma Deering and the Earth's Defense directorate, Earth's forces defeat the Draconians and send Ardala into retreat. Buck is cleared and joins the Earth Defense Directorate as a fighter pilot as he learns to assimilate to life in the 25th Century.

BUFFY THE VAMPIRE SLAYER

STATISTICS:

F RM(30)
A RM(30)
S EX(20)
E IN(40)
R EX(20)
I RM(30)
P RM(30)
Health: 120 **Str:** 20
Karma: 80
Resources: TY
Popularity: PR
Height: 5'2"
Weight: Kept strictest secret
Eyes: Blue
Hair: Blonde

BACKGROUND
Real Name: Buffy Ann Summers
Occupation: Vampire-Slayer, fast-food worker, shop retailer, student, construction worker, counselor
Legal Status: Citizen of the United States with no Criminal Record
Identity: Secret
Place of Birth: Los Angeles, California
Marital Status: Single
Known Relatives: Joyce Summers (mother, deceased), Hank Summers (father), Dawn Summers (sister)
Base of Operations: Sunnydale, California
Group Affiliation: The Slayers

KNOWN POWERS:
The Chosen One: Once in every generation a young woman inherits the power of the Chosen One, becoming the world's guardian against the forces of darkness, and against vampires in particular. The Slayer is gifted with enhanced physical abilities, reflected in the stats above, along with the following powers:
**Psychic Link:* Buffy has a psychic link to all other Slayers, past and present and may commune with them telepathically at Typical intensity
**Precognition:* Buffy receives vivid prophetic dreams concerning supernatural events with Remarkable intensity. These dreams come unbidden and she has no control over them.
**Vampire Sense*: Buffy can sense the presence of and identify a vampire at Remarkable intensity. This requires a successful Psyche FEAT
**Weapons Mastery:* As a Slayer, Buffy is gifted with the ability to gain proficiency with any bladed weapon, with minimal training. She may acquire any individual skill with less than a day's training, and may become a Weapon's Specialist with a Red Psyche FEAT.
**Awareness:* Buffy has an acute Awareness of her surroundings, sufficient for her to defeat multiple invisible opponents. In game terms, Buffy is allowed a Psyche FEAT roll in the case of being blindsided and suffers no penalties in cases of low visibility.

Talents:
Martial Arts A, B, Weapons (Crossbow, All Bladed or Wooden Weapons)

Equipment:
Crossbow: Buffy's hand-held crossbow fires wooden bolts (stakes) for up to Good Edged damage

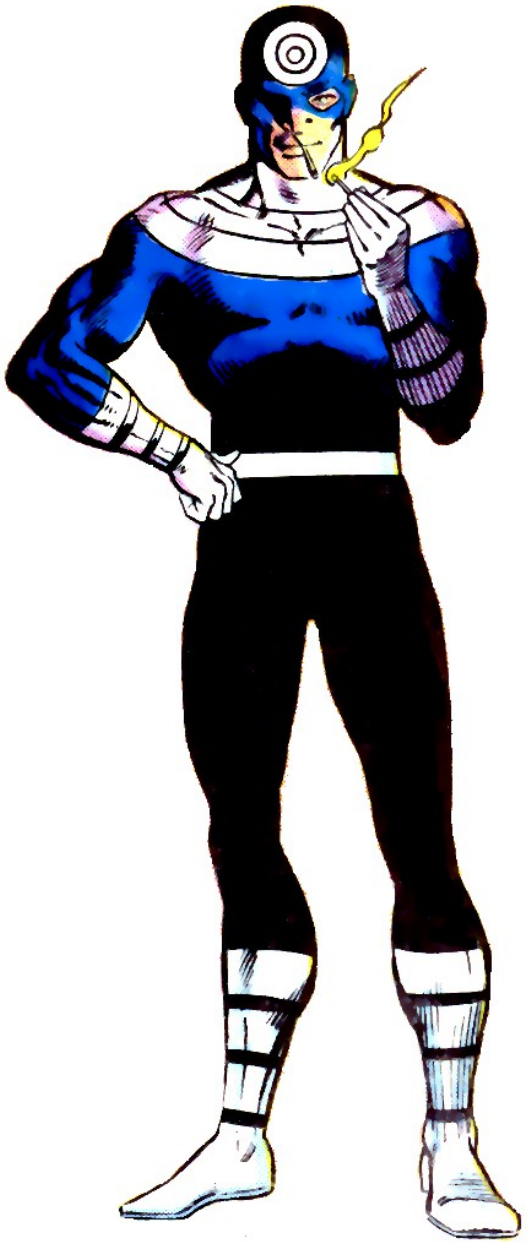
BUFFY THE VAMPIRE SLAYER

Stakes: As a Slayer, Buffy is never without at least a dozen wooden stakes that do Good Edged damage.
Knives: Buffy usually carries an assortment of knives that cut for Good Edged damage.

ROLE-PLAYING NOTES:
Buffy was a popular cheerleader in the '80's 'Valley-Girl' vein. She was extremely reluctant to embrace the life of a slayer, although her sense of responsibility wouldn't let her shirk her duty. The job, of course, eventually began to get to her, leaving her more cynical and grim.

HISTORY:
Buffy Anne Summers was a Slayer who was activated in the late 20th century. Born in 1981, she was called to be the Slayer in 1996 at the age of fifteen. She was originally based in Los Angeles, but, due to an incident involving a gang of vampires at Hemery High School there, she moved to Sunnydale with her mother. There, she acted as guardian of the Hellmouth for seven years before the town's destruction in 2003. Initially a reluctant hero who constantly wished for nothing more than a normal life, Buffy eventually grew to embrace her destiny. Buffy is unique as a Slayer in many ways; she refuses to sacrifice her ordinary life for her supernatural destiny, often operates as part of a team with her friends the "Scooby Gang," and has maintained several romantic relationships, two of which were with notorious vampires Angel and Spike. Buffy is one of the longest-lived Slayers, and has returned from death not once, but twice, an act that disrupted the magic surrounding the traditional Slayer line. During their war with the First Evil, Buffy enacted a plan to activate every Potential Slayer in the world, abolishing the traditional line of "Chosen Ones," before dedicating herself to gathering and training the Slayers she was responsible for creating.
A few years after the destruction of Sunnydale, Buffy, along with Angel, was involved in an ancient prophecy that would bring about the sentient "Twilight" dimension, destroying the Earth in the process. When Angel, possessed by Twilight, murdered her beloved Watcher and father figure, Rupert Giles, Buffy, enraged and grief-stricken, destroyed the Seed of Wonder, thus bringing about the end of magic on Earth. Now considered a pariah amongst the remaining Slayers, Buffy has since established herself in San Francisco, where she continues her Slayer duties

BULLSEYE



STATISTICS:

F IN(40)
A RM(30)
S GD(10)
E EX(20)
R GD(10)
I PR(4)
P TY(6)
Health: 100 **Str:** 9
Karma: 20
Resources: EX
Popularity: -10
Height: 6'
Weight: 175 lbs. (before Adamantium implants), 200 lbs. (after implants)
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Lester (last name unrevealed)
Occupation: Assassin, Professional Criminal, ex-mercenary
Legal Status: United States Citizen with a Criminal Record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Unnamed father (deceased) and mother
Base of Operations: New York City
Present Group Affiliation: Formerly aligned with Eric Slaughter's and the Kingpin's criminal organizations, as well as the Kingpin's former agents

KNOWN POWERS:
Adamantium Skeleton: +1CS to damage in blunt, charging or any attack that uses his body. He is invulnerable to any attack designed to break his bones, although he still suffers bruising or other internal damage.

Talents: Bullseye is +2CS to attack with any thrown missile attack. His maximum range for throwing a baseball-sized mass is 100'. Bullseye is able to use virtually any throwable object as a deadly weapon, including hairbrushes, vases, and even playing cards.

Bullseye's other talents include Military, Marksmanship, Explosives, Martial Arts D, with +1CS to hit with guns, knives, whips, sais, shurikens, nun-chuks, grenades, and explosives

ROLE-PLAYING NOTES:
Bullseye is a lethal egomaniac who delights in killing as a means of bolstering his self-image. He has a monomaniacal obsession to defeat Daredevil. Bullseye's secondary goal is simply to get rich and famous – acting as a costumed assassin is simply a means to this end.

BULLSEYE

HISTORY:
A mercenary of mystery, nothing is really known about the man called Bullseye. Before his mercenary career, it's been suggested that Bullseye tried his formidable throwing skills to become a Major League baseball player. According to Bullseye himself, he grew bored and annoyed while pitching a no-hitter, so, for the last pitch of the game, he threw the ball at the batter, killing him. Bullseye found his true calling as a special operative of the United States National Security Agency and, from there, a freelance assassin - a perfect career for someone who got so much pleasure from killing his enemies, and it was during this period that he created his signature modus operandi of using thrown weapons to kill his opponents. His early endeavors included time in Africa and Nicaragua, coming into conflict with the Punisher, and working alongside fellow mercenary, Deadpool. Bullseye first came to notoriety with a series of murders in New York City, publicizing his antics in the *Daily Bugle* and coming into conflict with Daredevil (See entry for: Daredevil). Bullseye was then hired to murder lawyer, Matt Murdock, Daredevil's secret identity, but was defeated. Bullseye swore vengeance, fighting Daredevil at any opportunity.
Later, when following an assignment to kill the Kingpin (See entry for: Kingpin). , Bullseye simply received a better offer from the Kingpin and agreed to work with him, instead. However, the always-unstable Bullseye was eventually driven insane by a brain tumor. His murderous rampage was ended by Daredevil, who delivered him to a hospital to have the tumor removed. But when he later escaped from prison, he sought revenge, not only on Daredevil, but Elektra (See entry for: Elektra). , who had taken his place as the Kingpin's top assassin, and he killed her with nothing more than a playing card and her own sai. However, the Kingpin refused to rehire Bullseye until he killed Daredevil. During the subsequent battle, Daredevil, furious over the death of his lover, Elektra, knocked Bullseye off a building, shattering his spine. Bullseye was saved, however, by the Kingpin, who laced his skeleton with indestructible Adamantium, Bullseye, now recovered, and deadlier than ever returned to New York to pursue his mercenary career and reclaim his place as the Kingpin's foremost assassin.

CAPTAIN AMERICA

STATISTICS:

F AM(50)
A IN(40)
S EX(20)
E RM(30)
R EX(20)
I EX(20)
P IN(40)
Health: 140 **Str:** 16
Karma: 80
Resources: TY
Popularity: 100
Height: 6'2"
Weight: 240 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Steve Rogers
Occupation: Freelance artist, crimefighter, S.H.I.E.L.D. agent
Legal Status: United States Citizen with no Criminal Record
Identity: Steve Roger's identity as Captain America was revealed publicly in 'Civil War'
Place of Birth: New York City
Marital Status: Single
Known Relatives: Joseph and Sarah Rogers (parents, deceased)
Base of Operations: New York C
Present Group Affiliation: T Avengers, S.H.I.E.L.D.

KNOWN POWERS:
The Super Soldier Formula transformed Captain America into the perfect genetic specimen of Homo sapiens. His powers are not superhuman; he relies on his perfectly honed skills, and his equipment

Equipment:
Shield: Captain America's shield is made from an Adamantium/ Vibranium alloy that was accidentally created by American metallurgist Myron MacLain in World War II. This is a CL3000 material, immune to harm from any force save magic and psionics. Captain America uses this weapon as a shield, though he is still subject to the effects of Stuns and Slams while using it. Captain America may throw his shield up to 3 areas away, causing Remarkable damage. One of Cap's established Power stunts is to bounce the shield off a number of hard surfaces and have it return the next round.
Armor: Chain mail vest provides Good protection against Edged attacks

Talents: All Martial Arts, Wrestling, Acrobatics, Leadership, artist, and military skills, Weapons Specialist (Shield, +2CS in all FEATs)

ROLE-PLAYING NOTES:
Cap is the mold from which heroes are cast. He is a moral and ethical paragon who serves as an inspiration to virtually every other sincere superhero on Earth. More than a personal inspiration though, Cap is an icon – his identity was crated to be a national symbol for every American during the troubling WWII era. Today, when the nation is faced with even more insidious foes, Captain America remains an unwavering believer in truth, liberty and justice for all.

CAPTAIN AMERICA

HISTORY:
Steve Rogers tried to enlist in the Army during WWII but was rejected due to poor health. His sincere desire to aid the war effort caught the eye of officials involved in a secret government experiment called Operation: Rebirth. He leapt at the chance to participate and was injected with an experimental Super-Soldier Serum. Steve was transformed into the pinnacle of human perfection, with the greatest strength and agility a human could possibly attain.
After extensive physical and tactical training, Steve was given the costume of Captain America and sent out to battle Axis agents such as the Red Skull and Baron Zemo. Whether fighting alone or alongside the All Winners Squad and the Invaders, his exploits served as an inspiration for Allied troops. During the final days of the war, Cap and his sidekick, Bucky, tried to stop Baron Zemo's robot-controlled, bomb-loaded plane. Bucky died when the plane exploded and that same explosion threw Cap into the icy waters of the Arctic. The Super-Soldier Serum combined with the extreme cold to place Steve in a state of suspended animation. He remained frozen until being discovered years later by the newly formed Avengers team. Once freed from the ice, Captain America joined the Avengers and has been the cornerstone of the team for many years.
Captain America is the ultimate solder and the perfect fighting machine, but his most important role is as an icon in the Marvel Universe; a symbol of what heroes can be, and a guardian of the ideals they should strive to uphold. Even in today's world of turmoil, no one doubts the convictions of Captain America.

CAPTAIN ATOM

STATISTICS:

F RM(30)
A RM(30)
S MN(75)
E UN(100)
R GD(10)
I EX(20)
P EX(20)
Health: 235 **Str:** 75
Karma: 50
Resources: GD
Popularity: GD
Height: 6'4"
Weight: 200 lbs.
Eyes: Silver
Hair: Silver

BACKGROUND
Real Name: Nathaniel Adam
Occupation: United States Air Force Major
Legal Status: Citizen of the United States with no criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: Bette Sans Soucci (Plastique, wife), Angela Adam (ex-wife, deceased), Margaret Eiling (daughter), Randall Eiling (son)
Base of Operations: San Francisco, CA
Present Group Affiliation: Justice League of America, Justice League International, Justice League Europe, Extreme Justice, Last American Warriors, Atom Project, U.S. Air Force

KNOWN POWERS:
Quantum Metal Body Armor: In his superhero form, Captain Atom's body is coated in the alien alloy that is part of his body, giving him Monstrous protection from physical and energy attacks
Energy Absorption: Captain Atom has the Class 1000 ability to absorb energy of all kinds. However, if he absorbs higher than Monstrous energy in a single round, he must pass a green Power FEAT or be sent 1 week forward in time. If he absorbs more than Unearthly energy, he is automatically sent hurtling through the 'Quantum Field', transporting him through time equal to the amount of energy he absorbs. A Shift X blast will sent him 1-20 days into the future; a Shift Y Blast will send him 1-20 months; a Shifty Z blast will send him 1-10 years; Class 1000 will send him Centuries or Millennia into the future. (NOTE: In his future incarnation as the evil dictator Monarch, Captain Atom developed a suit of armor that allowed him to contain and store all the energy he absorbed, eventually amassing sufficient energy to cause a Class 5000 explosion, exterminating almost all life in this entire alternate universe.)
Energy Blasts: Monstrous intensity
Energy Reflection/Deflection: Amazing ability to reflect energy back to its source

CAPTAIN ATOM

Flight: Unearthly speed in atmosphere, CL 1000 in space
Self-Sustenance: Captain Atom is free of the need to consume air, water, or food
Alter-Ego: Nathaniel Adam has the following stats:

F EX(20)
A EX(20)
S GD(10)
E EX(20)
R EX(20)
I EX(20)
P RM(30)
Health: 70 **Str:** 9
Karma: 70
NOTE: The hero operating under the name of Nathaniel Adam/Captain Atom has been revealed to be an exact duplicate created by quantum energy, with the real Nathaniel Adam having been trapped in the Quantum Field, and eventually becoming the tyrannical dictator Monarch.

Talents: Martial Arts A and B, Military, Pilot, Scholar (1960's history and culture)

ROLE-PLAYING NOTES:
Nathaniel Adam is a man torn from his own time (the 1960s) and has a number of beliefs and behaviors modern society labels "old-fashioned." He is a loyal soldier who resents what was done to him by corrupt and misguided individuals in the name of his country, yet has little place outside of the military.

HISTORY:
Nathaniel Adam was a Vietnam-era soldier in the United States Air Force that was framed for murder and treason by Wade Eiling. Sentenced to die, Adam was given the chance to participate in a program experimenting on an alien super-metal. The program was testing the durability of the metal by surrounding a test subject in it and then exploding a nuclear device underneath the shell. The experiment caused the metal to fuse with Adam's body and the energy channeled by the covering propelled him forward in time several decades. In the intervening time, Adam's promised pardon for his participation had been shelved and buried after his presumed death, and Eiling had married Adam's "widow."
When Adam eventually reemerged in the present, he was found by the government and coerced into the role of a government-controlled super hero. Project Atom, the agency formed around the study of Nathaniel and the Dilustel metal, came up with a new alias for Adam, as well as the heroic persona of Captain Atom and a fictional backstory about previous adventures and enemies which the government proceeded to use to dupe the American public. This strained relationship didn't last very long. The government's efforts to replicate the science behind Atom's transformation had resulted in the creation of Major Force, a psychotic killer with powers similar to Captain Atom's, and Atom's allies in the JLA eventually helped him clear his name, freeing him from his coerced participation. Over time, Captain Atom went on to establish a positive reputation in the heroic community while often liaising between the U.S. government and said community.
A brief marriage to former-terrorist Plastique ended in divorce and a series of time-traveling encounters with the villainous Monarch showed Atom how dark he could become. After a short stint working for the government again under President Luthor, Captain Atom was shifted through dimensions to an alternate Earth following what he thought was an explosive act of self-sacrifice. Atom worked with the heroes of that Earth to return home, helping them solve some universe-altering problems of their own in the process.
Returning to his own Earth, Atom was badly injured and emitting harmful radiation. His comatose body was subsequently hidden in a secret government facility under Blüdhaven, where his abilities were exploited against various metahumans. Driven mentally unstable by this treatment and encased in a new version of Monarch's armor to contain his emissions, Atom eventually freed himself, apparently killing Major Force in the process and obliterating what was left of the city after Chemo's attack. He then began a deranged campaign of conquest and vengeance throughout the many alternate Earths accessible through the Bleed targeting the beings he blamed for his problems, the Monitors. This campaign culminated in the deaths of a number of super heroes from various Earths and eventually the destruction of an entire reality during a fight between Atom and Superboy-Prime.
An amnesiac Captain Atom resurfaced as an asset of yet another secret government agency (Project 7734) under the control of another corrupt General, Sam Lane

CAPTAIN KIRK

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E EX(20)
R EX(20)
I RM(30)
P EX(20)
Health: 80 **Str:** 9
Karma: 120
Resources: IN
Popularity: EX
Height: 6'
Weight: 190 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: James T. Kirk
Occupation: Captain of the Starship Enterprise, later promoted to Admiral
Legal Status: Citizen of 23rd Century Earth
Identity: Publicly known
Place of Birth: Illinois
Marital Status: Widowed
Known Relatives: David Marcus (son, deceased) Mira-manee (wife, deceased) George Samuel Kirk, Sr. (Father, deceased), George Samuel "Sam" Kirk, Jr. (brother, deceased), Aurelan Kirk (sister-in-law, deceased), Peter Kirk (nephew),
Base of Operations: Mobile throughout Starfleet space
Present Group Affiliation: Starfleet, United Federation of Planets

KNOWN POWERS:
Captain Kirk has no Super-human powers, relying solely on his weapons and his training.

Talents: Leadership, Martial Arts A, B, Marksmanship, Military Strategist, Wrestling

Weapons: Captain Kirk's sidearm is a regulation Starfleet Phaser, which can be set to Incredible Intensity Stunning or Amazing Disintegration.

ROLE-PLAYING NOTES:
Captain James T. Kirk literally has a girl in every port with a certain penchant for green chicks – and left at least one love child, with Doctor Carol Marcus. There were rumors that Yeoman Rand chose to leave her duties on the Enterprise because of an unexpected pregnancy.

CAPTAIN KIRK

HISTORY:
James Tiberius Kirk is the Captain of the *USS Enterprise*, - a perfect representative of the times – a confident, old-style hero, big on regulations as they pertain to ideals, but ever ready to bend the rules when they hamper those same ideals. Although he respects the Prime Directive of non-interference, he's been known to tip the odd tyrannical dictator or two. A classic, swaggering womanizer, Kirk is the quintessential sailor with a girl in every port – with an affinity for exotic alien woman – particularly green chicks. His philandering ways, however, have never affected him on the job, either in his concentration, focus, or the loyalty of his crew. The total dedication to his Captain's duties and responsibility to those under his command, has given him a crew that trusts him eminently. Among his most valued confidants is the half-Vulcan, Mr. Spock, with whom he has shared a long, and often rocky friendship, as the bombastic Kirk aggravates the logic-trained Vulcan's half-human side, while Spock's deliberate lack of emotion grates on the passionate Kirk. The third corner of the interior Star Trek triangle, is Kirk's other closest confidant, Doctor Leonard 'Bones' McCoy – whose pacifist, heart-on-his-sleeve nature matches and opposes the emotionless Spock
The later films explored some of Kirk's more serious issues – including a lovechild the with Dr Carol Marcus – a son named David, who was tragically killed by Klingons after only knowing Kirk himself for a short time

CAPTAIN MARVEL

STATISTICS:

F MN(75)
A MN(75)
S ShX(150)
E ShX(150)
R EX(20)
I EX(20)
P RM(30)
Health: 450 **Str:** 120
Karma: 70
Resources: GD
Popularity: AM
Height: 6'2"
Weight: 215 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: William 'Billy' Batson
Occupation: Adventurer, radio reporter
Legal Status: Citizen of the United States with no criminal record
Identity: Billy Batson's identity as Captain Marvel is not known to the general public
Place of Birth: Fawcett City
Marital Status: Single
Known Relatives: Mary Batson (sister)
Base of Operations: Fawcett City
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Magic Lightning: Unearthly Energy damage, transforms Billy into Captain Marvel and back
Invulnerable: Captain Marvel has Unearthly resistance to Physical and Energy attacks, and CL1000 resistance to Heat, Cold, and Radiation
Flight: Unearthly speed in atmosphere, CL 3000 in space
Hyper Speed: As Captain Marvel, Billy can run at Amazing speeds.
Cosmic Awareness: Part of his enchantments provides Captain Marvel with an Excellent understanding of the divine interactions with the mortal world
Wisdom of Solomon: When drawing upon the Wisdom of Solomon, Captain Marvel gains the Monstrous ability to recall knowledge and facts that he otherwise shouldn't or wouldn't know

ROLE-PLAYING NOTES:
Although possessing the Wisdom of Solomon, Captain Marvel is still very much a boy in the body of a man, so he tends to have a simpler view of things. He's generally cheerful and really enjoys being a hero, although sometimes he forgets that he's not just Billy Batson, and gets flustered dealing with things difficult for a kid.

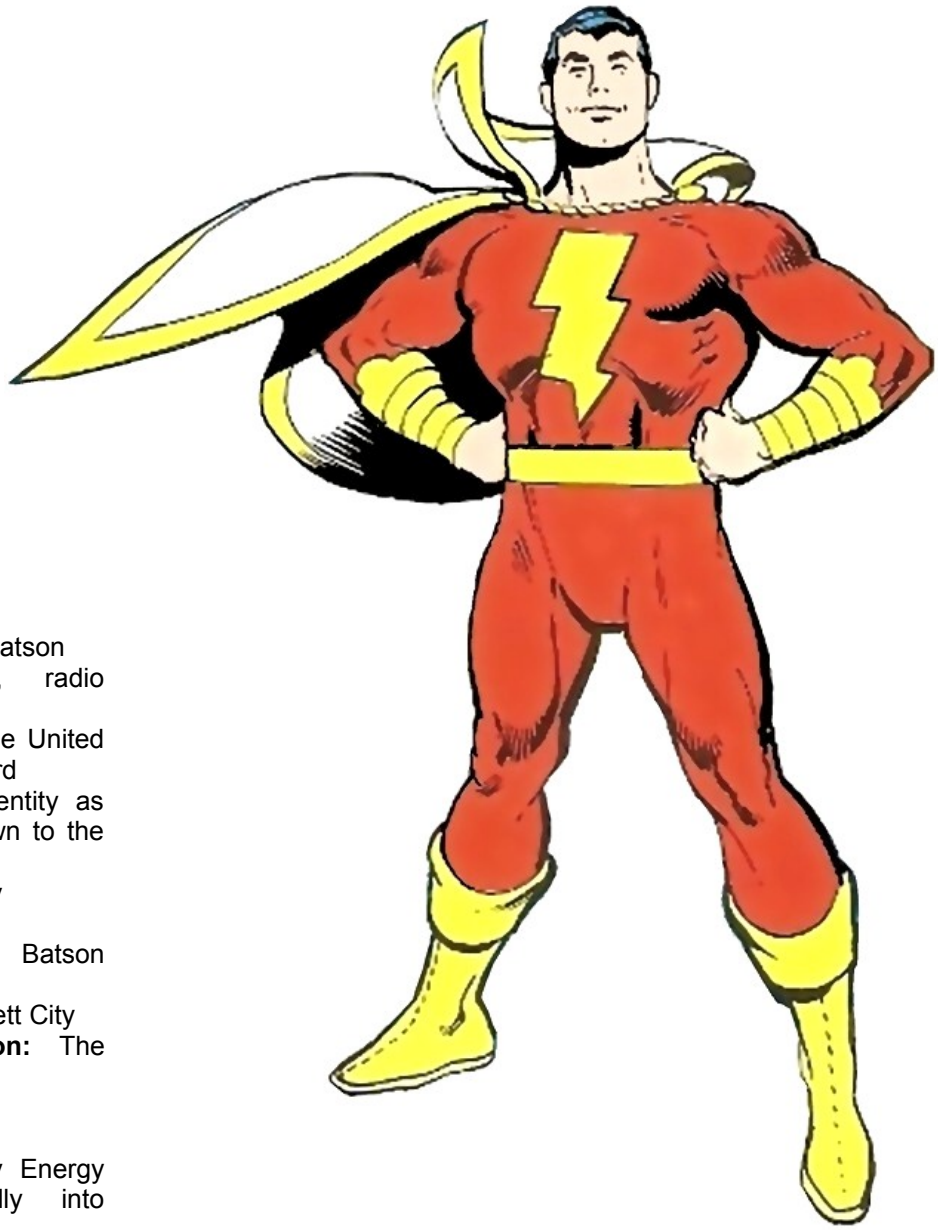
CAPTAIN MARVEL

HISTORY:
Orphaned and homeless on the streets of Fawcett City, young Billy Batson was drawn by a shadowy figure into an abandoned subway station. There he found a strange train, bringing him to the Rock of Eternity. Past the statues of the Seven Deadly Enemies of Man (alias the Seven Deadly Sins), Billy came to a stone chair and brazier which, when lit, summoned the spirit of the wizard Shazam! The old wizard offered Billy the opportunity to do good and become a champion of justice. “Speak my name,” he told him and so Billy Batson uttered the fateful magic word… “SHAZAM!” and was transformed by a bolt of lightning, into Captain Marvel, the World’s Mightiest Mortal!
Captain Marvel quickly confronted the forces of evil in the world, including Theo Adam, the man who murdered his parents when possessed by the previous wielder of Shazam’s power, Black Adam. His other foes include the mad scientist Doctor Sivana (who calls Captain Marvel “the Big Red Cheese”), the diminutive but dangerous Mister Mind—an intelligent worm from another planet—and his Monster Society of Evil, and the nuclear robot Mister Atom. Captain Marvel also gained a number of allies in his fight for justice. Billy Batson was reunited with his twin sister, Mary, who likewise gained the powers of Shazam and the identity Mary Marvel. Together they rescued young Freddy Freeman. In the process of saving his life, he was infused with the power of his hero: by saying the name “Captain Marvel” he was trans-formed into the young Captain Marvel, Jr. The “Marvel Family” also included Billy and Mary’s Uncle Dudley (who adopted the costumed, but non-powered, identity of “Uncle Marvel”) and Talky Tawny, a humanoid talking tiger

CAPTAIN MARVEL (PRE-CRISIS)

STATISTICS:

F ShX(150)
A ShX(150)
S ShZ(400)
E ShZ(400)
R GD(10)
I EX(20)
P RM(30)
Health: 1100 **Str:** 400
Karma: 60
Resources: GD
Popularity: AM
Height: 6'2"
Weight: 215 lbs.
Eyes: Blue
Hair: Black



BACKGROUND
Real Name: William 'Billy' Batson
Occupation: Adventurer, radio reporter
Legal Status: Citizen of the United States with no criminal record
Identity: Billy Batson's identity as Captain Marvel is not known to the general public
Place of Birth: Fawcett City
Marital Status: Single
Known Relatives: Mary Batson (sister)
Base of Operations: Fawcett City
Present Group Affiliation: The Marvel Family

KNOWN POWERS:
Magic Lightning: Unearthly Energy damage, transforms Billy into Captain Marvel and back
Invulnerable: Captain Marvel has Shift X resistance to Physical and Energy attacks, and CL1000 resistance to Heat, Cold, and Radiation
Flight: Unearthly speed in atmosphere, CL 3000 in space
Hyper Speed: As Captain Marvel, Billy can run with Unearthly speed
Cosmic Awareness: Part of his enchantments provides Captain Marvel with an Excellent understanding of the divine inter-actions with the mortal world
Wisdom of Solomon: When drawing upon the Wisdom of Solomon, Captain Marvel gains the Monstrous ability to recall knowledge and facts that he otherwise shouldn't or wouldn't know.

ROLE-PLAYING NOTES:

CAPTAIN MARVEL (PRE-CRISIS)

HISTORY:
The Pre-Crisis Captain Marvel did not live on Earth-1, with the rest of the DC Heroes – rather, he was the premier hero of Earth-S – guarded against the likes of Doctor Sivana and Mr. Mind, by the Marvel Family alone. Otherwise, the Pre-Crisis Captain Marvel was very much like his modern counterpart, albeit, operating on the higher-end, Pre-Crisis power-level. As the World's Mightiest Mortal, Captain Marvel's power was comparable to the near-indomitable physical strength of the Pre-Crisis Superman (See entry for: Superman: Pre-Crisis).
A battle between the two was set up to finally decide things, when Black Adam conspired with the Wizard to pit the two heroes against each other. Superman defeated his rival, but as the bulk of the battle occurred on Earth-1 – Superman's home – Captain Marvel was weaker than he would have been on Earth-S – his own home universe.
On the other hand, during the Crisis itself, the Pre-Crisis Supergirl (See entry for: Supergirl: Pre-Crisis) engaged the entire Marvel family on their home world, suggesting that the power difference was consistent in both universes. In any case, Pre-Crisis Captain Marvel is far more powerful than his modern counterpart.

CAPTAIN MARVEL JR.

STATISTICS:

F AM(50)
A AM(50)
S UN(100)
E UN(150)
R EX(20)
I EX(20)
P RM(30)
Health: 350 **Str:** 90
Karma: 70
Resources: GD
Popularity: AM
Height: 5'10"
Weight: 165 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Freddy Freeman
Occupation: Adventurer, Student
Legal Status: Citizen of the United States with no criminal record, still a minor
Identity: Freddy Freeman's identity as Captain Marvel Jr. is not known to the general public
Place of Birth: Fawcett City
Marital Status: Single
Known Relatives: None
Base of Operations: Fawcett City
Present Group Affiliation: The Teen Titans, Young Justice

KNOWN POWERS:
Magic Lightning: Speaking Captain Marvel's name transforms Freddy into Captain Marvel Jr. and back. The bolt causes Unearthly Energy damage to anyone else struck by it
Invulnerable: Amazing resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
Flight: Unearthly speed in atmosphere, CL 3000 in space
Hyper Speed: As Captain Marvel Jr., Freddy can run at Amazing speeds.
Cosmic Awareness: Captain Marvel Jr.'s has Excellent understanding of the divine interactions with the mortal world
Wisdom of Solomon: When drawing upon the Wisdom of Solomon, Freddy gains the Monstrous ability to recall knowledge and facts that he shouldn't or wouldn't know.
NOTE: Freddy Freeman shares the power of Captain Marvel with Billy Batson (Captain Marvel), and his sister Mary Bromfield (Mary Marvel); for every member of the Marvel Family whose powers are activated, each of the others suffers a –1CS penalty to their physical abilities and all powers.

ROLE-PLAYING NOTES:

CAPTAIN MARVEL JR.

HISTORY:
Freddy Freeman was born in a New England fishing town, and lived with his parents David and Rebecca Freeman and his foster brother, Tim Karnes. When their parents perished in a boat accident, Freddy went to live with his maternal grandfather, Jacob, while Tim passed through a series of foster homes. By the time Freddy was a teenager, he lived in Fawcett City and attended the Binder School, the same as Billy Batson. There, Freddy was a popular athlete and honors student.
He and his Grampa Jacob were on a fishing trip on Fawcett Bay when Captain Marvel confronted the villain Captain Nazi nearby. When the defeated Captain Nazi plunged into the waters of the bay near their boat, Jacob and Freddy attempted to assist him, not knowing who he was. The Nazi villain repaid their efforts by attacking them, leaving Freddy seriously injured and his grandfather in a coma. Captain Marvel brought them both to a hospital, where he learned Freddy had a severely broken leg and damaged spine, and would likely never walk again. He and Mary Marvel took the injured Freeman to the Rock of Eternity and persuaded the wizard Shazam to impart a portion of their power to him. Regaining consciousness, Freddy saw Captain Marvel and said his name. Suddenly, a bolt of magic lightning struck, transforming him into Captain Marvel Junior! After his grand-father died, the newest Marvel went after Captain Nazi for vengeance, and the other Marvels were forced to intervene to stop Junior from killing him. The Nazi criminal has been Junior's nemesis ever since that humiliating defeat. Although the Power of Shazam saved Freddy's life, his mortal form remained crippled: he can walk only with the aid of cane or crutch, his formerly broken leg still too weak to support him.

CARCHARODONTOSAURUS

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 180 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -15
Height: 18' (average)
Length: 43' (average)
Weight: 7 to 9 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Carcharodontosaurus saharicus* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: South America
Marital Status: Inapplicable
Base of Operations: Pre-historic South America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Amazing edged damage.
Tail: Monstrous blunt damage
Stomp: Monstrous blunt damage
Tracking: Incredible

ROLE-PLAYING NOTES:

CARCHARODONTOSAURUS

HISTORY:

The Guinness Book of World Records nominee, as the largest land predator of all time, the African *Carcharodontosaurus saharicus* was actually edged out of the number one spot by its closely related South American cousin, *Giganotosaurus carolini* – although there was undoubtedly some overlap in size range between the two similar species – but was nevertheless still one of the biggest killers of all time – equal in size or even larger than the biggest specimens of *Tyrannosaurus rex*.

Interestingly, Carcharodontosaurus shared its environment with another one of the other contenders for 'largest land predator of all time' the poorly known *Spinosaurus aegyptiacus* – which might have attained the greatest length (if not weight) of any known theropod.

The presence of two such large predators is unusual, and it is suspected that the top predator of large land game was the huskier carcharodont, while the more lightly built spinosaur was a fish-eater, thus not putting the two into direct competition.

Carcharodontosaurus was similar to Giganotosaurus with its 'shark-like' bladed teeth, set in a long narrow jaw, which would have delivered huge ragged wounds to the titanosaurs (sauropods) that comprised the bulk of its prey.

CARNAGE

STATISTICS:

F IN(40)
A IN(40)
S AM(50)
E AM(50)
R GD(10)
I RM(30)
P TY(6)
Health: 180 **Str:** 47
Karma: 46
Resources: TY
Popularity: -30
Height: 6'1"
Weight: 190 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Cletus Kasady
Occupation: Professional Criminal, Serial Killer
Legal Status: Citizen of the United States with a criminal record.
Identity: Known to authorities
Place of Birth: Brooklyn, New York
Marital Status: Single
Known Relatives: None
Base of Operations: Brooklyn, **New** York
Present Group Affiliation: None

KNOWN POWERS:
Webbing: Carnage's living costume provides him with a renewable source of material which he can use as webbing. He can fire Amazing strength webbing which clings to targets with Incredible rank. As long as the webbing is still connected to Kasady's costume, he can manipulate the strands as if they were part of his body. Once separated from Kasady, the webbing dissolves in 5-50 minutes. The costume can supply enough webbing for an attack every third round (it reabsorbs web-strands when Kasady is traveling by swing-lines and hence can travel indefinitely in such a manner). If the costume is taxed beyond this limit, it takes Good damage see below for the effects of this damage.
Claws: Excellent Edged damage
Object Creation: Carnage can create weapons from his symbiote's which he can hurl for Remarkable Edged damage.
Spider-Sense Immunity: Kasady's costume cancels Spider-man's Combat Sense. Not only does this allow Brock to blindside Spider-Man, but it penalizes Spider-Man –2CS on Dodge and Evasion maneuvers.
Skin Armor: although it is not known how, Kasady's costume provides him with Typical protection against blunt physical damage.
Elongation: Carnage can stretch his limbs with Excellent ability.
Symbiote: All of Carnage's powers come from the symbiote that Kasady wears as a costume. The costume can alter its size and color at Kasady's desire, dressing him in any style he prefers. Characters adjacent to Carnage may attempt to target the costume itself at –4CS. The costume has Remarkable resistance to both blunt and edged physical attacks, but none against energy attacks. It has 25 points of Health and automatically recovers 6 points of Health each round it is injured. If it is taken below 0 Health,

the costume is 'unconscious' for 1-10 hours. The costume is psionically bound to Kasady, but if he is deprived of it, he has the following statistics:

F(GD) A(GD) S(GD) E(EX)
Health: 50

Weaknesses: Carnage's costume is vulnerable to certain attack forms. It suffers +3CS of damage when attacked by sonics, and +1CS when confronted with fire. If some-one attempts to psionically sever the bond between Kasady and the symbiote, it would prove to be difficult (Amazing strength bond) but any damage to the bond is taken by Kasady

ROLE-PLAYING NOTES:
Cletus Kasady is such a total, over-the-top psychopath, he doesn't really even qualify as a serial-killer, so much as an out and out, homicidal maniac, attacking and slaughtering literally anyone he comes across. Carnage has occasionally partnered with other psychopaths on murderous rampages, but despite any pretense of camaraderie, Carnage will happily, even eagerly turn on any erstwhile 'teammates', killing them just as readily as anyone else. He has demonstrated few other personality traits since becoming Carnage.

HISTORY:
Carnage was once a serial killer known as Cletus Kasady, and became Carnage after merging with the offspring of the alien symbiote called Venom during a prison breakout. The symbiote amplified his psychotic nature making him even less mentally stable than he had been previously, and therefore even more dangerous. An interesting note is that, unlike Venom, Carnage is a singular entity, referring to himself as "I" instead of "We", because the symbiote has actually merged into Kasady's bloodstream. Carnage is also the "father" of Toxin. A note on his childhood: Cletus' father killed his wife (Cletus' mother) because she tried to kill Cletus. Cletus then testified in court against him, saying that he killed her for no reason, causing his father to be condemned to die by the electric chair as punishment.
It is also unclear on Cletus' relationship with his mother, as he seems to have had feelings for her, causing him to dig up her grave at the end of his massacre through New York. He also revealed that he killed his grandmother when he was younger, pushing her down a flight of stairs. Since the alien symbiote adapts to the host's personality, the Carnage symbiote is affected by Kasady's insane mind and lust for destruction.
Kasady has been separated and re-attached to the symbiote multiple times, and the Carnage symbiote has occasionally attached itself to other hosts, including the Silver Surfer, Ben Reilly (the Scarlet-Spider, a clone of Spider-Man), and Doctor Octopus. Venom later attempted to absorb the Carnage symbiote for good, a period during which Kasady retained the Carnage persona by costuming himself in red paint and continuing his killing sprees (albeit as a powerless human). This was short lived, however, as Kasady coincidentally found an exact replica of the symbiote in the Negative Zone. As to whether or not the symbiote is a separate entity, "permanently" bonded, or his own blood mutated, has not been revealed. The symbiote once chose to leave Kasady and bond with Ben Reilly. Kasady, without the symbiote, rapidly aged and his body quickly deteriorated. In this state, Kasady was barely able to function, having a hard time operating a sink, let alone being a threat. The symbiote bonded with him again in time to save his life, regenerating his health. When the symbiote abandoned him yet again, this time to join with the Silver Surfer (transforming him into the Carnage Cosmic), Kasady was left dying from an accelerated form of stomach cancer (apparently a side-effect of the symbiosis, also suffered by Eddie Brock, the original Venom). However, when Venom ate the symbiote, he did not deteriorate, indicating that perhaps some fragments of the symbiote were left behind (enough to sustain him but not enough to form the costume). This may be backed up by the fact that Kasady seemed to retain at least some enhanced strength.
Later, Venom and Spider-Man had to team up to stop Carnage. During this time, it was revealed that the symbiote had become a part of Kasady's blood and was irremovable from him. Kasady only needed to be cut for the symbiote to flood out to become Carnage once again. Unlike Venom, Carnage had become less vulnerable to the high-pitched sounds, which would normally stop Venom, however he was still vulnerable to intense heat.
Recently, Carnage was one of many super-villains trying to escape from the Raft. He tried to kill couple helpless civilians who were there to meet another inmate – the hyper-powerful being called the Sentry, who then intervened and flew Carnage outside of the Earth's atmosphere, where he ripped him apart. Kasady was presumably killed and has not been seen since.

CATWOMAN

STATISTICS:

F RM(30)
A IN(40)
S GD(10)
E EX(20)
R RM(30)
I IN(40)
P RM(30)
Health: 100 **Str:** 7
Karma: 100
Resources: EX
Popularity: 2
Height: 5'7"
Weight: 125 lbs.
Eyes: Green
Hair: Black

BACKGROUND
Real Name: Selina Kyle
Occupation: Professional Criminal, former prostitute
Legal Status: American citizen with a criminal record
Identity: Secret
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: Magdalene (sister)
Base of Operations: Gotham City, New York
Present Group Affiliation: None

KNOWN POWERS:
Talents:
Martial Arts A, B, Acrobatics, Whips, Escape Artist, Thief, Animal Handling, Climbing
Equipment:
Claws: The Claws on Catwoman's gloves do Good Edged damage
Cat-Rope: Catwoman's Cat-Rope is made of Remarkable strength material
Whip: Catwoman's Whip is made of Excellent strength material, and does Good slashing damage figured on the Blunt attack column. It also provides an Excellent Grappling attack and allows her to attack adjacent targets up to 1 area away.
Cat Costume: Catwoman's costume combined with her Cat-Burglar skills provides her with the equivalent of Typical Blending ability

ROLE-PLAYING NOTES:
Catwoman is much like her namesake - she is sensuous, flirtatious, and temperamental. She enjoys the challenge and thrills of her chosen profession, as well as playing "cat-and-mouse" with both the police and the heroes trying to stop her.
Catwoman is territorial and will ruthlessly defend those she cares about, while also sharing some of her ill-gotten gains with those in need.

CATWOMAN

HISTORY:

Selina Kyle learned life's harshest lessons early on. Her mother preferred spending time with her cats to anyone else, and committed suicide when Selina was only a child. Her abusive, alcoholic father drank himself to death not long thereafter. Selina was separated from her sister Magdalene (Maggie) and placed in the Sprang Hall Juvenile Center—a corrupt and abusive state home for girls—while Maggie went to an orphanage.

At age 13, Selina discovered Sprang Hall's administrator was embezzling funds and confronted her. Attempting to cover up the crime, the administrator put Selina in a sack and dropped her in the river to drown, but she managed to escape. Breaking into the hall, she stole documentation of the embezzlement, which she used to blackmail the administrator into erasing all record of "Selina Kyle" before stealing her diamond necklace and disappearing into the alleys of the East End of Gotham. There, Selina found refuge with Mama Fortuna, the elderly leader of a gang of child thieves. She learned to sneak and to steal, but tired of the way "Mama" treated "her children" and ran away.

Selina became a capable thief and cat burglar, known in Gotham's East End for sharing some of her take with the desperate and downtrodden. She learned martial arts from "the Armless Master" at a back-alley dojo and studied boxing with heavyweight champ Ted Grant (Wildcat). While posing as a dominatrix to gain information about potential targets, Selina acquired and learned to wield a cat-o'-nine-tails, which she held on to as a keepsake. It later helped inspire her career as the costumed "Catwoman," using her gymnastic and fighting skills as a cat burglar in Gotham City. The police could not catch her, but Batman was a different matter.

Sparks flew between Catwoman and Batman right from the beginning. He attempted to convince Selina to give up her life of crime, and she was tempted (and even tried) on a number of occasions, but circumstances and the lure of the excitement and challenge of her criminal life always pulled her off the straight-and-narrow.

CAVEWOMAN

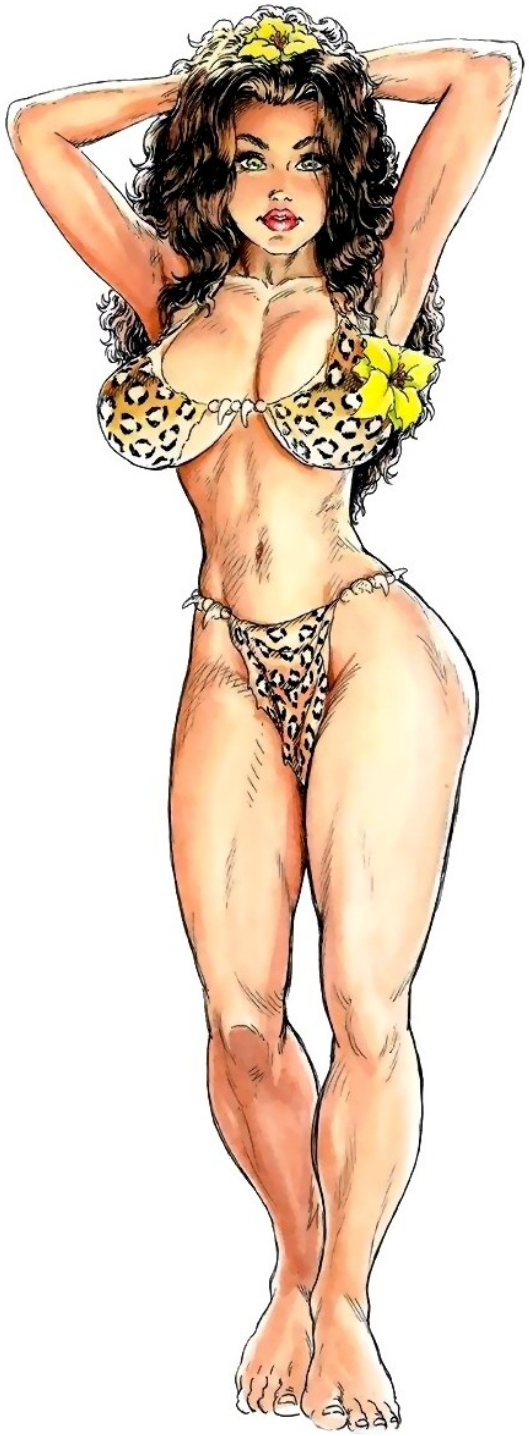
STATISTICS:

F RM(30)
A IN(40)
S EX(30)
E RM(30)
R RM(30)
I RM(30)
P RM(30)
Health: 130 **Str:** 25
Karma: 90
Resources: PR
Popularity: GD
Height: 5'8"
Weight: 350 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Merium Cooper
Occupation: Adventurer
Legal Status: American citizen with no criminal record
Identity: Publicly known
Place of Birth: Marshville
Marital Status: Single
Known Relatives: Francis Reicher (Grandfather deceased), Lumpy Cooper (Cousin)
Base of Operations: Marshville, Oregon (Modern and Cretaceous)
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Merium's enhanced physiology gives her Excellent protection against physical attacks and Good protection against energy attacks.
Enhanced Senses: Amazing sense of Smell, Hearing; Excellent Vision
Tracking: Amazing
Vine Swinging: Amazing ability to travel through the trees. Merium may apply this ability to ropes and grappling hooks in an urban environment.
Animal Empathy: Monstrous ability to communicate with dinosaurs and giant gorillas

Talents: Wilderness Survival, Knives, Archery, Swimming, Wrestling, Martial Arts A, Animal Handling (Dinosaurs, particularly T. rex)



Equipment:
Knife: Good Edged damage

ROLE-PLAYING NOTES:
Merium is a bit naive which to the ways of civilization, which is natural enough considering she was raised in a prehistoric jungle. Likewise she is also free of the pettiness of modern society, and is nakedly open and honest, as well as being quite brave and selfless. She has had a lot of tragedy in her life, but remains a cheerful soul, who loves both people and animals, particularly dinosaurs and giant apes.

CAVEWOMAN

HISTORY:

Meriem Cecilbie Cooper was born in July 1980 to parents Robert Adam Cooper and Gail Nicole Reicher, in the town of Marshville, Oregon. After Robert died of unknown causes, Gail turned to drugs, which leads her to fall in with an unsavory group of men. Eventually wanting to sever her ties with this group for Meriem's sake, Gail sought the help of Meriem's scientist-inventor AND time-traveler, grandfather, Francis Peacock Reicher, affectionately called 'Gramp' who demonstrates seemingly superhuman abilities, in rescuing Meriem and taking her away on a hovercycle from the future.

At Gramp's laboratory, Meriem discovers his time machine and a body-enhancing device that allows a living being to survive the physically dangerous process of traveling through the time stream. It is here that she first met Klyde, Gramp's 15-foot-tall lab gorilla who had been accidentally altered by the body enhancer. Gramp however, was on the run from a secret branch of the government and, after enhancing Meriem as well, he, Meriem and Kylde escaped through time back to the age of dinosaurs.

Gramp was eventually killed by a Tyrannosaurus leaving Merium to fend for herself in the prehistoric jungle. Growing into a buxom 19-year-old bombshell, Meriem had lived in the local jungles naked (minus her hunting weapons), savage, happy, and free. Dinosaurs learned to fear her. Meriem eventually reunited with Klyde, and returned to the cave where she and Gramps had settled down. Not wanting to be a naked savage anymore, she eventually made a jungle bikini (with dinosaur teeth hanging on the strings) out of a leopard-printed snakeskin blanket. She also avenged her grandfather by slaying the T. rex responsible for killing him, but rescued two Tyrannosaurus hatchlings from Velociraptors. One of the two, which she named 'Harmony' became Meriem's companion while its litter-mate, named 'Peace' became her enemy.

Fluctuations created by Gramps time-machine eventually created over-laps in the time-stream, transporting Meriem and parts of her prehistoric jungle into modern cities, and vice-versa. She has also been recently visited by Gramp's ghost

CELESTIALS

BACKGROUND

The Celestials are an enigmatic, star-faring race of extra-terrestrial giants who manifest their energies inside of physical shells, appearing as immense suits of armor. Standing two-thousand feet or more, Celestials are born from the energies of entire collapsed galaxies, and wield untold cosmic power.

Very little is known about the true nature of the Celestials, although they are known to have a special bond with Eternity, and will act upon his will, but the scope of this relationship is unrevealed. They have also participated in many of the gatherings held by the abstract beings of the cosmos, often to receive rulings from the Living Tribunal, and have been active combatants in cosmic level conflicts.

What is also known is that, prior to modern times, the Celestials have visited the Earth at four different periods in the Earth's past, each time altering the course of history.

The First Celestial Host came to Earth approximately one million years ago to perform genetic tests and experimentation on Earth's highest lifeform, the nascent human being. Testing the versatility of human genes, the First Host created two sub-species of humanity, the Eternals and the Deviants. Their sole legacy to the mainstream human race was the implantation of a dormant DNA complex which would one day permit benevolent mutations.

The Second Celestial Host came to Earth approximately twenty-five thousand years ago to inspect the results of their first visit. Finding the direction of Deviant technology counter productive, the Celestials destroyed the Deviants' major stronghold, Lemuria.

Repercussions of that destruction caused tectonic plate shifting that eventually contributed to the sinking of the continent of Atlantis.

The Third Celestial Host arrived on Earth one thousand years ago to inspect the progress of the human race. Their landing site was arranged by the Eternals working in conjunction with the Incas of Peru. The Third Host was met by a contingent of Earth's mythological gods, including Odin of the Asgardians and Zeus of the Olympians, who challenged the Celestials' right to interfere in Earth's affairs. The Earthly gods, however were no match for the Celestials, and the outcome of that encounter was that all of the major races of the gods swore to forego their active involvement in the destiny of mankind.

The Fourth Celestial Host arrived in recent years in order to judge mankind's worthiness now that the dormant DNA complex for benevolent mutations had become activated by the worldwide increase in radiation levels. The Celestials deemed humanity fit to survive, after a group of twelve human beings representing the great accomplishments were presented

to them as an offering by the Elder Goddess Gaea. It is not known how may Celestials there are in existence. Even the number of Celestials on Earth in the Fourth Host is a mystery. Nine were known by name and function, while others were glimpsed but not identified. The Fourth Host was led by the Celestial known only as The One Above All, who remained aboard the orbiting mothership during the entire say on Earth. The head of the landing party was Arishem.

However, it is known that the Celestials have visited many other worlds in order perform genetic experimentation. For example, the Skrulls are known to be a result of Celestial experimentation. The Celestials have returned to judge many of these worlds, and Earth is apparently the only one of these that they judged favorably and hence did not destroy for posing a potential menace to the universe.

There have only been indications of the full scope of the Celestials' power. Each member of the Fourth Host withstood a full frontal attack by the collective power of the Eternals and the Asgardians. Arishem has been shown to have sufficient power to permanently seal dimensional portals to the godly realms.

Another indication of the Celestials' power is that when the Fourth Host left Earth, they eradicated all evidence of their recent and past presence from the minds and records of mortal men. Only the Eternals, Deviants, dimensional gods of Earth, and a handful of human beings are now aware of their existence and remember the nature of their visits.

ARISHEM

STATISTICS:

F	MN(75)
A	TY(6)
S	CL3000
E	CL3000
R	CL1000
I	CL1000
P	CL1000

Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed
Eyes: Unrevealed (perhaps inapplicable)
Hair: Unrevealed (perhaps inapplicable)

KNOWN POWERS:

Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial
Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.
Invisibility: (Telepathic): The Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.
Invulnerability: CL3000 rank protection against physical or energy attacks.
Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.
True Flight: CL5000 rank

Internal Defenses: Each Celestial is inhabited by a variety of defensive organisms. These function like anti-bodies to attack invaders.
Fliers: These green, winged hectapoids possess the following powers:

*F(GD) A(GD) S(RM) E(RM)

**Plasma Generation:* Remarkable rank

**Winged Flight:* Excellent
Acid Swarm: when these pink and purple saucers attack in masse, they possess the following powers:

*F(MN) A(GD) S(UN) E(GD)

**Acid:* Excellent rank Replicoids: These are clones that resemble anyone the Celestial desires to imitate.

Specialized Replicoids can be created for any purpose; these are often used as emissaries. Replicoids have these powers:

F(RM) A(EX) S(EX) E(EX)

Invulnerability: Excellent rank

Talents: Arishem has in his palm the formula he uses to decide whether a race will live or die.

ROLE-PLAYING NOTES:
Arishem is the first Celestial to visit a planet when the time for judgment occurs. If he decides against a race, he summons Exitar to destroy the race. Arishem has in his palm the formula he uses to decide whether a race will live or die. Arishem has led all Four Celestial Hosts on Earth, as well as Fourth Host on the planet called Pangoria (judged unworthy of life) and a Fifth Host on an unnamed planet in a distant galaxy. He was also the leader among the delegation of Celestials who waged war on the Watchers in an unknown galaxy

DREAMING CELESTIAL

STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2600
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (Approximately)
Weight: Unrevealed
Eyes: Unrevealed (perhaps inapplicable)
Hair: Unrevealed (perhaps inapplicable)

KNOWN POWERS:
Biophysical Control: CL2000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial
Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.
Invisibility: (Telepathic): The Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point, the Celestial becomes visible.
Invulnerability: The Dreaming Celestial has CL3000 rank protection against physical or energy attacks.
Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.
True Flight: CL5000 rank

ROLE-PLAYING NOTES:
A renegade Celestial who, during the Second Host, committed a crime "against life itself" (which was in fact murdering another Celestial) and was exiled by his brethren. His spirit was ripped from his body and placed in a device known as the Vial, which was sealed under the Diablo Mountains in California. He slept there until the Deviant Priestlord Ghaur discovered the Vial and drank the essence of the

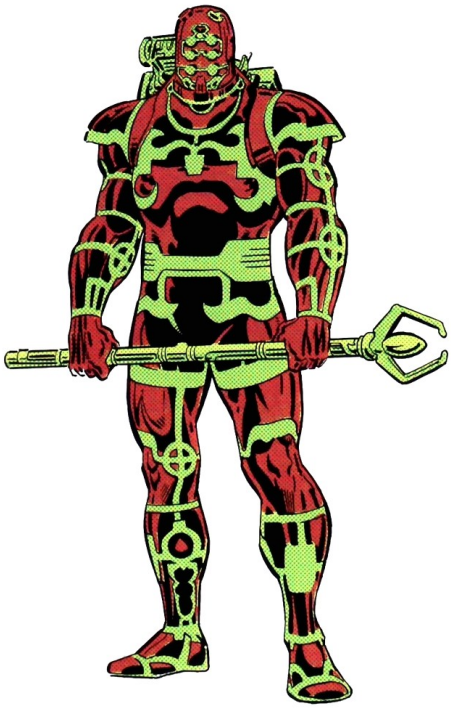
Dreaming Celestial, giving him the height and power of a Celestial. The Dreaming Celestial took advantage of this opportunity and began mentally controlling Ghaur in order to be freed. An intervention by the Avengers and the Eternals led to the plan's downfall and the Vial was sealed once more.

The Dreaming Celestial, while still trapped in his Diablo Mountain prison, sensed the rebirth of *Ghaur* and caused an Earthquake while tossing and turning uncontrollably in his "bed."

After the events of Heroes Reborn, the Dreaming Celestial found a loophole out of his prison and into the Heroes Reborn Universe. There, he learned the Celestial Ashema guarded this Pocket Universe and that the only way out was through her. However, he found himself opposed by Dr. Doom, Lancer, Technarx, and several other heroes. Eventually The Dreaming Celestial captured Ashema and escaped to our Universe, where he was finally thwarted by Doom and the Fantastic Four.

He awoke again in an alternate future (as seen in *Fantastic Four* #339-340) and turned the world-devourer Galactus into a weapon that would consume the entire Universe, enabling him to become the Nucleus and Founder of a new, darker reality. However, the Fantastic Four, Thor, Iron Man and the Shi'ar race were able to avert this by causing Galactus to consume the Renegade.

ESON



STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:

Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent

Clairvoyance: CL1000 rank

Energy Control (all forms): CL2000 rank

Energy Emission (all forms): CL2000

Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial

Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.

Invisibility: (Telepathic): The Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.

Invulnerability: CL3000 rank protection against physical or energy attacks.

Self-Duplication: Each Celestial is able to simultaneously coexist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.

Telepathy: They possess CL 3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.

True Flight: CL5000 rank

Internal Defenses: Each Celestial is inhabited by a variety of defensive organisms. These function like anti-bodies to attack invaders

ROLE-PLAYING NOTES:

Eson is the first Celestial to visit a planet. He arrives when life there has yet to evolve into intelligence.

EXITAR

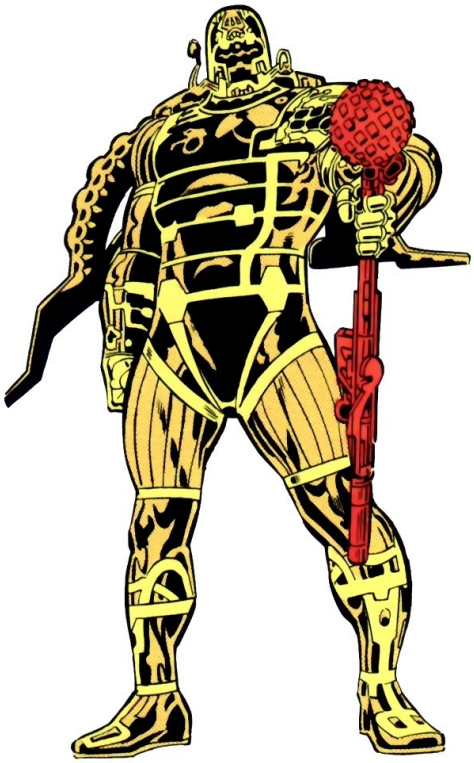
STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 3000
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 20,000' (approximately)

KNOWN POWERS:
Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial
Force Field: CL3000 rank
Disintegration: CL5000
Lifeform Creation: CL5000
Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the Celestial's outer shell
Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point, the Celestial becomes visible.
Invulnerability: CL3000 protection against physical or energy attacks.
Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separate locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds at once. No two duplicates ever coexist in the same region.
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.
True Flight: CL5000 rank

ROLE-PLAYING NOTES:
Exitar is an enormous Celestial that appears on a world if Arishem has condemned it. After a short period to gather his energies, Exitar acts. First, he throws a force field around the planet, then he exterminates the condemned race. Once that is accomplished, he cleanses the world and rebuilds it in order that other life may flourish there. Obviously, Exitar's destructive power goes far beyond the scope of any one planet (as does all Celestials) and it may be possible that he performs this function on a much larger scale. While Exitar appears to be the most powerful known Celestial, he simply acts as any other member of the Host performing his specific function.

GAMMENON



STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:
Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be

removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial

Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.

Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.

Invulnerability: CL3000 rank protection against physical or energy attacks.

Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.

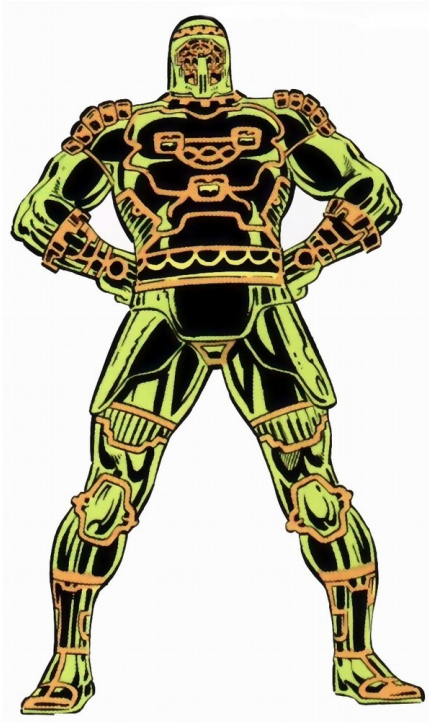
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.

True Flight: CL5000 rank

ROLE-PLAYING NOTES:

Gammenon has the CL1000 ability to transform targets into 'lifeseed-capsules.' He stores these blocks on the end of his rod. Living organisms thus transformed remain in suspended animation until the capsule is retransformed into those beings' original shapes.

HARGEN



STATISTICS:

F	MN(75)
A	TY(6)
S	CL3000
E	CL3000
R	CL1000
I	CL1000
P	CL1000

Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:

Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent

Clairvoyance: CL1000 rank

Energy Control (all forms): CL2000 rank

Energy Emission (all forms): CL2000

Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial

Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.

Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.

Invulnerability: CL3000 rank protection against physical or energy attacks.

Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.

Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.

True Flight: CL5000 rank

ROLE-PLAYING NOTES:

Hargen appears along with the rest of the Celestial Host. Hargen collects the data that Nezar uses to determine the probable futures of the lifeforms under examination.

JEMIAH

STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:

Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent

Clairvoyance: CL1000 rank

Energy Control (all forms): CL2000 rank

Energy Emission (all forms): CL2000

Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial

Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.

Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.

Invulnerability: CL3000 rank protection against physical or energy attacks.

Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.

Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.

True Flight: CL5000 rank

ROLE-PLAYING NOTES:

Jemiah possesses the CL3000 ability to analyze every possible aspect of a sample lifeform. He acts in concert with Gammenon.

NEZAR

STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:

Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent

Clairvoyance: CL1000 rank

Energy Control (all forms): CL2000 rank

Energy Emission (all forms): CL2000

Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be

removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial

Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.

Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.

Invulnerability: CL3000 rank protection against physical or energy attacks.

Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.

Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.

True Flight: CL5000 rank

ROLE-PLAYING NOTES:

Nezar uses the data gathered by Hargen to determine the probable future of the lifeforms under examination. He has CL5000 accuracy Nezar appears on a selected planet along with Gammenon and Hargen

ONE ABOVE ALL

STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed
Eyes: Unrevealed (perhaps inapplicable)
Hair: Unrevealed (perhaps inapplicable)

KNOWN POWERS:

Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent

Clairvoyance: CL1000 rank

Energy Control (all forms): CL2000 rank

Energy Emission (all forms): CL2000

Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial

Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.

Invisibility: (Telepathic): The Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.

Invulnerability: CL3000 rank protection against physical or energy attacks.

Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.

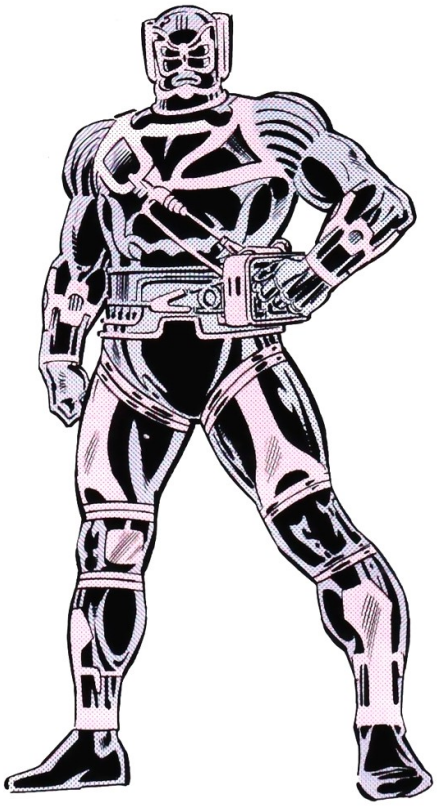
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.

True Flight: CL5000 rank

ROLE-PLAYING NOTES:

This Celestial acts as the coordinator for the rest of the Host. He remains in their base ship while the rest of the Host roam the planet below.

ONEG



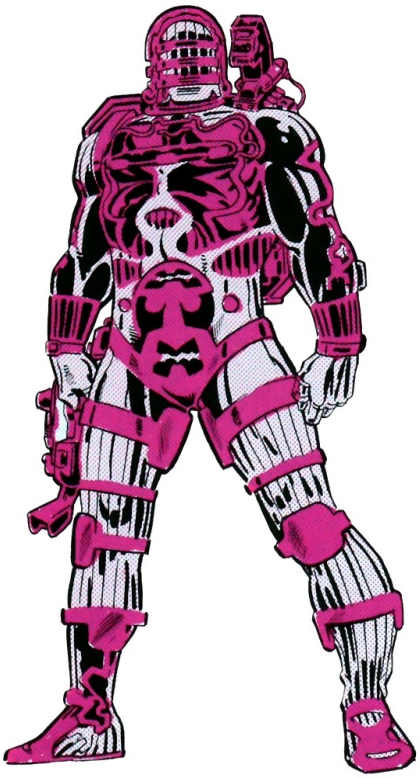
STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:
Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial
Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.
Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.
Invulnerability: CL3000 rank protection against physical or energy attacks.
Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.
True Flight: CL5000 rank

ROLE-PLAYING NOTES:
Oneg appears along with the rest of the Celestial Host. He explores the actual planet rather than the lifeforms there.

TEFRAL



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STATISTICS:

F MN(75)
A TY(6)
S CL3000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:
Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be

removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial
Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.
Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.
Invulnerability: CL3000 rank protection against physical or energy attacks.
Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.
True Flight: CL5000 rank

ROLE-PLAYING NOTES:
Tefral appears along with the rest of the Celestial Host. He studies the surface features of the planet under examination, including the structures built by the dominant race.

ZIRAN

STATISTICS:

F	MN(75)
A	TY(6)
S	CL3000
E	CL3000
R	CL1000
I	CL1000
P	CL1000

Health: 6081 **Str:** 2500
Karma: 3000
Resources: CL3000
Popularity: N/A
Height: 2000' (approximately)
Weight: Unrevealed

KNOWN POWERS:
Biophysical Control: The Celestials have the CL1000 ability to alter genetics and induce mutations, whether overt or latent
Clairvoyance: CL1000 rank
Energy Control (all forms): CL2000 rank
Energy Emission (all forms): CL2000
Immortality: Celestials cannot be slain. If reduced to 0 Health or Endurance, a component can be
removed from their armor that will force them into suspended animation. It would take a total dispersal of atoms to destroy a Celestial
Internal Limbo: The interior of a Celestial appears to be a series of vast chambers recreating weird locations from throughout space. These chambers are apparently larger than the exterior shell of the Celestial.
Invisibility: (Telepathic): Celestials have the CL1000 ability to make mortals ignore their presence. In this way, the Celestials can work undisturbed until their tasks are done. At this point the Celestial becomes visible.
Invulnerability: CL3000 rank protection against physical or energy attacks.
Self-Duplication: Each Celestial is able to simultaneously co-exist in a number of widely separated locations. Each body possesses identical powers. This enables the Celestials to perform their tasks on several worlds simultaneously. No two duplicates ever coexist in the same region.
Telepathy: They possess CL3000 rank Telepathy: this is used solely to communicate with their fellow Celestials. However, some 'leakage' occurs, allowing mortals to discern the Celestial's overall purpose.
True Flight: CL5000 rank

ROLE-PLAYING NOTES:
Ziran appears along with the rest of the Celestial Host. He studies the actions of the chosen race, especially their reaction to the Celestials presence.

CERATOSAURUS

STATISTICS:

F RM(30)
A GD(10)
S IN(30)
E MN(75)
R FB(2)
I FB(2)
P TY(6)
Health: 170 **Str:** 30
Karma: 10
Resources: Not Applicable
Popularity: -10
Height: 10' (average)
Length: 20' (average)
Weight: 1 ton
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Ceratosaurus nasicornis* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Good protection against Physical and Energy attacks.
Claws: Excellent edged damage
Teeth: Remarkable edged damage.
Tail: Incredible blunt damage
Stomp: Incredible blunt damage
Tracking: Amazing

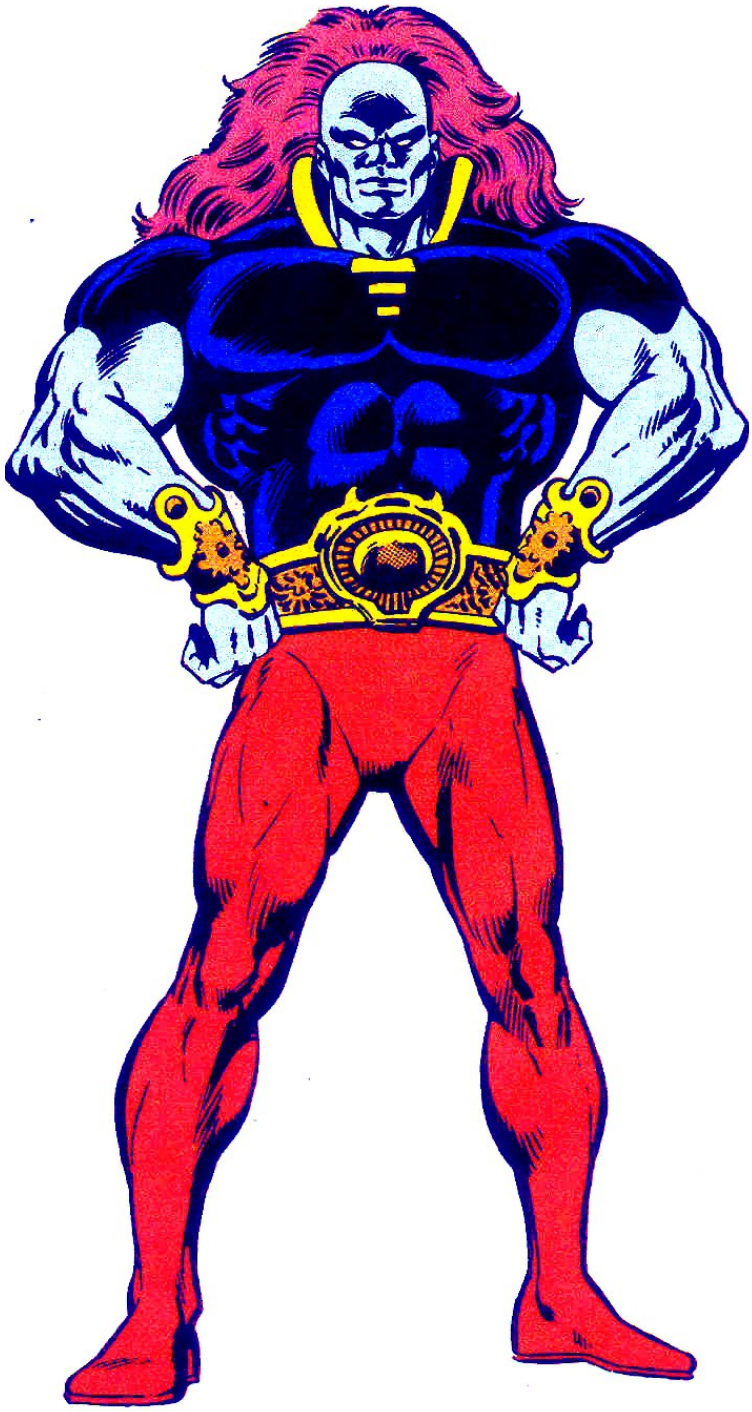
ROLE-PLAYING NOTES:
Big-flesh-eating monster that will chase you and eat you – not much more than that.

CERATOSAURUS

HISTORY:
Ceratosaurus was the most primitive group of large theropods, with thick, yet flat ribs, and four-fingered hands. although this species was smaller than Allosaurus, it has a relatively large head and big teeth.
This famous dinosaur is known for its nose horn. The horn was not a hunting weapon, but some speculate it was used for inter-species head-butting.
Ceratosaurs survived all the way to the end of the Dinosaurs, ruling the southern continent in the form of Carnotaurus.

NOTE: Scientist have found ceratosaur-teeth from an unknown species measuring six inches long, throwing another possible contender in the pot of world's largest meat-eater. Six inches are as long as the type-specimen of T. rex.

CHAMPION OF THE UNIVERSE



STATISTICS:

F UN(100)
A MN(75)
S ShX(150)
E ShX(150)
R GD(10)
I EX(20)
P EX(20)
Health: 485 **Str:** 150/500
Karma: 50
Resources: UN
Popularity: 0
Height: 9'2"
Weight: 2050 lbs.
Eyes: Silver (no visible pupils or irises)
Hair: Red

BACKGROUND
Real Name: Tryco Slatterus
Occupation: Warrior
Legal Status: Unknown
Identity: The Champion's existence is not known to the general public
Place of Birth: The Ancrindo Nebula, in the direction of the Magellanic Clouds
Marital Status: Unknown, presumed single
Known Relatives: All the bipeds of the Thundrax, Baccan, and Velabian solar systems are his offspring.
Base of Operations: Mobile throughout the universe
Present Group Affiliation: The Elders of the Universe

KNOWN POWERS:
Immortality: Champion can never die
Telepathy: Amazing rank
True Invulnerability: Amazing rank
Teleportation: CL1000 rank
Strength Boost: When angry, the Champion will subconsciously draw upon the 'Power Primordial,' the energy released by the Big Bang, to increase his Strength +1CS per round up to a maximum of Shift Z. When Champion formerly possessed the Power Infinity Gem he could push his Strength past Shift Z to CL1000 and higher with a red Psyche FEAT.
Limitations: The Champion has strong psychological inhibitions against killing; thus, although he had not lost in 50,000 matches he was defeated when he tried to kill the Silver Surfer.

TALENTS:
The Champion has all forms of Martial Arts and Wrestling skills

ROLE-PLAYING NOTES:
The Champion's obsession is hand-to-hand combat and his immortal existence has been dedicated to pitting his skills against others. Conversely, as the Champion's particular obsession demands fair and formalized competition, with established rules, he has strong inhibitions against killing

CHAMPION OF THE UNIVERSE

HISTORY:

As with all Elders of the universe, the Champion's origin is lost in the earliest history of the cosmos. He is the survivor of an early intelligent race that evolved in one of the first galaxies to form after the Big Bang. Although his race perished and his native galaxy died as the ages passed, the Champion escaped the fate of his species and fled to other parts of the universe. As one of the few survivors of the earliest period of the universe, the Champion feels a close kinship with the other Elders.

The Champion has devoted his life to contests of physical fighting prowess. His minions scour the universe in search of opponents.

When they find an opponent worth of the Champion's attention, they summon that opponent to the Champion's spaceship for training. Usually, the Champion holds the contest on the opponent's planet – promoting spectator attendance in accordance with local custom. To force opponents to participate, he often threatens destruction of the being's home planet.

The Champion held such a contest on Earth, where he fought Thor, Sasquatch, Colossus, Wonder Man, and the Thing in a boxing contest. Each hero, with the exception of the Thing, lasted less than a round. Despite suffering a severe beating, the Thing lasted three rounds, prompting the Champion to spare the Earth.

The Champion also allied with the other Elders of the Universe in their plot to destroy the World Devourer, Galactus. During this conflict, the Champion fell to the Silver Surfer's cosmic energy beams. As a victory privilege, the Champion revealed the existence of the Elder's plan, despite the fact that his original intention had been to kill the Surfer in order to prevent him from learning of the plot.

The conflict with Galactus also provided the Champion with the Power Infinity Gem, from which the Champion began to unconsciously draw strength until it was stolen by Thanos of Titan. Belatedly realizing the Gem's potential, and now having become dependant upon it, the Champion eventually recovered the Power Gem, becoming an unstoppable juggernaut.

Unfortunately, the Champion's addiction to the Power Gem had caused his natural abilities to deteriorate and he was defeated by the She-Hulk when he agreed to fight her without the Gem. As the conditions of their contest dictated that the Champion no longer use the performance-enhancing Power Gem, the Champion has presumably resumed traditional training methods, and has most likely brought himself back up to top form.

CHEWBACCA

STATISTICS:

F EX(20)
A GD(10)
S RM(30)
E IN(40)
R GD(10)
I TY(6)
P GD(10)
Health: 100 **Str:** 27
Karma: 26
Resources: IN(40)
Popularity: GD (Amazing among Wookies)
Height: 8'
Weight: 450 lbs
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Chewbacca
Occupation: Adventurer, Pilot, Rebel Freedom Fighter
Legal Status: Wanted for treason by the Galactic Empire
Identity: Publicly known
Place of Birth: Hills of Cimmeria
Marital Status: Married
Known Relatives: None
Base of Operations: Mobile
Present Group Affiliation: Partner of Han Solo, allies with Luke Skywalker, Princess Leia and the Rebel Alliance

KNOWN POWERS:
Chewbacca has no superhuman powers although Wookies are much more powerful than human, giving him the above stats and the following abilities:
Enhanced Senses: Excellent Hearing, Scent, and Eyesight
Cold Immunity: Chewie's thick pelt gives him Good protection from cold.

Talents: Chewbacca is an experienced Pilot, and an expert (+2CS to Reason) on Engine and Hyper-space repair. Chewbacca also has Climbing, and Weapons skills. He understands most space languages, although his limited to his own guttural language for speech.

EQUIPMENT:
Laser Rifle: Chewbacca's Laser Rifle does Amazing Energy damage
Laser Bow-Caster: Chewbacca's weapon of choice is his Laser Bow-Caster whose bolts strike for Incredible Energy damage. Chewie is +1CS to hit with the Laser Bow-Caster

ROLE-PLAYING NOTES:

CHEWBACCA

HISTORY:

CHRISTINE

STATISTICS:

F EX(20)
A EX(20)
S IN(40)
E AM(50)
R TY(6)
I AM(50)
P AM(50)
Health: 130 **Str:** 35
Karma: 106
Resources: Inapplicable
Popularity: -10
Length: 17'6"
Weight: 3510 lbs.
Color: Autumn red

BACKGROUND
Real Name: 1958 Model Plymouth Fury sedan
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Detroit, Michigan
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Libertyville, Pennsylvania
Present Group Affiliation: None

KNOWN POWERS:
Demonic Possession: The demonic force that possesses Christine draws its strength from the devotion of its/her owner. Apparently, a feminine presence, Christine possesses only males, and will act insanely jealous of females. If Christine makes a successful red Psyche FEAT against the victim's Psyche, the demon begins to slowly feed upon their Karma score, leeching a slow-bleed of two points of Karma from the victim per week. During this time, the victim will treat the car as if it was a woman he loves, aggressively defending her, even from friends and loved ones. The victim may attempt their own red Psyche FEAT to escape the possession, but once the demon absorbs all of the victim's Karma, the victim is completely possessed, will act solely as her agent, and will die before leaving her.
**Regeneration:* Christine has Excellent Regeneration abilities that apply one lost point of Health for every tenth of a mile she drives. If damaged beyond the ability to drive this ability is reduced to Feeble and 1 point of Health every six months. This rate can increase if the demon possesses a new victim.
**Hyper-Speed:* Incredible Speed
**Traction:* Excellent ability to maintain traction
**Independent Will:* Besides driving herself, Christine will jealously and violently protect her owner against any affront or danger. If her owner is angered or hurt by anyone, it requires a conscious red Psyche FEAT on the part of her owner to prevent Christine from exacting revenge.
Body Armor: Christine's metal frame gives her Good protection from all Physical attacks.

ROLE-PLAYING NOTES:

CHRISTINE

HISTORY:

Christine was a red and white, 1957 Plymouth Fury, discovered by perpetual teen-aged loser, Arnie Cunningham, a mechanical wizard who falls in love with the old wreck of a car, and buys it from it's creepy, grungy old owner, Despite the vigorous protests of his controlling parents, and the concerned advice of his one and only friend – a popular football player named, Dennis – Arnie plunges obsessively into the restoration of the old Plymouth. Over the following weeks, Dennis becomes more and more concerned as Arnie begins treating the car more and more like a person. Moreover, the normally shy inoffensive Arnie begins to more and more resemble the personality of the previous owner – a mean old bastard named LeBay – who Dennis discovers had died almost immediately upon selling Arnie his car – a man with an unsavory past.

Arnie's morphing personality sent several events into motion – first the deteriorating relationship with his parents, aggravating a situation with a group of former bullies, and – perhaps most significantly – attracting the attention and affection of Leigh Cabot – the prettiest girl in school – who Dennis also has a reluctant crush on. But Dennis is taken out of the equation, after breaking his leg in a game, and being bedridden for the next several weeks.

Throughout it all, the restoration of Christine continues until, in seemingly impossible short order, the old Fury is restored to a near-showpiece – until the group of bullies – led by the thuggish Buddy Repperton – trash the car to junk… and that's when people begin dying.

Within weeks of the vandalism, all three of the hoodlums involved are killed in vicious, murderous, hit and runs – leaving red paint chips in their skin. And during this same period, Christine is miraculously restored as good as new – including the lack of damage from any possible hit and run. Arnie is also confirmed by police to have airtight alibis for the nights of the crimes, and therefore couldn't be involved – unless Christine was driving herself. Arnie's friend Dennis, fresh out of the hospital and hobbled on crutches, suspects the truth – as does Arnie's now-ex-girlfriend, Leigh Cabot – and the two set about plotting the destruction of Christine – as well as succumbing to feelings for each other – an affair that is soon discovered by Arnie, instigating a final showdown with Christine at a secluded local garage, whereupon Leigh and Dennis manage to crush Christine to scrap with a giant sewage disposal truck. Arnie is also killed – in a car wreck with is mother, in the book, struggling with the spirit of LeBay – dying in Christine's driver's seat in the film by John Carpenter.

CIRCE

STATISTICS:

F GD(10)
A GD(10)
S TY(6)
E EX(20)
R RM(30)
I IN(40)
P IN(40)
Health: 40 **Str:** 5
Karma: 110
Resources: UN
Popularity: -10
Height: 5'6"
Weight: 118 lbs.
Eyes: Blue
Hair: Red (occasionally purple)

BACKGROUND
Real Name: Circe
Occupation: Sorceress
Legal Status: None
Identity: Publicly known, although most of the general public believes her to be a mythological character
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Hyperion (father), Perseis (mother), Lyta (daughter), unnamed husband (deceased)
Base of Operations: Mobile
Present Group Affiliation: The Injustice Gang

KNOWN POWERS:
Magic Manipulation: Circe is a sorceress with the Unearthly ability to manipulate magical energies. She may duplicate any number of powers but some of her more common power stunts involve the beguiling of men (who may resist with an Amazing Psyche FEAT), and once the beguilement has been. Accomplished, transforming them into animals. Neither of these abilities works on women

ROLE-PLAYING NOTES:
Circe is obsessed with preventing Hecate's prophecy from coming true, and also with destroying Wonder Woman (whom she believes is connected to the prophecy
Perhaps the only person Circe cares for is her daughter, Lyta

CIRCE

HISTORY:
A devoted priestess of Hecate, Circe was chosen as the vessel for her soul when the goddess began to fade into obscurity and chose to leave the realm of gods and mortals behind, although she also left a cryptic prophecy that she would one day come to reclaim what she had given. Now a godlike sorceress, Circe developed a habit of turning men into animals or animal hybrids known as "bestiamorphs." Circe hated the Amazons' philosophy of peace, and influenced Ariadne to kill Queen Hippolyta's sister Antiope following the split between the Amazons over vengeance against Heracles. Circe dwelled for millennia on the Greek island of Aeaea, served by an ancestral cult of her bestiamorphs. When Wonder Woman visited Greece, Circe believed Hecate's prophecy was coming to pass and the Amazon would claim the goddess' soul from her, robbing her of her immortality. She attempted to destroy Wonder Woman to prevent this, but failed. Since then, Circe has been a foe of the Amazon Princess. She has provoked war among the different pantheons of gods and forged alliances with others - such as Diana's enemy the Cheetah - to gain revenge. She took the lost Amazon tribe of Bana Mighdall and used them to cause strife on Themyscira. She even cast a spell on New York City transforming all male superheroes into bestia-morphs, but Wonder Woman and an alliance of super heroines defeated her. Perhaps her most cunning scheme was posing for a time as Diana's friend Donna Milton, using magic to conceal her identity, making her believe she truly *was* Donna Milton, thus fooling Wonder Woman's Lasso of Truth. She proved too clever for her own good, however. Her Donna Milton persona came to care for Diana as a friend and was able to use Circe's powers to save Wonder Woman from her enemies before Circe was forced to abandon the guise and her scheme. She has continued to empower Diana's enemies and seek means of humbling and destroying Wonder Woman to ensure Hecate's prophecy never comes to pass. Circe is a powerful sorceress, as her Magic Array demonstrates. She's capable of virtually any other spell as a power stunt (given some extra effort) and often employs magical rituals as well. With her Expertise, she can routinely come up with rituals with 18 power points of effect, more with some time and effort

CLOVERFIELD MONSTER

STATISTICS:

F AM(50)
A TY(6)
S ShY(200)
E ShY(300)
R FB(2)
I FB(2)
P FB(2)
Health: 560 **Str:** 200
Karma: 6
Resources: N/A
Popularity: -50
Height: 400' (estimated)
Length: 1000' (estimated)
Weight: Unrevealed
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Unrevealed
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Unrevealed, possibly extra-terrestrial
Marital Status: Not applicable
Known Relatives: None
Base of Operations: New York City, New York .
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Cloverfield Monster's thick hide provides Unearthly (100) protection from Physical and Energy attacks.
Growth: Shift Z. The Cloverfield Monster is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets it may cause Shift Z damage when attacking
Water-Freedom
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Shift Y Blunt damage. The Cloverfield Monster is primarily quadrupial (like a gorilla), and thus may stamp with all four limbs. The creature may stomp with two feet together and cause Shift Z damage.
Hyper-swimming: Remarkable
Tail: The Cloverfield Monster's tail may strike for Shift Z damage.
Parasitical Lice: The Cloverfield monster's scales are crawling with dog-sized, lice, that are armed with claws and mandibles that do Typical Edged damage. When these giant, parasitical arthropods, bite a victim, they are actually planting eggs in the Host's body. The larva burst free within hours – in the case of human-sized hosts, the victim explodes from Remarkable Edged damage from within, when the larvae hatch. The Cloverfield Monster's size renders it immune to any damage from its infestation with these lice-like creatures

ROLE-PLAYING NOTES:
It was never specifically explained but the Cloverfield Monster's rampage was suggested to be a newborn looking for its mother. A reverse Gorgo, so to speak.

CLOVERFIELD MONSTER

HISTORY:
In 2008, New York was attacked by an entirely new giant monster – apparently an alien creature that arrived on Earth in the form (or on the back of) a meteorite that landed in the Hudson River. Growing quickly to the size of a skyscraper, the monster attacked the city. The creature's rampage was recorded for posterity by a video camera found in the wreckage near Central Park. Munitions proved ineffective against the monster and all of Manhattan Island was sacrificed in an all out air-strike, although it is unclear whether this attack killed the monster or just caused it to retreat. In the wake of 'Zilla', Cloverfield was one of the first American Kaiju

COLOSSUS

STATISTICS:

F EX(20)
A GD(10)
S MN(75)
E AM(50)
R GD(10)
I TY(6)
P EX(20)
Health: 155 **Str:** 70
Karma: 36
Resources: PR
Popularity: 10
Height: 6'6" (7'5")
Weight: 250 lbs. (500 lbs.)
Eyes: Blue (Silver)
Hair: Black

BACKGROUND
Real Name: Piotr (Peter) Nikolaievitch Rasputin
Occupation: Adventurer, artist, student, superintendent, farmer
Legal Status: Citizen of Russia with no criminal record
Identity: Secret
Place of Birth: Ust-Ordynski Collective, near Lake Baikal, Siberia, Russia
Marital Status: Single
Known Relatives: Nikolai and Alexandra (parents, deceased), Illyana (Magik, sister), Mikhail (brother, deceased)
Base of Operations: X-Men Mansion, Westchester County, NY
Present Group Affiliation: X-Men, formerly Excalibur, Acolytes

KNOWN POWERS:
Alter Ego: Colossus is a mutant with the superhuman ability to convert the tissue of his entire body into an organic steel-like substance, granting him superhuman strength and a high degree of resistance to bodily harm. This substance, resembling 'organic steel,' is of unknown composition but appears to be analogous to both osmium and carbon steel. He is able to transform into this armor-like state at will (the process is virtually instantaneous) and remain in that form for an as yet undetermined amount of time. Once in his armored form, he remains in it until he consciously wills himself back to normal. If he is rendered unconscious, however, he spontaneously reverts to his normal form. While in his armored state, colossus possesses the same degree of mobility that he does I his normal form.
The process by which Colossus transforms himself to armored form and back again (including his gain of additional mass from an unknown, perhaps extra-dimensional source) remains unknown. Colossus cannot become partially or selectively armored: his body is either entirely converted or not. Even his eyes become steel-like: his eyeballs can withstand and deflect the impact of a .45 caliber bullet.
Colossus is in unusually fine physical health, permitting the transition back and forth from his normal organic flesh state to his armored form to occur with minimal stress on his system.
Body Armor: In his armored form, Colossus is highly resistant to most forms of bodily harm. His armor is capable of withstanding Amazing ballistic penetration, including that of a 110 millimeter Howitzer shell. He could survive a collision with a loaded, one-ton flatbed truck at 100 miles per hour, or an explosion of 450 pounds of TNT.

COLOSSUS

Colossus can survive Monstrous extremes of temperature, ranging from 70 degrees Fahrenheit above absolute zero (-390 degrees F) to approximately 9000 degrees F. However, it is theorized that above the latter temperature, his armored form would begin to melt.

Colossus' armored form cannot rust under normal Earth conditions, and it has Excellent resistance to any type of corrosive substance (like acid). In addition, Colossus has Remarkable resistance to electrical damage or attacks while in his armored form.

Self-Sustenance: Colossus has exhibited a minimal or nonexistent need to breathe while in his armored state. However, it is believed that He could not survive for long in a vacuum.

ROLE-PLAYING NOTES:

As a mutant, Colossus has experienced his share of anti-mutant hatred and bigotry.

HISTORY:

When the original X-Men mysteriously disappeared, Professor X recruited several mutants find them. This new team included Nightcrawler, Storm, Wolverine, and a young Russian named Peter Rasputin. Peter had grown up on a Soviet collective farm and used his powers to aid the group. Once the original X-Men had been located, however, Peter decided to stay in the United States and serve with them.

Colossus' steel body and strength hide a gentle soul. Despite his fighting ability, Peter was once the X-Men most dedicated to Professor Xavier's peaceful dream of mutant/human coexistence. His ideals were shattered by violent events, including his own death and resurrection in battle against the Adversary, the apparent death of his sister, Illyana Rasputin (the New Mutant code-named Magik), and the murder of his parents. He left the X-Men and joined Magneto and his Acolytes for a while, turning to Magneto's stance of a more 'aggressive defense' for mutantkind. Colossus eventually left the Acolytes when they proved to be more interested in violence and domination than an accord with humankind.

Colossus joined Excalibur and has renewed his dedication to peaceful solutions with the aid of longtime friends, Nightcrawler and Shadowcat. He recently returned to the X-Men with the two of them.

CONAN

STATISTICS:

F AM(50)
A RM(30)
S EX(20)
E RM(30)
R EX(20)
I IN(40)
P IN(40)
Health: 130 **Str:** 18
Karma: 100
Resources: GD (AM as King)
Popularity: 20 (50 as King)
Height: 6'6"
Weight: 240 lbs
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Conan
Occupation: King of Aquilonia, Thief, Adventurer, Mercenary, Pit-Fighter
Legal Status: King of Aquilonia, Thief in multiple territories
Identity: Known to the general public of his era
Place of Birth: Hills of Cimmeria
Marital Status: Married
Known Relatives: Zenobia (wife), Conn (son)
Base of Operations: Cimmeria, Aquilonia, Hyperboria
Present Group Affiliation: King of Aquilonia

KNOWN POWERS:
Conan has no superhuman powers; his abilities all derive from skill and his natural strength and endurance.

Talents: Weapons Specialist (Sword), all Martial Arts and Thrown Weapons talents, Axes, Brawling, Climbing, Wrestling, Archery, Equestrian, Thievery, Military Strategist.

EQUIPMENT:
Sword: Conan's Broadsword is made of Remarkable Strength material and does +1CS Edged damage, up to Remarkable
Battle Ax: Conan's battle-ax does Excellent Edged damage, and is made of Excellent Strength material
Dagger: Conan is rarely without a dagger, usually of at least Excellent material Strength, that does Good Edged damage. Conan may throw this dagger up to one area.
Chain Mail: Conan will occasionally wear Chain Mail Armor that provides Excellent protection from Physical and Edged attacks, Conan also sometimes will wear a helmet that provides Excellent protection to his head.

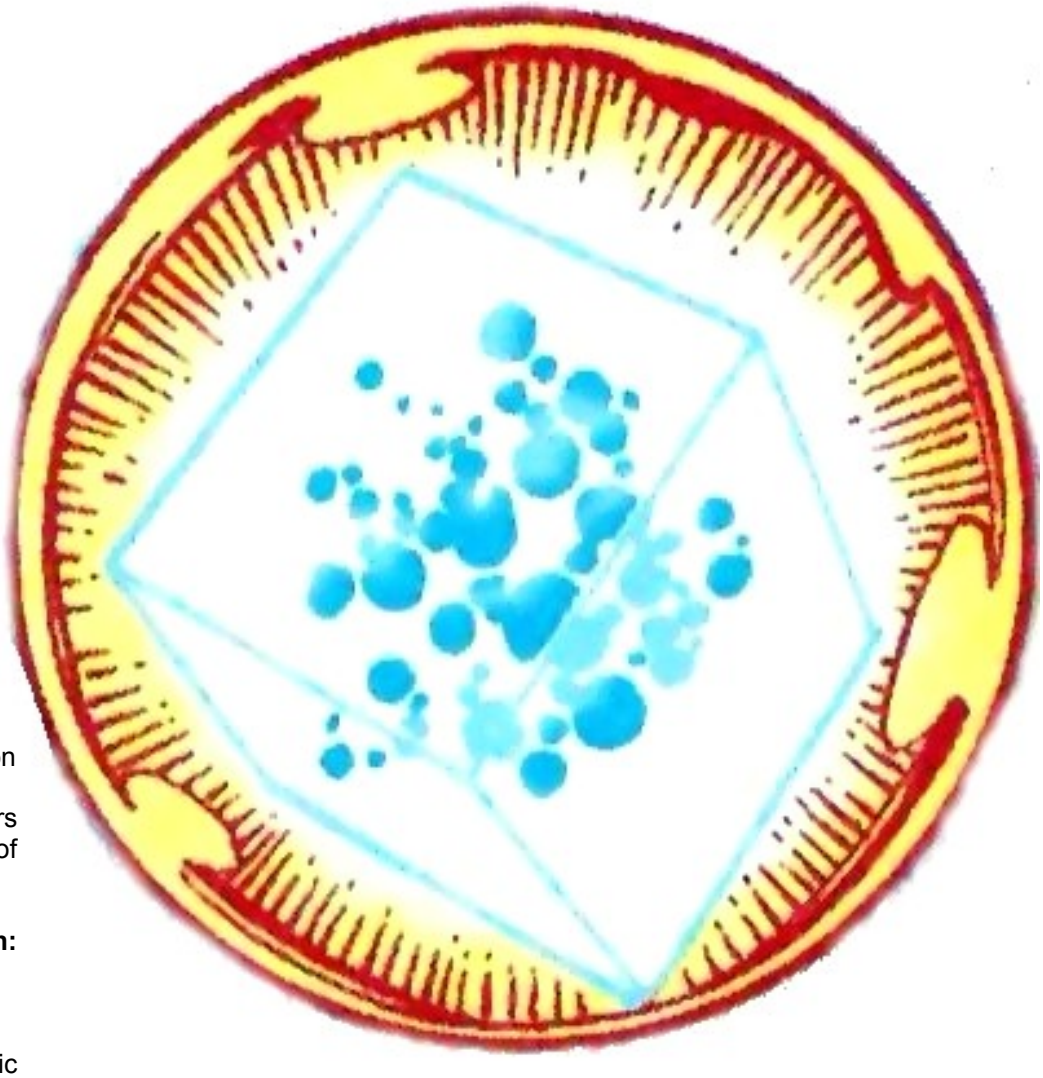
ROLE-PLAYING NOTES:
Conan is the archetype of the sword and sorcery hero – a mightily-muscled, fearless, adventurous, rogue, dedicated to immediate gratification and pleasure, Conan enjoys battle as much as he enjoys the pleasures of women and indulges in both as much as possible. He is capable of unequaled acts of heroism, although his first motive is usually self-

interest. He is loyal to trusted friends, but his smoldering temper and dangerous mercenary lifestyle make these few and far between. As King Conan, he ruled with the simple and honest justice of a barbarian warrior.

HISTORY:

Conan the Barbarian was born into a clan claiming an area in the northwest of Cimmeria. His grandfather was a member of a southern tribe who fled from his own people because of a blood-feud, and after long wanderings, took refuge with the people of the north. Conan himself was born on the battlefield, during a fight between his tribe and a horde of raiding Vanir. There is no record to show when he got his first sight of civilized people - however, at the age of 15, he received his baptism of blood at the siege of the border city of Venarium, between Gunderland and Cimmeria. At that time, though he was far from having attained his full growth, Conan stood six feet tall and weighed 180 pounds. After the siege of Venarium, he returned to his tribe and spent some months with a band of the Aesir, fighting with the Vanir and the Hyperboreans. Captured by the Hyperboreans, he escaped and made his way south into the thief-city of Zamora. At this time, he was about 17. Green to civilization, and utterly lawless by nature, he found the most congenial life that of a professional thief in Zamora and later in the small city-states to the west of that exotic kingdom. Taking service in one of these nameless states with the harried Prince Murilo, he had a taste of fighting as a profession and, being tired of the decadent life of a thief, he set out to explore the rest of the civilized world, with an eye to making it his oyster… an ambition that saw fruit when he eventually seized the throne of Aquilonia, becoming a king by his own hand

COSMIC CUBE



STATISTICS:

F N/A
A N/A
S N/A
E N/A
R N/A
I N/A
P CL1000
Health: N/A **Str:** N/A
Karma: 1000
Resources: CL1000
Popularity: 0
Height: About 3" (average)
Weight: About 8 oz.
Eyes: Inapplicable
Hair: Inapplicable

BACKGROUND
Real Name: Cosmic Cube
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Creation: Cubic Dimension
Marital Status: Inapplicable
Known Relatives: Beyonders (Creators), Kosmos, Shaper of Worlds (Cube Beings, siblings)
Base of Operations: N/A
Present Group Affiliation: Inapplicable

KNOWN POWERS:
Reality Manipulation: The Cosmic Cube provides its wielder with the ability to restructure a section of its surroundings into whatever shape and nature they desire. This power is limited to twice the wielder's Psyche score, up to Class 1000
The Cosmic Cube's Reality Manipulation initially affects a single area but the zone of effect increases by 1 area per turn.
The maximum area of effect is up to a solar system. The effect lasts for two years.
In truth, the restructured area is actually a pocket dimension that overlaps the real, unaffected area. Everything within the immediate vicinity is transferred to this pocket dimension and remains there until the effect ends. As the zone widens, more beings are transported into this pocket universe. Beings already within this region perceive it to be infinite. If they wander beyond the Cube's area of effect, they are automatically transported to the parallel dimension that most resembles the pocket universe. When the effect ends, all beings affected by the Cube's power are safely transported back to their home reality, in locations relative to their previous locations within the pocket dimension.
By using the Cosmic Cube's power directly on themselves, a wielder may use any power they choose, similarly limited to twice their Psyche score up to CL1000 rank. The effects of these powers only exist within the current pocket dimension.
Invulnerability: A Cosmic Cube is formed of Amazing Strength material. If it should be destroyed, all of its effects are instantaneously nullified. At the Judge's discretion, there is also a 1 in 10 chance of CL1000 random effects to the surrounding reality.
NOTE: Limiting a Cube' powers to twice the wielder's Psyche represents the self-imposed restrictions of the pre-sentient Cube itself. In certain cases, these restrictions can be superceded; Dr. Doom used a mechanical device to suppress the Cube's restrictions when he used the Cube to steal the power of Galactus. (a FEAT roll against Galactus' Endurance, which had dropped to CL1000 due to his Hunger).
The being known as 'the Goddess' once utilized a 'Universal Will' to overturn the combined restrictions of thirty Cosmic Cubes, forming a

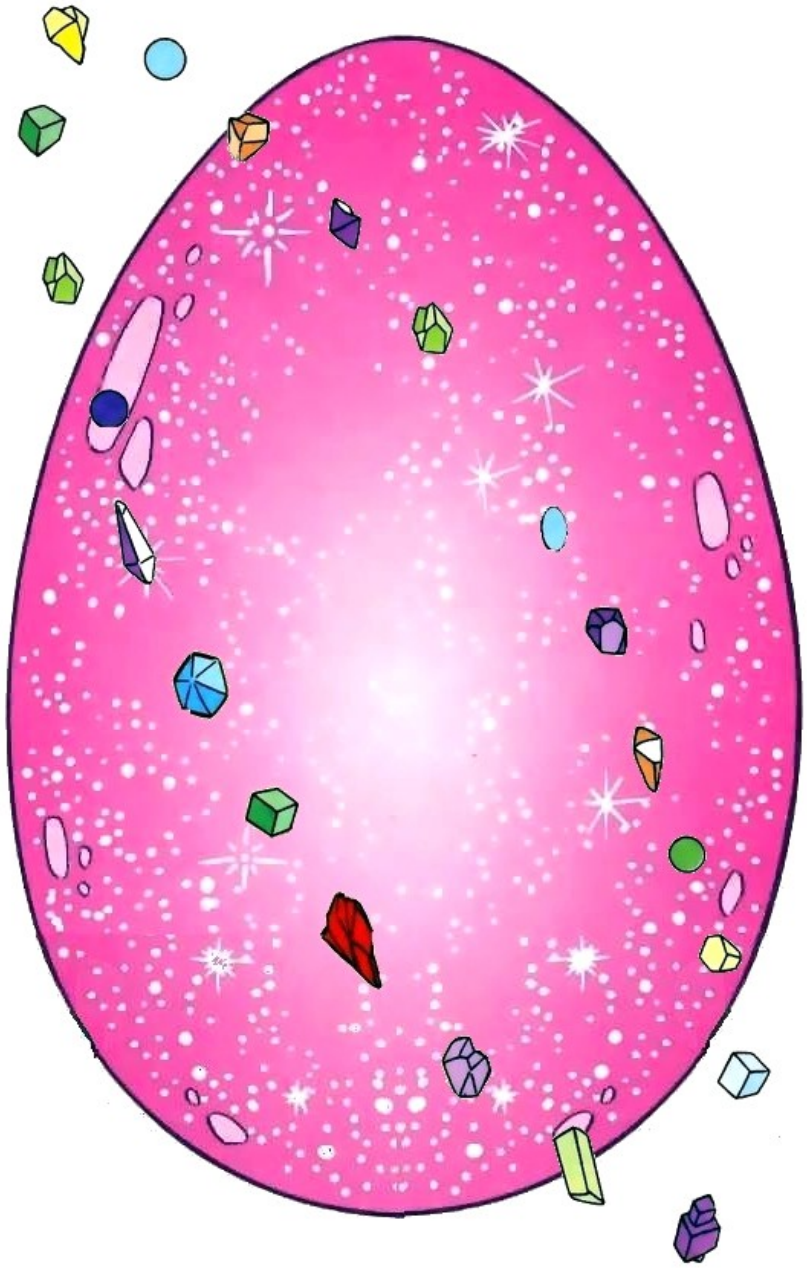
'Cosmic Egg' capable of CL5000-level FEATS. Such high-end FEATs are restricted to a single action and require a Power/Psyche FEAT against CL1000 intensity
The Goddess' evil counterpart, the 'Magus' once combined five Cubes together, raising their abilities up to CL3000.

ROLE-PLAYING NOTES:
Cosmic Cubes are pre-sentient, with certain self-imposed limitations (subject to the GM's judgment), as well as limited by the wielder's own psyche

HISTORY:
A Cosmic Cube is a vastly powerful artifact capable of altering reality in response to the wishes of the being who wields it. A Cosmic Cube is created by forming a 'metasingularity', or gray hole, that serves as an opening to the 'Dimension of the Beyonders' – godlike beings who dwell in a dimension adjacent to the Negative Zone. When the gray hole is opened, an unknown 'X-Element' seeps from this alternate dimension into this one, and is stored in a perfect cube of force, designed specifically to contain it - Cosmic Containment Units, or 'Cosmic Cubes'.
In truth, these Cubes are actually eggs that eventually hatch into cosmic beings capable of manipulating reality, (See entries for: Shaper of Worlds and Kubik). Until it matures, however, a Cosmic Cube is a weapon of vast potential. The limits of a Cube's power are not clearly defined although they are theoretically limited only by the psyche of its wielder. While a Cube's maximum range of effect is generally thought to be roughly equivalent to a solar system, they have been used to overcome (or at least usurp the power of) even beings as powerful as Galactus and Eternity.
The true potential of the Cube as a dangerous weapon was realized when a Containment Unit was acquired by Thanos of Titan, as part of one of his first nihilistic attempts to destroy the universe in his ongoing quest to win the heart of Mistress Death. Thanos utilized the Cube to 'become' the universe, manifesting as a non- physical 'Wraith-form' able to manipulate reality. Recognizing the Cube as the source of Thanos power, it was destroyed by Captain Mar-Vell of the Kree Empire, and the universe was saved.
Five Cosmic Containment units were used by Adam Warlock's evil dark half, the Magus, in a bid to acquire the even more powerful Infinity

Gauntlet – an effort ironically blocked by Thanos himself, now aligned with Adam Warlock. Warlock and Thanos also conspired to save the universe from Warlock's 'good' side – the fanatical being known as the Goddess, who assembled thirty Cosmic Containment units into the near-omnipotent Cosmic Egg in an scheme to cause all the stars in the universe to go supernova, purging all 'evil' as evil was implicit in life. When the Goddess was defeated, all thirty units were destroyed.
Cosmic Cubes have certain self-imposed limitations – described as pre-sentient – and will not easily be used for massive reality disruptions or large scale cosmic destruction - overcoming these limitations require supreme will on the part of wielder.

COSMIC EGG



STATISTICS:

F N/A
A N/A
S N/A
E N/A
R N/A
I N/A
P CL4000
Health: N/A **Str:** N/A
Karma: 4000
Resources: CL4000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Inapplicable
Hair: Inapplicable

BACKGROUND
Real Name: Cosmic Egg
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Creation: The Cosmic Egg was assembled within the perimeters of the Marvel Universe; the component Cosmic Cubes were created within the Cubic Dimension
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: N/A
Present Group Affiliation: Inapplicable

KNOWN POWERS:
Reality Manipulation: The Cosmic Egg is a conglomeration of thirty separate Cosmic Containment Units, or 'Cosmic Cubes.' An extremely powerful tool, the Cosmic Egg grants its wielder with the Class 4000 ability to restructure a section of its surroundings into whatever shape and nature they desire. This power initially affects a single area but the zone of effect increases by 1 area per turn. The maximum area of effect is a sphere encompassing multiple galaxies. The effect lasts until the wielder of the Cosmic Egg wills it away.
In truth, the restructured area is actually a pocket dimension that overlaps the true reality. However, unlike the individual cubes, the Cosmic Egg's magnified influence actually imposes the reality of this pocket dimension upon the actual reality, although if the effect of the Egg is somehow nullified, the result is much like when the effects of the individual cubes are canceled out and all beings affected by The Cosmic Egg's power are safely transported back to their home reality, in locations relative to their previous locations within the pocket dimension.
By using the Cosmic Egg's power directly on themself the wielder is able to use any power it chooses, even those it did not previously possess. Such newly generated powers have CL4000 rank. The effects of such changes or his power only exist within the current pocket dimension.
Psychic Power Boost: If the wielder of the Cosmic Egg is able to unify the 'universal will,' they may raise the Egg's abilities to CL5000 for a single FEAT. This requires a Red Psyche FEAT at the wielder's (not the Egg's), current Ability rank. This action costs the wielder all of their Karma.

COSMIC EGG

ROLE-PLAYING NOTES:
Cosmic Cubes are pre-sentient, with certain self-imposed limitations (subject to the GM's judgment), as well as limited by the wielder's own psyche

HISTORY:
(See entry for: Cosmic Cubes)

COUNT DOOKU

STATISTICS:

F IN(40)
A EX(20)
S TY(6)
E EX(20)
R RM(30)
I IN(40)
P IN(40)
Health: 86 **Str:** 6
Karma: 90
Resources: MN
Popularity: -0
Height: 6'4"
Weight: Unrevealed
Eyes: Blue
Hair: White

BACKGROUND
Real Name: Count Dooku, Darth Tyranus (Sith Name)
Occupation: Dark Lord of the Sith, Apprentice to Darth Sidious, Former Jedi Knight
Legal Status: Citizen of Serenno, with a record as a terrorist in the Galactic Republic
Identity: Publicly known, although his conversion to the Sith was long kept secret
Place of Birth: The planet Serenno
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: The Sith, Apprentice to Darth Sidious, Confederacy of Independent Systems, formerly the Jedi Order

KNOWN POWERS:
The Force: Count Dooku has Incredible Force Manipulation abilities and is a High-Level Master Sith Lord, which gives him the following abilities:
**Telekinesis*: Remarkable
**Precognition:* Incredible
**Leaping:* Remarkable
**Fighting Bonus:* +1CS to Fighting with a successful Psyche FEAT
**Sith Lightning:* Count Dooku may fire bolts of pure energy from his hands. These bolts are of Excellent intensity and strike their targets with Amazing accuracy
**Strangulation*: Remarkable ability to cut off an opponent's breathing.
**Jedi Mind Trick:* Count Dooku possesses the Excellent intensity ability to influence a target's thoughts

EQUIPMENT:
Lightsaber: Count Dooku's Lightsaber does Amazing energy damage.

Talents:
Weapons Specialist: Lightsaber +2CS to Fighting, Martial Arts D

ROLE-PLAYING NOTES:

COUNT DOOKU

HISTORY:

Following the death of Darth Maul, Lord Sidious turned to the Jedi Master, Count Dooku as his new apprentice. Dooku was a powerful but disgruntled and ambitious Jedi, and Sidious was easily able to recruit him and turn him to the Dark Side.

Dooku took the tile of 'Darth Tyranus', and shortly after joining with Sidious, he was informed by his new Master of the secret clone army ordered by Jedi Master Sifo-Dyas on the planet Kamino from the Jedi Archives. Tyranus also secretly funded the clone army - a vital part in Darth Sidious' master plan, as it would eventually allow the Republic to repel the Separatists' armies.

During the battle, on the planet of Geonosis, Tyranus was confronted by the Jedi Obi-Wan Kenobi and Anakin Skywalker, demonstrating formidable saber-skills by defeating both Jedi, cutting off Anakin's arm during the battle. Dooku was, however forced into retreat by the intervention of Yoda.

Count Dooku was eventually killed, however, as part of Darth Sidious' plan to recruit Anakin Skywalker as his new Apprentice. Luring Skywalker and Obi Wan to his ship with the 'kidnapping' of Chancellor Palpatine –a.k.a. Darth Sidious himself – Dooku was defeated and disarmed by the powerful young Anakin. Dooku, however, was dumbstruck when Palpatine prompted Anakin to kill him in cold blood – which Anakin promptly did, cutting the Sith Lord's head off. Cast callously, and dismissively aside, Dooku had been reduced to just another part of Sidious' plan for pushing Anakin to the Dark Side, and asserting his own dominance over the galaxy.

CREATURE FROM THE BLACK LAGOON

STATISTICS:

F EX(20)
A GD(10)
S RM(30)
E IN(40)
R FB(2)
I PR(4)
P FB(2)
Health: 100 **Str:** 28
Karma: 8
Resources: 0
Popularity: 0
Height: 6'5"
Weight: 300 lbs.
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Unknown to the general public
Place of Birth: 'The Black Lagoon,' an isolated lagoon branching off of the Amazon River
Marital Status: Inapplicable
Known Relatives: None
Base of Operations: The Black Lagoon
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Gillman's thick skin provides Typical Resistance to Physical and Poor Resistance Energy attacks
Hyper-Swimming: Excellent
Water Freedom
Water Breathing: Note: the Gillman may breathe on land for short periods, but will eventually die if separated from water – for game purposes, he loses –1 Endurance rank for every hour he is separated from the water.
Claws: The Creature's claws strike for Remarkable edged damage
Homing Instinct: The Gillman has the Amazing ability to find his way back to his native swamp, even if separated by hundreds or even thousands of miles.

ROLE-PLAYING NOTES:

CREATURE FROM THE BLACK LAGOON

HISTORY:

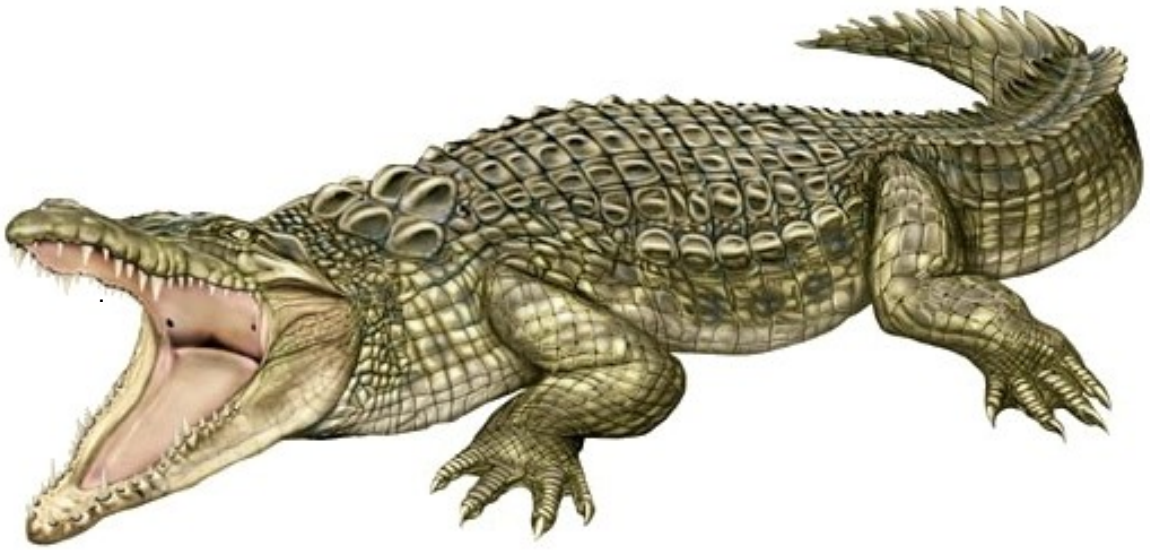
The Creature from the Black Lagoon, or 'Gillman' was discovered in 1954 by a research crew in the Amazon. A bizarre humanoid fish, the Creature reacted to the humans' presence at first with territorial aggression, and then with apparent mating interest to the crew's one female member (a hot brunette who brazenly hops overboard in a white one-piece, dead in the middle of the Amazon, for an afternoon swim, while the Creature ogles her below – a scene, by the way, that was mirrored shot for shot in the opening attack scene in JAWS). After the scientists attempt to capture the Creature, the Gillman seals off the river, and starts killing off the crewmen one by one, and kidnaps the woman. The crew rescues her, shooting the Creature in the process, apparently killing it.

The Creature turned up alive and well, however, a few years later, on a second Amazon mission, this one succeeding in capturing the Gillman, bringing him back to the States, and putting him on display in an aquatic park. The Creature naturally escaped (kidnapping another hot babe – this one a blond), before once again being shot, and stumbling into the ocean, once again being presumed dead.

The Gillman was discovered alive, however, and was captured swimming off the coast where he had been last seen. This time his captors operated on him, removing his gills and adding artificial lungs, in bizarre attempt to turn him into a man. He again escaped – after kidnapping yet one more helpless babe – and escaped to the ocean, where – since he no longer possessed gills – he presumably drowned, as he has not been seen since.

CROCODILE

STATISTICS:



F GD(10)
A GD(10)
S RM(30)
E IN(40)
R FB(2)
I FB(2)
P FB(2)
Health: 90 **Str:** 28
Karma: 6
Resources: Not Applicable
Popularity: -10
Length: 18' to 20'
Weight: Over a ton
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Crocodylus porosus* is the genus-species name of the Saltwater Crocodile
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Usually river banks in Southeast Asia and Australia
Marital Status: Inapplicable
Base of Operations: Usually Southeast Asia and Australia
Present Group Affiliation: None, although crocs will often group together

KNOWN POWERS:
Body Armor: Good protection against Physical and Energy attacks.
Claws: Typical edged damage
Teeth: Incredible edged damage. Crocodiles have exceptionally strong jaws and any target in a crocodile's jaws is considered held with Incredible Grappling ability
Tail: The thick muscular tail may strike for Incredible blunt damage.
Hyper-Swimming: Excellent
Water Freedom
Tracking: Amazing

Talents:
Crocodiles are ambush hunters, and receive +2 to Fighting on their first attack if allowed to stalk a victim for at least 2 rounds.

NILE CROCODILE:
The listed stats would be nearly identical for the Nile Crocodile (*Crocodylus niloticus*), with the exception that the Nile Croc does not venture into ocean water

ROLE-PLAYING NOTES:
Never smile at a crocodile, don't be taken in by his welcome grin, he's imagining how well you'd fit within his skin.
Truer words were never spoken. The crocodile is easily the most dangerous of large predators, quite readily taking humans as prey, probably in the thousands worldwide, easily outnumbering the toll taken by sharks, big cats or bears put together. In areas with high croc population, human fatalities are a way of life. The crocodile is the one big predator that if it's big enough, and you're available enough, it will go for you every single time.
The story is the same wherever there are crocs. And anyone familiar with them, from naturalists to big game hunters, will tell you the same thing – you can walk among man-eating lions, and they may leave you alone; you can swim around man-eating sharks and you might be alright – with crocodiles it's different. There are rivers where if you try to swim across, you just won't make it.

CROCODILE

HISTORY:

A crocodile is any species belonging to the family Crocodylidae (sometimes classified instead as the subfamily Crocodylinae). The term can also be used more loosely to include all members of the order Crocodilia - the true crocodiles, the alligators and caimans (family Alligatoridae) and the gharials (family Gavialidae), or even the Crocodylomorpha, which includes prehistoric crocodile ancestors. Crocodiles are large aquatic reptiles that live throughout the tropics in Africa, Asia, the Americas and Australia. Crocodiles tend to congregate in freshwater habitats like rivers, lakes, wetlands and sometimes in brackish water. They feed mostly on vertebrates like fish, reptiles, and mammals, sometimes on invertebrates like mollusks and crustaceans. They are an ancient lineage, and have changed little since the time of the dinosaurs. They are believed to be 200 million years old whereas dinosaurs became extinct 65 million years ago; crocodiles survived great extinction events.

Crocodilians are very uniform in appearance and design, dating back to prehistoric species. Alligators and Crocodiles, for example, look very similar, even though their evolutionary lines split all the way back in the Cretaceous era, 70 million years ago. As a group, crocodilians have extremely powerful jaws, thick tails for swimming, and plate-armored hide. They are highly effective ambush hunters and large species are extremely dangerous to humans

There are several species of true crocodiles, some of which are the largest reptiles on Earth. The largest is the Saltwater Crocodile (Crocodylus porosus) which (besides being among the worst of the man-eaters) has been confirmed to exceed 20 feet in length and a ton in weight. The American Crocodile (*Crocodylus acutus*) is also known to attain 20 feet. The highly dangerous Nile Crocodile (Crocodylus niloticus) can exceed 18 feet and possibly more.

CTHULHU

STATISTICS:

F RM(30)
A RM(30)
S ShX(150)
E ShZ(500)
R MN(75)
I UN(100)
P ShZ(500)
Health: 710 **Str:** 150
Karma: 675
Resources: ShX(150)
Popularity: -100
Height: 150' (Variable)
Weight: 300 lbs (Variable)
Eye: Red
Hair: None

BACKGROUND
Real Name: Cthulhu
Occupation: High Priest of Azathoth
Legal Status: Inapplicable
Identity: Cthulhu's existence is disbelieved by most rational citizens of 21st Century Earth
Place of Birth: Inapplicable
Marital Status: Inapplicable
Known Relatives: Star Spawns of Cthulhu
Base of Operations: R'lyeh
Present Group Affiliation: The Great Old Ones, Elder God

KNOWN POWERS:
Energy and Matter Control: Cthulhu is one of the Great Old Ones, ancient colossal beings that ruled the cosmos for millions of years. As such, Cthulhu can manipulate mystic energies at Shift X rank and any other type of energies at Unearthly rank. The Great Old Ones were eventually cast down and banished by the Elder Gods themselves. Cthulhu and its Star Spawn arrived on Earth millions of years ago, ruling the continent R'lyeh until it was sunk beneath the seas, trapping Cthulhu in eternal sleep. Cthulhu's dreaming, however, continues to corrupt the world. When R'lyeh nears the ocean surface (as it does every few decades), Cthulhu's dreaming psionically invades the subconscious of the human population, inspiring Cthulhu cultists and driving many psychic-sensitive insane. For game purposes assume that the sleeping Cthulhu manifests the following powers:
Aura of Fear: Whenever R'lyeh nears the ocean surface, Cthulhu's presence creates an 'Aura of Fear' of Excellent intensity. This effect can be localized or global an may be resisted with a Psyche FEAT, with failure indicating that the victim is operating under a constant state of fear and read (-2CS to any Psyche or Intuition FEAT while affected.
Invulnerability: Cthulhu has Unearthly protection from physical and energy attacks.
Tentacles: Cthulhu's octopus-like face sprouts 15 tentacles that may grapple with Amazing strength.
Flight: Winged Flight of Unearthly speed.
Magic: Cthulhu may manipulate magical energies to duplicate any power at Shift X intensity
Immortality: Cthulhu does not age and cannot die. If reduced to 0 Health and Endurance, he will go

dormant and begin to regenerate, unless his body is completely destroyed.
Life Support: Cthulhu does not need to eat or breath and may survive in open space.
Regeneration: Amazing intensity Regeneration that functions even after death.
Telepathy: Amazing
Water Freedom
Weather Control: Cthulhu has subtle control over the weather, his presence creating intense, fog, and storms with Monstrous ability. It is unclear whether Cthulhu does this consciously or not.

ROLE-PLAYING NOTES:
Cthulhu is a powerful, malevolent entity, dedicated above all to amassing its own personal powers. All of Creation is simply means to his end, and mortals are either souls to be converted to his cause and worship or obstacles to be destroyed. Even his dreaming consciousness spreads widespread evil, inspiring nightmares and subliminal fears – a cycle that peaks every time the continent of R'lyeh nears the ocean surface when that evil spreads, causing riots, and terrible violence. Cthulhu is such a monumental evil that simply looking at him can drive mortal men to madness.

HISTORY:
Cthulhu is an alien lifeform, discovered by H. P. Lovecraft, referred to as a 'Great Old One', ancient colossal beings that ruled the cosmos for millions of years. The Great Old Ones were eventually cast down for their dark magic practices by the Elder Gods themselves and banished to various locales across the universe. Cthulhu and its Star Spawn arrived on Earth millions of years ago, and ruled over the continent of R'lyeh.
After thousands of years battling the Elder Things - pentagonally-focused beings who also invaded Earth - the continent of R'lyeh was sunk beneath the seas, trapping Cthulhu in an eternal sleep. Cthulhu's dreaming, however, continues to corrupt the world. When R'lyeh nears the ocean surface (as it does every few decades), Cthulhu's dreaming psionically invades the subconscious of the human population, inspiring Cthulhu cultists and driving many psychic-sensitive insane

Cthulhu has a worldwide cult centered in Arabia, with followers in regions as far-flung as Greenland and Louisiana. There are leaders of the cult "in the mountains of China" who are said to be immortal. Cthulhu is described by some of these cultists as the "great priest" of "the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky."
Cthulhu descends from Yog-Sothoth, possibly having been born on Vhoorl, in the 23rd nebula. He mated with Idh-yaa on the planet Xoth. His offspring are Ghatanothoa, Ythogtha, Zoth-Ommog, and Cthylla. He also is said to have mated with the being Nyarlathotep, producing Ilyth'la.
NOTE: Cthulhu is often cited for the extreme descriptions given of its hideous appearance, its gargantuan size, and the abject terror that it evokes. and is often referred to in science fiction and fantasy circles as a tongue-in-cheek shorthand for absolute horror or evil

CUJO

STATISTICS:

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

Health: 40 **Str:** 10
Karma: 26
Resources: N/A
Popularity: 0
Height: 3' at the shoulder
Length: 6'
Weight: 198 lbs.
Eyes: Brown
Hair: Mottled White and Brown

BACKGROUND
Real Name: Cujo
Occupation: Family pet
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Castle Rock, Main
Marital Status: Inapplicable
Known Relatives: None
Base of Operations: Castle Rock, Main
Present Group Affiliation: Chamber Family

KNOWN POWERS:
Teeth: Cujo's teeth do Good edged damage. As a St. Bernard, he also gains +1CS to Grappling attacks with his jaws. Because he is rabid, anyone he bites must make a Remarkable Endurance FEAT or be infected.
Running: Cujo can run at Typical landspeed (2 areas/round) for up to 5 rounds before he must slow for at least 10 rounds to recover
Heightened Scent: Cujo can follow a scent with Amazing ability. He has Remarkable rank hearing. While dogs do not have true Infravision, Cujo does have sufficient night sight to see in normal darkness
Rabid: Cujo is rabid, which gives him a form of Berserker Rage. When attacking he ignores all Stun results, and his Psyche is considered Amazing for purposes of defense

ROLE-PLAYING NOTES:
Cujo was once a big friendly family pet, until he chased a rabbit into a hole filled with rabid bats. Once the disease infected him he became a bestial, 200 lb monster attacking anyone in sight

CUJO

HISTORY:
Cujo is a big, friendly St. Bernard, the family pet of a rural mechanic, who has the misfortune of chasing a rabbit into a hole inhabited by a troop of rabies-infected bats. The two-hundred pound dog is infected, and winds up killing his owner as the disease takes hold. Worse, a young mother with her four-year-old son, arrives on the property, just as her car seizes up, breaking down right in front of the dead mechanic's workshop. She and her son are trapped inside the broken-down car by the rabid dog, with no one knowing where they are, and with a deadly July heat wave beating down upon them. As her son begins to succumb to the heat and dehydration, the young mother faces off against the rabid St. Bernard with a broken baseball bat, nearly at the cost of her life. But although she succeeds in killing the disease-maddened dog, even as her husband arrives on the scene with police, it is to no avail as her little boy has already died.

CYBORG-SUPERMAN

STATISTICS:

F AM(50)
A MN(75)
S ShX(150)
E UN(100)
R IN(40)
I EX(20)
P AM(50)
Health: 375 **Str:** 120
Karma: 110
Resources: GD
Popularity: -50
Height: 6'2" (variable)
Weight: Variable
Eyes: Blue (variable)
Hair: Black (variable)

BACKGROUND
Real Name: Henry ('Hank') Henshaw
Occupation: Mass Murderer, Nihilist
Legal Status: United States Citizen with a Criminal Record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Widowed
Known Relatives: Terri Henshaw
Base of Operations: Mobile throughout the Terran solar system
Present Group Affiliation: None

KNOWN POWERS:
The Cyborg is a cybernetic organism spliced with Superman's Kryptonian DNA. This unique mixture gives him the following powers:
**Invulnerability:* Unearthly protection from physical and energy attacks.
**Energy Blast:* Unearthly intensity Energy Blast
**Bio-Mechanical Control:* The Cyborg has the Amazing ability to control computers and animate machinery of all types, 'possessing' such equipment as if it were part of his body. Henshaw also has the ability to assimilate their form and technology to his own body.
**Enhanced Senses:* Sight and hearing are magnified to Amazing intensity
**Superspeed:* Incredible speed
**Mind Probe*: Incredible intensity
**Flight:* Unearthly airspeed in atmosphere, CL1000 in space
**Self-Sustenance:* The Cyborg has no need to eat or breathe and can survive in open space

ROLE-PLAYING NOTES:
Hank is paranoid and delusional, believing that Superman was responsible for the solar flare that had so tragically changed his life. Convinced that Superman had done this deliberately, he is driven by his hatred and has sworn to destroy the Man of Steel.

CYBORG-SUPERMAN

HISTORY:

On Anti-Earth, young Thomas Wayne, Jr. saw his Astronaut Hank Henshaw suffered exposure to a lethal dose of cosmic radiation during a routine flight when a solar flare bathed his shuttle with radiation and destroyed his body but allowed his mind to survive and find refuge in a LexCorp computer mainframe. Discovering he could control technology, Hank created a robot body, and revealed himself to his wife, but the shock proved too much for her and she committed suicide.

With his burgeoning electronic status disrupting Earth's communications networks, Hank downloaded his consciousness into Superman's birthing matrix, which he fashioned into a spaceship for himself and left to explore the galaxy.

Exploring various planets, Hank bonded with a multitude of life-forms in his travels to learn more about their cultures and history. Hank finally arrived on a planet controlled by the alien warlord Mongol, whom he recruited as part of his plan of revenge against Superman.

Returning to Earth, Hank learned of Superman's death at the hands of Doomsday. Deciding to destroy the Man of Steel's reputation, Hank used genetic material from the birthing matrix and built himself a cyborg body. Claiming he was Superman, Hank installed an electronic warning device on Doomsday and imprisoned him in space.

When Mongul's spaceship arrived above Coast City to begin converting Earth into a new Warworld, Hank first prevented the Eradicator from stopping the destruction of the city and then convinced the White House that the Eradicator was responsible. Hank then launched a nuclear warhead toward Metropolis, but Superman, newly revived, stopped it. Superman defeated the cyborg by shattering his metallic body, but Hank's consciousness fled to a device he had secreted on Doomsday.

Escaping his imprisonment, Doomsday found his way to Apokolips, where Hank created a new body for himself and the two began a rampage on the planet until Darkseid captured Hank with his Omega Beams and imprisoned him in a small metallic orb to be used as a weapon against Superman, but eventually released Hank with the proviso that he would leave Apokolips and never return.

Hank then joined an intergalactic tribunal that was bringing Superman to trial for the crimes of his Kryptonian ancestors. Betraying them, Hank attempted to conquer their world and convert it into a new Warworld. When Superman revealed Hank's involvement in Coast City's destruction, the tribunal instead found the cyborg guilty of genocide and banished him beyond the event horizon of a black hole.

Hank was later discovered, by Hal Jordan, at the Source Wall. In their confrontation, Hank was torn apart by Hal's representations of the Coast City victims, and Hank's consciousness was absorbed into the Godwave. Surviving as part of the Godwave, Hank created a world made up of his memories. Superman encountered this world and Hank used those memories to torment the Kryptonian, but once again, he was defeated. Unbeknownst to Superman, Hank had downloaded his consciousness into the Man of Steel's containment suit and returned with him to Earth where he created a new body and posed as an art teacher with the intention of starting a new life.

Despite this, Hank's hatred for Superman caused him to reveal his true identity, and his new body was destroyed in the inevitable conflict. Having returned once again and in alliance with the Toyman, Hank devised a device to destroy Superman by dispersing the Kryptonian's energy across the galaxy, making it impossible for him to reform. The device malfunctioned, causing Superman to split into two personas, Superman Red and Superman Blue, with the former eventually defeating him. Returning to space, Hank discovered the home world of the android Manhunters. Gathering together deceased Green Lanterns, he used their rings and Kryptonian technology to upgrade the Manhunters into Highlords. Hal Jordan and Arisia combined the power of their rings with a Highlord and destroyed Hanks organic components along with most of the Manhunters' home world. The cyborg's remains were then imprisoned on Oa. Freed by the Sinestro Corps, Hank was made a herald of the Anti-Monitor with the understanding that he would be rewarded for his services with his greatest desire—a final death.

Wielding ten Qwardian power rings, Hank led his Highlords to Earth and battled Superman again. This time, Hank would have defeated Superman if Power Girl and Supergirl had not come to the Man of Steel's aid. In the final encounter with the Anti-Monitor, Hank was finally killed. Unfortunately, the Highlords, lost without their leader, retrieved a fraction of Hank's remains and funneled a massive amount of energy into it, returning Cyborg Superman to life

CYCLOPS

STATISTICS:

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

Health: 66 **Str:** 6
Karma: 70
Resources: GD
Popularity: 5
Height: 6'3"
Weight: 195 lbs.
Eyes: Brown (glow red when powers are active)
Hair: Brown

BACKGROUND
Real Name: Scott Summers
Occupation: Co-headmaster of Xavier Institute for Higher Learning, Adventurer, former student
Legal Status: Citizen of the United States with no Criminal Record
Identity: Publicly known
Place of Birth: Anchorage, Alaska
Marital Status: Twice widowed
Known Relatives: Jean Gray-Summers (wife, very often deceased), Christopher (Corsair, father), Katherine Anne (mother, deceased), Alex (Havok, brother), Philip (grandfather), Deborah (grand-mother, Madelyn Pryor-Summers (wife, deceased), Nathan Christopher Summers (Cable, son)
Base of Operations: Xavier Institute for Higher Learning, New York
Present Group Affiliation: X-Men, X-Factor

KNOWN POWERS:
Optic Blasts: Cyclops' eyes constantly emit a ruby-colored beam of force, which he controls by means of an adjustable visor or ruby Quartz glasses. Without this protection Scott can cause Excellent damage at a range of 2 areas, affecting all targets in both areas. With his visor on, Scott can control the beam's focus, causing up to Amazing damage at a range of 3 areas, and can make called shots. He can fire his optic blasts at ranges longer than 3 areas (up to 10 areas maximum), but for each area over 3, the damage is reduced by one rank. Cyclops can also use his optical blast as a pressor beam, firing it at low power to push up to 500 lbs. along the ground or to stop it from falling. When he does this he still does Typical damage per round to the object or person in his blast. Cyclops fires his optical blasts with Incredible Agility.
Scott also has one particular Power Stunt:
* By using his talent to visualize spatial geometry, Cyclops can use his optic beams to make a multiple reflection shot. He can strike up to eight targets in a single round if all of them are made of a reflective material (like metal), are within an area adjacent to him, and if he makes a successful Incredible Agility FEAT roll. The damage for this type of optic blast drops to Incredible
Resistance to Energy: Cyclops is immune to the effects of both his own energy blasts (which lets him shut his eyes), and those of his brother Havok. Havok's blasts will, however, drive him back by sheer force at Good intensity. If Cyclops' blasts were to be reflected back at him, the same effects might apply.

CYCLOPS

ROLE-PLAYING NOTES:
Scott tends to be married to Jean Gray whenever she's alive. He is close with all the original X-Men, as well as the White Queen.
Cyclops' eye beams are always on. Without his Ruby Sunglasses, he must shut his eyes or they will emit a continuous, full-strength beam

HISTORY:
Scott Summers and his younger brother Alex (Havok) were separated from their parents when an alien spacecraft attacked the family's private plane. The boys were pushed out of the plane with a parachute and fell to the ground where they were found and taken to an orphanage. Alex was adopted but Scott grew up in the orphanage. The villain known as Sinister has hinted that he had much to do with shaping Scott's early life, although he has yet to reveal more than a few details.

After Scott's mutant power manifested, he was contacted by Professor X and became the first X-Man. Sine then, Cyclops had devoted his life to Professor Xavier's dream. He has served as the leader of several X-Teams, co-founding the first X-Factor team, along with the rest of Xavier's original students. Cyclops believes it his duty to lead the X-Men toward the goal of the true mutant-human peace. He is a good strategist, tactician, and leader. Scott eventually married his longtime love, Jean Gray (Phoenix)… but that's a whole other story.

CYCLOPS (7TH VOYAGE OF SINBAD)

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E MN(75)
R TY(6)
I TY(6)
P TY(6)
Health: 155 **Str:** 36
Karma: 18
Resources: PR
Popularity: -10
Height: 18'
Weight: Unrevealed
Eye: Black
Hair: None

BACKGROUND
Real Name: Inapplicable - these one-eyed giants have no true language, and thus no names.
Occupation: None
Legal Status: N/A
Identity: Known to sailors
Place of Birth: The Island of Colossa
Marital Status: N/A
Known Relatives: Colossa had a population of Cyclops, presumably all relations of one another.
Base of Operations: The Island of Colossa
Present Group Affiliation: None

KNOWN POWERS:
Invulnerability: The Cyclops's thick muscle gives it Typical protection against Physical attacks.
Horn: The Cyclops single horn does Incredible Edged damage
Teeth: A Cyclops may bite for Remarkable edged damage.

Equipment:
Club: The Cyclops' weapon of choice is a massive wooden club, that strikes for Amazing blunt damage.

ROLE-PLAYING NOTES:
The Cyclops tribe's only enemy on their native island is the sorcerer, Sakurah, who kept a guardian Dragon to slay any Cyclops who dared trespass. The Cyclops have come to know Sinbad as an enemy as well

CYCLOPS (7TH VOYAGE OF SINBAD)

HISTORY:
The Cyclops is the signature Harryhausen monster – his unique design, with his horned head and satyr-legs made the Cyclops the most popular among Colossa's denizens. The original Cyclops of Greek myth were Titan children of Chronos. A one-eyed giant called the Cyclops also menaced Odysseus in Homer's *The Odyssey* – a shepherd who feeds on Odysseus' crew. Harryhausen's Cyclops is a brutish, ogre, intelligent enough to create cages, and collect treasure, but still a monster with no apparent language.

NOTE: Fan Trivia: The armature for the Cyclops was taken from Harryhausen's Venusian Ymir from *20,000,000 Miles to Earth*

DAREDEVIL

STATISTICS:

F IN(40)
A IN(40)
S GD(10)
E EX(20)
R EX(20)
I MN(75)
P GD(10)
Health: 110 **Str:** 10
Karma: 105
Resources: PR
Popularity: 6
Height: 6'
Weight: 200 lbs.
Eyes: Blue
Hair: Red

BACKGROUND
Real Name: Mathew Michael Murdock
Occupation: Lawyer
Legal Status: United States Citizen with no Criminal Record
Identity: Secret
Place of Birth: New York City
Marital Status: Single
Known Relatives: Jonathan (father, deceased), Grace (mother, deceased)
Base of Operations: Hell's Kitchen, New York City
Present Group Affiliation: Former partner of the Black Widow

KNOWN POWERS:
Enhanced Senses: Daredevil's senses of taste, hearing, and smell have been enhanced to Monstrous rank. He can identify substances by taste, read raised printing on a page, or track by a specific odor on a Power rank FEAT roll. Overloading these senses (excessive noise, for example) reduces his Intuition by –1CS and any FEATs against specific attacks are at –2CS. Daredevil uses his enhanced hearing in a Power stunt to determine if a character is lying (he listens for an erratic heartbeat) with Amazing ability.
Radar Sense: In addition to his enhanced senses, Daredevil has developed an omni-directional sense that operates as primitive radar. He can 'see' three- dimensional images up to 3 areas away, regardless of light conditions. Rapid movements and chaotic conditions reduce this Power and Intuition by –2CS. Daredevil cannot be blindsided.
Billy-Club: Daredevil's Billy Club is made of Incredible Strength material that does Excellent Blunt damage. He can throw it up to 1 area away and ricochet off multiple targets or hard surfaces with a Power Stunt
Blindness: Daredevil is blind. As such he is unaffected by any light-based visual attacks, illusions, and hypnosis for this reason

ROLE-PLAYING NOTES:
As Daredevil, he is daring, flippant, and believes his purpose is to stand for justice. He guards Manhattan's streets, but will never kill. He has been given the descriptive nickname, 'Hornhead'.
As Matt Murdock, he is more non-descript – playing the part of a blind man - and is professionally dedicated to the law.

DAREDEVIL

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

Matt attended Columbia University, earning a law degree and friendships that would last a lifetime. Franklin' Foggy' Nelson became a friend and later law partner; Elektra Natchios was his first love. Elektra later became a costumed assassin whom Daredevil fought several times. Elektra was eventually killed by the assassin, Bullseye, one of Daredevil's most constant and ruthless foes. She was later revived by the assassin cult called the Hand. Aside from Bullseye, the Kingpin of crime has bee Daredevil's greatest adversary. The Kingpin even discovered Matt's identity as Daredevil and used the knowledge to destroy both Daredevil and Matt Murdock emotionally and financially. Matt has since regained both his costumed identity and his standing in the legal community.

DARKNESS

STATISTICS:

F RM(30)
A EX(20/MN(75)
S GD(10)
E EX(20)/IN(40)
R GD(10)
I GD(10)
P EX(20)
Health: 80/155 **Str:** 9
Karma: 40
Resources: EX
Popularity: -10
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Jackie Estacado
Occupation: Mobster, Hitman
Legal Status: Citizen of the United States suspected in multiple criminal activities
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Officer Perzani (father, deceased)
Base of Operations: New York City area.
Group Affiliation: None, formerly the Mafia

KNOWN POWERS:
The Darkness: An ageless power dating back beyond human history, the Darkness is one of two primal forces of the universe, the equal and opposite of the Angelus, and the two have been at war since the Creation. To avert mutual destruction, The Darkness and The Angelus forged a truce through consummation creating the balancing force of the Witchblade (see entry for Witchblade). Since then, The Darkness has always taken a male human host and the power is passed father to son, taking his life of the previous host, the moment his first male child is conceived. The Darkness' powers remain dormant within the new host until they awaken on the eve of the host's 21st birthday, giving the wielder vast powers. The following are some of the most common manifestations of the Darkness:
**Body Armor:* The Darkness can surround its host with a suit of mystical armor that provides Amazing protection from physical attacks as well as Unearthly *Life Support*. The suit is made of ice so it suffers a –2CS penalty against fire or heat-based attacks.
**Darkness Manipulation:* Unearthly ability to manifest tentacles or grasping limbs of Amazing Strength with Claws that do Incredible damage.
**Enhanced Abilities:* Raises host's Agility +4CS and Endurance +2CS
**Prescience:* Unearthly ability to sense when someone is about to die
**Regeneration:* Unearthly intensity Regeneration

Darkling Imps: The Host of the Darkness has the Unearthly ability to create a nearly limitless number of 'Darklings' - sentient gremlin-like manifestations of the Darkness that act as servants and minions. A typical Darkling Imp has Amazing Shapeshifting, Excel- lent claws as well as the following abilities:

F EX(20)
A RM(30)
S GD(10)
E GD(10)
R TY(6)
I TY(6)
P TY(6)
Health: 70 **Str:** 8
Karma: 18
(Note: a large number of Darklings can combine into larger creatures.)

LIMITATIONS:
Light: The Darkness does not function at all in the light and any creations or constructs of the Darkness exposed to strong light will crumble to dust.
Fatal Conception: The moment the host of the Darkness conceives a male child he will die and pass the power on to his son.

TALENTS: Martial Arts A, B, Firearms, Organized Crime

ROLE-PLAYING NOTES:
Jackie Estacado is the current wielder of The Darkness and a former hitman for the Franchetti Family mob. He is a very violent and sexual man who, until gaining the powers of The Darkness, lived life in the fast lane, though he lives life on the wrong side of the law and can kill without remorse, he has a strict set of morals and a fierce loyalty to those that earn it. Yet, the only thing keeping him from being purely evil is his true love Jenny Romano as well as his love for his daughter Hope and others.

HISTORY:
The Darkness is an ancient male soul that passes from one human host to another each generation. It is one of the two primal forces of the universe and the original void that covered the Earth before God allowed the Angelus in and separated Light from Dark.
The Darkness resented God and became an enemy of Heaven itself and, later, the Vatican, who have plotted against and sent the Magdalena to assassinate the Darkness ever since the death of Christ. Despite this, it was the Darkness who gave humans their souls. The Darkness has made its way through history well over the span of 10,000 years using Human males as hosts and is passed on via sexual intercourse with human women, leaving its old host to die as it takes its newly conceived vessel, remaining dormant until awakening on the eve of the host's 21st birthday. Jackie Estacado is the current host and has used his powers in ways that no other vessel ever has, making him among the greatest and most powerful hosts ever. Adopted and recruited by mobster, Frankie Franchetti at age 6, he is a former mafia hitman. He has a twin brother, Capris Castiglione, and is the son of Danny Estacado and an unknown prostitute. He was born somewhere in New York City.
Finally repenting the life of a hitman, Jackie turned Frankie over to the police and retired, but at the cost of his girlfriend, Jenny Romano's life, as Frankie killed her in retaliation. Torn with grief, Jackie took Frankie's body to an abandoned warehouse, poured gasoline, and burned himself to death beside her.
He spent time in Hell until the Darkness brought him back to life. Although blackmailed into working for Frankie's cousin Paulie Franchetti for some time, Jackie eventually killed him and took control of the Franchetti mafia. While possessed by the Darkness, he impregnated Sara Pezzini, making him the father of Hope Pezzini. He was a drug lord in Sierra Munoz along with Professor Kirchner until he was betrayed and nearly killed by the Darkness itself, and cast into Hell. Jackie also helped destroy the Sovereign, but at the cost of Leonard Kim's life

DARKSEID

STATISTICS:

F MN(75)
A IN(40)
S UN(100)
E ShX(150)
R MN(75)
I UN(100)
P UN(100)
Health: 405 **Str:** 100
Karma: 275
Resources: UN
Popularity: -100
Height: 7'6"
Weight: 515 lbs.
Eyes: Red
Hair: None

BACKGROUND
Real Name: Prince Uxas
Occupation: Ruler of Apokolips
Legal Status: Universal Terrorist
Identity: known and feared throughout the universe
Place of Birth: Apokolips
Marital Status: Widowed, remarried
Known Relatives: Heggra (mother, deceased), Steppenwolf (uncle), Suli (wife, deceased), Tiggra (wife), Orion and Kalibak (sons), Yuga Khan (father)
Base of Operations: Apokolips
Present Group Affiliation: Darkseid is the absolute ruler of his planet

KNOWN POWERS:
Omega Effect: Shift Z(500). Darkseid's Omega effect gives him the following powers:
**Electrical Generation*
**Damage Transferal*
**Disruption*
**Time Travel*
**Teleportation*
**Regathering*
**Omega Beams:* Shift Z damage, disintegration or teleportation. Darkseid may also reintegrate anyone he has disintegrated at any time in the past

Invulnerability:: Unearthly protection against Physical and Energy attacks.

Talents:
Leadership, All Science Skills

ROLE-PLAYING NOTES:
Since his ascent to power on Apokolips, Darkseid has been obsessed with the Anti-Life Equation, a means to extinguish all free will. It has led him to wars of conquest and various schemes to uncover its secrets so he might use it to spread his power and influence throughout the cosmos.

DARKSEID

HISTORY:

The greatest threat in the cosmos, the would-be avatar of Anti-Life, is Darkseid, unrelenting Lord of Apokolips. He desires nothing less than the degradation and destruction of all that is, and the elimination of all free will, so the universe can be remade in his image to worship and serve him for all time.

Uxas was born on the world of Apokolips, the second son of Yuga Khan and Queen Heggra. He murdered his elder brother Drax to claim the power of the Omega Effect for himself, taking on a rock-like gray appearance and the new name, Darkseid. Following Yuga Khan's ill-fated attempt to unravel the secrets of the Source, which left him imprisoned, Darkseid conspired against his mother. He secretly married the sorceress Suli, who gave birth to their son Kalibak, before Heggra had DeSaad poison her. The Queen arranged for her son to marry Tigra, who bore Darkseid's other son, Orion. In retribution, Darkseid had DeSaad poison Heggra, and claimed the throne of Apokolips.

Darkseid secretly engineered a war between Apokolips and New Genesis. The conflict ended with a peace-treaty wherein the ruling gods each gave their sons to be raised by the other. Highfather of New Genesis adopted Orion, while Darkseid placed Highfather's son in the "care" of Granny Goodness, who named him "Scott Free." Orion was raised to defend the values of New Genesis against his father's evil, while Scott eventually escaped Granny's orphanage using the skills he developed as Mister Miracle. A prophecy claims Darkseid will meet his end at Orion's hands, the two of them fighting to the finish in the fire-pits of Armaghetto.

DARTH MAUL

STATISTICS:

F AM(50)
A IN(40)
S RM(30)
E RM(30)
R EX(20)
I RM(30)
P IN(40)
Health: 140 **Str:** 25
Karma: 90
Resources: MN
Popularity: -50
Height: 5'9"
Weight: Unrevealed
Eyes: Red
Hair: None (horned)

BACKGROUND
Real Name: Khameir Sarin
Occupation: Dark Lord of the Sith, Apprentice to Darth Sidious
Legal Status: Above the law
Identity: Darth Maul was kept strategically secret throughout the majority of his life
Place of Birth: The planet Iridonia
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: The Sith, Apprentice to Darth Sidious

KNOWN POWERS:
The Force: Darth Maul has Incredible Force Manipulation abilities and is a Master-level Sith Lord, giving him the following abilities:
**Telekinesis:* Excellent
**Precognition*: Remarkable
**Leaping:* Remarkable
**Fighting Bonus:* +1CS to Fighting with a successful Psyche FEAT
**Strangulation*: Excellent ability to cut off an opponent's breathing.
**Jedi Mind Trick:* Excellent ability to influence a target's thoughts

EQUIPMENT:
Double-Bladed Lightsaber: The specialized lightsaber wielded by Darth Maul sports twin blades that both do Amazing energy damage. With a red Fighting Feat, Maul may score two strikes in a one turn, on the same, or closely adjacent targets

Talents:
Weapons Specialist: Lightsaber +2C to Fighting, All Martial Arts

ROLE-PLAYING NOTES:
Darth Maul's primary relationship was with his mentor, Darth Sidious.

DARTH MAUL

HISTORY:

Darth Maul was a weapon forged for one purpose only – the destruction of the Jedi. Maul's master, Darth Sidious, held no sentimental illusions about his apprentice – he was an instrument, and upon Maul's death, Sidious cast him aside like a broken blade, quickly finding a replacement with Count Dooku.

Darth Sidious took Maul from his home planet, Irdonia, as an infant, before the force-sensitive child was discovered by the Jedi. Sidious was a cruel teacher – Maul endured ever more brutal physical training, with terrifying psychological indoctrination. In particular, Maul pushed himself to become the best saber-fighter possible, employing the dangerous, double-bladed lightsaber. Maul's skills grew so that his heart burned with anticipation when his master finally ordered him to hunt down two Jedi – Qui Gon Jinn, and Obi Wan Kenobi. After a brief, but savage skirmish on the planet Tatooine, Maul tracked the pair down on the planet Naboo.

Demonstrating incredible skill, Maul easily engaged both Jedi, and slew Qui-Gon. However, Maul fatally underestimated the Master Jedi's own apprentice, Obi-Wan, who managed to cut the Sith Lord in half with a telekinetic saber-strike from behind. The death of Maul turned Darth Sidious' attention to the young Anakin Skywalker

DARTH VADER

STATISTICS:

F IN(40)
A RM(30)
S RM(30)
E IN(40)
R EX(20)
I IN(40)
P AM(50)
Health: 140 **Str:** 25
Karma: 110
Resources: MN
Popularity: -50
Height: 6'1" (as Anakin Skywalker), 6'7" (as Darth Vader)
Weight: 185 lbs. (as Anakin), 230 lbs. (as Darth Vader)
Eyes: Blue (as Anakin Skywalker), Yellowish-red (as Darth Vader)
Hair: Brown (as Anakin Skywalker), None (as Darth Vader)

BACKGROUND
Real Name: Anakin Skywalker
Occupation: Dark Lord of the Sith, Henchmen for the Emperor of the Galactic Empire
Legal Status: Above the law
Identity: Darth Vader is known and feared throughout the universe
Place of Birth: Tatooine
Marital Status: Widowed
Known Relatives: Luke Skywalker (son), Padme' Amedala (wife, deceased)
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: The Sith, the Galactic Empire

KNOWN POWERS:
The Force: Before the injuries that transformed him into Darth Vader, Anakin Skywalker was considered the most powerful Force-manipulator ever known. However, the physical damage that resulted in the replacement of most of his body with cybernetic parts greatly reduced his abilities. Nevertheless, Vader is still a powerful Sith Lord, with the Amazing ability to manipulate the Force. He is a High-Level Master, which gives him the standard Force-powers at the following levels:
**Telekinesis:* Incredible
**Precognition:* Amazing
**Leaping*: Remarkable
**Fighting Bonus:* +1CS to Fighting with a successful Psyche FEAT
**Strangulation:* Remarkable ability to cut off an opponent's breathing.
**Jedi Mind Trick:* Incredible ability to influence a target's thoughts

Equipment:
Body Armor: Darth Vader's armor provides Incredible protection from physical and energy attacks.
Lightsaber: Amazing energy damage.

Talents:
Weapons Specialist: Lightsaber, +2C to Fighting. Martial Arts D, Pilot

Limitations:
Darth Vader is dependant upon his cybernetic armor to survive. This armor provides him with his

mechanical respirator, along with his boosted levels of Strength. If he were to remove this armor, he would be subject to Suffocation damage every round,

***Note:** Vader's armor is sensitive to high-level charges of electricity, and would short-circuit if he attempted the Lightning attacks that a Sith of his level would normally use in combat. A Sith of Vader's ability would normally manifest Incredible intensity Lightning

ROLE-PLAYING NOTES:

Darth Vader's primary association is as Apprentice to the Emperor, although he wishes to convert his son Luke Skywalker to the Dark Side to overthrow the Emperor

HISTORY:

Even more than Luke Skywalker, Darth Vader has come to be the face of the Star Wars saga – retroactively re-christened the rise, fall, and redemption of Anakin Skywalker – and who could forget THAT little revelation: "No, Luke, *I* am your father." That was as far as they should have taken it – because that moment worked – and rather than the feeble 'point of view' excuse, Obi Wan should have just told Luke he lied to spare him. In any case, by the end of both trilogies, Darth Vader was the primary character upon which the entire story turned – a prophesized force-wielder of unparalleled power, destined to bring balance, but only at great cost. And in the end, it is indeed Vader, not Luke who kills the Emperor, ending the reign of the Sith.

But that all came later – the transformation into the hero only after becoming perhaps the most iconic villain in history. In 1977, Darth Vader was not Anakin Skywalker (see entry for Anakin Skywalker), fallen hero; he was the most evil villain in the galaxy, powerful, destroying entire planets. Hollywood muscle man Dave Prowse, in the Vader armor, with the heavy intones of James Earl Jones(integrated with that creepy mechanical breathing), combined to create a charisma that propped him from simply the henchmen Lucas originally created him to be – into not just the best-known, but the primary character in the series. The starscapes on posters featured Vader's ominous dark mask looming across the horizon of space.

The pure villain held though the first sequel (and in the wonderful in-between *Star Wars* story – the first follow-up novel, *Splinter of the Mind's Eye*, by Allen Dean Foster) and no one can forget the climactic moment when Luke and Darth, finally faced each other – gettin' ready to go down (another element taken from Foster's novel, as was the swamp-planet Degabah) – with Luke firing up his lightsaber tense and ready, while Vader's blade seems to ignite almost casually, in sinister, mocking insolence.

Vader's character was not as damaged as Luke's by Lucas' retroactive plot devices; in fact, besides being elevated to the central role of final hero, Anakin Skywalker seems to follow the pattern that should have been repeated with Luke - dealing with a love interest that might be a danger to his future as a Jedi.

But all that is back-fill, added later. It was the scary villain that had to be there first – Darth Vader, not Anakin. Such a good bad guy they *had* to make him the hero.

DASPLETOSAURUS

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P TY(6)
Health: 165 **Str:** 36
Karma: 10
Resources: Not Applicable
Popularity: -10
Height: 15' (average)
Length: 30' (average)
Weight: 3 to 5 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Daspletosaurus torosus* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Incredible edged damage. The tyrannosaurs had exception-ally strong jaws and any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in a Daspletosaurus' jaws is considered held with Amazing Grappling ability
Tail: Amazing blunt damage
Stomp: Amazing blunt damage
Tracking: Amazing

ROLE-PLAYING NOTES:
Daspletosaurus was a smaller version of T. rex, an apex predator, designed to take down big, dangerous prey. A big monster, that will chase you and eat you.

DASPLETOSAURUS

HISTORY:
Daspletosaurus is considered by some the first and smallest of the Tyrannosaurus genus, along with Tarbosaurus and T. rex itself. In any case, Daspletosaurus represents the first of the really 'heavy-duty' tyrannosaurs - increasingly powerful, strong-jawed predators, presumably adapting specifically to hunting the heavily armed ceratopsians. Population studies show that Daspletosaurus was as proportionately fewer to the lighter-built Gorgosaurus, as ceratopsians were to hadrosaurs.

DAZZLER

STATISTICS:

F TY(6)
A EX(20)
S TY(6)
E GD(10)
R GD(10)
I TY(6)
P TY(6)
Health: 42 **Str:** 5
Karma: 22
Resources: PR
Popularity: 5
Height: 5'8"
Weight: 115 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Allison Blaire
Occupation: Singer, Adventurer
Legal Status: American citizen with no criminal record
Identity: Publicly known
Place of Birth: Gardendale, Long Island, New York
Marital Status: Single
Known Relatives: Carter (father, deceased), Katherine (a.k.a. Barbara London, mother), Bella (grandmother), Lois London (stepsister)
Base of Operations: Mobile
Present Group Affiliation: Occasional ally of the X-Men

KNOWN POWERS:
Sound/Light Conversion: Dazzler can convert sound into light energy. The intensity of this ability and the power stunts associated with it depend on the level of ambient sound. The list below offers guidelines for determining the power's intensity. When using her ability at Monstrous level or higher, Dazzler must make an Endurance roll or lose consciousness for 1-10 rounds:

**Complete Silence:*	*Sh0*
**Humming:*	*PR*
**Singing:*	*TY*
**Normal Background*	*EX*
**Radio, Crowds*	*RM*
**Loud music, Traffic*	*IN*
**Subway, Explosions*	*AM*
**Jets, Rockets*	*MN*
**Banshee's Scream*	*UN*
**Black Bolt's Voice*	*ShX*

The Power Stunts she can implement include the following:
**Laser* capable of doing damage of intensity determined by ambient noise (see above), one area range
*A *Force Field* with intensity determined by ambient noise (see above), one area range
**'Dazzle'* to confuse and blind for 1-10 turns. Target must make an Endurance FEAT against the light's intensity or attack at –4CS to hit
**Flight:* By directing her light blasts beneath her, Dazzler can 'fly' at Feeble airspeed (2 areas per turn)
**Calm or Hypnotize* targets at light's intensity, one area range. Targets must make a Psyche FEAT or become tranquilized for 1-10 turns
*A *'Lightshow'* of dancing lights similar to those used in professional rock tours.

Talents:
Singer, Dancer, Roller Skating, Show-Business (NOTE: During her time with the X-Men, Dazzler practiced a number of fighting arts, raising her Fighting score to Excellent. In the time since, she has been inactive with her practice)

DAZZLER

EQUIPMENT: Dazzler regularly uses two items:
Roller Skates: Dazzler has clip on roller skates that allow her to skate at three areas per round
Radio: Provides a sound source for Excellent use of her powers.

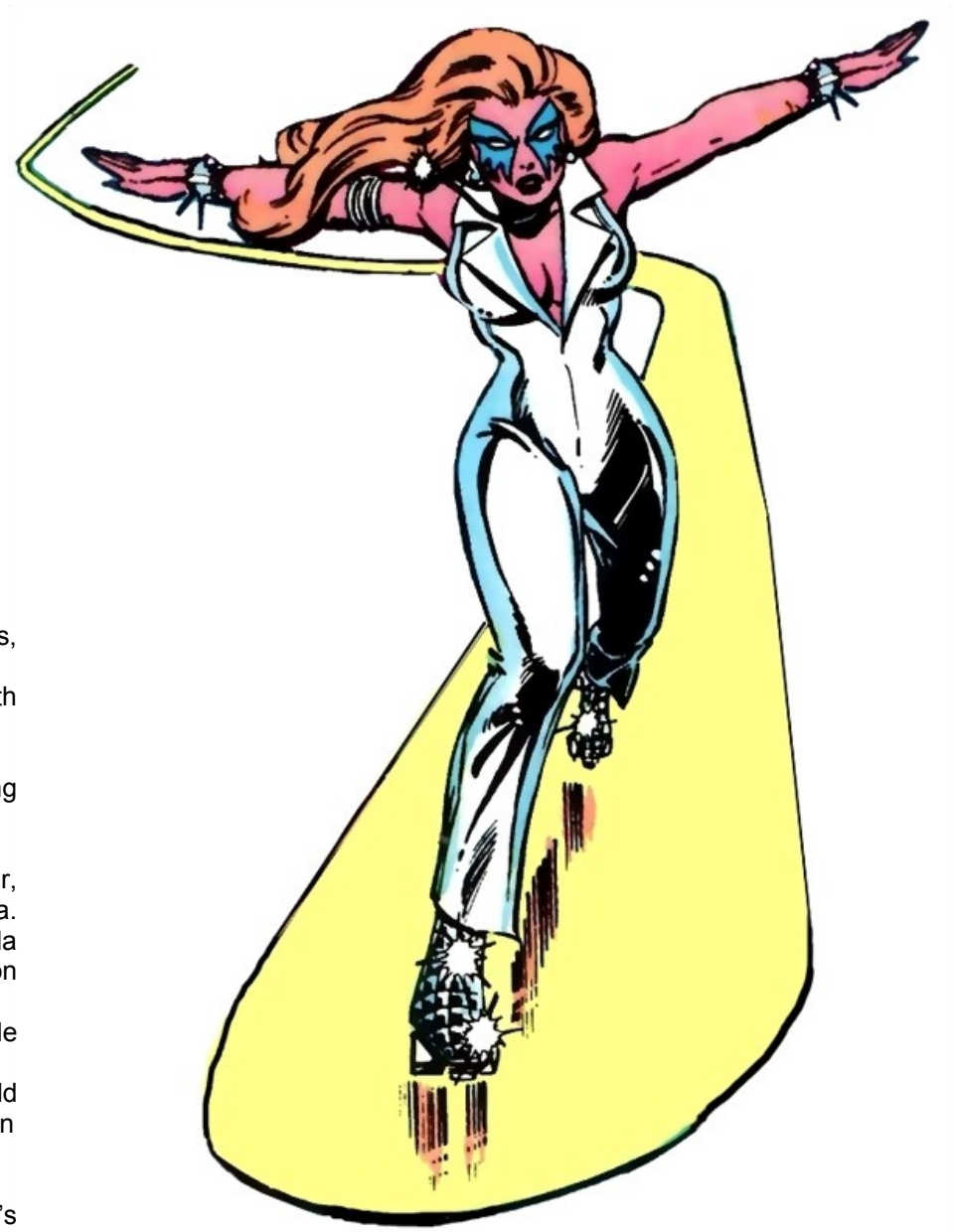
ROLE-PLAYING NOTES:
Alison is an outgoing woman who has craved the limelight of stardom since her youth. She loves performing above al things, and it was with great reluctance that she turned her powers to super-heroic pursuits, despite being repeatedly – and rather inexplicably – pitted against some of the most powerful denizens in the Marvel Universe, everyone from the Hulk, to Doctor Doom, to Galactus himself

HISTORY:
Alison Blair's mutant ability manifested itself while she was in high school, and she first used it to save a prom from some violent gang members. She had no interest in becoming a superhero, and instead, pursed a career as a singer, using her light-generating abilities to augment her act. She rose to the top of stardom, but when her mutant heritage became public knowledge, after the release of the movie, *'Dazzler'*, her life and career fell apart in the backlash of anti-mutant bigotry.
With nowhere else to turn, Alison joined the X-Men, finally adopting the mantle of hero that she had resisted for so long. and she stood with the X-Men against the Adversary, and died wit them as well. She was resurrected by the goddess, Roma, with no memory of her involvement with the X-Men.
More recently, the *'Dazzler'* movie was re-released and became a huge success, regaining Allison her place in the entertainment community. After she had stayed clear of mutants and superheroes for an extended period, her memories of her time with the X-Men were restored when she joined the extra dimensional adventurer, Longshot, in battle against the rules of his homeworld. She and Longshot have since marries.

DAZZLER (HERALD OF GALACTUS)

STATISTICS:

F AM(50)
A UN(100)
S AM(50)
E MN(75)
R GD(10)
I AM(50)
P AM(50)
Health: 275 **Str:** 45
Karma: 22
Resources: UN
Popularity: 5
Height: 5'8"
Weight: 115 lbs.
Eyes: Blue
Hair: Blond



BACKGROUND
Real Name: Allison Blaire
Occupation: Herald of Galactus, former Singer, Adventurer
Legal Status: American citizen with no criminal record
Identity: Publicly known
Place of Birth: Gardendale, Long Island, New York
Marital Status: Single
Known Relatives: Carter (father, deceased), Katherine (a.k.a. Barbara London, mother), Bella (grandmother), Lois London (stepsister)
Base of Operations: Mobile throughout the universe
Present Group Affiliation: Herald to Galactus, former ally of the X-Men

KNOWN POWERS:
Light Manipulation: Dazzler's natural mutant abilities have been enhanced by Galactus' Power Cosmic, allowing her the Unearthly ability to absorb and transform any form of energy into light. The Power Stunts she has traditionally implemented include the following:
**Laser* capable of doing damage of Unearthly intensity.
**Force Field:* Unearthly
**'Dazzle'*: Dazzler has the Shift Z ability to 'Dazzle' and confuse and blind for 1-10 turns. Target must make an Endurance FEAT against the light's intensity or attack at –4CS to hit
Flight: By directing her light blasts beneath her, Dazzler can 'fly' at Class 3000 speeds in space or Unearthly speed within atmosphere
**Calm or Hypnotize* targets at light's intensity, line of sight range. Targets must make a Psyche FEAT or become tranquilized for 1-10 turns
**A 'Lightshow* of dancing lights She may form lights into holographic images, for Unearthly rank Illusions.
Power Cosmic: Dazzler has the standard powers of a Herald granted by the Power Cosmic. While more power stunts may be developed, the typical Herald abilities are as follows:
**Body Armor*: Amazing resistance to Physical attacks, Unearthly against Energy attacks. She is Invulnerable to Heat and Cold (C1000 resistance) and may survive in space for a virtually unlimited time.
**Perceive* any energy source of Unearthly rank or better, within a planetary radius if on a planet's surface, or within a stellar system if in space.
**Self-Sustenance*: As Herald, Dazzler does not need to eat or breathe

DAZZLER (HERALD OF GALACTUS)

Talents:
Singer, Dancer, Roller Skating, Show Business

EQUIPMENT: Dazzler regularly uses two items:
Cosmic Roller Skates: Dazzler's Roller Skates propel her on her own beam of light to traverse space at Class 3000 speeds in space of Unearthly speeds in atmosphere.
Radio: Although she no longer needs it to amplify her powers, Dazzler still carries her radio, which can be heard in space with Unearthly ability.

ROLE-PLAYING NOTES:
See primary entry.

HISTORY:
Dazzler was only briefly employed by Galactus in an errand to ferret his errant Herald, Terrax, out of a Black Hole, and she was subsequently stripped of the Power Cosmic. In at least one alternate reality, however, Galactus chose to reject Terrax and take Dazzler on as his Herald – a task which she proved at least as worthy of as the Silver Surfer, becoming, in that reality, a Herald that accompanied Galactus for eons, steering Galactus away from populated planets, and even raising the spirit of compassion within Galactus himself.

DEATH (MISTRESS DEATH)

STATISTICS:

F CL5000
A CL5000
S CL5000
E CL5000
R CL5000
I CL5000
P CL5000
Health: 20,000 **Str:** 5000
Karma: 15,000
Resources: CL5000
Popularity: 0
Height: Variable (5'7" as Mistress Death)
Weight: Variable (139 lbs. as Mistress Death)
Eyes: Variable (Black as Mistress Death
Hair: Variable (Black as Mistress Death)

BACKGROUND
Real Name: Death
Occupation: Not Applicable
Legal Status: Not Applicable
Identity: Death is not believed to exist as a self-aware entity by the general population of the Earth
Place of Birth: The Big Bang
Marital Status: Not applicable
Known Relatives: Galactus, Eternity (Figurative Siblings, part of Universal Trinity) Oblivion (Counterpart)
Base of Operations: Material planes
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: Death can use any of the Powers listed in the Marvel Universe books it sees fit at CL5000 ability. It does not usually use these Powers directly, as it prefers to operate through other agents or to wait for its prey to fail and eventually die. Death may manifest itself as a humanoid being of either gender, but is normally presented as a female.
Limitations: At the center of the universe is a 30-foot man-shaped "hole" where Eternity was formed. Any being in this hole is immune to Death's touch.

ROLE-PLAYING NOTES:
Death is usually silent and aloof – although in her Mistress Death persona she can take on personality traits consistent with a petulant female. She tends to act through proxies, like her counterpart, Eternity, although she has been known to more directly interfere with the workings of the universe more often than he does. She has a love/hate relationship with the mad titan, Thanos, and has often exploited his affections to accomplish her own ends.

DEATH (MISTRESS DEATH)

HISTORY:

Death has been known to manifest itself on the physical plane as a sentient quasi-tangible being. Like Eternity, Lord Chaos, Master Order and others, Death is an abstract being embodied in a concept. In particular, Death and Eternity are the highest of these conceptual beings. Together, they (along with their alternate faces/counterparts, Infinity and Oblivion) comprise the mystical essence of the universe – Eternity embodies the principle of life and Death embodies the principle of mortality. Between the two is the balancing force of the World Devourer, Galactus, and the three compose a form of trinity within the physical universe.

Death and Eternity have appeared in human form, although presumably, they could appear in any guise they wished. Eternity generally appears in male form, while Death usually manifests itself as a female – 'Mistress Death'. And while Death can take the guise of a living human, it more often appears to living beings as a hooded, robed skeleton.

Death's ultimate goals are unknown. There may be a master plan guiding its movements or nothing more than random chance. She refers to the universe as a tangled garden she must ever weed. Virtually all living creatures in the known universe must eventually surrender themselves to Death. Even Eternals and Asgardians age and will one day die. Olympian gods do not age, but can be killed, as can the ancient immortals, the Elders of the Universe. Galactus, the only entity known to predate the Big Bang, believes his own death is inevitable.

The relationship between Death and the so-called gods of the dead in various pantheons is also very hazy. Death Gods like Hela, and demonic Hell Lords like Mephisto, seem to receive certain undefined powers from Death, and even rule over extra-dimensional realms seemingly inhabited by the souls of deceased mortals. But whether they are Death's pawns or allies cannot be determined.

Death remains one of the greatest mysteries of the universe

DEATH STAR

STATISTICS:

F MN(75)
A FB(2)
S ShY(300)
E CL1000
R N/A
I N/A
P N/A
Health: 1615 **Str:** 300
Karma: N/A
Resources: UN
Popularity: -100
Diameter: 50 miles (Original), 100 miles (Second Death Star)
Mass: Unrevealed
Eyes: None
Hair: None

BACKGROUND
Real Name: Death Star
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Creation: Unrevealed (Original), Endor System (Second Death Star)
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Mobile
Present Group Affiliation: Creation of the Galactic Empire

KNOWN POWERS:
Growth: A Death Star space station is the size of a small moon, and its Fighting score suffers from CL1000 penalties versus fighter-ship size targets
Armored Hull: The reinforced hull of a Death Star grants it Shift Y protection from all physical and energy attacks. Specific localized structures on its surface, such as towers and loading docs have only Amazing protection.
Space Flight: A Death Star can travel hyperspace at CL3000 speeds
Surface Weapons: Nearly the entire surface of a Death Star is covered with some form of energy weapons, ranging from Excellent to Monstrous intensity.
Primary Weapon: The Death Star's most feared weapon is its planet-destroying super-laser – a Shift Z (500) Energy Blast that requires three rounds to charge between blasts.
Tractor Beam: Shift X

Weakness: The original Death Star had a thermal exhaust port, leading directly to the main reactor of the station. Although it was only two meters wide, that was, nevertheless, enough to allow a single torpedo shot to destroy the entire station. This flaw was corrected in the design of the second Death Star, although the battle station was never fully finished before it, too, was destroyed

DEATH STAR

HISTORY:
The Death Star is the Empire's ultimate weapon, a gigantic moon-sized space station, capable of destroying entire planets. After the first Death Star was destroyed, the Emperor ordered the construction of an even larger, more powerful Death Star, without the fatal ventilator shaft flaw – unfortunately for the Empire, this massive station was never competed; although its weapons systems were operational, the exterior structure was never finished, allowing small fighters, accompanied by the Millennium Falcon, to be able to destroy the main reactor directly.

DEATHSTROKE

STATISTICS:

F AM(50)
A AM(50)
S RM(30)
E IN(40)
R RM(30)
I IN(40)
P IN(40)
Health: 170 **Str:** 25
Karma: 110
Resources: AM
Popularity: 0
Height: 6'4"
Weight: 225 lbs.
Eyes: Blue
Hair: White

BACKGROUND
Real Name: Slade Wilson
Occupation: Mercenary, Assassin
Legal Status: United States Citizen with a Criminal Record in several countries
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Divorced
Known Relatives: Adeline (estranged wife), Joey and Grant (sons, deceased)
Base of Operations: Mobile
Present Group Affiliation: Various Mercenary Organizations

KNOWN POWERS:
Enhanced Abilities: Death-stroke had his brain power increased to 90% by experiments performed on him by the U.S. Army, raising his abilities to the above levels. If he should lose these abilities, his Fighting, Strength, Agility, and Endurance are reduced by –2CS

Equipment:
Armor: Deathstroke's armor Provides Amazing protection and his visor provides Good Telescopic Vision
Power Staff: Deathstroke's Staff is made of Remarkable strength material and fires an Energy Blast of Incredible Intensity
Sword: Wilson carries two swords of Incredible material strength and that do Excellent Edged damage
Pistol: Deathstroke traditionally carries two pistols that do Excellent damage
Grenades: Deathstroke keeps a cache of grenades that do Remarkable explosive damage for a range of 1 area

Talents:
All Martial Arts skills (allows him to Slam or Stun opponents with Endurances greater than his Strength), He is trained in Military skills detection, espionage

ROLE-PLAYING NOTES:
Deathstroke's personality is as grim and mercenary as the work he does. He conducts himself with calculated confidence and tends to apply his tactical mind to relationships as well as combat, constantly manipulating everyone around him. As a stone-cold killer, he shows little emotion or regret. On rare occasions, he lets his guard down enough to show fleeting glimpses of love or remorse regarding his shattered family, but swiftly regains his killer's composure.

DEATHSTROKE

HISTORY:

At 16, Slade Wilson lied about his age to enter the army, making a name for himself while serving in Korea. Becoming a legend in the army, Wilson was on a tour of duty in Vietnam when he volunteered for an experimental treatment to increase soldiers' resistance to truth serum. Unfortunately, Wilson reacted adversely to the process and he began losing the ability to walk and talk, becoming debilitated to the point where he was discharged and sent home. However, after being sent back, Wilson realized that his strength and reflexes were improving again – but the effect was unstable. He would metahuman ability one day and be virtually catatonic the next.

Eventually the process stabilized and Wilson's heightened abilities remained intact. He used his abilities to become the mercenary known as Deathstroke: The Terminator and operated as such until his youngest son, Joe, was kidnapped by an adversary known only as the Jackal. The Jackal threatened to kill the boy if Wilson didn't tell him who he had been hired for a special mission in the Middle East. Wilson refused to talk and attacked the Jackal instead, but not before his son's throat was slit, leaving him mute. Wilson's wife would never forgive him for this and attempted to shoot him, grazing his temple and rendering his right eye sightless.

After a successful operation involving the capture of the Man-Bat, Deathstroke came into conflict with Blüdhaven's protector, Nightwing, Dick Grayson, former partner of the Batman. Nightwing forced Wilson to release his captive and has been varyingly an ally and an enemy of Wilson over the years. Deathstroke's constant contact with Nightwing and his former allies in the Teen Titans has occasionally encouraged Wilson to attempt to turn over a new leaf – at times even leading the Titans in battle. But Slade is first and foremost, a mercenary, and he continues to walk both sides of the law, depending on his paycheck. His continued operations in Blüdhaven have led to an uneasy truce with Nightwing.

DEINONYCHUS

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E RM(30)
R FB(2)
I FB(2)
P FB(2)
Health: 90 **Str:** 10
Karma: 6
Resources: Not Applicable
Popularity: -10
Height: 6' (average)
Length: 12' (average)
Weight: 180 to 300 lbs.
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – Deinonychus antirrhopus the genus-species name
Occupation: Predator, occasionally rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None, although this species is known to run in packs.

KNOWN POWERS:
Body Armor: Deinonychus' thick skin provides Typical protection against Physical and Energy attacks.
Claws: The claws on Deinonychus' hands may strike for Good Edged damage.
Teeth: Deinonychus' bladed teeth cause Good edged damage.
Sickle-Claw: Deinonychus' large sickle-shaped foot claws strike for Excellent edged damage and any Kill result causes the target to suffer –1CS to their Endurance roll
Tail: Excellent blunt damage
Leaping: Deinonychus powerful legs give them Excellent Leaping ability.
Running: A Deinonychus' may run at Excellent speed
Tracking: Deinonychus' sharp senses it give it Amazing Tracking ability

ROLE-PLAYING NOTES:

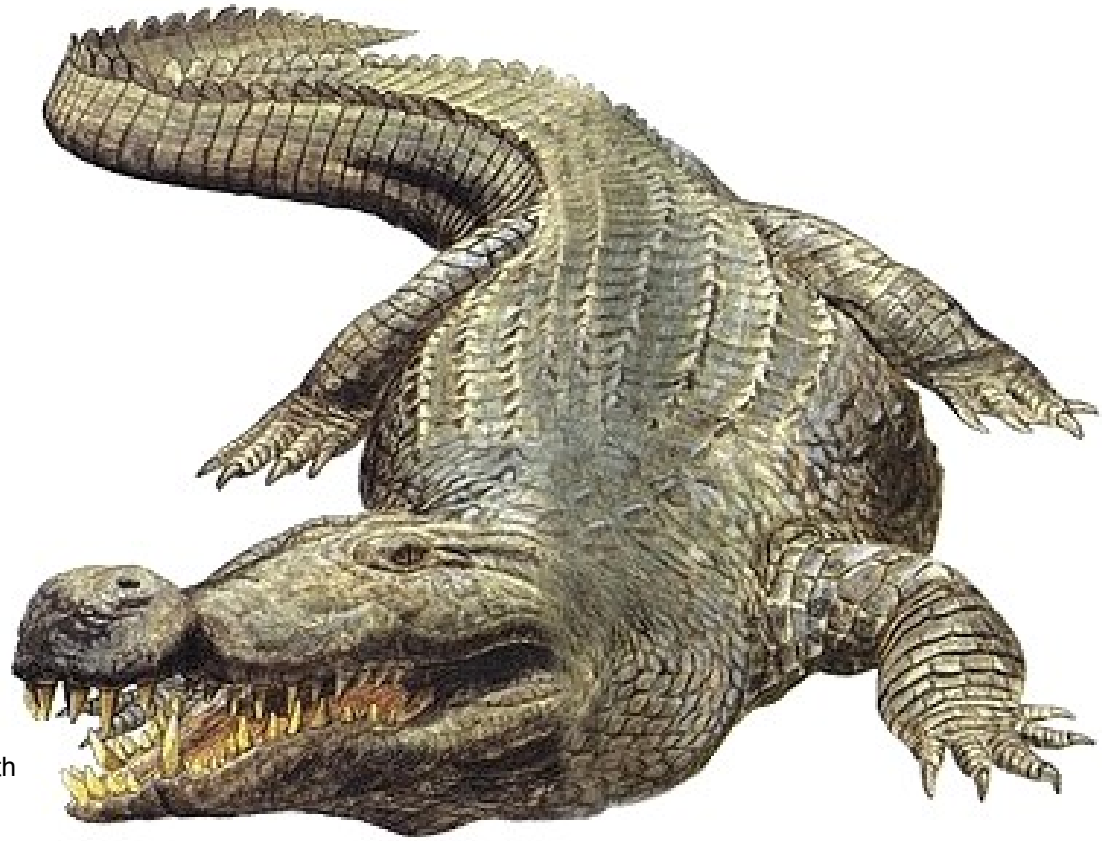
DEINONYCHUS

HISTORY:
The sickle-clawed dromaeosaurs have become famous, as 'Velociraptor' - the name of the primary villain in Jurassic Park, although the actual animal Michael Crichton based the creature on was given the genus name Deinonychus. Dinosaur researcher, Gregory Paul, however, lumped Deinonychus in with the genus Velociraptor and Crichton followed this in his book. Similar to the tyrannosaurids, dromaeosaurs are very uniform, with long, large clawed forelimbs, rather slender, but still strong jaws with teeth that seem adapted for grabbing and holding, turning the killing action over to the powerful kicking legs with their signature Sickle-claws on each foot
Deinonychus antirrhopus is the 'Raptor' from Jurassic Park. It is a wolf-sized predator that predates the other two genus members, implying that the species grew smaller with time, perhaps because of competition with the smaller tyrannosaurids.

DEINOSUCHUS

STATISTICS:

F EX(20)
A GD(10)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 145 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -20
Length: 40'
Weight: 10 tons
Eyes: Yellow
Hair: None



BACKGROUND
Real Name: Not Applicable – Deinosuchus is the genus name
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Prehistoric North America
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None, although crocodilians will often group together

KNOWN POWERS:
Body Armor: Remarkable protection against Physical and Energy attacks.
Claws: Excellent edged damage
Teeth: Amazing edged damage. Crocodilians have exceptionally strong jaws and any target in a crocodile's jaws is considered held with Amazing Grappling ability
Tail: The thick muscular tail may strike for Amazing blunt damage.
Hyper-Swimming: Excellent
Water Freedom
Tracking: Amazing

Talents:
Crocodilians are expert ambush hunters, and receive +2 to Fighting on their first attack if allowed to stalk a victim for at least 2 rounds.

ROLE-PLAYING NOTES:

DEINOSUCHUS

HISTORY:
Deinosuchus is the cretaceous analogue to the Salt Water Crocodile – the crocodilian equivalent of Megalodon, the giant prehistoric white shark. Deinosuchus is the ultimate expression of the crocodilian big-game hunter. Although the 'Terrible Crocodile' was technically taxonomically closer to being a prehistoric alligator, it was very near the evolutionary split between the modern true crocs and gators –since then there has been 75 million years of evolution, and modern gatoroids have evolved into a different niche than Deinosuchus – the Deinosuchus role has been filled by modern crocodiles, and as form is fitted to function, Deinosuchus resembled and likely had the aggressive habits of modern crocodiles, with longer, narrower, more powerful jaws, rather than the wide, duck-like bills of modern gators.

DEMOGORGE

STATISTICS:

F X(150)/Z(500)
A AM(50)/UN(100)
S AM(50)/X(150)
E X(150)/Z(500)
R EX(20)
I MN(75)
P CL1000/CL3000
Health: 400/1250 **Str:** 50/150
Karma: 1095/3095
Resources: N/A
Popularity: 30
Height: 10' (Variable)
Weight: 3700 lbs (Variable)
Eyes: Red
Hair: None

BACKGROUND
Alias: Atum
Occupation: God
Legal Status: Existence unknown to populace of Earth
Identity: Known to historians
Place of Birth: Earth
Marital Status: Single
Known Relatives: Gaea (mother), Demiurge (father)
Base of Operations: The Sun
Past Group Affiliation: Child of Gaea and the Demiurge

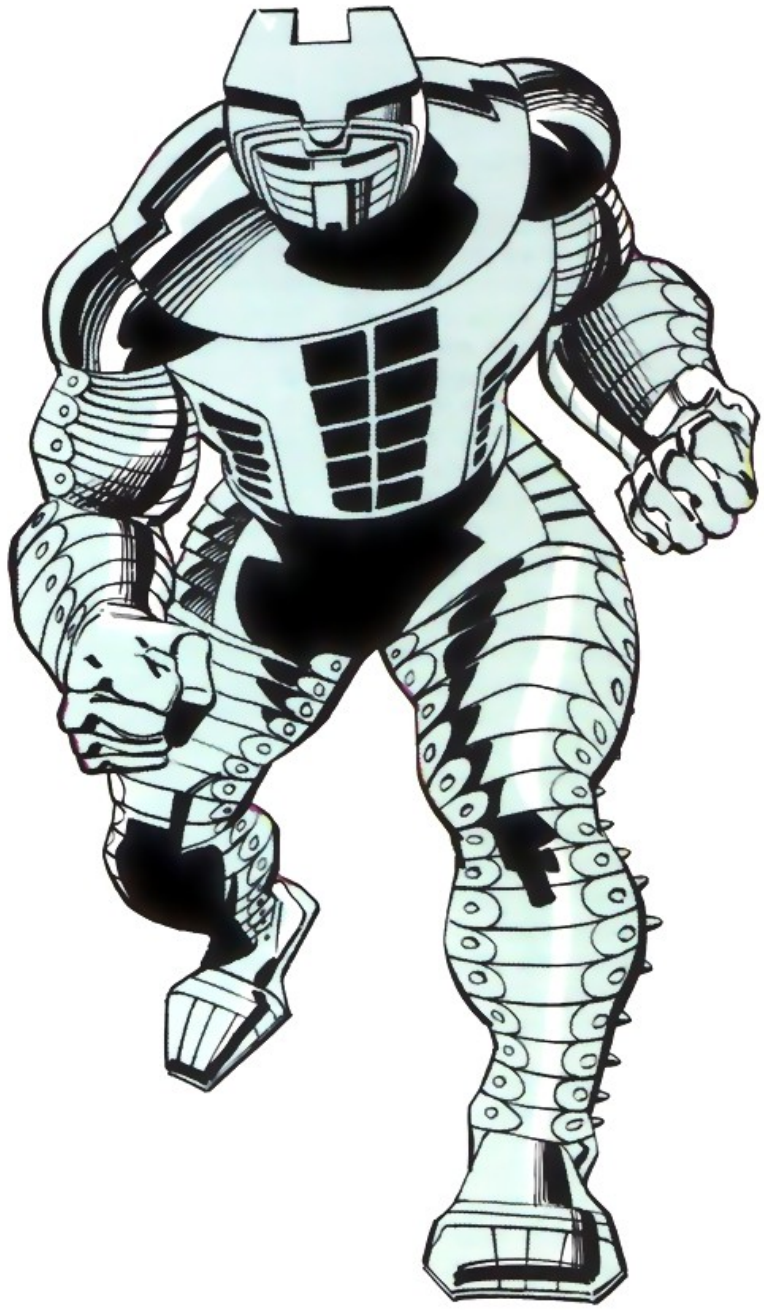
KNOWN POWERS:
Flight: Remarkable (225 mph) in air; CL5000 (lightspeed) in space
Light Generation: CL1000
Heat Generation: CL1000
Plasma Generation: CL1000
Absorption Power: CL1000 ability to absorb the powers and Abilities of each of Atum's victims. The victim's FASERIP scores are added to Atum's own ranks. When the first such act occurs, Atum is transformed into Demogorge
Alter-Ego:
Upon the use of the Absorption Power, Atum undergoes a physical transformation into Demogorge. In this form, he has wings, gray skin, and increased power. Initial transformation takes 3 turns. When the battle is won, Demogorge cuts off his excess power and reverts to his original form. This takes 3 turns as well.

ROLE-PLAYING NOTES:

DEMOGORGE

HISTORY:
Atum's purpose is the protection of Gaea; If Atum uses Power Absorption at Unearthly intensity or more, he transforms into Demogorge, gaining the second, higher set of stats. When the battle is won, Demogorge I reverts back to Atum

DESTROYER



STATISTICS:

F UN(100)
A RM(30)
S ShiftZ(500)
E CL3000
R N/A
I N/A
P UN(100)
Health: 3650 **Str:** 400
Karma: 100
Resources: N/A
Popularity: -100
Height: 6' 6"' (Variable)
Weight: 850 lbs. (Variable)
Eyes: None
Hair: None

BACKGROUND
Real Name: The Destroyer
Occupation: Destroyer
Legal Status: Inapplicable
Identity: Existence unknown to the public
Place of Creation: Asgard
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Asgard
Present Group Affiliation: None

KNOWN POWERS:
Dimension Travel: Amazing
Disintegration: The Destroyer's most formidable weapon, this Class 1000 power is released in a beam through its visor with a range of 5 areas. The power can be used every other turn. Living targets may attempt a Red Endurance FEAT to avoid disintegration; if successful, the target suffers 1000 points of damage.
Disruption: This Class 1000 blast can affect any matter, even Uru metal
Elemental Conversion: Class 1000
Fire Generation: Class 1000
Heat: Class 1000
Hyper-Strength: The Destroyer usually possesses a minimum of Shift Z Strength. If several lifeforces animate the Destroyer, in sufficient numbers or a singular being of sufficient power (like Odin), the Destroyer's Strength is Class 1000. Possessed by the combined life forces of all the Earthly pantheons, the armor's strength was Class 3000
Kinetic Blast: Class 1000
Levitation: Amazing rank
Magnetic Generation: Shift Y rank
Matter Control:
*Liquidation of solids
*Solidification of liquids or gases
*Density alteration
Mind Transferal: Monstrous rank; a being must make a Psyche FEAT of Monstrous rank to avoid being drawn in.
Molding: Class 1000
Molecular Conversion: Class 1000
Plasma Generation: Shift Z rank blasts that also do heat and kinetic damage
True Invulnerability: Class 3000 resistance to any physical or energy attack
Weakness: If the animating lifeforce's body is threatened, the animating force may surrender and return to it. If that body is slain, the animating lifeforce dies. In either case, the Destroyer is rendered inanimate again

DESTROYER

ROLE-PLAYING NOTES:

HISTORY:

Long ago, the space gods known as the Celestials conducted genetic experiments on Earth's humanity. The gods that looked after the Earth knew that with the Celestials eventual return, there would be a judgment that would decide the planet's fate. If humanity was deemed unworthy, Earth would be destroyed. The **Destroyer** was created, by the command of Odin, as a weapon to use against the nearly-omnipotent Celestials. Odin, Zeus, and all other leading Earth gods transferred a portion of their power into the construct, which gave it incredible strength and energy manipulating powers. Odin then had the Destroyer sealed within a temple, out of reach until the purpose it was designed for could be implemented.

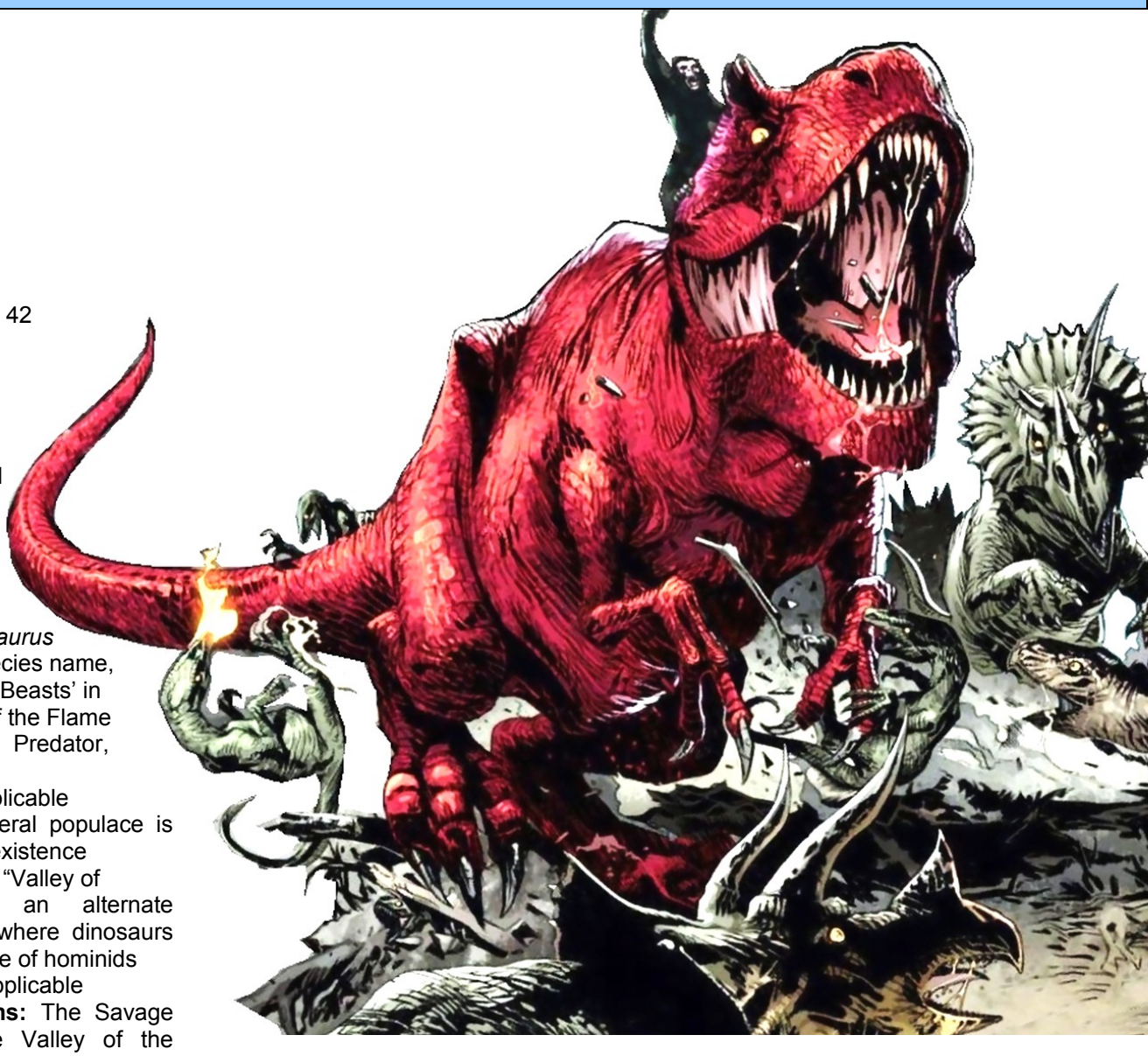
For many years, the Destroyer remained lifeless until a vengeful Loki destroyed the plateau to reveal the temple inside, activating the Destroyer for a number of evil schemes. Thor finally gave the Destroyer to Galactus to act as his herald, but Loki eventually stole it back to use against Thor in another sinister plot by first using Balder and then Thor, himself, to animate the armor. However, while Thor's essence animated the Destroyer he was able to gain control of the Destroyer through tremendous will power. Odin has also projected himself into the armor and has taken control but without any struggle making him, Thor and Loki the only individuals that were able to suppress the Destroyer's consciousness.

Eventually, the Celestials returned to Earth, ready to pass judgment, and. Odin transferred all of the Asgardians (except Thor's) life essences into himself and then into the armor causing it to grow to a tremendous size. Wielding the Odinsword and attacked the Celestials. But despite its overwhelming power, the Destroyer could not do any significant damage to the all-powerful Celestials. .

The Celestials melted the Destroyer into slag and Arishem, the leader of the Celestials on Earth, melted the Odinsword down to nothing. But the Celestials were then petitioned by Gaea, with twelve humans that possessed incredible powers as an offering to illustrate the potential of humanity. These 'Young Gods' were taken by the Celestials to be trained in the use of their powers, and the Earth was spared.

The life forces of the Asgardians were saved by Thor and the other Earth gods, but the slagged remains of the Destroyer were subsequently stolen and repaired it through mysticism, and the armor has been activated by various individuals over the years, all becoming dangerous and destructive. Recently, Odin activated the armor to fend off the World Devourer, Galactus, although the battle was interrupted and the Destroyer was never tested against the Devourer

DEVIL DINOSAUR



STATISTICS:

F AM(50)
A EX(20)
S AM(50)
E UN(100)
R TY(6)
I PR(4)
P GD(10)
Health: 220 **Str:** 42
Karma: 20
Resources: FB
Popularity: -5
Height: 25'
Length: 50'
Weight: Unrevealed
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Devil Dinosaur; *Tyrannosaurus rex* is the genus-species name, referred to as 'Devil Beasts' in their native Valley of the Flame
Occupation: Top Predator, Adventurer
Legal Status: Inapplicable
Identity: The general populace is unaware of Devil's existence
Place of Birth: The "Valley of the Flame" on an alternate dimensional Earth where dinosaurs survived until the age of hominids
Marital Status: Inapplicable
Base of Operations: The Savage Land, formerly the Valley of the Flame
Present Group Affiliation: Partner of Moon Boy, occasional partner of Ka-Zar and Shanna the She-Devil

KNOWN POWERS:
Body Armor: Devil Dinosaur's thick hide provides Amazing protection against Physical attacks and Amazing versus Energy attacks.
Teeth: Devil Dinosaur's bite causes Monstrous edged damage. The tyrannosaurs as a group had exceptionally strong jaws and any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in Devil's jaws is considered held as if with Unearthly Grappling.
Tail: Devil Dinosaur's muscular tail can strike for Unearthly Blunt damage
Stomp: Devil Dinosaur can stomp for Monstrous blunt damage with one leg, or a 'Double Stomp' with both legs for Unearthly damage
Movement: Devil can move at Remarkable Land Speed or Leap across 3 areas, but not up or down more than 1 area in Height
Tracking: Devil's heightened senses grant him Amazing Tracking.
Growth: At 25 feet tall, Devil Dinosaur has Unearthly Growth, giving him +1CS to be hit by Human-sized opponents.
Against smaller targets, Devil may strike for Unearthly damage.

NOTE: Devil Dinosaur is theorized to be either be a mutant, or else was affected by the highly-toxic chemical lava fires that burned his skin red when he was still just a hatchling. It is also possible the lava fire acted as the trigger for his mutant gene just as radioactivity has often acted as a catalyst for mutants in the modern age. Whatever the case, Devil displays intelligence and physical abilities significantly beyond any normal member of his species

DEVIL DINOSAUR

ROLE-PLAYING NOTES:
Devil is a T. rex first, albeit a super-intelligent one. He doesn't normally eat hominids unless they upset him – the Killer Folk he will attack and kill on sight. He is devoted to Moon Boy, although he is intelligent enough to align and cooperate with other humans and creatures as well.

HISTORY:
Devil Dinosaur is a mutant Tyrannosaurus rex from a parallel reality (Earth 78411), closely associated with the mainstream Marvel Universe, wherein dinosaurs and hominids existed side-by-side. The nature of Devil's mutation is unknown, although it is known that the creatures of his Valley were experimented on by Celestials. Devil was also exposed as a hatchling to a chemical bath of lava, which burned his skin red. In any case, Devil is far stronger, more intelligent, and more durable than any normal T. rex.

Devil's story begin when his mother was attacked and killed by the vicious group of hairy hominids known as the 'Killer Folk', who then turned upon Devil and his fellow hatchlings. The Killer Folk killed all of Devil's brothers and sisters, but found Devil himself a handful; unable to kill him with their spears, they forced him into the chemical rich lava, and left him for dead. Devil was rescued, however, by Moon Boy – a member of the 'Small Folk' – another, more peaceful group of hominids sharing the Valley – who nursed him back to health.

Devil Dinosaur and Moon Boy adopted each other after that, and Devil grew to be the mightiest creature in the Valley of the Flame. The close association of Earth 78411 to the mainstream Marvel Universe, however, caused a lot of cross-dimensional instability between the two realities (including an instance where Godzilla – shrunk to T. rex size was transported to the Valley of the Flame), so that Devil Dinosaur and Moon Boy eventually found their way to Marvel Earth, living for a time incognito in Manhattan, but eventually settling in the dinosaur-inhabited Savage Land, where he has had amicable dealings with Ka-Zar.

DIRTY HARRY

STATISTICS:

F EX(20)
A GD(10)
S GD(10)
E RM(30)
R GD(10)
I EX(20)
P GD(10)
Health: 80 **Str:** 9
Karma: 120
Resources: GD
Popularity: 6
Height: 6 2”
Weight: 220 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Harry Callahan
Occupation: Police Inspector (Homicide Detective), former Marine
Legal Status: United States Citizen with no criminal record
Identity: Publicly known
Place of Birth: New York City
Marital Status: Widowed
Known Relatives: Sylvia Callahan (wife, deceased)
Base of Operations: San Francisco
Present Group Affiliation: San Francisco Police Department

KNOWN POWERS:
Dirty Harry has no superhuman powers; all of his abilities come through his years of experience and training.

Talents:
Martial Arts B, E, Wrestling, and is a Weapons Specialist (+2 to Shooting Attacks) Detective skills (+2CS to Reason and Intuition), Resist Domination, Survival Skills (Urban). He has Military skills (Demolition, hand to hand combat, and Strategy)

NOTE: Harry is well known for his particularly intimidating manner – any opponent confronting him must pass a Typical Psyche FEAT or suffer a –1CS to initiative for the first roll of combat

Equipment:
Harry’s weapon of choice is, of course, his trademark Smith & Wesson Model 29 .44-caliber Magnum revolver which does Excellent shooting damage Harry briefly upgraded to the 44 Auto-Mag until the model was discontinued

ROLE-PLAYING NOTES:
Dirty Harry is the caricature of the tough-as-nails law-enforcer – the sort comics like Judge Dredd are based on. He is hardened, cynical, and more than willing to break the rules to serve justice. Conversely, he is extremely cautious of those who would abuse their positions within the law. Harry does have a heart, although mostly it just makes him mad – but he will go to great lengths to protect innocents and punish those who would hurt them.

DIRTY HARRY

HISTORY:

The most famous and controversial officer in the San Francisco Police Department, Detective Inspector Harold "Dirty Harry" Callahan, is well known in the city for his mixture of ruthless and often brutal pursuit of criminals and sharp detective skills. After a stint in the Marine Corps, Callahan joins the SFPD in the 1950s and eventually rises to the rank of Inspector, becoming involved in several controversial cases and losing his wife in an automobile accident along the way.

Callahan is known as 'Dirty Harry' because he's the guy that does 'every dirty job that comes along' - situations too violent and unpredictable for conventional police methods – and that also often prove fatal to his partners. Nonetheless, Harry has had undeniable success in bringing violent criminals to justice. There was the deranged and psychotic "Scorpio Killer" (*Dirty Harry*), a ring of vigilante police officers led by a rogue lieutenant (*Magnum Force*), a group of terrorists who kidnap San Francisco's mayor (*The Enforcer*), a revenge killer of violent rapists (*Sudden Impact*), and a deranged movie buff (*The Dead Pool*), and these are but a few of the villains who met violent ends after tangling with Dirty Harry Callahan. Dirty Harry is, of course, known for carrying a Smith & Wesson .44 Magnum revolver and enjoys reminding prospective would-be resistors-of-arrest that they are looking up the barrel of 'the most powerful handgun in the world' and could blow their heads 'clean off.' In *Sudden Impact*, Callahan also packs a customized .44 Magnum "Automag" – a unique weapon that proves valuable when Harry is attacked by three thugs and loses his regular gun, in the ensuing struggle – he turns to the Automag for the climatic shootout, killing an entire gang of criminals in a closed amusement park, impaling the last member on a merry-go-round's unicorn horn after shooting him off the tracks of a nearby roller coaster.

At the end of gunfights, Callahan will often taunt cornered villains – telling them he may or may not be out of bullets, and wondering – with the barrel of the .44 in their face, if they 'feel lucky.' He does this twice in *Dirty Harry*, first with a bank robber, who lacks the courage to call Callahan's bluff, only to discover Harry's gun is empty. In the final showdown with 'Scorpio', Harry presents the challenge again. Scorpio takes the dare, reaching for his own gun, but this time Harry has one more bullet and blows the psychopathic nut-job away.

The Dead Pool is the last film in the series – presenting Harry in his sixties, still in whipcord shape and tough as nails - and Callahan's later-day cases, and presumed eventual retirement has never been chronicled

DOC SAMSON

STATISTICS:

F RM(30)
A RM(30)
S MN(75)
E AM(50)
R EX(20)
I EX(20)
P EX(20)
Health: 185 **Str:** 60
Karma: 60
Resources: GD(10)
Popularity: 5
Height: 6'6"
Weight: 380 lbs.
Eyes: Blue
Hair: Green

BACKGROUND
Real Name: Leonard Samson
Occupation: Psychiatrist, U.S. Army and Air-force Consultant, former College Professor
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Tulsa, Oklahoma
Marital Status: Single
Known Relatives: Ricky Myers (son)
Base of Operations: Mobile
Present Group Affiliation: Gamma Base, Hulk-Busters

KNOWN POWERS:
Body Armor: Samson's gamma-irradiated skin provides Incredible protection from physical and energy attacks. He has no particular resistance to heat and cold.
Leaping: Doc Samson has Shift-Z Leaping, allowing him to leap 33 floors (500') straight up and 4 areas across
Limitation: Doc Samson's Strength is tied to the length of his hair. His listed Strength is his maximum level, and he loses –1CS to all FASE stats for every three inches he cuts off until all abilities reach Typical.

Talents:
Doctor of Psychiatry and self-taught expert on the Hulk and gamma radiation. Samson has Martial Arts A, B, C and Medicine talents

ROLE-PLAYING NOTES:

DOC SAMSON

HISTORY:
Doctor Leonard Samson exposed himself to controlled radiation, to give himself super-human strength. His true calling, however, is psychiatry, and he specializes in metahuman patients, with a particular interest in the MPD case of the Hulk. He has been responsible for a number of the Hulk's incarnations, most predominantly the Professor Hulk, and most disastrously, the Mindless Hulk. He also has high-level associations with S.H.I.E.L.D. and government operations.

DOCTOR DOOM

STATISTICS:

F RM(30)
A EX(20)
S IN(40)
E IN(40)
R AM(50)
I IN(40)
P AM(50)
Health: 130 **Str:** 39
Karma: 140
Resources: AM
Popularity: 40
Height: 6'2" (6'7" in armor)
Weight: 225 lbs. (415 lbs in armor)
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Victor Von Doom
Occupation: Monarch
Legal Status: Ruler of Latveria
Identity: Publicly known
Place of Birth: Near Doomstadt, Latveria
Marital Status: Single
Known Relatives: Cynthia Von Doom (mother, deceased), Werner Von Doom (father, deceased)
Base of Operations: Castle Doom, Latveria
Present Group Affiliation: None

KNOWN POWERS:
Hyper-Invention: Monstrous Reason when inventing, designing, or constructing new devices, robots, weapons, or energy systems.
Mind Transferal: Amazing rank. This is an ability taught or provided him by the Ovoid race, by which Doom may exchange his consciousness with another human.
Ritual Magic: Doom has the following Remarkable spells:
**Dimensional Travel:* Limited to travel to Mephisto's realm.
**Summoning*: Good ability to summon and control supernatural beings
**Sympathetic Magic (Voodoo):* Feeble rank
**Magic Energy Blast*
Body Armor: The armor possesses Incredible Material Strength and Incredible resistance to energy attacks. The armor responds to Dr. Doom's movements and mental commands. If Dr. Doom is away from his armor, the armor can respond to either preprogrammed instructions or his remote control. It can only be deactivated by attacks of Amazing rank
Force Field: This Monstrous intensity field has a maximum radius of 8 feet.
Force Bolt: Amazing strength energy beams may be fired from his gauntlets and faceplate. The bolts o the faceplate, if detached can be used as a propulsion unit to attain Good airspeed.
Electricity: This blast does Unearthly damage to anyone in contact with the armor. People within 10 feet of the blast suffer Incredible damage.
Rocket: Twin atomic jets on his waist give him Excellent airspeed.
Self-Sustenance: Internal stores and recycling systems give him the ability to survive for several weeks in hostile conditions such as deep space.

DOCTOR DOOM

ROLE-PLAYING NOTES:

At the core of Doom's mind is a strong Oedipal Complex. He wants to rescue his mother from Mephisto. To this end, he has learned every magical or technological trick that could help him in his quest. Doom is also an incredible egotist. He believes he is the greatest, smartest man in the world or perhaps even in the galaxy. When someone comes along who challenges that belief (such as Reed), Doom swears a vendetta against that rival.

As a peculiar side-effect of his ego, Doom possesses a much-vaunted sense of honor. He considers it demeaning to break a promise once he has made it.

However, Doom will happily lie to potential allies and turn on them when the time is ripe, should he not consider them his peers.

HISTORY:

Victor Von Doom was the child of gypsies living in the Balkan country of Latveria. His father Werner was a local healer and his mother Cynthia was a sorceress. She died when Mephisto seized her soul and took it to his realm. Werner died when he was killed by the King's troops for failing to cure the dying queen. Afterwards, Victor was raised by another gypsy family and fell in love with their daughter Valeria.

Victor had an incredible thirst for new knowledge. First, he explored magic through the books left him by his mother. Then he traveled to the U.S. in search of scientific knowledge. There he met Reed Richards when they were students in Empire State University's Physics department. Doom tried to combine his magical and scientific talents into a device that would enable him to communicate with the dead. When he first used the device, it exploded and gave him a small scar along his jaw. Doom was convinced he was hideously maimed and left the U.S.

He continued his quest for knowledge in Tibet. He joined an order of monks to learn their skills and knowledge. They helped him build his first armor. Doom insisted on donning the mask while it was still red-hot, further scarring his face.

Doom returned to Latveria and overthrew its monarch, King Rudolpho. He established a scientific citadel where he worked on weapons for world conquest.

When the FF came into existence, Doom recognized Reed and felt the urge to destroy this rival. This began the long running war that has plagued the FF ever since

DOCTOR MANHATTAN

STATISTICS:

F AM(50)
A MN(75)
S MN(80)
E CL(1000)
R ShZ(500
I MN(75)
P UN(100)
Health: 1205 **Str:** 80
Karma: 675
Resources: UN
Popularity: MN
Height: Unrevealed
Weight: Unrevealed
Eyes: White
Hair: None

BACKGROUND
Real Name: Dr. Jon Osterman
Occupation: Physicist, Former superhero
Legal Status: United States Citizen with no Criminal Record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Present Group Affiliation: U.S. Government, former member of the Watchmen

KNOWN POWERS:
Energy Manipulation: Dr. Manhattan can manipulate all forms of energy with Unearthly ability.
Growth: Unearthly. Dr. Manhattan can alter his size at will.
Invulnerability: Shift X (150) defense against all physical attacks
Matter Manipulation: Dr. Manhattan can manipulate matter at the molecular level with Class 1000 ability. He commonly uses this power for the following Power Stunts:
*Disintegration
*Transmutation
*Teleportation: Dr. Manhattan may teleport himself or others
*Serial Immortality: If his body is destroyed Dr. Manhattan can completely reconstitute himself with a Green Psyche FEAT
Self-Sustenance: Dr. Manhattan has no need to eat or to breath, and may survive unprotected in open space
Telekinesis: Unearthly
Microscopic Vision: Unearthly
Precognition: CL3000 ability to see his own future.
Total Recall: CL3000 ability to recall every moment of his own life.

Talents:
All Science skills and is a specialist in Physics.

ROLE-PLAYING NOTES:
With his perception on a cosmic level, Doctor Manhattan has become detached and disinterested in Earth and/or the human race

DOCTOR MANHATTAN

HISTORY:
John Osterman received his PhD from Princeton University, after which he got a job as a researcher at the Gila Flats facility. In August 1959, Osterman was involved in an accident, which trapped him in a chamber designed to remove the intrinsic field of an object. Osterman was disintegrated and apparently killed, but somehow reintegrated himself several months later. He had been reborn as Doctor Manhattan, a being with phenomenal powers whose presence would change the world forever.

DOCTOR STRANGE

STATISTICS:

F EX(20)
A GD(10)
S TY(6)
E RM(30)
R RM(30)
I MN(75)
P MN(75)
Health: 66 **Str:** 5
Karma: 180
Resources: GD
Popularity: 0
Height: 6'2½"
Weight: 180 lbs.
Eyes: Gray
Hair: Black with white at the temples

BACKGROUND
Real Name: Stephen Strange
Occupation: Surgeon (retired), occult expert
Legal Status: American citizen with no criminal record
Identity: Publicly known
Place of Birth: Philadelphia, Pennsylvania
Marital Status: Single
Known Relatives: None
Base of Operations: Greenwich Village, New York
Present Group Affiliation: the Defenders, Avengers

KNOWN POWERS:
Magical Ability: Doctor Strange is the Sorcerer supreme of the Earth Dimension. He may use any listed power as a spell, subject to the limitation of Personal, Universal, and Dimensional energy restrictions. He uses these abilities at Amazing level unless otherwise noted as Power stunts. In addition, Dr. Strange regularly uses the following spells:
**Alteration Appearance* (P): a minor illusion of Amazing intensity that changes the Doctor's appearance and that of his companions, usually hiding their costumes.
**Astral Projection* (P): Unearthly ability
**Levitation* (P): Incredible ability
**Shield* (O): Personal Force field of Monstrous intensity against magic attacks.

**Telepathy* (P): Unearthly ability
*Conjure (U): A specialized teleport of Amazing intensity that brings the item, character or being to the caster. The being in question may make a Psyche FEAT to avoid the conjuration.
**Eldritch Beams/Bolts* (U): A force or energy weapon of Monstrous power and range
**Dimensional Aperture* (D): Creates an opening into, and permits a passage to and from another stated dimension, with Monstrous ability. Requires a FEAT roll only for unfriendly or hostile dimensions or unwilling travelers.
**Spell of Silence* (U): Prevents a subject of the spell from speaking o f certain matters or subjects. Only characters of Amazing or greater Psyche may receive a FEAT roll to avoid its affect.

Equipment:
Cloak of Levitation: The Cloak permits Flight of Shift X speed. The Cloak may be commanded to perform discreet actions and, in combat, it has Incredible material strength and may act as if it possesses Incredible Strength
Eye of Agamotto: An occult object contained within an amu worn by the Doctor and controlled by a Psychic link. The Eye has several functions:
*Serves as a combination of all Detection Powers with CL1000

ability and, in addition, reveals all illusions, enchantments, and disguises
*Provides a +2CS on all mental Powers used by the Doctor
*Places one unconscious target in the same area in suspended animation (no actions or loss of Health) with Monstrous ability
*Opens a Dimensional Aperture with Unearthly ability
Orb of Agamotto: Another powerful mystic artifact, the Orb has CL3000 Magic Detection and may be sued to view any place known to the user

ROLE-PLAYING NOTES:
Doctor Strange is methodical, wise, and investigative, with a wry, austere wit. His mystical training has left him aloof, and extremely self-controlled. His youthful arrogance has mellowed with the lessons of life, age, and experience.

HISTORY:
The brilliant but arrogant surgeon, Stephen Strange had his career cut short in a car accident that injured the nerves in his hands. Seeking a cure, Stephen traveled to Tibet and found the temple of the Ancient One, an aged sorcerer. While there, he discovered Baron Mordo, the Ancient One's pupil, plotting to kill his master. Stephen warned the Ancient One, proving his potential for good and worthiness of power. He became the Ancient One's disciple, learning the secrets of sorcery and later taking on his mentor's mantle as the Earth's Sorcerer Supreme.
Doctor Strange remains the primary go-to guy in matters magical for the heroes of Marvel Earth, and has aided groups like the Avengers and the Fantastic Four on many occasions, and has even been tapped for his mystical expertise by entities such as the world-devouring Galactus. He spends much of his time dealing with mystical threats beyond the ken of most mortals, such as the dread Dormammu and Nightmare. He rarely works with other heroes on a regular basis, with the exception of when he united the Hulk, the Silver Surfer, the Sub-Mariner, and a number of other heroes, under the banner of the Defenders. He also formed the ill-fated Illuminati with Reed Richards, Tony Stark, the Black Bolt, and Professor Xavier.

DOOMSDAY

STATISTICS:

F AM(50)
A GD(10)
S ShY(200)
E ShY(200)
R PR(4)
I TY(6)
P AM(50)
Health: 460 **Str:** 200
Karma: 60
Resources: FB
Popularity: -75
Height: 7'
Weight: 615 lbs.
Eyes: Red
Hair: White

BACKGROUND
Real Name: The Ultimate
Occupation: Armageddon Creature
Legal Status: Inapplicable
Identity: Doomsday is known and feared through-out the universe
Place of Birth: Krypton
Marital Status: Single
Known Relatives: None
Base of Operations: None
Present Group Affiliation: None

KNOWN POWERS:
Immortality: Doomsday does not age and his body regenerates with Amazing ability. This ability continues to function even after death, making it extremely difficult to kill him.
Invulnerability: Doomsday's thick bone and hide provide him with Shift X (150) protection versus Physical and Energy attacks.
Evolution: Doomsday has the Unearthly ability to acquire resistance to any type of attack. The attack must do some form of damage, whereupon Doomsday develops a defense equal to the intensity of the attack up to Unearthly
Claws: Doomsday's claws cause Unearthly Edged damage; he can also extend them for 1 area for a Monstrous Grappling attack
Leaping: Doomsday has Class 5000 Leaping ability

ROLE-PLAYING NOTES:
Doomsday is an engine of almost mindless destruction. There is no reasoning - or even speaking -with it

DOOMSDAY

HISTORY:

The creature known as Doomsday originated long ago on the planet Krypton, before that world's inhabitants conquered their environment. The alien scientist Bertron cloned and released a humanoid infant onto the harsh surface of the planet. After its immediate death, the remains were dissected and used to create a new clone. Each successive "generation" of the creature was encoded with the death agonies of all of the prior clones, creating a form of forced adaptive evolution.

First, the clone became able to withstand the harsh environment. Then it developed abilities to deal with the deadly predator species, to survive on solar energy without the need for food, water, or air, and, eventually to regenerate and adapt to whatever killed it, even without Bertron's technology. "The Ultimate" form of the creature exterminated Krypton's deadliest predatory species, then turned on Bertron, aware that he had "killed" it thousands of times over. Escaping from Krypton, the creature rampaged across the universe for thousands of years. It battled Darkseid on Bylan 5, resulting in the poisoning of that world's atmosphere. It rampaged across Khundia, uniting the warring clans to build a rocket to send the Destroyer hurling back into space. The creature killed a Green Lantern and even attacked Oa, requiring hundreds of Green Lanterns and even one of the Guardians of the Universe to perish in order to stop it

Finally, the Ultimate cut a swath of devastation across the world of Calaton. The survivors of the Calaton royal family merged their life forces into a powerful energy being known as the Radiant. It killed the Ultimate, although the battle devastated the surface of Calaton. In accordance with their funerary rites, the Calatonians shrouded and chained the Ultimate's corpse, so its spirit could not escape the afterlife. They placed it into a capsule and shot it into space. Eventually, the capsule crash landed on Earth, buried deep underground by the impact After an unknown amount of time buried alive, the creature regenerated and fought its way free, emerging in the American Midwest. Dubbed "Doomsday" after Booster Gold likened its appearance to "the arrival of doomsday," the creature easily defeated the assembled Justice League, making his way towards Metropolis.

Doomsday's early development gave him the ability to sense the presence of Kryptonian life-forms - it automatically considered them a threat - so he was drawn to Superman's home to attack him.

Superman attempted to stop Doomsday leading to a running battle all the way into Metropolis. Even the Man of Steel was only just able to slow the creature. Finally, in a no-holds-barred combat, Superman and Doomsday beat each other to death in front of the *Daily Planet* building in downtown Metropolis. Not long thereafter, Hank Henshaw, the Cyborg Superman (posing as the real Superman) stole Doomsday's corpse. He bound the creature to an asteroid and sent it hurtling out of the solar system on a trajectory that would not intersect with any inhabited worlds. Doomsday recovered in the depths of space, still unkillable.

DORMAMMU

STATISTICS:

F RM(30)
A AM(50)
S AM(50)
E CL1000
R MN(75)
I MN(75)
P UN(100)
Health: 1130 **Str:** 48
Karma: 250
Resources: Unlimited
Popularity: -30
Height: 6'1"
Weight: Unrevealed
Eyes: (Originally) Green
Hair: (Originally) Black, currently manifests as a head of solid flame

BACKGROUND
Real Name: Dormammu
Occupation: Conqueror, former ruler of the Dark Dimension
Legal Status: Exiled citizen of the dimension of the Faltine, exiled citizen of the Dark Dimension
Identity: Publicly known in the Dark Dimension. His existence is unknown to the general populace of Earth
Place of Birth: the Faltine dimension
Marital Status: Single
Known Relatives: Umar (sister), Clea (niece)
Base of Operations: Greenwich Village, New York
Present Group Affiliation: None

KNOWN POWERS:
Magical Ability: Dormammu is one of the most powerful magic-wielders ever to exist. He may use any listed Power as a spell, subject to the limitations of Personal and Universal energy restrictions. Being a Dimensional entity, he is able to generate these energies himself. He uses these abilities at the Monstrous level unless other-wise noted as Power Stunts. In addition, Dormammu regularly uses the following spells:
**Counterspell (D):* Dormammu can cancel out or tamper with the magical spells of others at Unearthly ability. He must make a FEAT roll against the intensity of the spell-caster he wishes to affect.
**Dimensional Aperture (D):* Unearthly Creates an opening into and permits passage to and from another stated dimension
**Eldritch Beams/Bolts (U):* As Force or Energy weapons of Monstrous power and range
**Telepathy (P):* Dormammu can telepathically contact anyone he wishes throughout the dimensions with CL1000 ability
**Transformation (D):* Unearthly rank ability to transform himself or others into another substance, retaining the target's own shape. He can also endow another individual with new powers, or enhance old ones.
Flames of Regency: When Dormammu is ruling the Dark Dimension, he receives a +1CS on any power he uses
Immortality: If Dormammu's Health is reduced to 0 his body dissipates and begins to reform elsewhere over a period of 2-20 months

DORMAMMU

ROLE-PLAYING NOTES:
Despite his great power – or perhaps because of it – Dormammu is not terribly subtle – he uses his powers directly and to the point. Although he may engage in complex schemes to gather power, once he has gained that power, he uses it in a forthright manner.
Oddly enough, Dormammu is possessed of a strange sense of honor and will never break his word once given, or attack someone to whom he is indebted. It is possible that these self-limiting codes are related to trappings and strictures inherent to his magical nature, rather than any true sense of honor – perhaps similar to the literal, but misleading truths spoken by Mephisto (the Devil).

HISTORY:
Little is known of Dormammu's origins, other than that he is a member of the extra dimensional Faltinian race. With the help of his sister Umar, he defeated the invasion of the Mindless Ones and became ruler of the Dark Dimension, increasing his magical abilities by transforming his body into mystical energy. He consolidated his power, exiled his sister, and eventually became Sorcerer Supreme of the Dark Dimension.
As a consequence of one of his most costly defeats, Dormammu was scattered throughout the universe. Being a mystical energy creature, however, he was not permanently destroyed, but rather just severely weakened. During his absence, both Umar and Clea have assumed the mantel of Sorceress Supreme of the Dark Dimension.
In the last years of his known existence, Dormammu 's attention was not focused on re establishing himself as leader of that Dimension, but rather on defeating Doctor Strange and conquering Earth. To accomplish these ends Dormammu enlisted the aid of humans, most notably Baron Mordo. The quantity of power that Dormammu can confer upon one of his minions is immeasurable, but at least potentially sufficient to dwarf the abilities of any dimension's sorcerer supreme

DRACULA

STATISTICS:

F RM(30)
A AM(50)
S RM(30)
E UN(100)
R EX(20)
I AM(50)
P AM(50)
Health: 210 **Str:** 25
Karma: 110
Resources: RM
Popularity: -30
Height: 6'5"
Weight: 220 lbs.
Eyes: Red
Hair: Black

BACKGROUND
Real Name: Vlad Dracula
Occupation: Former prince of Transylvania and Wallachia, Lord of the Vampires
Legal Status: Legally dead
Identity: The general populace of Earth believes that Dracula died in the 15th century and that stories of his survival are fictional
Place of Birth: Schassburg, Transylvania (now Sighisoara, Romania).
Marital Status: Legally married three times; although Dracula has kept a number of vampire 'brides' over his career,
Known Relatives: Vlad Dracul (father), Mircea and Radu (brothers), Zofia and Maria (wives), Lilith (daughter), Vlad Tepelus (son), (all deceased), Janus (son), Domini (wife), Frank Drake (descendant)
Base of Operations: Castle Dracula, Transylvania
Present Group Affiliation: Lord of Vampires

KNOWN POWERS:
Resistances: Dracula ignores most physical attacks but not Stuns and slams. He has Excellent regenerative abilities
T*ransformation*: Dracula can transform himself into the following:
*A mist-like cloud which allows him passage through tight spaces and Feeble Flight
*A bat, having bite attacks (Good damage) and Typical Flight
*A Wolf, having the abilities to bite (Remarkable damage), move at 3 areas, and use Monstrous Intuition
*A man-sized bat capable of flying at 4 areas/round, with claw and biting attacks for Excellent damage.
Summoning and Controlling: Dracula is able to command the meaner animals (bats and wolves), thunderstorms, lesser vampires and humans at Unearthly rank.
Vampire Bite: Dracula's bite inflicts Typical damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATs) until a weekly Endurance FEAT is made, and subject to Dracula's telepathic commands.
Vampiric Limitations: A number of attack forms and weaknesses inflict damage to a vampire:
**Blood Dependency:* Deprivation of blood results in weakness (-1CS on all stats every two days) and an overwhelming desire for blood. Upon seeing blood, a vampire failing a Psyche FEAT roll automatically attacks
**Direct Sunlight:* The rays of the sun or attacks which duplicate solar radiation cause Amazing damage to vampires. If reduced to 0 Health, a vampire turns to powder
**Religious Objects*
**Mirrors:* A vampire must make a Psyche FEAT roll to avoid smashing a mirror
**Houses:* Vampires are bond from

entering a dwelling unless freely invited
*_Silver:_ silver weaponry can inflict normal damage on a vampire
*_Wood:_ a wood stake or blade produces an automatic Kill against a vampire on a red result
*_Permanent Destruction:_ Three methods of slaying a vampire are known to 'kill' it forever: exposure to sunlight, piercing the vampire's heart, beheading, burning, and then scattering the ashes; or using the Montesi Formula

Talents:
Dracula is a trained swordsman and has Martial Arts A and B. He possesses both the Occult Lore and Mystic Background talents.

ROLE-PLAYING NOTES:

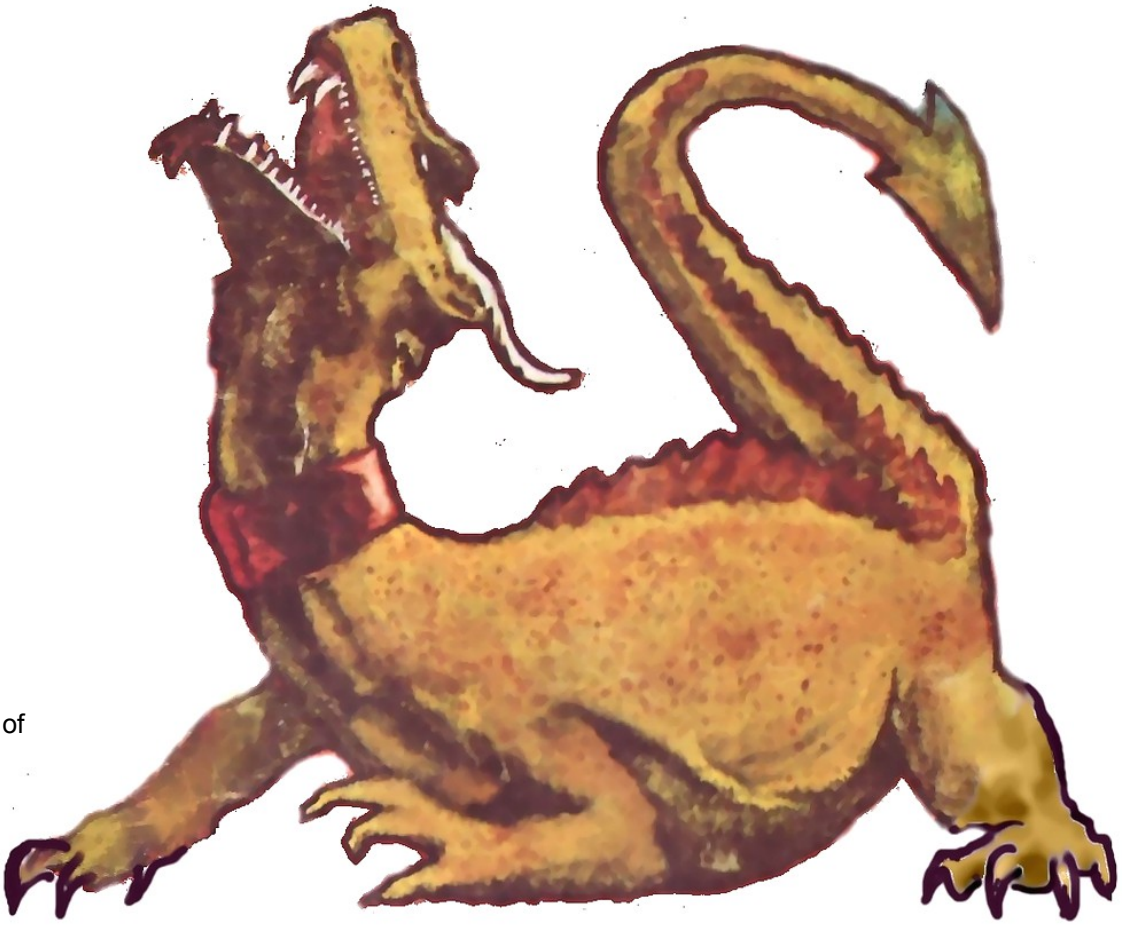
HISTORY:
Dracula, Lord of the Undead, was born Vlad Tepes, a 14th Century Transylvanian Prince. In life, he was a fierce warrior and a cruel ruler – known as 'The Impaler' for his habit of staking enemies (and subjects who displeased him) like trees outside his castle, and he was given the name, 'Drak-ul' – 'son of the Devil'. Stories differ as to how Dracula became a vampire, but he was first encountered in modern times in the Late 1800's, when he bought property in the middle of downtown London, intending to set up a power base in what was, at the time, the worlds most prosperous city. He was stopped on that occasion (and temporarily killed), by Professor Abraham Van Helsing. Van Helsing and his descendants would be a constant foil for the Vampire-King, even after he was repeatedly resurrected, destroyed, and resurrected again, even into modern times.

Dracula has had dealings with a wide range of characters, from other classic monsters, like Frankenstein's Monster and the Wolf-Man, to skirmishes with super-heroes like Batman and Thor. He had a regular series at Marvel – who presented a very iconic version of the character, compatible with both literary and film versions – as well as more watered-down versions in other vampire-themed universes like Buffy the Vampire Slayer and Vampirella.
Count Dracula is more an actual classic character than a monster, often presented as lovelorn and charming, as well as being a courageous warrior, and even heroic. The version presented here is the classic Count Dracula, which would be compatible with the Marvel Universe version, as well as the Universal or Hammer series film versions – a genuine monster - a vampire with blood on his mind, and a true villain, although one, like Doctor Doom, with a little bit of class

DRAGON (7TH VOYAGE OF SINBAD)

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 190 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -20
Height: Unrevealed
Length: Unrevealed
Weight: Unrevealed
Eyes: Yellow
Hair: None



BACKGROUND
Real Name: Not Applicable
Occupation: Guard Animal
Legal Status: N/A
Identity: Known to sailors
Place of Birth: The Island of Colossa
Marital Status: N/A
Known Relatives: None, although Colossa likely had a population of dragons
Base of Operations: The Castle of Sokurah, on the Island of Colossa
Present Group Affiliation: Guard beast for the Sorcerer Sokurah

KNOWN POWERS:
Body Armor: The Dragon's thick hide provides Excellent protection against Physical and Energy attacks.
Teeth: Incredible edged damage.
Claws: The Dragon's claws cause Amazing edged damage.
Tail: The Dragon's massive tail can strike for up to Unearthly blunt damage.
Stomp: The Dragon can stomp for Monstrous blunt damage with one leg, or a 'Double Stomp' with both legs for Unearthly damage
Flame Breath: Sokurah's Dragon can breath bursts of fire of Incredible intensity and range.
Tracking: The Dragon can track with Incredible ability

ROLE-PLAYING NOTES:

DRAGON (7TH VOYAGE OF SINBAD)

HISTORY:
The mighty fire-breathing Dragon, is Sakurah's guard beast against the island's tribe of Cyclops. The dragon is chained at the entrance to Sakurah's cave, in front of his castle. A winch system controls the monsters chain length, along passage to the castle, but as Sinbad escapes with the Magic Lamp, the dragon snaps its chain, pursuing Sinbad and Parisa to the mouth of the cave, almost right underfoot of a giant Cyclops. The dragon and the Cyclops immediately engage in battle and the one-eyed monster is quickly vanquished. Sakurah leads the dragon after Sinbad to the beach, directly into the path of Sinbad's giant crossbow.

DRAX THE DESTROYER

STATISTICS:

F IN(40)
A RM(30)
S ShX(150)
E ShX(150)
R PR(4)
I TY(6)
P AM(50)
Health: 370 **Str:** 120/200/500
Karma: 60
Resources: FB
Popularity: 10
Height: 7'4"
Weight: 1,050 lbs.
Eyes: Red
Hair: None

BACKGROUND
Real Name: Arthur Douglas
Occupation: Former real estate agent, later agent of Chronos, Keeper of the Power Gem
Legal Status: Citizen of the United States with no Criminal Record (legally dead)
Identity: Secret
Place of Birth: Burbank, California
Marital Status: Widowed
Known Relatives: Yvette Douglas (wife, deceased), Heather Douglas (daughter)
Base of Operations: Titan, Monster Island
Present Group Affiliation: Infinity Watch

KNOWN POWERS:
Immortality: Drax cannot be slain by physical means. He is considered to have Monstrous Body Armor but does not die if reduced to 0 Health. He also possesses Unearthly Life Support, Regeneration, and Recovery powers, and is invulnerable to heat, cold, electricity, radiation, toxins, disease. Drax can only be truly killed by a mental attack.
Force Blasts: Drax can fire beams of Monstrous power and range that hit on the Force chart
Flight: Class 1000 speeds in space, but is limited to Shift X speeds while in a planet's atmosphere
Obsession: When in the presence of his target, Thanos, Drax' mind is consumed by a single thought: Kill Thanos! In this situation, Drax receives a +1CS bonus to his Strength, Force Blasts and his Psyche scores

Equipment:
Power Gem: When in possession of the Power Gem, Drax receives +1CS to his Strength and Force Blasts every round until peaking at Shift Z. If Drax were ever to consciously draw upon the power of the Gem, he could move past the Shift Z limit with a Red Psyche FEAT.

ROLE-PLAYING NOTES:
Drax was created to kill Thanos and thinks of little else;

DRAX THE DESTROYER

HISTORY:

Real estate agent Arthur Douglas, his wife Yvette, and his daughter, Heather, were driving across the Mojave Desert from Las Vega to Los Angeles when a spaceship carrying the mad Titan, Thanos, passed overhead on a surveillance mission of Earth. Wishing to keep his existence secret, Thanos destroyed the car in case its passengers had seen his craft. Satisfied that hey were dead, Thanos departed, but unbeknownst to him, Thanos father, Mentor, had been monitoring his son's activities on Earth. Mentor discovered that Heather Douglas was still alive, and took her back to Titan to be raised, training her in her latent mental abilities. She eventually returned to Earth as Moondragon.

Mentor sadly determined that the threat of Thanos could no longer be ignored. He enlisted the aid of the Titan god, Chronos, to seize the astral form of Arthur Douglas before it had completely left his body. Chronos (or Kronos), then fashioned a superhuman body from the Earth and placed Douglas' spirit into it, thus Drax the Destroyer was born.

Mentor blocked all memories of Drax' old life, instilling in him a monomaniacal hatred of Thanos.

For years Drax served as Thanos' nemesis, thwarting many of Thanos' plans, but never able to stop Thanos himself. Thanos hired legions of alien mercenaries just to keep Drax away from him. Finally, in Thanos' campaign to possess the Cosmic Cube, Drax witnessed Adam Warlock turn Thanos into stone, leaving the Destroyer without purpose. During this period, Drax was contacted by his daughter, Moondragon, and was invited to join her in her journey through space in search of knowledge. The two came to the world of Ba-Baris – a world of humanoids caught in the middle of a civil war. Moondragon used her mental powers to stop the war, and set herself up as the planet's goddess. Drax recognized that her ambitions were ignoble and contacted the Avengers. During the conflict, Drax attacked Moondragon, and she was 'forced' to kill him with a mental bolt.

The Destroyer remained dead until Thanos was resurrected by Death, whereupon Chronos revived Drax in response to Thanos' menace, only now, after suffering brain death, the Destroyer was a simple minded brute – similar to the savage Hulk – but nevertheless set after Thanos with renewed vigor.

After the Infinity Gauntlet affair, Drax was given the Power Gem, which he could draw upon unconsciously to become the most physically powerful mortal creature in the universe, and became a member of the Infinity Watch.

During his tenure as a regular member of the Watch, Drax' maniacal hatred of Thanos was dimmed to a certain degree by Adam Warlock while Warlock was in the possession of the Infinity Gauntlet, so as to facilitate the necessity of Drax occasionally working in the company of Thanos, as part of the Infinity Watch as the Titan was likewise assigned to safeguard the Reality Gem.

Drax' intelligence eventually returned (as well as his hatred of Thanos), after another brush with death metamorphosized him into a smaller, less powerful, but more intelligent incarnation (Strength Endurance AM, Reason TY, no Flight/Energy Blast), that actually managed to finally kill Thanos during the Annihilation Crisis, although Thanos has since again been resurrected.

Presumably, as long as Thanos of Titan is among the living, there will be Drax the Destroyer there as well, pledged to terminate his existence.

DUNKLEOSTEUS

STATISTICS:

F GD(10)
A GD(10)
S IN(40)
E AM(50)
R FB(2)
I FB(2)
P FB(2)
Health: 110 **Str:** 35
Karma: 6
Resources: N/A
Popularity: 0
Length: 30'
Weight: 4 tons
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Dunkleosteus terrelli is the Genus species name
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Dunkleosteus is believed extinct by the general public
Place of Birth: Proliferated globally during the Devonian period
Marital Status: Not applicable
Known Relatives: Unknown
Base of Operations: Flourished globally in the open ocean during the Devonian period, although relic individuals have been encountered in isolated pockets around the world
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A Dunkleosteus' armored hide provides it Remarkable protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Dunkleosteus's tail can strike for Incredible blunt damage
Teeth: Dunkleosteus's had a stronger bite for its size than any other known earthly predator, striking for Amazing Edged damage.

ROLE-PLAYING NOTES:

DUNKLEOSTEUS

HISTORY:

Dunkleosteus terrelli lived 400 million years ago, grew up to 33 feet long and weighed four tons. This predator's bite was remarkably powerful - the bladed dentition focused the bite force into a small area, the fang tip, at a force of 80,000 pounds per square inch.

This fish could also open its mouth very quickly - in just one fiftieth of a second - which created a strong suction force, pulling fast prey into its mouth. Usually a fish has either a powerful bite or a fast bite, but not both. This is due to the unique engineering design of its skull and the muscles used for opening and closing, and it made this fish into one of the first true apex predators seen in the vertebrate fossil record.

Dunkleosteus was a placoderm, a diverse group of armored fishes that dominated aquatic ecosystems during the Devonian, from 415 million to 360 million years ago. Dunkleosteus' bladed jaws suggest that it was among the first vertebrates to use rapid mouth opening and a powerful bite to capture and fragment evasive prey prior to ingestion.

To determine the bite force, scientists used the fossilized Dunkleosteus skull to recreate the musculature of the ancient fish. This biomechanical model showed the jaw's force and motion, and revealed a highly kinetic skull driven by a unique mechanism based on four rotational joints working in harmony.

The extinct fish had the strongest bite of any fish ever, and one of the strongest bites of any animal, rivaling the bites of large alligators and Tyrannosaurus rex. Thus, Dunkleosteus was able to feast on armored aquatic animals that also lived during the Devonian, including sharks, arthropods, ammonoids, and others protected by cuticle, calcium carbonate, or dermal bone.

Dunkleosteus could eat anything in its environment. The bladed jaws, capable of ripping apart prey larger than its own mouth, was a feature sharks didn't develop until 100 million years later.

EGO

STATISTICS:

F CL1000
A FB(2)
S ShZ(500)
E CL5000
R ShX(150)
I ShX(150)
P ShZ(500)
Health: 6502 **Str:** 500
Karma: 800
Resources: Not Applicable
Popularity: 0
Diameter: 4,165 miles
Mass: Unrevealed
Eyes: None
Hair: None

BACKGROUND
Real Name: Ego
Occupation: Planet
Legal Status: Not Applicable
Identity: Ego's existence is not known to the general population of the Earth
Place of Birth: The Black Galaxy.
Marital Status: Not applicable
Known Relatives: Ego-prime ("descendant," deceased)
Base of Operations: Mobile
Present Group Affiliation: The Elders of the Universe

KNOWN POWERS:
Absorption: Ego has the CL1000 ability to feed on both stellar energy and the life-forces of living beings.
Shape Change: Ego can transform portions of himself to create surface features or attack invaders. This Unearthly power can be used for the following Power Stunts:
*Attacking tendrils up to 100 miles long which strike with Incredible skill and do Unearthly damage.
*The creation of Humanoids which can operate independently of Ego and still remain under his control. The have the following physical Statistics:

F	A	S	E	Health
RM	RM	UN	MN	215

Gravity Control: Ego can use his own gravity to attack other celestial bodies with CL1000 damage. A –1CS penalty is imposed for each 500 areas of distance between Ego and his target.
Regeneration: If Ego is ever dispersed, he can re-gather his mass and reform his planetary body in time.
Kinetic Blasts: Ego can emit CL1000 blasts of kinetic force at will. However, he must make a successful agility FEAT to fire at any creature on his surface or within his interior.
Psionics: Ego has an impressive array of psychic powers. To date, he has demonstrated CL1000 rank Mind Blasts, ShiftZ Clairvoyance (which he uses to probe both deep space and his own interior) and Telepathy of ShiftY strength.
Sidereal Propulsion Unit: Ego has Good control over this device (originally attached by Galactus) which propels him through space at CL1000 speeds

EGO

ROLE-PLAYING NOTES:

HISTORY:

When the universe first came into existence, one planet developed differently from all others, gradually evolving over millions of years to possess intelligence and consciousness. This planet became known as Ego, the Living Planet. Ego has a loose association with the Elders of the Universe, based on the technicality that he, like the other Elders, is the last surviving member of his race – because he is the only member of his race.

At various times, Ego has set out on courses of individual conquest, continually wandering the universe in search of energy sources upon which to feed. He has fought the World Devourer, Galactus, and considers the planet-eater his greatest enemy – the sidereal propulsion unit is a reminder of one defeat at Galactus' hands. Ego involvement with the other Elders was largely because of their unsuccessful bid to destroy Galactus.

Unlike the other Elders, Ego has no all-encompassing passion to give his life meaning, other than the relentless dedication to self-preservation. Ego will commit any treachery to protect himself from dangers, real or imagined. Because Galactus is the most tangible threat to his existence, Ego is determined to kill him.

ELEKTRA

STATISTICS:

F AM(50)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I IN(40)
P RM(30)
Health: 110 **Str:** 8
Karma: 90
Resources: PR
Popularity: 0
Height: 5'9"
Weight: 130 lbs.
Eyes: Dark blue
Hair: Black

BACKGROUND
Real Name: Elektra Natchios
Occupation: Assassin
Legal Status: Expatriated Greek citizen
Identity: Unknown to the public at large
Place of Birth: Crete, Greece
Marital Status: Single
Known Relatives: Ambassador Natchios (father, deceased)
Base of Operations: Mobile
Present Group Affiliation: Former member of the Hand, former employee of the Kingpin, former partner/lover of Daredevil

KNOWN POWERS:
None: Elektra relies on her natural abilities and weapons.

Weapon: *Sai:* Elektra's preferred weapon is a three-pronged dagger, which she could throw up to 2 areas away. The sai is an Edged weapon which does Good damage.

Talents:
Elektra has the Weapons Master skill and is a Weapons specialist with the sai, in addition to Martial Arts A, E, Acrobatics, and Tumbling. She speaks both Greek and English.

ROLE-PLAYING NOTES:
Elektra is serious-minded, not inclined to banter. She is determined and proud, besides being very, very deadly. She is prideful of her Greek heritage, and is currently focused on atoning for her past crimes. She has a soft spot for Matt Murdock, and an extreme hatred for the Hand, the Kingpin, and particularly the assassin, Bullseye, who murdered her.

ELEKTRA

HISTORY:

Elektra Natchios was the daughter of a Greek ambassador, and at college age, took up studying political science at Columbia University in New York, where she met the young Matt Murdock (later, Daredevil.) Murdock and Elektra fell in love, and Murdock revealed to her his superhuman sensory abilities. Later, Elektra and her father were held hostage by terrorists, and Elektra (who studied martial arts since childhood) helped a masked Murdock defeat their opponents. Unfortunately, a policeman shot Elektra's father, thinking him one of the terrorists. Distraught, and with her faith in law and order shattered, Elektra left her school, Murdock, and the United States.

She soon found herself studying martial arts in Japan, but left to join an even more exclusive, worldwide secret organization of martial artists, which was led by Stick, who would also train Daredevil. Eventually, Stick had her leave the group, claiming that her grief over her father's death would still hold her back from her full potential. Elektra later infiltrated the Japanese assassin guild known as the Hand (hoping to gain favor from Stick by subverting the Hand eventually.) Serving the Hand, they bade her kill her former sensei (not Stick) and soon corrupted her, although Elektra finally rebelled and fled.

Spending her time as a bounty hunter and assassin, she later came across Daredevil, learning his true identity. Although neither could accept the other's choice of occupation, they still loved each other. Elektra was hired to kill Daredevil's friend, Foggy Nelson, but could not bring herself to when Foggy recognized her as "Matt's girl." Soon afterward, Bullseye, trying to prove himself as the Kingpin's chief assassin, killed Elektra.

The Hand later attempted to resurrect Elektra, with Stone, a member of Stick's organization, completing the process. Daredevil's love apparently "purified her spirit." Elektra continued to wander the globe, but did not pursue her attraction to Daredevil. Apparently reconciling with Stick, Elektra joined his organization for an indeterminate time,

Presumably, Elektra continues to live in New York City, attempting to make a new life for herself.

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ELEPHANT

STATISTICS:

F GD(10)
A GD(10)
S IN(40)
E AM(50)
R FB(2)
I PR(4)
P PR(4)
Health: 110 **Str:** 38
Karma: 8
Resources: Not Applicable
Popularity: 0
Height: 10' to 12' (at the shoulder)
Length: Up to 33' (tip of trunk)
Weight: 6 to 10 tons
Eyes: Brown
Hair: None

BACKGROUND
Real Name: Not Applicable – Elephant is the common name for the genus-species *Loxodonta africana*
Occupation: Herd animal, occasionally used as war-beast
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Proliferates throughout Africa and India
Marital Status: Inapplicable
Base of Operations: Mobile throughout Africa and India
Present Group Affiliation: Herd beast

KNOWN POWERS:
Body Armor: An elephant's thick hide provide it with Typical (6) protection against Physical attacks and Poor (4) protection from Energy attacks.
Tusks: An elephant's massive tusks can strike for Incredible Edged damage.
Trunk: Elephant's have a powerful, prehensile trunk which they can use to manipulate objects. They may also strike for Incredible (35) blunt damage, and make grappling attacks with Incredible (35) Strength.
Enhanced Senses: Elephants have natural senses of hearing and scent that are of Incredible intensity.

ROLE-PLAYING NOTES:

ELEPHANT

HISTORY:

EMPEROR

STATISTICS:

F IN(40)
A RM(30)
S TY(6)
E GD(10)
R RM(30)
I IN(40)
P AM(50)
Health: 80 **Str:** 6
Karma: 130
Resources: Class 1000
Popularity: -100
Height: 5'8"
Weight: Unrevealed
Eyes: Reddish-yellow
Hair: White

BACKGROUND
Real Name: Palpatine
Occupation: Sith Lord, Emperor of the Galactic Empire, Former Chancellor, former Senator
Legal Status: Beyond the Law
Identity: Publicly known
Place of Birth: The planet Naboo
Marital Status: Single
Known Relatives: None
Base of Operations: The Throne World
Present Group Affiliation: The Sith, Darth Vader's Mentor, former Mentor of Darth Maul, and Count Dooku

KNOWN POWERS:
The Force: The Emperor has Amazing Force Manipulation, and is a Supreme Master, giving him the following abilities:
**Telekinesis*: Amazing
**Precognition*: Monstrous
**Leaping*: Remarkable
**Fighting Bonus:* +2CS to Fighting with a successful Psyche FEAT
**Sith Lightning*: The Emperor may fire bolts of pure energy from his hands. These bolts are of Incredible intensity and strike their targets with Amazing accuracy
**Strangulation:* Incredible ability to cut off an opponent's breathing.
**Jedi Mind Trick:* The Emperor has the Amazing ability to influence a target's thoughts

EQUIPMENT:
Lightsaber: The Emperor's Lightsaber does Amazing energy damage.

Talents:
Weapons Specialist: Lightsaber, +2CS to Fighting. Martial Arts D

ROLE-PLAYING NOTES:

EMPEROR

HISTORY:

In the tradition of the ancient Sith Lords, the man named Palpatine – the shadowy Darth Sidious – operated right under the noses of his Jedi enemies. He played his game without revealing a hint of his strategy, and his objective was nothing less than the domination of the entire galaxy.

Operating off the planet of Naboo, as the mild-mannered Senator Palpatine, Sidious schemed and plotted his way through the political system, while meanwhile executing a series of clandestine machiavellian moves to initiate strife and unrest, inevitable leading to war. He trained an apprentice – Darth Maul – from birth to be his weapon and enforcer. And it was the seemingly fateful setback of Maul's own death at the. hands of the Jedi Padawan Obi-Wan Kenobi, that drew Sidious attention to a young force wielder, named Anakin Skywalker A child with potential like no other, Anakin was a perfect target for corruption, and in the guise of senator Palpatine, Darth Sidious began to wheedle his way into the boy's confidence, so that by the time he was a grown man, Anakin considered Palpatine a friend and a mentor. Creating events that led to the eminent possible death of Anakin's wife, Padme, Sidious manipulated a desperate Anakin into actions – in Palpatine's defense – that lead to him to kill the Jedi Master, Mace Windu – setting Skywalker on an irreversible path to becoming Darth Vader.

With Darth Vader now by his side, Sidious became Emperor, wiping the Jedi almost entire from existence in a single well-planned coupe, with the only survivors being Yoda and Obi-Wan Kenobi, both hidden away in exile. The Emperor's rule was absolute and unquestioned for a generation, but in the end, it was the son of Anakin – Luke Skywalker – who eventually toppled his rule. Ironically, young Luke defeated the Emperor, not through battle, but by appealing to the last of the good in his father, and it was Darth Vader himself – now finally Anakin Skywalker again – who turned on the Emperor – right at the moment of the Sith Lord's final victory – saving the life of his son, and although mortally wounded himself, manages to kill Palpatine, tossing him down the Death Star reactor, destroying the last of the Sith.

ENCHANTRESS

STATISTICS:

F EX(20)
A RM(30)
S AM(50)
E IN(40)
R EX(20)
I IN(40)
P AM(50)
Health: 140 **Str:** 42
Karma: 110
Resources: RM
Popularity: 20
Height: 6'3"
Weight: 450 lbs.
Eyes: Green
Hair: Blonde

BACKGROUND
Real Name: Amora
Occupation: Sorceress
Legal Status: Former Exile from Asgard
Identity: Secret. Her existence is not known to the general public of Earth.
Place of Birth: Asgard
Marital Status: Single
Known Relatives: Lorelei (sister, deceased)
Base of Operations: Asgard
Present Group Affiliation: Occasional ally of Loki, former partner of the Executioner, former member of the Masters of Evil, former ally of the Mandarin, Arkon, and Power Man 1, past ally/lover of Thor

KNOWN POWERS:
Eldritch Kiss: The Enchantress can fill a man's mind with passionate love and blind loyalty with but a kiss, even if the victim knows that the Enchantress is an enemy. The victim can avoid the effects of the kiss, which last for one week, by making a successful Psyche FEAT roll against Monstrous Intensity magic (for Asgardians) or Unearthly magic (for mortals). The victim is entitled to attempt a Psyche FEAT to break free of the enchantment if the Enchantress' orders or actions place him in a situation in which he would lose Karma.

Magical Spells: The Enchantress is a Master of Asgardian Magic. As such, the following spells are always available to her:
**Magic Detection* (P): Amazing
**Psionic Detection* (P): Amazing
**Thought-Casting* (P): She can send but not receive thoughts over an Amazing range
**Eldritch Bolt* (U): An Energy or Force attack with Amazing power and range
**Eldritch Shield* (U): A personal Force Field of Remarkable strength
**Matter Control* (U): Manipulation of Air, Earth, Fire, and Water with Remarkable power
**Paralysis* (U): As Remarkable strength Paralyzing Touch, but not constantly activated
**Teleportation* (U): Monstrous range
**Dimensional Aperture* (D): Allows travel between Asgard and Earth with Monstrous accuracy
Invulnerability: As an Asgardian, the Enchantress has Good protection from physical attacks and Typical protection from energy attacks.

Talents: The Enchantress has a wide knowledge of Occult Lore and also a Mystic Background

ENCHANTRESS

ROLE-PLAYING NOTES:
The consummate 'bad-girl' Amora has thing for her primary enemy – Thor; The Enchantress is terribly afraid of being physically injured

HISTORY:
While still an adolescent, Amora ran away to the land of the Norns and apprenticed herself to Karnilla, a powerful sorceress in the Asgardian dimension. There, she studied all forms of Asgardian magic until Karnilla expelled her for being to undisciplined.

Amora started her self-serving manipulation of men at that time and Odin eventually banished her from Asgard for her crimes. Feeling she needed protection from the dangers of the Nine Worlds, she seduced the powerful Skurge the Executioner, and he became her valiant and tireless defender. In recent centuries, Amora has come into conflict with Thor, the Avengers, and even Dr. Strange. In such situations, she usually extricates herself from the dangerous and leaves erstwhile allies to take the brunt of the heroes' righteous wrath.

When the fire giant, Surtur, attacked Asgard, Amora revealed a heroic side that no one had though existed, standing with the gods in the defense of the Nine Worlds. The Executioner tired of her manipulative was shortly after this, joined Thor in battle against Hela, and was slain in the process. Amora's fear of danger grew to phobic proportions, until Thor took pity on her and became her guardian. The two grew close without the need of Amora's magical powers.

Then frost giants captured Amora amid the chaos of the psychic menace Onslaught. She eventually used her magic to escape and returned to Earth. Discovering Thor was missing, she sought the company of other Asgardians. Her spell transported her to the nearest of her kind, placing her among gods who had been turned into mortals by Odin's magic. Almost despite herself, Amora subsequently took part in the dangerous efforts of the gods to reclaim their status and defeat the machinations of Set.

The Enchantress is a scheming, hedonistic opportunist who puts her own safety, comfort, and happiness ahead of everything. She lives for the attention of males and will go out of her way to seduce a man who has struck her fancy. Despite being an extremely capable sorceress, she has a pathological fear of being in physical danger, so she will always have a powerful male nearby to protect her.

BACKGROUND

The Endless came into being billions of years ago at various times. Destiny was supposedly "born" shortly before the universe was created, Death came along as soon as the first life-forms came into being, Dream existed when the first living thing began to become self-aware, and the other Endless quickly followed in order of Destruction, Desire and Despair, and Delight (Delirium). Even though they were not born in our sense of the word and they didn't have parents (except for the universe itself), they call themselves siblings.

In the beginning during the "Dawn Days" when the universe was still very young, the Endless were only six in number. Desire and Despair were a single entity whose name is unknown. But, for an unknown, reason they split into two separate beings and became twins.

Soon after Despair was murdered by a mortal. When this occurred, a new entity that formerly represented another aspect of Despair arose to take the place of the old Despair and the murderer was condemned to an eternity of torment. When the Endless came to the Old Necropolis for the funeral of the original Despair, the citizens refused to bury her. As a result, the Old Necropolis was completely destroyed by decree of Destiny, and it was centuries before the new Necropolis Litharge arose to take its place.

During this same period, another significant change happened to the Endless. Delight started to slowly lose her sanity and ability to "hold herself together." Eventually this deterioration became complete and Delight's name was changed to Delirium. Again, the cause of this is unknown, but it has been theorized that this change was the result of something fundamental that changed in the minds of sentient beings everywhere. Delirium's brother Destruction has said that Delirium will someday change again.

At some point, Desire formed a vendetta against Dream, evidently because it simply didn't like Dream. Desire secretly caused Dream to fall in love with Nada, a princess of an ancient and forgotten African civilization. Nada slept with Dream, but then rejected him when she realized a union between a mortal and one of the Endless would result in disaster - disaster which quickly claimed her people and society. When Dream continued to threaten and plead with her, she finally killed herself. Hurt and enraged, Dream condemned her soul to Hell, where it remained in pain and torment for

thousands of years. Much later, this action would cause serious consequences for Dream.

When Dream's mortal son, Orpheus bride Eurydice died, Destruction suggested that Orpheus to go to the realm of the dead to reclaim her soul. Unfortunately, this resulted in Orpheus forever losing Eurydice and in his body's destruction. Since he had already bargained with Death, his head would not die and Dream refused to help him, but established a priesthood to watch over what was left of his son.

In Victorian times, Destruction, fell in love with Earth and humanity, and became reluctant about his role and his involvement with the upcoming Atomic Age with its world wars and nuclear bombs. He decided to forsake his duties and roam the planet in human form. He called a family meeting in which he announced his intentions and asked to no longer be considered one of the Endless. In modern times, Delirium, who began to miss Destruction, decided to go on a quest to find him. She convinced Dream, who wanted relief from a recent romance gone bad, to help her. After a long difficult journey around the world, Dream learned the only one who could tell him Destruction's whereabouts was his lost son Orpheus.. In exchange for giving Orpheus the death he wanted, Dream could learn where Destruction was. After they finally found and spoke with him, Destruction left to explore new parts of the universe while Dream had to fulfill his bargain and kill his own son. This would trigger a chain of events that would cause Dream to engineer his own suicide.

Soon after, the Furies came after Dream for spilling the blood of Orpheus. Dream realized what he had (or wanted) to do - he took Death's hand and became the second of the Endless to die. In his place came Daniel Hall, who was born in dreams and engineered to take Dream's place by Morpheus himself before his death.

The new Dream was more compassionate and human than his former self, which was perhaps what the original Dream had wanted. The Endless mourned the death of the first Dream and came to accept Daniel as their new brother..

It is believed that the Endless, who have existed as long as the universe, will themselves die when life itself ceases to exist. Only Death will eventually outlast both her siblings and the universe itself.

DEATH

STATISTICS:

F	EX(20)
A	EX(20)
S	EX(20)
E	IN(40)
R	ShX(150)
I	ShZ(500)
P	CL1000

Health: 100 **Str:** 14
Karma: 1650
Resources: CL3000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Black
Hair: Black

KNOWN POWERS:

Sorcery: Death may use any power at CL1000 intensity

Awareness: Death has Unearthly awareness of the state of the Universe. In matters involving life and death this ability is increased to CL5000

Dimensional Travel: Shift Y ability to travel among Dimensions

Death Power: Death has the CL5000 ability cause any character to die as long as it is 'fated death' (a Green Psyche FEAT). She may also use this power to grant extended life.

Endless Existence: CL3000. Death is a mystical entity, and as such her physical body is merely a shell which she may reform at any time she chooses.

Talents:

Occult, Music, Art, Fashion**.**

HISTORY:

Death is one of the eldest of The Endless, a family of seven conceptual entities. In the beginning, when the first living being came to existence, she was there. And since then it has been her job to separate the living from all that has gone before, and all that must come after.

Back when the universe was new, people didn't mind dying. Back then, living and dying were new things, and people did them with enthusiasm. They were pleased to see Death, and tell her all about it. And then, after a bit, it got harder. People just wished Death would just go away, and that made her very sad, so one day she just gave up, she stopped taking lives. Nothing died, not people, not animals, not bacteria, not ideas. The chaos and the pain got bad, so the people send a man to talk and plead to her. Death looked at what she had done

and decided to start doing her job again. She hated it, but it was better than the alternative. Death became cold, hard, and brittle inside, she didn't like how people were always upset when they saw her.
One day she took the life of a little girl, she did it all icy, distant and vain. The girl looked at Death and said "How would you like it?" Death didn't know, so from then on she decided to take a day to live every hundred years, to see how she would like it. She lived her first day and died, and then she met herself, and she realized she was coldhearted, and she understood that was the last thing people wanted to see after they died. People needed a friendly face and kind words, so she decided to give them just that. From that day on, Death became a much friendlier and happier person. She even started to like her job, she liked to meet new people, talk to them and help them on their way to the Sunless Lands, and she is happy because she gets to meet everybody.
Death sums up her existence with the following words: "When the first living thing existed, I was there, waiting. When the last living thing dies, my job will be finished. I'll put the chairs on the tables, turn out the lights and lock the universe behind me when I leave."

DELIRIUM

STATISTICS:

F	EX(20)
A	EX(20)
S	EX(20)
E	IN(40)
R	ShX(150)
I	ShZ(500)
P	CL1000

Health: 100 **Str:** 14
Karma: 800
Resources: CL1000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Blue/Green
Hair: Multi-colored

KNOWN POWERS:
Sorcery: Delirium may use any power she chooses at Unearthly intensity. When creating or responding to delirium, this ability increases to Class 1000
Awareness: Delirium has CL5000 intensity cosmic awareness. and knows things even Destiny does not, such as why she stopped being Delight
Dimensional Travel: Shift Y ability to travel among Dimensions
True Sight: Delirium has the Unearthly ability to spot Gods in mortal form
Endless Existence: CL3000. Delirium is a mystical entity, and as such, her physical body is merely a shell which she may reform at any time she chooses.

HISTORY:
Delirium is the youngest member of The Endless. Once known as Delight, her transformation into Delirium was instigated by a fundamental shift in the nature of humanity occurring millennia ago.
Perpetually confused, her mind jumps randomly from one thought to another and maintaining coherent speech proves to be not only a difficult task for her, but a literally painful one. She was the favorite sibling of Destruction, another of The Endless, before he resigned his "position," vowing never to return. He did, however, bestow Barnabas, a talking dog of incisive wit, upon her before he left in order that she may be well looked after.
The relationship she maintains with the other members of The Endless is essentially that of a happy-go-lucky child to a preoccupied adult. Her association with Desire represents an exception to this rule, however, because the elder sibling is not above manipulating Delirium for use in his/her machinations against their brother, Dream.
One of Delirium's eyes is green while the other is blue, and her wild, punk appearance fluctuates from moment to moment depending upon her mood and current object of attention. As Destruction has pointed out, her state of mind defines reality itself. Her realm is a mad, ever-changing tangle of colors and shapes.
Delirium's psyche is so "closed" that the only force in the universe capable of swaying her will, with the exception of the will of the Presence, is the tide of her own delirium. She typically only responds to childlike

logic. Delirium is a character in constant flux, demonstrating that even Endless are subject to change. In fact, Delirium is very much the anthropomorphic embodiment of change. Delight may have made the metamorphosis into Delirium because of a realization that complete delight is fleeting within the realms subject to material energy; the only constant is change. Rather than grow from this discovery, she chooses to embody a delirious state. "Ignorance [Delirium] is Bliss [Delight]," after all. Delirium implicitly recognizes Destruction as the only one of her siblings, with the possible exception of Death, who is able to weather the turbulence of change. Perhaps, with Destruction's help, Delight may resurface from within Delirium's psyche.

DESIRE:

STATISTICS:

F	EX(20)
A	EX(20)
S	GD(10)
E	IN(40)
R	UN(100)
I	ShY(200)
P	ShZ(500)

Health: 90 **Str:** 15
Karma: 800
Resources: CL1000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Brown

KNOWN POWERS:
Sorcery: Desire may use any power at Unearthly intensity. When fulfilling desires, this ability increases to Class 1000
Awareness: Desire has Unearthly awareness of the state of the Universe.
Dimensional Travel: Shift Y ability to travel among Dimensions
True Sight: Unearthly ability to spot Gods in mortal form
Endless Existence: CL3000. Desire is a mystical entity, and as such, his/her physical body is merely a shell which he/she may reform at any time he/she chooses.
NOTE: Desire can appear as a man or a woman, depending upon who is perceiving him/her, but appears to the other Endless as an androgynous form.

Talents:
Seduction; Psychology; Occult

HISTORY:
Desire, the twin of Despair, embodies what anyone could possibly want. Representing the longings of both sexes, Desire is either man or woman, as the situation demands. It is said that no one can resist his/her charms. Desire and Despair are Endless fraternal twins, one alluringly androgynous, the other hauntingly grotesque, as these anthropomorphisms are identical beyond the ephemeral. To desire is to despair.
Desire loves playing with the lives and emotions of humans, following the tendency of her younger siblings, but s/he has proven more ambitious than her fellows by plotting against his/her elder brother, Dream. His/her boredom drove him/her to attempt to trick Dream into spilling the blood of another of the family, because the results of such a forbidden act are very explicit and dire. In order to accomplish this, Desire (in his/her male form) impregnated the comatose Unity Kinkaid, a mortal who was destined to become a "dream vortex" (a living oneiric whirlpool who would break down the walls separating the dreams of humanity, thereby creating mass confusion and madness), and so was condemned to die so that humanity may avoid destruction. The involvement of Desire, however, somehow transferred this "honor" to Rose Walker, the young granddaughter of Unity and Desire. When Dream sought out the vortex, he would kill her to save humanity, oblivious to the fact that Rose was of his own blood. Fortunately, the elderly Unity explained the situation before Dream slew his grandniece, and, by accepting the role of vortex back from Rose, died in her place.
Although Desire's plot failed, Morpheus later killed his own son, Orpheus, under circumstances not of Desire's creation. Desire lives in an enormous replica of his/her own body called the Threshold, and passes his/her time lounging in the heart, walking through empty veins, and lying about in giant eyes, as well as toying with the emotions of not only humanity, but also those of his/her family

DESPAIR

STATISTICS:

F	EX(20)
A	EX(20)
S	GD(10)
E	IN(40)
R	UN(100)
I	ShY(200)
P	ShZ(500)

Health: 90 **Str:** 15
Karma: 800
Resources: CL1000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Black

KNOWN POWERS:
Sorcery: Despair may use any power at Unearthly intensity. When bearing witness to despair, this ability increases to Class 1000
Awareness: Despair has Unearthly awareness
Dimensional Travel: Shift Y ability to traverse Dimensions
True Sight: Unearthly ability to spot Gods in mortal form
Endless Existence: CL3000. Despair is a mystical entity, and as such her physical body is merely a shell which she may reform at any time she chooses.

Talents:
Torture; Psychology; Occult

HISTORY:
The twin of Desire and easy prey to his/her endless manipulations, Despair is among the youngest of The Endless. Her body is fat, small, and pale, and she likes to cut her flesh with the small, hooked ring that is her symbol. She lives in a gray, misty realm crowded with windows, each opening onto the life of a despairing person in the waking world.
It was revealed during Brief Lives that she had undergone a radical change in the past, which caused irreparable repercussions within her. She loved her brother Destruction, just as her sister, Delirium did, yet refused to risk the displeasure her twin in order to search for him after he deserted the family.
Despair is truly pathetic, and her enjoyment of human suffering makes her anything but a sympathetic character. Still, she sincerely cherishes the memory of Destruction's affection towards her, suffering great anguish in his absence. Despair is the least-developed member of The Endless, although there have been hints of her rich, undiscovered history.

DESTINY

STATISTICS:

F	EX(20)
A	EX(20)
S	EX(20)
E	IN(40)
R	ShY(250)
I	CL1000
P	ShZ(500)

Health: 100 **Str:** 15
Karma: 1250
Resources: CL1000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed

BACKGROUND
Real Name: Destiny
Occupation: Keeper of the Book
Legal Status: Not Applicable
Identity: Destiny is not believed to exist as a self-aware entity by the general population of the Earth
Place of Birth: Unknown
Marital Status: Not applicable
Known Relatives: Dream, Death, Despair, Desire, Delirium,

Destruction (Siblings, the 'Endless')
Base of Operations: Material planes
Present Group Affiliation: The Endless

KNOWN POWERS:
Sorcery: Destiny may use any power at Unearthly intensity
Awareness: Destiny has CL1000 awareness of the state of the Universe.
NOTE: Destiny is blind, although this does not seem to hinder him.

Talents:
Occult

Equipment:
The Book: Destiny's Book is made of CL1000 material and is considered to have CL5000 Precognition and Postcognition. NOTE: The Book is powerless outside the DC reality

HISTORY:
Destiny is the oldest of the Endless and has existed since the initial moment of the universe's conception. His realm, The Garden of Destiny, occupies the space that forms the convergence of all mazes and labyrinths. Chained to his right wrist is a large leather-bound book. In the Beginning was the Word, and it was traced by hand on the first page of his Book, before ever it was spoken aloud. In the Book is a description, in perfect detail everything that has happened, that is happening, and will happen.
Destiny is also the tallest of the Endless, to mortal eyes. In his "human" guise, he appears as a tall man wearing a plain robe, the hood of which hides his face in its shadows. Destiny is an enigmatic individual and asking him for advice is generally futile - if he tells you anything at all, he usually tells you something you do not want to hear. To seek him out, one must begin in a maze. Only by taking the proper turns at the proper times and places can you reach the gardens of Destiny. There are some who believe him to be blind; whilst others, perhaps with more reason, claim that he has traveled far beyond blindness, that indeed, he can do nothing but see: that he sees the fine traceries the galaxies make as they spiral through the void that he watches the intricate patterns living things make on their journey through time. Destiny smells of dust and the libraries of night. He leaves no footprints. He casts no shadow.
Destiny is one of the most dedicated of the Endless to his duties, Although blind, he nonetheless fulfills his duty to perpetually read the present moment from his Book in which the entire story of existence is set down, from the first fires of creation to the extinction of all worlds. His sister Delirium, however, claims that there exist paths that his book doesn't contain. (Why did she cease to be Delight and instead become Delirium? Not in that book.) It is his role to profess what actually is, not what is expected or hoped to be.

DESTRUCTION

STATISTICS:

F	ShY(200)
A	EX(20)
S	AM(50)
E	AM(50)
R	UN(100)
I	UN(100)
P	ShX(250)

Health: 160 **Str:** 45
Karma: 450
Resources: CL1000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Grey
Hair: Red

KNOWN POWERS:
Sorcery: Destruction may use any power at Unearthly intensity. When causing destruction, this power is increased to CL5000. However for any feat above Class 3000, Destruction must make a red FEAT roll. Failure indicates that he has caused a universal-destruction event - in which case Destruction's own Endless-existence will end, giving himself over to his sister, Death. NOTE: If she so chooses, Destruction's sister Death can add her own Karma to Destruction's FEAT roll, with or without his knowledge.
Awareness: Destruction has Unearthly awareness of the state of the Universe.
Endless Existence: Destruction is a Mystical Entity and as such may only be destroyed by mystical or mental damage. Like the rest of the Endless, Destruction will eventually be claimed by his sister Death, although it is said he will outlive all the other Endless save for his brother, Destiny.
True Sight: Unearthly ability to see past the physical and perceive any mystical or magical being in its true form.
Dimensional Travel: Shift X ability to travel across dimensions.
Teleportation: Shift X ability to appear wherever or whenever he wants within the Earthly plane

Talents:
Weapon's Master (All Weapons); All

Martial Arts; Wrestling, and Combat skills, Leadership; Lore and Area Knowledge of All Ancient Civilizations on Any World, in Any Dimension; All Strategic Philosophies and Disciplines; Art, Music, Poetry

HISTORY:

Destruction, also known as Olethros, is the fourth member of The Endless to come into being. And contrary to the violent nature of his role, Destruction's personality is that of a warm, friendly, kind-hearted man.

Some time around the turn of the seventeenth century, as scientific analysis began to preoccupy the minds of men to an ever-greater extent, Destruction realized that his position would eventually make him responsible for the enactment of the unimaginable carnage of modern war and possibly even a nuclear holocaust. Unwilling to abet man in his own demise, Destruction called all The Endless together in The Garden of Destiny to announce his resignation from their ranks. Despite general disapproval and sorrowful protest, Destruction walked away from his former existence, choosing to live incognito in the waking world.

Destruction did not cease to exist as the active aspect of Destruction, he simply stopped directing the affairs over which he has control. As he says, destruction did not stop, it was merely no longer ordered and controlled. Since he abandoned his responsibilities, there is no sigil in the galleries for him, though he keeps his own gallery (wherein is a sword, his sigil).

Destruction's choice of path baffles and to some degree infuriated his brother, Morpheus, while Destruction found it hard to comprehend Morpheus' position and had concentrated on trying to impart to him some wisdom on the necessity of change and self-knowledge before Morpheus' death. Since giving up his responsibilities, Destruction concentrates instead on attempting to learn about his own nature and exert control over it. This is manifested in his deliberate attempt to subvert his own essential nature and create instead of destroying. He considers himself to be an artist, but his true nature proves through in his writing, paintings, and even his cooking, that his talent for creating is hopeless.

Although Destruction is every bit as powerful as his siblings, it should be noted that he is highly unlikely to manifest any of his powers. In many ways, Destruction is the antithesis of Dream. Rather than choosing to end his existence like Morpheus, Destruction simply leaves his realm to escape his duties, knowing full well that creatures in the incarnate reams will destroy themselves with or without him. He will not overplay his own importance, which is why he prefers to masquerade as a day laborer or artist. He may be the most philosophical of the Endless - things are not as "certain" for him as they are for Destiny, but he shares Death's love of life. The Destruction is aware of the ultimately finite existence of the universe, and potentially of the Endless themselves; he intuitively understands and embodies the inherent life affirmation within every act of destruction. Like many mortal heroes, he works hard; he plays hard, and he loves hard.

The other Endless sometimes refer to Destruction as "the Prodigal".

DREAM

STATISTICS:

F	EX(20)
A	EX(20)
S	EX(20)
E	IN(40)
R	UN(100)
I	ShY(250)
P	ShZ(500)CL1000

Health: 100 **Str:** 15
Karma: 850/1350
Resources: CL1000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Black
Hair: Black

KNOWN POWERS:

Sorcery: Dream may use any power at Class 1000 intensity. Within the Dream Realm ('The Dreaming'), this is increased to Class 3000. The Dreaming also affects his Psyche score, raising it from Shift Z(500) to Class 1000 within the Dreaming.

NOTE: The Sandman's Sorcery Power is the manipulation of 'Dream Stuff.' He cannot mimic a Power or Ability that he cannot pull out of a dream of a living being Awareness: Dream has Monstrous awareness of

the state of the Universe.
Dimensional Travel: Shift Z ability to travel among Dimensions
Endless Existence: Dream is a metaphysical being and can only be slain by psychic damage. If his physical form sustains enough damage to be destroyed, he may simply reform 10 - 20 rounds later.
NOTE: Like all the Endless, if Dream does happen to be truly destroyed, Dream can manifest within a new host so long as his concept exists. Dream's incarnation of Morpheus was destroyed by the Kindly Ones, but his concept was reincarnated as his current incarnation of Daniel. In all cases of reincarnation, new Dream will know everything his predecessor knew, remember his every experience, but will not be him

Talents:
Dream is deeply versed in both Occult, and Literature

Equipment:
Helmet: This is the Sandman's badge of office, allowing him to visit other mystical realms with impunity as an official envoy. Unearthly material strength
Pouch of Sleep: Dust: CL1000 Hypnotic Control. Any character put to sleep by the dust is instantly transported to the Dreaming. Hypnosis can only be used to put a target to sleep. Unearthly material strength. The Pouch also grants its bearer Unearthly Magic Detection.
Dreamstone Ruby: The Dream stone Ruby grants its bearer Unearthly Sorcery powers. It is composed of Remarkable material strength and While in possession of the Ruby, the user's Psyche is considered Shift X(150). The Dreamstone Ruby was recently destroyed in a battle with Doctor Destiny and Dream regained the Power he had placed within it.
Before the Ruby was destroyed, Dream's Sorcery was reduced to Amazing outside the Dream Dimension and Unearthly within.

HISTORY:
Dream (Morpheus) was usually a tall, thin, pale-skinned, black haired man, although, when interacting with mortals, he appeared in different guises. He invariably dressed in black, except when wearing Dream's formal costume of purple and blue, and flames licking up the bottom of his cape. Dream also has a helmet made from the skull and backbone of a demon that he wears on important occasions; this is his sigil in the galleries of the other Endless. Dream lives in a castle within his realm. Both the castle and the rest of the realm are mutable at Dream's will, but parts of both are maintained in constant form as a courtesy to its inhabitants. Morpheus was the only one of the Endless known to populate his realm - many other beings live there, including Cain and Abel. He even created (and in some cases recruited) servants to perform roles he could easily have carried out himself, including the reorganization of the castle and guarding its entrance. This points at an essential loneliness in Morpheus' character.
Recently, the aspect of Dream, known as Morpheus, that had been Dream for eons, if not forever, was slain by the Furies, due in part to a long history of insensitivity towards others. His successor is Daniel - the son of Hippolyta Hall and Hector Hall, borne for two years in the Dreaming, where the Halls were being held prisoner by Brute and Glob, two nightmares who had escaped from the Dreaming while Morpheus was being held in captivity by mortals who were fooling around with magics that were beyond them. Hector was already dead, and Lyta and Hector's ghost lived together in the dreams of Daniel until Morpheus went looking for Brute and Glob, where he destroyed the barrier they created around Daniel's mind, cutting him off from the real dreaming, and banishing Brute and Glob to an excruciating fate. Once this happened, the ghost of Hector faded away, probably into Death's realm, as he should have done when he first died. Morpheus promised that someday he would return to take Daniel, rightfully his because the boy had spent the majority of his gestation in the Dreaming, and that there was nothing Lyta could do to prevent it. Lyta and her child were returned to the waking world, and Lyta tried to pick up the pieces in her life. Before Morpheus went off to face Lucifer, he paid another visit to the two, and he gave Daniel his name. As Daniel grew, he started to enter the Dreaming while asleep, and was regaled with stories by Cain, Abel and Eve, while Dream's friend Matthew (a man, reincarnated into a talking raven) watched, and even returned to Earth clutching one of his feathers. Later, Lyta believed Daniel had been 'abducted' by Dream (which later proved untrue), due to his threat to one day return for the boy. This didn't sit well with Lyta, who felt that Morpheus has not only robbed her of her husband but now also her son. Her grief and torment were indefinable as she slipped into insanity. Lyta, therefore, played a crucial part by taking her grievances to the Furies, ultimately bringing about Morpheus' downfall, while sealing her son's place in the Dreaming for all eternity as he assumed the role of Dream. Daniel is different and yet similar to his predecessor. While he still speaks in the same way, and is still 'Dream of the Endless', he is inexperienced in certain matters and relies on Matthew the raven for advice. Also, though Morpheus' robe would change shape to fit its setting, Daniel almost always wears the same clothing. Whereas Morpheus almost always wore black, Daniel is robed in white once incarnated into the "office". Where Morpheus had his power vested in a ruby worn at his neck, Daniel has an emerald called the Eagle Stone. He has foreseen that he will someday be forced to break the emerald in the same way that his predecessor broke the ruby.

ENTROPY

STATISTICS:

F CL4000
A CL4000
S CL4000
E CL4000
R CL4000
I CL4000
P CL4000
Health: 16,000 **Str:** 4000
Karma: 15,000
Resources: CL4000
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: None

BACKGROUND
Real Name: Entropy
Occupation: Negative aspect of Eternity, Undoer, Destroyer
Legal Status: Not Applicable
Identity: Entropy is not believed to exist as a self-aware entity by the general population of the Earth
Place of Birth: The Big Bang
Marital Status: Not applicable
Known Relatives: Epiphany ('sister'), Eternity ('father'), Galactus ('sibling')
Base of Operations: Not Applicable
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: Entropy can use any of the Powers listed in the Marvel Universe books it sees fit at CL4000 ability, although he does not do so with any regularity. Entropy's humanoid form is a manifestation and cannot be perceived unless Entropy wishes to converse with a mortal.
NOTE: Recently Entropy succeeded in his goal of destroying Eternity (see the entry for 'Eternity'). However, when he tried to recreate reality, the fact that the only reality he ever knew was the one that already existed, Entropy himself ceased to exist and his own physical self was transformed into Eternity, restoring the very being he had meant to destroy.

ROLE-PLAYING NOTES:

ENTROPY

HISTORY:
In an obvious nod to DC's 'Endless', Eternity has 7 aspects of himself, the 'Friendless' – Empathy, Enmity, Eternity, Entropy, Epiphany, Eulogy, and Expediency. Entropy, once killed Eternity, usurping his place, but unwittingly became Eternity himself when he tried to recreate the universe.

ETERNITY

STATISTICS:

F CL5000
A CL5000
S CL5000
E CL5000
R CL5000
I CL5000
P CL5000
Health: 20,000 **Str:** 5000
Karma: 15,000
Resources: CL5000
Popularity: 0
Height: Incalculable
Weight: Incalculable
Eyes: Black with stars
Hair: None

BACKGROUND
Real Name: Eternity
Occupation: Personification of the sum total of all existence
Legal Status: Not Applicable
Identity: Eternity is not believed to exist as a self-aware entity by the general population of the Earth
Place of Birth: The Big Bang
Marital Status: Not applicable
Known Relatives: Galactus, Death (Figurative Siblings, part of Universal Trinity) Infinity (Counterpart)
Base of Operations: Not Applicable
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: Eternity can use any of the Powers listed in the Marvel Universe books it sees fit at CL5000 ability, although he does not do so with any regularity. Eternity's humanoid form is a manifestation and cannot be perceived unless Eternity wishes to converse with a mortal

Talents:
Not strictly applicable; Eternity knows everything and does not need Column Shifts when performing FEATs

ROLE-PLAYING NOTES:
When told by a concerned Adam Warlock that he seemed distracted, Eternity responded, "Let it not concern you, it is my natural state." That pretty much says it. Eternity does not generally interact with mortal beings unless the situation is extremely dire, preferring to work through proxies. When pressed, however, he has been known to engage in battle. He has also demonstrated emotions such as desire when tempted by the Infinity Gems.

HISTORY:

Eternity is the sum total of all that exists – essentially he IS the Marvel Universe. Eternity exists as long as the universe itself does, and he has apparently been reincarnated over the repeated course of Creation and Destruction from which new universes are birthed. The current incarnation of Eternity came into existence simultaneously with the Big Bang, and event which created not only the universe (himself), but his counterpart Mistress Death, and the planet-destroyer, Galactus – a being created by his previous incarnation as a balance point between himself and Death. Despite his power, Eternity has been the target of several universal-scale campaigns to usurp his power, or even kill him. He has engaged the aid of lesser beings, such as Dr. Strange, and Adam Warlock, or even entities like Galactus and the Celestials. Even so, he has tasted defeat and even death. The mad-titan, Thanos, defeated him in direct battle utilizing the Infinity Gauntlet, and again employing the might of the Heart of the Universe. He was even temporarily destroyed by his abstract sibling, Entropy. Eternity also answers to the authority of the Living Tribunal.

The 616 Eternity – the mainstream Marvel Universe – encompasses all his myriad timelines and dimensions within his own reality. However, the multiverse encompasses a multitude of alternate Eternities, each its own reality; it is possible that Eternity may exist on a higher level, encompassing all his myriad selves at once. This multi- Eternity would embody the reality of the Multiverse.

FAFNIR

STATISTICS:

F UN(100)
A GD(10)
S ShX(150)
E ShX(150)
R TY(6)
I IN(40)
P UN(100)
Health: 410 **Str:** 150
Karma: 144
Resources: N/A
Popularity: -50
Height: Unrevealed
Length: Unrevealed
Weight: Unrevealed
Eyes: Red
Hair: None

BACKGROUND
Real Name: Fafnir
Occupation: Dragon
Legal Status: Former king of Nastrond, condemned for heinous crimes by Odin, monarch of Asgard
Identity: Fafnir's rampages in New York City were widely reported in the news media, but the general populace of Earth is unaware that Fafnir was the transformed king of Nastrond
Place of Birth: Nastrond, in the dimension of Asgard
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Nastrond, in the dimension of Asgard
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Fafnir's armored hide provides him with Monstrous protection against all forms of Physical and Energy attacks
Size: Fafnir was enlarged by Odin to Shift Y proportions. He is +3CS to be hit and –3CS to hit unless facing similar-sized opponents. Against smaller targets, he may cause Shift Y damage when attacking
Resistance: Fafnir is immune to all diseases. He can survive indefinitely without food, water, or oxygen.
Fire-Breathing: Fafnir can exhale flames up to 2 areas away that do Monstrous damage
Hypnotism: In a non-combat situation, Fafnir can hypnotize a subject with Unearthly intensity
Illusions: Fafnir can generate illusions that affect sight and hearing, at Remarkable rank
Claws: Shift X Edged damage
Teeth: Shift X Edged damage
Stomp: Shift X blunt damage. Both feet together cause Shift Y damage.
Tail-Smash: Fafnir's tail causes Shift Y blunt damage

Talents:
As the former king of Nastrond, Fafnir possessed the Leadership talent over his people, which was sufficient to lead them to provoke Odin into destroying them all. He had little use for this talent after his transformation.

FAFNIR

ROLE-PLAYING NOTES:

HISTORY:

An unknown number of centuries ago, Fafnir was the king of Nastrond, a land on the other-dimensional continent of Asgard. When his people defied Odin, lord of Asgard, it provoked Odin to the point that he lay waste to the entire land of Nastrond and Fafnir was sentenced to death. However Fafnir managed to escape death by using a mystical pool withinNastrond's Cave of the Ancients and transformed into a powerful dragon.

In recent years, an earthquak released Fafnir, who subsequently battled the Warriors Three before coming to Earth, and engaging Thor in a titanic battle thourgh New York's South Bronx. Using the enchanted spear of the viking, Eilif, Thor drove it into Fafnir's body, slaying the dragon at last

FAIRCHILD

STATISTICS:

F EX(20)
A RM(30)
S AM(50)
E IN(40)
R EX(20)
I EX(20)
P EX(20)
Health: 140 **Str:** 43
Karma: 60
Resources: TY
Popularity: TY
Height: 6'4"
Weight: 300 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Caitlin Fairchild
Occupation: College Student, Superhero
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Alex Fairchild (father, deceased), Freefall (half-sister)
Base of Operations: Mobile, La Jolla, California
Present Group Affiliation: Leader of Gen 13

KNOWN POWERS:
Invulnerability: Fairchild has Amazing resistance to physical and energy attacks
Psychic Bond: Caitlin has an Incredible Psychic Bond with her half-sister Freefall
Jumping: Typical
Density Increase: Feeble - the Gen-Factor has given Caitlin her current size and weight.

ROLE-PLAYING NOTES:
Before her transformation, Caitlin was an introverted, mousy bookworm, a nerdy, somewhat repressed 'good girl'. After her transformation, she became more outgoing, asserting her leadership among Gen 13. She effectively assumes the role of the matriarchal big-sister, looking at the rest of them as her personal responsibility.

FAIRCHILD

HISTORY:

Caitlin Fairchild is the daughter of Alexander Fairchild of Team 7. The identity of her mother is unknown and Caitlin has never mentioned her. When he was forced to go underground to escape International Operations, Alex Fairchild left Caitlin in the care of relatives in Portland, Oregon. Raised by her aunt and uncle alongside her cousin Karen, Caitlin grew into a brilliant, but rather mousy young woman. Her academic skill led to her being accepted to Princeton University where she double-majored in computer science and electrical engineering.

In her sophomore year, Caitlin was recruited into Project: Genesis, which she believed to be some sort of government internship. One night, Caitlin began to feel ill (due to secretly being fed drugs designed to activate latent Gen-Active abilities) and staggered out of her room to try to find a bathroom. She inadvertently stumbled into a computer room where her future teammates Grunge and Roxy were hanging out. Caitlin convinced them to go back to their rooms and was about to leave when she spotted her father's name on a computer screen.

Caitlin, investigating this, was interrupted by a security guard who clubbed her with his rifle when she tried to explain herself. The guard was about to turn on Grunge and Roxy, but was interrupted by Caitlin's anger activating her latent gen-active abilities. Fairchild's clothing was shredded in the process, but within seconds, she was transformed from a mousy computer geek to a powerful, towering Amazon.

Borrowing Grunge's shirt, Caitlin, Roxy and Grunge decided to escape Project: Genesis. Along the way, they were joined by Bobby Lane and Sarah Rainmaker. Despite their best efforts the team's escape from Project: Genesis would have failed if not for the intervention of International Operations director John Lynch.

Deciding that I/O had to be opposed, Lynch turned on the organization and helped the teens flee to San Diego, California where he set up a luxurious safe house in the La Jolla area. Lynch promised to teach the fledgling superheroes how to make a difference in the world and to help them uncover the mysteries of who their parents were.

Because of her responsible and mature attitude, Caitlin was universally elected field leader of the team. Though uncertain of her abilities, Fairchild accepted the role and her cool thinking got the team out of more than a few tight situations. Some time later, John Lynch disappeared. But Alex Fairchild, who Caitlin was reunited with during the Fire From Heaven crossover, took up the role of mentor. It was during this period that the team relocated to the Florida Keys and Roxy and Caitlin discovered that they were half-sisters.

But the family reunion was short-lived as Alex was killed protecting his daughters and the rest of the team from the villain Tindalos. With her father dead and John Lynch still missing, Caitlin took full leadership of the team.

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FALLEN ONE

STATISTICS:

F MN(75)
A MN(75)
S ShX(150)
E ShX(150)
R RM(30)
I RM(30)
P RM(30)
Health: 450 **Str:** 120/200
Karma: 90
Resources: RM
Popularity: 0
Height: 6' 10"
Weight: 400 lbs
Eyes: White
Hair: Reflective Blue

BACKGROUND
Real Name: Unknown
Occupation: Prisoner, Former Herald of Galactus
Legal Status: Convicted criminal within the Shi'ar Empire, unknown to general public of Earth
Identity: Unknown to the general public of Earth
Place of Birth: Unknown
Marital Status: Presumably single
Known Relatives: None
Base of Operations: Kyln Prison System, formerly mobile throughout the universe
Present Group Affiliation: Former Herald to Galactus

R

KNOWN POWERS:
Essence of the Void: The Fallen One is unique among the Heralds of Galactus in that his transformation provided him with the Shift Z(500) ability to draw power from 'Black Matter,' the energy that binds together galaxies. This energy provides the Fallen One with the following Powers:
*Power Blasts of Shift X(150) force or energy. With a Red Psyche FEAT, the Fallen One may raise this ability to Shift Z (500) for 10 to 20 rounds.
*Absorption: The Fallen One may absorb attacks of up to Shift Z(500) energy
*Raise any single Ability or Power score to Shift X(150) for 1-10 rounds. With a Yellow FEAT roll he may raise a boosted ability another +1CS to Shift Y (200) for a single turn
*Healing: Up to Shift X(150) damage (this does not affect Endurance rank losses)
Sustenance: The Fallen One does not need to eat or breathe. Other power stunts may be developed.
Flight: The Fallen One can fly at CL3000 speeds in space; in a planetary atmosphere, this is reduced to Shift Z.
Body Armor: Unearthly (100) protection against energy and physical attacks. Class 1000 resistance to Heat and Cold and may survive in space for a virtually unlimited time.
*Perceive any energy source of Unearthly rank or better, within a planetary radius if on a planet's surface, or within a stellar system if in space.

ROLE-PLAYING NOTES:
The Fallen One was the first Herald of Galactus, but was released from this station because of his psychopathic nature. The Fallen One hates Galactus and has tried to kill him at every opportunity since

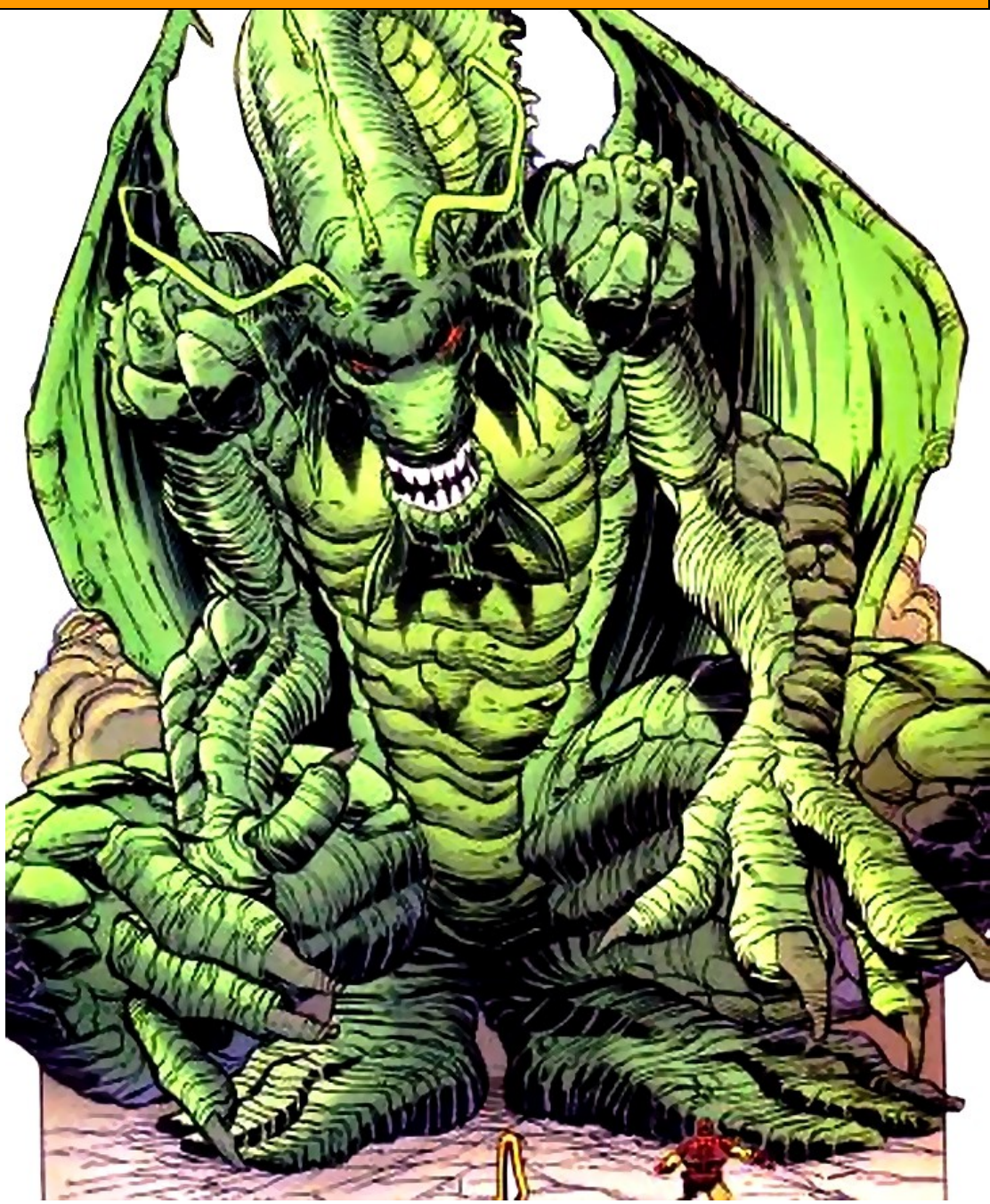
FALLEN ONE

HISTORY:
Although the ancient history of Galactus' heralds remains vague, it is believed that his first herald was the being now known simply as the Fallen One. Unlike the heralds that would follow him, the Fallen One was granted control over the 'Black Matter'. However, the Fallen One proved to be cruel and was eventually imprisoned by Galactus. Over the millennia that followed, the Fallen One repeatedly escaped and tried to kill Galactus, only to be defeated and imprisoned again.

The hero Star-Lord eventually imprisoned the Fallen One in the inter-galactic prison the Kyln, although the character escaped when the Kyln was damaged in a conflict between Thanos and the entity, the Maker. Although the Fallen One located Galactus, he was instantly teleported back to Thanos, who tricked the former Herald into Self-igniting a gas giant, which rendered him unconscious. Thanos mentally enslaved the Fallen One and forced him to serve as his own Herald

During the Annihilation Wave, the Fallen One was killed by the Proemial Gods, Tenebrous and Aegis.

FIN FANG FOOM



STATISTICS:

F AM(50)
A RM(30)
S UN(100)
E ShX(150)
R EX(20)
I EX(20)
P MN(75)
Health: 330 **Str:** 100
Karma: 99
Resources: FB(2)
Popularity: -75
Height: 150' (Variable)
Length: Variable
Weight: Variable
Eyes: Red
Hair: None

BACKGROUND
Real Name: Unpronounceable to humans
Occupation: Would-be Conqueror, former starship navigator
Legal Status: Wanted by the Red Chinese government
Identity: The general population of Earth does not believe in Fin Fang Foom's existence
Place of Birth: Kakaranathara, Maklu system, Greater Magellanic Cloud
Marital Status: Single
Known Relatives: None
Base of Operations: China
Present Group Affiliation: Fin Fang Four, Dragon Lords of Kakaranathara

KNOWN POWERS:
Fin Fang Foom is a Chinese Dragon, one of the most powerful creatures on Earth, marginally magical and impressive like nothing else terrestrial.
Growth: Fin Fang Foom has Shift Z Growth, at 150 feet tall and at +4CS to be hit. When on all four legs, Fin Fang Foom takes up from 3-6 areas. Because Fin Fang Foom's enormous size is magical, the Growth rank does not substitute for the dragon's Unearthly Strength when it attempts Strength FEATs.
Claws: Fin Fang Foom has claws which allow him to make enormous edged attacks if it desires
True Flight: Fin Fang Foom's wings propel it at Typical air speed (90 miles per hour). It can travel at this speed indefinitely without tiring and has demonstrated the ability to cross the Pacific Ocean.
Armor: The dragon's hide offers Shift X Resistance to Blunt attacks; Unearthly resistance to Physical Edged, Shooting, Fire, Disease and Acid; Monstrous Resistance against other 'natural' energies, such as electricity or sonics, many poisons, or any eldritch attack; Amazing Resistance against any other type of energies, such as the Darkforce
Acid Cloud: Fin Fang Foom's acid breath can cover any three contiguous areas, at a rage of 5 areas from its head. The acid does Incredible damage, or Amazing damage against metal objects, against all characters and objects in those areas.
Tail: Fin Fang Foom's tail can give it a second attack each round, doing Amazing damage, and extending

three areas behind the dragon.
Telepathy: Fin Fang Foom employs a limited form of telepathy to communicate with mortals. This communication is such that the dragon can detect lies on a successful intuition roll against the intensity of the liar's Psyche. Any creature foolish enough to make eye-contact with Fin Fang Foom must make a Psyche FEAT roll against Monstrous intensity to avoid being charmed by the dragon, exactly as if Fin Fang Foom had hypnotized the character.
Vulnerability: Fin Fang Foom is acutely vulnerable to certain poisonous herbs and potions. To know of an appropriate poison, a character must have Occult Lore or Mystic Background, or a Trivia Talent regarding Chinese mythology. A character must also have the Biology skill to recognize and locate the obscure herbs and Ingredients for the potions. Such poisons induce sleep or paralysis rather than death in Fin Fang Foom. Against them, it has no Resistance and its Health is reduced to 33 points if such is currently higher than that
NOTE: Fin Fang Foom has shown the ability to possess other beings, turning them into duplicates of his original form. The nature of this ability is not fully understood, but for game purposes, assume that the possession functions similar to his Telepathy/ Hypnosis powers, and only functions if his current body has been destroyed. Fin Fang Foom must have at least 2 points of Psyche to accomplish this.

ROLE-PLAYING NOTES:
Fin Fang Foom solves his problems directly and violently. This translates to a swath of destruction for which he feels no responsibility. He will be happy when awakened and probably seek to kill his alarm clock, unless he or she talks very fast. Be warned: Fin Fang Foom is an alien – his thoughts and wants are unlike things a human being would easily understand.

HISTORY:
Fin Fang Foom was a member of a mysterious race known as the Kakaranatharan, who hailed from the distant Maklu solar system. He was part of an invasion force that came to Earth many centuries ago. Although other members of his race assumed human form and dwelled undetected among humanity, Fin Fang Foom remained in his natural, dragon-like shape and entered a state of hibernation in china's Valley of Spirits He remained there undisturbed for cent rues, until a young man named Chan Luichow awakened him during the Chinese Revolution. Afterward, Chan used magical herbs to return the alien Dragon to his hibernation, but the Mandarin awakened Fin Fang Foom decades later for use against the Chinese government.
Fin Fang Foom alternated between being a friend and an enemy of Earth – beating back an invasion of aliens from Stonus V, but later allying himself with cultists bent on world destruction – until his true nature was revealed during his alliance with the Mandarin. After helping the super-villain conquer one-third of China, Fin Fang Foom contacted his fellow Kakaranathanans and their true plan was revealed. It was only through the temporary union of the normally dedicated enemies, Iron Man and the Mandarin, that Fin Fang Foom and his race of invading dragons met their defeat.

FIRELORD

STATISTICS:

F AM(50)
A AM(50))
S AM(50)
E UN(100)
R EX(20)
I MN(75)
P AM(50)
Health: 300 **Str:** 50/95
Karma: 145
Resources: RM(30)
Popularity: 0
Height: 6'4"
Weight: 220 lbs.
Eyes: White
Hair: Yellow (engulfed in cosmic flame)

BACKGROUND
Real Name: Pyreus Kril
Occupation: Former Starship Captain, Former Herald to Galactus, Cosmic Adventurer.
Legal Status: Former Citizen of Xandar
Identity: The general population of Earth is unaware of Firelord's existence.
Place of Birth: Planet Xandar
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile throughout the Cosmos
Present Group Affiliation: Ex-member of the Nova Corps, occasional partner of Starfox, occasional ally of the Silver Surfer and the other Heralds of Galactus, former Herald of Galactus.

KNOWN POWERS:
Power Cosmic: Firelord has the Unearthly ability to channel and manipulate vast amounts of cosmic power, typically using it for fiery effects. In deep space, Firelord has Shift Y (250) Flame-Generation powers, abilities which are restricted to Unearthly rank when operating in a planetary atmosphere. When channeling his energy through his Firestaff, this ability increases to Class 1000. He may use the Power Cosmic to project and control other types of energy, gravity or radio waves for example, as power stunts. Firelord may also the Power Cosmic to temporarily raise his Strength to Unearthly for 1-10 rounds. He may use the healing and matter-manipulation ability of the Silver Surfer, but only as first time power stunts.
Body Armor: Firelord has Amazing Body Armor against physical attacks. As a power stunt, he may super-heat his body so that ordinary weapons melt upon contact with his body. Firelord is also immune to disease, aging, starvation, and the effects of hard vacuum; he cannot be slain except by the complete scattering of his molecules.
Flight: Firelord can fly at Class 1000 speeds and enter hyperspace at will. In planetary atmospheres, he flies at Unearthly speeds.

Equipment:
Firestaff: Firelord's Firestaff is made of Class 1000 material and augments both Firelord's Flame Generation powers to Class 1000, and his Flight to Class 5000

Talents:
Pyreus is a skilled starship captain, although his skills are bit rusty now. He is an able astronavigator as well.

FIRELORD

ROLE-PLAYING NOTES:
Firelord is obsessively dedicated to doing right, be it as ship captain, or cosmically powered hero. He has little patience for criminals, usually dealing with them in the permanent fashion of the cosmos. He takes full responsibility for his time as Galactus' Herald, although he acknowledges the deaths he caused in the position as part of Galactus' purpose, he still feels duty bound to compensate the universe for his actions during that time.
Firelord is a caustic, hot-tempered personality, serious minded and not easy to get along with

HISTORY:
Pyreus Kril was first officer aboard Gabriel Lan's Xandarian exploration vessel, and was present when his friend was seemingly kidnapped by the alien starship belonging to Galactus. Determined to rescue his captain, Kril took command of the exploration vessel and pursued Galactus' ship across the universe. Years passed, but Eventually, Kril located Galactus' ship and, unaware that teleported aboard the massive vessel. Kril confronted Galactus and demanded that Lan be released. Impressed by the man's courage, Galactus offered to reveal Lan's fate if Kril agreed to become his new herald. Kril accepted the offer, receiving the power cosmic and becoming **Firelord**, whereupon Galactus told Kril that Lan had been slain battling the Ovoids.
Firelord's servitude to Galactus was extremely short-lived. While on a mission to Earth, Firelord encountered Thor, who negotiated with Galactus for Firelord's freedom. In exchange for releasing Firelord, Thor provided Galactus with an Asgardian construct known as the Destroyer. Although he left Galactus' service, Firelord retained the power cosmic and was free to roam the universe,

FLASH (BARRY ALLEN)

STATISTICS:

F EX(20)
A RM(30)
S TY(6)
E EX(20)/UN(100)
R RM(30)
I RM(30)
P EX(20)
Health: 76 **Str:** 6
Karma: 80
Resources: IN
Popularity: RM
Height: 5'11"
Weight: 179 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Bartholomew 'Barry' Allen
Occupation: Police Scientist, Crime Fighter
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Iris Allen (wife), Bartholomew 'Bart' Allen (Kid Flash, grandson), Wally West (Flash III, nephew)
Base of Operations: Central City
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Speed Force: Class 3000. Barry can tap into the 'Speed Force', which grants him the following abilities:
*Hyper-Speed: Shift X. Barry may instantly boost this ability up to as high as Class 3000 with a Green Power FEAT, although this carries the risk of becoming 'Lost in the Speed-Force' – see Limitations, below.
*The Flash may perform 10 actions a combat round.
*Resist Cold: Excellent
*Accelerated Healing: Excellent
*Air Walking: Shift X ability to run over air and up 90 degree inclines.
*Water Walking: Shift Z by skimming along on surface tension
*Create Cyclones: Amazing damage or Unearthly stunning or slamming
*Phasing: Barry can vibrate his molecules so fast that he can 'phase' through objects of less than Shift X material strength.
*Can destroy Unearthly material by vibrating through it
*When attempting to hit Barry the attacker must have initiative or succeed in an Unearthly Intuition FEAT, otherwise he will have moved out of the way. This FEAT is not required if the attacker also has Hyper-speed powers.
*Invisibility: The Flash can move – or simply vibrate – so quickly that it requires a red Intuition FEAT just to notice him.
*Time Travel: On a Red power FEAT the Flash may break the Time Barrier allowing time travel with Amazing ability.
*Spectrum Perception: The Flash can run so quickly as to cause light to begin to slow, and experience 'Red Shift',' which allows him to view the lower spectrum of light that is normally invisible to the unaided human eye.
*To hit the Flash with anything other than an area effect or Psychic attack requires a red FEAT.
*Dimension Travel: Barry may also travel to any dimension he chooses by traveling through the heart of the Speed-Force at Class 1000 rank.
*Unearthly Fighting rank for

purposes of multiple attacks and Evading, although not to hit. As a specific Power Stunt, he may deliver 100 blows in a single round, with Good (10) damage
*The Flash is considered to have Unearthly rank Agility for dodging and catching projectiles.
*Class 1000 rank for Intuition for deciding initiative.
*The Flash may perceive any object's momentum as though it were moving at Feeble speed Arrows and bullet sized objects appear moving at 5 m/ph
*The Flash is considered to have Unearthly Endurance for movement and tiring purposes.
*May reach maximum speed in one round and has no penalties making high-speed maneuvers or starting or stopping suddenly.
*Energy Sheath: As a by-product of the Speed Force, Barry projects a protective aura that allows him to ignore the environmental effects of heat and friction (including sonic booms) enabling him to surpass standard speed constraints. As such, Barry uses the air speed column for movement and is not restricted by atmospheric cond-itions. This aura also, provides protection from attack; while moving, Barry is considered to have Excellent protection versus. Physical Attacks, and Incredible vs. Heat and Friction

Equipment
Costume: Incredible protection against. Heat and Cold, Excellent versus Physical and Energy damage

Limitations
The Call of the Speed Force: If Barry travels at CL1000 or greater speed he must make a successful Psyche FEAT roll. Failure means he hears the 'Call of the Speed Force'. This means he is lost in speed and in all subsequent actions he must push himself to break the 'Speed Force Barrier' (Class 3000 speed). Upon achieving this speed the must make another Psyche FEAT roll, with failure indicting he is absorbed by the Speed Force and effectively 'dies'. Success indicates that the Flash is thrown forward in time between 1 and 100 years and is free of the Call.

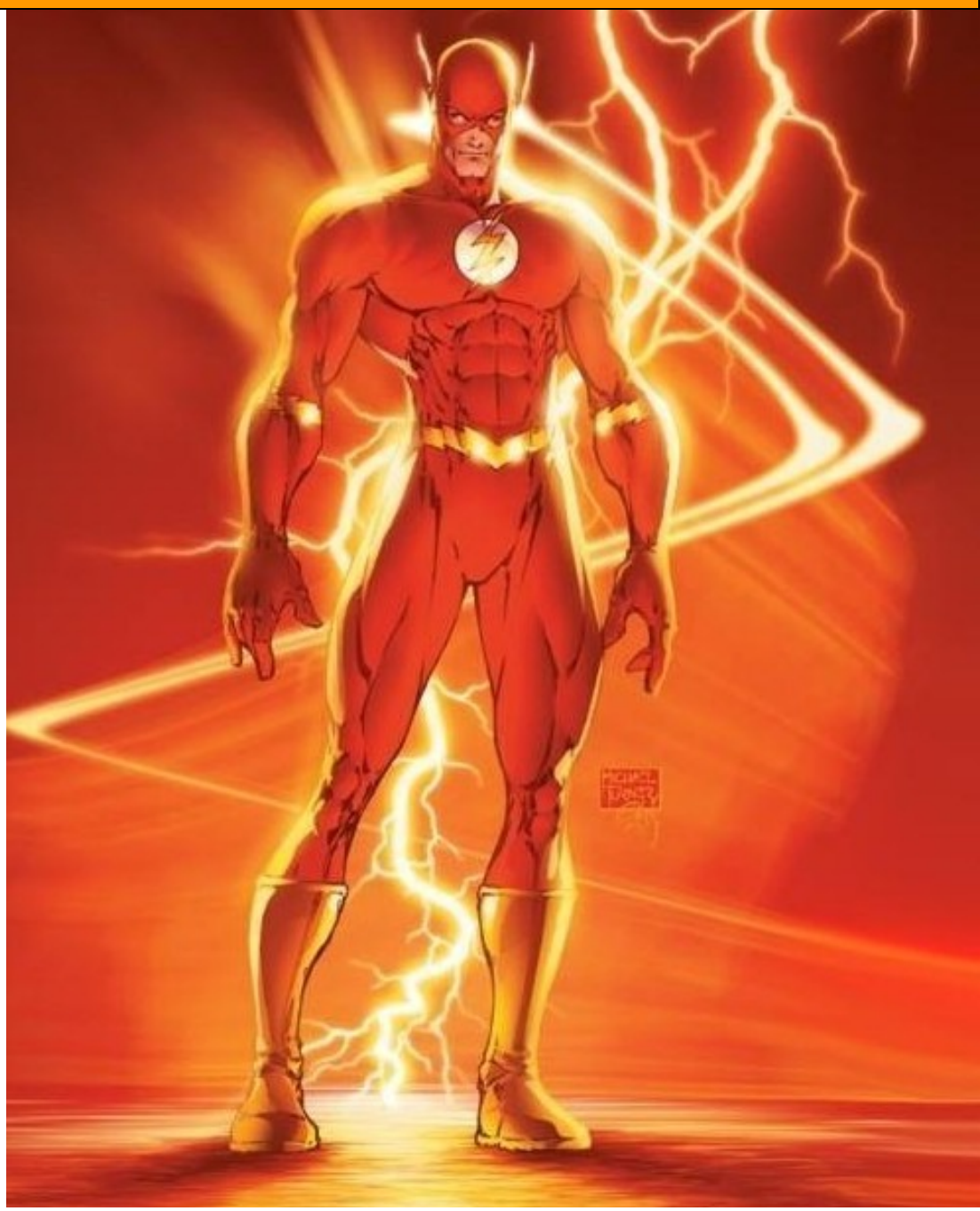
Talents
Martial Arts A, Detective, Physics

ROLE-PLAYING NOTES:
Barry has a reputation as a "straight-laced" law and order type. He's intelligent, careful, and thoughtful, and living life in the (literal) "fast lane" gives him an appreciation for the little things.

HISTORY:
Barry Allen developed a reputation for taking things slowly early in life, to the bemusement and occasional frustration of friends, family, and his fiancée, fast-acting journalist Iris West. Barry's proclivity for de-liberation and detail did make him an excellent forensic scientist for the Central City Police Department, known for his ability to crack difficult cases. Barry was working late one night in his lab when a bolt of lightning crashed through the window, striking a shelf of chemicals. Bathed in the electrified chemicals, he gained the power of super-speed, which he discovered when he raced on foot after a departing cab, only to find himself rushing past it! Adopting the identity of the Flash, inspired by his childhood hero Jay Garrick, he created a unique crimson costume able to compress down to fit into a tiny compartment in a ring he wore.

The Flash fought crime in the twin cities of Central and Keystone for some years, eventually marrying Iris West and working with his idol and inspiration, Jay Garrick, the original Flash. He was a founding member of the Justice League of America and a mainstay of the team. He also garnered a considerable assortment of foes, including the Rogues, a team composed of Captain Cold, the Trickster, Weather Wizard, Mirror Master, and Captain Boomerang. Among the Flash's greatest enemies were the future magician Abra Kadabra, the super-intelligent Gorilla Grodd, and Professor Zoom, the so-called "Re-verse Flash" from the 25th century.
Professor Zoom apparently murdered Iris Allen and, some time later, attempted to do the same to Barry's new fiancée Fiona Webb.
Desperate to prevent history from repeating itself, the Flash broke Professor Zoom's neck, killing him. Barry later learned Iris was born in the 30th century, sent to live in the past by her parents, and restored from death in that same future.
The Flash had his own experience with death when he sacrificed himself to save the multiverse from the Anti- Monitor, merging with the Speed Force like many speedsters before him. By the time he eventually returned, his protégé, Wally West, had taken up the mantle of the Flash, and his grandson and namesake Bartholomew "Bart" Allen (born in the 30th century) was the new Kid Flash.

FLASH (WALLY WEST)



STATISTICS:

F EX(20)
A EX(20)
S GD(10)
E EX(20)/UN(100)
R GD(10)
I EX(20)
P RM(30)
Health: 70 **Str:** 8
Karma: 50
Resources: IN
Popularity: RM
Height: 6'0"
Weight: 175 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Wally West
Occupation: Crime Fighter, Adventurer
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Barry Allen (Flash II, uncle, deceased)
Base of Operations: Justice League Headquarters
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Speed Force: Class 3000. Wally can tap into the 'Speed Force', which grants him the following abilities:
**Hyper-Speed:* Shift Z. Wally may instantly boost this ability up to as high as Class 3000 with a Green Power FEAT, although this carries the risk of becoming 'lost in the Speed-Force' – see Limitations, below.
*The Flash may perform 10 actions a combat round.
**Resist Cold*: Excellent
**Accelerated Healing:* Excellent
*Air Walking: Shift Z ability to run over air and up 90 degree inclines.
**Water Walking:* Shift Z by skimming along on surface tension
**Create Cyclones*: Amazing damage or Unearthly stunning or slamming
**Phasing:* Wally can vibrate his molecules so fast that he can 'phase' through objects of less than Shift Z material strength.
*Can destroy Unearthly material by vibrating through it
*When attempting to hit Wally the attacker must have initiative or succeed in an Unearthly Intuition FEAT, otherwise he will have moved out of the way. This FEAT is not required if the attacker also has Hyper-speed powers.
**Invisibility:* The Flash can move – or simply vibrate – so quickly that it requires a red Intuition FEAT just to notice him.
**Vibrating Hand*: Unearthly damage
**Break Restraint*: Unearthly
**Time Travel:* On a Red power FEAT the Flash may break the Time Barrier allowing time travel with Amazing ability.
**Spectrum Perception:* The Flash can run so quickly as to cause light to begin to slow, and experience

'Red Shift',' which allows him to view the lower spectrum of light that is normally invisible to the unaided human eye.
*To hit the Flash with anything other than an area effect or Psychic attack requires a red FEAT.
*Dimension Travel: Wally may also travel to any dimension he chooses by traveling through the heart of the Speed-Force at Class 1000 rank.
*Unearthly Fighting rank for purposes of multiple attacks and Evading, although not to hit. As a specific Power Stunt, he may deliver 100 blows in a single round, with Good (10) damage
*The Flash is considered to have Unearthly rank Agility for dodging and catching projectiles.
*Class 1000 rank for Intuition for deciding initiative.
*The Flash may perceive any object's momentum as though it were moving at Feeble speed Arrows and bullet sized objects appear moving at 5 m/ph
*The Flash is considered to have Unearthly Endurance for movement and tiring purposes.
*May reach maximum speed in one round and has no penalties making high-speed maneuvers or starting or stopping suddenly.
**Energy Sheath*: As a by-product of the Speed Force, Wally projects a protective aura that allows him to ignore the environmental effects of heat and friction (including sonic booms) enabling him to surpass standard speed constraints. As such, Wally uses the air speed column for movement and is not restricted by atmospheric conditions. This aura also, provides protection from attack; while moving, Wally is considered to have Excellent protection versus. Physical Attacks, and Incredible vs. Heat and Friction
Kinetic Manipulation: Shift Z. Wally's "slipstream" effect allows him to impart and control momentum in other objects. He can impart speed to others, enabling them to "run" at speeds equal to himself. The recipient must be in contact with Wally and already be moving
The Flash can also neutralize a target/objects kinetic energy forcing the target to immediately stop.

Equipment
Costume: Incredible protection against. Heat and Cold, Excellent versus Physical and Energy damage

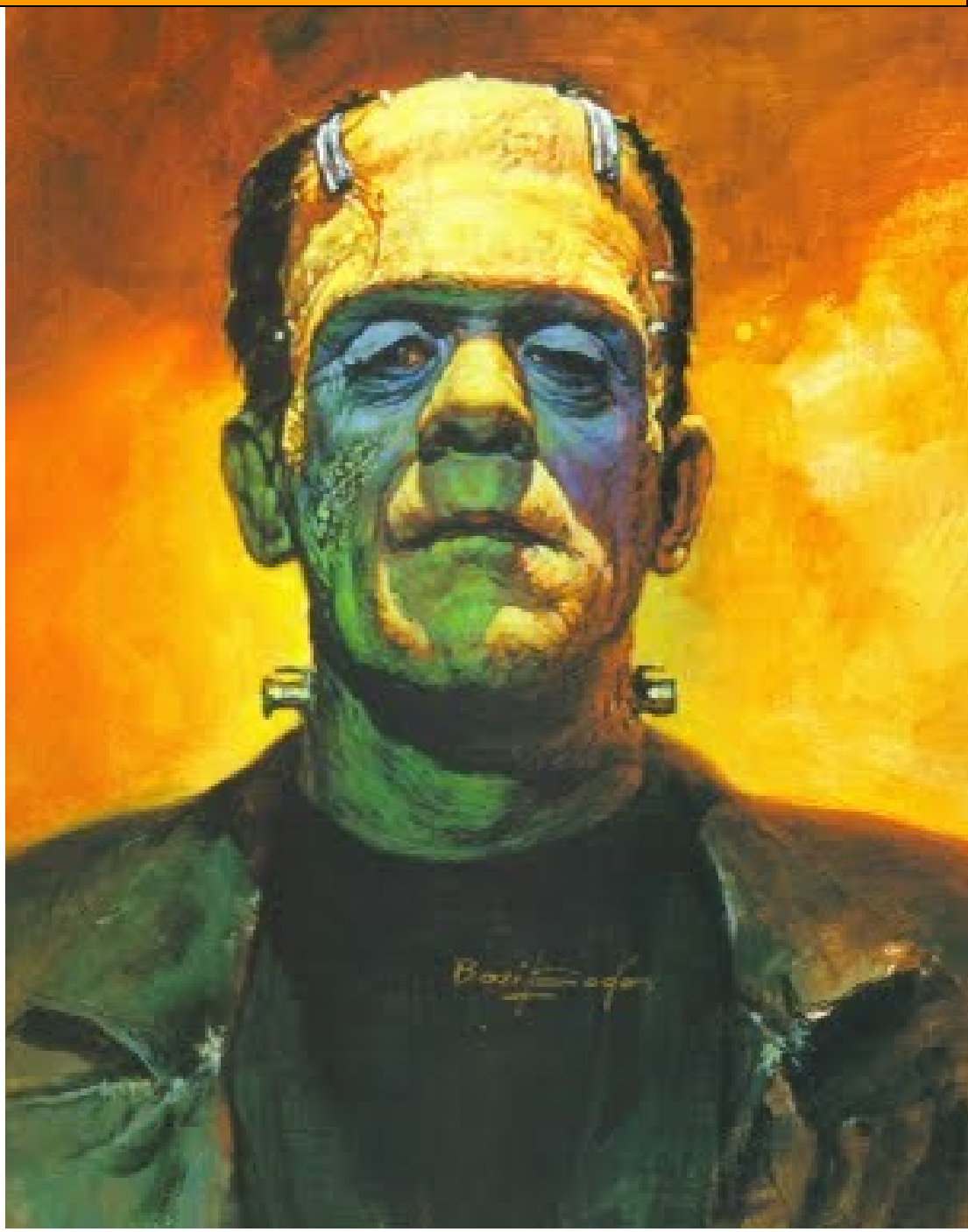
Limitation
The Call of the Speed Force: If Wally travels at Class 1000 or greater speed he must make a successful Psyche FEAT roll. Failure means he hears the "Call of the Speed Force". This means he is lost in speed and all subsequent actions he must push himself to break the "Speed
Force Barrier" (CL3000 speed). Upon achieving this speed the must make another Psyche FEAT roll, with failure indicting he is absorbed by the Speed Force and effectively "dies".

Talents
Martial Arts A, Detective, Physics

ROLE-PLAYING NOTES:
Wally began his career as an impulsive and brash young man whose powers matched his personality. He grew up to become a fun-loving hero always ready with a quip, but constantly concerned he wasn't living up to Barry Allen's legacy. Over the years he's become more confident in his abilities and, more importantly, in his role as the Flash. Now, Wally is a capable, friendly man who's always willing to lend a hand.

HISTORY:
Iris West's nephew Wallace "Wally" West was president of the Blue Valley chapter of the Official Flash Fan Club. He was less than thrilled by his Aunt Iris' fiancé Barry Allen, until he found out that Barry, through his work with the police department, actually knew the Flash! Wally jumped at the opportunity to meet his idol, and the Flash demonstrated to him how he acquired his super-speed. Then lighting literally struck twice, spilling the same mixture of chemicals onto Wally West and granting *him* super-speed!
Wally adopted a costume similar to his mentor and became Kid Flash, the Fastest Boy Alive. He eventually became a founding member of the Teen Titans. He left the team for a time to attend college, returned under the influence of Raven's empathic powers, and then departed again.
Wally had largely given up his super hero career when Barry perished saving the multiverse from the Anti-Monitor. To carry on his uncle's legacy, Wally adopted the name and costume of the Flash. He eventually moved to Keystone City, across the river from Barry's old Central City stomping grounds. There he met reporter Linda Park and the two of them developed a romantic relationship, eventually marrying and having twins, Jai and Iris.
Although humble about the idea of succeeding Barry as the Flash, Wally learned more about the origins of the speedsters' powers than virtually anyone: he was the first to break the lightspeed barrier and pass into the Speed Force and return, anchored by his love for Linda

FRANKENSTEIN'S MONSTER



STATISTICS:

F RM(30)
A GD(10)
S RM(30)
E AM(50)
R PR(4)
I TY(6)
P GD(10)
Health: 130 **Str:** 30
Karma: 20
Resources: 0
Popularity: -10
Height: 8'
Weight: 325 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: "Adam"
Occupation: None
Legal Status: None
Identity: Publicly known, but generally believed to be a fictional character
Place of Creation: Ingolstadt, Bavaria, now in West Germany
Marital Status: None
Known Relatives: Inapplicable
Base of Operations: Mobile, Current whereabouts unknown
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Good resistance to Physical and Energy attacks. Due to his unusual physical resilience, all physical combat effects against the Monster are reduced by one color, making him immune to Red results
Growth: The Monster is over 8' tall, giving him Feeble Growth, which gives him +1CS to be hit, but also giving him a +1CS to any blunt damage he delivers.
Rapid Healing: The Monster can heal from wounds at a much faster rate than normal humans. He can regain his Endurance rank in health points once every hour instead of only once per day.
Suspended Animation: Whenever the Monster is subjected to cold of at least Remarkable intensity, he enters a state of suspended animation, taking no damage from the cold. An Endurance FEAT is required to avoid this
Reanimation: The Frankenstein Monster is constructed of many different corpses, sewn together and brought back to animate life with an electric charge. This charge is delivered through the bolts on his neck. Should the Monster die, he can be re-animated with an electric charge of at least Amazing intensity. A Monstrous charge will temporarily raise his Strength from IN(35) to IN(40) for 1-10 rounds.

NOTE: The Frankenstein Monster has an irrational fear of fire, and must make a yellow-intensity Psyche FEAT to avoid running from the sight of it.

FRANKENSTEIN'S MONSTER

ROLE-PLAYING NOTES:

The Monster has vowed to first punish and then destroy his creator. Doctor Victor von Frankenstein

The Frankenstein Monster is hated and feared wherever he goes.

Due to unfortunate experience, the Monster has developed an irrational fear of fire

HISTORY:

One dark winter night, a being composed of human corpses was brought to life by the brilliant young student of natural sciences, Victor Frankenstein. Frankenstein had discovered the secret of bestowing life. He had invaded a realm of power reserved for the gods, bringing down on himself and those he loved their curse and unrelenting punishment. Frankenstein sees his creation come to life, and immediately realizes the depth of his sin and folly. He runs away. The monster survives, a new Adam, the first and only one of his kind. With the awakening emotions of a man in the body of a monster, he finds he had no place in the world. Wherever he turns he is met with fear and loathing. His pain at rejection changes into consuming hatred. His one reason for living is to avenge himself on his maker. Tormented becomes tormentor. The fate of these two entities, bound in the roles of creator and created, moves to a destiny of mutual destruction. Frankenstein's' family is ravished, beginning with the death of his young cousin William, and ending with the murder of his bride, Elizabeth, on their wedding night. Realizing his fate, Frankenstein begins the pursuit of his monster, which takes them to the edge of the habitable world and into the Arctic Circle. Young Frankenstein dies. The monster bids a heartrending farewell to his now dead creator. Boarding a small ice raft, he disappears over the horizon of the barren wasteland "soon… lost in darkness and distance."

FRANKLIN RICHARDS

STATISTICS:

F	PR(4)/GD(10)
A	TY(6)/RM(30)
S	PR(4)/TY(6)
E	PR(4)/GD(10)
R	TY(6)/IN(40)
I	GD(10)/RM(30)
P	MN(75)/CL3000

Health: 44/56 **Str:** 3/6
Karma: 100/3070
Resources: RM
Popularity: 50
Height: 4'8" (variable)
Weight: 100 lbs. (variable)
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Franklin Benjamin Richards
Occupation: Student
Legal Status: Citizen of the United States with no Criminal record, still a minor
Identity: Publicly known
Place of Birth: Manhattan, New York City, NY
Marital Status: Single
Known Relatives: Reed and Sue (Mr. Fantastic, Invisible Woman, parents), Nathan (grandfather), Evelyn (grand-mother, deceased), Valeria (sister), Johnny Storm (Human Torch, uncle)
Base of Operations: Baxter Building, Four Freedoms Plaza, New York City
Present Group Affiliation: The Fantastic Four, formerly Power Pack, the Daydreamers

KNOWN POWERS:
Reality Manipulation: Franklin has vast Reality Manipulation powers potentially of up to CL3000 rank, sufficient to create pocket realities, or to challenge CL3000 beings like Galactus and the Celestials. However, his control over these abilities has varied dramatically over the years. When he was just a young child, these powers were first activated, causing him to assume adult form and to go on a confused, uncontrolled rampage, Franklin's adult form imposed psychological blocks upon himself, before transforming back into a child, preventing his younger self from accessing his full powers until he was old enough to handle them. Over the years, these blocks have receded varying degrees. As 'Tattletale', Franklin had Pre-cognition of Amazing rank, and could project a 'Dream Body' – an intangible but visible illusory copy of himself, that he could project to any location he could think of with CL5000 ability. As the teen-age Psi-Lord, he learned to focus his abilities into Telekinesis and Telepathy of Amazing rank.
Franklin's full abilities were demonstrated when his adult future self journeyed through time to battle against the Mad Celestials of the 4084 Reality. The mature adult Franklin proved capable of killing two Celestials single-handed.
In mainstream reality Franklin is still a small boy, who has only realized a fraction of his true potential, but

for game purposes, he may access his full powers as sort of a wild-card in extreme circumstances (as when he created the Heroes Reborn universe), although such incidences require a red Psyche FEAT and costs all of his Karma. A second yellow Psyche FEAT is then required or else his powers will burn out for 1-100 weeks.

ROLE-PLAYING NOTES:

HISTORY:
Franklin is the oldest child of Reed and Sue Richards. As a boy, he already possesses tremendous reality-altering powers, and future incarnations demonstrate powers comparable to the Celestials.

FREDDY KRUEGER

STATISTICS:

F GD(10)
A EX(20)
S GD(10)
E RM(30)
R GD(10)
I GD(10)
P AM(50)
Health: 70 **Str:** 10
Karma: 70
Resources: FB(2)/AM(50)
Popularity: -40
Height: Unrevealed
Weight: Unrevealed
Eyes: Red (varies)
Hair: None

BACKGROUND
Real Name: Freddy Krueger
Occupation: Child murderer, Demonic Entity
Legal Status: United States Citizen with a Criminal Record, judged clinically insane, presumed dead
Identity: Freddy Krueger's identity is widely known and feared
Place of Birth: Hathaway House Mental Hospital
Marital Status: Single
Known Relatives: Amanda Krueger (mother, deceased), unnamed psychopathic inmate (father, presumably deceased)
Base of Operations: Usually gravitates to Elm Street where he exists in his victims' dreams
Present Group Affiliation: Has partnered with Jason Voorhees

KNOWN POWERS:
Dream Mastery: Freddy Krueger exists in his victim's dreams, where he manifests up to Amazing level Reality Manipulation powers. His power is actually a product of his victim's own Psyche; his Strength is directly proportionate to how much his victims believe in him. In an environment where no one believes in his existence, he is powerless. To attack a victim, they must first have at least heard his name, at which point he can begin to stalk them in their sleep. During this period, Krueger's Psyche is considered –. 1CS of his victim's, but after initiating a series of recurring Nightmares, Krueger's Psyche begins to grow; after each dreaming episode, he may make a Psyche FEAT to either attack the victim, or to raise his own Psyche. If his initial attack is successful, he may kill his victim and his Psyche his immediately boosted up to Amazing and he may attack a new victim at this same level; if the FEAT fails he must wait for another dream.
Freddy Krueger's powers do have some limitations. If his victim is awakened while in physical contact with him, Krueger is brought out of the dream into the real world where his Reality Manipulation powers drop to Typical. While outside his dream dimension, he may also be physically killed, although as soon as someone dreams about him he may be reincarnated once again, albeit at his lowest power levels. Krueger may only be permanently destroyed by psychic damage
NOTE: if a victim makes a successful Psyche FEAT against Freddy's Psyche score of Amazing,

Freddy is cast out of their dreams, and loses all power over that person. He may attack that person again, but must start from scratch at –2CS for all FEATS directed against that person).

EQUIPMENT:

Finger Knives: Freddy Krueger has fashioned for himself a glove with four bladed fingers that inflict Good (10) edged damage.

ROLE-PLAYING NOTES:

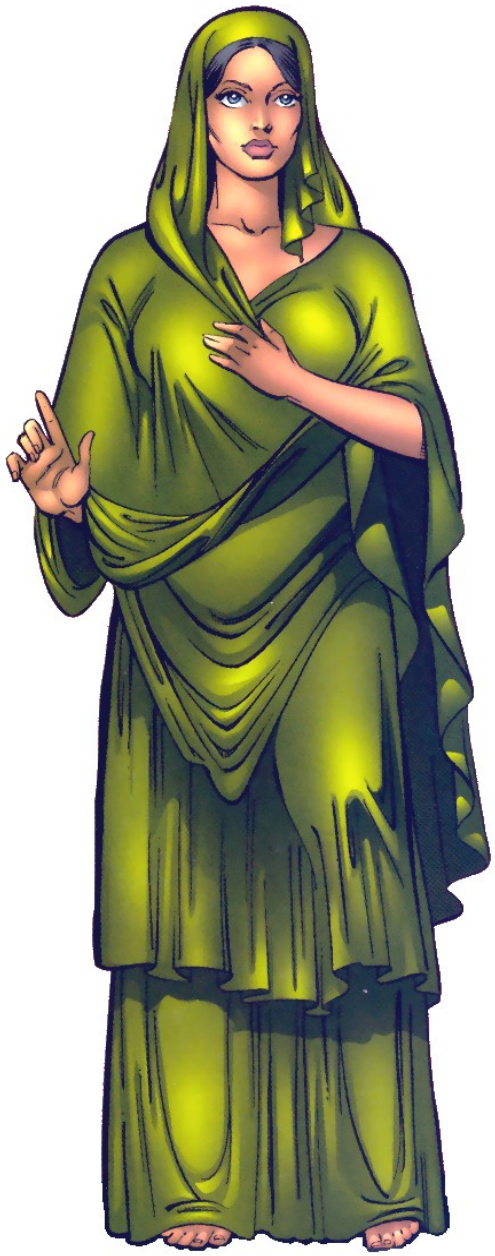
Freddy was a filthy child-killer who was himself murdered by a lynch mob of angry townsfolk – the parents of his victims who trapped him in an old boiler room and burned him alive. In his demonic spirit existence, he stalks the surviving children of Elm Street, and anyone else who happens to dream about him. Freddy has a fear of fire.

HISTORY:

Freddy Kruger was a serial child murderer who was freed by the courts due on a technicality, whereupon the neighborhood parents of Elm Street gathered together to bring Kruger to private justice, trapping him in an old boiler room and then lighting it on fire. Kruger's spirit, unfortunately, endured, coming back in the dreams of the children of Elm Street. Kruger gained power from their fear, and once his victims feared him enough – once they begin to believe in him – he could actually kill them within their dream.

After a series of murders, on of the Elm Street kids, 16 year-old Nancy Loomis, discovered who he was from her own mother – one of the conspirators who had hunted Kruger down. Having already lost several friends, Nancy set a trap for the Dream Stalker, setting her alarm to wake her up, just at the moment she grabbed Kruger in the dream – bringing him into the real world where he could be killed. Nancy seemingly triumphed when she realized Freddy Kruger only existed because of her fear, and that if she wasn't afraid of him, he couldn't hurt her, and Kruger was banished. Briefly, it seemed everything was over. Unfortunately, all it takes is for someone to dream of him, to fear him again. Freddy has returned to stalk the dreams of the Elm Street kids many times

GAEA



STATISTICS:

F TY(6)
A IN(40)
S AM(50)
E ShX(150)
R EX(20)
I MN(75)
P UN(100)
Health: 246 **Str:** 47
Karma: 195
Resources: N/A
Popularity: 40
Height: Varies
Weight: Varies
Eyes: Blue (varies)
Hair: Black (varies)

BACKGROUND
Real Name: Unrevealed
Occupation: Patron goddess of the Earth
Legal Status: Inapplicable
Identity: Gaea is believed to be a legendary being by the general population of the Earth
Place of Birth: Earth
Marital Status: Inapplicable, but Gaea has mated with several gods
Known Relatives: Chton (fellow Elder God), Atum, Thor (sons)
Base of Operations: Earth
Past Group Affiliation: The Elder Gods

KNOWN POWERS:
Elemental Control: Gaea has Shift Y control over all of the natural forces of the Earth, such as storms, volcanoes, tidal waves, etc.
Shape Changing: Gaea can take any female humanoid form that she wishes.
Growth: Gaea has Unearthly Rank Growth, allowing her to become 30 feet tall.
Healing: Gaea can bring any individual or creature of Earthly origin up to full Health merely by touch.
Mental Powers: Gaea has Amazing rank Telekinetic abilities and Shift Z Telepathic and Teleportational abilities.
Spiritual Transfer: Gaea can draw upon the spiritual energies of all of Earth's living beings, and bestow mystical powers of up to Unearthly rank upon sorcerers who call upon her assistance.
Sorcery: Gaea may manipulate magical energies with Unearthly ability

Talents:
Gaea has the Medicine, Biology, Geology, Genetics, and Archeology Talents. She has a Mystical Background and the Occult Lore skill relating to any form of magic practiced on Earth. She speaks all Terran languages.

ROLE-PLAYING NOTES:

GAEA

HISTORY:
Gaea was one of the Elder Gods who materialized on Earth before any life appeared there. She and her brother Chthon inhabited Earth's landmasses, affecting geological patterns. Except for Gaea, the Elder Gods degenerated into demons, preying upon each other. Gaea called upon the Demiurge, the sentient life force of Earth's biosphere, and gave birth to Atum, who became Demogorge and slaughtered the other Elder Gods, though some, like Chthon and Set, escaped extra-dimensionally. Gaea infused her life essence into all living beings on Earth. She protected Earth from the influence of Set, supporting the development of humanity over dinosaurs and leading the Celestials to destroy the Serpent Men.

Gaea became the mother god to virtually all of the pantheons of later gods in humanity, receiving many different names. In her guise of Jord, she mated with the Asgardian god, Odin, to conceive Thor. A millennium ago, she learned of humanity's future judgment by the Celestials and organized goddesses of numerous pantheons to gather the best examples of humanity, creating the Young Gods, who swayed the Celestial Judgment in humanity's favor.

Gaea continues to grant power to many who call on her, from the ancient Sisters of Danu to the modern Ardina, Brother Nature, Clea, Dark Mairi, Doctor Strange, the Neurii, the god Prometheus, and Topaz. She has even directed opposition to threats such as Dormammu, who held her prisoner until she channeled the life-force of every being on Earth to banish him. Her pain from the harm humanity had done to Earth, nearly drove the mutant Humus Sapien to take the lives of all mankind. She was captured by the extra dimensional scientist Yandroth and forced to place a curse on the Defenders, compelling them to gather to oppose threats to Earth. She continued to perpetuate this curse herself for a time, pleased to have even unwilling protectors, but she dissolved it after the Defenders became corrupt due to Yandroth's influence. She informed Nighthawk that he would have the power to summon them should the need arise.

GALACTA

STATISTICS:

F AM(50)
A IN(40)
S ShY(250)
E ShZ(500)
R ShZ(500)
I ShZ(500)
P ShZ(500)
Health: 840 **Str:** 250
Karma: 1500
Resources: ShZ(500)
Popularity: 0
Height: Unrevealed (variable)
Weight: Unrevealed (variable)
Eyes: Black with square white pupils
Hair: Black

BACKGROUND
Real Name: Galacta
Occupation: Cosmic Being
Legal Status: Inapplicable
Identity: Galacta's existence is unknown to the general population of the Earth
Place of Birth: Unknown
Marital Status: Presumably single
Known Relatives: Galactus (Father)
Base of Operations: Earth
Present Group Affiliation: None

KNOWN POWERS:
Energy Manipulation: Shift Z (500). Galacta can duplicate any superhuman power and possesses the following abilities, all at Shift Z (500)
**Spirit Vampirism*
**Bio-Vampirism*
**Psionic Vampirism*
**Energy Vampirism*
**Absorption Power*
**Energy Conversion*
**Elemental Conversion*
**Molecular Conversion*
**Elemental Creation*
**Molecular Creation*
Each use of these powers costs Galacta 10 points of Karma and each use above Unearthly costs her 50 points of Health Galactus has also developed the following Power Stunts which she may employ with no penalty to Health or Karma (she may choose to raise these abilities to as high as Shift Z, with all the above penalties in place):
True Flight: Class 1000
Body Armor: Unearthly resistance to Physical and Energy attacks. Class 5000 resistance to heat, cold, corrosives, toxins, and disease.
Force Field: Galacta can surround herself with protective fields of Shift X rank
Life Detection: Galacta has the Class 3000 ability to detect life energies. She can detect an occupied planet at a maximum range of 50 light years
Kinetic Blasts: Galacta can release energy blasts of Shift X intensity without draining her cosmic energies
Hyper-Invention: Galacta can create any device she wants by assembling whatever materials are either at hand or can be made from existing substances

GALACTA

Disruption: As a side effect of her feeding process, Galacta has the Shift Z ability to destroy the molecular bonds that hold a target together. Galacta can consciously use this power against individual beings with Unearthly rank

Telepathy: Galacta has Unearthly telepathy

Cosmic Awareness: Galacta Shift Z Cosmic Awareness and can perceive, in a limited manner, the state of the Universe

Hunger: Like her father, Galacta has a finite energy supply that she must constantly replenish by consuming life energies. While the energy of a planet would sustain her for an extended period, Galacta can survive by feeding on much smaller scale life energies, such as those inherent in micro-lifeforms. However, if Galacta should go without feeding for up to 30 Terran days, her abilities will began to drop. If she has not consumed at least an Unearthly amount of energy after that period, all her Shift Z abilities drop to Shift Y. After another 30 days, all her abilities drop to Shift X, and so on.

NOTE: Recently, Galacta's Hunger has dramatically increased to due her cosmic pregnancy. No longer able to subsist on sub-atomic life, it remains to be seen if she will began to consume planets like her father.

ROLE-PLAYING NOTES:

Galacta has Daddy issues. Her relations with her father are strained, primarily due Galacta's own horror over their family's niche in the food chain. She has friendly contacts with the Fantastic Four.

Galacta has spent most of her existence doing her best to focus her Cosmic Hunger in less destructive directions than her father, consuming malevolent microscopic organisms, for example. Now that her Hunger has increased, due to her cosmic pregnancy, it remains to be seen if she will begin to consume planets.

HISTORY:

Galacta is the offspring of Galactus, a nascent cosmic being – essentially a life by-product created by the residue of Galactus' vast cosmic power. Galacta was a parasitic metaorganism that spontaneously generated itself within Galactus' own Power Cosmic fieldweave. Her father's base humanoid DNA combined with the Power Cosmic to create a humanoid being like himself, albeit a female version. She has recently discovered that she has similarly generated another cosmic organism within herself – essentially she is pregnant.

NOTE: Galacta may not exist in mainstream reality.

GALACTUS

STATISTICS:

F MN(75)
A IN(40)
S CL1000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 4115 **Str:** 1000
Karma: 3000
Resources: CL3000
Popularity: -1000
Height: 28'9" (variable)
Weight: 18.2 tons (variable)
Eyes: Black with square white pupils; Brown (as Galan)
Hair: Black

BACKGROUND
Real Name: Galactus, (formerly Galan of Taa)
Occupation: Planet Eater
Legal Status: Inapplicable
Identity: Galactus is known and feared throughout the Universe
Place of Birth: The Planet Taa in the Previous Universe
Marital Status: Presumably single, perhaps not applicable
Known Relatives: Eternity, Death (figurative siblings), Tyrant, Heralds (creations/offspring)
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: None

KNOWN POWERS:
Energy Manipulation: Class 3000. Galactus can duplicate any superhuman power and possesses the following abilities, all at Class 3000:
**Spirit Vampirism*
**Bio-Vampirism*
**Psionic Vampirism*
**Energy Vampirism*
**Absorption Power*
**Energy Conversion*
**Elemental Conversion*
**Molecular Conversion*
**Elemental Creation*
**Molecular Creation*
Each use of these powers costs Galactus 10 points of Karma and each use above Unearthly costs him 50 points of Health Galactus has also developed the following Power Stunts which he may employ with no penalty to Health or Karma (he may choose to raise these abilities to as high as Class 3000, with all the above penalties in place):
True Flight: Class 1000
Body Armor: Shift X resistance to Physical and Energy attacks. Class 5000 Resistance to heat, cold, corrosives, toxins, and disease. If he wishes, Galactus can augment his natural Body Armor without resorting to the Power Cosmic by employing his Technology, up to Class 3000
Force Field: Galactus can surround himself with protective fields of Shift X rank
Life Detection: Galactus has the Class 3000 ability to detect life energies of planets. He can detect an occupied planet at a maximum

range of 50 light years
Kinetic Blasts: Galactus can release energy blasts of Shift Z (500) intensity without draining his cosmic energies
Hyper-Invention: Galactus can create any device he wants by assembling whatever materials are either at hand or can be made from existing substances
Disruption: As a side effect of his feeding process, Galactus has the Class 1000 ability to destroy the molecular bonds that hold the target together. Galactus can consciously use this power against individual beings with Shift X rank
Power Creation: Galactus has the Class 1000 ability to transform ordinary beings into super-beings. The Primary Abilities and powers of such beings are initially no higher than Unearthly rank. Galactus can invest the power in either the person chosen or a specially designed tool
Power Control (Magnification/ Reduction/Negation): Galactus has total control over those powers he bestows an individual. He can amplify someone's existing powers by 4CS, even if he was not the source of that power. He can reduce a subject's powers by any amount, all the way to Shift 0. Such changes are permanent and only Galactus can reverse them.
Serial Immortality: If Galactus' body should be destroyed while he still has a sufficient cosmic energy reserve, his machines can draw in his life-force and recreate his body. He must have at least two points of health for this to occur
Telepathy: Galactus has Unearthly telepathy
Cosmic Awareness: Galactus Class 1000 Cosmic Awareness and can perceive, in a limited manner, the state of the Universe

WEAKNESS:
Hunger: Galactus has a finite energy supply that he must constantly replenish by consuming the life-force of entire worlds. Galactus' hunger is so severe that he must feed every 30 Terran days or his abilities drop. If he has not consumed a world after that period, all his Class 3000 abilities drop to Class 1000. After another 30 days, all his abilities drop to Shift Z, and so on. Although Galactus could eventually starve to death, he normally seeks out the nearest useable world when his abilities drop to Shift X rank.
NOTE: Galactus has also been known to consume planets at greater frequency when preparing for a large energy expenditure (such as when girding for battle). In such a case, allow Galactus to utilize his full powers with no penalty for 10-100 turns per extra planet consumed. There is, however, a limit to how much energy Galactus can consume at once; to absorb energies of greater than Class 3000 intensity requires a red Power FEAT (Bio-Vampirism), accompanied by a red Endurance FEAT. Failure is treated as an attack by the power rank of the energy source he was attempting to absorb (see Cosmic Purpose, below)

COSMIC PURPOSE:
While the ultimate purpose of Galactus remains a mystery, entities of the stature of Mistress Death have claimed that Galactus' purpose may be the most important of all cosmic beings in the universe's ultimate destiny - a sentiment affirmed by Eternity. No less than the Living Tribunal has said that Galactus acts as a balancing force between Death and Eternity, the third force in a cosmic Trinity, and Eternity, himself, has testified that the destruction of Galactus would ultimately doom the entire universe. In game terms, interpret this as the slow degradation of Eternity (Endurance 5000), who will lose 100 points of Endurance per week until expiring, taking the universe with him.
In one alternate future, it was revealed that at least a partial purpose of Galactus was to control the population of the space gods known as Celestials. In this reality, it was shown that Galactus is actually consuming Celestial eggs planted in selected planets, and preventing the Celestials from the machinations that destroyed the previous universe. It is unknown if this is consistent in mainstream reality.
Within the mainstream universe, Galactus' presence also holds at bay such beings as Abraxas at bay, as well as Mephisto and other demonic entities like those that (perhaps along with the Celestials) destroyed the pre-Big Bang universe.
It was in another alternate future, however, where the ultimate purpose of Galactus might have finally been revealed. After the previous universe failed to achieve a 'Big Crunch' (where gravity over-comes universal expansion, drawing all energy back into a singularity, restarting the cycle of creation with a new Big Bang) and nearly suffered a 'Big Rip' (where gravity fails, energy dissipates, causing the Heat Death of the universe, ending the cycle forever), Eternity created Galactus – a being who consumes energy, particularly energy that allows life to evolve – which is why he must feed on planets capable of supporting life. When the universe reaches its cyclical end, it falls to Galactus to midwife the birth of the new universe. After absorbing all the energy of the dying cosmos, and then removing his armor, releasing these energies back again, he creates a new Cosmic Egg and ignites a new Big Bang, beginning the cycle of destruction and renewal anew. For game purposes, this is a Red Bio-Vampirism Power FEAT, with success raising this power to Class 5000, sufficient to absorb the energies of an entire universe.
NOTE: there is at least one alternate future where this purpose has been perverted through the tampering of the Black Celestial, turning Galactus into a doomsday weapon, his hunger out of control, threatening to spread its destruction to all realities (see entry for 'Galactus: Time Bubble').

EQUIPMENT:
Galactus has created a nearly unlimited array of technological devices, which he prefers to use rather than expending his cosmic energies. He may essentially utilize these devices for virtually any purpose at a base rank Class 3000. Some of his more traditional equipment and devices are as follows:

Worldship: Galactus' transport is a mile-wide sphere. It is mostly likely that he is to be encountered in this ship. The Worldship possesses the essential portions of Galactus' support machinery. It has a Class 5000 stardrive and can reach a destination almost instantaneously. The Worldship contains the apparatus that Galactus uses to destroy worlds and convert it into consumable energy. The device takes 6 hours to assemble and ready itself for operation. To make sure Galactus is undisturbed, the Worldship can project a Force Field of Class 5000 intensity. Its walls are CL1000 material strength. There is no actual control room; rather the World-ship follows Galactus' mental commands. If Galactus is separated from the Worldship, it can follow his orders even at a distance of several light years. Should Galactus fall into a death-like state, the Worldship is programmed to seek him out, recover his body, and transport it to Taa II.

Tall II: When Galactus destroyed the Archeopian race after his first feeding, he dismantled the remaining planets and used the materials to create an immense headquarters for him-self. The helix-shaped structure encircles the star. The interior contains the entire array of Galactus' devices. There is a dock for the Worldship, and a museum Galactus maintains with mementos of worlds and races he has destroyed. The ship can be considered a Class 5000 energy source for Galactus. Taa II also houses the Ultimate Nullifier.

The Ultimate Nullifier: The Ultimate Nullifier has the Beyond-level 1 ability to destroy any target up to and including the entire universe. Because of its terrible power, the Nullifier is extremely dangerous to activate. Firing the Nullifier requires a Psyche FEAT, as the wielder visualizes the target.

*A *White* Psyche FEAT result indicates that the wielder of the Nullifier has misfired, failing to properly focus on a target. Beyond-level-1 Disintegration immediately destroys the wielder. The Nullifier's power is then out of control, spreading outward at a rate determined by a dice roll, with the result increasing exponentially in terms of area attacked each round until the universe is destroyed. The only way to stop this effect is to simply shut the Nullifier off – unfortunately, nothing can penetrate the Null-field that radiates outward from the Nullifier without suffering Beyond-level-1 Disintegration. Certain telekinetic powers have accomplished this feat, however.

*A *Green* Psyche FEAT indicates that the operator has accomplished the minimal level of focus necessary to operate the Nullifier. Both the target and the wielder are destroyed, but the effect does not spread.

*A *Yellow* FEAT roll means that the operator has successfully fired the Nullifier, destroying the target but not themselves.

*A *Red* Psyche FEAT roll destroys the target and allows the operator to 'reboot' the target with Beyond-level-1 Reality Manipulation powers. This power is only available for a single turn, and may only be used in direct relation to the original target. If the Nullifier were to be used on Galactus, for example, its power could be used to recreate Galactus, but nothing else.

***NOTE:** The Ultimate Nullifier is linked to Galactus, and attempting to activate it against the Devourer requires a Red Psyche FEAT.

Galactus is also the only one who may utilize Karma in order to activate the Nullifier – all others immediately lose all their existing Karma simply in the attempt, emphasizing the danger inherent in wielding the ultimate weapon.

GALACTUS

ROLE-PLAYING NOTES:
Omnipotent, aloof, and enigmatic, Galactus does not normally interact with mortals, but he has still demonstrated emotions like anger, gratitude to the Fantastic Four, or even romantic feelings for his herald, Nova. Despite his fearsome reputation and terrifying nature, Galactus is a noble being, who bears no malice to any living thing, and is bound by his responsibility to the ultimate destiny of the universe.

HISTORY:
As the forces of entropy ground the previous universe to its cyclical end, collapsing all energy back into a single Cosmic Egg, the sentience of the universe – the previous incarnation of Eternity - merged with the universe's sole remaining mortal survivor – a man named Galan, a citizen of planet Taa - a world of scientific wonders. As the universe died around him, Galan had gathered a small crew and a starship, determined to die at the glorious center of all creation.
But while his crewmates all died, Galan, himself, was spared. Contacted by Eternity, Galan was merged with the energy of the dying cosmos, and when the Big Bang came to pass, he was launched out into the newborn universe.
Three beings were born into this new Creation. First was the new Eternity, second was Mistress Death. Third was the being that had once been Galan – who would come to be known and feared throughout the cosmos as Galactus.
Galactus' ship formed into a giant incubator, drifting in space for eons, until he finally emerged into the modern universe. His ship had taken orbit above the planet Acheopia, which became the victim of his first feeding, and the site where he built his solar system-sized home base, Taa II, before setting upon a twenty-billion-year survival mission, leaving untold universal devastation in his wake.

GALACTUS (TIME BUBBLE)

STATISTICS:

F CL5000
A CL5000
S CL5000
E CL5000
R CL5000
I CL5000
P CL5000
Health: 20,000 **Str:** 5000
Karma: 15,000
Resources: CL5000
Popularity: 0
Height: Incalculable
Weight: Incalculable
Eyes: Black with square white pupils; Brown (as Galan)
Hair: Black

BACKGROUND
Real Name: Galactus, (formerly Galan of Taa)
Occupation: Planet Eater
Legal Status: Inapplicable
Identity: Galactus is known and feared throughout the Universe
Place of Birth: The Planet Taa in the Previous Universe
Marital Status: Presumably single, perhaps not applicable
Known Relatives: Eternity, Death (figurative siblings), Tyrant, Heralds (creations/ offspring)
Base of Operations: Alternate future, Universe #1818
Present Group Affiliation: None

KNOWN POWERS:
Hunger: The Hunger of this incarnation of Galactus has run amok, driving the Devourer insane. Dating back to his near-starvation and subsequent defeat by the Fantastic Four and the Avengers, the Black Celestial, semi-dormant beneath the Diablo Mountains in California, took advantage of the Devourer's comatose state in order to institute subtle alterations in Galactus' system. No longer able to draw sufficient nourishment from the planets he consumed, Galactus' Hunger ran rampant. Driven to near-madness, the Devourer begin consuming, everything in his path.
In the mainstream universe, this process was arrested by the Silver Surfer, who led an army of planets and superbeings across space to stop Galactus' maddened rampage, but within the reality of the Time Bubble Black Celestial, the Devourer's Hunger eventually threatened to consume all reality.
For game purposes, this the activation of his Spirit, Psionic, Energy, and Bio-Vampirism abilities raised to Class 5000 intensity, indiscriminately consuming everything in the Devourer's path. Adapting a giant Black Hole to draw all matter into his machinery with a galactic current of Class 5000 Strength, Galactus would have eventually consumed all energy within the universe. The Black Celestial's intention was apparently to become the center of reality once the existing universe was wiped out; however, the interference of the Fantastic Four caused the Celestial, itself, to become a victim of the Devourer's Hunger, consumed by the very doomsday weapon it had created. Momentarily sated by the Celestial's energies, Galactus' sanity returned long enough for him to activate the Ultimate Nullifier before the destruction of the Time Bubble reality could spread further.

Energy Manipulation: Galactus can duplicate any superhuman power and possesses the following abilities, all at Class 5000:
**Spirit Vampirism*
**Bio-Vampirism*
**Psionic Vampirism*
**Energy Vampirism*
**Absorption Power*
**Energy Conversion*
**Elemental Conversion*
**Molecular Conversion*
**Elemental Creation*
**Molecular Creation*
Each use of these Powers costs Galactus 10 points of Karma and each use above Class 1000 costs him 50 points of Health
True Flight: Class 5000
Body Armor: Class 5000 resistance to Physical and Energy attacks. Class 5000 resistance to heat, cold, corrosives, toxins, and disease
Force Field: Class 5000
Life Detection: Galactus has the Class 5000 ability to detect life energies of planets. He can detect an occupied planet at a maximum range of 50 light years
Kinetic Blasts: Galactus Class 5000
Hyper-Invention: Galactus can create any device he wants by assembling whatever materials are either at hand or can be made from existing substances
Disruption: As a side effect of his feeding process, Galactus has the Class 5000 ability to destroy the molecular bonds that hold a target together. Galactus can use this power against individual beings
Power Creation: Galactus has the Class 5000 ability to transform ordinary beings into super-beings.
The Primary Abilities and powers of such beings are initially no higher than Unearthly. Galactus can invest the power in either the person chosen or a specially designed tool
Power Control (Magnification/ Reduction/Negation): Galactus has total control over those powers he bestows an individual. He can amplify someone's existing powers by 4 CS, even if he was not the source of that power. He can reduce a subject's powers by any amount, all the way to Shift 0. Such changes are permanent and only Galactus can reverse them.
Serial Immortality: If Galactus' body should be destroyed while he still has a sufficient cosmic energy reserve, his machines can draw in his life-force and recreate his body. He must have at least two points of health for this to occur
Telepathy: Class 5000
Cosmic Awareness: Class 5000

EQUIPMENT:
Black Hole/Event Horizon: An amalgamation of Galactus' Planet-Destroying machinery and a gigantic Black Hole. This machinery draws in matter and energy with Class 5000 Strength, and is composed of Class 5000 material.
The Ultimate Nullifier: Beyond-1 ability to destroy any target up to and including the entire universe. Because of its terrible power, the Nullifier is extremely dangerous to activate. Firing the Nullifier requires a Psyche FEAT, as the wielder visualizes the target.
*A *White* result indicates that the Nullifier has misfired. The wielder is immediately destroyed by Beyond-1 Disintegration. The Nullifier's power is then out of control, spreading outward at a rate determined by a dice roll, increasing exponentially in terms of area attacked each round until the universe is destroyed. The only way to stop this effect is to simply shut the Nullifier off – unfortunately, nothing can penetrate the Null-field that radiates outward from the Nullifier without suffering Beyond-1 Disintegration. However, telekinetic powers have done this.
*A *Green* result means the operator has accomplished the minimal level of focus necessary to operate the Nullifier. Both the target and the wielder are destroyed, but the effect does not spread.
*A *Yellow* result means the operator has successfully fired the Nullifier, destroying the target but not themselves.
*A *Red* result destroys the target and allows the operator to 'reboot' the target with Beyond-level-1 Reality Manipulation powers. This power is only available for a single turn, and may only be used in direct relation to the original target. If the Nullifier were to be used on Galactus, for example, its power could be used to recreate Galactus, but nothing else.
***Note:** The Ultimate Nullifier is linked to Galactus, and attempting to activate it against the Devourer requires a Red Psyche FEAT.
Galactus is also the only one who may utilize Karma in order to activate the Nullifier – all others immediately lose all their existing Karma simply in the attempt, emphasizing the danger inherent in wielding the ultimate weapon.

ROLE-PLAYING NOTES:
In the Time Bubble reality, Galactus' purpose of cyclical renewal has been perverted into a mechanism of destruction. His responsibility to the larger multiverse beyond would induce him to destroy himself and his terminal reality if given the opportunity.

HISTORY:
It has been theorized that Galactus' ultimate purpose will come at the universe's end, by absorbing all the energy in existence, becoming a new Cosmic Egg, beginning the cycle of destruction and renewal anew. In the Time Bubble reality, this purpose has been perverted through the tampering of the Black Celestial, causing Galactus to become a doomsday weapon, his hunger out of control, destroying all reality. This destruction threatened to spread into other realities and was prevented only by Galactus himself, utilizing the Ultimate Nullifier, sacrificing himself and his own terminal reality.

GALACTUS ENGINE

STATISTICS:

F CL4000
A FB(2)
S CL4000
E CL4000
R CL1000
I CL1000
P CL1000
Health: 12004 **Str:** 3500
Karma: 3000
Resources: CL3500
Popularity: -4000
Height: Unrevealed
Weight: Unrevealed
Eyes: Red
Hair: None

BACKGROUND
Real Name: Formerly Galactus (formerly Galan of Taa)
Occupation: Doomsday Machine
Legal Status: Inapplicable
Identity: The Galactus Engine's existence is unknown to the general population of Earth
Place of Birth: The Cancerverse
Marital Status: Inapplicable
Known Relatives: Inapplicable,
(As Galactus) Eternity, Death (figurative siblings), Tyrant, Heralds (creations/offspring)
Base of Operations: The Cancerverse
Present Group Affiliation: The Many-Angled Ones

KNOWN POWERS:
Energy Manipulation: Class 4000. The Galactus Engine wields destructive cosmic energies with Class 4000 ability. Since these energies derive from Galactus' own, it is likely that it may duplicate any of Galactus' Power Stunts as well (see primary entry for 'Galactus'), but only as first time stunts.
Body Armor: The Galactus' Engine has CL4000 protection from all attacks, Physical, Energy, or Psychic.
Tendrils: The Galactus Engine can attack with a nearly limitless number of grasping mechanical tendrils of up to Class 1000 Strength and Durability

ROLE-PLAYING NOTES:
The Galactus Engine is a non-sentient, automated machination of annihilation, but its computerized mind may act as if with the RIP stats listed above.

GALACTUS ENGINE

HISTORY:
The Galactus Engine was once Galactus' counterpart from The Cancerverse until the Lovecraftian Cthulhu-like Elder Gods known as The Many-Angled Ones of the Outer Dark, tore him apart, amplified the power within his corpse and bio-engineered him into an apocalyptic weapon, an engine of cosmic annihilation unlike anything the Multiverse had seen before. When the Many Angled Ones attacked the mainstream Marvel Universe through the metaphysical tear between realities known as the Fault, the Galactus Engine proved more powerful than the combined forces of the entire race of Celestials, the Proemial Gods known as Aegis and Tenebrous, and even Galactus himself. The Galactus Engine was finally destroyed when Thanos reintroduced Death to the Cancerverse.

GAMERA

STATISTICS:

F AM(50)
A GD(10)
S ShY(200)
E ShY(300)
R TY(6)
I PR(4)
P PR(4)
Health: 560 **Str:** 200
Karma: 14
Resources: N/A
Popularity: -50
Height: 262'
Length: Unrevealed
Weight: Unrevealed
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Gamera
Occupation: Giant monster, Guardian of Earth
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Unrevealed, presumably the Japanese Islands
Marital Status: Not applicable
Known Relatives: None
Base of Operations: Japanese Islands, outer space
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Gamera's shell provides Shift Y (200) protection from Physical and Energy attacks. Areas of his body not covered by the shell (i.e. his head and arms) have Unearthly Protection, although he can withdraw his more vulnerable appendages into his shell
Growth: Shift Z. Gamera is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Claws: Gamera's claws strike for Shift Y Edged damage
Teeth: Gamera's fangs cause Shift Y Edged damage
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage.
Flame Breath: Gamera's Flame Breath causes Unearthly (100) damage
Flight: By withdrawing his head and legs into his shell, and channeling his flame powers through the openings, and then spinning like a giant flying saucer, Gamera may achieve Unearthly Flight within a planetary atmosphere or Shift Z in space. His body rotates like a flying saucer while utilizing this power. If he chooses, Gamera may only retract his rear legs, leaving his head and arms free, but reducing his air speed to Monstrous.
Flight at Shift Z speed also causes Shift Y (200) intensity Wind Blasts
Sealed Systems: Gamera can survive for extended periods in open space.
Hyper-swimming: Remarkable speed through water
Hibernation: Gamera may go into Suspended Animation with a successful Psyche FEAT

GAMERA

ROLE-PLAYING NOTES:
Gamera guards the Earth against hostile alien races and rogue Kaiju

HISTORY:
The other 'Big G' - one of the most powerful of Kaiju -Gamera hails from Toho's competing film company, Daiei, and therefore exists in a separate Kaiju universe than Godzilla, so the two have never met. Gamera is a giant, fire-breathing, prehistoric turtle, with the ability to fly – either by withdrawing his arms, legs and head into his shell and spinning like a flying saucer – or at a somewhat slower airspeed, by only withdrawing his legs, and flying in a straight line. Like Godzilla, Gamera was similarly awakened by nuclear testing, and likewise launched an attack on Japan, which was initially stopped by luring the giant reptile onto a rocketship and launching him into space. The rocket, however, eventually crashed back on Earth, freeing Gamera, to engage in a new series of monster battles.

Similar to Godzilla, albeit much more quickly, Gamera morphed first into a good-guy, and then to an out and out children's character – even described as a protector of children. Also like the Big G, Gamera was revived during the Heisei-era, returning to a more serious and (by Japanese standards), high-budget version, although the revamped character retained the 'good-guy' moniker from the jump of the new series as '*Gamera, Guardian of the Universe'*.

GHOST

STATISTICS:

F EX(20)
A EX(20)
S TY(6)
E GD(10)
R EX(20)
I RM(30)
P IN(40)
Health: 26 **Str:** 6
Karma: 90
Resources: GD
Popularity: 0
Height: 5'8"
Weight: 120 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Elisa Cameron
Occupation: Vigilante, Former Journalist, Former Government Operative
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Dan Deer-Lane (father, deceased), June Deerlane Cameron (mother, deceased), Earl Cameron (step-father, deceased), Margo Cameron (step-mother, deceased), Margo Deerlane (sister)
Base of Operations: Arcadia, mobile
Present Group Affiliation: Occasional partner of Barb Wire, former member of the Furies

KNOWN POWERS:
Dimensional Travel: Due to exposure to an alien genetic nano-virus, Elisa was born with the Amazing ability to jump space into an alternate dimension, from which she could re-enter her own dimension at any point within three miles of the place from where she started.
Ghost-Form: Elisa has been, for all practical purposes, been transformed into a ghost – the result of a government experiment involving a chemical agent derived from the spirits of the dead. In her ghostly form, Elisa has gained the following abilities:
*Intangibility: As a ghost, Elisa is immaterial and, as such, immune to physical harm. She can only be affected by multi-dimensional, psionic, magical, or other attacks designed to affect the non-physical. She may also pass her intangibility on to others by touch with Incredible ability. Conversely, with a successful Psyche FEAT, Elisa may become physical, although she must continue to make this FEAT each turn to maintain her solid form
*Invisibility: Elisa is in a constant state of Excellent Invisibility, which she may pass on to others through contact. She may also become visible with a successful Psyche FEAT, although, like her tangibility, she must continue to make this FEAT each successive turn
*Flight: Excellent airspeed

Talents:
Martial Arts A, Firearms, Espionage

Equipment:
Pistols: Two Automatic .45 revolvers that do Excellent damage

ROLE-PLAYING NOTES:
Ghost is still coming to grips with her past, and she still has a lot of anger and resentment inside. She has been betrayed so many times that she finds it difficult to trust anyone. Yet, with the return of her memories, she also feels a sense of hope once again.

HISTORY:
Ghost's first clear memory was finding herself floating above the floor in the men's room of a seedy nightclub with no memory of who she was or how she had died. She soon discovered that her name was Elisa Cameron, and she had been a journalist investigating the criminal underworld of Arcadia, a city with the largest concentration of paranormals in the U.S. She had stumbled on some dark secret, and been killed for it. Filled with burning rage and an inexplicable hatred of men, Elisa became the phantasmal figure known as Ghost setting out to learn the truth behind her murder, becoming a protector and avenger of victimized women, and a nemesis to the criminal underworld. She uncovered many old enemies linked to her past, and made many new ones as well. Yet, every clue invariably led to more questions. Finally, Elisa came into contact with the godlike alien being known as Vortex, who restored her memories, revealing truths more shocking than she had ever imagined.

As a result of a genetic nano-virus, Elisa was born with the ability to jump space into an alternate dimension populated solely by the entity, Cameron Nemo, who had existed in solitude. Desperate for a companion, Nemo shaped the reality to match Elisa's imagination. But as Elisa aged, her life became darker, and was reflected in Nemo's landscape, becoming nightmarish, and her visits grew less frequent. Obsessed with Elisa, when she finally rejected him, Nemo was enraged, filling his world with demons. Elisa suppressed her memories of his existence – a psychic defense she had developed as a young child, after watching her mother's lover murder her father. She buried the memory, believing that her stepfather was her real father, but the incident left her filled with a rage that would come to dominate her psyche.

In college, Elisa was recruited by a covert government team known as 'The Furies,' comprised of women with psychic abilities. Elisa was trained in firearms, martial arts. Unfortunately, her dimension-hopping began to impact her health, until couldn't do it any longer. Eager to remain useful to the team, Elisa agreed to be a test subject for a chemical agent synthesized from the spirits of the dead, and it transmuted Elisa into her current, ghostly form. The effects were intended to be temporary, but Elisa's unusual genetic structure made it permanent. It also enhanced its effects, allowing her to ghost other people and objects by touching them.

Elisa suffered mind-tampering and mental domination by Archibald Scythe. The Furies found Elisa, her mind a wreck, and decided to give her a new identity, implanting the idea that her journalist-cover was her true self, and let her believe she had been murdered, planting her in the nightclub, subtly directing her to vent her wrath on Arcadia's underworld.

GHOST RIDER

STATISTICS:

F RM(30)
A RM(30)
S IN(40)
E AM(50)
R GD(10)
I EX(20)
P RM(30)
Health: 150 **Str:** 35
Karma: 60
Resources: PR
Popularity: -10
Height: 5'10" (as Johnny Blaze), 6'2 (as the Ghost Rider) **Weight:** 180 lbs. (as Johnny Blaze), 220 lbs. (as the Ghost Rider)
Eyes: Blue (as Johnny Blaze), Flaming-red (as the Ghost Rider)
Hair: Reddish-blond (as Johnny Blaze), Bald, flaming skull (as the Ghost Rider)

BACKGROUND
Real Name: Johnny Blaze
Occupation: Unemployed, former stunt-cyclist
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Waukegan, Illinois
Marital Status: Separated
Known Relatives: Barton Blaze (father, deceased), Clara (adoptive mother, deceased), Craig "Crash" and Mona Simpson (adoptive parents, deceased), Roxanne Simpson (wife, separated), Dan Ketch (brother, Ghost Rider II), Barbara Ketch (sister, deceased), Craig and Emma (children, presumed deceased), Naomi Kale (mother), Noble Kale (ancestor, deceased), Jennifer Kale (cousin)
Base of Operations: Mobile
Present Group Affiliation: Former member of the Midnight Sons, Former member of the Champions of LA

KNOWN POWERS:
Alter-Ego: The soul of Johnny Blaze was bound with the Demon Zarathos, giving rise to the creature with the attributes listed above. Johnny Blaze's normal statistics are:

F A S E R I P
GD EX TY EX TY TY RM

Health: 56 **Karma:** 42

At first, Blaze would automatically change into the Ghost Rider in times of danger (treat as Monstrous rank Intuition for surprise purposes). This state lasted until the danger was past, at which point the Ghost rider abilities would fade. As time went on, Johnny could summon the Ghost Rider at will, but this proved to be increasingly difficult (returning to human form required an Endurance FEAT to avoid 1-10 rounds of unconsciousness
Hellfire: Using mystic flame, the Ghost Rider could perform a variety of Power Stunts:
*Create a flaming version of Blaze's motorcycle in a single round. (See Equipment, below)
*Create walls of flame, encircling a single area up to two areas distant.

This flame was of Amazing intensity
*Throw Fireballs of Amazing fire-damage, up to four areas away.
*Use a form of cold Hellfire, which would inflict no physical damage, but would force the target to make an Endurance FEAT or lose one rank of Psyche permanently (although this rank could be regained through training). The victim also needed to make a Psyche FEAT at the newly-reduced rank against Amazing intensity to avoid passing out due to psychic trauma. If the target's Psyche was brought below Feeble, their spirit was irretrievably lost.
Body Armor: The Ghost Rider's body was semi-tangible in such a way that most damage proved ineffective against him. This provided Amazing protection against physical attacks, and Class 1000 protection from fire, heat, poisons, and radiation. In addition, he was immune to the effects of hard vacuum and any attack on a living soul.
Penance Stare: If Ghost Rider successfully grapples with someone for one round, the opponent is forced to look into his eyes. The victim must make an Endurance FEAT or lose one rank of Psyche permanently (although this rank could be regained through training). The victim also needed to make a Psyche FEAT at the newly-reduced rank against Amazing intensity to avoid passing out due to psychic trauma for 1-100 rounds. If the target's Psyche is brought below Feeble, their spirit was irretrievably lost and he or she goes insane. This only works against evil people and criminals who have hurt others.

Equipment:
Chain (Unique Weapon): Ghost Rider possesses a chain made of an Unearthly rank material, which can perform the following Power Stunts:
*Grapple with Unearthly Strength
*Lash out and do up to Amazing damage
*Feeble Elongation enables the chain to reach up to one area away
*The individual links can turn into shurikens and be thrown all at once. Ghost Rider can attack one person, causing Amazing edged damage, or he can attack one area, hitting everyone in the area with 1-5 Shuriken, each one causing Good edged damage
Motorcycle: Johnny Blaze possesses an ordinary-looking motorcycle than never needs gas. It has Typical Control, Excellent Speed and a Poor Material Strength. When transformed by Hellfire, the cycle transforms into a powerful bike with flaming wheels, Amazing speed, Incredible Material Strength, and Incredible Control. The Flame Cycle could defy gravity, racing along walls and across ceilings, as long as it was in contact with a secure surface. Ghost Rider can mentally control the bike from up to a ten-area range, and if it is destroyed, it will reform in 1-10 rounds.

ROLE-PLAYING NOTES:
Johnny Blaze puts up an easy goin' cowboy front, but inside he is a tortured soul. He is in a constant struggle with the demon, Zarathos, that dwells within him, that thrives upon the terrible vengeance it bestows upon those the Ghost Rider deems to be 'evil'. At one time, Zarathos' demonic personality completely dominated, and Johnny could only gain control for limited times, although Blaze has since re-established his tether on the demon.

HISTORY:
Johnny Blaze was the son of stunt motorcyclist Barton Blaze, who was killed performing a dangerous stunt. Johnny, now an orphan, was adopted by Crash Simpson and his wife Mona, soon became an accomplished amateur motorcyclist. He also fell in love with his stepsister Roxanne Simpson.
Blaze also began to take interest in the occult. Just when then he was about to get a chance at fame with a booking at Madison Square Garden, Johnny learned that Crash Simpson was dying of a rare blood disease. Desperate to save his stepfather, Johnny performed a ritual to summon the "devil," - the demon lord Mephisto - who agreed to save Simpson from his fatal disease in return for Johnny Blaze's soul.
That night, Simpson performed the greatest stunt of his career, a cycle jump over 22 cars widths, and crashed to his death. When Mephisto appeared to collect Johnny 's soul, the demon explained that he promised to save Simpson from the disease, and nothing more. But, before Mephisto could claim Blaze's soul, Roxanne Simpson recited a spell from Blaze's occult books. Mephisto was forced to leave but, as vengeance, he grafted the demon Zarathos to Blaze's soul, transforming him into the Ghost Rider.
At first, Blaze was unaware of the demon that dwelled within him, and believed that the Ghost Rider was a sinister side of his own personality. Initially, the demon manifested itself every nightfall, mystically burning Blaze's flesh to become a fiery skeletal being, using his demonic hellfire to create a fiery motorcycle,
At first Blaze dominated the Ghost Rider's personality. After a few months, Blaze's automatic transformations at nightfall ended. He then became the Ghost Rider whenever he mystically sensed "evil". Later, Blaze learned to control his transformations. But the more Blaze became the Ghost Rider, the stronger the demon became, forcing Blaze to walk a tightrope as he struggles to prevent Zarathos from taking control completely. And so Ghost Rider -- blood-born Spirit of Vengeance, High Lord of Hell on Earth -- haunts America's highways, visiting his righteous wrath upon the souls of the wicked and the damned.

GHOSTS

STATISTICS:

F N/A
A N/A
S N/A
E N/A
R TY(6)
I TY(6)
P TY(6)
Health: N/A **Str:** N/A
Karma: 18
Resources: N/A
Popularity: -10
Height: Varies
Weight: N/A
Eyes: Varies
Hair: Varies

KNOWN POWERS:
Discorporeal: Ghost's are discorporated spirits whose bodies have died, and are thus immune to most physical and energy attacks, although they can be affected by attacks specifically intended to target ectoplasmic and spiritual energy
Possession: Ghosts have been known to inhabit living bodies, granting them Mind Control powers of Amazing ability. The possession lasts only as long as the ghost is inhabiting the body, and its hold is equal to the ghost's Psyche versus exorcism spells.
Telekinesis: Ghosts can some-times move objects with the force of their will, with Telekinesis equal to the individual ghost's Psyche score, so that extremely strong-willed individuals manifest as Poltergeists.

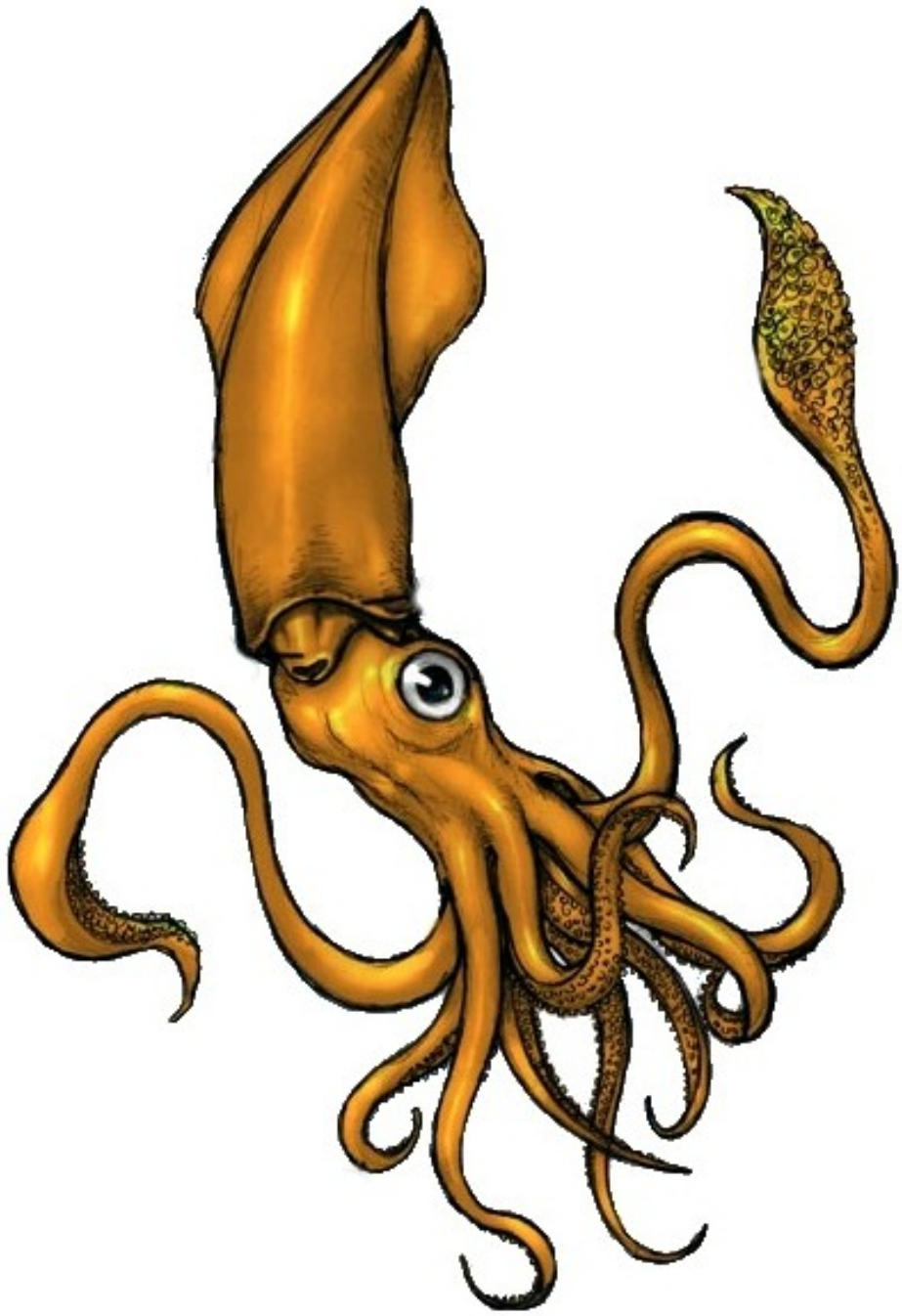
Talents:
Some ghosts exhibit traits and talents they possessed in life.

ROLE-PLAYING NOTES:

GHOSTS

HISTORY:
Ghosts are discorporated spirits whose bodies have died. The reasons these spirits have not moved on can vary – usually relating to some unfinished business from their past life – vengeance, or debt, or even love. Ghosts are only as evil as the individual person was in life, so there are often 'good ghosts' who warn loved ones of impending dangers.
Because it has no physical body, a ghost's effect on the physical plane is minimal – not much more than appearing and sometimes talking to the living. But stronger-willed ghosts can manifest as poltergeists. Most poltergeists are generally limited to mild telekinetic effects, like closing doors or knocking over lamps (and leaving gooey ectoplasmic residue), although much more powerful examples are known – capable of actual physical assault. There is the unfortunate abiding factor that violent emotions tend to produce more powerful and violent spirits.

GIANT SQUID



STATISTICS:

F RM(30)
A RM(30)
S RM(30)
E IN(40)
R FB(2)
I FB(2)
P FB(2)
Health: 130 **Str:** 25
Karma: 6
Resources: N/A
Popularity: -5
Length: Up to 40'
Weight: Up to 600 lbs
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Giant Squid (common name), Architeuthis dux (scientific name),
Occupation: Predator, occasionally Sea Monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Proliferates in deep oceans world wide, particularly the Northern Atlantic
Marital Status: N/A
Known Relatives: None
Base of Operations: Mobile throughout world oceans, although most often encountered in the Northern Atlantic
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Giant Squid's rubbery hide provides it Typical protection from Physical and Energy attacks.
Water-Freedom
Ink-Cloud: When threatened, the Giant Squid can eject a cloud of black ink of Excellent intensity
Beak: The Giant Squid's giant beak can bite through Remarkable strength material for Excellent damage, although to attack with its beak, the Giant Squid must make a successful Grappling attack.
Tentacles: The Giant Squid has ten grasping tentacles that grant it +1CS to all grappling attacks for every tentacle used, up to +3CS. Three separate tentacle attacks are allowed each round. A yellow Fighting FEAT will allow five attacks, and a red Fighting FEAT would allow the Giant Squid to attack with all Ten tentacles at once. Multiple attacks are resolved on a single roll.
Claws: The suction cups on the Giant Squid's tentacles are equipped with a hook-like that cause Typical edged damage during each grappling attack.

Talents:
The Giant Squid can be considered to have and instinctive form of the Grappling skill

GIANT SQUID

HISTORY:
The giant squid is the source of the ancient 'Kraken' legends – a multi-tentacled sea-monster, capable of sinking ships. While the true giant squid *(Architeuthis dux)* does not measure up to the giant Kraken, it is nevertheless a potentially lethal creature. Ranging from 25 – 35 feet with exceptional individuals reaching 45 feet or more (although it should be noted that over half of this length is the two longest extended tentacles, and that the body mantle itself is more in line with the size of a large shark – 6 to 7 feet and perhaps 600 pounds), the giant squid is the largest invertebrate, and while little is known of this creature, smaller relatives like the Humboldt squid, only 6 feet long, are voracious and dangerous predators, with hooks on their tentacles, known to attack in packs, tearing human victims (usually hapless squid fisherman who fall in among them while feeding) to pieces. The recently discovered Colossal Squid *(Mesonychotaithis hamiltoni)* is not as long as the Giant Squid, but is much heavier, possibly a more direct analogue to the Humboldt Squid.

GIGANOTOSAURUS

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 180 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -20
Height: 20' (average)
Length: 45' (average)
Weight: 8 to 10 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Giganotosaurus carolini* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: South America
Marital Status: Inapplicable
Base of Operations: Pre-historic South America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Incredible edged damage.
Tail: Amazing blunt damage
Stomp: Amazing blunt damage
Tra*cking:* Incredible

ROLE-PLAYING NOTES:
Big-flesh-eating monster that will chase you and eat you – not much more than that.

GIGANOTOSAURUS

HISTORY:

Giganotosaurus carolini is the current title-holder as the largest meat-eating dinosaur of all time, displacing the century-long reign of the mighty Tyrannosaurus rex. Giganotosaurus (Gigantic-lizard), stretching over 45 feet in body length, with evidence of individuals even larger, edges T. rex by several feet and as much as 2 tons. While Giganotosaurus lacked the extreme skull-strength of the tyrannosaurids, its blade-like teeth, set in its nearly six foot skull were designed to take down the largest prey animals that ever existed – the fantastic 100 ton titanosaur sauropods. Employing a strategy similar to modern Komodo dragons, the Giganotosaurus would attack and retreat, falling back to wait as the slashing wounds would fester, leaving the prey to grow weak and die over the following days– providing a mountain of meat with little risk and little contact.

Giganotosaurus and it's closely related cousin Carcharodontosaurus represented the culmination of the allosaur/carnosaur lineage. It's resemblance to T. rex with its large head and reduced forelimbs, represented parallel evolution – and had scientists fooled for a while, believing that the ever-increasing skull size and shrinking arms of the allosaurs had led directly to T. rex. Claudistic analysis, however, has revealed the tyrannosaurs to be a sister group to the carnosaurs, that split in the Late Jurassic, remaining small until their rise late in the Cretaceous, after the virtual extinction of the carnosaurs.

GLADIATOR

STATISTICS:

F MN(75)
A AM(50)
S UN(100)
E ShZ(500)
R RM(30)
I MN(75)
P ShZ(500)
Health: 725 **Str:** 100
Karma: 605
Resources: Monstrous (75)
Popularity: 15 (Unearthly in Shi'ar Empire)
Height: 6'6"
Weight: 595 lbs.
Eyes: Blue
Hair: Dark blue

BACKGROUND
Real Name: Kallark
Occupation: Praetor or the Shi'ar Imperial Guard
Legal Status: Citizen of the Shi'ar Empire
Identity: Known to the Shi'ar
Place of Birth: Unrevealed planet in the Shi'ar Empire
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Shi'ar Imperial Throneworld
Present Group Affiliation: Shi'ar Imperial Guard

KNOWN POWERS:
Invulnerabilities: Gladiator has the equivalent of Unearthly body armor against physical and energy attacks. He has Shift Z protection against heat, cold, gas, disease, and most radiation, though it is known that he is vulnerable to certain unspecified types of radiation.
Life-Support: Gladiator's constitution enables him to withstand the rigors of deep space and hostile environments, giving him the equivalent of Shift Z protection from these forces.
Flight: Gladiator can fly both in space and in a planet's atmosphere. His air speed in space is Class 5000, but he slows down in a planet's atmosphere in order to prevent the shockwaves that his normal flight speed would cause on the planet's surface. If he is flying at a safe altitude, Gladiator can fly at Shift Z speeds within an atmosphere. Otherwise, his speed is limited to Incredible.
Psychic-Reflection: Any character that attempts to make a psionic attack directed against Gladiator must make a yellow Psyche FEAT roll. If the roll succeeds, the attacker realizes the nature of Gladiator's psychic defenses and is able to break off his or her attack at the last moment. If the FEAT roll fails, the character's psionic attack is instantly turned back upon him or her, but at –1CS to its strength.
Heat Beams: Gladiator can project heat beams from his eyes which strike for Monstrous damage at a range of 10 areas.
Heightened Vision: Gladiator's vision is far more accurate than that of a normal person. Consider his Intuition rank to be Unearthly to determine whether he can spot a distant object
Hyper Speed: Amazing
Weakness: For unknown reasons, possibly because his powers are psionic-based, or otherwise keyed to his Psyche, if Gladiator begins to doubt himself, all of his powers are affected. For game purposes, if Gladiator begins to lose confidence in himself – i.e. fails a Psyche FEAT - all of his Power ranks drop by –2CS and his Abilities drop by –3CS until he regains his confidence. Similarly, psionic-based powers might explain how Gladiator could have managed to move entire planets, as he has occasionally boasted. In game terms, this would translate to a red Psyche FEAT to substitute his Psyche for his Strength.

GLADIATOR

ROLE-PLAYING NOTES:

Gladiator is sometimes a figure that seems to be straight out of an Earth tragedy - a noble warrior, following his vow of loyalty to protect the Shi'ar Empire, even when it means attacking those whom he feels are not evil. Gladiator is completely aware of how powerful and important he is and this sometimes comes out in his comments, though he is not given to boasting. In his capacity as Praetor of the Shi'ar Imperial Guard, he has battled the X-Men, the Fantastic Four, Thor and other Earth heroes, although has also allied with them in times of crisis. He is unquestioningly loyal to the Shi'ar Emperor, but tends to interpret orders his own way.

HISTORY:

Kallark's history before he joined the Imperial Guard is largely unknown. As a cadet on Strontia, he and the other candidates for the title of 'Gladiator' were tasked by the Shi'ar Majestor to kill the Strontia council of elders. Being the only cadet loyal enough to the Majestor to murder the council, he was selected to become Gladiator.

He became a fiercely loyal and powerful member of the Guard, personally trained by Deathbird, and was named Praetor. Regardless of the Majestor or Majestrix in charge, Gladiator would heed their orders.

Gladiator was one of the Guard members chosen to battle the X-Men over the fate of Jean Grey, who had become the Dark Phoenix.

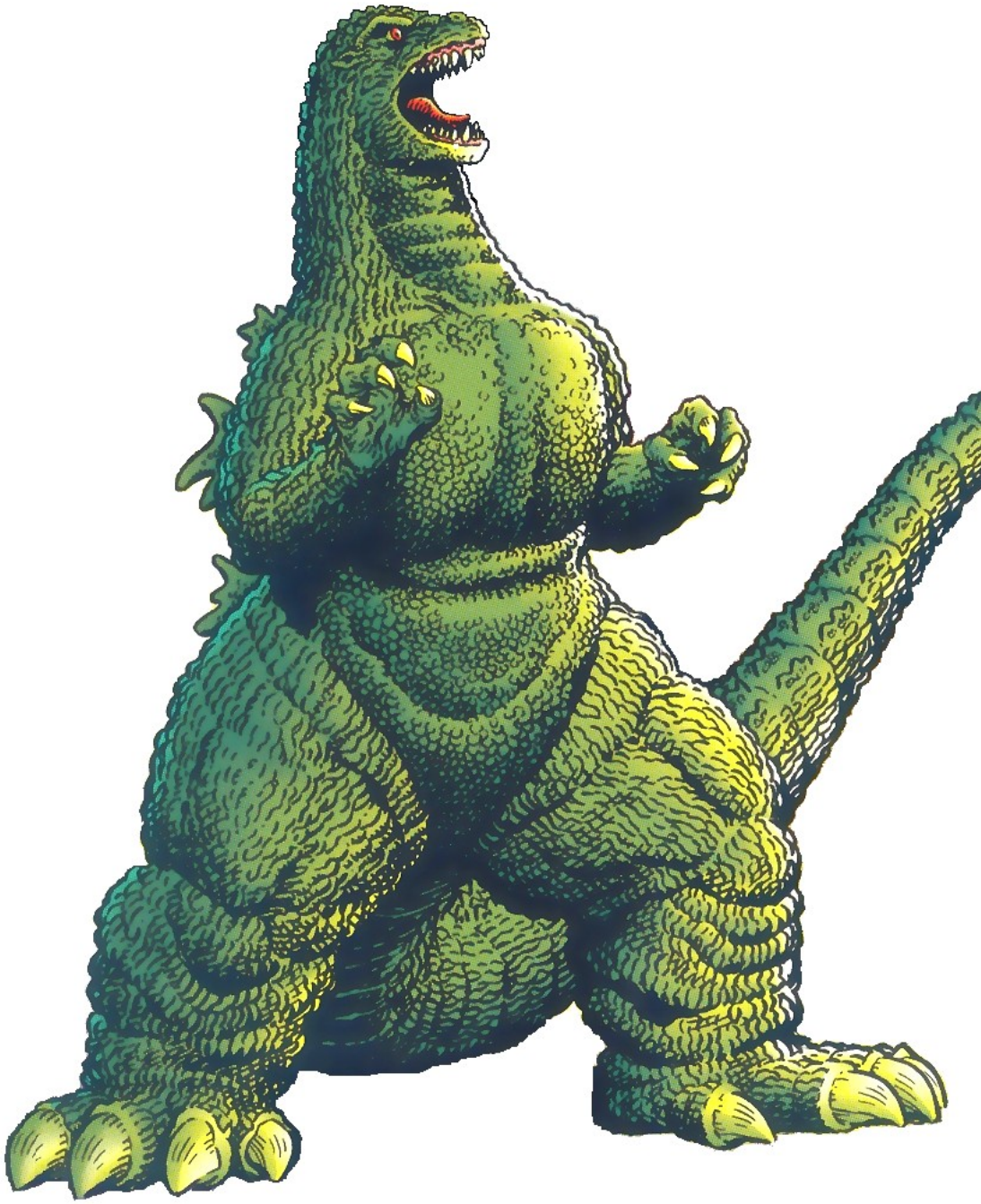
He was also charged with pursuing a group of Skrulls posing as a superhero team. Believing the Fantastic Four to be this group, he attacked them, before uncovering the real Skrulls.

When Vulcan captured a Shi'ar cruiser with intention of attacking the Shi'ar Empire the Imperial Guard were dispatched to stop him. Vulcan was able to hold is own against the gathered forces but was finally defeated by Gladiator (who seriously injured Vulcan).

Vulcan later married Deathbird, and upon murdering Shi'ar Emperor D'Ken, ascended to the throne as Emperor Vulcan. Gladiator conferred with his new Empress before following the orders of Vulcan, but served his new Emperor as he had all others in the past. However, during the War of Kings, he finally disobeyed Vulcan's orders (the execution of Lilandra) and rose up against his Emperor.

Gladiator was present when Lilandra was assassinated by the Fraternity of Raptors agent known as Razor. With Vulcan presumed dead and Deathbird incapacitated, Gladiator took leadership of the fragmented Sh'iar empire in order to prevent another civil war. The Shi'ar, having lost the war with the Kree however are under their rule.

GODZILLA



STATISTICS:

F AM(50)
A EX(20)
S ShY(250)
E ShZ(500)
R PR(4)
I PR(4)
P PR(4)
Health: 820 **Str:** 250
Karma: 12
Resources: N/A
Popularity: -100
Height: 328'
Length: 656'
Weight: 66,000 tons
Eyes: Red
Hair: None

BACKGROUND
Real Name: Gojira, 'Godzilla' is the American translation
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Godzilla Junior (son, possibly adoptive), possible population of similarly mutated Godzillasaurus
Base of Operations: Japanese Islands
Present Group Affiliation: None, although Godzilla has often worked in partnership with other Kaiju, such as Rodan and Mothra

KNOWN POWERS:
Body Armor: Shift Y resistance to Physical and Energy attacks
Flame Breath: Shift Y (300) Energy damage
Growth: Shift Z. Godzilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Godzilla's tail does Shift Z blunt damage
Radioactive Pulse: Godzilla may channel his Radiation blast through his skin and dorsal fin, causing Shift Y Energy damage to those in contact with him
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Godzilla's giant feet can cause Shift Y Blunt damage. Both feet together cause Shift Z damage.
Hyper-Swimming: Remarkable
Hibernation: Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage.
Energy Absorption: Shift Z. Godzilla must occasionally feed on nuclear energies, usually only after a long period of deep-sea hibernation as his backfins have evolved to absorb ambient radiation. If Godzilla hibernates at the bottom of the sea for at least a year, his energy powers drop by –1CS. Expo-sure to ambient radiation will eventually restore him, but he usually takes the more expedient route of attacking a nuclear sub, power plant, etc.

GODZILLA

NOTE: Godzilla's appearance and temperament have varied dramatically over the years and there is a general consensus that the monster called 'Godzilla' is actually several creatures of the same species – a tyrannosaur-like, semi-aquatic theropod dubbed 'Godzillasaurus' - all sharing the same mutation. The stats given are for the largest, and most powerful individuals that have taken the name 'Godzilla.' (See individual entries for additional versions of Godzilla)

ROLE-PLAYING NOTES:
Godzilla's personality varies, perhaps according to his moods; at times he seems a mindless monster bent on nothing but simple destruction; at other times he seems clever and calculating, defending Earth and his homeland of Japan against all threats, particularly aliens and other giant monsters.

HISTORY:
In 1954, the dinosaur that would become the legendary monster, 'Gojira' was living on one of the small islands within the coastal waters of Japan and was exposed to the nuclear fall out from the testing of H-bombs in the outer Pacific.
'Gojira,' - translated to English as 'Godzilla' - threatened to completely destroy Japan, attacking with a deliberate malice, that some have speculated as retaliation for the bombing of the Pacific.
Godzilla's initial rampage was stopped by a specialized weapon known as the Oxygen Destroyer, but it was not long before Godzilla, or another creature just like him, attacked Tokyo once again,
Worse, it became apparent that the same blasts that created Godzilla, also awakened other strange giant monsters; over the next two decades, the cities of Japan were repeatedly destroyed in giant free-for-alls, as Godzilla was seen to battle any number of bizarre, and probably mutated behemoths. With a territorial claim to the Islands of Japan, Godzilla has defended his land against anything from megalomaniacal terrorists, to full-scale alien invasions.

GODZILLA (1984)

STATISTICS:

F AM(50)
A EX(20)
S ShY(225)
E ShZ(500)
R PR(4)
I PR(4)
P PR(4)
Health: 795 **Str:** 225
Karma: 12
Resources: N/A
Popularity: -100
Height: 262'
Length: Unrevealed
Weight: 55,000 tons
Eyes: Red
Hair: None

BACKGROUND
Real Name: Gojira, 'Godzilla' is the American translation
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Godzilla Junior (son, possibly adoptive), possible population of similarly mutated Godzillasaurus
Base of Operations: Japan
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Shift X resistance to Physical and Energy attacks
Flame Breath: Shift Y (200) Energy damage
Growth: Shift Z. Godzilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Z blunt damage
Radioactive Pulse: Godzilla may fire his Radiation blast through his skin and backfin for Shift X Energy damage to those in contact with him
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage.
Hyper-swimming: Remarkable
Hibernation: Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage.
Energy Absorption: Shift Z. Godzilla must occasionally feed on nuclear energies, usually only after a long period of deep-sea hibernation as his backfins have evolved to absorb ambient radiation. If Godzilla hibernates at the bottom of the sea for at least a year, his energy powers drop by –1CS. Exposure to ambient radiation will eventually restore him, but he usually takes the more expedient route of attacking a nuclear sub, power plant, etc.

ROLE-PLAYING NOTES:
Godzilla 1984 was a marching engine of destruction, deliberately malevolent, although prone to defending Japan out of territorial instinct. The larger version that emerged after the time-travel incident, displayed parental instinct, and recognition of human allies.

GODZILLA (1984)

HISTORY:
After a period of inactivity, Godzilla resurfaced in 1984, again attacking Japan with a vengeance, and this Godzilla was significantly bigger than the creature or creatures documented in the past.
It is unclear how many creatures during this period were operating as 'Godzilla'; the 1984 beast could have been an entirely new creature, or the 70's Godzilla, grown larger from exposure to increased radiation; it might have even been the original creature regenerated; complicating things was when time travel was used to retrieve the original dinosaur that became Godzilla (apparently only one of the island's population of Godzillasaurus) bringing it to modern times - this animal was then blasted with modern, nuclear energies, becoming the largest and most powerful incarnation of the creature yet (represented by the primary entry above). It is generally 'assumed that it was this individual Godzilla that was most often documented during the nineties, or Heisei' era. This creature was also regularly seen in the company of an infant of the same species, apparently an adopted son. This Godzilla was eventually consumed by its own radioactivity, a meltdown that might have destroyed the entire planet had it not been absorbed by the adopted juvenile, which transformed 'Junior' into an adult Godzilla

GODZILLA (2000)

STATISTICS:

F AM(50)
A EX(20)
S ShY(225)
E ShZ(500)
R PR(4)
I PR(4)
P PR(4)
Health: 795 **Str:** 225
Karma: 12
Resources: N/A
Popularity: -100
Height: 180'
Length: 400'
Weight: 25,000 tons
Eyes: Red
Hair: None

BACKGROUND
Real Name: Gojira, 'Godzilla' is the American translation
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Godzilla Junior (son, possibly adoptive), possible population of similarly mutated Godzillasaurus
Base of Operations: Japan
Present Group Affiliation: None

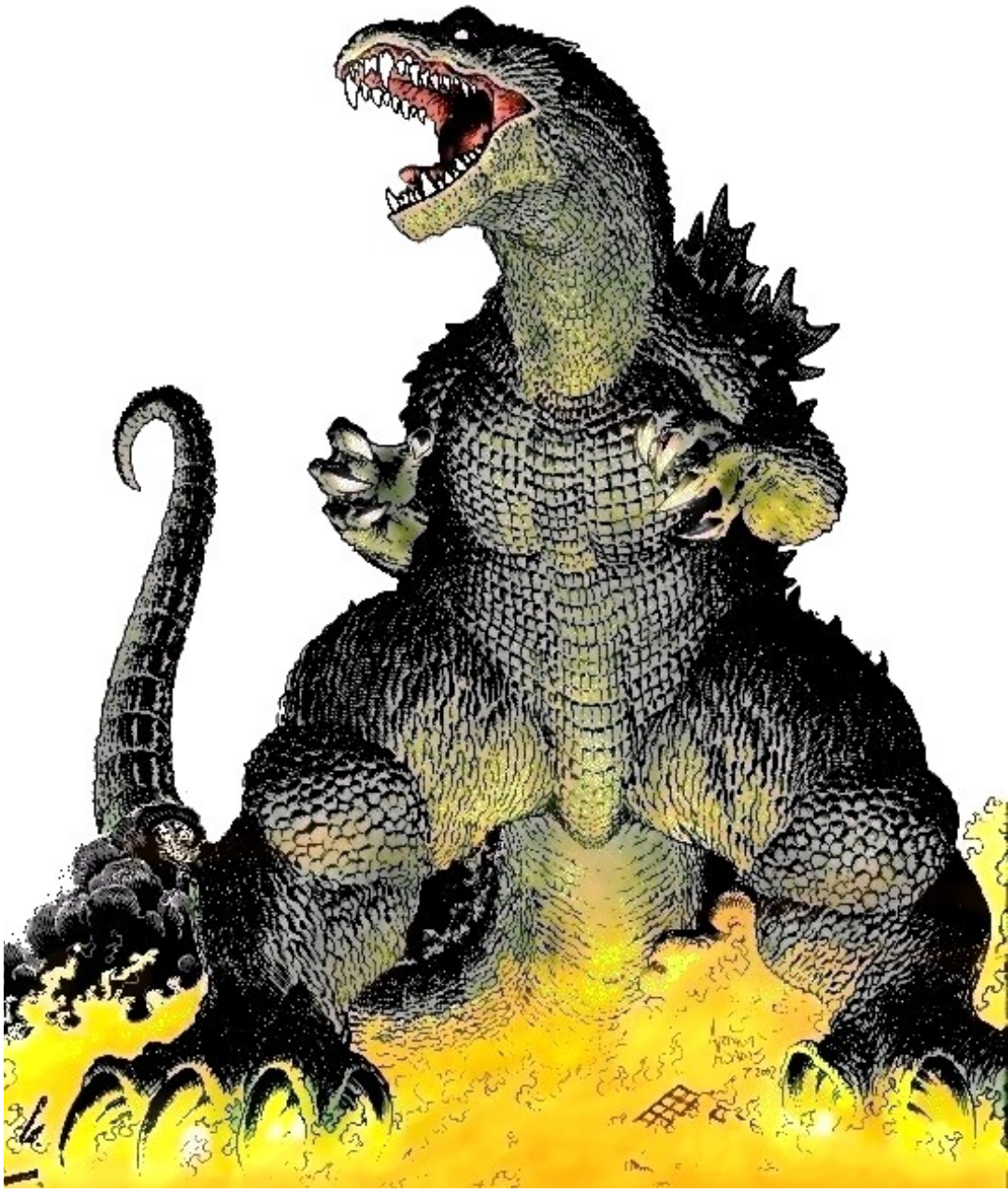
KNOWN POWERS:
Body Armor: Shift X resistance to Physical and Energy attacks
Flame Breath: Shift Y (300) Energy damage
Growth: Shift Z. Godzilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Z blunt damage
Radioactive Pulse: Godzilla may fire his Radiation blast through his skin and backfin for Shift X Energy damage to those in contact with him
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage.
Hyper-swimming: Remarkable
Hibernation: Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage
Energy Absorption: Shift Z. Godzilla must occasionally feed on nuclear energies, usually only after a long period of deep-sea hibernation as his backfins have evolved to absorb ambient radiation. If Godzilla hibernates at the bottom of the sea for at least a year, his energy powers drop by –1CS. Expo-sure to ambient radiation will eventually restore him, but he usually takes the more expedient route of attacking a nuclear sub, power plant, etc.

GODZILLA (2000)

ROLE-PLAYING NOTES:
It's unclear if this was yet another individual or perhaps the now-grown 'Godzilla Junior'; if so, the creature's temperament had drastically changed, from the mellow, friendly juvenile to the aggressive and hostile adult. This Godzilla has also shown deliberate problem-solving actions, as well as recognition of specific humans.

HISTORY:
A new Godzilla appeared on the scene with the Millennium - a smaller version than the previous two, but demonstrating its full rank of atomic powers**.** . It is unclear whether this is the rejuvenated Godzilla Junior, or a new creature entirely. This was the last Godzilla documented so far in modern times, although There is also a future incarnation of Godzilla ('Final Wars' Godzilla), which could be an entirely new creature, or possibly a future-version of the modern Godzilla – if the latter, the creature had once again grown to match its largest recorded proportions, and appearing as powerful as any other incarnation to date

GODZILLA (GMK)



STATISTICS:

F MN(75)
A EX(20)
S ShY(250)
E ShZ(500)
R PR(4)
I PR(4)
P PR(4)
Health: 845 **Str:** 250
Karma: 12
Resources: N/A
Popularity: -100
Height: 197'
Length: Unrevealed
Weight: 30,000 tons
Eyes: White
Hair: None

BACKGROUND
Real Name: Gojira, 'Godzilla' is the American translation
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Godzilla Junior (son, possibly adoptive), possible population of similarly mutated Godzillasaurus
Base of Operations: Japan
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Shift Y resistance to Physical and Energy attacks
Flame Breath: Shift Y (300) Energy damage
Growth: Shift Z. Godzilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Z blunt damage
Radioactive Pulse: Godzilla may fire his Radiation blast through his skin and backfin for Shift Y Energy damage to those in contact with him
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage.
Hyper-swimming: Remarkable
Hibernation: Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage.

NOTE: This incarnation of Godzilla was created from the disintegrated remains of the original Godzilla, who had been destroyed in 1954 by the Oxygen Destroyer. Possessed by the spirits of the World War II dead – those who had perished in the waters of the Pacific and who were angry over having been forgotten – the creature was regenerated, with powers equal to or even greater than any other known incarnation of the creature to date. The possession may be considered of Unearthly strength, although if it were to be broken, the creature's physical form would dissipate once again.

GODZILLA (GMK)

ROLE-PLAYING NOTES:
The GMK Godzilla is the ultimate monster, destroying everything in his path, and is actually the menace that other Kaiju gather against.

HISTORY:
While regenerating on the bottom of the Pacific Ocean, the original Godzilla was possessed by the ghosts of all the World War II dead that had died in the sea. Angered at having been forgotten, these spirits guided what might have been the most powerful incarnation of the creature ever into a viscous attack on Japan. This rampage was only halted when the spell was broken and Godzilla's nuclear energy was dispersed once again.

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GODZILLA (MARVEL)

STATISTICS:

F AM(50)
A EX(20)
S ShY(200)
E ShZ(500)
R PR(4)
I PR(4)
P PR(4)
Health: 820 **Str:** 200
Karma: 12
Resources: N/A
Popularity: -100
Height: 164'
Length: Unrevealed
Weight: 22,000 tons
Eyes: Red
Hair: None

BACKGROUND
Real Name: Gojira, 'Godzilla' is the American translation
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: None
Base of Operations: Japan
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Godzilla's armored hide provides him with Unearthly resistance to Physical and Energy attacks
Atomic Breath: Godzilla's Atomic Breath does Unearthly Energy damage
Growth: Shift Z. Godzilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Godzilla's tail causes Shift Z blunt damage
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage.
Hyper-swimming: Remarkable
Hibernation: Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage.

NOTE: Godzilla has occasionally demonstrated Power Stunts utilizing the nuclear energy that powers him; the Godzilla that interacted with the Marvel Universe, however, was strictly a meat-and-potatoes version, that never demonstrated anything other than the standard powers listed above.

GODZILLA (MARVEL)

ROLE-PLAYING NOTES:
Godzilla at Marvel was only destructive when attacked, and would specifically protect humans.

HISTORY:
The Kaiju wars leveled off in the 70's as most of the behemoths fell into hibernation, and it was during this time that Godzilla migrated to North America, where he spent approximately two years trekking across the states, an excursion that ended with a massive battle in New York with the Avengers, Fantastic Four, along with the para-military group S.H.I.E.L.D. Upon leaving the United States, Godzilla disappeared into the sea, once again falling into a state of hibernation.

NOTE: After the series was canceled, there was a storyline that suggested that this version of Godzilla had been captured and further mutated into unrecognizable form by Doctor Demonicus, although the creature in question seemed much smaller and less powerful – possibly a juvenile member of the Godzilla-clan as it is known that there have been a number of creatures of the 'Godzillasaurus' species that share a common mutation – all being referred to by the generic name, 'Godzilla'

GODZILLA (ORIGINAL)

STATISTICS:

F AM(50)
A EX(20)
S ShY(200)
E ShZ(500)
R FB(2)/PR(4)
I FB(2)/PR(4)
P FB(2)/PR(4)
Health: 820 **Str:** 200
Karma: 6/12
Resources: N/A
Popularity: -100
Height: 164'
Length: Unrevealed
Weight: 22,000 tons
Eyes: Red
Hair: None

BACKGROUND
Real Name: Gojira, 'Godzilla' is the American translation
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Possible population of similarly mutated Godzillasaurus
Base of Operations: Japan
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Unearthly resistance to Physical and Energy attacks
Flame Breath: Unearthly Energy damage
Growth: Shift Z. Godzilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Z blunt damage
Claws: Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Godzilla's massive feet cause Shift Y Blunt damage with each step. Both feet together cause Shift Z damage.
Hyper-swimming: Remarkable
Hibernation: Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage.

NOTE: Godzilla's RIP stats are for his first appearance. After the first Godzilla was destroyed by the Oxygen Destroyer, a second beast appeared who had the second, higher RIP stats listed above

GODZILLA (ORIGINAL)

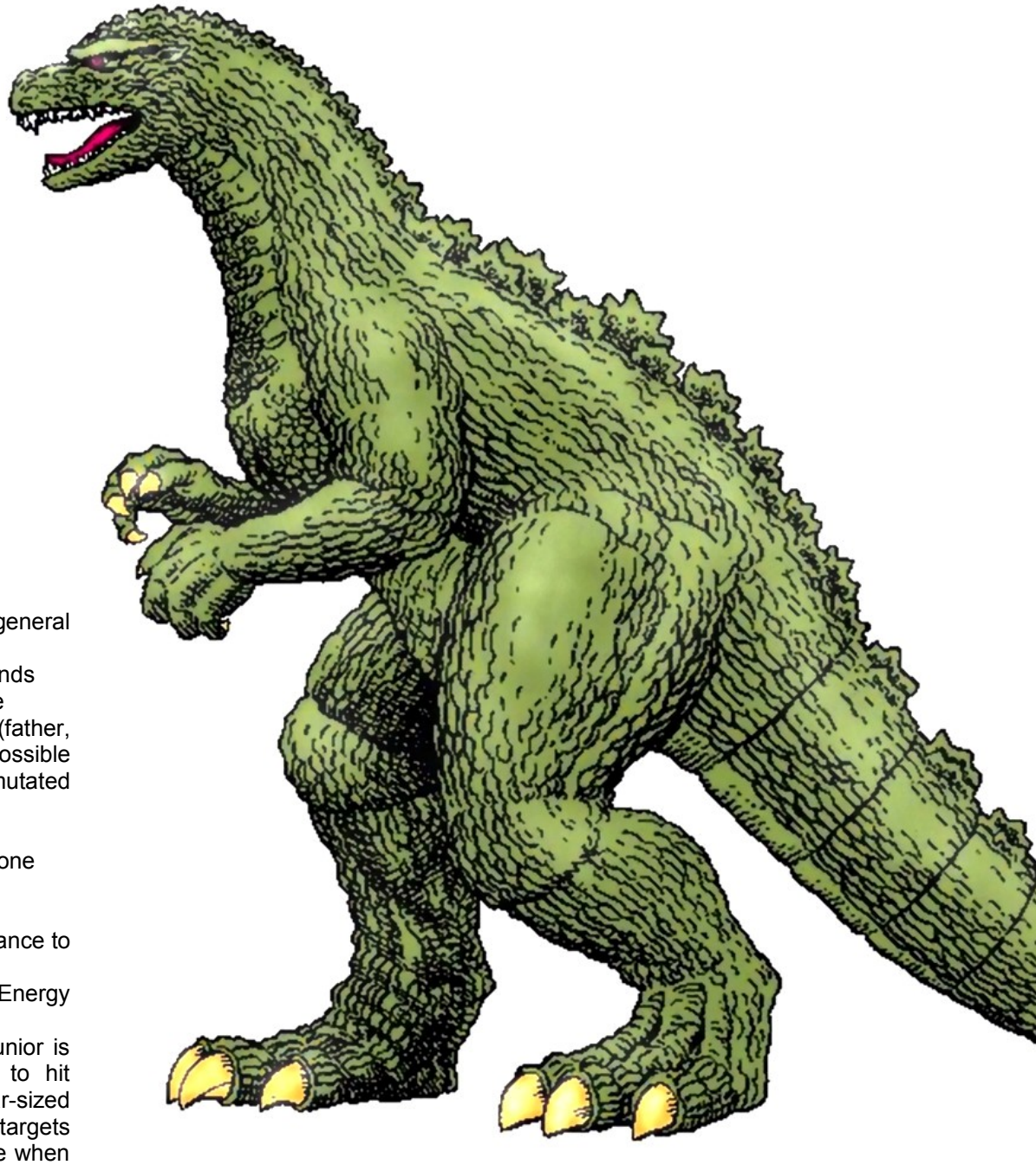
ROLE-PLAYING NOTES:
The original Godzilla was a mindless, monolithic terror, plodding relentlessly, destroying everything in its path.

HISTORY:
The original Godzilla first attacked Japan in 1954, the first of what would prove to be a plague of Kaiju. Humanity had never seen anything the monster before, and Japan might have been completely destroyed if not for the invention of Doctor Serizawa – the Oxygen Destroyer, a sea life wherever it was detonated. terrible weapon that destroyed all Godzilla was destroyed. It was not, however, the last humanity would see of the Godzilla clan, as a similar monster appeared less than a year later, and this second beast would be the creature referred to as 'Godzilla' up into the 1970's.

GODZILLA JUNIOR

STATISTICS:

F AM(50)
A EX(20)
S ShY(200)
E ShY(200)
R PR(4)
I PR(4)
P PR(4)
Health: 470 **Str:** 180
Karma: 12
Resources: N/A
Popularity: -50
Height: 131'
Length: Unrevealed
Weight: 16,500 tons
Eyes: Red
Hair: None



BACKGROUND
Real Name: Godzilla Junior
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Godzilla (father, possibly adoptive), possible population of similarly mutated Godzillasaurus
Base of Operations: Japan
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Unearthly resistance to Physical and Energy attacks
Flame Breath: Shift X (150) Energy damage
Growth: Shift Z. Godzilla Junior is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Y blunt damage
Radioactive Pulse: Godzilla may fire his Radiation blast through his skin and backfin for Unearthly Energy damage to whoever or whatever is in contact with him.
Claws: Shift X Edged damage
Teeth: Shift X Edged damage
Stomp: Shift X Blunt damage. Both feet together cause Shift Y damage.
Hyper-swimming: Remarkable Hibernation: Godzilla Junior may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Incredible ability to heal damage.

GODZILLA JUNIOR

ROLE-PLAYING NOTES:

HISTORY:

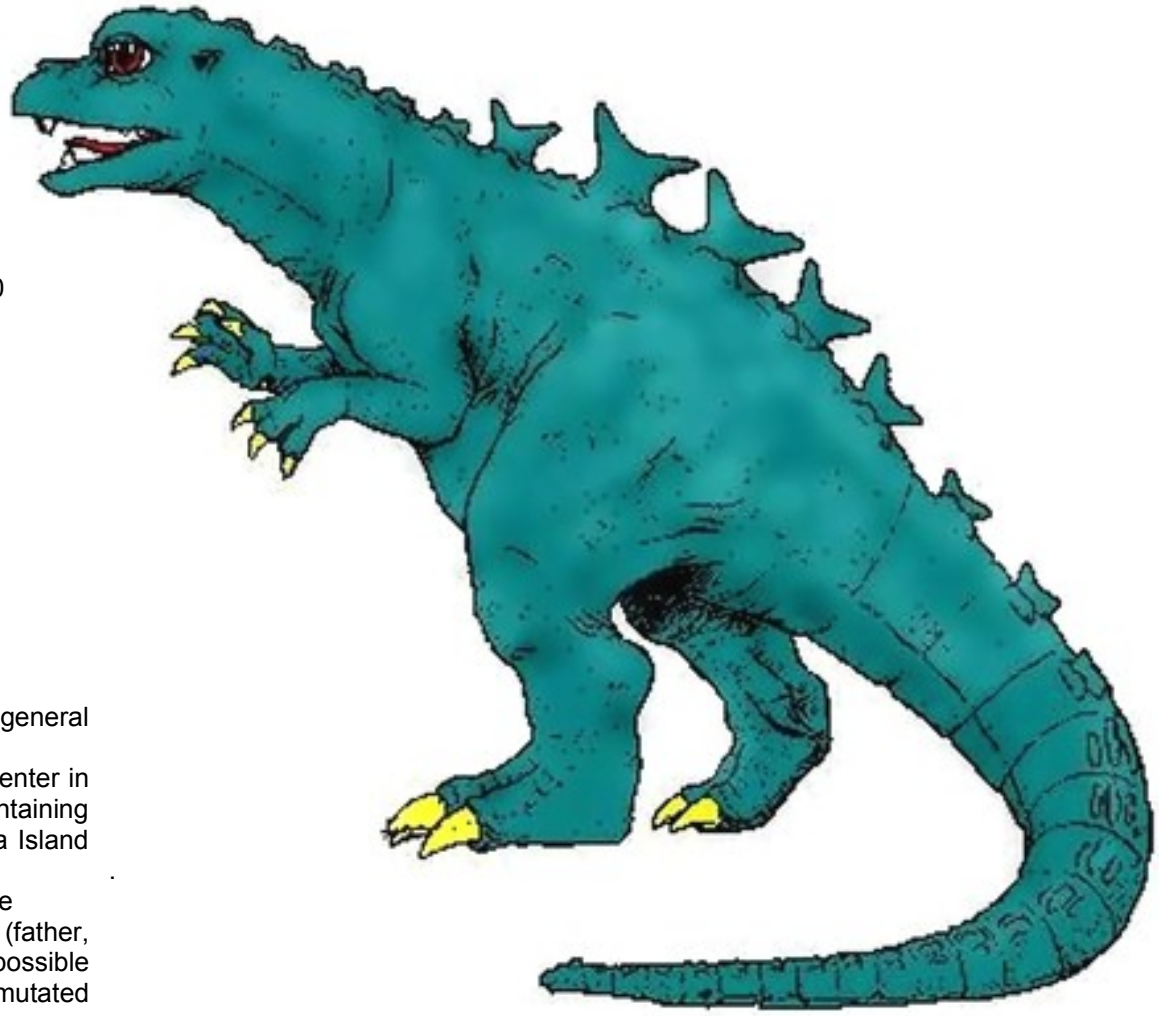
Godzilla has traditionally had a 'son' – generally considered to be adopted, although this has never been specifically specified. With the presumption in place that there was a population of Godzillasaurus on Birth Island, Godzilla could have easily have had a mate back when he was still a humble tyrannosaur, leaving behind an egg clutch that could have been irradiated, just as the adult dinosaur was. Just as easily, it could be a younger sibling. But in any case, Godzilla has assumed responsibility for the care of the juvenile.

After the adult Godzilla's energy ran wild, consuming his body and threatening to destroy the entire planet, this energy was absorbed by Godzilla Junior, maturing him into an adult Godzilla, with the full strength of his sire's powers. It is possible that Godzilla 2000 (see entry for Godzilla 2000) is the matured Godzilla Junior. If so, it is also possible that some of his father's temperament was absorbed along with his energy, because the friendly passive personality of the juvenile has been replaced by the traditional aggressiveness of the adult Godzilla. It is also possible that this it is normal for the Godzilla-species to grow more temperamental as they reach maturity.

GODZILLA JUNIOR (BABY GODZILLA)

STATISTICS:

F TY(6)
A TY(6)
S EX(20)
E RM(30)
R PR(4)
I PR(4)
P PR(4)
Health: 62 **Str:** 20
Karma: 12
Resources: N/A
Popularity: 10
Height: 5'5"
Length: 11'7"
Weight: 325 lbs.
Eyes: Red
Hair: None



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BACKGROUND
Real Name: Baby Godzilla
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: A research center in Kyoto, although the egg containing him was collected on Adonoa Island in the Bering Sea
Marital Status: Not applicable
Known Relatives: Godzilla (father, possibly adoptive), possible population of similarly mutated Godzillasaurus
Base of Operations: Japan
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Good resistance to Physical and Energy attacks
Flame Breath: Baby Godzilla can produce occasional bursts of Excellent intensity flame.
Tail-Smash: Baby Godzilla's tail can do Remarkable damage
Radioactive Pulse: While Baby Godzilla's energy powers are undeveloped, he may still produce a radioactive shock of up to Good intensity that affects those in contact with him.
Claws: Good Edged damage
Teeth: Baby Godzilla's teeth are undeveloped but still may produce Good Edged damage.
Hyper-swimming: Good
Hibernation: Baby Godzilla may go into Suspended Animation with a successful Psyche FEAT
Regeneration: Good ability to heal damage

ROLE-PLAYING NOTES:

GODZILLA JUNIOR (BABY GODZILLA)

HISTORY:
Godzilla Junior has appeared as a hatchling, a toddler, and 'teen-age', and at the death of the Heisei-era Godzilla, Junior absorbed all of his dad's energy, becoming a full adult. It is unclear if Godzilla Junior is the adult Godzilla 2000 (and current version of the character).

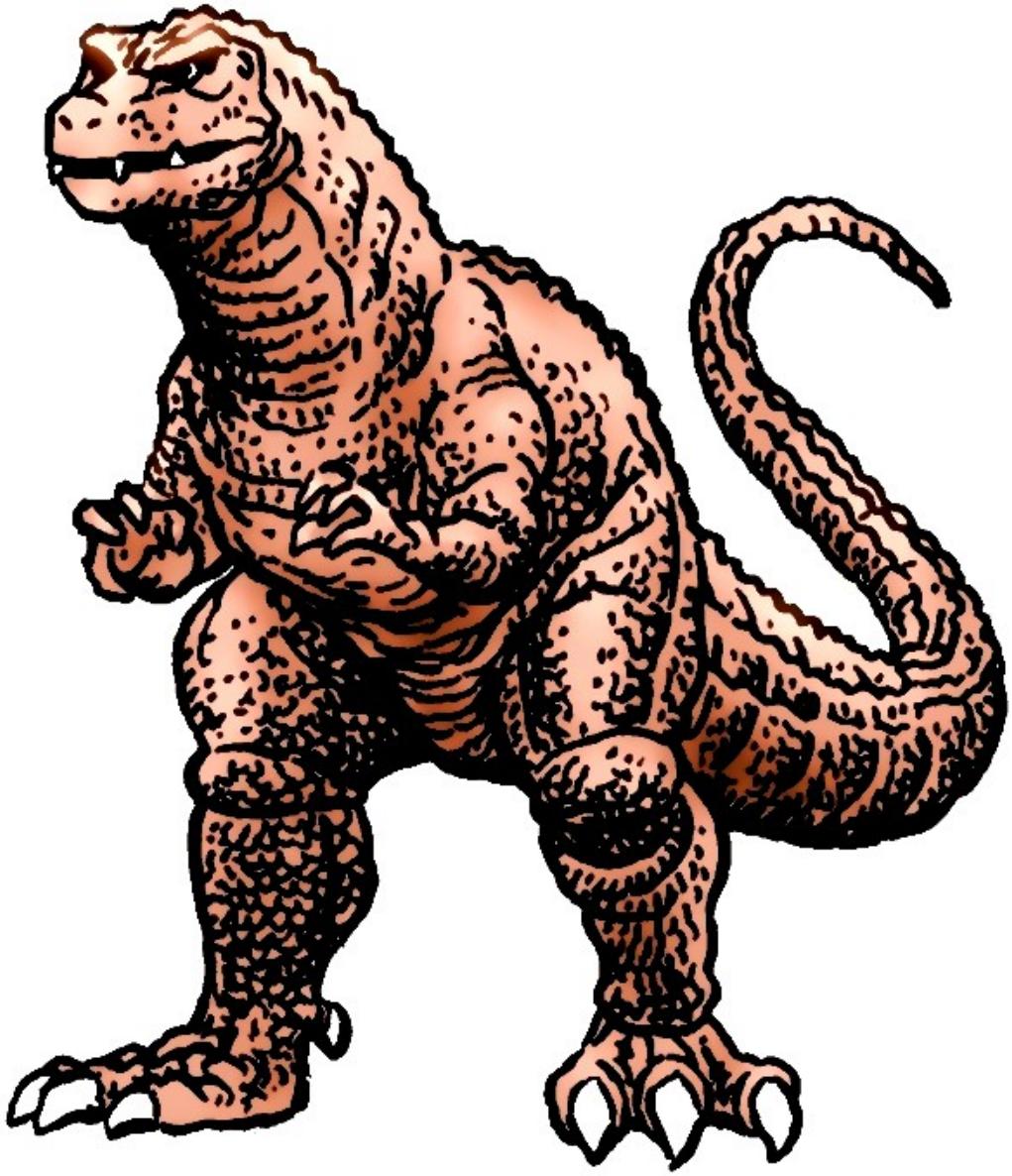
GODZILLASAURUS

STATISTICS:

F IN(40)
A EX(20)
S MN(75)
E UN(100)
R PR(4)
I PR(4)
P PR(4)
Health: 235 **Str:** 55
Karma: 12
Resources: Not Applicable
Popularity: 5
Height: 39'
Length: Unrevealed
Weight: 66 tons
Eyes: Red
Hair: None

BACKGROUND
Real Name: Not Applicable – *Godzillasaurus rex* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Japanese Islands
Marital Status: Inapplicable
Base of Operations: Japanese Islands
Present Group Affiliation: None.

KNOWN POWERS:
Body Armor: Remarkable protection against Physical and Energy attacks. Teeth: Unearthly edged damage. Godzillasaurus is an evolutionary descendant of *Tyrannosaurus rex*, and retains the exceptionally strong jaws characteristic of tyrannosaurs. A Kill result causes the target to suffer a –1CS to their Endurance roll. Any target in Godzillasaurus' jaws is considered held with Unearthly Grappling ability
Tail: Godzillasaurus' tail strikes for Unearthly blunt damage
Stomp: Godzillasaurus' feet cause Unearthly blunt damage
Water-Freedom: Godzillasaurus is semi-adapted to an aquatic existence, giving it Good Water Freedom



ROLE-PLAYING NOTES:
The Godzillasaurus behaved pretty much like any typical T. rex would. When it saw people, it chased them, and tried to eat them.

GODZILLASAURUS

HISTORY:

In 1954, the dinosaur that would become the legendary monster, 'Gojira' was living on one of the small islands within the coastal waters of Japan. It is speculated that this island may have contained a population of these creatures, and that more than one was exposed to the nuclear fall out from the testing of H-bombs in the outer Pacific.

'Birth Island' – where the first Godzillasaurus was discovered, may have ties to another famous monster as well. A series of islands along the pacific chain were discovered to have remnant creatures similar to Godzillasaurus. Most famous of these was the notorious 'Skull Island' – home of the mighty giant gorilla, known as 'King Kong.' Skull Island is believed to be the primary source of most of the prehistoric throwback species in evidence today; protected by volcanic gases from the climate change that killed the rest of the dinosaurs, the island had become a literal Lost World, a place where Mesozoic evolution had continued unabated.

Because of its isolation, there was little infiltration from invasive modern animals, save for the 'Kong' ape-species, which was apparently introduced several million years ago. Nevertheless, such natural forces such as hurricanes, floods, and other storms must have swept hapless creatures out to sea, some surviving and establishing populations on more of the specks of islands scattered loosely throughout the region. The Godzillasaurus is quite similar to Skull Island's 'Vastatosaurus rex' – similar enough to be subspecies of each other; both are clearly descended from the cretaceous tyrannosaurs, although the Godzillasaurus is significantly larger, and shows adaptations for a semi-aquatic existence. It is conceivable – even likely - that the Birth Island dinosaurs owe their historical origins to Skull Island. That would make King Kong and Godzilla co- patriots of each other. It would also explain the instant hostility between King Kong and Godzilla when they encountered each other in the sixties – on their native Skull Island, the tribe of giant gorillas and the Vastatosaurus rex were deadly enemies.

GOG

STATISTICS:

F MN(75)
A AM(50)
S UN(100)
E AM(50)
R GD(10)
I RM(30)
P GD(10)
Health: 225 **Str:** 90
Karma: 40
Resources: Unearthly (100)
Popularity: -15
Height: 7'1"
Weight: 450 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: William (last name unknown)
Occupation: Former Preacher, current space-time tyrant
Legal Status: Citizen of future Earth, with no known criminal record
Identity: Secret
Place of Birth: Kansas (future-Earth)
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile in space and time
Present Group Affiliation: Founder of the 'Church of Superman'

KNOWN POWERS:
Invulnerabilities: Gog has Unearthly protection from physical and energy attacks
Heat Vision: Gog can fire rays of Unearthly Heat from his eyes
Flight: Unearthly speed within Earth's atmosphere, Class 1000 in space.
Energy Absorption: Gog has the Unearthly ability to absorb energy, which allows him Growth equal to the rank of the energy he absorbs
Sealed Systems: Unearthly ability to survive in the vacuum of space
Time Travel: Shift Z (500) ability to travel through time
Equipment:
Mystic Staff: Gog's staff provides him with mighty powers, channeling the Emerald Energy of the Guardians of the Universe, the Cosmic Energy of the Source, the Might of Zeus and the Power of Shazam, each with Unearthly ability. Gog can release this energy in a single blast of Shift X (150) magical flame – also giving him Unearthly Fire Manipulation.
**Note:* The magical nature of the staff's energies, are particularly dangerous to characters like Superman, specifically vulnerable to magic, who suffer full damage from the staff's effects.

ROLE-PLAYING NOTES:
Gog is obsessed with killing every incarnation of Superman he can find, believing him to be a false idle, and the cause of the destruction of Earth-22 Kansas. He has traveled through the time stream killing each version of the Man of Steel he encountered.

HISTORY:
William Matthews was a former missionary on an exploration to Africa, when he stumbled on the entrapped tomb of Gog, though the Third World God lay dormant, Matthews was granted powers similar to Gog's own. Mathews received a vision of alternate Earth-22 where Superman failed to protect Kansas from a nuclear attack. Believing the Earth-22 reality to be the future for his own Earth rather than a completely separate reality happening at the same time, Williams decided to kill the mainstream Superman. Despite his mighty powers, Williams was defeated through the efforts of Superman and Batman.
Matthews recently re-emerged with powers even greater than before in preparation for Gog's return. He began systematically murdering 'false gods' - beings with godlike power or who were named for gods, like the New Olympians and Chroma. For his crimes Matthews was tracked by Mister America and a taskforce from the FBI, before finally seeking aid from the Justice Society. Eventually, Matthews ambushed the JSA in their own home, where accused the Earth-22 Superman of being a false idol. However, when the fight did not go well, Matthews fled, teleporting back to the cave where he found Gog. There, Mathews was apparently absorbed into the being of the true Gog, who used him as a catalyst to make a body from the countryside.

GOG (THY KINGDOM COME)

STATISTICS:

F MN(75)
A EX(20)
S ShY(300)
E CL1000
R UN(100)
I UN(100)
P ShY(200)
Health: 1395 **Str:** 300/500
Karma: 400
Resources: Shift Z(500)
Popularity: 0/UN to worshipers
Height: Approximately 36'
Weight: Unrevealed
Eyes: Glowing white
Hair: None

BACKGROUND
Real Name: Gog
Occupation: Pagan god
Legal Status: Inapplicable
Identity: Gog's existence is not known to the general public of Earth
Place of Birth: 'The Third World'
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Mobile in space and time
Present Group Affiliation: None

KNOWN POWERS:
Magic: Gog is an immensely powerful 'God of the Third World'. Upon awakening from a millennia of sleep, he was able to manipulate mystical energies of Shift Y(200) level.
Body Armor: Gog's stone-like form has Shift X (150) Body Armor
Immortality: Gog is immortal, he does not age, and will not die if his physical form is destroyed. It would take Psyche damage to permanently destroy Gog. If his body is destroyed, Gog can reincarnate himself by possessing a mortal form. However, if his head is separated from his body, his spirit is trapped there and cannot possess a new body.
Bonding With a Planet: If Gog successfully bonds with the spiritual essence of a planet - a Shift Z(500) Psyche FEAT - he receives a +1CS to all his FASERIP stats and all Powers. This is a dangerous FEAT for Gog, as he is allowed to use none of his own Karma, and failure causes him to suffer a Class 1000 Psyche attack. Gog will attempt to get around this by using the Karma of others. For every hundred mortals that Gog can get to worship him, he gains 10 pts of Karma, creating a Karma Pool, which he may use for the one single attack against the planet.
Growth: Gog can grow up to Unearthly Height
Sealed Systems: Unearthly ability to survive in the vacuum of space
Time Travel: Shift Z (500) ability to travel through time

GOG (THY KINGDOM COME)

ROLE-PLAYING NOTES:
On the surface, Gog displayed a child-like and narrow-minded personality, apparently looking at the world with glee and awe, but this façade was deceptive as his subsequent actions demonstrated a deliberate and malevolent purpose. All of his seeming 'good deeds' were done solely with the expectation of being worshiped by the Earth's people in return for his gifts. He revealed his true colors by cruelly punishing anyone who refused to grant him worship, (turning them to trees and that sort of thing). When the Justice Society attacked him, Gog removed his blessings on all of them, even those who were still loyal to him at the time, purely out of spite.

HISTORY:
When the Old Gods of the Third World were fighting uncontrollably, the lone god Gog fled the world before it was fully destroyed in the fighting. He plunged through the Bleed and through various alternate universes until he landed on Earth, situated in the area that became the modern day Democratic Republic of the Congo, and was entombed in molten rock. He was found by a tribe of humans, who worshiped the god's face (the only visible part of his body), believing he was a "God of Earth." The tribe made a staff that channeled Gog's power, and was put to rest in the same cave, and Gog was lost to the rest of the world, until a young explorer, William Matthews found the cave by accident. He picked up the staff, and was given immense amounts of power through it; a side effect, though, was visions of the history of Earth-22, which drove him mad.

After Matthews committed various acts of genocide against metahuman criminals posing as various gods, he was confronted by Justice Society of America, and teleported back to the temple housing Gog in the Congo. Matthews seemed to disintegrate, and the Third World god rose from the temple, seemingly rejuvenated by the reclamation of the energies that were being used by the staff.

After a brief converse with the JSA, Gog made his way to a nearby village of sickly inhabitants promising to "make things good again." After curing them, Gog explained his origins to the JSA, and subsequently healed Damage's facial scarring, sent Sand to a blissful, dream-filled sleep for 24 hours, cured Starman of his schizophrenia, Doctor Mid-Nite his sight back, and sent Power Girl "home". Hearing fighting in a nearby village, Gog discovered the village under attack by a rogue militia and transformed the soldiers into trees. During the conflict, Lance, one of the JSA's new recruits, was hit by a rocket blast and killed. Gog brought him back to life, replacing his ruined arm with gold armor, and renamed him "Magog".

Later, Gog's intentions to move on to the Middle East and punish warmongers there in the same fashion caused a rift within the JSA, with Hawkman, Magog, Damage, Wildcat, Amazing Man, Judo Master, and Citizen Steel siding with God. Like the biblical God, he asked for a rest on the sixth day, sending some of his followers back to America to preach his will.

Afterwards, he began collecting followers again, asking them gleefully to kneel down and worship him while he ushered in a new world. The rest of the JSA arrived, having learned from Sandman that Gog was rooting himself into the Earth, and if he remained for one more day, the Earth would die if he ever left, leaving them with the one option of killing Gog and separating his head from the Earth. Hawkman and the rest of the Society followed Gog, attempting to protect him, until they saw him attempt to transform Jay Garrick into lightning. All of Gog's followers turned against him and Gog punished the Society by taking away his "gifts" to an extreme degree (Citizen Steel now felt pain in all his nerves and Starman couldn't be cured of his madness). Even Magog eventually turned on him, for which Gog's blessing is undone. Eventually, the JSA were able to topple Gog and cut off his head. The Superman of Earth-22 and Starman took the still-living head to the Source Wall, embedding it there for all eternity, where Gog accused Superman of being exactly what he accused Gog of being.

GOLDEN OLDIE

STATISTICS:

F AM(50)
A AM(50)
S AM(50)
E MN(75)
R TY(6)
I AM(50)
P AM(50)
Health: 225 **Str:** 47
Karma: 106
Resources: UN
Popularity: 0
Height: 5'5"
Weight: 110 lbs.
Eyes: Gold, no visible pupils
Hair: Gold

BACKGROUND
Real Name: May Riley Parker
Occupation: Herald to Galactus
Legal Status: U.S. Citizen with no criminal record.
Identity: Publicly known
Place of Birth: Brooklyn, New York
Marital Status: Widowed
Known Relatives: Peter Parker (nephew), Mr. & Mrs. Riley (parents, deceased), Horace Riley (paternal uncle, deceased), Richard and Mary Parker (brother and sister-in-law)
Base of Operations: Galactus' World Ship, New York City
Present Group Affiliation: Herald to Galactus, Gray Power, Forest Hills Public Library

KNOWN POWERS:
Power Cosmic: As the Golden Oldie, Aunt May has the ability to channel and manipulate vast amounts of cosmic power, with Monstrous ability, and line of sight range. She uses this power cosmic to perform the following stunts:
**Power Blasts* of Monstrous force or energy.
**Raise* any single Ability or Power score (her own or someone else's) to Unearthly for 1-10 rounds. If the ability raised is already Unearthly, it may be boosted to Shift X with a Yellow FEAT roll.
**Healing*: Up to Monstrous damage (this does not affect Endurance rank losses)
**Reconstruct* existing elements (she may not transmute their form).
**Perceive* any energy source of Unearthly rank or better, within a planetary radius if on a planet's surface, or within a stellar system if in space.
**Self-Sustenance:* As the Golden Oldie, Aunt May does not need to eat or breathe.
Body Armor: The Power Cosmic has given Aunt May Amazing protection against energy and physical attacks, which she may boost to Monstrous for 1-10 rounds. He is Invulnerable to Heat and Cold (C1000 resistance) and may survive in space for a virtually unlimited time.
True Flight: May can propel herself at CL1000 speeds
Gateway: Her powers enable her to open CL5000 spacewarps that enable her to travel as far as 5000 light years per turn.
Self-Sustenance: Because of her transformation , Aunt May has no need to breathe, eat, or drink.
Immortality: As the Golden Oldie, Aunt May does not age

GOLDEN OLDIE

ROLE-PLAYING NOTES:

HISTORY:
Aunt May – Herald to Galactus. Fortunately a dream episode.

GORGO

STATISTICS:

F IN(40)
A EX(20)
S ShY(200)
E ShY(300)
R PR(4)
I PR(4)
P PR(4)
Health: 560 **Str:** 200
Karma: 12
Resources: N/A
Popularity: -50
Height: 200'
Length: Unrevealed
Weight: Unrevealed
Eyes: Red
Hair: None

BACKGROUND
Real Name: Gorgo
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: British Islands
Marital Status: Not applicable
Known Relatives: Has offspring, presumably has mate
Base of Operations: Atlantic Ocean
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Unearthly resistance to Physical and Energy attacks
Growth: Shift Z. Gorgo is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Y (300) blunt damage
Claws: Gorgo's Claws do Shift Y Edged damage
Teeth: Shift Y Edged damage
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage.
Hyper-swimming: Remarkable Water Freedom
Hibernation: Gorgo may go into Suspended Animation with a successful Psyche FEAT
Homing Instinct: The adult mother Gorgo, can sense its offspring from great distance with Amazing ability. It is unknown if this ability is related to scent, hearing, or some other sense, but for game purposes, it is considered an Intuition-related ability.

ROLE-PLAYING NOTES:
Gorgo is extremely maternal. It guards its young attentively and will actively seek out hatchlings if lost or separated

GORGO

HISTORY:

After the eruption of an undersea volcano, a gigantic monster – a sixty-foot semi-aquatic theropod, - begins terrorizing coastal English towns. The creature is captured and put on display in London as 'Gorgo'. It is discovered, however, that the beast – big as it is – is only a baby, leading to uneasy speculation of a parent creature over two-hundred feet tall.

Mama Gorgo soon appears, searching for her infant, stomping London flat in the process. The adult Gorgo shrugs off all modern weapons, and there is no choice except to just release the creature's offspring, at which point, the two Gorgos simply retreat into the sea.

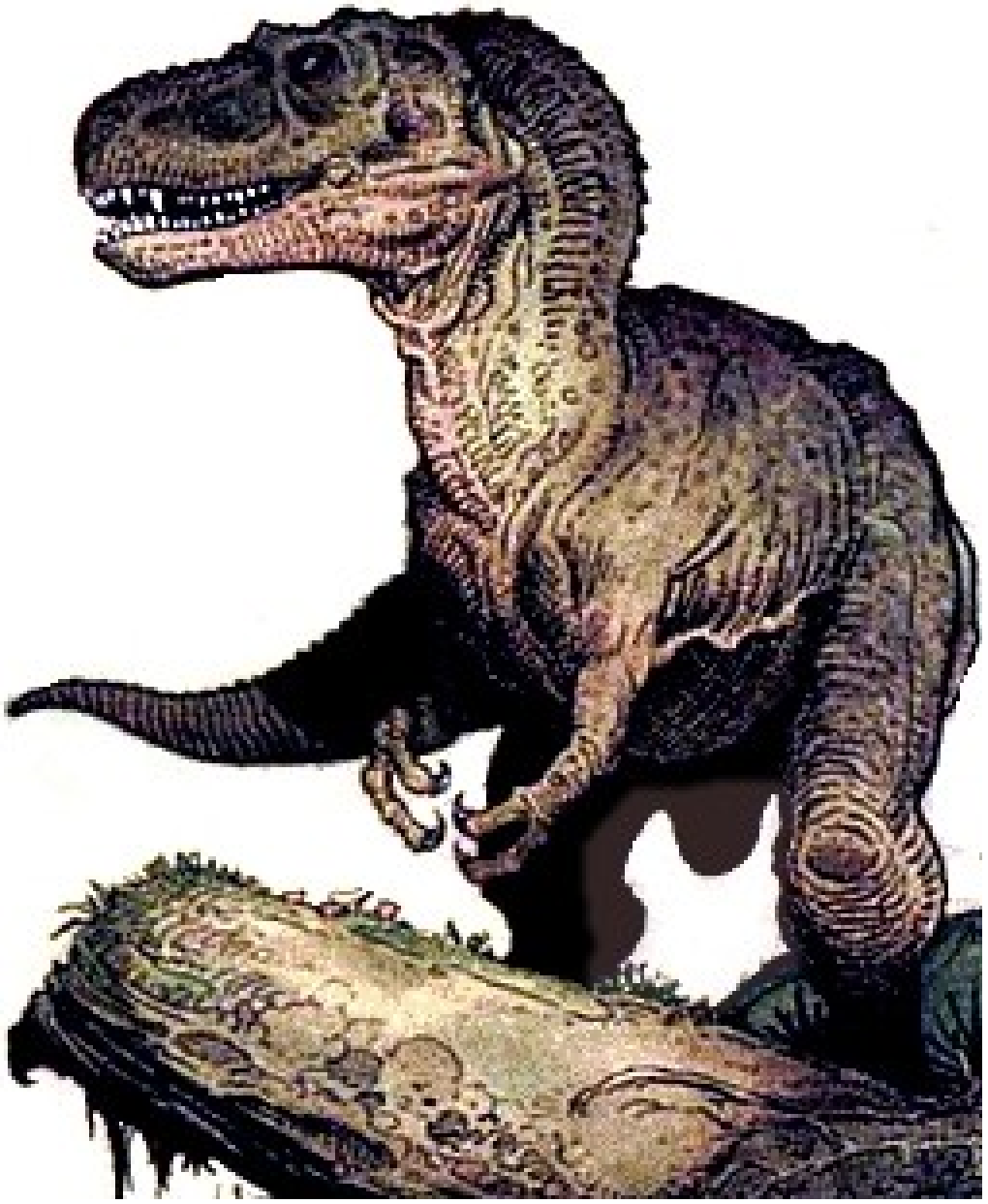
Gorgo is one of the more highly-regarded of the giant-monster films of its time. Using 'suit-mation' comparable or exceeding the effects of the first Godzilla, Gorgo also introduces a new plot device to the genera – rather than being created by radiation, or angered by some human affront to nature, Mama Gorgo is simply searching for her young – a variation that would become a mainstay of the creature feature for years to come. Gorgo is also notable as a British contribution to a genera dominated mostly by American and Japanese monsters

GORGOSAURUS

STATISTICS:

F RM(30)
A EX(20)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P TY(6)
Health: 165 **Str:** 35
Karma: 10
Resources: Not Applicable
Popularity: -10
Height: 15' (average)
Length: 30' (average)
Weight: 3 to 4 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Gorgosaurus libratus* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Prehistoric North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.



KNOWN POWERS:
Body Armor: Good protection against Physical and Energy attacks.
Teeth: Incredible edged damage. The tyrannosaurs had exception-ally strong jaws and any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in a Gorgosaurus' jaws is considered held with Amazing Grappling ability
Stomp: Gorgosaurus could kick like a giant ostrich for Amazing damage.
Tail: The thick muscular tail may strike for Incredible blunt damage
Tracking: The Gorgosaurus' keen nose gives it Tracking abilities of Amazing rank.

ROLE-PLAYING NOTES:
Big-flesh-eating monster that will chase you and eat you – not much more than that.

GORGOSAURUS

HISTORY:
Gorgosaurus (sometimes synonymous with ‘Albertosaurus) is a smaller, faster, earlier relative of T. rex. It is the first true giant of the clan, with typical large head, reduced forelimbs, and adaptations for speed. Adult Gorgosaurus were likely the fastest runners of any large theropod. It’s teeth were more blade-like than T. rex, and it’s general structure was more gracile than it’s contemporary tyrannosaur cousin, Daspletosaurus, suggesting that the Gorgosaurus specialized in hunting the abundant hadrosaurs, as opposed to the heavy-duty horned ceratopsians, which would have been specialty of the Daspletosaurus

GORILLA GRODD

STATISTICS:

F EX(20)
A RM(30)
S EX(20)
E IN(40)
R IN(40)
I IN(40)
P RM(30)
Health: 170 **Str:** 20
Karma: 100
Resources: RM
Popularity: -30
Height: 6'6"
Weight: 600 lbs.
Eyes: Grey
Hair: Black

BACKGROUND
Real Name: Grodd
Occupation: Criminal, Would-be Tyrant
Legal Status: Inapplicable
Identity: Citizen of Gorilla City with a Criminal record, unknown to the general populace of Earth
Place of Birth: Gorilla City
Marital Status: Single
Base of Operations: Gorilla City, Mobile
Present Group Affiliation: Secret Society of Super-Villains

KNOWN POWERS:
Mental Control: Grodd may exert Remarkable Mental Control. Targets may resist with a Psyche FEAT roll against power rank
Matter Manipulation: Grodd has the Excellent ability to manipulate matter.
Mental Blast: Excellent intensity
Mind Probe: Amazing intensity Mind Probe
Mind Shield: Gorilla Grodd may shield his mind with Amazing ability
Personality Transfer: Grodd may transfer his personality to another individual's body with Remarkable ability. The target may resist the transference with a power-rank Psyche FEAT. Once transference is completed, the victim may continue to resist with a Psyche FEAT every other round, with –1CS to their own Psyche score

Telekinesis: Grodd has Excellent rank telekinetic powers
Telepathy: Amazing strength Telepathy, allows Grodd to read minds, or project his own thoughts to others

ROLE-PLAYING NOTES:
Grodd is supremely arrogant about the power of his evolved intellect and force-of-mind powers, lording his superiority over "primitive" humans. He still has a fierce animal side, however, and indulges in sheer bloodlust from time to time.

GORILLA GRODD

HISTORY:

Every family has its black sheep, every society its outcasts. For the peaceful simian civilization of Gorilla City, it's Grodd.

Long ago, an alien starship crashed in central Africa. Its pilot survived and granted great intelligence to a tribe of local apes. Two of their number, Grodd and Solovar, developed mental powers as well. When human explorers stumbled upon the advanced hidden civilization built by these apes, Grodd used his powers to influence them to kill the alien, allowing Grodd to wrest control of Gorilla City. Solovar was able to mentally contact and warn the Flash, who defeated Grodd and thwarted his plan to extend his power over the entire world.

Since then, Grodd has been a sworn enemy of both Solovar and the Scarlet Speedster. He attempted to "regain control over Gorilla City on a number of occasions, and used his force of mind" powers against the Flash as well. Grodd's stated ambition has always been the subjugation - and often elimination - of the human race and the "elevation" of apes and other animals to their "rightful" place as rulers of the Earth, with himself as their undisputed leader, of course.

GORN

STATISTICS:

F EX(20)
A TY(6)
S IN(40)
E AM(50)
R GD(10)
I GD(10)
P TY(6)
Health: 116 **Str:** 35
Karma: 26
Resources: IN
Popularity: -10
Height: Unrevealed
Weight: Unrevealed
Eyes: White
Hair: None

BACKGROUND
Real Name: Unrevealed, 'Gorn' is the species name
Occupation: Starship Captain
Legal Status: Citizen of the Gorn Hegemony
Identity: Publicly known
Place of Birth: Unrevealed,
Marital Status: Unrevealed
Known Relatives: Unrevealed
Base of Operations: Mobile throughout space
Present Group Affiliation: Gorn Hegemony

KNOWN POWERS:
Body Armor: The Gorn's thick alligator-like hide that provides him with Good protection from physical attacks and Typical protection from energy attacks.
Teeth: The Gorn can bite for Remarkable Edged damage.
Claws: Remarkable Edged damage Heightened Senses: The Gorn is capable of following a scent with Amazing ability. And while he does not have true infravision, the Gorn does possess night sight sufficient to allow him to take no penalties in normal darkness

Talents: Leadership, Martial Arts Weapons, Military Strategist, Wrestling

Equipment:
Disruptors: The side-arm of a Gorn is an energy pistol which does Incredible energy damage Bladed Weapons: Gorn culture maintains the ritualized use of a number of bladed weapons, including battle-axes and broadswords, generally made of Amazing strength material that strike for +1Cs damage.

ROLE-PLAYING NOTES:

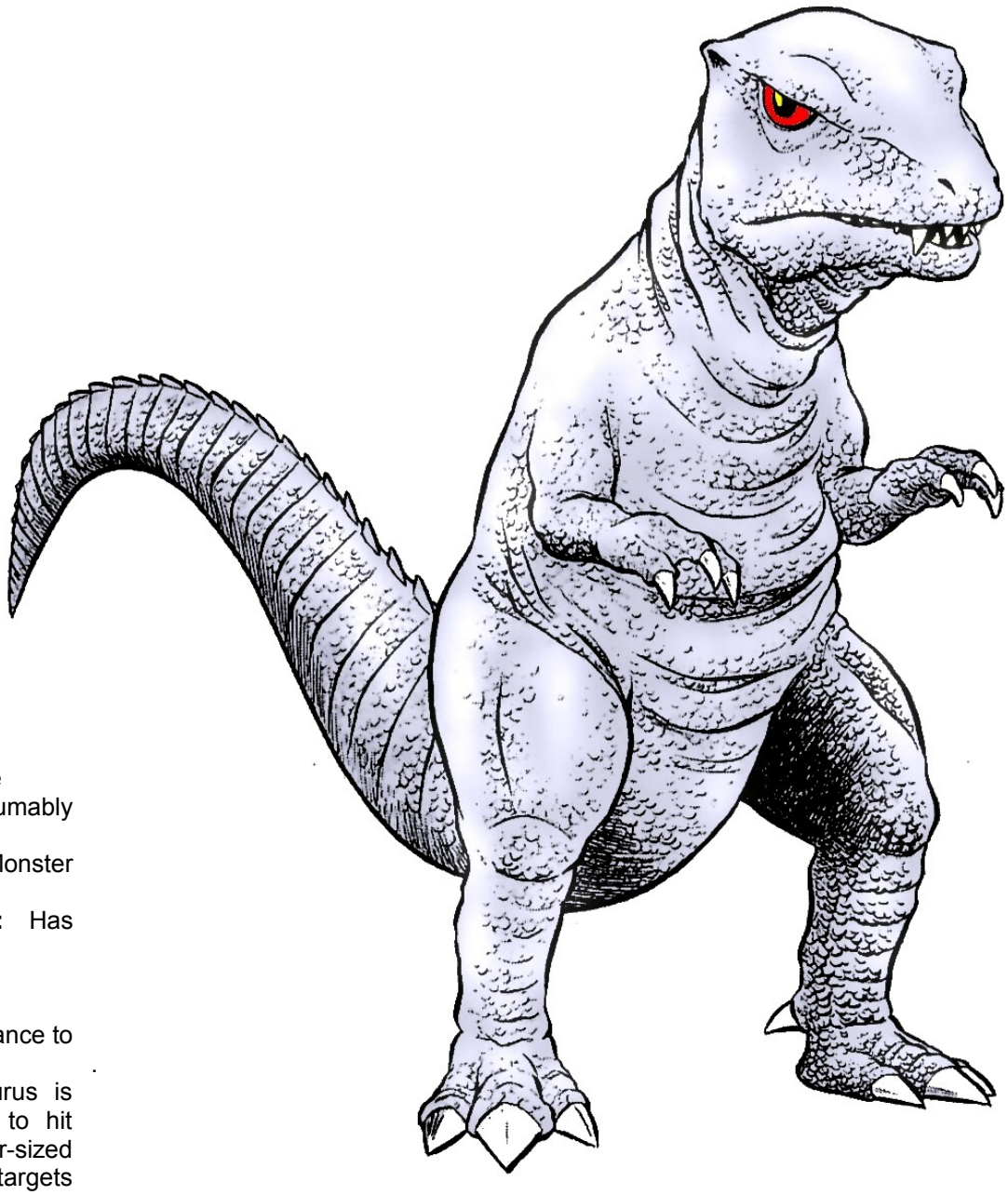
GORN

HISTORY:
Gorn's are reptilian humanoids of comparable intelligence to humans, as well as Starfleet-level technology. Despite their intelligence, Gorn's are known for their savage and warlike culture. Gorn's were first encountered when they attacked an outlying Federation outpost, although war was averted through the intervention of the entity-like 'Metrons.'

GOROSAURUS

STATISTICS:

F IN(40)
A EX(20)
S ShX(150)
E ShY(300)
R PR(4)
I PR(4)
P PR(4)
Health: 560 **Str:** 150
Karma: 12
Resources: N/A
Popularity: -50
Height: 115'
Length: Unrevealed
Weight: 8,800 tons
Eyes: Red
Hair: None



BACKGROUND
Real Name: Gorosaurus
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Mondo Island
Marital Status: Not applicable
Known Relatives: Presumably others of his species
Base of Operations: Monster Island, Japanese Isles
Present Group Affiliation: Has partnered with Godzilla

KNOWN POWERS:
Body Armor: Unearthly resistance to Physical and Energy attacks
Growth: Shift Z. Gorosaurus is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Tail-Smash: Shift Y (200) blunt damage
Claws: Gorosaurus' Claws do Unearthly Edged damage
Teeth: Shift Y (200) edged damage. The Gorosaurus is an evolutionary descendant of the Cretaceous Tyrannosaurus, and retains the exceptionally strong jaws characteristic of the tyrannosaurs. Any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in Gorosaurus' jaws is considered held with Shift Y (200) Grappling ability
Stomp: Shift Y Blunt damage. Both feet together cause Shift Z damage

ROLE-PLAYING NOTES:

GOROSAURUS

HISTORY:
The giant tyrannosaur eventually dubbed 'Gorosaurus' was introduced during Toho's attempt at recreating the original, 1933 King Kong versus T. rex battle – a bout featured in Kong's second Toho film, 'King Kong Escapes.' Although killed by Kong, Gorosaurus (or possibly another member of the same species) returned in a number of subsequent films, mostly in cameos, except for one prominent appearance when he helped defeat King Ghidorah in 'Destroy All Monsters. The most straight-forwardly dinosaurian Kaiju in the Toho pantheon – Gorosaurus' design is closely based on the *Tyrannosaurus rex* in Rudolph Zallinger's famous mural.

GRANDMASTER

STATISTICS:

F TY(6)
A TY(6)
S PR(4)
E EX(20)
R AM(50)
I RM(30)
P AM(50)
Health: 36 **Str:** 4
Karma: 130
Resources: UN
Popularity: 0
Height: 7'1"
Weight: 240 lbs.
Eyes: Red (no visible pupils)
Hair: White

BACKGROUND
Real Name: En Dwi Gast
Occupation: Game Player
Legal Status: None
Identity: The Grandmaster's existence is unknown to the general public
Place of Birth: Unknown planet in a now-dead galaxy
Marital Status: Single
Known Relatives: None
Base of Operations: Unknown planet in unspecified location
Present Group Affiliation: Elders of the Universe

KNOWN POWERS:
Immortality: As an Elder of the Universe, the Grandmaster possesses an immortal body, immune to cellular deterioration and conventional harm (disease, penetration wounds, etc.) NOTE: at one time, due to his dealings with Mistress Death, the Grandmaster and the Elders were completely immune to death; this has since been revoked.
Invulnerabilities: The Grandmaster has Class 1000 Invulnerability to heat, cold, energy, electricity, radiation, toxins, disease, and aging.
Cosmic Energy Control: The Grandmaster has this power at Shift X rank and has developed several power stunts.
**Resurrection* of dead mortal beings.
**Death-power:* the victim must make an Endurance FEAT against ShiftX Intensity or lose Endurance ranks.
**Temporary Bestowal* of resurrection and/or death-touch powers to mortals, at Unearthly rank. If the mortal does not use the power within 1-10 minutes, he himself dies.
**Teleportation* across dimensions, time, or space of himself, other people, or objects, as Shift X rank.
**Energy or Force Blast* at ShiftX rank
**Force Field* of Shift X rank
**Destruction* of a Planet by means not yet revealed.
**Permanent Bestowal* of superpowers on mortals (such as the Squadron Sinister) after following a pattern (such as Squadron Supreme).

EQUIPMENT:
The Grandmaster has a wide array of technology available to him, including a Computer Database with which he is mentally connected at all times.
At one time, he also possessed the Mind Infinity Gem.

ROLE-PLAYING NOTES:
Like all the Elders, the Grandmaster's immorality is linked to a single pursuit, in the Grandmaster's case he lives for the wager, devoting his existence to games of chance.

GRANDMASTER

HISTORY:

Mortals know no more of the Grandmaster's origin than any other Elder. It is known that he has spent his long life pursuing amusement through gambling. He has mastered all known games in the universe, and now spends much of his time devising his own tournaments and contests. The stakes for such games usually involve life or death.

The Grandmaster has visited Earth and alternate Earths many times to utilize its heroes in his contests. The Squadron Supreme, the Avengers, and the Defenders have all participated in such contests.

Perhaps the Grandmaster's most significant game occurred when he challenged Death herself to a contest. The Grandmaster was deeply disturbed over the death of his fellow Elder, the Collector. Unable to use his own powers to resurrect immortals, the Grandmaster proposed a game in which the prize for his victory would be the Collector's resurrection, and the penalty for loss would be his own life. The Grandmaster won, but Death revealed that the Collector could only be resurrected at the cost of the Grandmaster's life. Compelled by his own sense of gamesmanship to see the contest to the end, the Grandmaster agreed and entered Death's realm,

The Grandmaster then challenged Death to another game – somehow convincing Death that the penalty for losing should be that he and all the other Elders of the Universe would be barred from Death's realm forever. Death agreed and the Grandmaster 'lost' his first game in many years. And as a result, he and the other Elders cannot die – even if they wish to.

GREAT EVIL BEAST

STATISTICS:

F BEYOND-2
A BEYOND-2
S BEYOND-2
E BEYOND-2
R BEYOND-2
I BEYOND-2
P BEYOND-2
Health: Unlimited **Str:** BY-2
Karma: Unlimited
Resources: Unlimited
Popularity: Unlimited
Height: Variable
Weight: Variable
Eyes: Variable
Hair: Variable

BACKGROUND
Real Name: The Great Evil Beast, The Great Darkness, The Shadow of Evil
Occupation: Counterforce to Creation
Legal Status: Not Applicable
Identity: The existence of the Great Evil Beast is not known to the general population of Earth
Place of Birth: Created simultaneously with the DC Megaverse
Marital Status: Not applicable
Known Relatives: The Presence (Creator)
Base of Operations: DC Megaverse
Present Group Affiliation: None

KNOWN POWERS:
Omnipotence: When the Presence created the DC Megaverse, in the moment he said, "Let There Be Light" the Great Evil Beast was created as a darkness that was the equal and opposite of that light - in effect, the counter force opposite all of DC Creation, wielding the full power of the DC Mega-verse, a force equaled only by the Marvel/DC Brothers and exceeded only by the Presence itself. The Great Evil Beast can use any of the Powers listed in the Marvel Universe books they see fit at Beyond Level 2 ability.
NOTE: The Presence eventually absorbed the Great Evil Beast into His/Itself, allowing the Darkness Entity to become one with the rest of His/Its Creation. However, the Great Evil Beast's current status is unknown since the Presence has apparently left the DC Megaverse behind and has abdicated His/Its Throne to His/Its niece, the half-human daughter of Archangel Michael, Elaine Belloc

ROLE-PLAYING NOTES:

GREAT EVIL BEAST

HISTORY:

The Great Evil Beast, also known as The Great Darkness or The Ultimate Darkness, was created the moment God/The Presence uttered the words "Let there be light", incarnating everything opposing the light; still, it was but a newborn entity, and was easily put to rest in its own realm. As the Great Darkness, it is mentioned as a mass of infinite darkness threatening Hell itself. When the earth-shattering events of the Crisis on Infinite Earths struck, a group of mystic madmen calling themselves the Brujeria attempted to conduct a mystic ritual to contact the Great Darkness; unsurprisingly, things went awry and the entity awoke as a furious Beast, unknowing of its own power and confused about its existence.

It ended up encountering a number of mystical heroes (Etrigan, Dr. Fate, the Spectre), who unwittingly angered the Beast and directed it against Heaven. They did this unknowingly, despite their best intentions; Etrigan taught it Darkness was Evil, Dr. Fate told him that Evil was Despisable, and the Spectre instructed it with the concept of Revenge. Infuriated, the being sought to assault Heaven to demand answers from the Presence as to its existence, trampling all it crossed paths with. This power was so vast, it caused Hell's three main figures - Lucifer, Azrael and Beelzebub - to form a triumvirate to defend themselves should the Great Darkness decide it wanted Hell as its realm. A different faction, led by the Demons Three, banded together to follow the Darkness, whom they saw as the ultimate evil.

However, when the Darkness reached the gates of the Heaven's Silver City, it extended its hand, and the unforeseen occurred - the Presence offered His own Hand, and when they touched, both the ultimate light and the supreme dark merge, forming the perfect balance as a form of Yin/Yang.

GREEN ARROW

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E EX(20)
R GD(10)
I EX(20)
P RM(30)
Health: 100 **Str:** 9
Karma: 90
Resources: IN
Popularity: 20
Height: 5'11"
Weight: 185 lbs.
Eyes: Green
Hair: Blond

BACKGROUND
Real Name: Oliver Queen
Occupation: Adventurer Florist, Deliveryman, Former Businessman,
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Star City, WA
Marital Status: Single
Known Relatives: Parents (deceased), Conner Hawk, (Green Arrow II, son)
Base of Operations: Star City, WA
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Oliver has no superhuman powers; all of his abilities are related to his natural physical abilities, his trick arrows and his skill with a Bow
Equipment:
Bow: Green Arrow's Bow can fire up to three arrows per round, for a distance of seven areas. Although, Oliver traditionally used an assortment of trick arrows, he has recently fallen back to more traditional bladed and blunt arrows that do Good blunt, and edged damage respectively. Among his cache of trick arrows, some of the most common were:
**Acetylene Torch:* Remarkable Heat damage
**Acid:* Monstrous Strength
**Bola:* Remarkable entangling attack
**Boomerang:* Causes the arrow to return the following round
**Boxing Glove:* Remarkable blunt damage
**Cable:* Incredible strength material
**Electric:* Amazing damage
**Flare:* Good Light, Amazing Blinding
**Grenade:* Amazing damage
**Magnetic:* Incredible adherence to metal, can carry other arrowheads
*Net: Incredible Entanglement
**Sonic:* Excellent sonic generation
**Smoke:* Excellent Intensity Darkness in 1 area
**Suction Cup:* Remarkable
**Tear Gas:* Incredible, 1 area

ROLE-PLAYING NOTES:
Green Arrow is famous for his often-abrasive attitude and his leftist politics. He shoots his mouth off as freely as his bow, with verbal aim and arrows just as precise. He fiercely (and loudly) defends people and causes he believes in and has a real sympathy for the downtrodden and often-ignored members of society

GREEN ARROW

HISTORY:

Heir to the Queen family fortune and business empire, Oliver Queen was initially far more interested in thrill-seeking political activism, which led to him being attacked and thrown overboard by smugglers on the high seas. He managed to make it to a deserted tropical island, where he was forced to develop survival skills, including cultivating his knack for archery. When he discovered the smugglers were using the island for a base, Queen used his makeshift bow and arrows to defeat them and return to the outside world.

Inspired by his experience, Oliver adopted the costume and name of 'Green Arrow' and became a crime fighter, investing his considerable wealth into an arsenal of trick arrows as well as resources like the "Arrowcar" and "Arrowplane." He also took on the orphaned Roy Harper as his ward and trained him to be his sidekick, Speedy.

Eventually, Oliver lost his fortune due to his relative naiveté with business affairs and his focus on his crime fighting alter ego. His leftist politics increasingly came to the fore, particularly while working with straight-laced friend and fellow hero Hal Jordan (See entry for: Green Lantern), Queen was also confronted with some harsh realities when he learned his former ward, Roy Harper, was a heroin addict.

After a time working as a liberal newspaper columnist and a failed mayoral run in Star City, Green Arrow moved to Seattle with Black Canary (See entry for: Black Canary). He abandoned his trick arrows in favor of traditional broad head arrows and even used deadly force against criminals on occasion. Life away from Star City and Green Arrow's new crime fighting persona put a severe strain on Oliver and Dinah's relationship, and they eventually separated.

After infiltrating an eco-terrorist group known as the Eden Corps, Green Arrow sacrificed his life to prevent them from setting off a bomb to destroy Metropolis. A notorious ladies' man, Oliver has fathered two known children, his son Robert (with the assassin Shado) and Connor Hawke, who took on the mantle of Green Arrow for a time after his father's death.

Hal Jordan, while possessed by the Parallax fear-entity, later resurrected Oliver as part of a misguided effort to "fix" prior mistakes. Initially suffering from partial amnesia, Oliver returned to his old haunts in Star City. He adopted a new ward, Mia Dearden, who later took on the mantle of Speedy. He also regained a considerable personal fortune, and even succeeded in becoming mayor of Star City for a time. Green Arrow also eventually reunited with and finally proposed to his long-time flame, Black Canary and the two were married, although the tumultuous couple has since separated once again

GREEN GOBLIN

STATISTICS:

F EX(20)
A RM(30)
S IN(40)
E IN(40)
R RM(25)
I GD(10)
P EX(20)
Health: 130 **Str:** 35
Karma: 55
Resources: EX
Popularity: -10
Height: 5'11"
Weight: 185 lbs.
Eyes: Blue
Hair: Red-brown

BACKGROUND
Real Name: Norman Osborn
Occupation: Businessman, Professional Criminal
Legal Status: American Citizen with a Criminal Record
Identity: Secret
Place of Birth: Hartford, Connecticut
Marital Status: Widowed
Known Relatives: Harold Osborn (son, deceased), Emily Osborn (wife, deceased)
Base of Operations: New York City, New York
Present Group Affiliation: The Order of Goblins

KNOWN POWERS:
Regeneration: The Goblin has Excellent Regeneration, although the effect is not instantaneous, sometimes taking several hours before going into effect

Equipment:
Body Armor: The Green Goblin wore a suite of insulated chain mail that gave him Excellent protection from Physical and Force attacks, and Remarkable protection from Energy attacks
Goblin Glider: The Goblin's mode of transport was a glider with Incredible control, Typical Speed, made of Good Material
Weapons Systems: Norman Osborn invented many weapons. The following are some of his more standard armaments:
**Pumpkin Bombs:* Explode for Excellent damage upon contact up to two rounds after thrown
**Goblin Grenades*: Made out of light rubber to resemble ghosts in the air, they can be filled with Smoke charges, Incredible intensity knockout gas, Incredible intensity incendiary material, or a special gas that reduced Spider-man's Spider Sense to Poor for up to 24 hours
Throwing Bats: Blades fashioned in the shape of bat wings that do Good Edged throwing damage
Blast Gloves: The Green Goblin wore gloves that did Remarkable Energy damage to any target within two areas

Talents: Norman Osborne has the Business talent as well as Chemistry, Electronics, and Throwing skills

GREEN GOBLIN

ROLE-PLAYING NOTES:

As Norman Osborn, he is businesslike, ruthless, calm and collected, methodical and exacting. As the Goblin, he is maniacal and clinically insane. In recent times, (possibly due to his death and resurrection, or perhaps simply to the maturity of age), there has been a blurring of the personalities, as Norman Osborn now remembers his episodes as the Goblin, and the Goblin has adapted Osborn's calm, methodical nature.

HISTORY:

Norman Osborn, co-owner of a chemical firm, came across his partner's chemical formula that to increase a person's intelligence and physical strength. Osborn decided to try the formula on himself. When he did, it turned green and exploded.

The chemical succeeded in increasing Osborn's intelligence, but at the price of his sanity. He fashioned a green suit, after the color of the formula, and named himself the Green Goblin. He began infiltrating the criminal network of the city and became a well-known participant in many underworld schemes. Osborn's increased intelligence produced many exacting, well-planned criminal activities. Only the continued meddling of Spider-Man kept most of his plans from succeeding.

One of the threats that the Goblin constantly posed to Spider-Man was that the villain had discovered Spider-Man's true identity. Only the unstableness of Osborn's sanity kept the world from learning that Peter. Parker is Spider-Man. At the end of most climactic battles with Spider-Man, the knowledge that Norman Osborn was the Green Goblin was forgotten completely

After plaguing Spider-Man for many years, Norman Osborn's career as the Green Goblin came to an abrupt halt when he was killed in battle after himself killing Spider-Man's girlfriend, Gwen Stacy, by knocking her off of the George Washington Bridge. The Goblin was then accidentally impaled on the front of his own goblin glider.

The legacy of the Green Goblin continued, however, with his son, Harry, who eventually died trying to fill his father's shoes as the Goblin. A series of other criminals have adapted the Goblin's methods and equipment, taking the moniker 'Hobgoblin' – with one becoming demon-possessed, as the 'Demogoblin'.

Norman Osborn eventually resurfaced. It turned out his regenerative ability returned him to life, and he has come back to plague Spider-Man anew.

GREEN LANTERN (HAL JORDAN)

STATISTICS:

F EX(20)
A EX(20)
S GD(10)
E GD10)/MN(75)
R GD(10)
I RM(30)
P AM(50)
Health: 60/125 **Str:** 8
Karma: 160
Resources: GD
Popularity: AM
Height: 6'
Weight: 186 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Hal Jordan
Occupation: Test Pilot, Green Lantern of Sector #2814 (Earth)
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Coast City
Marital Status: Single
Known Relatives: Martin Jordan (father), Jim and Jack (brothers)
Base of Operations: Mobile, Formerly Coast City
Present Group Affiliation: The Justice League of America, Guardians of the Universe

KNOWN POWERS:
Hal has no superhuman powers; all his powers come from his Power Ring
Equipment:
Power Ring: A Green Lantern's Power Ring is made of Shift Z material and provides its wielder with the following abilities, each at an intensity equal to twice the wielder's Psyche:
**Force Blast*
**Kinetic Blast*
**Force Field*
**Create Objects:* The ring may create solid objects out of force, usually in the shape of simple objects or shapes – giant arrows, fists, etc. – although the wielder may create more complex shapes or even devices as long as he understands the mechanics of the object he is creating (determined by Reason FEAT):
**Energy Sheath:* The Ring's wielder is protected by a life-sustaining aura that provides the equivalent of Psyche-rank Invulnerability
**Ability Boost:* Any power or ability may be temporarily with a Psyche FEAT, at -2CS against Psyche for every +1CS gained. Failure requires a second Psyche FEAT roll to determine whether the Ring has shorts out for the next 1 to 10 turns.
NOTE: The following are also standard abilities for a Ring Wearer, independent of Psyche, although a wielder may also raise them with Ability Boost:
**Astral Form:* The Ring may create an "energy twin" of its wielder, with which their spirit may traverse the universe in astral form at Class 5000 speeds. While traveling in astral form, the wielder's body is protected by the Ring's defenses
Emergency Beacon: A Green Lantern in distress can use the Ring as a Class 1000 emergency beacon The alert can be directed to a Green Lantern's neighboring sector, or it can be a Corps-wide alert.
**Energy Absorption:* Unearthly ability to absorb and utilize all forms of energy
**Energy Detection:* Unearthly ability to detect all forms of energy, in all spectrums
**Flight*: Unearthly within a planetary atmosphere, Class 3000 in space
*Homing Beacon: A homing beacon in the power ring can lead one

Green Lantern to another.
**Invisibility:* Monstrous
**Life-Sense:* Class 1000
**Life Support*: Unearthly
**Mental Hologram*: A Power Ring may play back a subject's memories in the form of a three-dimensional hologram. A subject must be agreeable or else the effort requires a red Psyche FEAT.
**Recall:* Monstrous
**Regeneration:* Good
**Spirit Travel:* Class 2000
**Universal Translator:* Monstrous
Limitations: The Power Ring is completely useless against the color yellow. It also must be recharged every 24 hours with the lantern-shaped power battery

ROLE-PLAYING NOTES:
Like his father, Hal has "the right stuff." He's a daring pilot and while he sometimes has trouble with authority, he also has a great sense of personal loyalty. People are more important to him than institutions or rules. His will is unshakeable, as is his determination to do the right thing, no matter what. This sometimes gets Hal into trouble as he's willing to do what he feels is right, regardless of orders from higher-up. Only his consistent success has managed to save him from the consequences of his willfulness. His never-say-die attitude tends to make Hal surprisingly light-hearted and witty, even in the face of overwhelming odds.

HISTORY:
Hal Jordan's father Martin was the bravest man he knew: the kind of pilot who had "the right stuff," as they said. Still, it didn't keep Martin Jordan's plane from going down in flames. Young Hal was determined to follow his dad into the air, joining the U.S. Air Force, and eventually becoming a maverick test pilot. Jordan's tendency towards insubordination and recklessness got him into trouble on more than one occasion.
While working for Ferris Aircraft, Hal was suddenly transported to an isolated area of desert. There he found a dying alien, Abin Sur, a member of the Green Lantern Corps, an interstellar organization of law enforcers. Abin Sur explained that Hal had been chosen as the next wielder of Sur's power ring, having "the ability to overcome great fear." Taking the ring, Hal became the new Green Lantern of space sector 2814 (containing Earth).
Almost immediately, he began training as a member of the Green Lantern Corps, under the guidance of veteran Lanterns Kilowog and Sinestro. During this time, Jordan discovered Sinestro's dictatorial rule over his home planet of Korugar and exposed it to the Corps. Sinestro was stripped of his ring and exiled to the anti-matter world of Qward, becoming a sworn enemy of the Green Lantern Corps and of Earth's new Green Lantern in particular.
Possibly Sinestro's greatest scheme against his arch-foe opened Jordan up to possession by the fear-entity Parallax trapped within the Central Power Battery on Oa. Under Parallax's influence, Hal Jordan went mad and destroyed the Green Lantern Corps, but the survival of a single power ring allowed Kyle Rayner to act as the torch-bearer of the Corps until such a time as it could be restored Jordan's tremendous willpower enabled him to force Parallax to use its power to save Earth's sun from being consumed by a sun-eater. His spirit was bonded to the Spectre for a time, but Hal Jordan was not meant to be an agent of vengeance and found a way to rejoin body and soul, taking up the mantle of Green Lantern again and helping to rebuild the Corps and his home of Coast City.
Hal played a key role in the prophesized "War of Light" between the different Lantern corps and in the Blackest Night, when the embodiment of death attempted to snuff out all light and life throughout the cosmos. He has been and remains a controversial figure in the Green Lantern Corps, known for his innovation and determination but also his issues with authority and his willfulness even towards the Guardians of the Universe (See entry for Guardians of the Universe: Ganthet).

GREEN LANTERN (KYLE RAYNER)

STATISTICS:

F EX(20)
A GD(10)
S GD(10)
E EX(20)/AM(50)
R EX(20)
I RM(30)
P AM(50)
Health: 60/90 **Str:** 8
Karma: 100
Resources: GD
Popularity: AM
Height: 5'11"
Weight: 175 lbs.
Eyes: Dark-green
Hair: Black

BACKGROUND
Real Name: Kyle Rayner
Occupation: Freelance Artist, Green Lantern of Sector #2814 (Earth)
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Los Angeles, California
Marital Status: Single
Known Relatives: None
Base of Operations: New York City
Present Group Affiliation: The Justice League of America, Guardians of the Universe, New Titans

KNOWN POWERS:
Kyle has no superhuman powers; all his powers come from his Power Ring
Equipment:
Power Ring: A Green Lantern's Power Ring provides its wielder with the following abilities, each at an intensity equal to twice the wielder's Psyche:
**Force Blast*
**Omni-Power*
The following are also standard abilities for a Ring Wearer, the ranks being independent of Psyche:
**Comprehend Languages*: Monstrous
**Flight*: Class 1000
**Invulnerability:* Monstrous
**Life-Sense:* Class 1000

**Recall:* Monstrous
**Regeneration:* Good
**Sealed Systems:* Amazing
**Spirit Travel:* Class 2000

Limitations: The Power Ring is completely useless against the color yellow. It also must be recharged every 24 hours with the lantern-shaped power battery.

ROLE-PLAYING NOTES:
Despite being called into action as a Green Lantern almost by accident, Kyle Rayner has acquitted himself well and often in the field. His defining traits, besides the strength of will common to all Green Lanterns, are his creativity as an artist and his integrity.

GREEN LANTERN (KYLE RAYNER)

HISTORY:

Kyle Rayner was a struggling freelance graphic artist living in Los Angeles when Ganthet, the last surviving Guardian of the Universe, appeared and gifted him with the last Green Lantern power ring. Ganthet did not seem to have any particular reason for choosing Rayner for this great honor, beyond the fact that he was there (Ganthet's words at the time were "You shall have to do"). Since then, though, Kyle Rayner has acquitted himself well, proving to be one of the most impressive of all of the Lanterns.

Rayner took up the mantle of the Green Lantern in the wake of Hal Jordan's rampage, which left the rest of the Corps dead. One of his first trials as Green Lantern, in fact, was battling Hal Jordan (possessed by the fear entity Parallax). He won that fight, returned to Earth, and joined the JLA, winning the respect of such luminaries as the Flash, Alan Scott, and Batman.

Following his battle with Oblivion, Rayner became the omnipotent being called Ion. As Ion, he was able to control and influence events everywhere, but instead of keeping this power, he chose to revive the Lantern Battery on Oa and create a new Green Lantern Corps.

Kyle was himself possessed by Parallax for a time. Sinestro used a moment of fear—by stating that Rayner was responsible for his own mother's death—

to allow Parallax the moment of doubt it needed to take over Kyle's mind. Rayner wound up stuck inside his own consciousness, able to watch as Parallax attacked those he loved, including the family of Hal Jordan. During all of this, Rayner saw a painting, and with the help of John Stewart and Guy Gardner, he came to realize that his mother was the artist who created it.

This ray of hope, combined with assistance from Hal Jordan (whom Parallax had also absorbed) allowed Rayner to fight back and separate himself from and defeat the fear entity. After this experience, Rayner was inducted into the Honor Guard, but no longer carried the Ion Force. He and Guy Gardner relocated to Oa to better fulfill their duties as special investigators for the Corps.

Rayner had a longstanding (though inconsistent) romantic relationship with Jade, the daughter of Alan Scott, the Golden Age Green Lantern. Rayner even proposed to her at one point (using a Green Lantern power ring, no less), and although she declined this proposal, she remained close to him. Jade died during the Rann-Thanagar War, but during the events of Blackest Night, her body was resurrected as one of the Black Lantern Corps. She tried to seduce Rayner, but he saw through her ploys and attacked her. Rayner eventually wound up sacrificing himself to protect the Central Power Battery from the Black Lanterns. Through the efforts of the Star Sapphire Corps, however, Rayner was revived, and fights on as the Torchbearer of the Green Lantern Corps.

GREMLINS

STATISTICS:

F GD(10)/FB(2)
A EX(20)/PR(4)
S PR(4)/FB(2)
E GD(10)/PR(4)
R GD(10)
I GD(10)
P RM(30)
Health: 44(12) **Str:** 4(1)
Karma: 50
Resources: NA
Popularity: -10(+2 as Mogwai)
Height: 2'3" (12" as Mogwai)
Weight: 25 lbs. (5 lbs. as Mogwai)
Eyes: Red (Brown as Mogwai)
Hair: Usually none, sometimes White (Brown and White as Mogwai)

BACKGROUND
Real Name: Gremlins/Mogwai
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Gremlins are believed to be legend
Place of Birth: Unknown
Marital Status: Inapplicable
Known Relatives: Other Gremlins
Base of Operations: Anywhere they breed.
Present Group Affiliation: The Gremlins

KNOWN POWERS:
'The Three Rules': Gremlins start life as Mogwai, deceptively cuddly little creatures, but anyone in their care must be careful to abide by the following three rules:
*'Keep Them Out Of The Light': Gremlins and Mogwai are both hyper-sensitive to light. Smaller light sources, such as a flashlight will cause pain and blinding. Direct sunlight will cause Remarkable burning damage and is usually fatal
*'Don't Get Them Wet': Gremlins/Mogwai replicate asexually, via contact with water. A single drop of water will replicate up to five offspring. Total emersion can produce a hundred or more. All such replicated offspring will grow to full adulthood within minutes
'And Never, Ever, Feed Them After Midnight': Feeding a Mogwai after midnight will cause the transformation into a Gremlin. The creature will cocoon into a hard, leathery egg-like shell, and the metamorphosis takes approximately twelve hours, after which the creature will emerge as a full-grown Gremlin. Gremlins gain the following abilities:
Teeth and Claws: Gremlin's teeth and claws can strike for Poor Edged damage.
Wall Crawling: Gremlins have Incredible Wall-Crawling.

Talents:
Acrobatics, Gadgetry

ROLE-PLAYING NOTES:
Gremlins in all stages are mischievous, although they become outright malevolent after their transformation. Gizmo seemed unique as a Mogwai, who pointedly did not want to become a Gremlin.

GREMLINS

HISTORY:

While searching for a Christmas present for his teenage son, inventor/salesman Randall Peltzer discovers a small, furry creature called a Mogwai in an antique store in Chinatown. The storeowner refuses to sell the Mogwai on the grounds that owning one is too great a responsibility. However, as Randall is leaving the store, the owner's grandson sells Randall the creature, stating his family needs the money. The boy gives Randall three specific instructions in caring for the Mogwai: never expose it to bright light (especially sunlight, which will kill it); never get it wet; and, most importantly: never, ever feed it after midnight. Randall takes the Mogwai to his family in the town of Kingston Falls; being an inventor, he names the creature "Gizmo".

The following evening, Randall gives Gizmo to his son Billy and tells him the three rules he must obey. A glass of water is accidentally spilled on Gizmo, causing him to convulse and produce five new creatures from his own body. One of the creatures, dubbed Stripe for his white quaff of hair, acts as their leader, but is very hostile to Gizmo. Curious to learn more about the Mogwai, Billy takes Gizmo to his science teacher, Mr. Hanson, and produces a sixth new Mogwai. Leaving the new Mogwai with Mr. Hanson, on which he will conduct tests, Billy returns home, and the other five creatures trick him into feeding them after midnight by biting the cord of his alarm clock. In the morning, Billy discovers the creatures have turned into cocoons. Gizmo, having virtuously refused the food earlier, remains unchanged.

In the meantime, the sixth creature steals Hanson's sandwich and cocoons itself. Later, it hatches and breaks out of its cage, hiding in the dark corners of the room. Hanson tries to reason with it and bribe it with a candy bar, but the creature eats it and his hand. Billy arrives and finds the Mogwai has turned into a reptilian monster. Elsewhere, the other Mogwai have hatched into "gremlins", mischievous reptilian monsters with sharp teeth and claws. They attack Billy's mother, who is able to escape with Billy's help, and the gremlins are killed. Stripe escapes and leaps into a swimming pool, creating hundreds of new gremlins who go on a rampage throughout town. Billy and Gizmo rescue Billy's girlfriend Kate Beringer when the gremlins overrun the local tavern where she works. In a lucky break, Billy, Kate, and Gizmo discover the gremlins have temporarily stopped their rampage and have assembled in the local movie theater to watch *Snow White and the Seven Dwarfs*. The three set off an explosion that kills the gremlins and destroys the theater, but their celebrations are cut short when Kate spots Stripe in the window of a nearby Montgomery Ward store.

Billy follows and battles Stripe, who leaps into a water fountain intending to multiply again. Before he can multiply, Gizmo opens a set of window blinds, causing sunlight to pour into the store, killing Stripe. As the Peltzers recover from the rampage, the antique store owner arrives to claim Gizmo, claiming that the Western world is not yet ready for the responsibilities that come with caring for a Mogwai, but that Billy may someday be ready to properly care for Gizmo

GUARDIANS OF THE UNIVERSE (GANTHET)

STATISTICS:

F GD(10)
A GD(10)
S PR(4)
E UN(100)
R MN(75)
I MN(75)
P ShZ(500)
Health: 124 **Str:** 3
Karma: 650
Resources: CL1000
Popularity: 0
Height: Variable
Weight: Variable
Eyes: No visible irises
Hair: White

BACKGROUND
Real Name: Ganthet
Occupation: Guardian of the Universe
Legal Status: Inapplicable
Identity: Ganthet's existence is not known to the general public
Place of Birth: Oa
Marital Status: Single
Known Relatives: The Guardians of the Universe (Brothers and Sisters)
Base of Operations: Oa
Present Group Affiliation: The Guardians of the Universe

KNOWN POWERS:
Body Armor: Ganthet has Unearthly protection from physical and energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
Flight: Unearthly within a planetary atmosphere, Class 3000 in space
Force Manipulation: Ganthet has the Shift Z (500) ability to manipulate Oan energy for force fields, force and energy attacks. He may also create energy constructs like those used by the Green Lantern Crops
Regeneration: Incredible Regeneration
Astral Form: Like the other Guardians, Ganthet may create an "energy twin" with which his spirit may traverse the universe in astral form at Class 5000 speeds
Telepathy: Ganthet has Class 3000 Telepathy

Central Power Battery:
Perhaps the Guardians' most impressive achievement is the enormous Central Power Battery on Oa. It provides the energy that powers the rings of the Green Lanterns scattered across the cosmos. The Battery is created of Class 5000 material and has Energy Absorption Powers of Class 5000 rank.

ROLE-PLAYING NOTES:

GUARDIANS OF THE UNIVERSE (GANTHET)

HISTORY:

Billions of years ago, a blue-skinned sub-race on the planet Maltus, evolved into immortal, hyper-intelligent beings; these proto-Guardians set up a utopian society dedicated to knowledge and scientific research. But the one known as Krona went too far in attempting to uncover the universe's beginnings, fracturing reality; multiple other universes were spawned, the walls between life and death were weakened, and evil grew in strength. Krona was banished into limbo, and the other immortals swore to protect the primary universe from what their kinsman unleashed. They relocated to Oa, at the center of known space, and set themselves up as the Guardians of the Universe.

The Guardians created the Manhunter androids to patrol the star-ways, programming them to hunt down and defeat evil. But though the Manhunters served ably for untold generations, their design proved flawed: in one horrific instance, they committed genocide against the 666 Sector, where they deemed all intelligent life "evil." They eventually revolted against the Guardians, and made war on their creators. Defeated, they were confined to Sector 3601, where they still plot revenge.

Next, the Guardians turned to living agents, first equipping the aliens known as Hallas with uniforms, power batteries, and energy pistols, and swearing them to a code of justice. In time the Guardians learned to tap willpower itself, manifested as brilliant emerald light. The Oans constructed a gigantic Central Power Battery and forged the first, fabled green power rings. Worthy ring-bearers were selected from across the galaxy. Honest, fair, and stalwart beings who were "born without fear" became Green Lanterns, champions of interstellar space. The Green Lantern Corps have since established a reputation without equal across the universe.

The Guardians divide known space into 3600 sectors; two (previously only one) Green Lanterns are assigned to each sector, though exceptions exist (up to seven of them once operated in Earth's sector). The Green Lanterns prevent planetary disasters, thwart interstellar plunderers and pirates, battle super-villains, and contain other cosmic threats, but are forbidden to interfere with the internal governments of sovereign worlds. Failure to abide by this rule can result in banishment from the Corps or more severe punishment; when Sinestro of Korugar set himself up as judge, jury, and executioner on his world, the Guardians stripped him of his honors and imprisoned Sinestro on the Guardians & the Green Lantern corps Qward. This proved a mistake, as he made a deal with the Qwardian Weaponeers and returned to oppose the Green Lantern Corps, armed with the first yellow power ring.

GWANGI

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P GD(10)
Health: 180 **Str:** 38
Karma: 14
Resources: Not Applicable
Popularity: -50
Height: 14'
Length: 30'
Weight: 7 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Gwangi' His genus-species name is as yet unclassified, but he is presumed to be a slightly smaller modern descendant of *Tyrannosaurus rex*
Occupation: Top Predator, giant rampaging monster
Legal Status: Inapplicable
Identity: Publicly known to locals of early 20th century New Mexico
Place of Birth: 'The Forbidden Valley'
Marital Status: Inapplicable
Base of Operations: The 'Forbidden Valley,' an isolated Valley located in early 1900's New Mexico
Present Group Affiliation: None.

KNOWN POWERS:
Body Armor: Gwangi has Excellent protection against Physical and Energy attacks.
Teeth: Gwangi's jaws do Amazing edged damage. Tyrannosaurs had exceptionally strong jaws and any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in Gwangi's jaws is considered to be held with Amazing Grappling ability
Tail: Gwangi's tail can strike for Amazing blunt damage
Stomp: Gwangi can stomp for Amazing blunt damage
Tracking: Amazing Tracking ability

ROLE-PLAYING NOTES:
Gwangi was a highly energetic, particularly aggressive creature, attacking anything he happened to come across, often not even bothering to eat one kill – even one as big as a Styracosaurus or an elephant - before charging off after something else. Gwangi was extremely territorial as well.

GWANGI

HISTORY:
Gwangi was a remnant tyrannosaur-species that managed to survive until nearly modern times in an isolated valley in a remote corner of the Grand Canyon. The factors resulting in the survival of Gwangi and a number of other saurian species has never been fully investigated. The exact location of the valley itself has been lost to time, and it is presumed that most of the remaining relic species were those that were killed over the course of events that led to the capture, and eventual demise of Gwangi himself. Gwangi was a somewhat lighter, faster, and highly aggressive species, perhaps changed even less from ancestral tyrannosaurs than the *Vastatosaurus rex* of Skull Island. Interestingly, Gwangi was identified as an allosaur in early reports, but Professor Raymond Harryhausen, probably the world's leading expert on the relic creatures of the 'Lost Valley' has recently confirmed Gwangi's tyrannosaurian lineage.

HAN SOLO

STATISTICS:

F EX(20)
A EX(20)
S GD(10)
E EX(20)
R GD(10)
I GD(10)
P EX(20)
Health: 70 **Str:** 8
Karma: 40
Resources: IN
Popularity: EX
Height: 6'1"
Weight: 185 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Han Solo
Occupation: Pirate, Smuggler, Captain of the Millennium Falcon
Legal Status: Correllian Citizenship
Identity: Publicly known
Place of Birth: Planet Correllia
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile throughout the universe
Present Group Affiliation: Partner of Chewbacca the Wookie, Luke Skywalker, tied to the Rebel Alliance, has had past ties to the Hutts of Tatooine

KNOWN POWERS:
Han Solo has no Superhuman powers, relying solely on his weapons and sheer foolhardy courage.

Talents: Pilot, Marksmanship,

Weapons: Han Solo's energy pistol – 'Blaster' – does Incredible intensity Energy damage

ROLE-PLAYING NOTES:
Han is the partner of Chewbacca the Wookie, and his circle of contacts include Luke Skywalker, Princess Leia and the Rebel Alliance. Han owes Jabba the Hut enough to have every bounty hunter in the galaxy on his tail.

HAN SOLO

HISTORY:

Han Solo is the overconfident captain of the Millennium Falcon, a Corellian pirate starship. Accompanied by his Wookie companion, Chewbacca he plies his mercenary trade outside the restrictive laws of the Empire. At times, his insanely reckless manner pushes him into situations from which only his foolhardy courage can save him.

Han is drawn into the galactic conflict for reward – enough cash to pay off a debt to local gangster, Jabba the Hut – although his basic heroism is revealed at the end, when he saves Luke Skywalker from Darth Vader. His roguish nature is frowned on by Obi Wan, and sort of an older brother Luke, and his role as both is affirmed when his friction with Princess Leia is sparked in the sequel into an affair – which at the time was perceived by us in the audience as hitting on his little brother's girl – something what would have played better had they not simply eliminated the entire conflict with the brother/sister retcon of Luke and Leia. Ironically, although the move ended up influencing the series on a very structural level, the Han/Leia romance plot device was only inserted to reinstate Han into the main drama, as Lucas' more low-budget sequel ideas hadn't required any recurring characters besides Luke and Leia – or robots and villains in armor.

Oh yeah - in the famous cantina scene with Greedo, Jabba's collector, Han shot first.

HANNIBAL LECTER

STATISTICS:

F GD(10)
A TY(6)
S GD(10)
E TY(6)
R RM(30)
I IN(40)
P EX(20)
Health: 32 **Str:** 7
Karma: 90
Resources: FB(2)
Popularity: -20
Height: 5'10"
Weight: 175 lbs.
Eyes: Blue (reflect red)
Hair: Gray

BACKGROUND
Real Name: Dr. Hannibal Lecter
Occupation: Fugitive, Mental Patient, (Formerly: Surgeon, Emergency Room Doctor, Clinical Psychiatrist, Necrologist, Forensic Psychologist, Culinary Artist, Artist, Musician, Library Curator)
Legal Status: United States Citizen with a Criminal Record, judged clinically insane
Identity: Publicly known
Place of Birth: Lithuania
Marital Status: Single
Known Relatives: Mischa Lecter (sister, deceased), Count Robert Lecter (uncle, deceased, Lady Murasaki (aunt-by-marriage, deceased)
Base of Operations: Mobile, Former inmate of Baltimore State Hospital for the Criminally Insane, Formerly Florence, Italy
Present Group Affiliation: None.

KNOWN POWERS:
Doctor Lecter has no super-human powers – all of his abilities are through skill or cunning

TALENTS:
Artist (Sketching, Painting, Music), First Aid, Languages (Italian, Russian, French, German), Martial Arts D, Medicine, Psychology, Resist Domination, Sharp Weapons, Swordsman, Trivia (serial murder)

ROLE-PLAYING NOTES:
Lector's psychopathological 'trigger' is rudeness – particularly bullying rudeness - prompting horribly savage, murderous impulses, often manifesting as human butchery and cannibalism, made worse by the cool intelligent mind that guides these impulses. A more subtle manifestation of his madness is his gleeful joy in causing psychic agony, and playing horrific jokes, such as feeding human meat to unwitting dinner guests, or convincing someone to swallow their own tongue or cut off their own face.
Hannibal Lector's social contacts vanished after his conviction, but he developed a relationship with Clarice Starling, eventually corrupting her and converting her to his madness, joining him as a cannibal fugitive. Early in his life, Lady Murasaki was important to him, and as a child, he was devoted to his sister Mischa, whose murder was the root cause of all his later psychopathology – after she was killed for food by Nazi panzers who invaded his family house – and who fed her to young Hannibal as well
Hannibal Lector was an extremely intelligent, well-educated, and well-cultured man of the most exquisite tastes. He had professional level of expertise in multiple fields. On top of it was a sly, cunning, and a penetrating aura of fear, which he would often – and gleefully - turn to his advantage.

HANNIBAL LECTER

HISTORY:
Silence of the Lambs ushered in the new era of boogeyman – jettisoning the supernatural for the psychological; enter: Doctor Hannibal 'The Cannibal' Lector (with an excruciatingly diabolical portrayal by Anthony Hopkins) – a mixture of traits of different real-life serial killers, with emphasis on the forensic investigative aspects. Hopkins' Lector was countered by Jodie Foster's brilliant turn as Agent Clarice Starling (the new genre's version of the Jamie Lee Curtis babysitter). Lector's brilliance combined with a seeming total villainy made him the most iconic villain since Darth Vader, prompting author Thomas Harris to write two more sequels (and movie plans for the prequel, *Red Dragon* – already filmed once as *Manhunter*) – although none of the follow-ups carried the eerie power of *Silence of the Lambs*. The horrible ending of the novel version of *Hannibal*, where Lector psychologically transforms Starling into his cannibal consort, wasn't even allowed in Hollywood – particularly as Starling had become a popular feminist character - and it was altered for the film version. The series further wilted as Lector eventually followed the pattern of many popular villains, as he slowly began to morph sympathetic, even noble qualities –usually only killing people who had it coming. A psychological motivation for his cannibalistic tendencies was also retroactively applied – he had been forced by Nazis to eat his own sister as a child – again, diluting the inexplicable madness that made the original portrayal so frightening. Nevertheless, *Silence of the Lambs* retains a certain reverence – a genuinely scary movie that endures to this day.

HARLEY QUINN

STATISTICS:

F RM(30)
A IN(40)
S GD(10)
E EX(20)
R IN(40)
I EX(20)
P RM(30)
Health: 100 **Str:** 8
Karma: 90
Resources: GD
Popularity: -5
Height: 5'2"
Weight: 110 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Dr. Harleen Quinzell
Occupation: Mental patient, Criminal, Former Psychiatrist
Legal Status: American citizen with a criminal record, legally insane
Identity: Known to authorities
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: None
Base of Operations: Arkham Asylum, Gotham City, New York
Present Group Affiliation: Love-slave of the Joker, has partnered with Poison Ivy

KNOWN POWERS:
Systemic Antidote: Due to the special drugs given to her by Poison Ivy, Harley has Excellent resistance to poisons, toxins and disease. These drugs are also responsible for her formidable physical attributes. If the effects of these drugs were somehow nullified, her Strength, Fighting, and Endurance would be reduced to Typical, and her Agility to Good,

Talents:
Harley has the Medicine skill (Psychiatry), and although she has no formal training, she may be considered to have the Acrobatics skill as well

Equipment:
Working with the Joker, Harley uses a wide variety of clown-themed weapons, ranging from guns to knives to explosives

ROLE-PLAYING NOTES:
Harleen Quinzel was once an up-and-coming criminal psychologist studying serial killers, but her exposure to the Joker and his warped reality showed Harley Quinn a whole different side to life. For many years, she embraced the idea that she could live as hedonistically and selfishly as she desired. Her recently established relationships with Catwoman and Poison Ivy have prompted her to examine that philosophy, and she currently resides most often in the gray zone between crime and the law. She has helped the Batman and Gotham police on several occasions, and yet continues to commit criminal acts on a whim—and most likely will continue to do what makes her feel happy, regardless if others think it's right or good.

HARLEY QUINN

HISTORY:

When Gotham State University graduate Dr. Harleen Quinzel decided to accept an internship at Arkham Asylum, it seemed like a perfect pairing—a freshly minted psychiatrist who specialized in serial killers might be able to help the most deranged of Gotham's inmates. It was while working at Arkham that Dr. Quinzel met many of Gotham's most infamous villains, but most importantly, it was where she first encountered the Joker.

It was during their one-on-one sessions that Dr. Quinzel began to fall in love with The Joker, gradually being seduced to his point of view until she helped him to escape Arkham: not just once, but nearly every time he was brought in. When Dr. Quinzel herself finally was captured as an accessory to the Joker's escape, she too was imprisoned in Arkham. She was driven by the sight of a badly beaten Joker to wear the red, black and white harlequin costume and take the name Harley Quinn.

During her years as the Joker's sidekick, she was imprisoned multiple times in Arkham, often by the Joker sacrificing her in order to remain free himself. Despite this abusive relationship, Harley Quinn's highest priority always was to rejoin the Joker. It was after one of these encounters, in which the Joker left her for dead, that she was found by Poison Ivy and nursed back to health.

When she discovered the Joker's scheme to rid himself of all his henchmen, including her, she vowed to quit the Joker for good. After that, she attempted to set herself up as a crime lord, and even joined the Secret Six for a very short time before moving back to Gotham and re-joining Poison Ivy.

HAWKEYE

STATISTICS:

F EX(20)
A RM(30)
S GD(10)
E EX(20)
R GD(10)
I GD(10)
P TY(6)
Health: 80 **Str:** 9
Karma: 26
Resources: GD
Popularity: 45
Height: 6'3
Weight: 230 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Clinton Francis Barton
Occupation: Adventurer, Security Consultant
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Waverly, Iowa
Marital Status: Widowed
Known Relatives: Barbara Morse Barton (Mockingbird, wife, deceased), Harold and Edith (parents, deceased), Bernard (brother, deceased)
Base of Operations: New York, formerly Los Angeles
Present Group Affiliation: Avengers

KNOWN POWERS:
Hawkeye has no superhuman powers, relying on his natural physical abilities, his trick arrows and his skill with a Bow
Equipment:
Bow: Hawkeye's Bow can fire up to three arrows per round, for a distance of seven areas. With his specialized bow, his standard arrows do Good blunt, and edged damage respectively. Hawkeye also carries a cache of trick arrows, some of the most common of which are:
**Acetylene Torch:* Remarkable Heat damage
**Acid:* Monstrous Strength
**Bola:* Remarkable entangling attack
**Boomerang:* Causes the arrow to return the following round
**Boxing Glove:* Remarkable blunt damage
**Cable:* Incredible strength material
**Electric:* Amazing damage
**Flare:* Good Light, Amazing Blinding
**Grenade:* Amazing damage
**Magnetic:* Incredible adherence to metal, can carry other arrowheads
**Net:* Incredible Entanglement
**Sonic:* Excellent sonic generation
**Smoke:* Excellent Intensity Darkness in 1 area
*Suction Cup: Remarkable
**Tear Gas:* Incredible, 1 area

ROLE-PLAYING NOTES:
Hawkeye can usually be counted onto be the first into the fight and then be right in the middle of it.
Hawkeye is the quintessential Avenger, with most of his contacts and relationships coming from the super-hero community. He is close with and former partner of the Black Widow. He was married to Mocking Bird before her death.
Hawkeye is 80% deaf and has to use hearing aids

HAWKEYE

HISTORY:
Clinton Barton was the younger of two sons born to a small business proprietor and his wife. When his parents were killed in an automobile accident when he was eight, Clint and his brother Barney were placed in the state orphanage. As teens, they ran away from the institute to join a traveling carnival, and Clint apprenticed himself to the carnival's star attraction, the mysterious Swordsman. Recognizing Clint's flair for archery, the Swordsman agreed to tutor him in the art. Eight hours a day for four years, Clint practiced with bow and arrow, becoming good enough to perform professionally as Hawkeye the Marksman.
One day Clint witnessed Iron Man in action, and decided to emulate him by donning a colorful costume and using his archery skills to battle crime. However, in his first public appearance as a masked hero, Hawkeye was mistaken for a thief and found himself in battle with Iron Man. Weeks later, his attraction for the Russian spy Black Widow led him to commit further acts on the wrong side of the law. However, Iron Man soon learned Hawkeye's true nature and sponsored him for Avengers membership. Hawkeye has been a staple member of the Avengers ever since.

HAWKGIRL

STATISTICS:

F RM(30)
A IN(40)
S GD(10)/EX(20)
E RM(20)/IN(40)
R RM(30)
I RM(30)
P EX(20)
Health: 90 **Str:** 8/20
Karma: 80
Resources: TY
Popularity: 10
Height: 5'6"
Weight: 131 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Kendra Saunders
Occupation: Film School Student
Legal Status: Citizen of the United States with no Criminal Record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Michael and Trina Saunders (parents, deceased), Speed Saunders (grandfather, deceased), Shiera Saunders (great aunt), Mia (daughter)
Base of Operations: St. Roch, Louisiana
Present Group Affiliation: Justice Society of America, former member of the Justice League of America

KNOWN POWERS:
Hawkgirl has no superhuman powers, relying primarily on her Thanagarian equipment and her physical training, although pro-longed exposure to Thanagarian Nth metal seems to have given her the ability to hover with Typical ability.
NOTE: Like Hawkman, Hawk-girl once believed she was a perpetually reincarnating spirit, each always destined to become Hawkgirl, perpetually inter-twined with a soulmate (Hawk-man), and that she (as well as her great aunt, Shiera Saunders, the first earth Hawk-woman) was remembering past lives. In actuality, due to reality-altering events within the main-stream DC universe, Hawkgirl was experiencing the memories of a multitude of alternate selves in the endless dimensional corridors of the DC Reality. In the mainstream DC universe, an anomaly was created when three incarnations of Hawkwoman/ Hawkgirl appeared within the same reality – Kendra, along with her aunt, Shiera Saunders - Hawkwoman of Earth, and Shayera Hol – Hawk Woman of Thanagar. Although recent events have suggested that the Thanagarian Hawkwoman may actually be the core-multi-dimensional identity, Kendra is currently the only Hawkgirl that remains alive in the mainstream universe.

Equipment:
Ninth Metal Belt: Hawkgirl's Thanagarian 'Nth Metal' belt, cancels gravity with RM(30) ability, boosts her Strength +1CS and her Endurance +2CS
Wing Pack: These huge wings work in conjunction with the Ninth Metal Belt allowing Hawkgirl to fly at Remarkable air speed. She can also protect herself from harm by

wrapping these wings around herself. Because her Ninth Metal Belt is what keeps her aloft, Hawkgirl can remain levitated while protecting herself, although she can-not maneuver

Spear: Hawkgirl is a Weapon's Specialist with her spear, gaining a +2CS to hit. Her Spear is made of Amazing material and Kendra can throw it for a maximum of 3 areas, inflicting either Edged or Blunt damage of Excellent intensity (Hawkgirl must choose before throwing the Spear, which she is attempting, and success is determined by an Agility FEAT.
Failure indicates that the Spear does Edged damage)

Tri-Hook: Hawkgirl's Tri-Hook is made from Amazing Strength material, and does Excellent Edged damage. Hawkgirl may hurl the Tri-Hook up to 3 areas away

Shurikens: Remarkable material Strength weapons that Hawkgirl may employ for Good damage at up to 3 areas

Talons: Hawkgirl's gloves are adorned with talons that are capable of inflicting Good Edged damage.

Talents: Archeology, Martial Arts A, B, E, Marksman, Weaponsmaster, Aerial Combat, Weapon's Specialist (Spear)

ROLE-PLAYING NOTES:
Hawkgirl has a warrior's spirit, but tends to be more even-tempered than Hawkman. She seems overwhelmed at times by the many memories she now has of her past lives. The one thing she knows for certain is her deep and passionate love for Hawkman, who serves as her anchor amid a dizzying array of past lives.

HISTORY:
Hawkgirl, like her Hawkman counterpart, has a history of re-incarnations, which begins with the 19th Dynasty Egyptian princess Chay-Ara. The priest Hath-Set murdered Chay-Ara and her lover Prince Khufu with a knife Khufu had forged from mystical Nth metal. Somehow the Nth metal's properties and the power of Chay-Ara and Khufu's love combined to lock the lovers in a cycle of reincarnation.
Before becoming Hawkgirl, Chay-Ara lived many lives, each time becoming the lover and partner of a corresponding incarnation of Prince Khufu. In 5th Century Britain she was Celia Penbrook, the lady love of Brian Kent the Silent Knight. In 17th century America, she was the Algonquian princess Pocahontas and love of John Smith. In the American Old West, she was the gunfighter Cinnamon, partner to Hannibal Hawkes. In the 20th Century United States, she lived as Shiela Carr the love of detective James Wright. In the 20th century, Chay-Ara was reborn as Shiera Saunders. When Dr. Anton Hastor, the reincarnation of Hath-Set, kidnapped Shiera, it was Carter Hall (see Hawkman), the reincarnation of Prince Khufu, who came to her rescue. Carter and Shiera soon fell in love, and took to fighting crime as Hawkman and Hawkgirl using winged harnesses Carter crafted from Nth metal.
As partners, the duo joined the All-Star Squadron, and participated in the founding of Justice League together. Eventually Shiera and Carter wed and she bore Carter a son named Hector Hall who would grow up to become Doctor Fate.
During the Zero Hour storyline, Shiera Hall merged with her husband and a hawk god, effectively killing Shiera as an individual. Shiera Hall's soul returned in the body of her grandniece, Kendra Shiera Saunders, the instant Kendra committed suicide in the wake of her parents' murder. Kendra survived the suicide attempt with her great aunt's soul, but retained her own mind and memories. With the help of her grandfather, Speed Saunders, Kendra worked through what had happened, and decided to take up the mantle of Hawkgirl herself. She donned the original Hawkgirl's costume and Nth metal harness and set out for life as a super hero, eventually joining the Justice Society.
Kendra was later kidnapped by a crazed band of Thanagarians who put her on mock trial for treason against Thanagar. She was found guilty. While trying to escape a lynch mob of angry Thanagarians, Kendra discovered her exposure to Nth metal had imbued her with the ability to hover even without her winged harness, and used this newfound talent to fake her death and escape to safety. Returning home to Earth, Kendra reunited with the Justice Society and had a brief romantic tryst with Red Arrow. Hawkman sought her affections, but Kendra became unnerved and confused by their past lives together which he remembered but she did not. When the Blackest Night fell, Kendra and Hawkman were ambushed by Black Lanterns. Kendra was impaled and professed her love for Hawkman with her dying breath. After she and Hawkman were butchered, Black Hand raised them as Black Lanterns themselves. The pair were among the heroes to be restored to life at the death of Nekron and the subsequent dawning of the Brightest Day. In her current incarnation, Hawkgirl has gained full access to the memories of her myriad past lives. She continues to act as a partner to Hawkman and professes the love for him which she has felt through many lifetimes.

HAWKMAN

STATISTICS:

F IN(40)
A RM(30)
S EX(20)/RM(30)
E RM(30)/IN(40)
R RM(30)
I RM(30)
P EX(20)
Health: 120/140 **Str:** 14/25
Karma: 80
Resources: RM
Popularity: 20/50 on Thanagar
Height: 6'1"
Weight: 195 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Carter Hall, (Katar Hol)
Occupation: Warrior, Adventurer
Legal Status: Citizen of Thanagar
Identity: Publicly known
Place of Birth: Carter Hall was born on Earth, Katar Hol was born on Thanagar
Marital Status: Single
Known Relatives: None
Base of Operations: Chicago, Thanagar
Present Group Affiliation: Justice Society of America Justice League of America, Partner of Shayera Thal (Hawk-woman), Former Thangarian 'Wingman'

KNOWN POWERS:
Carter Hall's spirit lives inside the reconstructed body of Katar Hol, the Thangarian Hawkman, giving him a physique superior to most any human, although he technically has no superhuman powers. All of his abilities come from his training and his Thanagarian war equipment.
In his original body, Carter Hall's Strength was Excellent (12), with Remarkable (30) Endurance.
At various times, while operating under the influence of the 'Hawk-God', (in reality the Hawk aspect of the entity known as 'The Red'), Hawkman actually gained most of the abilities normally facilitated by his equipment, including Natural Wings, Enhanced Strength, and the Excellent ability to speak to birds.
NOTE: Hawkman once believed he was a perpetually reincarnating spirit, each always destined to become Hawkman, and intertwined with a soul mate (Hawkgirl), and that he, as Carter Hall was remembering past lives. In actuality, due to reality altering events within the mainstream DC universe, Hawkman was experiencing the memories of a multitude of alternate selves in the endless dimensional corridors of the DC Reality. In the mainstream DC universe, an anomaly was created when two incarnations of Hawkman appeared together – Carter Hall of Earth and Katar Hol of Thanagar. Recent events have suggested that the Thanagarian Hawkman may actually be the core-multi-dimensional identity.

EQUIPMENT:
Nth Metal Belt: Hawkman's flight is achieved with his Thanagarian Anti-Gravity Belt, made of 'Nth Metal', which cancels out gravity with Remarkable ability, and boosts his Strength and his Endurance +1CS. The Nth Metal Belt is supplemented by his wings which add Good maneuver-ability and allows him to carry objects as if with Remarkable Strength Battle Armor: Incredible protection from Physical and Energy attacks

Helmet: Hawkman's helmet provides Incredible protection and gives him the equivalent of Excellent Thermal Vision
Pistol: Hawkman's energy pistol does Excellent Energy damage
Thangarian Mace: Hawkman's Mace is made of Amazing material and Hawkman receives +1CS to damage.

Talents: Hawkman has Martial Arts B, E, and Weapons skills. He is a Weapon's Specialist with a Mace, gaining +2Cs to Fighting. Hawkman also gains +2CS to Fighting when engaged in Ariel Combat. Hawkman also has all the Talents and Skills of his alternate-dimensional selves, including Thanagarian Law-Enforcement, Archeology, and all the history and background of the planet Thanagar.

ROLE-PLAYING NOTES:
Hawkman is a multifaceted character who has lived many lives, but at his core he has a simple warrior's soul. There is an intensity to his personality which marks him as a born leader and alpha male, but he also has a gentler protective side which comes out, particularly around Hawkwoman or Hawkgirl.

HISTORY:
Hawkman's story of death and rebirth began in Egypt's 19th Dynasty when prince Khufu discovered the wreckage of a Thangarian spaceship. In the wrecked ship, Khufu discovered Nth metal, a metal alloy with magical properties, which he forged into artifacts giving him powers like flight and super strength. When the evil priest Hath-Set murdered Khufu and his consort Chay-Ara with Khufu's Nth metal knife, the power of the two lovers bond combined with mystical properties of the Nth metal to trap them in a continued cycle of death and rebirth. Before becoming Hawkman, Khufu lived out many lives, including that of a 5th Century British knight, the son of a 14th century German blacksmith, a 17th Century Virginian colonist, a gunslinger of the American West, and a 20th Century Pinkerton detective. With each incarnation fate had drawn him to the corresponding reincarnation of his lover Chay-Ara only to have the cycle restart upon their tragic deaths.
Khufu's 20th century incarnation, museum curator, Carter Hall, became the first Hawkman after building a winged harness of Nth metal. He rescued Shiera Saunders (see Hawkgirl), the reincarnated Chay-Ara. They fought crime together using artifacts from Carter's museum. They married and helped found the Justice Society.
A Thanagarian spy name Thel Andar became the second Hawkman to infiltrate the Justice League. Prior to this assignment, he had married an Earth woman, Sharon Parker who bore him a son named Charley. Andar kept his son secret from his superiors, who brainwashed his wife to become Hawkwoman. Posing as the original Hawkman's son, Andar gained full JLA membership. Eventually Hawkwoman uncovered Andar's true identity, and he was forced to kill her. Hawkwoman managed to warn Martian Manhunter before she died, thus blowing Andar's cover and forcing him to flee back to planet Thanagar.
Katar Hol, a Thanagarian wingman, became the third Hawkman after being framed by corrupt Thanagarian police chief Byth Rok and subsequently exiled to the Island of Chance. While in exile, Katar obtained a winged Nth metal harness designed after the one built by the original Hawkman. Katar was later exonerated and returned from exile to enforce the law as a Thanagarian wingman. He partnered with Shayera Thal (see Hawkwoman) and the pair pursued Byth Rok all the way from Thanagar to planet Earth. The partners chose to stay on Earth to serve as diplomats and to aid the planet's law enforcement against villains like Byth, eventually joining up with the JLA. Fel Andar's son, Charley Parker, formerly Golden Eagle, posed as Carter Hall's son to become Hawkman after Hall's apparent death.
This charade did not last, however, and Carter Hall returned to expose Charley's true identity and reclaim the title of Hawkman. A new incarnation of Hawkman was born during the Zero Hour storyline, when Carter Hall and his wife Shiera, Katar Hol and a mysterious hawk god all became fused into a single being. Though powerful, this version of Hawkman was unstable due to the merging of conflicting personalities, which eventually ripped apart his psyche and sent him into exile in another dimension.
Hawkman was reborn yet again when Hawkwoman persuaded a group of Thanagarian High Priests to resurrect him. The resurrected Hawkman possessed the combined psyches of the human Carter Hall and the Thanagarian Katar Hol within Katar's Thanagarian body. Hawkman was one of the many super heroes killed and raised as Black Lanterns during the Blackest Night, but was one of the 12 heroes to be restored to life when Nekron's death marked the dawning of the Brightest Day.

HEART OF THE UNIVERSE

STATISTICS:

F N/A
A N/A
S N/A
E N/A
R N/A
I N/A
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: BEYOND-1
Popularity: 0
Height: N/A
Weight: N/A
Eyes: N/A
Hair: N/A

BACKGROUND
Real Name: Inapplicable
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Creation: The Omniverse
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: N/A
Present Group Affiliation: Inapplicable

KNOWN POWERS
Omnipotence: The Heart of the Universe is the spark of Creation ignited by the One Above All, and is the Wellspring of all of Creation within the Marvel Multiverse. It is a non-sentient power source of Beyond-Level-1 intensity, and has demonstrated mastery over the Living Tribunal. It is also from this wellspring that sprang the Infinity Being that created the Marvel Multiverse.

Certain beings have attempted to harness the Heart of the Universe. For many millennia, the members of The Celestial Order jealously guarded access to the Heart of the Universe for their own purposes, powering their technology and personal energies. It is a Shift Z intensity FEAT to tap the energy of the Heart – failure indicates total annihilation against Beyond Level-1 energy – but once a character has established this tap, the Heart allows unlimited access to power. The character's personal abilities are immediately all brought up to Unearthly, or +1CS, and may continue to be raised at +1CS per round.

Thanos of Titan once merged with the Heart of the Universe –absorbing it completely, becoming the master of the Marvel Multiverse. For game purposes, any attempt to access the Heart of the Universe this way causes discorporation against Beyond Level-1 intensity. Because he Heart is non-sentient, the character's Psyche remains for 1 round beyond the destruction of their physical body, and may attempt a red Psyche FEAT to avoid total discorporation. If successful, a second roll determines how many successive Psyche FEATs must be rolled in order to harness the Heart's energy. If successful, the character merges with the Heart, all their physical abilities are raised to Beyond Level-1, and the character may wield the full spectrum of Heart's power.

As the core energy of the multiverse, the Heart of the Universe still ranks below the Beyond Level-3 powers of the Omniversal One Above All, as well as the 'Megaversal', Beyond Level-2 power that was wielded by the 'Brothers' – beings created by the Living Tribunal and the DC Universe's Spectre – wielding the sum total of the Marvel Megaverse, in order to protect the two incompatible Megaverses from interacting with each other.

HEART OF THE UNIVERSE

HISTORY:
The Heart of the Universe is the spark of Creation ignited by the One Above All, and is the Wellspring of all of Creation within the Marvel Multiverse. It is a non-sentient power source of Beyond Level-1 rank and has demonstrated mastery over the Living Tribunal. It is also from this wellspring that sprang the Infinity Being that created the Marvel Multiverse,
Certain beings have attempted to harness the Heart of the Universe. For many millennia, the members of the Celestial Order jealously guarded access to the Heart of the Universe for their own purposes, powering their technology and personal energies. Thanos of Titan upped the ante when he merged with the Heart of the Universe – absorbing it completely, becoming the master of the Marvel Multiverse.
Thanos ended up relinquishing this power, however, in an effort to correct the damaging universal anomalies created by numerous reality-altering events, ironically finding his most important role as a healer.

HELA

STATISTICS:

F AM(50)
A RM(30)
S UN(100)
E ShX(150)
R EX(20)
I MN(75)
P MN(75)
Health: 330 **Str:** 90
Karma: 170
Resources: MN(75)
Popularity: -100
Height: 7'
Weight: 500 lbs.
Eyes: Green
Hair: Grey (almost wholly on her right side)

BACKGROUND
Real Name: Hela
Occupation: Goddess of Death, ruler of Hel and Niffleheim
Legal Status: Ruler of Hel and Niffleheim
Identity: Publicly known to he citizens of Asgard; Hela is generally believed to be a mythological character by the people of Earth
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None, allegedly Loki (father), Angrboda (mother, deceased)
Base of Operations: Hel and Niffleheim
Present Group Affiliation: None

KNOWN POWERS:
Asgardian Stature: Hela is a goddess and as such enjoys Excellent Protection against all attacks, Shift Z resistance to diseases, and an extremely long lifespan. Furthermore, as the ruler of Hel and Niffleheim, Hela has the authority to use various powers at Incredible rank: Levitation, Illusion Casting, and virtually any other power. She is immediately aware of any actions in her realms, and she has the rightful authority to command all who dwell there.
Death-Goddess: Hela holds the power of life and death over the gods of Asgard, and she rules over the deceased spirits in Niffleheim and Hel (the "honorable dead" dwell in the realm of Valhalla). As a death-goddess, Hela has the following Powers:
**Aging Rays*: She can cast eldritch bolts that cause Class 1000 aging to Asgardians, aging them the equivalent of 20 years for a human.
*Complete control over the dead of Niffleheim and Hel (Class 3000 *Mind Control*).
**Death Touch:* Target must make Endurance FEAT against Class 1000 Intensity or begin losing Endurance levels. She can also restore life to a newly-fallen Asgardian, leaving them either at 0 Health or at their full measure of vitality, as she sees fit. She possesses these powers against mortals as well, but her province is the life and death of the gods of Asgard, not the races of Midgard, and her ability drops to Unearthly
**Hand of Glory:* Attack of Unearthly mystic strength delivers as Edged attack. Can scar even tough Asgardian flesh.
**Illusion:* Class 5000 Powers, including masking the nature of the lands of Hel.
Astral Projection: Hela has the Monstrous ability to project her

essence to whichever dimensions as she pleases, for unlimited periods of time. There, she wields the same powers as above.

Weaknesses: Hela's cloak-cowl-headdress contains much of her life-force. Without it, all her Physical Stats drop to Feeble, and Hela cannot use any of her powers. The left half of her body assumes its true from: that of a petrified corpse. Replacing it will restore Hela to full vitality. Even touching it will allow her to stand.

ROLE-PLAYING NOTES:

HISTORY:

Legend has it that Hela is the daughter of Loki and the sorceress giantess Angrboda. The three goddesses of fate, the Norns, have warned the Asgardian gods that Hela will prove a great danger to them.

Odin himself decreed that, on the day of her maturity, Hela become the goddess and ruler of the spirits of the Asgardian dead. He reserved for himself the right to rule over Valhalla, where the spirits of courageous warriors who died in battle reside. Hela was given control of Hel and Niffleheim, both realms of the dead. For ages, Hela has sought to bring more Asgardian souls under her control, and especially longs to possess the souls of Odin and Thor.

In recent years, Odin's attention wandered from Valhalla. Hela tried to annex that realm to her own, hoping to consolidate her power over all the spirits of Asgard's dead. Eventually, Odin noticed Hela's trespass and forced her to withdraw.

Though Hela is stalled for the present, no one doubts that she and her army of dead will be back.

HELLBOY

STATISTICS:

F RM(30)
A IN(40)
S RM(30)
E IN(40)
R EX(20)
I EX(20)
P IN(40)
Health: 140 **Str:** 30
Karma: 110
Resources: GD
Popularity: -10
Height: 6'5"
Weight: 450 lbs.
Eyes: Yellow
Hair: Black

BACKGROUND
Real Name: Unknown, (Aliases: Anung Un Rama, The World Destroyer, The Great Beast, The Beast of the Apocalypse)
Occupation: Agent of the Bureau of Paranormal Research and Defense
Legal Status: Citizen of Santa Prisca with a criminal record
Identity: Publicly known, largely believed to be urban legend
Place of Birth: Summoned to East Bromwich, England, from an unknown, extra-dimensional realm ('Hell')
Marital Status: Single
Known Relatives: Foster Father: Professor Trevor 'Broom' Bruttenholm (Deceased)
Base of Operations: Bureau of Paranormal Research and Defense facility in New Jersey
Present Group Affiliation: Bureau of Paranormal Research and Defense

KNOWN POWERS:
Right Hand of Doom: Hellboy's right hand, referred to as the "Right Hand of Doom", consists of a large forearm and hand that seems to be made from red stone-like material of Unearthly strength. The Hand is effectively invulnerable and feels no pain, and is much like a sledgehammer, giving him a +1CS to Strength and +2CS to damage when used to punch an enemy. Of course, being far larger than an ordinary human hand, the Right Hand of Doom is not very suitable for use with most objects, so Hellboy relies on his more proportionally-sized left hand to operate weapons and devices, although it has proved flexible enough to catch a fly.
Telescopic Vision: Hellboy has Excellent Telescopic Vision.
Regeneration: Hellboy can heal damage with Remarkable intensity
Body Armor: Hellboy's thick hide provides him with Excellent protection from Physical and Energy attacks
Resistance: Hellboy has Remarkable Resistance to Heat and Cold

Talents:
Arcane languages, Law Enforcement, Adaptation, Occult

Equipment:
Shotgun Pistol: Hellboy carries an extremely large shotgun-pistol combination that fires blasts of Remarkable damage. The gun fires six shots and requires at least Excellent Strength to carry and fire.
Miscellaneous Gadgets: Hellboy often carries a group of Tracers, silver bullets, holy water, etc.

HELLBOY

ROLE-PLAYING NOTES:
Hellboy has a cynical, rough-edged charm, is prone to wisecracks, and he favors the wade-in-slugging solution to most problems. He also likes big guns. He is not a complete blunt instrument, of course, and can be subtle and canny when he needs to be.

HISTORY:
Hellboy is a creature summoned in the final months of World War II by Grigori Rasputin, on Tarmagant Island, a small isle just off the coast of Scotland, having been commissioned by the Nazis to change the tide of war ("Project Ragna Rok"). He appeared in a fireball in a ruined church in East Bromwich, England, on December 23, 1944. Hellboy proved not to be a devil, but a little boy-like creature with red skin, horns, a tail, and a large stone right hand — hence the name given by Professor Trevor Bruttenholm.

Taken by the U.S. forces to an Air Force base somewhere in New Mexico, Hellboy was raised by the United States Army and by the Bureau for Paranormal Research and Defense (BPRD), a U.S. government agency dedicated to combating occult threats.

As an adult, Hellboy became the primary agent for the BPRD alongside several other human and quasi-human agents. It must be pointed out that up to 2007, Hellboy has only appeared once in all of the several BPRD mini-series and that is in the fourth issue of *The Universal Machine*. His fellow agents include Kate Corrigan, a professor of folklore at NY University; Abe Sapien, an amphibian humanoid (*"ichthyo sapien"*); Liz Sherman, a pyrokinetic young woman; and Roger, an unusually large homunculus.

During a visit to Bromwich Church, Hellboy learned of his parentage: he was conceived some 300 years earlier by a witch, Catherine Tanner-Tremaine, and a demon Prince of Sheol. Hellboy did not exist as a baby in the real world at this point in time; the prince's 'favorite son' was a power waiting to be born. Hellboy's "Mother" also had children, a nun and a priest who now haunt the church, dying in an attempt to stop the demon from claiming their mother on her deathbed.

In the comic book stories, Hellboy is at least semi-famous, having been granted "honorary human" status by the United Nations in 1952 and becoming known as the "world's greatest paranormal investigator." As such, Hellboy interacts regularly with normal humans, most of whom are not presented as overtly reacting to his strange appearance (although his primary interactions in the comics are with law enforcement officials from different organizations, the military, and various "scholars of the weird"). In the film version, however, Hellboy is kept under lock and key, and considered simply an "urban legend" by the general populace.

Hellboy's adventures span the 1940s to the present day, and involve elements such as sorcerers, Nazis, the Thule Society, hollow earth explorers, werewolves, vampires, ghosts, and other oddities, such as the Ogdru Jahad. Several of the storylines deal with Hellboy's Right Hand of Doom and its purpose in initiating the Apocalypse.

HERACLES (DC)

STATISTICS:

F MN(75)
A EX(20)
S UN(100)
E UN(100)
R GD(10)
I GD(10)
P RM(30)
Health: 295 **Str:** 95
Karma: 50
Resources: TY
Popularity: GD (-40 among Amazons)
Height: 6'4"
Weight: 220 lbs.
Eyes: Brown
Hair: Dark brown

BACKGROUND
Real Name: Heracles
Occupation: Warrior
Legal Status: Olympic citizen
Identity: Publicly known, but commonly believed to be a mythological figure
Place of Birth: Thebes, Greece
Marital Status: Widowed
Known Relatives: Zeus (father), Alcmene (mother, deceased), Poseidon and Hades (uncles), Ares, Apollo, Hermes, Hephaestus, Aphrodite, Athena, Artemis (half-siblings), Delan-eira (first wife, deceased)
Base of Operations: Olympus
Present Group Affiliation: Greek Pantheon

KNOWN POWERS:
Invulnerability: Heracles' godly physiology provides him with Excellent protection from physical attacks and Good Protection versus energy attacks. He also has CL1000 resistance versus disease Immortality: Heracles does not age

ROLE-PLAYING NOTES:
Heracles has 'history' with Hippolyta. Although Heracles is one of the classic heroes of myth, the DC incarnation has been given a villainous slant besides his animosity with Hera – patron goddess of the Amazons – he and his men betrayed, enslaved, and raped Hippolyta along with the rest of the Amazons; this has been somewhat. retconned with the explanation that Heracles was under the influence of the War God, Ares – and thus not responsible for his actions. Nevertheless, Wonder Woman holds it against him and they have been long-time antagonists, excepting a brief stretch where Heracles attempted to seduce Diana under the guise of the hero, Champion

HERACLES (DC)

HISTORY:

Heracles was one the most famous heroes of ancient times. He is the son of Zeus and the mortal woman Alcmene. Among other exploits, he was a member of the Argonauts that sailed under Jason. Though his worse crimes are forgiven, this has not stopped him from occasionally working against the Amazons.

Seeking to punish the Amazons, Ares coaxed Heracles and his men to best Hippolyta and her warrior people. With Theseus in tow, he marched on their city, and met Queen Hippolyta outside the gates. He was not at all interested in peaceful negotiations, but was unable to defeat her in battle. Impressed, Hippolyta allowed the men to enter the city. They abused the opportunity to drug their hosts' drinks; when all were asleep, Heracles made his play. He chained and raped Hippolyta and stole her girdle. He then returned to his homeland with Theseus, escaping the wrath of the Amazons. He could not escape the wrath of the Gods.

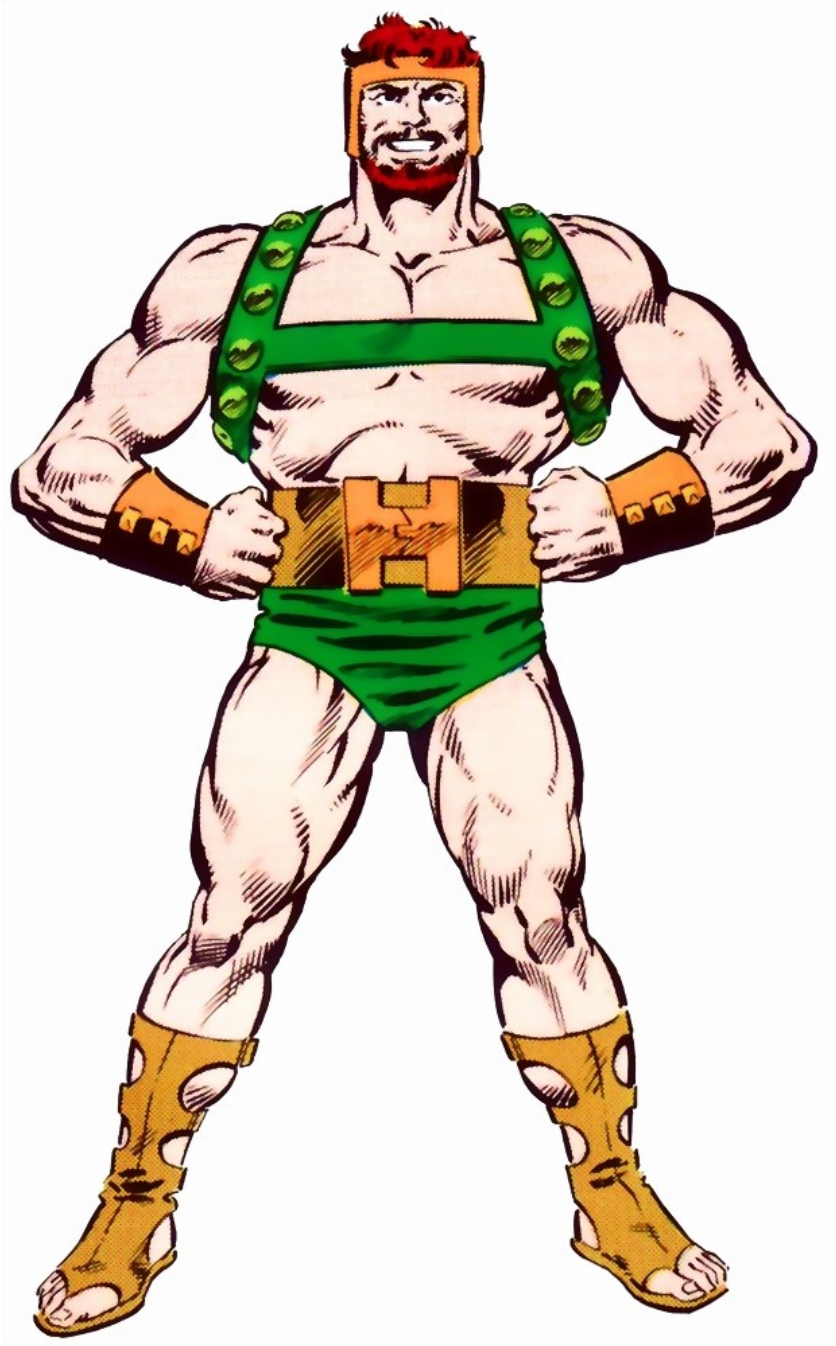
For breaking their oath to the gods, the Amazons were forced to guard Doom's Doorway on the newly made island Themyscira. What they did not know was that the gods punished Heracles by having him support the island. I wasn't until several millennia later that Wonder Woman discovered what had been done to him. She offered to share his burden, which he refused, feeling his punishment just. He did seek to apologize to Hippolyta. The Gods, convinced that he had redeemed himself, took away his burden, allowing Heracles to leave the underworld. He was the first man to set foot on Themyscira, and he immediately begged the Amazons for forgiveness. Though some of the Amazons still harbored hatred for their past rapes and humiliation, most of them were moved by Heracles' newfound humility, and Queen Hippolyta asked her people to search their hearts for the strength to forgive, which they eventually did. Doing so herself, Hippolyta not only forgave him, but shared a brief romance with him before he left the mortal realm to return to his father in Olympus.

Later, Heracles appeared in the contemporary world and schemed to take revenge on the Amazons by seducing Wonder Woman. He did this by making an agreement with the mortal superhero Harold Champion. In exchange for his identity, Heracles gave Champion admission into Mount Olympus. Once this was agreed upon, Heracles used the Mirror of Circe to alter his appearance into that of Champion and proceeded to befriend Wonder Woman as a "new" friend. Heracles' identity was eventually revealed and he resumed his life on Mount Olympus.

A revamped Heracles reappeared during the events of One Year Later. Now shaven, his place had been renewed as a fellow agent of Olympus, who occasionally aided Diana and even replaced her in battle. He temporarily set up his base in the Greek Embassy.

As one of the occupants of Olympus who rejected Athena's decision to remove themselves from the mortal realm, Heracles journeyed to Tartarus in hopes of recruiting Ares to aid him in returning to the mortal realm. Instead, he found Circe who, upon hearing the demigod's story and not wanting to spend eternity in limbo with Athena, decided to partner with Heracles instead. However, this didn't last long, as Circe betrayed him. With Diana's help, he was able to capture Circe, only to reveal his true motives: use her magical powers to transfer the power she had stolen and her own powers to him, becoming a new god to rule over Earth. Using the Lasso of Truth, he tried to compel Circe to cast the spell, and Diana encouraged her to answer the question. Circe, revealing that the only way to cast that spell would be to reverse the original, cast the spell, returning their powers to their original owners and returning Diana's role as Wonder Woman to her

HERCULES (MARVEL)



STATISTICS:

F UN(100)
A EX(20)
S UN(100)
E UN(100)
R GD(10)
I GD(10)
P RM(30)
Health: 320 **Str:** 95
Karma: 50
Resources: TY
Popularity: 70
Height: 6'5"
Weight: 235 lbs.
Eyes: Blue
Hair: Dark brown

BACKGROUND
Real Name: Heracles
Occupation: Adventurer
Legal Status: Olympic citizen, Honorary US citizen
Identity: Public
Place of Birth: Thebes, Greece
Marital Status: Widowed, Separated from current wife
Known Relatives: Zeus (father), Alcmena (mother, deceased), Neptune and Pluto (uncles), Ares, Apollo, Hermes, Hephaestus, Venus, Athena, Artemis (half-siblings), Delaneira (first wife, deceased), Hebes (second wife, separated)
Base of Operations: Olympus, and Avengers Mansion (NYC)
Present Group Affiliation: Avengers, Greek Pantheon

KNOWN POWERS:
Invulnerability: Hercules' Olympian physique provides him with Excellent resistance to physical and energy attacks and CL1000 resistance to any form of disease
Immortality: Hercules never ages and can only be killed on the Olympian plane
The Golden Mace: Hercules has a Golden Mace which is crafted from a CL1000 strength material. Hercules can employ it to do Shift X damage

Talents: Wrestling, Bows, Sharp Weapons, Blunt Weapons, Ancient Greek Lore, Olympian Lore, Mythology

ROLE-PLAYING NOTES:
Herc is a good time haver. Hercules has a number of contacts among the Earth heroes community. In particular, he has worked with the Avengers and the Champions, and has partnered with Amadeus Cho and the Hulk. He has a tumultuous relationship with his father Zeus

HERCULES (MARVEL)

HISTORY:

If you know mythology, you know Hercules. Father: Zeus, king of the Greek gods. Mother: Alcmena, mortal woman. Home: Mount Olympus, hangout of the immortal set.

After the 12 labors, after his ascent to godhood, Herc got tired of Mount Olympus, so he decided to come down off the mountain to see where the action was and discovered modern America. It was everything he could have hoped for.

He promptly raised the ire of Zeus for meddling in mortal affairs, and was banished to Earth for a year, barred from returning to Olympus. To Zeus' consternation, Herc had such a good time that he stayed much longer. During his initial banishment, he served with the Avengers. Later he joined the Defenders, and for a while was a charter member of the Champions.

The 'Lion of Olympus' is a party guy, who loves drink, women, and food. While he isn't irresponsible or foolish, he kicks back a lot more than most of the heroes he keeps company with. He lives to give others the 'gift' of battle– usually a serious beating.

Hercules has hit low points, stripped of his powers, wandering as a homeless bum, near death after an attack by Masters of Evil, but he always springs back as a ready ally of the Avengers whenever they need him.

Recently Herc has developed a sidekick partnership with Amadeus Cho, a teen-aged genius, as well as a more-congenial than usual associations with the Incredible Hulk.

HULK

STATISTICS:

F RM(30)
A GD(10)
S UN(100)
E UN(100)
R PR(4)
I TY(6)
P RM(30)
Health: 240 **Str:** 100/300/500
Karma: 40
Resources: FB
Popularity: -10
Height: 7' to 8'
Weight: 1,040 lbs. to 1,400 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Former Nuclear Physicist; as the Hulk none
Legal Status: Criminal Record, Pardoned once.
Identity: Dr. Banner's identity as the Hulk is publicly known
Place of Birth: Dayton, Ohio
Marital Status: Married, also widowed in his 'Green Scar/ World War Hulk' identity
Known Relatives: Elizabeth 'Betty' Ross (wife – estranged), Caiera of the Oldstrong (wife, deceased), Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (alias the 'She-Hulk, cousin), Morris Walters (uncle), Thaddeus 'Thunderbolt' Ross (father in law), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Mobile
Present Group Affiliation: None, although still Occasionally works with the Avengers, and Defenders

KNOWN POWERS:
Alter Ego: The Hulk's human form is that of Robert Bruce Banner.
Adrenaline Surge: The Hulk gains +1CS to Strength and Fighting every round up to a maximum of Shift Y (300) to hit and damage. Health is raised accordingly.
If the Hulk is severely provoked he may attempt a red Psyche FEAT, in order to gain an additional +1CS to Shift Z (500) to hit and damage. This additional boost does not further increase Health, and also causes the loss of half of his Karma. In addition, as long as he is operating on this level, the Hulk must pass a green Psyche FEAT each round or become wantonly destructive. If the Hulk is further provoked, while already operating at Shift Z intensity, he must pass a red Psyche FEAT or else he will start generating more energy than his physical body can contain. If the Hulk does not release this release this excess energy, in form of a Shift Z Strength FEAT immediately, his body will begin emitting involuntary bursts of power rank Kinetic Blasts, in every direction.
NOTE: The Hulk is 'The Strongest One there is' – as such, when presented with an obstacle greater than what his normal Strength can handle, up to Class 1000, he is allowed a one-time only, plot-device red Psyche FEAT to raise his strength past the Shift Z barrier. Upon completion of this Strength FEAT, the Hulk is knocked unconscious for 10 to 20 rounds, loses all his Karma, and reverts

immediately to the form of Bruce Banner. .

Invulnerability: Monstrous protection against Physical and Amazing versus Energy attacks.

The Hulk also possesses Class 1000 resistance to cold, heat, fire, or disease

Hyper-leaping: Class 5000

Astral Detection: Unearthly ability to see Astral Forms

Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.' Regeneration: Amazing ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly.

NOTE: The Hulk's mental stats have varied over the years; recently, the intelligence of the Savage Hulk has improved, manifesting in the 'Green Scar' personality. In this incarnation, the Hulk's Reason is raised to Remarkable (30), his Intuition to Good (10), and his base Fighting score rises to Incredible (40). His Health And Karma are both raised accordingly.

ROLE-PLAYING NOTES:

As Banner, he is Intelligent, but virtually devoid of emotion; the 'Savage Hulk' identity, has childlike levels of intelligence and curiosity, with a longing for friendship and love, but is also prone to violent fits of rage. The Hulk has manifested many different forms and personalities over the years, several of which are detailed below.

HISTORY:

As a small boy, Robert Bruce Banner witnessed the murder of his mother at the hands of his abusive alcoholic father. Repressing the trauma, young Bruce bottled up all emotion, finding solace in the antiseptic disciplines of science. His aptitude for radiology and physics eventually employed him with the military, where he was instrumental in the creation of the Gamma Bomb. Unfortunately, a stray teen-ager named Rick Jones, ventured onto the test site. Racing out to save the boy, Banner himself was caught in the heart of the nuclear explosion instead. Although miraculously surviving the blast, Banner soon discovered to his horror, that the radiation had altered his very genetic structure. All the repressed rage at his mother's murder was suddenly given form as The Incredible Hulk.

Attacked upon his first transformation by frightened military, the Hulk also found himself targeted by the rest of the mistrustful metahuman community. Eventually a wall of resentment was built that would last even when the Hulk gained back much of Banner's intelligence.

The Hulk is a wildcard. He has shown courage and selflessness; he has also been a genuine berserker. Within him lies potential redemption or destruction His final path is yet to be seen.

HULK (AVENGERS)

STATISTICS:

F RM(30)
A GD(10)
S UN(100)
E MN(75)
R TY(6)
I TY(6)
P RM(30)
Health: 240 **Str:** 90/150
Karma: 40
Resources: FB
Popularity: -10
Height: 7'
Weight: 1,040 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Nuclear Physicist; as the Hulk none
Legal Status: U.S. Citizen with no criminal record, wanted by the Military as the Hulk
Identity: During his tenure as a founding Avenger, the Hulk's identity as Dr. Bruce Banner was secret.
Place of Birth: Dayton, Ohio
Marital Status: Single
Known Relatives: Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (cousin), Morris Walters (uncle), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Mobile
Present Group Affiliation: Brief association with the Avengers.

KNOWN POWERS:
Alter Ego: The Hulk's human form is that of Robert Bruce Banner. **NOTE:** During the Hulk's early days, Dr. Banner initiated the transformation into the Hulk with a Gamma Ray machine that fired Amazing strength Gamma Radiation. While there is some speculation that the machine's rays were simply a psychological trigger for a latent ability to spontaneously transform, the Gamma Ray Machine has successfully transformed other beings into Hulk-like monsters

Adrenaline Surge: After three rounds of combat, the Hulk begins to +1CS to Strength and Fighting every round up to Shift X (150) to hit and damage. Health is raised accordingly.
NOTE: Because the Hulk is 'The Strongest One there is' –when presented with an obstacle greater than his normal Strength can handle, he may attempt a red Psyche FEAT, to allow him a single Strength FEAT at up to Shift Z (500) intensity. This additional boost does not further increase Health, and also causes the loss of half of the Hulk's Karma, and once this FEAT is accomplished, the Hulk will fall unconscious for 1-10 rounds and revert back to the form of Bruce Banner.
Invulnerability: Amazing protection against Physical and Incredible versus Energy attacks.
The Hulk also possesses Monstrous resistance to cold, heat, fire, or disease
Hyper-leaping: Class 1000
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.'
Regeneration: Amazing ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly.

HULK (AVENGERS)

ROLE-PLAYING NOTES:
During his time with the Avengers, the Hulk retained much of Bruce Banner's intelligence, although he was still brutish and temperamental. Although he knows they are the same being, he still hated 'weakling' Banner. This personality has resurfaced in the gray 'Joe Fixit' Hulk, and in the modern 'Gravage' Hulk.

HISTORY:
The Hulk was one of the founding members of the Avengers, although his tenure did not last long. The group was formed when Thor's evil step brother, Loki attempted framed the Hulk as a menace to be hunted by Thor – drawing not just the attention of the Thunder God, but Iron Man, the Wasp and Ant-Man as well. When Loki was exposed as the true villain, the five of them decided to band together to battle threats none of them could handle alone. Unfortunately, the Hulk's temperamental nature put him at odds with the rest of the group, and when the Space Phantom successfully convinced the rest of the group once again that the Hulk was a menace, the Hulk realized how much the others didn't trust him and left the team.

HULK (CLASSIC)

STATISTICS:

F RM(30)
A GD(10)
S UN(100)
E MN(75)
R PR(4)
I TY(6)
P RM(30)
Health: 240 **Str:** 90/300
Karma: 40
Resources: FB
Popularity: -10
Height: 7'
Weight: 1,040 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Former Nuclear Physicist; as the Hulk none
Legal Status: Criminal Record, Pardoned once.
Identity: Dr. Banner's identity as the Hulk is publicly known
Place of Birth: Dayton, Ohio
Marital Status: Single
Known Relatives: Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (alias the 'She-Hulk, cousin), Morris Walters (uncle), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Mobile
Present Group Affiliation: None, although he regularly works with the Defenders.

KNOWN POWERS:
Alter Ego: The Hulk's human form is that of Robert Bruce Banner.
Adrenaline Surge: After three rounds of combat, the Hulk begins to gain +1CS to Strength and Fighting each round up to Shift X(150) to hit and damage, raising Health accordingly. If severely provoked, the Hulk may attempt a green Psyche FEAT for another boost up to Shift Y (300) to hit and damage. Above Shift X Strength, the Hulk must also pass a green Psyche FEAT each round or become wantonly destructive.

NOTE: Because the Hulk is 'The Strongest One there is' –when presented with an obstacle greater than his normal Strength can handle, he may attempt a red Psyche FEAT, to allow him a single Strength FEAT at up to Shift Z(500) intensity. This additional boost does not further increase Health, and also causes the loss of half of the Hulk's Karma.
Invulnerability: Monstrous protection against Physical and Amazing versus Energy attacks.
The Hulk also possesses Class 1000 resistance to cold, heat, fire, or disease
Hyper-leaping: Class 5000
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.'
Regeneration: Amazing ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly

HULK (CLASSIC)

ROLE-PLAYING NOTES:
This is the 'Savage Hulk' identity, which has childlike levels of intelligence and curiosity, with a longing for friendship and love, but is also prone to violent fits of rage The Savage Hulk is usually unaware that he is actually Banner, and sees him as a different person and an enemy.

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HISTORY:
After an initial series of varying transformations, caused by as many different triggers, everything from nightfall, to a gamma ray gun, and varying degrees of personalities, intelligence, and colors, the Hulk's gamma mutation finally stabilized into the form very close to what he is today. The transformation from Banner into the Hulk was now caused by stress, and the Hulk himself manifested as the familiar green giant in torn purple trousers, with the intelligence of a child.
This incarnation of the Hulk remained largely unchanged for many years, during which the Hulk mostly avoided human contact (although still managing to partner with the off-beat, misfit hero group, the Defenders, from time to time), but was constantly hounded by the military, and other foes, who often provoked him into large-scale acts of destruction. All these years of persecution built a strong distrust of 'puny humans.'

HULK (JOE FIXIT)

STATISTICS:

F IN(40)
A EX(20)
S MN(75)
E AM(50)
R EX(20)
I GD(10)
P RM(30)
Health: 185 **Str:** 65/150
Karma: 60
Resources: GD (10)
Popularity: -10
Height: 6'6"
Weight: 900 lbs.
Eyes: Gray
Hair: Black

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Former Nuclear Physicist, Enforcer
Legal Status: Criminal Record, Pardoned once.
Identity: Dr. Banner's identity as the Hulk is publicly known
Place of Birth: Dayton, Ohio
Marital Status: Widowed (although rumors persist that Betty Banner might still be alive).
Known Relatives: Elizabeth 'Betty' Ross (wife – thought deceased), Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (alias the 'She-Hulk, cousin), Morris Walters (uncle), Thaddeus 'Thunderbolt' Ross (father in law), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Mobile, Formerly Las Vegas
Present Group Affiliation: None. Former Enforcer for Gangster Mike Berengetti, occasionally works with the Avengers, and Defenders

KNOWN POWERS:
Alter Ego: The Hulk's human form is that of Robert Bruce Banner.
Adrenaline Surge: In his Joe Fixit incarnation, the Hulk gains +1CS to Strength and Fighting every round up to a maximum of Shift X to hit and damage. Health is raised accordingly. The Joe Fixit Hulk cannot raise his abilities beyond Shift X as his green persona can.
Invulnerability: Amazing protection against Physical and Incredible versus Energy attacks. Joe Fixit also possesses Monstrous resistance to cold, heat, fire, or disease
Hyper-leaping: Shift Z
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.'
Regeneration: Amazing ability to heal damage. Increases with Adrenaline Surge +1CS per round to a maximum of Unearthly.

ROLE-PLAYING NOTES:
Joe Fixit is just barely on the side of the angels – not quite a villain - his battle tactics are devious, ruthless, and willingly lethal, having nearly drowned the Thing. While maintaining most of Banner's intelligence, the Gray Hulk is temperamental and brutal.

HULK (JOE FIXIT)

HISTORY:
Joe Fixit was the identity the Gray Hulk took when he reemerged after a series of experiments intended to separate the Hulk from Banner. After a bizarre series of transformations, the Hulk finally assumed the form he had taken the first night he was created – a smaller gray form, with higher intelligence than the green Hulk. For several months, Banner was totally suppressed and 'Joe Fixit' took a job as an enforcer in Las Vegas. Banner eventually reemerged and the transformations begin to occur between day and night – as they had originally. Before long, however, the green Hulk personality also reemerged and the three personas were joined into the merged 'Professor Hulk.'

HULK (LOU FERRIGNO)

STATISTICS:

F RM(30)/TY(6)
A EX(20)/TY(6)
S IN(40)/TY(6)
E AM(50)/TY(6)
R PR(4)/RM(30)
I GD(10)
P RM(30)
Health: 140 (24) **Str:** 35(6)
Karma: 44(72)
Resources: 0
Popularity: -5
Height: 7' (5'10")
Weight: 320 lbs (170 lbs.)
Eyes: White (Blue)
Hair: Green (Black)

BACKGROUND
Real Name: David Bruce Banner
Occupation: None; former Medical Researcher
Legal Status: David Banner is legally dead, the creature is wanted by authorities
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Twice Widowed
Known Relatives: Laura Banner (wife, deceased), Dr. Caroline Fields (wife, deceased), D.S. Banner (father), Helen (sister)
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Hulk's sheer muscle provides him with PR(4) Body Armor
Growth: The Hulk is seven feet tall, giving him Feeble Growth, which gives him +1CS to be hit, but also giving him a +1CS to any blunt damage he delivers
Rapid Healing: The Hulk heals at a faster rate than humans, regaining his Endurance rank in health points once every hour instead of only once per day.

Talents:
The Hulk has no talents; Banner has expertise in Physics, Radiology and Medicine.

ROLE-PLAYING NOTES:
Banner is haunted by tragedy – every woman he ever loved has died. As a fugitive, he keeps a low profile, but always finds enough trouble to bring out his brutish alter-ego. The Hulk is mute, childlike, and surprisingly gentle, tending to throw rather than smash bad guys.

HULK (LOU FERRIGNO)

HISTORY:

The Incredible Hulk TV show featured Bill Bixby as Dr. 'David' Banner, who had lost his wife after being unable to pull a burning car off of her. Haunted by her loss, Banner begins researching cases similar to his own where people actually succeeded in adrenaline-induced feats of strength. He discovers the common element in each case was high gamma-radiation activity, versus low gamma activity on the day his wife died. Attempting to test this, Banner accidentally exposes himself to an intense overdose of radiation, transforming him into the Hulk (Lou Ferrigno).

Confiding in his lab partner and budding love-interest Elaina Marks, Banner attempts to find a cure, but reporter, Jack McGee, investigating sightings of a giant, green monster, inadvertently sets the lab on fire, and Elaina is killed. Banner is also believed to have died in the fire, and both deaths are blamed upon the Hulk. Banner becomes a drifter, roaming from town to town, as he searches for a cure.

HULK (PROFESSOR)

STATISTICS:

F IN(40)
A GD(10)
S UN(100)
E UN(100)
R RM(30)
I GD(10)
P RM(30)
Health: 250 **Str:** 100/300
Karma: 70
Resources: FB, or MN (With Pantheon)
Popularity: -10
Height: 7'6"
Weight: 1,150 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Former Nuclear Physicist, Adventurer
Legal Status: Criminal Record, Pardoned once.
Identity: Dr. Banner's identity as the Hulk is publicly known
Place of Birth: Dayton, Ohio
Marital Status: Widowed (although recently his wife was supposedly resurrected by cloning technology.
Known Relatives: Elizabeth 'Betty' Ross (wife – thought deceased), Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (alias the 'She-Hulk, cousin), Morris Walters (uncle), Thaddeus 'Thunderbolt' Ross (father in law), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Mobile, Formerly the Mount (Pantheon Headquarters)
Present Group Affiliation: None. Formerly the Pantheon, occasionally works with the Avengers, and Defenders

KNOWN POWERS:
Alter Ego: The Hulk's human form is that of Robert Bruce Banner.
Adrenaline Surge: The Hulk gains +1CS to Strength and Fighting every round up to a maximum of Shift Y (300) to hit and damage. Health is raised accordingly. NOTE: The Hulk retains his ability to raise his Strength beyond Shifty Y, but in his Professor Hulk incarnation, a moving past this barrier causes an automatic reversion to the Savage Hulk persona (see primary entry for the Hulk). A red Psyche FEAT is necessary for the Professor personality to reassert itself, and he may not use Karma in the attempt.
NOTE: For a brief period, this incarnation of the Hulk would revert to a 'Savage Banner' personality as a failsafe against the Savage Hulk persona escaping, turning the Professor Hulk into the physical form of Bruce Banner with the Savage Hulk's mind anytime the Adrenaline Surge was activated
Invulnerability: Monstrous protection against Physical and Amazing versus Energy attacks. Class 1000 resistance to cold, heat, fire, or disease
Hyper-leaping: Class 5000
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.' Regeneration: Amazing ability to heal damage. Increases with Adrenaline Surge +1CS per round to a maximum of Unearthly.

HULK (PROFESSOR)

ROLE-PLAYING NOTES:
Professor Hulk seemed the ideal combination of brains savvy and strength, and called himself 'Bruce', but the stability was only an illusion – the deep down rage in Banner's psyche could not be contained. This personality begin to deteriorate after a serious brain trauma and then after Banner and the Hulk were again separated during the Onslaught Crisis – when the Hulk first adapted his 'Gravage' persona – with Banner's intelligence but the to Hulk's gruff monosyllabic nature.

HISTORY:
Professor Hulk appeared when Doc Samson, the super-psychiatrist, used hypnotism to merge the Joe Fixit and Savage Hulk personalities with Bruce Banner's, resulting in a somewhat more human-looking, green form, retaining Banner's intelligence and speech patterns, combined with the Savage Hulk's power and the craftiness and attitude of Joe Fixit. During this period, the Hulk joined the Pantheon – a militant group that purported to right world wrongs. The Hulk ended up leading this familial group of meta-humans, but due to the manipulations of Agamemnon – the group's progenitor – it all fell into disarray, with the Hulk on the run from the authorities.

HULK (RED-HULK)

STATISTICS:

F IN(40)
A GD(10)
S UN(100)
E UN(100)
R EX(20)
I EX(20)
P EX(20)
Health: 250 **Str:** 100/150
Karma: 60
Resources: GD
Popularity: -10
Height: 7'6"
Weight: 1,150 lbs.
Eyes: Red
Hair: Black

BACKGROUND
Real Name: General Thaddeus E. 'Thunderbolt' Ross
Occupation: Lieutenant general (4 stars), US Army Air Force, (As Red-Hulk), Super-powered Terrorist
Legal Status: Wanted by S.H.I.E.L.D the United States Military for various criminal acts both with the United States and internationally
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Widower
Known Relatives: Karen Lee Ross (wife, deceased), Elizabeth 'Betty' Ross Talbot Banner (daughter), Robert Bruce Banner (The Hulk, son-in-law), Glenn Talbot (former son-in-law, deceased)
Base of Operations: (As Red Hulk) Mobile
Present Group Affiliation: United States Military, Various incarnations of Hulk-Busters, unspecified agreement with the Warrior woman, Thundra
.

KNOWN POWERS:
Alter Ego: General 'Thunder-bolt' Ross (human form)
Energy Absorption: Rulk's powers stem from his Shift X ability to absorb gamma energy, although he has shown the ability to absorb other forms of energy, as well, including the Cosmic Energy of the Silver Surfer. (Rulk also demonstrated the ability to manipulate the Surfer's cosmic energy, but this could simply be an innate feature of the Power Cosmic),
By absorbing energy from an energy source of at least equal to his power rank will give him an additional +1CS to both his Strength and Endurance for 1-10 turns or for as long as the energy source remains available. Health is adjusted accordingly
Adrenaline Surge: Unlike his Green counterpart, the Red-Hulk does not increase his Strength with his Adrenaline Surge. Instead he gets 'hotter' as he gets angrier, emitting Gamma radiation that increases in intensity with his anger. This radiation is considered to be a Heat and Energy attack to anything within range, starting at Excellent range and intensity, increasing each round until reaching Unearthly. Rulk has also demonstrated the ability to focus this radiation as beams of heat from his eyes, giving him Heat Vision of intensity equal to the energy he has absorbed. Limitation: if Rulk's radiation emission reaches Unearthly, or higher, he must make an Endurance FEAT each round or else fall unconscious for 10-20 turns.
Invulnerability: Monstrous protection against Physical and Energy attacks. Rulk also possesses Class 1000 resistance to cold, heat, fire, or disease
Hyper-leaping: Class 5000
Regeneration: Amazing ability to heal damage.

HULK (RED-HULK)

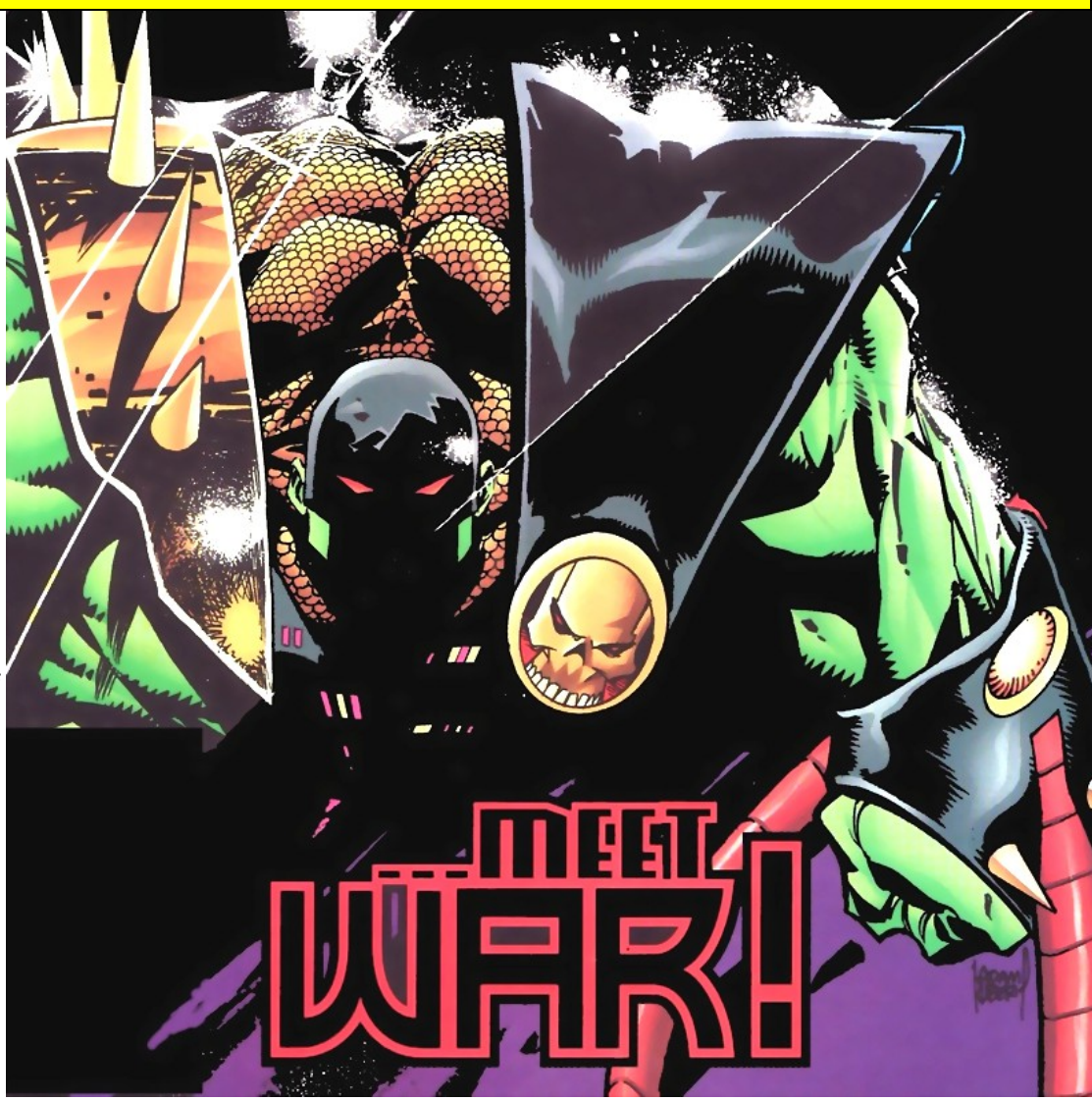
Talents: Martial Arts A, B, C, Wrestling, Weapons(Firearms), Military Strategy, Combat Tactics, and Espionage (+1CS to all mental Stats in each area.

Equipment:
High-Powered Handgun: The Red Hulk has used a S.H.I.E.L.D.-issue handgun made of Amazing strength material and capable of penetrating Monstrous material for Amazing shooting damage.

ROLE-PLAYING NOTES:
Rulk is a ruthless tactical fighter, and is perfectly willing to kill. He has a personal hatred for the Hulk.

HISTORY:
In the aftermath of World War Hulk, a Red Hulk appeared that was not Bruce Banner. Red Hulk, or 'Rulk', killed the Abomination, the Wendigo, destroyed the S.H.I.E.L.D. Helicarrier, defeated several big-league Marvel heroes, and caused an earthquake in San Francisco. He was finally stopped by the combined efforts of the Hulk and Thor
It was later revealed that Rulk was created as part of a Super Soldier program by the criminal think tank, the "The Intelligencia", headed by MODOK, and eventually discovered to be the Hulk's long time nemesis, General Thunderbolt Ross.

HULK (WAR)



STATISTICS:

F IN(40)
A GD(10)
S ShY(300)
E ShX(150)
R RM(30)
I GD(10)
P RM(30)
Health: 500 **Str:** 300/500
Karma: 70
Resources: GD
Popularity: -10
Height: 7'6"
Weight: 1,150 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Horseman of Apocalypse, Former Nuclear Physicist
Legal Status: Criminal Record, Pardoned once.
Identity: Dr. Banner's identity as the Hulk is publicly known
Place of Birth: Dayton, Ohio
Marital Status: Married
Known Relatives: Elizabeth 'Betty' Ross (wife), Brian and Rebecca Banner (parents, deceased), Jennifer Walters ('She-Hulk, cousin), Morris Walters (uncle), Thaddeus 'Thunderbolt' Ross (father in law), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Mobile
Present Group Affiliation: Agent of Apocalypse.

KNOWN POWERS:
Alter Ego: The Hulk's human form is Robert Bruce Banner.
Adrenaline Surge: War-Hulk's Strength has been dramatically augmented by Apocalypse, utilizing the technology of the Celestials, giving War-Hulk the ability to tap into his near-limitless reservoirs of Strength with none of the limitations of his other forms. War-Hulk's base Strength has already been boosted to Shift Y (300), and only needs a yellow not a red Psyche FEAT in order to gain an additional +1CS to Shift Z (500) to hit and damage. This additional boost does not further increase War-Hulk's Health, nor does he suffer the loss of Karma. Due to the cybernetic/ Celestial implants War-Hulk's body can fully contain excess energy, and operate normally at Shift Z-levels without releasing the involuntary kenotic blasts demonstrated by the World War Hulk incarnation.
NOTE: War-Hulk is still the Hulk and the Hulk is 'The Strongest One there is' – as such, when presented with an obstacle greater than what his normal Strength can handle, up to Class 1000, he is allowed a, plot-device red Psyche FEAT to raise his strength past the Shift Z barrier. War-Hulk, however does not lose consciousness nor does he revert to the form of Doctor Banner after the FEAT is completed, simply returning to normal levels.
Invulnerability: Monstrous protection against Physical and Energy attacks. War-Hulk also possesses Class 1000 resistance to cold, heat, fire, or disease
Hyper-leaping: Class 5000
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.' Regeneration: Monstrous ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly.

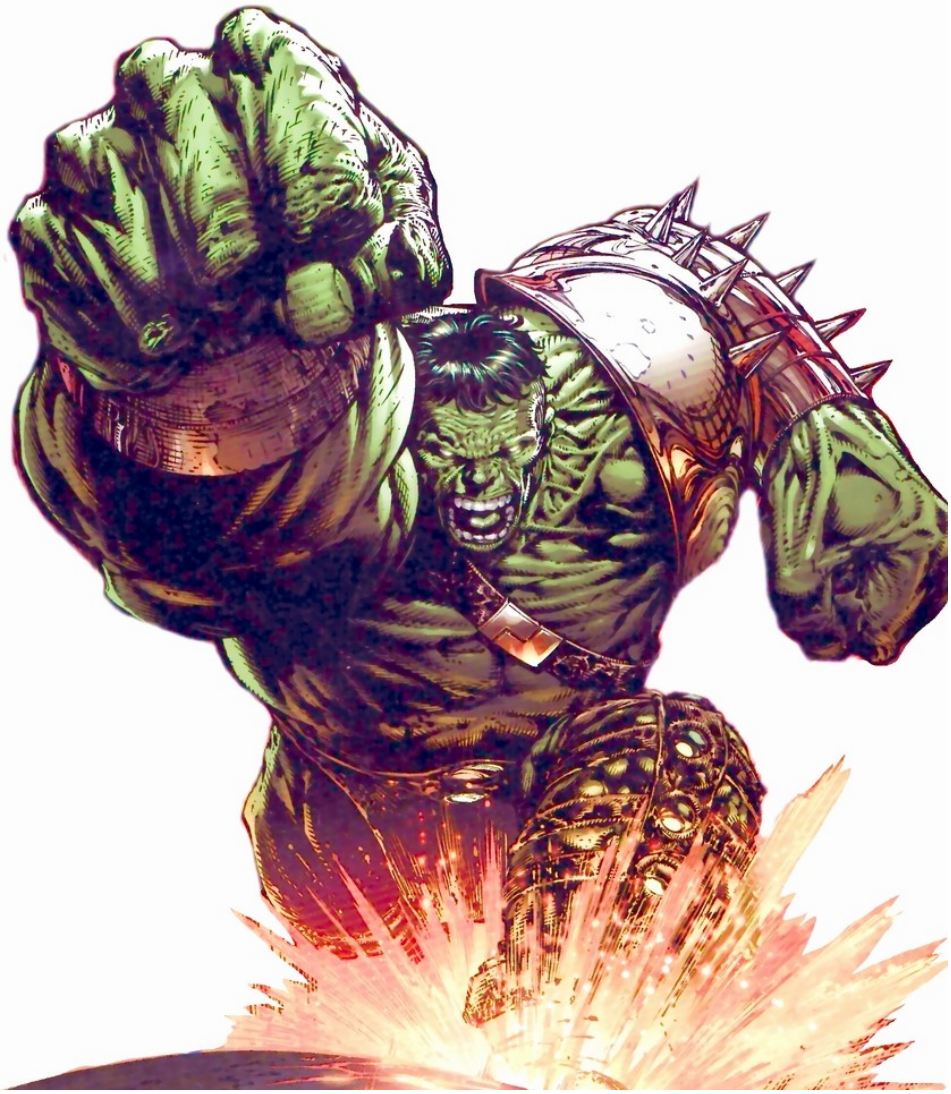
HULK (WAR)

Equipment:
Sword: War-Hulk's sword does Monstrous Edged damage, but draws energy from the War-Hulk himself, allowing it to cut through Unearthly material.
Cybernetic Whip: Unearthly material, Strikes for Amazing Damage, the also provides an Unearthly Grappling attack and allows War-Hulk to attack adjacent targets up to 1 area away.

ROLE-PLAYING NOTES:
As 'War', the Hulk was a relentless, unstoppable engine of destruction, made all the more terrifying by the Banner-like intelligence combined with an absolute absence of humanity.

HISTORY:
During the period of time immediately after the Onslaught Crisis, when the Hulk and Banner personas had been split (with the Banner persona being transported to the Heroes Reborn Universe: See Below), the Hulk, divorced from the humanity of Banner, became dark and vicious – a prime target for the villainous mutant warlord, Apocalypse, used the technological implants, purloined from the vastly powerful space gods known as the Celestials, to transform the Hulk into the horseman 'War', allowing him to access the full potential of his strength, boosting his power sufficiently to stop the Juggernaut dead in his tracks.
'War' came into almost immediate conflict with both the Juggernaut and the Absorbing Man, defeating both of them, and preparing to kill the Juggernaut before the intervention of the Hulk's long-time sidekick, Rick Jones. A glancing blow from the Hulk injured Jones severely, and the shock of seeing his friend hurt allowed the Hulk to free himself from Apocalypse's control, whereupon he ripped the Celestial Implants free from his body.

HULK (WORLD-WAR-HULK)



STATISTICS:

F AM(50)
A GD(10)
S ShY(200)
E ShX(150)
R RM(30)
I GD(10)
P RM(30)
Health: 410 **Str:** 200/300/500
Karma: 70
Resources: GD
Popularity: -10
Height: 7'6"
Weight: 1,150 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Former King of Sakaar, Former Nuclear Physicist, Adventurer
Legal Status: Criminal Record, Pardoned once.
Identity: Dr. Banner's identity as the Hulk is publicly known
Place of Birth: Dayton, Ohio
Marital Status: Twice-Widowed (although Betty Banner's current status is uncertain).
Known Relatives: Caiera of the Oldstrong (wife, deceased), Elizabeth 'Betty' Ross (wife – thought deceased), Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (alias the 'She-Hulk, cousin), Morris Walters (uncle), Thaddeus 'Thunderbolt' Ross (father in law), Mrs. Drake (aunt), Cassandra Walters Pike (aunt), David Pike (cousin).
Base of Operations: Currently Manhattan Island, New York; formerly the planet, Sakaar – 'Planet Hulk' – in the Tayo System, deep within the Fornax Galaxy
Present Group Affiliation: Currently aligned with the 'Warbound' – his fellow gladiatorial slaves from Sakaar.

KNOWN POWERS:
Alter Ego: The Hulk's human form is that of Robert Bruce Banner.

Adrenaline Surge: World War Hulk has channeled and focused his rage through meditation, allowing him to tap into his near-limitless reservoirs of Strength without reverting to his Savage form. World War Hulk's base Strength has already been boosted to Shift Y (200), which automatically rises to Shift Y (300), to hit and damage after 1 round of combat, raising his Health accordingly. In addition, World War Hulk only needs a yellow not a red Psyche FEAT in order to gain an additional +1CS to Shift Z (500) to hit and damage. This additional boost does not further increase Health, but World War Hulk does not suffer the loss of Karma that his normal incarnation would. However, World War Hulk suffers -1CS to his Psyche if he is further provoked, while already operating at Shift Z intensity - a red Psyche FEAT is required or else he will start generating more energy than his physical body can contain. If the Hulk does not release this release this excess energy, in form of a Shift Z Strength FEAT immediately, his body will begin emitting involuntary bursts of power rank Kinetic Blasts, in every direction.
NOTE: The Hulk is 'The Strongest One there is' – as such, when presented with an obstacle greater than what his normal Strength can handle, up to Class 1000, he is allowed a one-time only, plot-device red Psyche FEAT to raise his strength past the Shift Z barrier. Upon completion of this Strength FEAT, the Hulk is knocked unconscious for 10 to 20 rounds,

loses all his Karma, and reverts immediately to the form of Bruce Banner. .
Invulnerability: Monstrous protection against Physical and Energy attacks. The Hulk also possesses Class 1000 resistance to cold, heat, fire, or disease
Hyper-leaping: Class 5000
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.'
Regeneration: Monstrous ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly.

Talents: World War Hulk has acquired Martial Arts A, B, C, Grappling, Weapons, Mental Discipline and Meditation Skills

Equipment:
Battle-Ax: The Hulk's Battle-ax is composed of Amazing material and may strike for up to Monstrous Edged damage.
Shield: Amazing Strength material that provides Amazing protection from Physical and Energy attacks
Sword: The Hulk's Sword is composed of Amazing material and may strike for up to Monstrous Edged damage

ROLE-PLAYING NOTES:
This incarnation of the Hulk has the intelligence of Bruce Banner, but with a personality more akin to the gray Hulk, gruff, temperamental, but clever and crafty, especially in combat. He is also, driven by previously untapped levels of rage over the death of his wife and child, and the destruction of his adopted planet.

HISTORY:
Iron Man, Mr. Fantastic, Dr. Strange, and the Black Bolt, members of the secret organization known as the 'Illuminati', agreed to exile the Hulk into space, tricking him onto a deep-space shuttle programmed to take him to a peaceful planet of non-sentient life. The ship fell off course, landing on the gladiatorial planet, Sakaar. The Hulk was taken captive, and forced to fight in the arena. Eventually freeing himself and his fellow prisoners, he liberated the planet and was declared King. He also married his fellow rebel, Caiera the Oldstrong, and with a child on the way, the Hulk was finally truly happy. Unfortunately, the shuttle in which he'd come exploded, killing Caiera and her unborn child, along with most of the people on the planet. Blaming the Illuminati, the Hulk returned to Earth, ready to smash those who had betrayed him.

HUMAN TORCH

STATISTICS:

F GD(10)
A EX(20)
S TY(6)
E EX(20)
R EX(20)
I GD(10)
P TY(6)
Health: 56 **Str:** 6
Karma: 36
Resources: RM
Popularity: 50
Height: 5'10"
Weight: 170 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Jonathon (Johnny) Storm
Occupation: Adventurer. Race car drover
Legal Status: American citizen with no criminal record
Identity: Public
Place of Birth: Glenville, Long Island, New York
Marital Status: Widowed
Known Relatives: Franklin and Mary (parents, deceased), Sue Storm Richards (sister), Lyja (wife, presumed deceased)
Base of Operations: Four Freedoms Plaza, NY
Present Group Affiliation: Fantastic Four

KNOWN POWERS:
Fire Generation: The Human Torch can generate Unearthly intensity flames and established the following power stunts:
*Unearthly damage fireballs with a range of 3 areas.
**Skywriting* to create flaming image which last 4 turns.
**Nova Flame*: Johnny can release a single burst of Shift Z intensity flame which does 500 points damage to everything within 1 area and 150 points of damage to everything from 2-5 areas away. Following this great effort, all of his powers drop to Feeble for 1-10 turns and he must make a Red Endurance FEAT to avoid fainting.
Energy Sheath (Fire): Johnny can shroud himself in Unearthly intensity flame which gives him Unearthly protection from physical and energy attack. However, it offers no protection against wind, cold, or water-based attacks.
Flame Control: Unearthly control over the shape and intensity of both natural and power-created flames. The Intensity can be increased or decreased by his rank. He can use this power to manifest the following stunts:
*The creation of up to 10 identical duplicates of himself
*The forming of cages, barriers, and other restraints of Amazing intensity flame.
*He can absorb surrounding heat to ignite himself, causing the local temperature to temporarily drop 30 degrees Fahrenheit.
*He can absorb up heat and flames of up to Shift X intensity and retain it for up to 10 turns before he must release it as a Nova Flame
True Flight: Excellent Flight (150 mph) when aflame.
Specific Resistance (Heat and Flame): Johnny can ignore flames and heat of up to CL1000 intensity.
Weaknesses: Most of Johnny's powers only operate when he is aflame. Cold, Water, or Wind-based attacks of Shift X or greater Intensity can extinguish his flames, as can a loss of oxygen or being covered by a fire-negating substance.

HUMAN TORCH

ROLE-PLAYING NOTES:
Usually the first to dive into battle, Johnny's brash, impulsive nature have earned him the nickname 'hothead'. Always seeing to be the center of attention, he his known for flashy combat maneuvers, and his battle cry – Flame on!'

HISTORY:
Johnny Storm saw membership in the Fantastic Four as a great big adventure and he has remained much the same throughout his career, always the most brash and excitable member of the FF. He still respects Reed, considers Sue as an overprotective – and somewhat bossy – older sister, and teases Ben unmercifully. He is absolutely dedicated to the FF's cause, however, and is well aware of his powers' potential to cause serious harm or even death to opponents. The Human Torch rarely uses his powers at full intensity except against the most powerful and dangerous foes.
Johnny's light-heartedness hides his desire to find true love, a goal he pursues with considerable zeal. In the course of his life, he has had relationships with many women, some very serious. All his relationships have ended poorly, but that doesn't stop him from trying over and over again.

HUNGER

STATISTICS:

F Varies
A Varies
S Varies
E Varies
R CL1000
I CL1000
P CL5000
Health: Varies **Str:** Varies
Karma: 7000
Resources: Inapplicable
Popularity: 0
Height: Variable
Weight: Variable
Eyes: Black
Hair: None

BACKGROUND
Real Name: Hunger
Occupation: Universal Parasite
Legal Status: None
Identity: The general population of Earth is unaware of the Hunger's existence
Place of Birth: Unrevealed, perhaps inapplicable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The Multiverse
Present Group Affiliation: None

KNOWN POWERS:
Universal Parasite: The Hunger Entity feeds off of the energy it receives by consuming entire realities. As an extra-dimensional entity, Hunger requires an entranceway provided by someone already dwelling within a given universe any being will do, although Hunger prefers to use beings of great power as his entrance ways, as his power upon initially gaining access to a given reality is dependant upon the Psyche of whoever grants him entry. For example, the Hunger entity recently attempted to consume the Marvel Universe by using the cosmic being known as Galactus as his pawn. Galactus has CL1000 Psyche, and therefore, Hunger entered the Marvel Universe with FASE stats of CL1000. Once he has accessed a universe, he begins to consume it. For game purposes, treat this as Vampirism at the level of the Psyche of whoever allowed him entry. This power, along with all other powers increase by +1CS every five rounds until reaching CL5000 – at which point he can attack the Universe itself directly.
Hunger requires access with a being of at least Monstrous-level power before he can enter a reality on any level.
Regeneration: If Hunger should be destroyed, and still retains at least 2 points of Health, he may begin to regenerate at a power Rank equal to the number of Health points he retains. (provided he has an energy source to leech off of). Once he accumulates enough Health, his abilities return and he may attack the given reality once more.
Mind Control: Hunger has Class 1000 Mind Control Powers. Victims may resist with a red Psyche FEAT
Life Detection: Hunger can sense different realities with Class 5000 ability
Telepathy: Class 5000

HUNGER

ROLE-PLAYING NOTES:
Despite being an entity with the power to consume universes, Hunger seems to be fairly base in nature – devilishly diabolical, and taking great glee, not just in devouring a reality, but in sadistically taunting its prey. And despite being a cosmic-level intelligence, this base nature, and accompanying arrogance led to its own downfall against Thanos the Mad Titan. Doubtless Hunger has learned well from the wiles of Thanos.

HISTORY:
The mysterious entity known as Hunger has existed for countless ages and has consumed countless realities. The Hunger Entity first became aware of the Marvel Universe Earth-616 dimension after the massive energy dispersion caused by the Infinity Gauntlet conflict, But Hunger could not enter Earth-616 dimension because it was a "spherical" reality, needing an opening on both sides of the dimensional barriers.
To gain entrance to the Marvel Universe, Hunger subtly manipulated the World Devourer, Galactus, convincing the Devourer that the vibratory patterns of the Infinity Gems were identical to the kind he consumed from planets, sending Galactus on an obsessive mission to end his insatiable appetite through the assemblage of the Infinity Gems. The Mad Titan Thanos stumbled onto Hunger's manipulation, realizing that the device Galactus had created to channel the gem's energy was actually opening a doorway into Hunger's dimension. The parasitical Hunger had also used his mental abilities to shield Galactus from being able to detect any flaws in this plan.
Thanos attempted to engage Galactus in battle, to avoid activating the device, but was quickly defeated, and a portal was opened, allowing Hunger access into the 616 Reality. Even the might of Galactus proved useless to the amorphous, shadow-like inter-dimensional parasite, which simply absorbed the Devourer's energy blasts, as it prepared to consume the entire universe.
Thanos, however, had arranged for Pip the Troll to teleport the battle to the detonation point of two colliding planets, seemingly killing Hunger, and nearly killing Galactus as well. While Thanos took the opportunity to lecture the weakened Galactus, a small amorphous drop of the Hunger Entity is seen racing from the scene.
The Hunger Entity presumably still exists - although diminished in mass (and power) to a few droplets of matter, it is only a matter of time before it returns.

HUNTRESS

STATISTICS:

F RM(30)
A IN(40)
S GD(10)
E EX(20)
R RM(30)
I RM(30)
P RM(30)
Health: 130 **Str:** 8
Karma: 90
Resources: TY
Popularity: GD
Height: 5'11"
Weight: 148 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Helena Bertinelli
Occupation: Vigilante, School Teacher
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: Franco Bertinelli (father, deceased), Maria Panessa-Bertinelli (mother, deceased)
Base of Operations: Gotham City
Present Group Affiliation: Birds of Prey, 'Bat-Family', Justice League

KNOWN POWERS:
Helena has no superhuman power, relying solely on her training and equipment
Talents:
Martial Arts A, B, Acrobatics, Weapons Specialist (Crossbow) Escape Artist, Thief, Climbing, Detective

Equipment:
Crossbow: The Huntress' hand-held crossbow fires bolts for up to Good Edged damage
Knives: Helena carries two throwing knives that may inflict up to Good Edged damage. She may also throw these knives hilt-first, for Typical Blunt damage
Wrist-Launcher: used to fire grappling hooks and line.

ROLE-PLAYING NOTES:
Huntress has a strong sense of justice and retribution, and is somewhat vengeful. She is prone to violence that other costumed heroes, especially Batman, find excessive and unnecessary, and she is somewhat unpredictable. She possesses a powerful desire to avoid the ignominy of her family's origins (see History), and to protect the innocent by striking fear into the hearts of those who would prey on them. Unlike many heroes, Huntress is quite willing to kill (or allow to die) those she feels are irredeemable, though the Birds of Prey and Batman continually try to teach her mercy.

HUNTRESS

HISTORY:

Helena Bertinelli is the daughter of Franco Bertinelli, a powerful Gotham City Mafia don. At age eight, she witnessed her parents gunned down by a hitman hired by a rival Mafioso, and was sent to live in Sicily with the Asaro family. As it turned out, the Asaros were a family of assassins, and her cousin Sal schooled her in hand-to-hand combat and other martial techniques that she would employ later in life as the Huntress.

Helena hunted down Steven Mandragora (the Mafioso who had ordered the hit on her family), and in the process discovered that her biological father was a man named Santo Cassamento, a mobster whose family operated under the Mandragoras. He had passed along the order for the hit from Mandragora to the actual killer.

While hunting down the hitman who had murdered her parents, Huntress saw Batman take on a Mafia crew and noted the fear that he engendered in them. She designed her Huntress persona in part based on this principle, and embarked on a career of vigilantism directed at organized crime.

Huntress donned the uniform of Batgirl when Gotham City was separated from the rest of the country by a massive earthquake. She discovered the criminals reacted to her much more fearfully as Batgirl than when she was the Huntress, and she continued to use the Batgirl persona until she lost a battle with Two-Face, and Batman rescinded the privilege. She managed to regain his respect, however, when she stood up to the Joker and survived his brutal attack.

After this incident, Batman nominated Huntress for membership in the Justice League, hoping that the other heroes would help temper her violent nature.

This apparently worked for a time, but then she attempted to kill the super-villain Prometheus. Batman stopped her and kicked her out of the Justice League.

Following this, Huntress responded to an invitation from Oracle to fill a vacancy in the Birds of Prey, and has retained membership in that group ever since.

HYPERION

STATISTICS:

F UN(100)
A MN(75)
S UN(100)
E UN(100)
R EX(20)
I MN(75)
P IN(40)
Health: 375 **Str:** 95
Karma: 165
Resources: MN
Popularity: 80
Height: 6'4"
Weight: 460 lbs.
Eyes: Blue
Hair: Red

BACKGROUND
Real Name: Unrevealed, Mark Milton (adopted name)
Occupation: Adventurer, Government Agent, Cartoonist
Legal Status: Citizen of Earth 712 ('Other-Earth,' 'Earth-S')
Identity: Secret
Place of Birth: Planet Argon, Earth 712 Reality
Marital Status: Single
Known Relatives: The Miltons (adopted parents, deceased)
Base of Operations: Earth 712
Present Group Affiliation: Squadron Supreme

KNOWN POWERS:
Invulnerability: Unearthly resistance to physical and energy attacks
Flight: Unearthly airspeed in a planetary atmosphere. Shift Z speed in space
Nuclear Vision: Hyperion fires a combination of Infrared and X-Ray eyebeams for Monstrous damage within 10 areas.
Superhuman Senses: Hyperion possesses the following sensory powers:
**Enhanced Hearing:* Monstrous
**Microscopic Vision:* Incredible
**Telescopic Vision:* Good
**X-Ray Vision:* Monstrous

Weakness:
Hyperion is vulnerable to Argonite, a rare lead isotope that negates his powers and does Excellent damage every round it is within 20 feat of him

ROLE-PLAYING NOTES:
Hyperion is a born leader. He radiates sincerity and good intentions in virtually everything he does, and people follow him almost without a second thought. He admires beings who have strong principles as much as he detests those who do not.

HYPERION

HISTORY:

Hyperion is the mightiest and most celebrated hero in the alternate-reality Earth 712, but his origin are still shrouded in mystery. He is apparently a member of his world's Eternals, a superhumanly powerful and long-lived offshoot of humanity. At some point, Earth 712's Eternals left their world for the planet Argon, and when their society later died during a planetary explosion, Hyperion was rocketed to Earth as a child. He was found and raised by the Miltons, a childless couple who named him 'Mark'. He was brought up with a deep respect for life and humanity, and was taught not to interfere in human affairs, restricting his heroics simply to saving lives, battling villains, and doing good deeds, avoiding greater issues and observing the world from his 'Tower of Isolation'.

After the death of his parents, 'Mark Milton' took a job as a cartoonist in the USA's biggest city – "Cosmopolis' – and built a flirtatious friendship with reporter, Lonni Lattimer. Hyperion joined fellow Superheroes – Amphibian, Nighthawk, Power Princess, and the Whizzer – to form the super-team, Squadron Supreme

(Heh. No copyright infringement here. Anyway…)

Hyperion has had multiple dealings with the Avengers – both as friend and foe; although Hyperion is the Hero's Hero, the heroes of Earth 712 seem oddly susceptible to mind-control, as the entire Squadron Supreme has been pitted more than once against the mainstream Avengers, at behest of some mind-manipulating super-villain. Complicating matters, other versions of Hyperion exist, both alternate-dimension versions as well as a villainous counterpart created by the Grandmaster. While Hyperion is considered an ally of the Avengers, you never know which one you're going to run into.

Hyperion eventually developed a romance with Power Princess that continues to this day

IMPERIEX

STATISTICS:

F MN(75)
A IN(40)
S CL1000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 4115 **Str:** 1000
Karma: 3000
Resources: CL3000
Popularity: -500
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed

BACKGROUND
Real Name: Imperiex -Prime
Occupation: Destroyer of Galaxies
Legal Status: Inapplicable
Identity: Imperiex is known and feared throughout the Universe
Place of Birth: Unrevealed
Marital Status: Presumably single, perhaps not applicable
Known Relatives: Unrevealed, perhaps inapplicable
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: None

KNOWN POWERS:
Energy Manipulation: Wielding the power of the Big Bang itself, Imperiex-Prime was able to manipulate all forms of energy with Class 3000 ability. The full range of his abilities was never fully catalogued but it may be assumed that he could duplicate any superhuman power at Power-rank intensity.

Equipment:
Imperiex Armor: Imperiex is a discorporeal energy being that wears a suit of body armor to give him form. The Imperiex armor provides Shift X protection from physical and energy attacks. Any time his armor takes damage, besides normal Health deductions, Imperiex must make a green Endurance FEAT, or else his energies start to disperse, losing-1CS from all Powers and Abilities each round until he patches his armor or his Health score reaches 0 NOTE: Should Imperiex' Armor be destroyed, he still retains consciousness and may still utilize his powers at –4CS until his energy is completely dispersed and his Health score is reduced to 0 Energy *Siphon:* Imperiex maintains his energies with machines that drain energy from galactic bodies such as planets and stars with CL3000 ability. Use of these machines cause a CL1000 rift in the space-time continuum wherever they are employed

IMPERIEX

ROLE-PLAYING NOTES:
Imperiex considers the universe flawed, and thus any organisms that cling to it are likewise flawed, and thus irrelevant, and similarly slated for extermination. He is aloof and generally will not acknowledge lesser beings

HISTORY:
The embodiment of entropy, Imperiex is a being of pure energy contained inside a colossal suit of armor. The first word of his existence came when Mongul arrived on Earth claiming that Imperiex had destroyed Warworld and was heading for Earth. Together Mongul and Superman managed to defeat 'Imperiex', only to discover their opponent was no more than a probe. The true 'Imperiex Prime' was a much larger and more powerful being. Imperiex had detected imperfections in the fabric of the universe. Destroying Earth, the planet that held the universe together, would induce a new Big Bang, allowing Imperiex to create a new, perfect universe. Imperiex obliterated whole galaxies. After destroying the planets, Kalanor, Karna, and Daxam, Imperiex arrived at Almerac, the home of Maxima, and not only destroyed Almerac but 'hollowed' the entire galaxy. Survivors of the dead worlds, Brainiac 13's Warworld, Apokolips, and Earth formed a coalition, with Darkseid as its commander, to fight against Imperiex.
Arriving at the Milky Way Galaxy, Imperiex sent in numerous probes. On Earth, President Lex Luthor rallied the super-heroes of Earth, the U.S. military, and other countries. Furthermore, Luthor had decided that Superman did not have enough power to lead a strike force alone, arranging for Doomsday to be brainwashed to attack Imperiex Probes. Superman and Doomsday destroyed several until Imperiex Prime himself finally appeared. Doomsday was vaporized but Superman survived. Thanks to the sacrifice of Strange Visitor and General Sam Lane, Earth's forces managed to crack
Imperiex' armor, allowing Darkseid to use Boom Tubes to transfer Imperiex' energy back to the galaxies he had destroyed. However, Brainiac-13 appeared on the battleground with Warworld, absorbing the Imperiex energies and vowing to use them to rule everything.
In a desperate gambit, Superman dove into the heart of the sun, gaining a massive power boost. Realizing Warworld couldn't be destroyed without releasing Imperiex and triggering another Big Bang, Superman formed a new plan, combining the power of Darkseid, enhanced by the faith and strength of the Amazons, focused through Steel's 'Entropy Aegis' armor (created from an Imperiex probe). With Luthor activating a temporal displacement weapon, Superman pushed Warworld through a temporal Boom Tube, sending both Imperiex Prime's and Brainiac's consciousness back fourteen billion years to the Big Bang, destroying both of them. In his final moments, Imperiex realized, in an ironic twist, that the imperfection he had detected in the universe was Imperiex himself.

IMPOSSIBLE MAN

STATISTICS:

F RM(30)
A RM(30)
S PR(4)
E UN(100)
R TY(6)
I TY(6)
P TY(6)
Health: 164 **Str.** 4
Karma: 18
Resources: Not Applicable
Popularity: 3

BACKGROUND
Real Name: "We don't use names
Occupation: Traveler, Prankster, Hedonist, Pop-Culture Addict, and parent of his race
Legal Status: Citizen of Poppup
Identity: Public
Place of Birth: The planet Poppup
Marital Status: Married
Known Relatives: Impossible Woman (Wife), Impossible Kids (Children)
Base of Operations: Mobile, but he tends to hang around the New York City area
Present Group Affiliation: (Are you kidding)

KNOWN POWERS:
Shapeshifting: Shift Z ability, limited only by his retention of the colors green and purple. Power Stunts include
*Power Duplication: He can mimic innate powers; Good rank if he uses his own power, Amazing rank if augmented by his ship.
*Self-Sustenance: Indefinite survivability without air water or food.
*True Flight: By mimicking air or space vehicles, he can attain up to CL3000 airspeed
Talents: Astronavigation and rapid language learning skills

ROLE-PLAYING NOTES:
This feisty little alien is fond of saying, "Hey, look at me! I'm the Impossible Man!" Impy likes attention, and he needs entertainment – constantly. He will do just about anything to avoid boredom, and he cries readily and for long-periods when tested or frustrated. On the plus side, he's really rather nice and would never hurt anyone out of malice. He loves movies and TV programs of all sorts. The Impossible Man has helped out the Fantastic Four on more than one occasion, but he is flighty and undependable. The Impossible Woman is nearly indistinguishable from her mate in terms of mannerisms.

IMPOSSIBLE MAN

HISTORY:

Somewhere in a far-off galaxy, there was once a planet called Poppup. Life was so dangerous that the local sentients developed the ability to transform immediately into anything they could imagine. On this ever-changing world, no one had a name, since they always knew who they were.

The Impossible Man is one of the shapeshifting Poppupian natives, with body morphing abilities that would make a Skrull turn even greener with envy. Since he was bored one day, he turned himself into a spaceship and came to Earth to check us all out. Here he met the Fantastic Four, and Ben Grimm gave him the name "impossible Man," which has stuck ever since – though friends sometimes cal him, 'Impy'. He caused considerable trouble until the Fantastic four managed to bore him into going home.

Some time later, Galactus was threatening to devour Counter-Earth, the High Evolutionary's greatest creation. Hearing of this impending tragedy, and bored with their own existence, the Poppupians sent Impy to talk Galactus into eating their world instead. After his planet became lunch for the Devourer of Worlds, the Impossible Man returned to Earth and came to terms with the Fantastic Four. Thereafter, he spent quite a lot of time hanging around the Baxter Building and watching television, which he adored.

Lonely for someone of his own kind, the Impossible Man eventually split himself in two, creating a mate – the Impossible Woman. She has the same statistics, skills, powers, and basic personality as her male counterpart, but generally appears more feminine. The two left Earth together and duplicated themselves into a mob of Impossible Kids (raising the possibility that the entire Poppupian race could have just been one being duplicating itself, all along).

The Impossible Man continues to roam the spaceways, vesting Earth often, occasionally dipping into cosmic matters, such as the time he advised the Silver Surfer to lighten up, because he didn't have what it takes to out-grim Thanos.

But mostly the Impossible Man lives as a prankster – not causing any real harm but just a royal pain in the ass.

IN-BETWEENER

STATISTICS:

F AM(50)
A AM(50)
S RM(30)
E ShZ(500)
R GD(10)
I MN(75)
P UN(100)
Health: 610 **Str:** 30
Karma: 185
Resources: Shift Z
Popularity: Not Applicable
Height: Variable
Weight: Variable
Eyes: (right) Black, (left) White
Hair: None

BACKGROUND
Real Name: In-Betweener
Occupation: Servant of the conceptual entities Lord Chaos and Master Order
Legal Status: Inapplicable
Identity: Existence Unknown
Place of Birth: Not Applicable
Marital Status: Not Applicable
Known Relatives: Not Applicable
Base of Operations: Everywhere and nowhere
Present Group Affiliation: Agent of Master Order and Lord Chaos

KNOWN POWERS:
Dimensional Travel: The In-Betweener can traverse dimensions with Shift Z ability
Invulnerability: Monstrous resistance to physical, energy, magical, and psionic attacks. By manipulating reality, the In-Betweener can raise this resistance to Shift Z.
Reality Alteration: Shift Z rank within the border between Order and Chaos). The In-Betweener can duplicate any superhuman power. (NOTE: The In-Betweener's Reality Manipulation powers only function where dichotomies are present; when imprisoned at the Nexus of Realities, for example, the In-Betweener was powerless)
Because of the unique nature of his powers, the In-Betweener's Reality Manipulation powers also allow him to influence beings who represent the primal polar forces of the Universe. Such an action requires a red Psyche FEAT, it costs the In-Betweener half his Karma, and allows for one action only: an example would be the time that he caused Mistress Death to kill the Elders of the Universe against her wishes. This power is only effective on beings who represent abstract extremes. Singular beings like the Celestials or Galactus would be immune.
Self-Sustenance: The In-Betweener has permanent freedom from breathing, drinking and eating.
Telepathy: CL1000

EQUIPMENT:
The Soul Gem: The In-Betweener formerly possessed the Soul Gem. This was stolen by Thanos to create the omnipotent Infinity Gauntlet. (See the entry for the Infinity Gauntlet).

IN-BETWEENER

ROLE-PLAYING NOTES:

HISTORY:

Master Order and Lord Chaos created the In-Betweener to maintain the balance between their two opposing forces. The In-Betweener has been known to run rogue.

INDIANA JONES

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E EX(20)
R RM(30)
I RM(30)
P RM(30)
Health: 80 **Str:** 9
Karma: 90
Resources: EX
Popularity: 10
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Dr. Henry Jones Jr.
Occupation: Archeologist, Adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Professor Henry Jones Sr. (father), Anna Jones (mother, deceased)
Base of Operations: Mobile
Present Group Affiliation: Marshall University

KNOWN POWERS:
Indiana Jones has no superhuman powers; he relies solely on his weapons and natural skills
Talents: Martial Arts A, B, Acrobatics, Animal Handling, Detective, Occultist, Thief, Weapons (firearms, whips)
Equipment:
Revolver: Indy carries a .45 service revolver that does Excellent damage
Whip: Weapons Specialist: +2CS to hit for Good damage

ROLE-PLAYING NOTES:
Indy is totally dedicated to the study of archeology, his dry, somewhat dour personality, he exhibits in his college professorial duties belies the swashbuckling adventure-hero he becomes in his archeological-discovery missions. Indiana is also somewhat hard-boiled, a sign of his times, as well as being an experienced combat veteran of two World Wars. His machismo comes out when he's romancing the ladies.

INDIANA JONES

HISTORY:

Dr. Henry "Indiana" Jones, Jr. (born July 1, 1899), also known as Indy, is a professor, archaeologist, and adventurer - the main protagonist of the 1981 adventure film Raiders of the Lost Ark – and best known for his trademark bullwhip, fedora, leather jacket, and fear of snakes.

In his younger days, Henry, Jr. was in the Boy Scouts, and that is where he found a love of archaeology, while trying to recover the Cross of Coronado from a group of prospectors whom he suspected to be grave. Although it was later found that those gentlemen had the land and its caves fair and square, young Indy ran them a merry chase, During which, he developed his fear of snakes and discovered his innate skill with a bull-whip after going face to face with a lion on a circus train. Demonstrating his tenacity, as an adult, Indy would eventually recover the Cross of Coronado from the same man and donate it to a museum as an important historic artifact

Although Indy had a lot of female acquaintances over the years, the love of his life was Marion Ravenwood, although their relationship was rocky, and they separated for many years. They were reunited, when Indiana discovered belatedly that he and Marion had a now-grown son - Henry Jones III (a.k.a. Mutt Williams). Reconciling, Indy and Marion were finally married.

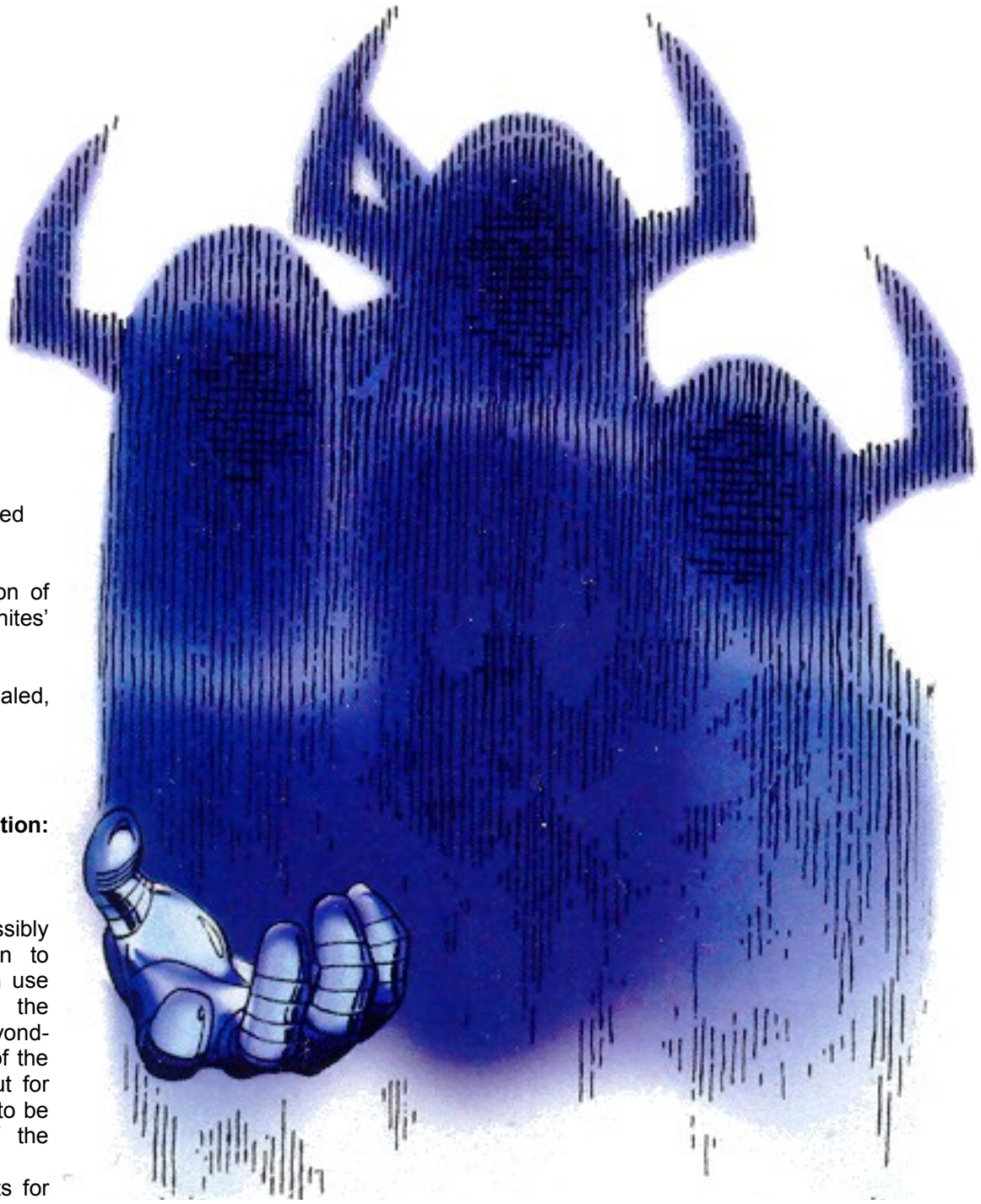
Indiana Jones is most famous for his discoveries of great historical relics like the Lost Arc of the Covenant, and the Holy Grail, as well as the mysterious alien Crystal Skulls.

Exactly how Indy adapted his nickname ‘Indiana’ is unclear, but during their search for the Holy Grail, Indy’s father, Doctor Henry Jones Sr. reveals that "Indiana" was the name of their dog).

INFINITES

STATISTICS:

F BEYOND-1
A BEYOND-1
S BEYOND-1
E BEYOND-1
R BEYOND-1
I BEYOND-1
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: Beyond
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed



BACKGROUND
Known Members: None identified
Occupation: Unrevealed
Legal Status: Not Applicable
Identity: The general population of Earth is unaware of the Infinites' existence
Place of Birth: Unrevealed
Marital Status: Unrevealed, perhaps not applicable
Known Relatives: Unrevealed
Base of Operations: Unrevealed dimension
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: The Infinites (possibly collectively) wield power seen to dwarf that of Eternity, and can use any of the Powers listed in the Marvel Universe books at Beyond-level 1 ability. The full scope of the Infinites' power is unknown, but for game purposes, assume them to be subject to the jurisdiction of the Living Tribunal.
NOTE: It is possible that stats for the Infinites individually are substantially lower than their collective; in one instance an Infinite sacrificed its life to create a single planet. In such a scenario, consider the stats above a 'collective' for the Infinites as a whole, with individual FASERIP stats at Shift Z(500), with similar Powers-stats

ROLE-PLAYING NOTES:
The Infinites are your typical mysterious, omnipotent entities – barely seen shadowy figures, so they haven't exhibited much personality beyond their presumption that all realities are just simply fodder for their experience and that lesser beings are of little importance. There was one Infinite that sacrificed itself to restore a destroyed planet, so it's possible that they are less malevolent, than simply aloof.

INFINITES

HISTORY:

The Infinites were a race of beings who claimed to be superior to any other creatures in existence, in any reality. They believed that by rearranging the flow of energies in other galaxies they would improve the balance of the multiverse, and have dispatched humanoid-sized creatures called Servitors along with the larger than a planet servants called Walkers who would refashion the raw elements of the planets into materials that the infinites used to rearrange and then restructure galaxies.

The Infinites' task led to the annihilation of a planet colonized by the Rigellians. They were confronted by the Asgardian, Thor and his fellow Avengers. Together they opposed the Infinites, and alerted Eternity, embodiment of time, to the danger that these outsiders presented to the universe. The Avengers brought Eternity and the Infinites to the Dimension of Manifestations, and there they convinced the Infinites to abandon their reality; one of the Infinites sacrificed its existence to create a new planet to replace the colony it had destroyed.

The interference of the Avengers in the Infinites' schemes upset the Time-Keepers' former master Immortus, who was also instrumental in Lilandra Neramani of the Shi'ar Empire deciding to turn Earth into a penal colony, as she feared the influence humans were having on the galaxy.

INFINITY

STATISTICS:

F CL5000
A CL5000
S CL5000
E CL5000
R CL5000
I CL5000
P CL5000
Health: 20,000 **Str:** 5000
Karma: 15,000
Resources: CL5000
Popularity: 0
Height: Infinite
Weight: Infinite
Eyes: Red (no pupils)
Hair: None

BACKGROUND
Real Name: Infinity
Occupation: Personification of the Spatial Axis of the Universe
Legal Status: Not Applicable
Identity: Infinity is not believed to exist as a self-aware entity by the general population of the Earth
Place of Birth: The Big Bang
Marital Status: Not applicable
Known Relatives: Eternity (Counterpart), Oblivion/Death Figurative Siblings
Base of Operations: Not Applicable
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: Infinity can use any Power listed in the Marvel Universe books she sees fit at CL5000 ability, although she does not do so with any regularity. Infinity's humanoid form is a manifestation and cannot be perceived unless she wishes to converse with a mortal.

Limitations:
Infinity cannot exist without Eternity

ROLE-PLAYING NOTES:

INFINITY

HISTORY:
As the embodiment of the Spatial Axis of the Universe, Infinity has vast powers, but rarely uses them directly, preferring to act through proxies – as such, she has contacts on the mortal plane, including Quasar and Adam Warlock. Along the Cosmic Plane, Infinity most often interacts with her counterpart/mate Eternity. And as Eternity's opposite is Mistress Death, Infinity's opposite is Oblivion, and together the four of them comprise the 'Cosmic Axis'. Most other cosmic-level entities, such as the Celestials, Master Order and Lord Chaos will act in Infinity's interests and do her bidding. Despite her near omnipotence, there DO exist powers beyond even Infinity. Infinity answers to the Living Tribunal, and has been defeated by the Infinity Gauntlet, The Beyonders, and the Heart of the Universe. It has also been suggested that she is a secondary face of reality that cannot exist without Eternity.

INFINITY BEING (INFINITI/NEMESIS)

STATISTICS:

F BEYOND-1
A BEYOND-1
S BEYOND-1
E BEYOND-1
R BEYOND-1
I BEYOND-1
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: BEYOND
Popularity: 0
Height: Infinite
Weight: Infinite
Eyes: Manifests as stars
Hair: Manifests as stars

BACKGROUND
Real Name: Infiniti/Nemesis
Occupation: Creator of the Marvel Universe
Legal Status: Not Applicable
Identity: The Infinity Being is not known to exist as a self-aware entity by the general population of the Earth
Place of Birth: Pre-Creation
Marital Status: Not applicable
Known Relatives: One Above All/The Presence ('father'), Eternity, Infinity, Oblivion, Death (offspring)
Base of Operations: Not Applicable
Present Group Affiliation: Unknown

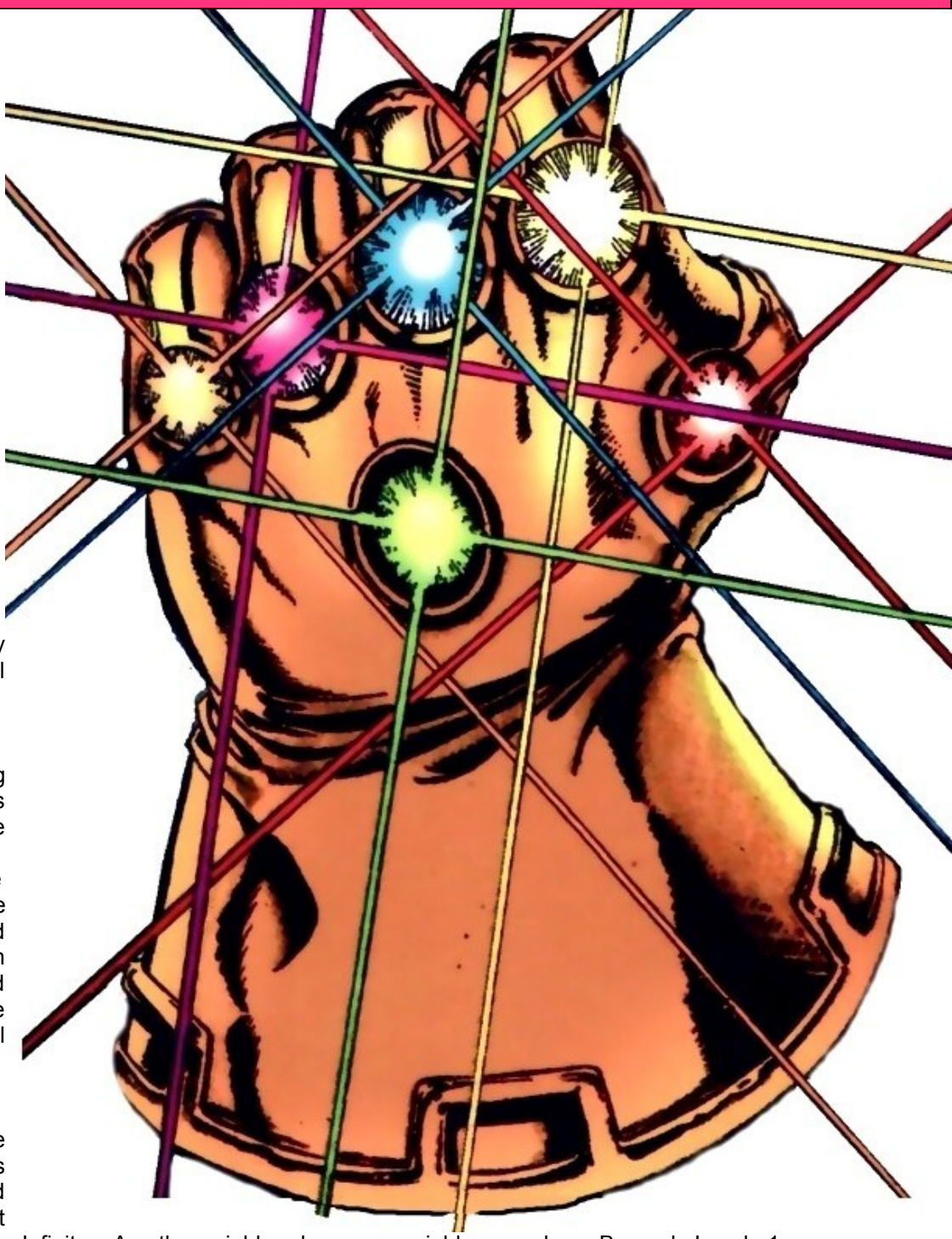
KNOWN POWERS:
Omnipotence: The Infinity Being may use any Power listed in the Marvel Universe books it sees fit at Beyond Level-1 ability, although in its reincarnation as Nemesis, its power was diminished to Class 5000, as each of the Infinity Gems that its being had been condensed into had developed its own individual consciousness, providing the otherwise omnipotent entity with an anti-unifying distraction, enabling its defeat Overcoming this would be a Beyond-level Psyche FEAT

ROLE-PLAYING NOTES:

INFINITY BEING (INFINITI/NEMESIS)

HISTORY:
Presumably, the first sentience that developed within the Heart of the Universe, the Infinity Being – 'Infiniti' - was apparently a singular being that encompassed all of Marvel Creation. Despairing at its own loneliness, the Infinity Being committed cosmic suicide, and from this death was born the multiverse of infinite realities. Aspects of the Infinity Being's power were separated within each of these infinite realities in the form of the Soul Gems (which when collected, allow their wielder to manifest the Infinity Being's full power within the boundaries of that individual reality).

INFINITY GAUNTLET



STATISTICS:

F BEYOND-1
A BEYOND-1
S BEYOND-1
E BEYOND-1
R BEYOND-1
I BEYOND-1
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: BEYOND-1
Popularity: 0
Height: Infinite
Weight: Infinite
Eyes: Manifests as stars
Hair: Manifests as stars

BACKGROUND
Real Name: Not Applicable
Occupation: Not Applicable
Legal Status: Not Applicable
Identity: The existence of the Infinity Gauntlet is unknown to the general population of the Earth
Place of Birth: Pre-Creation
Marital Status: Not applicable
Known Relatives: The Infinity Being ('Infiniti' – 'parent'); the Infinity Gems are the remaining essence of the Infiniti Being
Base of Operations: Not Applicable
Present Group Affiliation: The Gems have a loose sentience and can be considered allied with each other. Individual gems have allied with their hosts, such as the case with Adam Warlock and the Soul Gem.

KNOWN POWERS
Omnipotence: The wielder of the Infinity Gauntlet potentially holds sway over its entire reality at Beyond Level 1. However, the wielder must know he is able to do so, otherwise the gems will only work independently of one another.
If the wielder understands the truth about the gems, he may use them as one. The first round the character does so, his or her use of the gauntlet is limited to their Reason, Intuition, or Psyche rank (whichever is higher), representing the character's limited perception of Infinity. As the wielder becomes more practiced, this rank will increase steadily until the character can literally do anything and everything they desire. By making a red Reason FEAT (or highest mental Ability) the character can gain a greater understanding of the gauntlet, and raise his effective power rank by +1CS.
This process continues until the wielder reaches Beyond Level 1 rank in the use of the Infinity Gauntlet. At this point he is omniscient and omnipotent, and is, in effect, unbeatable. Only blatant stupidity on the part of the wielder can cause them to lose it.

LIMITATION: The Infinity Gems were created by the suicide of the Infinity Being – Infiniti – whose self-

destruction created the multiverse. Infiniti's essence was preserved in the form of the Infinity Gems in each and every universe. As such, each set of gems grants mastery of its own reality and none other, and thus subject to the multiversal jurisdiction of the Living Tribunal.

PARTIAL GAUNTLET

KNOWN POWERS

If someone does not have all six Infinity Gems, they can still use them in concert.

The partial gauntlet functions just like the first, with the specific weakness that it is absent all the powers available through the missing gems, leaving the wielder vulnerable to certain types of attack.

THE INFINITY GEMS

The individual gems are powerful tools in their own right, each manifesting standard powers at a rank determined by the wielder's highest mental ability. If the Power Gem is added to any of the others, the wielder may begin raising his power rank with a red Psyche FEAT (or highest mental ability). This action also raises the wielder's basic mental abilities +1CS for each instance, and as long as the wielder retains possession of the gems.

Without the Power Gem, the wielder of an Infinity may raise their effective power-rank by +1CS with a red Psyche FEAT, although not ever more than +2CS beyond their original score.

SPACE GEM

KNOWN POWERS

Teleportation: Psyche-level, increasing steadily as the Wielder gains progressive knowledge of the gem.

Teleport Others: Psyche Rank

Space Warping: Psyche Rank. Wielders may simulate Gravity Manipulation power.

Distortion Field: Psyche Rank. By wrapping themselves in a constantly shifting space warp, the wielder can generate a defense against attacks. In coming attacks, redirected by these bends in space suffer –2CS to hit, increasing every round as the wielder becomes more proficient.

Dimensional Travel: Travel to a familiar plane requires a green FEAT, to a place the wielder has been once or twice is a yellow FEAT, and unknown locations require a red FEAT

Hyper-speed: Rather than teleporting, the wielder may simply boost the speed of an existing form of travel up to his current power rank, or the original rank +1CS, whichever is higher.

TIME GEM

KNOWN POWERS

Time Travel: The wielder can travel through time – forwards by a number of years equal to the power rank times ten, and backwards in time a number of years equal to the current power rank times one thousand. If the gem is working willingly with its owner, there are no range limits.

Temporal Window: The gem can be used to peer into other times or timelines.

Age Shifting: The gem can be used to alter the age of either the wielder or another being, by a number of years equal to the power rank.

Suspended Animation: The gem can halt biological functions completely by placing a target in a null-time bubble that last until the target is willfully released. The target may resist by passing an Endurance FEAT against the current power rank of the wielder.

Parallel Travel: The gem can be used to travel sideways through time, crossing an infinite stream of variant timelines. Parallel worlds require a green FEAT, slightly different timelines with a yellow FEAT, and vastly different worlds with a red FEAT.

Longevity: By focusing the gem upon his or herself, the wielder can acquire power rank longevity.

MIND GEM

KNOWN POWERS

Telepathy: If the gem is working willingly with its owner there is no limit, otherwise the power operates at the gem's current power rank.

Telelocation: The wielder of the Mind gem can track an individual's psionic signature at the current power rank

Mind Probe: The wielder can probe the minds of other sentient beings to search for any information desired. The target may resist the probe with a Psyche FEAT against the gem's current power rank.

Sensory Link: Rather than bluntly probe another's mind, the wielder of the Mind gem can simply eavesdrop on the sensory input of other beings. The target will not realize what is happening without passing a red Reason FEAT

Mind Control: With this ability the wielder of the Mind gem can override the will of others. The target is allowed a Psyche FEAT to resist.

Mind Blast: The wielder may blast the minds of others with raw psionic power, causing power- rank damage to the target's neural system. The target may resist with a Psyche FEAT

Telekinesis: equivalent to the gem's current power- rank

SOUL GEM

KNOWN POWERS

Karmic Blast: May cause power-rank damage to targets mind, or act as a stunning blast. The target is allowed a Psyche FEAT in order to resist.

Spirit Sense: The wielder can track other beings by their spirits, or determine the presence of other people by their soul.

Internal Limbo: The Soul gem either contains or is the doorway to a pocket dimension of Class 3000 range. This reality can be sued to store as many souls as the wielder likes, for an indefinite period of time.

Soul Absorption: The Soul gem cane

literally absorb the soul of another, storing it within its internal pocket dimension. While holding a stolen soul, the wielder can make use of any talent the captured soul may have had
De-evolution: The wielder may reverse artificially induced evolution.
Linguistics: The wielder can understand the spoken languages of others and communicate with others in their own tongues as well.

REALITY GEM

KNOWN POWERS
Reality Manipulation: The wielder of the Reality Gem can alter the laws of reality itself. Within the power's range, changes in reality will last for a maximum number of turns equal to the Wielder's current power-rank. When the change is no longer consciously maintained by the gem, normal reality will bounce back into place at once. However, if the reality gem is working willingly with its owner, it may make some small changes permanent, affecting a single person, object, or small location.
Molecular Creation/Conversion, Probability manipulation, All Power-controlled Rule-bending Powers, and most other Powers not covered by the other gems

POWER GEM

KNOWN POWERS
Energy Generation: The gem can generate energy at an intensity equal to the current power rank and manipulate it at +1CS
Energy Manipulation: the gem can control energy at the current power rank
Energy Sponge: The wielder can absorb any form of energy at the current power rank
Transduction: The gem can transform one form of energy into another, with a FEAT against the intensity of the energy to be changed.
Regeneration: By channeling the power of the gem into one's body, the power gem can heal at the current power rank
Power Enhancement: By tapping the power of this gem, the wielder may increase any power rank, or his Strength, to the gem's current power rank, or +1CS, whichever is higher. The wielder of the Power gem may also utilize its power to enhance the abilities of the other Infinity Gems Without the Power Gem, the other gems may only function at the level of their highest mental ability +1CS. The Power Gem is potentially a Beyond Level-1 power source, but mortal beings rarely exceed Shift Z-level abilities, first because most wielders have been unaware of the gem's ability, and only drew upon its power subconsciously; secondly, attaining a power rank beyond Shift Z requires a FEAT roll (of highest mental attribute), against Shift Z difficulty – daunting action for most mortals since the Power Gem does not increase mental attributes unless used in conjunction with the other gems. A Class 1000 column-shift would likewise be against Class 1000 difficulty, and so on.

NOTE: The personality and will of Infiniti were also preserved in the form of the Ego Gem. If this is added to the others, than Infiniti is resurrected, albeit in the destructive form of Nemesis, and is subject to the same retractions as the Infinity Gauntlet itself, with power over its own home reality and none other. In order to completely re-establish itself as Infiniti, Nemesis would have to be resurrected within each and every reality within the multiverse – a next to impossible Beyond-level FEAT, which would be opposed by the Living Tribunal in each and every universe.

INFINITY GAUNTLET

HISTORY:

The Infinity or Soul Gems were once a single being of infinite power – 'Infiniti' - presumably the first sentience that developed within the Heart of the Universe. In the pattern of Earth's archangels, this lone being settled into the Void and begin to Create. It created the multi-verse, and all realities within.

But unlike the hierarchy of angels descended from Heaven, this being was sent into the new and empty cosmos alone. It had no concept of an 'other' – the very multiverse it had birthed was merely part of itself. In its mind, this being was alone, isolated, and soon begin to despair. And its final suicide released the specter of its power into the myriad of realties that formed its very being.

This was the birth of the Infinity Gems, aspects of which were separated into each separate reality of the multiverse. And when the Living Tribunal was appointed by the One Above All to govern the multiverse in Infiniti's stead, one of the Tribunal's main responsibilities was to monitor the possible gathering together of the soul gems. Thus, the secret of the gems went undiscovered for untold millennia.

The Gems themselves were eventually found, although their wielders did not perceive their true nature, or their true potential, resulting in varying attempts to utilize the gems as batteries of sorts, or even unconsciously drawing upon their powers. It was not until Thanos of Titan, gazing into the Infinity Well of Death's Inner Sanctum, finally perceived the infinite power that dwelled within the gems. Thanos set about gathering the gems together, creating the all-powerful Infinity Gauntlet. The Infinity Gauntlet proved mightier than all the forces of the universe combined, allowing Thanos to unseat Eternity as the master of reality. Unfortunately, Thanos, a victim of his own psychological doubts, lost possession of the

Gauntlet to Adam Warlock. Warlock himself was then put on trial by Eternity and the other Cosmic Powers of the universe, and brought before the Living Tribunal for judgment. The Tribunal ruled against Warlock, ordering him to disassemble the Gauntlet and disperse the gems. Rather than possibly destroying reality in a battle with the Tribunal, Warlock agreed and divided the gems up amongst an oddball group uniquely suited to guarding them (see the entry for the 'Infinity Watch'). In order to prevent a resurgence of the Infinity Gauntlet affair, the Tribunal also decreed that the gems could not function as one, blocking their true potential.

Nevertheless, the gems were again reunited by the Magus – Adam Warlock's evil alter-ego – who nearly conquered all reality, foiled only when Warlock, conspiring with Thanos, tricked the Magus with a replica of the Reality Gem, leaving him with an incomplete Gauntlet, and the Magus was defeated by Eternity.

Eventually, it was revealed that there was yet another gem that no one knew about – the elusive Ego Gem – the only gem that retained the consciousness of the original Infinity Being, and when it was added to the rest, Infiniti was briefly resurrected, merging with the Celestial Madonna known as Mantis. Unfortunately, this composite being's existence was flawed, as the individual gems had gained sentience of their own, corrupting the personality of Infiniti into the destructive Nemesis. And although Nemesis wielded the full power of the Infinity Gauntlet within the mainstream universe, it was revealed that this was but one splintered reality of what used to be Infiniti's multiversal whole, and Nemesis' power (or that of the Infinity Gauntlet) did not extend beyond its home reality. The conflict created by the sentience within the other gems ultimately led to Nemesis' defeat and the destruction of the Ego Gem.

Various versions of the Infinity Gauntlet have appeared over the years. The extra-dimensional Council of Reeds (alternate reality counterparts of the Fantastic Four's Reed Richards), utilized Infinity Gauntlets from several different dimensions, and the secret Earth-based group of heroes, the Illuminati, has also wielded the Infinity Gems, albeit individually as sort of an Infinity Watch. The Infinity Gems remain one of the ultimate powers in any reality.

INVISIBLE WOMAN

STATISTICS:

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

Health: 44 **Str:** 4
Karma: 50
Resources: RM
Popularity: 50
Height: 5'6"
Weight: 120 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Susan Storm Richards
Occupation: Adventurer
Legal Status: American citizen with no criminal record
Identity: Publicly known
Place of Birth: Glenville, Long Island, New York
Marital Status: Married
Known Relatives: Reed (husband), Franklin (son), Johnny Storm (brother), Franklin and Mary Storm (parents, deceased)
Base of Operations: New York
Present Group Affiliation: The Fantastic Four

KNOWN POWERS:
Invisibility (Physics type): Sue possesses Excellent rank Invisibility. She can make herself transparent to visible light, but not infrared, ultra-violet, radio waves, nor hard radiation. She can be harmed by attacks and detected by senses that use these forms of energy. She can project this power into an invisibility field that covers a single target site of up to 40,000 cubic feet in volume at a maximum range of six areas. She can use her power to make a target invisible while remaining visible herself. She has perfected this Stunt in ways such as 'peeling away' visual barriers to reveal their hidden contents, or the everyday act of wearing her invisible costume under her street clothes.

Sue has also developed the ability to use her power to negate another's use of physics-type invisibility; this interference renders the target visible.

Force Field: Sue can generate a psionic energy field of Monstrous rank. This gives her rank protection against physical and energy attacks and extremes in her environment. The Force Field can be modified instantaneously to allow or block the passage of air. The Force Field can protect a single area at full strength. For each doubling of the area Sue protects with her field, the rank drops by –1CS. Thus, Sue can cover up to 256 areas with only Feeble protection. The power is a function of Sue's conscious mind; as

such, it cannot function if Sue is unconscious or if her higher reasoning is somehow con-trolled by another. Sue has developed her power into a variety of Stunts, any of which can be used without cost:

*Kinetic Bolt: Sue can channel her power into a surge that does Power rank damage. She can alter the k-bolt's shape at will to create wide, blunt cylinders, sharp needles, or a flurry of invisible spheres.

*Landing Cushion: Sue can project her power to form a cushion that can absorb the inertial of falling targets and absorb up to Monstrous damage.

*Flight: Sue can lift herself up six stories onto her force field, then rapidly change its shape to carry her swiftly through the air. She can travel at 2 areas per round for a maximum of four hours before she needs rest. (To an onlooker, it appears that Sue has a low-altitude form of True Flight).

*Power Negation: By forming her field around a super-powered target, Sue can block the release of that target's powers. This in turn frees her victim's own targets from continuing attacks they were suffering. This Stunt only works against physical or energy powers whose ranks are less than Sue's Monstrous rank.

*Suffocation: The Invisible Woman can attempt an Amazing rank FEAT roll against a target's Agility to project her force field around his head (or whatever bodily part an alien might use to breathe), isolating the target from breathable air. Treat such victims as suffering the effects of suffocation.

Talents: Martial Arts E (When using her Powers only), Performer (Actress); Sue may also operate most of the Fantastic Four's vehicles with competent ability.

ROLE-PLAYING NOTES:

Over the years, Sue has grown from an idealistic girl into the epitome of heroic womanhood. Calm, wise, and practical, she is a cable fighter and leader for the team. She is also compassionate, motherly, and highly protective of her family (especially her children). But she has a ruthless side that can manifest itself when friends or family are injured.

HISTORY:

The Cosmic Rays that gave the Fantastic Four their powers gave Susan Storm the ability to turn invisible, and later, to create powerful force fields. Taking the name the Invisible Girl – updating to the more PC Invisible 'Woman' – she has become one of the more capable superheroines in the Marvel Universe.

As a member of the FF, Sue has faced more than her share of harrowing experiences. Along the way, she married Reed Richards, had two children, Franklin and Valeria. Susan has led the team in Reed's absence and developed leadership skills over her own. More importantly, Sue is the glue that holds the FF together. If Reed is the brain, Johnny the adventuresome spirit, and Ben the heroic soul of the Fantastic Four, Sue is its heart. Without her, the team does not exist.

IRON FIST

STATISTICS:

F IN(40)/AM(50)
A IN(40)
S GD(10)/AM(20)
E EX(20)/RM(30)
R GD(10)
I IN(40)
P MN(75)
Health: 110/140 **Str:** 9/16
Karma: 1125
Resources: PR
Popularity: 20
Height: 5'11"
Weight: 175 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Daniel Rand-K'ai
Occupation: Bodyguard, Detective, Adventurer, Co-owner of Rand-Meachum, Inc.
Legal Status: United States Citizen with no Criminal Record; honorary Tibetan citizen
Identity: Secret
Place of Birth: New York City
Marital Status: Single
Known Relatives: Wendell and Heather (parents, deceased), Yu-Ti, uncle), Miranda Rand K-ai (sister, deceased)
Base of Operations: New York City
Present Group Affiliation: Partner of Luke Cage (Power Man, Cage) in Heroes For Hire, Inc.

KNOWN POWERS:
Chi: Fighting, Strength, or Endurance can temporarily increase +1CS for 10 rounds. A Psyche FEAT and 1 turn is required. Afterwards, his Health temporarily drops 25 points
Iron Fist: Once per day he can use his Chi to deliver a devastating blow. A Psyche FEAT determines the damage (green = Incredible, yellow = Amazing, red = Monstrous), Afterwards, an incredible or Amazing blow causes a temporary loss of 50 Health points; a Monstrous blow causes unconsciousness for 1-10 rounds as well

Talents: Martial Arts A and E. Iron Fist's command of Martial Arts enables him to Slam or Stun opponents with greater Strength than his Endurance.

ROLE-PLAYING NOTES:
Iron Fist is partners with Luke Cage, forming the business/superhero team, 'Hero For Hire'. He also works regularly with Misty Knight and Colleen Wing of Nightwing Restorations, and he is romantically involved with Misty Knight.

IRON FIST

HISTORY:
After his parents were killed in Tibet, Danny Rand was taken in by the denizens of K'un-L'un, a mystical city high in the Tibetan mountains. There he was apprenticed to the martial arts masters of the city. Over the years, Danny learned many secrets of K'un-L'un. He beam a master of the 'Iron Fist' technique after slaying the dragon, Shou-Lao the Undying, with his bare hands.
As Iron Fist, Danny traveled to the United States and became a crimefighter, often in partnership with Luke Cage, as the Heroes For Hire. Danny's family fortune has been a benefit over the years in keeping the company running.
Danny is in a long-term relationship with Misty Knight, who is one of the 'Daughters of the Dragon' and co-owner of Nightwing Restorations, an insurance detective agency that often works in association with Heroes For Hire. Danny is also close with lady Samurai, Colleen Wing, Misty's partner.

IRON MAN

STATISTICS:

F RM(30)
A RM(30))
S AM(50)
E MN(75)
R IN(40)
I EX(20)
P PR(6)
Health: 185 **Str:** 50
Karma: 66
Resources: AM
Popularity: 20
Height: 6'1", (with armor) 6'6"
Weight: 225 lbs. (with armor) 425 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Anthony "Tony" Stark
Occupation: Director of S.H.I.E.L.D., Industrialist, Inventor
Legal Status: U.S. citizen with no criminal record
Identity: Publicly Known
Place of Birth: Long Island, New York
Marital Status: Single
Known Relatives: Howard and Maria (parents, deceased), Morgan (cousin),
Base of Operations: Long Island, Silicon Valley, California
Present Group Affiliation: Avengers, S.H.I.E.L.D.,

KNOWN POWERS:
None. All of Iron Man's abilities are based on his technological battle suit.

EQUIPMENT:
Armor: Ability Enhancement: The above stats reflect Stark's abilities as Iron Man, enhanced as follows: F+3 A+3 S+6 E+6
Anti-Theft Device: Attempts to copy or dismantle cause the armor to detonate in two rounds for Incredible damage to all in one area.
Body Armor: The Remarkable strength material armor can be reinforced by a force field granting Amazing physical and energy protection.
ECM: The armor has remarkable invisibility to radar and sonar.
Electro-Magnetic Pulse: The EMP shuts down all electrical devices (and all but Iron Man's life support and sensors) in one area for six minutes.
Energy Absorption: Iron Man can absorb up to 300 points of energy for weapons systems, raising them to Monstrous for one round. He can absorb an incoming attack with a yellow or better FEAT roll on the Unearthly column.
On occasion, Iron Man has channeled his energy into a single Strength FEAT or Energy Blast, an action requiring a red roll on the Unearthly column, followed by an Endurance roll against Unearthly intensity or risk shorting out the armor completely; a white roll indicates that the wearer takes damage equal to the amount released by the armor.
Flight: Excellent air speed. Shift X in clear flightpaths.
Force Field: Iron Man can cancel all weapons and shunt all power to this system for Monstrous protection.
Magnetism: he can magnetically control metal items with Incredible ability
Plasma Bolts: These energy pulses cause seven points of force damage per area they travel with a range of 15 areas (Unearthly damage)
Protected Senses: The armor gives Remarkable protection against sound and light-based attacks. If

blinded, the effect lasts for one round.
Repulsors: Iron Man's primary Weapons are his Repulsors. Fired from his gauntlets, they do Amazing force damage up to 10 areas.
Sensors: Iron Man has Incredible rank radar/sonar/ electronic systems to detect objects, radio waves, and other communications signals.
Uni-beam: The armor's chest beam (three-area range on all effects) can produce an Incredible Heat Beam, an Amazing Laser, a Remarkable Light Beam, a Remarkable strength Tractor Beam (Telekinesis), and can make Good holographic illusions of himself.

TALENTS:
Bionics, Business, Cybernetics, Electronics, Engineering, and Weapon's Design.

ROLE-PLAYING NOTES:
Tony Stark is a businessman. He knows how to make bold, decisive moves when necessary, and he isn't afraid to step on toes to get what he's after. At the same time, he gives lavishly to charity and always helps unfortunate people he encounters, either with employment or with the assistance of his 'bodyguard'. As Iron Man, Tony takes on an even harder edge – he is forcefully protective of Stark personnel and property. His teammates gave him the descriptive nickname, 'Shellhead'.

HISTORY:
Tony Stark demonstrated a talent for invention and mechanics at a very young age. When he inherited his father's company, he turned it into a multimillion-dollar industrial complex specializing in weapons contracts with the Pentagon. On a trip to the Far East to inspect an overseas weapons factory, Tony was mortally injured by shrapnel which lodged near his heart. The Communists captured him and ordered him to create weapons, but with the help of physicist, Ho Yinsen, Tony instead built an iron suit that saved his life and freed him from captivity.
Tasting adventure, Tony invented the fiction that Iron Man was Tony Stark's bodyguard, and thus likely to show up whenever his 'boss' was endangered. He also helped found the Avengers. The Iron Man armor has changed and improved constantly over the years (the listed stats are for some of the more permanent armor features). Tony has battled several personal problems, including crippling alcohol addiction, but now again seems at the peak of his physical and mental health.

ISIS

STATISTICS:

F RM(30)
A RM(30)
S MN(75)
E AM(50)
R EX(20)
I IN(40)
P RM(30)
Health: 160 **Str:** 80
Karma: 90
Resources: GD
Popularity: EX
Height: 5'8"
Weight: 120 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Adrianna Tomaz
Occupation: Adventurer
Legal Status: Citizen of Egypt with no Criminal Record
Identity: The general public is unaware of Adrianna's identity as Isis
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: (Black Adam, husband), Amon (Osiris, brother)
Base of Operations: Egypt, Middle East
Present Group Affiliation: 'Black Marvels'

KNOWN POWERS:
Magic Lightning: Unearthly Energy damage, transforms Adrianna into Isis and back. Adrianna requires the talisman known as the 'Scarab' to summon this lightning, and she must speak the words, 'Oh Mighty Isis.'
Invulnerable: Excellent resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
Healing: Isis can heal others with Remarkable ability
Flight: Unearthly speed in atmosphere, CL 1000 in space
Hyper Speed: As Isis, Adrianna can run at Amazing speeds.
Cosmic Awareness: Part of her enchantments provides Isis Wisdom of Zehuti: When drawing on the Wisdom of Zehuti, Isis gains the Monstrous ability to recall knowledge and facts that she shouldn't or wouldn't know, along with an Excellent understanding of the divine interactions of the mortal world
Elemental Control: Isis has Monstrous control over all of the natural forces of the Earth, such as rain, wind, earth, trees and flowers.

ROLE-PLAYING NOTES:
Isis believes her powers are a gift from the gods that must be used to make the world a better place. Despite—and perhaps because of—the suffering in her past, she believes she is here to make the world better, but she now believes the world would be better off without humans and the evil in their hearts

ISIS

HISTORY:
Adrianna Tomaz was brought to Kahndaq and given as a gift to Black Adam, then ruler of the country. Tomaz impressed Black Adam with her fearlessness, and her bold ideas on how improve the welfare of Kahndaq's people became a calming influence on his angry spirit. When Black Adam realized he had fallen in love with the mortal woman, he gave her the amulet of the goddess Isis and proposed to make her both his equal as a superhuman and his wife. Not long after they were married and Adrianna was transformed into Isis, Black Adam shared his power with her brother Amon, turning him into Osiris and completing the Black Marvel Family. Unfortunately, the Family's marital bliss was short-lived. When Osiris dropped his defenses for a moment, he was killed and devoured by Famine, one of the Four Horsemen of Apokolips. When she and Black Adam struck back at the Horsemen, Isis was infected with diseases by Pestilence and died. While Black Adam made repeated attempts to resurrect Isis, her body and spirit were abducted by the sorcerer Felix Faust, who returned Isis to life and manipulated her to his own ends until he was finally discovered by Black Adam. Husband and wife exacted vengeance upon Faust, and then were reunited.
More violent and vengeful after her return, Isis urged Black Adam to lash out at those she felt had wronged them and the Earth, starting with Captain Marvel. When the Justice Society came to help Captain Marvel, the ensuing battle at the Rock of Eternity ended with Isis returned to the form of Adrianna Tomaz and petrified, a stone statue once again waiting her return to power.

JAMES BOND

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E EX(20)
R IN(40)
I IN(40)
P IN(40)
Health: 80 **Str:** 8
Karma: 120
Resources: MN
Popularity: 0
Height: 6'
Weight: 160 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: James Bond
Occupation: Agent in Her Majesty's Secret Service
Legal Status: Citizen of Great Britain, above the law.
Identity: Secret
Place of Birth: Great Britain
Marital Status: Single
Known Relatives: Andrew and Monique Delacroix Bond (parents, deceased), Teresa Draco (wife, deceased), Miss Chairman Bond (aunt)
Base of Operations: Mobile, Headquarters in London
Present Group Affiliation: Her Majesty's Secret Service

KNOWN POWERS:
James Bond has no Superhuman powers, relying solely on his weapons and his training.
Talents: All Martial Arts skills, Marksmanship, Specialized Weapons, Military Strategist, Science, Languages, Espionage, Intelligence, Skydiving, Scuba-Diving, Skiing (James Bond is considered to be so well-versed as to have virtually any skill he needs. In game terms, this requires a Green Reason FEAT.
Weapons: 007's weapons cache is legendary. He habitually carries guns and darts shaped like fountain pens and car-keys. Acquiring a new weapon requires a resource FEAT equal to the damage of the proposed weapon. A typical Bond-weapon does Excellent damage, whether it be killing or stunning.
Pistol: 007 typically caries a Walther PPK semi-automatic pistol that does Excellent damage

ROLE-PLAYING NOTES:
James Bond is suave and charming, but he is often described by observers as 'a bit cruel in the mouth', and his eyes are 'cold'. He extremely worldly, and well-learned, at ease in any situation, and engages in frequent and numerous short-term affairs with almost every attractive woman he encounters, ending them as quickly as he begins them. Known for his rough-handed treatment of females, Bond does not desist from hitting them when necessary, and his suave, chauvinistic charm even seduces women who initially find him repellent – including those such as the criminal Pussy Galore, who was described in the novel version as a lesbian.

JAMES BOND

HISTORY:
James Bond was the son of a Scottish father, Andrew Bond, of Glencoe, and a Swiss mother, Monique Delacroix, of the Canton de Vaud. As a boy, James Bond spent much of his early life abroad, becoming multilingual in German and French due to his father's work as an armaments company rep. When his parents were killed in a mountain climbing accident in the Aiguilles Rouges, eleven-year-old James went to live with his aunt, Miss Charmian Bond, in Pett Bottom village, where he completed his early education. As a young teen, he briefly attended Eton College, but was expelled after an alleged affair with an adult maid, and was then sent to Fettes College in Edinburgh, Scotland, his father's school.
Bond lied about his age in order to enter the Royal Navy from which he emerged a Commander. He was then recruited for the British Secret Service, and upon completing two assassinations, he earned the rank of a 00-agent – a cadre of the finest, most skillful agents in the world – and was granted his license to kill.
While serving on Her Majesty's Secret Service, James Bond married, but his bride, Teresa "Tracy" di Vicenzo, was killed on their wedding day by a long-standing enemy, Ernst Stavro Blofeld. A devastated Bond took revenge when, by chance, he came across Blofeld in Japan and killed him there. From that point on Bond eschewed most personal relationships, becoming the total secret agent – perhaps the finest ever

JANE PORTER

STATISTICS:

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

Health: 26 **Str:** 3
Karma: 30
Resources: IN
Popularity: AM
Height: Unrevealed
Weight: Unrevealed
Eyes: Blond
Hair: Blue

BACKGROUND
Real Name: Jane Porter-Clayton
Occupation: Lady of Greystoke
Legal Status: United States Citizen with no Criminal record, Naturalized Citizen of England
Identity: Publicly known
Place of Birth: Boston, Massachusetts
Marital Status: Married
Known Relatives: Lord John Clayton (Tarzan, husband), Professor Archimedes Porter (father). Jack Clayton (Korak, son)
Base of Operations: South Africa, London, formerly Boston
Present Group Affiliation: Jane is the wife of Tarzan of the Apes, a.k.a. John Clayton, Earl of Greystoke

KNOWN POWERS:
None

Talents:
Languages (French, German), Animal Handling

ROLE-PLAYING NOTES:

JANE PORTER

HISTORY:
Tarzan and Jane are one of the classic love-stories, as familiar as Romeo and Juliet. Jane Porter was the very model of early 20th century virtue and propriety, the perfect woman to be swept away by the primitive jungle savage. While she spent most of her early years as a helpless damsel in distress, her time as the wife of Tarzan toughened her up and she became a capable adventurer in her own right, her natural courage combining with experience to give her a cool head. Jane is devoted to her family, her husband and son, as well as her doddering old father.

JASON VOORHEES

STATISTICS:

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

Health: 90 **Str:** 25
Karma: 32
Resources: FB(2)
Popularity: -40
Height: 6'3"
Weight: 240 lbs.
Eyes: Unrevealed
Hair: Brown (almost bald)

BACKGROUND
Real Name: Jason Voorhees
Occupation: Psycho-Killer
Legal Status: United States Citizen with a Criminal Record, believed dead, but listed with FBI's most wanted.
Identity: Jason's identity is widely known and feared
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Pamela Voorhees (mother, deceased), Elias Voorhees (father, deceased), Nancy Voorhees (sister, deceased), Jessica Kimble (niece)
Base of Operations: Camp Crystal Lake, although he has made his way as far as Manhattan, Elm Street, and even outer-space
Present Group Affiliation: None. Former pawn of Freddy Kruger

KNOWN POWERS:
Curse of Crystal Lake: The exact nature of Jason's curse isn't clear, with some believing it the result of demon possession, with others contending it's a curse upon Crystal Lake itself. It is also possible that different supernatural sources have animated Jason at different times. Regardless, his abilities remain fairly consistent manifesting in the following powers:
**Immortality*: Jason's Endurance is considered Monstrous for resisting killing attacks. (It would take something like a beheading to kill him outright). And even if the first roll fails, he is allowed a second roll 1 to 10 turns later. Stuns and Slams affect him normally.
**Regeneration:* Jason has Poor Regenerative abilities, and although, given enough time, he could theoretically regenerate entirely, he usually goes on a killing rampage as soon as he is simply ambulatory, so he is often encountered as little more than an animated but still moldering corpse.

Equipment:
Hockey Mask: Provides Good protection against attacks targeting the face.
Machete: Jason's weapon of choice is a long machete made of Good material that does Excellent Edged damage. He is considered a Weapon's Specialist with the machete and receives a +2CS to Hit. Jason also employs a menagerie of other, sharp edged tools, anything from knives, to pitchforks, to axes. He receives a +1CS to hit with any of these.

JASON VOORHEES

ROLE-PLAYING NOTES:

Jason's sole motivation is to punish the counselors of Camp Crystal Lake for letting him drown (because they were off smoking pot and having sex), and for killing his mother (even though that was, admittedly, a self-defense thing, since his mother was actually the first Crystal Lake killer, but Jason took it bad). He is not, however, discriminating, and is happy to act out on pretty much anyone.

Because of his own drowning, Jason has a fear of water – sometimes to the point of paralysis – and he has been killed more than once by drowning, which seems to dramatically slow his regeneration powers.

HISTORY:

Born on Friday the 13th, Jason Voorhees had a number of physical deformities from birth defects and was constantly tormented by other children as a freak. At 11 years old, while attending 'Camp Crystal Lake, Jason drowned, due to the negligence of two camp councilors who were smoking pot and having sex instead of watching over him. His mother, Pamela Voorhees, who worked as a cook at the resort, murdered the two councilors and spent two decades stalking anyone who dared set foot on the site. In 1979, an attempt to reopen Camp Crystal Lake set Mrs. Voorhees on a murderous rampage, killing all but one of the councilors, a young woman who managed to decapitate Mrs. Voorhees with her own machete.

What happened next is unclear – somehow Jason himself witnessed this killing – whether he was alive all along, living secretly in woods, or if he was drowned at the bottom of the lake (as mirrored in the recurring dreams of the one lone survivor of Mrs. Voorhees' murder spree) and then somehow supernaturally revived and aged to manhood – but in either case, it was now Jason who stalked Crystal Lake, first tracking down the young woman who killed Pamela Voorhees and murdering her, and then systematically killing anyone who dared enter Crystal Lake (or just happened to cross his path) – a rampage of slaughter that lasted more than two decades, with victims numbering in the hundreds.

Jason Voorhees went on to usurp Michael Myers' place as the iconic killer in a mask – whereas *Halloween's* Michael Myers straddled the edge of the question of supernatural origin in most films, Jason quickly evolved into what became the caricature of the genre – relentless, super-strong, and unkillable (or briefly killable, whereupon he would sit back up and come at you again), with no personality, who walks after you rather than running.

JEAN GREY

STATISTICS:

F GD(10)
A EX(20)
S PR(4)
E GD(10)
R EX(20)
I RM(30)
P AM(50)
Health: 44 **Str:** 4
Karma: 100
Resources: GD
Popularity: 20
Height: 5'6"
Weight: 115 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Jean Grey
Occupation: Adventurer, former student, fashion model
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Annadale-on-Hudson, New York
Marital Status: Married
Known Relatives: Scott Summers (Cyclops, husband), John and Elaine (parents), Sara (sister)
Base of Operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York
Present Group Affiliation: X-Men, Former member of X-Factor

KNOWN POWERS:
Telekinesis: Jean can mentally manipulate objects with Incredible intensity. She has developed the following power stunts:
*Flight of herself at Remarkable air speed, or up to ten other people at Excellent speed
*Create a shield of Incredible Intensity against physical attacks
*Project Force Bolts of sheer Telekinetic energy that hit with Incredible damage
Telepathy: Jean can read minds with Remarkable Strength, project her thoughts and perform mental attacks on her Opponent's minds

Talents:
Resist Domination

ROLE-PLAYING NOTES:
Jean Grey's primary relationships are with her husband, Scott Summers (Cyclops), Wolverine and the X-Men.

JEAN GREY

HISTORY:

After several years of working with Professor Xavier to control her telekinetic abilities, Jean became the fifth member of the original X-Men, adopting the codename, Marvel Girl. She soon learned to use her telepathic powers as well.

Jean and the X-Men flew a shuttle during a solar radiation storm, but the pilot's cabin was unshielded against the deadly rays. Only Jean could both fly the shuttle and shield it from radiation, but the storm overpowered her. Somehow, the cosmic entity called the Phoenix Force saved Jean's life and took on her form. For an extended period, the Phoenix force actually took Jean's place among the X-Men, while unbeknownst to anyone, Jean's body lay cocooned at the bottom of Jamaica Bay.

The tragedy that gripped the X-men is now legendary. The Phoenix Force transformed in the powerful Dark Phoenix entity, which destroyed a populated planet, prompting the space-faring Shi'ar to condemn what they thought to be Jean. Operating with Jean's personality and mind, the Phoenix committed suicide.

Then the real Jean emerged from the cocoon. After her return, she joined X-Factor, then once again became an X-Man. She and Cyclops married and retired from adventuring.

Unfortunately, the Phoenix Force was not done with Jean, remerging on numerous subsequent occasions, threatening the universe more than once, and costing Jean her life more than once.

JOKER

STATISTICS:

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

Health: 70 **Str:** 8
Karma: 120
Resources: EX
Popularity: -20
Height: 6'5"
Weight: 192 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Unknown (Has been called 'Jack' by an alleged Cousin)
Occupation: Criminal
Legal Status: United States citizen with a criminal record, judged legally insane
Identity: The Joker's true identity is a complete mystery, possibly even to him
Place of Birth: Unknown
Marital Status: Widowed
Known Relatives: 'Jeannie' (wife, deceased)
Base of Operations: Gotham City, New York, Regular Inmate of Arkham Asylum
Present Group Affiliation: Gotham Underworld, Injustice Gang, Harley Quinn (partner/girlfriend)

KNOWN POWERS:
Psychopathology: The Joker has no superhuman powers, however, his Psychopathology gives him a +1CS to all of his physical stats for 1 to 10 turns, with a Red Psyche FEAT. This boost costs the Joker all of his Karma.
Talents:
Performer: Actor, Engineering, Martial Arts A and C, Chemistry
Equipment:
Acid Flower: Squirts Acid of Incredible intensity
Electric Joy Buzzer: Amazing intensity electric shock
Venom Ring: Coated with his special 'Joker Venom,' a poison of Amazing intensity that kills within seconds and causes the victims face to contort into a rictus smile after death
Tommy Gun: The Joker makes liberal use of Conventional weapons as well. Typical among these is his Tommy-Gun which causes Remarkable shooting damage
Omni-Gadgets: The Joker employs a wide variety of comedy-based gadgets – usually with something that explodes or injects the victim with his patented Joker-Venom – and he may be considered to have pretty much anything he needs as if with Amazing Resources

JOKER

ROLE-PLAYING NOTES:
How do you describe a mind as twisted as the Joker's? Chaos is the Clown Prince's credo, but there is usually a method to his madness. Apart from just causing trouble and having fun, the Joker ultimately wants to prove that life, existence itself, is all one big joke, and only he seems to get the punch line. He is a constant test of Batman's devotion to his own code of conduct, even to the point of deliberately trying to drive the Dark Knight and others (like Commissioner Gordon) to murder and madness, simply to prove they are no better than him.

HISTORY:
The Clown Prince of Crime, the Harlequin of Hate, the Joker is one of the most dangerous psychotics to ever menace the world. His chilling laughter has been the last sound many of his victims have heard.
The Joker's true history remains largely uncertain, even to him: "Sometimes I remember it one way, sometimes another..." he said, "... if I'm going to have a past, I prefer it to be multiple choice! Ha ha ha!" Some versions claim he was an engineer at a chemical plant who tried his hand at stand-up comedy, only to miserably flop. Desperate to support his pregnant wife, he turned to crime, only to have his wife and unborn child die in a random accident. Others say he was a two-bit criminal who came up with a scheme to hit the big time using the identity of "the Red Hood," or even a gangster in the Gotham underworld who worked his way to the head of a mob, only to become bored and look for thrilling new ways to commit crimes.
The one fateful event in the Joker's past that seems certain is his first confrontation with Batman. It resulted in a plunge into a vat of chemicals that bleached the criminal's skin chalk-white, turned his hair green, and his lips ruby red, making him look much like a clown. His defeat and disfigurement drove him completely mad, and on that day the Joker was truly born.

JUDGE DREDD

STATISTICS:

F IN(40)
A RM(30)
S EX(20)
E RM(30)
R RM(30)
I IN(40)
P AM(50)
Health: 120 **Str:** 14
Karma: 120
Resources: MN
Popularity: 0
Height: 6'2"
Weight: 200 lbs.
Eyes: Unrevealed
Hair: Black

BACKGROUND
Real Name: Joe Dredd
Occupation: Judge
Legal Status: Citizen of Mega-City One with no criminal record
Identity: Publicly known
Place of Birth: Mega-City One
Marital Status: Single
Known Relatives: Rico Dredd (brother, deceased), Vienna Dredd (niece), Chief Judge Fargo (genetic father, deceased)
Base of Operations: Mega-city One, North Atlantic Seaboard, 21st Century Earth
Present Group Affiliation: Mega-City One Justice Department

KNOWN POWERS:
Judge Dredd has no Superhuman powers, relying solely on his weapons and his training.
Talents: All Martial Arts skills, Scholar (Law), Marksmanship, Specialized Weapons, Military Strategist, Animal Handling, Detective, Vehicles, Medicine
Equipment:
Judge's Uniform: Dredd's Uniform is a battle suit composed of Incredible strength material that provides Excellent Protection from physical attacks and Good protection from energy attacks. The Uniform also comes provides Incredible rank Life-Support, an Excellent rank Radio-Com, and Anti-Glare Visor(Typical Protection), and a Boot Knife that does Good Edged damage.
Utility Belt: Judge Dredd's Utility Belt also provides a Radio Com, this one of Incredible Rank. The Belt is also adorned with Incredible strength Handcuffs, a Medi-Pack, a Daystick which does Good blunt damage, and Summ grenades that combine a Remarkable rank Chemical attack and Excellent Fog
Lawgiver Pistol: Judge Dredd's side arm is a multi-purpose weapon that is attuned strictly to its user; any attempt by someone else to use the weapon results in the Lawgiver pistol exploding with a Remarkable strength bomb. The Pistol's typical rounds do Excellent damage, but the Lawgiver may also use the following specialized ammunition:
*Explosive Rounds: Excellent rank
*Armor Piercing: Good rank
*Incendiary: Excellent Flame attack over 1 area
*Grenades: Excellent intensity explosive damage
*Rubber Ricochet: Good blunt damage
***Heatseekers: Pursues target with**

Excellent ability and cause Excellent damage
*Hypos: Excellent strength tranquilizer
Lawmaster Bike: Judge Dredd's transport is a futuristic motorcycle made of Incredible strength material, and may be considered to have Remarkable physical strength for purposes of torque and towing ability. The Lawmaster is also immune to Cold or Flame, and fires Energy Beam of Amazing intensity. The Lawmaster Bike also possesses a Scattergun that does Excellent damage.

ROLE-PLAYING NOTES:
Dredd's name says it all. He is cold, humorless, square-jawed, hard-case, that stands out in a world full of them. He is totally dedicated to the Law, and he is quite rightly feared since he has no qualms at all about using lethal force at the slightest provocation, up to and including nuclear munitions.

HISTORY:
Atomic wars had devastated the landscape, and only the few Mega-Cities, had been able to survive. In a crime-filled world of the future, Judges, would be street cops empowered to act as judge, jury, and executioner in a fantastic urban landscape, surrounded by futuristic towers that reached miles into the sky -"Mega City One" - a vast conurbation sprawling across the Eastern Seaboard of the USA
Outside, barbaric mutant bands roved the blasted countryside, eking out an existence through scavenging and preying upon one another. Within, the introduction of robotic mechanization had driven nearly 90% of the population to unemployment - With the gigantic population (upwards of 800,000,000 at its peak), it was necessary to house people in crowded structures called City-Blocks, Under these conditions, a single citizen could set off a riot
Under these circumstances, justice had to be swift, harsh, and absolute. The Judges could afford no leniency, even in cases of minor infractions, for outbreaks of discontent were a danger to the lives of every citizen. The occupation of a Street Judge was extremely hazardous, and even the best Judges often lost their lives in the performance of their duty. They were given all the defenses advanced technology could manage, including sophisticated weaponry, computer support, Kevlar armor, extra-Constitutional legal powers, and hypnotically implanted updates on wanted criminals. But, a Judge's training was his most important weapon, and was the best 22nd century science could give.
Within this world, Judge Dredd was the very best of the Judges. He had been cloned from genetic material evaluated to have the best potential for a Judge. His helmeted visage became the most feared in the underworld of Mega-City crime.

JUGGERNAUT

STATISTICS:

F RM(30)
A PR(4)
S UN(100)
E UN(100)
R TY(6)
I PR(4)
P GD(10
Health: 234 **Str:** 95
Karma: 20
Resources: TY
Popularity: -30
Height: 6'9"
Weight: 900 lbs.
Eyes: Blue
Hair: Red

BACKGROUND
Real Name: Cain Marko
Occupation: Adventurer, formerly mercenary, soldier
Legal Status: American citizen with a criminal record
Identity: Known to the authorities
Place of Birth: Berkley, California
Marital Status: Single
Known Relatives: Kurt Marko (father, deceased), Marjory Marko (mother, deceased), Sharon Xavier Marko (stepmother, deceased), Charles Francis Xavier (Professor X, stepbrother)
Base of Operations: Mobile
Present Group Affiliation: X-Men, Former partner of Black Tom Cassidy

KNOWN POWERS:
Invulnerability: Juggernaut has both biological body armor of Unearthly rank and a CL1000 force field that covers his entire body. This field is effective against physical and energy attacks, radiation, toxins, corrosives, cold, and gasses. It provides Monstrous protection against magical attacks. The field and body armor provide no protection against psionic or magical attacks, but a helmet and skullcap made of mystic metals provide Unearthly protection against psionic attacks.
Self-Sustenance: Juggernaut has no need to eat, breathe, or drink, and is unaffected by disease due to the mystic nature of his abilities
Movement: Juggernaut can move two areas/round and anyone trying to stop him treats him as a CL1000 obstacle. He pays no attention to force fields and objects of less than Incredible strength; those of greater strength will slow him down to one area/round.

ROLE-PLAYING NOTES:
Cain is extremely confident in his powers, which he enjoys immensely. He harbors long-term grudges over minor slights, and feels that he doesn't get the respect he deserves. And of course, he hates Charles Xavier. Although he is firmly in the villain camp, the Juggernaut is not a complete slime, and takes personal debts seriously, partnering with the X-Men in times of extreme need. Cain also has a long-term rivalry with the Hulk.

JUGGERNAUT

HISTORY:

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

Cain left home to become a mercenary. During his travels, he found the ruby of Cytorrak, which transformed him into the Juggernaut, giving him tremendous physical power. Cain uses the power in one scheme or another in attempts to obtain the things he seeks, be it wealth, respect, or revenge upon Charles Xavier. He often partners with Black Tom Cassidy, who shares many of those same goals.

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

KARATE KID

STATISTICS:

F AM(50)/UN(100)
A AM(50)
S EX(20)
E RM(30)
R EX(20)
I RM(30)
P EX(20)
Health: 150 **Str:** 12
Karma: 70
Resources: GD
Popularity: 20
Height: 5'8"
Weight: 160 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Val Armorr
Occupation: Legionnaire
Legal Status: Citizen of 30th Century Metropolis with no criminal record
Identity: Publicly known
Place of Birth: Omega Colony, 30th Century
Marital Status: Single
Known Relatives: None
Base of Operations: Metropolis, 30th Century Earth
Present Group Affiliation: Legion of Superheroes

KNOWN POWERS:
Val Armorr has no true meta-human powers but his extensive training and multiple Martial Arts Disciplines have given him the equivalent of the following powers:
*Martial Arts Supremacy: Karate Kid is a galaxy renowned Martial Artist, with Unearthly(100)-rank Martial Arts Supremacy, raising his Fighting score to Unearthly and gaining +2CS to damage, and the ability to break through up to power-rank material
*Leaping: Karate Kid can leap as if he had Poor (4) rank Leaping
*Iron Will: The Karate Kid has Iron Will of Remarkable intensity
Talents: All Martial Arts, Weapons, Wrestling, and any other Fighting-related Talents. Karate is also a skilled painter and sculptor

Equipment:
Legion Flight Ring: Val's Legion Flight Ring is made of Excellent Material, and allows for Remarkable Flight, along with Radio Communication

ROLE-PLAYING NOTES:
Courageous and driven, Val never backs down from any challenge, and often bites more than he can chew as he tries to prove himself, not to others, but to himself. Despite this apparent rashness, Val can be calm and spiritual thanks to his martial arts training.
Val has the support and friendship of all other Legionnaires. In one timeline, he fell in love and married Princess Projectra, while in another he was attracted to Shadow Lass.

KARATE KID

HISTORY:

Val's father was the Black Dragon, an infamous crime lord, and his mother an American secret agent who died trying to protect him. Val was raised by the hero who eventually killed the Black Dragon and trained him to become a great warrior. Val then traveled across the galaxy to learn more fighting styles.

When Val returned to Earth, he found that the Legion of Super-Heroes were searching for new recruits to help fend off a creature of incredible power called a Sun Eater. He applied, and, although he had no superhuman powers, was accepted, when he challenged Superboy to single combat and so impressed the Boy of Steel that Superboy vouched for his admission to the Legion His Legion career almost ended ignominiously when fellow recruit Nemesis Kid framed him for betraying Earth to the Khunds, but Nemesis Kid's own treachery was discovered in time, and Val went on to become one of the greatest Legionnaires ever. As Karate Kid, Val was the Legion's leader for one term and once took on the entire Fatal Five single-handedly, clearly defeating the Persuader, Emerald Empress, and Mano (though Mano was largely a matter of luck as the Kid admitted to himself). At one point or another he launched solo flying kicks at villains whose power level far exceeded Superboy, including Validus, Mordru, Omega and even Darkseid. Though they had little effect, they showed the degree of his fearless courage

He traveled to the 20th century to prove his worthiness to marry Princess Projectra, (where he fought Batman to a standstill in hand-to-hand combat before Batman out-foxed him) and eventually became Projectra's official consort. But shortly after their union, Val died at the hands of Nemesis Kid who, when the Legion of Supervillains invaded Earth, beat Val almost to death. Val wanted to continue to fight so that he could die in battle—the ultimate honor by his cultural standards -But at Projectra's urging, Val instead used his remaining strength to destroy the machines that were facilitating the invasion. In revenge, Projectra killed Nemesis Kid and the battle was won. A memorial to Val was built on Shanghalla. invaded her world, while dealing the blow that won the battle. Val was returned to life by unexplained means and served with the Legion on several missions. He traveled in time again to the 21st century with Triplicate Girl to oppose Brother Eye as well as Darkseid.

KA-ZAR

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E RM(30)
R EX(20)
I RM(30)
P EX(20)
Health: 100 **Str:** 10
Karma: 70
Resources: PR
Popularity: 20
Height: 6'2"
Weight: 215 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Lord Kevin Plunder
Occupation: Hunter, Trapper, Fisherman
Legal Status: British citizen with no Criminal Record
Identity: Publicly known
Place of Birth: Castle Plunder, Kentish Town, Long, England
Marital Status: Married
Known Relatives: Shanna O'Hara-Plunder (wife), Adam Kyle Mathew Plunder (son), Lord Robert and Lady Blanche (parents, deceased), Parnival the Plunderer (brother)
Base of Operations: The Savage Land, Pangea
Present Group Affiliation: None

KNOWN POWERS:
Talents: Wrestling, Acrobatics, Animal Handling, Thrown Weapon and Bow skills, Incredible ability with knives and many other Wilderness Survival skills, such as Swimming and Climbing.
Dinosaur Specialist: After living a lifetime in the lost prehistoric world of the Savage Land, Ka-Zar has years of experience fighting dinosaurs. Against any Dinosaur-type opponent Ka-Zar receives a +1CS to any Fighting FEAT.

Weapons:
Knife: Ka-Zar typically carries a Knife that does Excellent Edged damage and is made of Remarkable strength material

ROLE-PLAYING NOTES:
Ka-Zar is a man caught between two worlds. The world of the Savage Land requires physical strength, while the world of man requires more subtle survival skills. He loves his family, but he struggles with fatherhood. Since he never had a childhood he now feels as though he has missed out on something important.

KA-ZAR

HISTORY:
Kevin Plunder is the oldest son of famed British nobleman and explorer, Lord Robert Plunder, the discoverer of the Antarctic Lost World called the Savage Land. Lord Robert brought his eldest son there, but was murdered by natives. As the savages were about to kill the boy, a saber-toothed tiger burst from the jungle and rescued him. The boy and the tiger immediately formed an empathic bond and became inseparable. As he grew to adulthood, the natives started calling him **'Ka-Zar'**, which translates into 'son of the tiger.'

Later, visitors from the outside world, including the X-Men and Kevin's younger brother, Parnival, spurred his interest in reclaiming his heritage. Though he still live in the hidden jungle, Ka-Zar began to immerse himself in Western culture, aided by his American companion Shanna O'Hara (Shanna the She-Devil). The two married and now have a son named Mathew.

Ka-Zar has, wit help from the X-Men and the Avengers, defended the Savage Land against repeated assaults by Zaladane and the Savage Land Mutates, but was unable to protect it from the cosmic might of Terminus. He and Shanna were rescued by the Avengers, but returned to the Savage Land after Zaladane, Garokk, and the High Evolutionary used technology to recreate the realm. Ka-Zar and Shanna pursued Parnival to New York after Parnival stone the alien technology that maintains the Savage Land's jungle environs. He triggered the device in the heart of Manhattan and the couple battled with both Parnival and his cosmic master, Thanos, to keep the urban jungle from becoming a real one. Zabu, Ka-Zar's saber-toothed companion is always at his side.

KILLER CROC

STATISTICS:

F RM(30)
A RM(30)
S IN(40)
E IN(40)
R TY(6)
I EX(20)
P RM(30)
Health: 130 **Str:** 38
Karma: 56
Resources: PR
Popularity: -10
Height: 7'5"
Weight: 686 lbs.
Eyes: Red
Hair: None

BACKGROUND
Real Name: Waylon Jones
Occupation: Criminal, occasional mental patient
Legal Status: Citizen of the United States with a criminal record
Identity: Known to Police
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Arkham Asylum, Gotham City
Present Group Affiliation: Underworld of Gotham

KNOWN POWERS:
Regeneration: Killer Croc the ability to Regenerate at Poor rank.
Skin Armor: Croc's reptilian skin provides him with Good protection against physical and energy attacks.
Claws and Teeth: In his more advanced mutation, Croc has Teeth and Claws that can strike for up to Excellent edged damage.

Talents: Croc is a Wrestling Specialist, gaining +2CS to hit and +1CS to damage when grappling

ROLE-PLAYING NOTES:
Killer Croc is deformed in such a way that he appears to be a human alligator or crocodile. He is instantly recognizable and people's reactions to him tend to be extreme.
Croc is slowly devolving into a less human, more lizard-like form. If this continues at the current rate, he'll be an unintelligent beast driven only by instinct before too long
Killer Croc's primary enemy is the Batman. Croc often comes into conflict with Gotham's other super heroes, including Batgirl, Robin, and Nightwing
Killer Croc's freakish exterior gives him an inferiority complex. He constantly needs to prove his superiority to normal-looking people. As he slides further into his animalistic nature, he behaves more like the monster he resembles

KILLER CROC

HISTORY:

Waylon Jones was born with a rare genetic disorder called Epidermolytic Hyperkeratosis, a form of atavism, that makes his physical features resemble those of a reptile. His mother died in childbirth and his disgusted father turned him over to extended family. Jones turned to petty crime, spending his formative years in and out of juvenile detention, eventually landing in prison where he killed an inmate. Jones spent most of his early adult life behind bars, becoming increasingly bitter and eventually sociopathic.

Jones became a crocodile wrestler with a sideshow when he was finally released from prison, but quickly realized he could make more money in criminal endeavors. He tried to establish himself in Gotham City with varying degrees of success; his initial attempts were foiled by Batman.

As he aged, Jones' reptilian DNA gradually exhibited itself both in his physical appearance and prowess. Once he could wear bulky clothing and pass for human as long as he stayed in the shadows; more recently, he's become far more bestial in appearance and behavior.

KILLER WHALE

STATISTICS:

F RM(30)
A RM(30)
S IN(40)
E MN(75)
R TY(6)
I GD(10)
P GD(10)
Health: 175 **Str:** 38
Karma: 26
Resources: N/A
Popularity: -10
Length: 30'
Weight: 6 tons
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Orcinus orca is the genus-species name for the Killer Whale
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Proliferates worldwide
Marital Status: N/A although known to mate for life
Known Relatives: Pod-members
Base of Operations: Mobile in oceans world-wide
Present Group Affiliation: None

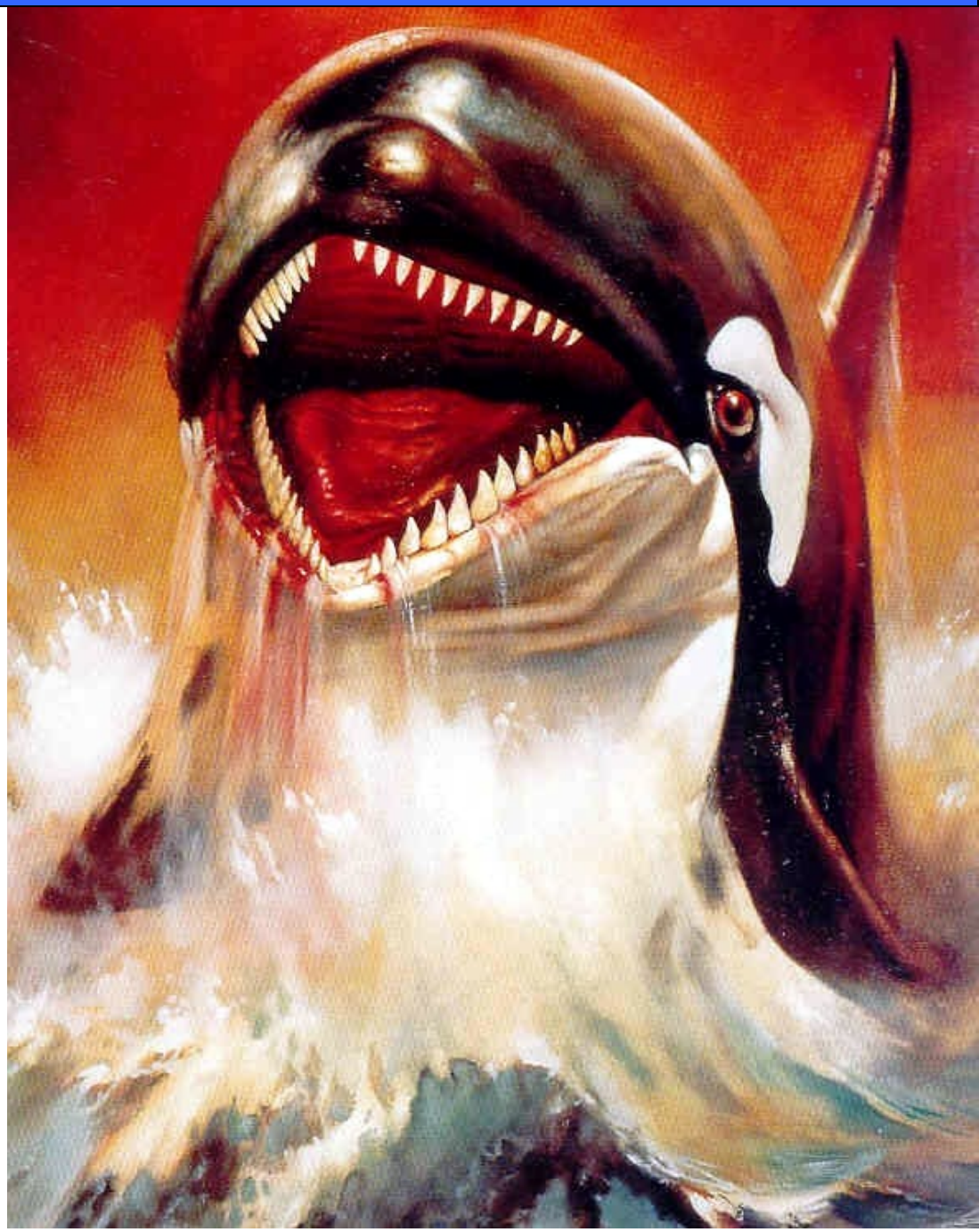
KNOWN POWERS:
Body Armor: A Killer Whale's Thick blubber provides Good protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: A Killer Whale's tail can strike for Amazing blunt damage
Teeth: Incredible Edged damage.
Sonar: Remarkable Sonar

ROLE-PLAYING NOTES:

KILLER WHALE

HISTORY:
The killer whale (*Orcinus orca*), or orca, is a toothed whale belonging to the oceanic dolphin family. Orcas are found in all oceans, from the frigid Arctic and Antarctic regions to tropical seas. Orcas as a species have a diverse diet, although individual populations often specialize in particular types of prey. Some feed exclusively on fish, while others hunt marine mammals such as pinnipeds, dolphins, and even large whales, often working in organized packs, earning them the nickname 'Wolves of the Sea'. Orcas are regarded as apex predators, lacking natural predators. Orcas often demonstrate uncanny intelligence. They imitate others, and deliberately teach skills to their kin. The complex and stable vocal and behavioral patterns of different groups of orcas appear to have no parallel outside humans and represent an independent evolution of culture.

KILLER WHALE (ORCA)



STATISTICS:

F RM(30)
A RM(30)
S IN(40)
E MN(75)
R TY(6)
I GD(10)
P GD(10)
Health: 175 **Str:** 40
Karma: 26
Resources: N/A
Popularity: -10
Length: 40'
Weight: 8 tons
Eyes: Black
Hair: None

BACKGROUND
Real Name: 'Nickfin', Orcinus orca is the genus-species name for the Killer Whale
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Presumably Northern Alaskan ocean
Marital Status: Widowed (technically inapplicable, although orcas mate fore life
Known Relatives: Had a mate, killed by fishermen
Base of Operations: Mobile throughout Northern Alaska
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Nickfin's Thick blubber provides Excellent protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Nickfin's tail can strike for Amazing blunt damage
Teeth: Incredible (40) Edged damage.
Sonar: Remarkable Sonar

ROLE-PLAYING NOTES:

KILLER WHALE (ORCA)

HISTORY:
Nickfin is a gigantic rogue bull Killer Whale, whose mate was killed by fishermen. In a bizarre case of reverse-Ahab, Nickfin pursued Captain Nolan and his crew, all the way across the North Atlantic – actually managing to destroy entire towns in the process - before finally killing the Captain at the arctic pole. After Captain Nolan's death, Nickfin retired from active persecution of northern coastal towns, but he still bears a grudge against fishermen and humans in general.

KING GHIDORAH

STATISTICS:

F UN(100)
A IN(40)
S ShY(225)
E ShZ(500)
R PR(4)
I PR(4)
P UN(100)
Health: 865 **Str:** 225
Karma: 102
Resources: N/A
Popularity: -100
Height: 492'
Length: Unrevealed
Weight: 77,000 tons
Wingspan: 574'
Eyes: Red
Hair: None

BACKGROUND
Real Name: King Ghidorah
Occupation: Giant monster, planet destroyer
Legal Status: Inapplicable
Identity: Known and feared by the general public, and inter-galactic community
Place of Birth: Deep space
Marital Status: Not applicable
Known Relatives: Possible race of Ghidoran Space Dragons
Base of Operations: Mobile throughout the cosmos
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Shift X resistance to Physical and Energy attacks
Gravity Beams: Shift X Energy damage
Growth: Shift Z. King Ghidorah is +4CS to be hit and –4CS to hit unless facing equal-sized opponents. With smaller targets he attacks for Shift-Z damage
Three-Headed: King Ghidorah's three heads allow up to three attacks per turn with Gravity Beams or teeth.
Two-Tails: Shift Y (300) blunt damage (two attacks per turn).
Teeth: Shift Y Edged damage
Stomp: King Ghidorah may stomp with one leg for Shift Y blunt damage. Both feet together cause Shift Z damage.
Flight: Shift X (150) Airspeed within a planetary atmosphere
Space Travel: Class 1000 ability to survive in open space and may travel through space at CL1000 speeds.
Regeneration: Incredible

ROLE-PLAYING NOTES:
King Ghidorah is traditionally the enemy of almost all other Kaiju, with particular enmity with Godzilla. King Ghidorah has often been a pawn of Alien Invaders, who will occasionally ally him with a similarly mind-controlled Kaiju ally.

KING GHIDORAH

HISTORY:

King Ghidorah is the traditional arch-nemesis of Godzilla – a planet-destroying space-dragon that arrived on Earth in a meteorite – a menace that requires the first team-up of monsters – the 'trinity of Kaiju' – Godzilla, Mothra, and Rodan. In fact, it was King Ghidorha who transformed the other monsters into heroes. A giant, three-headed, flying dragon, that fires energy beams (gravity beams) from all three heads, besides being much larger than other Kaiju (proportionately, depending up on the era). Ghidorah maintained his status as the ultimate Kaiju villain – the team buster – up until being defeated by the monster union, led by Godzilla, in Destroy All Monsters. After that, he tended to be teamed with other monsters, entering in to the tag-team matches of the Showa era.

King Ghidorah's origin was given a new spin during the Heisei era – or possibly just an additional twist, as one origin doesn't necessarily predispose the other – when the three-headed horror is shown to have been born on Earth – the mutated amalgamation of three small dragon-like creatures called 'Zorats', planted by time traveling fugitives from Earth's future as a doomsday weapon (a Terminator-esque attempt to retroactively destroy Japan). King Ghidorah's rampage is halted when the dragon beast encounters and is killed by Godzilla, whereupon, the three-headed monster is itself transformed into a cyborg and used to defend Japan from Godzilla's own rampage, although this creature is also destroyed in the effort.

Although intended as a retcon, the 'zorat' origin doesn't necessarily negate the earlier interpretation of King Ghidorah as a planet-destroying space-creature – especially with the time travel angle - by establishing the possibility that there that there could be more zorats out there – which would suggest that there would also be more King Ghidorahs as well – possibly a whole race of Ghidoran space-dragons that all begin life as tiny rodent-like creatures. Other, more conflicting origins, were introduced throughout the Heisei era, including the updated Mothra series, as well as 'Godzilla GMK' (where, in a unique reversal, King Ghidorah was actually presented as a good guy, aligning with other monsters against the menace of Godzilla) – providing both godly and supernatural beginnings.

Of course the mighty three-headed, Kaiju-villain returned full circle as the ultimate menace from space in 'Godzilla: Final Wars,' as the final weapon of the alien invaders - once again to be vanquished by Godzilla.

KING KONG

STATISTICS:

F AM(50)
A EX(20)
S IN(40)
E MN(75)
R TY(6)
I GD(10)
P EX(20)
Health: 185 **Str:** 39
Karma: 36
Resources: N/A
Popularity: -50
Height: 25'
Weight: Unrevealed
Eyes: Black
Hair: Black

BACKGROUND
Real Name: Kong is the type specimen of the giant gorilla species dubbed, 'Megaprimatus kong,' after the name given him by his native Skull Island worshipers
Occupation: Ruler of Skull Island, Occasionally rampaging monster
Legal Status: N/A
Identity: Known and feared on his home island and New York City
Place of Birth: Skull Island
Marital Status: N/A
Known Relatives: Kong's tribe is apparently deceased, making him the last of his kind.
Base of Operations: Skull Island.
Present Group Affiliation: None

KNOWN POWERS:
Invulnerability: Kong's thick muscle gives him Typical protection against Physical attacks.
Teeth: Remarkable edged damage.
Fists: Kong's oversize paws gain a +1CS blunt damage.

Talents:
Martial Arts: Kong can be considered to have a primitive form of Martial Arts A, B, and C.
Dinosaur Specialist: Kong has years of experience fighting dinosaurs. Kong receives a +1CS to any Fighting FEAT against any Dinosaur-type opponent.

ROLE-PLAYING NOTES:
Kong is a dominant, silverback male of his species, starting to get on in years; in battle, he is ferocious, cunning, and very territorial, driving other animals from his territory and attacking the big predators like the giant Vastatosaurus on sight; He is obsessively and dangerously protective of Ann Darrow. He also has a personal grudge against Jack Driscoll

KING KONG

HISTORY:

Kong was the last known member of a giant species of gorilla that flourished among the prehistoric relics of the infamous Skull Island. Apparently introduced to the prehistoric fauna several million years ago, this lineage of giant apes had reached is evolutionary end with Kong, who himself had lived to a great grand old age before Skull Island was discovered by movie producer, Carl Denham.

Denham brought with him the young actress Ann Darrow, who was kidnapped by the small tribe of indigenous humans who, as was their custom, offered her to Kong as a sacrifice. Entranced by Ann's beauty, Kong took her with him up to his lair high in the mountains of Skull Island, protecting her from any number of the island's reptilian denizens. Ann was eventually rescued by Jack Driscoll, Denham's screenwriter (or the ship's first mate, in the original) and Kong himself was captured via the use of gas-bombs. The mighty ape was taken back to New York City and put on public display. Kong's captivity was not to last long, however; he soon broke free, setting about the city in search of Ann, eventually taking her with him to the top of the Empire State Building. The reign of King Kong came to an end as that became the site of his grand last stand when he was shot down by fighter planes.

Years later, another giant ape was discovered dwelling on an island not far from the isles of Japan. This particular ape had been exposed to radioactive fallout, growing to several times the size of Kong, (sufficient to contend with giant radioactive dinosaur known as Godzilla), but it is not known if this had once been a lost member of Kong's tribe, or simply a normal specimen of gorilla.

KING KONG (1976)

STATISTICS:

F AM(50)
A EX(20)
S AM(50)
E MN(75)
R TY(6)
I GD(10)
P EX(20)
Health: 195 **Str:** 41
Karma: 36
Resources: N/A
Popularity: -50
Height: 40'
Weight: Unrevealed
Eyes: Black
Hair: Black

BACKGROUND
Real Name: Kong is the name given to the type specimen of the giant Skull Island gorilla species, 'Megaprimatus kong'; the larger, 1976 gorilla is also referred to as 'Kong'
Occupation: Ruler of Kong Island, Occasionally rampaging monster
Legal Status: N/A
Identity: Known and feared on his home island and New York City
Place of Birth: 'Kong Island'
Marital Status: N/A
Known Relatives: Kong's tribe is apparently deceased, making him the last of his kind.
Base of Operations: Kong Island.
Present Group Affiliation: None

KNOWN POWERS:
Invulnerability: Kong's thick muscle gives him Typical protection against Physical attacks.
Teeth: Remarkable edged damage.
Fists: Kong's oversize paws gain a +1CS blunt damage.

Talents:
Martial Arts: Kong is consider-ed to have a primitive form of Martial Arts A, B, and C.
NOTE: The 1976 version of Kong was both larger and stood in a much more upright 'hominid' posture, than his 1933 counterpart, which may indicate that he was a different species of giant gorilla, or possibly a mutant similar to the Kaiju-sized Kong that rampaged though Tokyo.

ROLE-PLAYING NOTES:
On his native Kong Island, virtually all creatures are enemies, particularly the population of giant constrictors
Kong is obsessed with Dwan, defending her against all attackers, and pursuing her across great distances.

KING KONG (1976)

HISTORY:

Dino De Laurentiis unfortunate 1976 remake of King Kong was a disappointment on a number of levels – the first being the jettisoning of nearly the entire cast of the original Skull Island monster menagerie – represented in the '76 remake by a single stagy-looking giant snake. The cast of characters is transformed from a film crew into an oil expedition, and Kong's love interest, 'Dwan', (played by Jessica Lange in her motion picture debut), is in the permissive 70's, pointedly the sort of fame-hungry floozy that Ann Darrow was not.

Kong himself is partially rescued by talented make-up man/costume designer, Rick Baker (An American Werewolf in London), who insisted that Kong actually be portrayed as a gorilla instead of the half-human 'missing link' concept De Laurentiis had wanted – a concept that nevertheless, reflected in Kong's upright, human-like stance. Baker did what he could, playing the role of Kong himself. Carlos Rambaldi (Alien) contributed the effective facial expressions of the Kong mask and, more famously, created the giant, 40 foot Kong automation that was actually only used in a few brief shots, due to its stiff, limited movement.

It's still Kong, and there are a few good points, including the iconic image of Kong astride the twin towers of the World Trade Center – becoming a period piece for no other reason than that – the giant Kong hand is effective as well. But all in all, not enough respect given the original.

KING KONG (TOKYO)

STATISTICS:

F MN(75)
A EX(20)
S ShX(150)
E ShY(200)
R TY(6)
I GD(10)
P EX(20)
Health: 445 **Str:** 145
Karma: 36
Resources: N/A
Popularity: -75
Height: 148'
Weight: 27,500 tons
Eyes: Black
Hair: Black

BACKGROUND
Real Name: Kong is the name given to the type specimen of the giant Skull Island gorilla species, 'Megaprimatus kong'; the larger, Faro Island giant is also referred to as 'Kong'.
Occupation: Ruler of Faro Island, Occasionally rampaging monster
Legal Status: N/A
Identity: Known and feared on his home island, Japan
Place of Birth: Faro Island
Marital Status: N/A
Known Relatives: Possibly the last survivor of a late-surviving tribe
Base of Operations: Faro Island, New York, Tokyo
Present Group Affiliation: None

KNOWN POWERS:
Invulnerability: Kong's thick muscle gives him Amazing protection against Physical attacks. Incredible protection against Energy attacks.
Teeth: Kong's teeth can do Unearthly edged damage.
Fists: Kong's oversize paws gain a +1CS blunt damage.
Growth: Presumably from exposure to the same radioactive fallout that created the monster, Godzilla, the Faro Island specimen of Kong has acquired Shift Z Growth. At this 'Tokyo-size' Kong is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, he may cause Shift Z damage when attacking
Energy Absorption (Electricity): For some unknown reason, perhaps also due to radioactive fallout, the Tokyo Kong is capable of drawing strength from Electricity. He can recover Health points equal to the intensity of the energy source. He may release this energy as an Energy attack upon any target he touches within the next 1 to 10 rounds. The damage of the attack is equivalent to the intensity of the energy source, up to Unearthly

Talents:
Kong can be considered to have a primitive form of Martial Arts A, B, and C.
Dinosaur Specialist: In their native habitat, the 'Kong' species of apes are natural enemies of the surviving species of dinosaurs – particularly the giant meat-eaters. Against any Dinosaur-type opponent, receives a +1CS to any Fighting FEAT. For the larger Faro-Island 'Tokyo' King Kong, this ability holds true for most Kaiju as well.

KING KONG (TOKYO)

ROLE-PLAYING NOTES:

On his native Faro Island, virtually all creatures are enemies, particularly the giant modern tyrannosaur, Gorosaurus. Kong also has enmity with Godzilla.

The Megaprimatus species – wherever you find them - seems to have a thing for blondes

HISTORY:

In 1962, yet another giant ape was discovered living on Faro Island in Japan. This beast was much larger than the Skull Island Kong, likely from exposure to the nuclear fallout that created many bizarre giant mutations that sprang up out of the Orient. Faro Island, likewise boasted prehistoric relic species – similarly grown to gigantic proportions – such as giant octopus or the relic tyrannosaur species, Gorosaurus. The Faro Island Kong also demonstrated affection for human women – particularly blonds.

The giant Kong was captured and taken to Tokyo, with the intent of putting him on display; however, the monster, Godzilla was had just re-emerged from hibernation and had launched an attack on Japan. Deciding to pit the two monsters against each other, the Japanese authorities ordered Kong freed and the two engaged in a running battle that Kong appeared to be losing until revealing the previously unknown ability to absorb energy from lightning, gaining strength as well as the ability to deliver tactile electrical attacks. The two eventually toppled together off a cliff into the ocean, whereupon Kong emerged alone – seemingly victorious and set off back to Faro Island.

The Tokyo Kong was later pitted against and defeated his evil mechanical doppelganger, the giant robot, ‘Mecha-Kong’,

KINGPIN

STATISTICS:

F RM(30)
A GD(10)
S EX(20)
E RM(30)
R RM(30)
I RM(30)
P RM(30)
Health: 90 **Str:** 18
Karma: 90
Resources: PR
Popularity: 20
Height: 6'7"
Weight: 450 lbs.
Eyes: Blue
Hair: Bald

BACKGROUND
Real Name: Wilson Fisk
Occupation: Criminal Organization Overlord, president and owner of a number of legitimate businesses
Legal Status: United States Citizen with a Criminal Record
Identity: Publicly known
Place of Birth: Unknown, Presumably in the New York area
Marital Status: Married
Known Relatives: Vanessa (wife), Richard (son)
Base of Operations: New York City
Present Group Affiliation: None, although he maintains contacts with the criminal networks worldwide

KNOWN POWERS:
Body Armor: Through his fighting disciplines, the Kingpin has Poor Body Armor

Weapons:
Walking Stick: Remarkable Strength material with a 3-Shot Laser of Remarkable Strength, Amazing Intensity Sleep gas (Range 1 area, 2 doses)
Talents: Fisk practices a grueling regimen that keeps him in fighting form; his great mass is muscle, not fat, and the Kingpin has Martial Arts A, B, C, as well as the Wrestling skill. The Kingpin also has Incredible Reason for business and finance.

ROLE-PLAYING NOTES:
The Kingpin is a ruthlessly methodical, manipulative, master tactician. He enjoys explanting human weaknesses, and is careful to avoid personal connections to his crimes. Despite his criminal background and ruthless nature, he loves his wife Vanessa to the exclusion of all else and will sacrifice anything and everything thing for her sake.

KINGPIN

HISTORY:

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

When he does, however, his size and fighting skill can humble any normal opponent.

The Kingpin married a woman named Vanessa, who did not know of her husband’s true business. When she found out, she demanded that Wilson quit his life of crime. His love for his wife was so strong that he agreed to retire as the Kingpin for her sake, but some of his associates were unwilling to lose such an effective crime boss. Vanessa was seemingly killed (although she eventually turned up alive), causing the Kingpin to return with a vengeance, leading his organization with more ruthlessness than every.

Though the Kingpin’s clashes with Spider-Man have been legendary, the hero Daredevil has been the most constant thorn in the Kingpin’s side. At one point, the Kingpin blackmailed drug-addicted Karen Page, Matt Murdock’s ex-girlfriend, into revealing Daredevil’s identity. He then used the information to destroy Daredevil’s life. The Kingpin remains the primary mover and shake in organized crime on the East Coast.

KOLCHAK: THE NIGHT-STALKER

STATISTICS:

F TY(6)
A TY(6)
S TY(6)
E TY(6)
R EX(20)
I EX(20)
P TY(6)
Health: 24 **Str:** 6
Karma: 46
Resources: GD
Popularity: TY
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Karel 'Carl' Kolchak
Occupation: Investigative Reporter
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Mikel Kolchak (grandfather, deceased), Karel (last name unrevealed; grandfather, deceased.)
Base of Operations: Mobile, Chicago, Illinois, formerly Las Vegas, Nevada
Present Group Affiliation: None

KNOWN POWERS:
None
Talents:
Reporting, Writing, Detective, Occult
*Note: Kolchak has an uncanny ability to sniff out stories involving the supernatural, to the point that almost every case he investigates proves to have some involvement with were-wolves, witches, vampires, or any manner of monster, demon, or other creature of darkness.

ROLE-PLAYING NOTES:
Karl Kolchak is your archetypical pragmatic, hard-headed gumshoe reporter. He is cynical, wiseacre, and the last guy one would expect to believe in things life vampires or demons – a factor that made the first made-for-TV movie particularly effective – if a guy like Kolchak could believe in a vampire, it made it easier for the audience to believe as well. Once the series got going, however, the suspension of belief became harder and Kolchak was played more for laughs

KOLCHAK: THE NIGHT-STALKER

HISTORY:

Carl Kolchak (Darren McGavin) Kolchak is a talented investigative reporter with an affinity for bizarre and supernatural occurrences, obtaining information driving around Chicago in his yellow Ford Mustang convertible and always snatching exclusives armed with his camera and portable cassette recorder.

The series was a follow-up to a well-received made-for-TV movie wherein Kolchak discovered a vampire preying upon modern Las Vegas. Dispatching the undead bloodsucker, Kolchak soon discovered an underworld overrun with demons, and boogeymen.

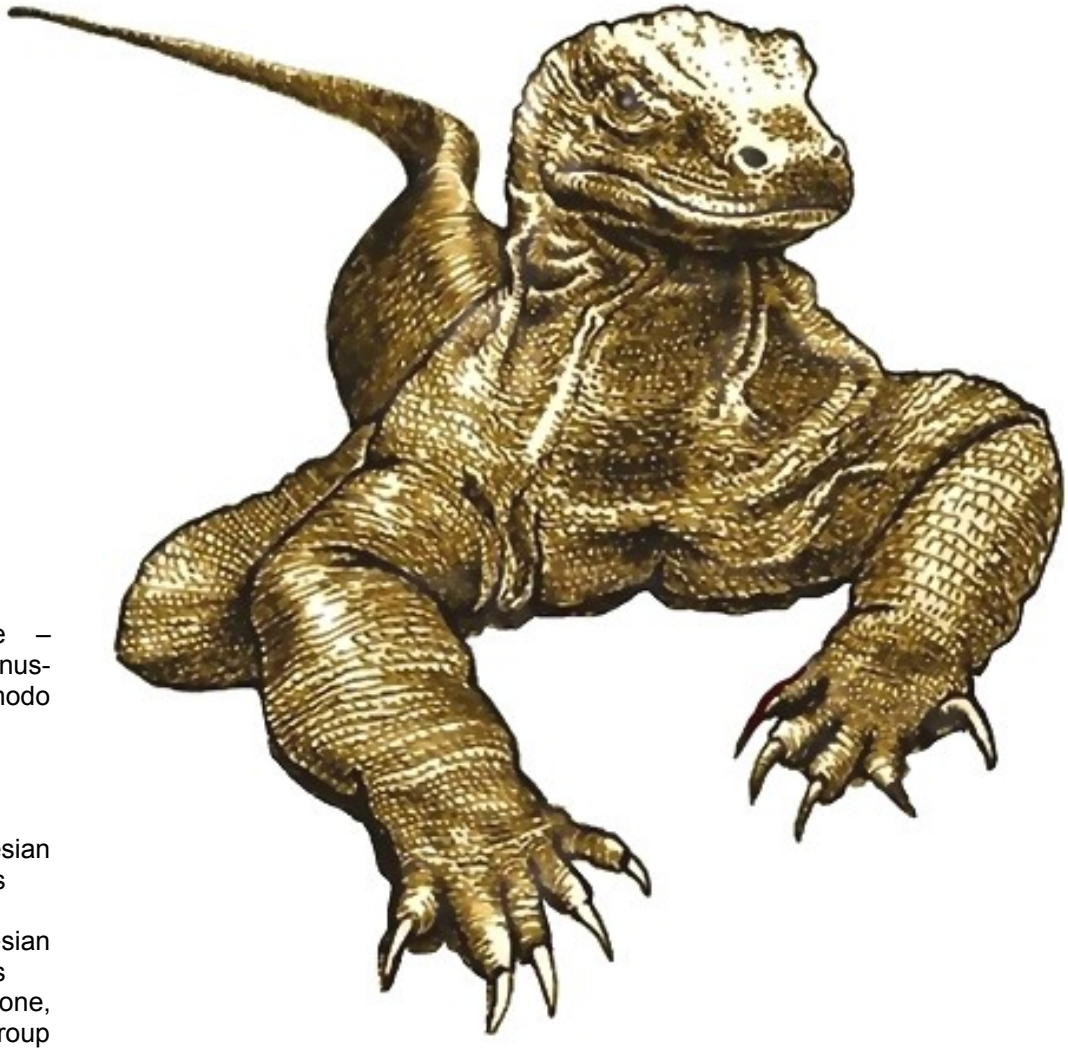
Using only limited information, Kolchak has relentlessly cracked several cases relying on gut instinct and often prevailing through sheer dumb luck. But more often than not, Kolchak's prospects are hampered by the utter destruction of any or all evidence to prove his claims, thus advancing the sheer implausibility of his stories where his peers, particularly his editor, are concerned. On other occasions, his investigations have led to demotion or relocation of varying authority figures, though reasons for these actions are never truthfully disclosed.

In the series' short run, it managed to tackle most of the major monster myths, including classics such as vampires, werewolves, mummies and zombies. It also included stories about a doppelganger, witches, a succubus and a pact with Satan.

Four episodes focused on monsters and spirits based in native folklore (two involving Native American legends, one Hindu and one Creole).The series also dealt with creatures from science fiction, including a killer android, an invisible extraterrestrial, a prehistoric man thawed back to life and a lizard-creature protecting its eggs.

The series also featured some more esoteric antagonists, including a headless motorcycle rider that hinted at the headless horseman myth, and an animated knight's suit of armor possessed by a spirit. A story about Jack the Ripper was one of the few based on an actual historical figure, though the series provided a supernatural explanation. An episode about Helen of Troy dealt with immortality and aging.

KOMODO DRAGON



STATISTICS:

F GD(10)
A GD(10)
S RM(10)
E EX(20)
R FB(2)
I FB(2)
P FB(2)
Health: 50 **Str:** 10
Karma: 6
Resources: Not Applicable
Popularity: -5
Length: Up to 10'
Weight: Up to 350 lbs.
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Varanus komodo* is the genus-species name of the Komodo Dragon
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Usually Indonesian islands of Rintja, Pada and Fores
Marital Status: Inapplicable
Base of Operations: Indonesian islands of Rintja, Pada and Fores
Present Group Affiliation: None, although dragons will often group together

KNOWN POWERS:
Body Armor: Poor protection against Physical and Energy attacks.
Claws: Typical edged damage
Teeth: Good edged damage. Infectious Saliva: Komodo Dragon's saliva is full of extremely infectious bacteria of Good intensity. Anyone bit and damaged by a Komodo Dragon will die within three days against Good intensity infection
Tail: The thick muscular tail may strike for Excellent blunt damage.
Hyper-Swimming: Excellent Water Freedom
Tracking: Amazing

ROLE-PLAYING NOTES:

KOMODO DRAGON

HISTORY:
Komodo Dragons are particularly nasty critters, but due to their limited range, they are a bit under-rated in terms of their danger to human beings. Like crocodiles, Komodo Dragons have evolved to feed upon large mammalian prey, and are capable of taking down prey as large as buffalo, their simple reptilian strategy consisting of an ambush attack, that delivers a damaging bite on the legs, after which the dragon simply retreats while its infectious saliva goes to work. The dragon's saliva is toxic enough to kill large mammals within two or three days – often believed to be a complex cocktail of bacteria, recent studies have suggested that the dragon's saliva may actually be a true venom. In any case, Komodo Dragons make no distinction between humans and any of its typical mammalian prey and will quite readily take human prey if given the opportunity; the low number of human fatalities related to this giant lizard is mostly a product of their limited population and isolation.

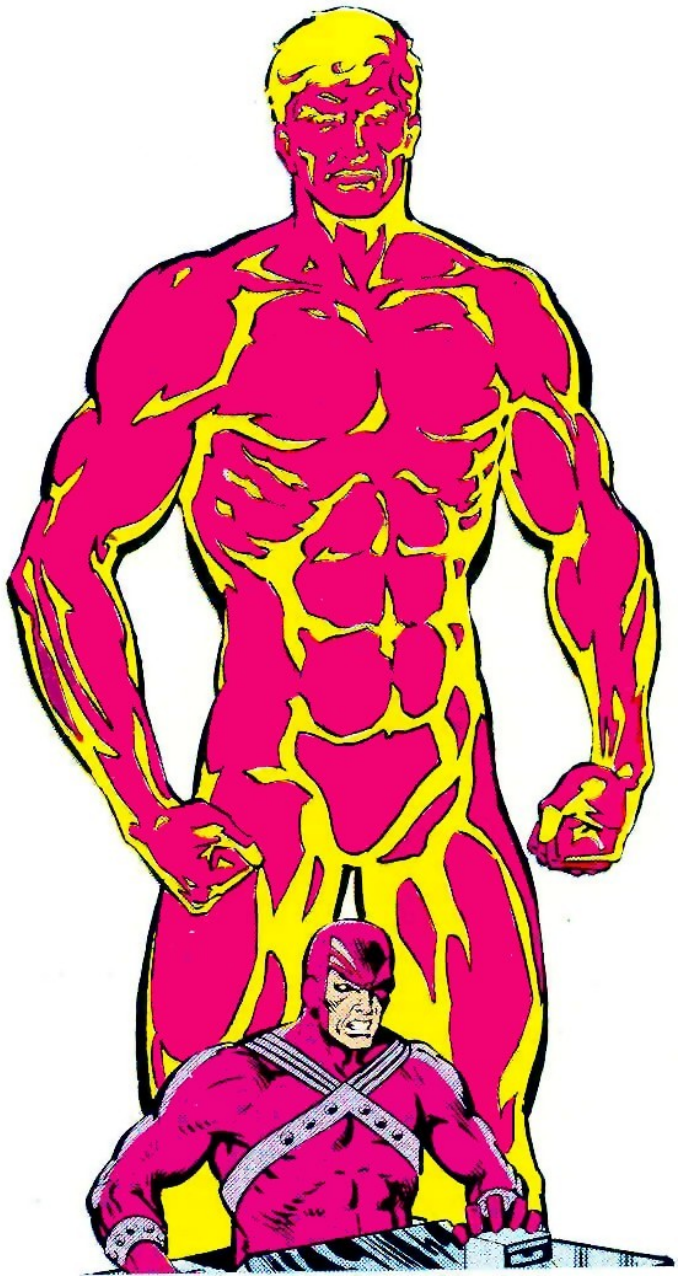
KORVAC

STATISTICS:

F AM(50)
A UN(100)
S UN(100)
E CL3000
R MN(75)
I EX(20)
P CL3000
Health: 3250 **Str:** 95
Karma: 3095
Resources: CL3000
Popularity: 0
Height: 6'3"
Weight: 230 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Alias: Michael Korvac
Occupation: Former computer technician, would-be master of the universe
Legal Status: Citizen of future Earth, subject of Badoon Empire
Identity: Korvac's existence is not known to the populace of 20th Century Earth
Place of Birth: North America in the 31st Century
Marital Status: Single
Known Relatives: None
Base of Operations: 31st Century Earth, Queens New York in the 20th Century
Present Group Affiliation: None

KNOWN POWERS:
Mental Powers: Korvac could use any mental power at CL1000 level
Energy Manipulation: Korvac could control al forms of energy at Shift Y rank. His power stunts included:
**Projecting Force or Energy Bolts*
**Personal Force Field*
Cosmic Awareness: CL1000
Healing: Korvac had this power at Class 1000 rank, capable of raising the dead.
Invulnerability: CL1000 resistance to heat, cold, radiation, toxins, and disease.



Alter-Ego: Korvac's human body was a disguise to keep foes from suspecting him:

F A S E R I P
Ex Rm Ex Rm Mn Ex CL3000

ROLE-PLAYING NOTES:
Korvac came from a shattered world and grew up under the tyranny of the Badoon. Korvac's goal was to bring order and harmony to the universe. The only way he knew how to achieve this was by conquest, by establishing himself as a benevolent dictator. In the end, Korvac realized that life was important; while he himself perished, he also knew that the universe needed champions and he returned it's greatest champions to life.

KORVAC

HISTORY:

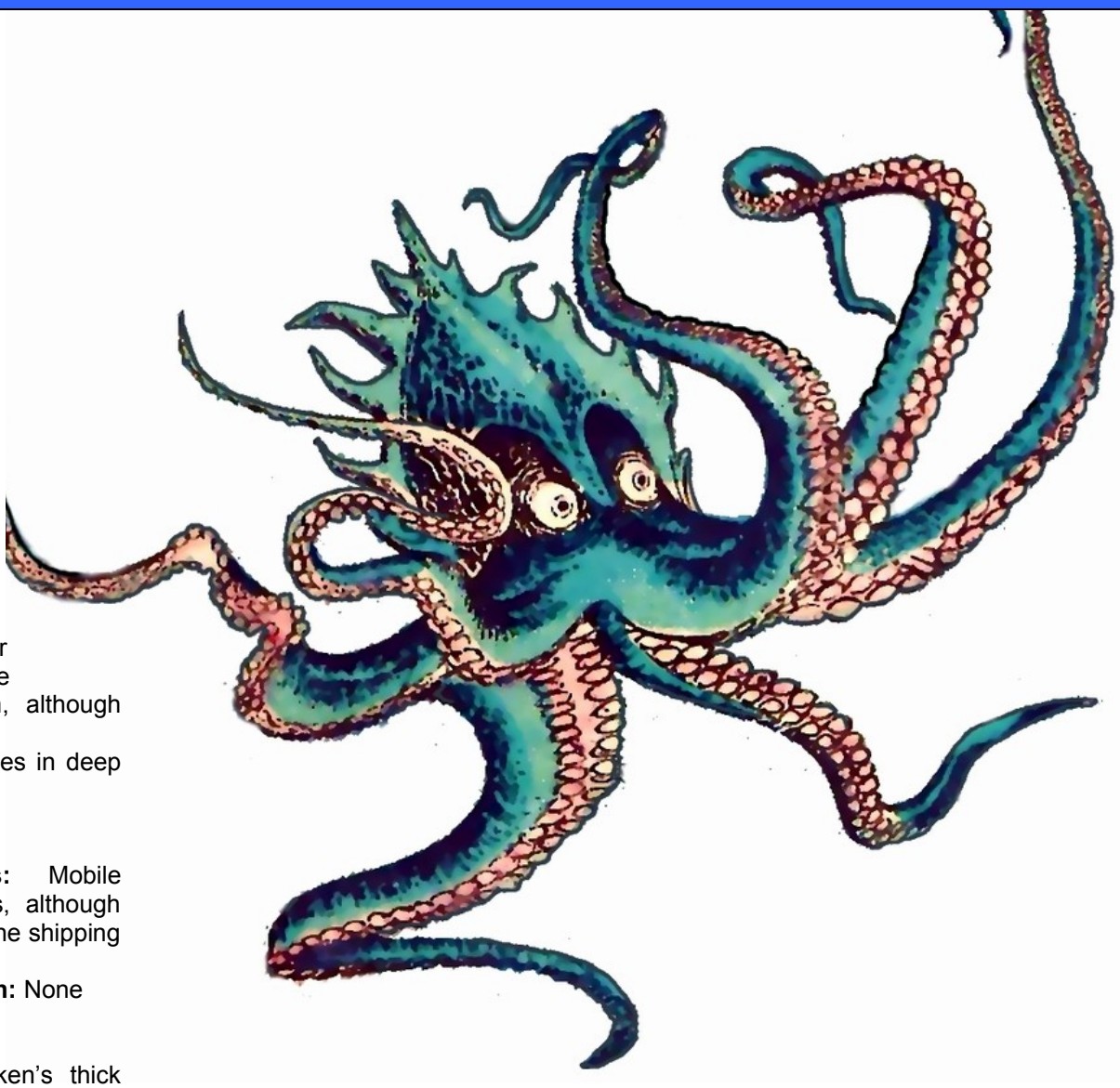
Michael Korvac was a computer technician born on the Blue Area of the Moon of an alternate Earth in the year 2997. Due to events surrounding his birth, Michael's father was killed and he was raised by his mother to have a hateful and vengeful attitude. When the Sol System and its colonies were conquered by the alien Brotherhood of Badoon, Korvac became a collaborator and traitor to the human race. Caught asleep at a machine while working, the Badoon grafted Korvac's upper body to a machine, effectively making him a cyborg.

Korvac was then transported through time by the game-playing Grandmaster, who used him as a pawn in battling Doctor Strange and the Defenders. Korvac deliberately lost the fight, so as to be able to discretely scan and analyze the Grandmaster's cosmic power. Gaining several new abilities from this analysis, Korvac then killed his Badoon masters and planned to conquer the cosmos. Korvac recruited a group of aliens called the Minions of Menace and attempted to cause Earth's sun to go nova, but was defeated by the Guardians of the Galaxy and the time-traveling Thunder God Thor. Soon after this defeat, Korvac fled across time and space to the mainstream Marvel Earth-616. Upon arrival, Korvac discovered the space station of the cosmic entity Galactus. Attempting to download the knowledge of Galactus from the station into his own system, Korvac was imbued with the Power Cosmic and became a god-like being. Korvac then recreated himself as a perfect humanoid form, and, posing as a human called Michael, traveled to Earth with the intent of reshaping it into a utopia. Korvac was pursued by the Guardians of the Galaxy, who joined forces with the Avengers in a bid to stop Korvac. Guardian member Starhawk found Korvac and battled him in secret. Korvac, however, disintegrated Starhawk and then recreated him, but so as to avoid future detection, removed from Starhawk the ability to perceive Korvac in any way. The Elder of the Universe known as the Collector foresaw the coming of two beings that would be capable of challenging the Elders - Korvac and Titan Thanos (see entry for: **Thanos**), and remade his own daughter Carina into a being of incredible power to use as a weapon against them. Although Carina did meet Korvac, the two fell in love and she began to sympathize with him. The Collector himself was defeated by the Avengers after a failed bid to "collect" and protect them from Korvac, who upon discovering the Collector's plot disintegrated the Elder.

The hero, Iron Man, eventually tracked Korvac to a residential neighborhood in Forest Hills Gardens, in Queens, New York. The entire Avengers roster, with the heroine Ms. Marvel and the Guardians of the Galaxy confronted Korvac. Korvac's deception was revealed when Starhawk realized he couldn't see the man called "Michael". Realizing that he had been discovered, and that cosmic entities such as Odin and the Watcher were now aware of his existence, Korvac was forced into battle.

Korvac slews wave after wave of heroes, buy was finally caught off guard and injured by Captain America and then Wonder Man. Although able to kill both, Korvac was weakened further by the combined efforts of Starhawk, Iron Man, the Vision and Thor. Sensing that Carina now doubted him, Korvac committed suicide through an act of will. An angered Carina then attacked the surviving heroes, and was finally slain by Thor. Korvac, with his dying act, restored the Avengers and Guardians to life. The Avenger Moondragon later said she had read Korvac's mind and judged him not to be evil.

KRAKEN



STATISTICS:

F AM(50)
A EX(20)
S UN(100)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 175 **Str:** 85
Karma: 26
Resources: N/A
Popularity: -40
Length: Up to 200'
Weight: Unrevealed
Eyes: Black
Hair: None

BACKGROUND
Real Name: The Kraken
Occupation: Sea Monster
Legal Status: Inapplicable
Identity: Publicly known, although believed to be legend
Place of Birth: Proliferates in deep oceans world wide
Marital Status: N/A
Known Relatives: None
Base of Operations: Mobile throughout world oceans, although has been known to hunt the shipping lanes of the Atlantic
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Kraken's thick rubbery hide provides it Remarkable protection from Physical and Energy attacks.
Water-Freedom
Ink-Cloud: Like it's smaller relatives, squid and octopus, when threatened, the Kraken can eject a cloud of black ink of Excellent intensity
Beak: The Kraken's giant beak can bite through Unearthly material for Monstrous damage, although to attack with its beak, the Kraken must make a successful Grappling attack.
Tentacles: The Kraken has eight grasping tentacles that grant it +1CS to all grappling attacks for every tentacle used, up to +3CS. Three separate tentacle attacks are allowed each round. A yellow Fighting FEAT will allow five attacks, and a red Fighting FEAT would allow the Kraken to attack with all eight tentacles at once. Multiple attacks are resolved on a single roll.
Claws: The suction cups on the Kraken's tentacles are equipped with hook-like claws that cause Remarkable edged damage during each grappling attack.

Talents: The Kraken can be considered to have and instinctive form of the Grappling skill

ROLE-PLAYING NOTES:

HISTORY:

KRAKEN (CLASH OF THE TITANS)

STATISTICS:

F UN(100)
A EX(20)
S ShY(300)
E CL1000
R PR(4)
I PR(4)
P PR(4)
Health: 1432 **Str:** 300
Karma: 6
Resources: None
Popularity: -100
Length: Unrevealed
Weight: Unrevealed
Eyes: Red
Hair: None

BACKGROUND
Real Name: The Kraken
Occupation: Destroyer
Legal Status: Not applicable
Identity: Not applicable
Place of Birth: Not applicable
Marital Status: Not applicable
Known Relatives: None
Base of Operations: Usually Imprisoned at the bottom of the Mediterranean Sea
Present Group Affiliation: Weapon/Pawn of the Greek Gods

KNOWN POWERS:
Body Armor: The Kraken's thick rubbery hide provides it Shift X(150) resistance to Physical and Energy attacks
Growth: Shift Z. The Kraken is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Claws: The Kraken's claws can strike for Shift Y (250) Edged damage
Teeth: The Kraken's fangs can strike for up to Shift Y(250) Edged damage.
Tentacles: The Kraken has four grasping tentacles that grant it +1CS to all grappling attacks for every tentacle used, up to +3CS. Two separate tentacle attacks are allowed each round. A yellow Fighting FEAT will allow three attacks, and a red Fighting FEAT would allow the Kraken to attack with all four tentacles at once. Multiple attacks are resolved on a single roll
Immortality: Class 1000. The Kraken is immortal and does not die if reduced to 0 Health and Shift 0 Endurance. Only an injury which disperses a majority of its body molecules can cause it physical death. – or in the case of Medusa's stare, molecular conversion.
Invulnerabilities: Class 1000. The Kraken is immune to toxins, disease, and aging
Hyper-Swimming: Remarkable
Water-Freedom

ROLE-PLAYING NOTES:
The mighty Kraken is Zeus' ultimate punishment to be visited upon god or mortal. Stories of its origins differ, by some accounts being the last of the Titans, with others suggesting that the Kraken was a living weapon created by Hades to destroy the Titans. In fact, in ancient myth the monster that came for Andromeda was the mighty whale, Ceto, and the word Kraken actually referred to a monster more resembling a monstrous giant squid. In any case, the monster is all but unstoppable by any force on Earth, feared by the mightiest gods, and respected even by Skyfathers such as Zeus himself.

KRAKEN (CLASH OF THE TITANS)

HISTORY:
The Kraken was a massive monster, resembling a giant merman with multiple tentacles for arms, (a squid-like beak in the Harryhausen version and more of a fanged, starfish gullet in the modern update). It is said to have wrestled Zeus, and that among all the gods, only Zeus and his brother Poseidon could control it.
The mighty Kraken's physical invulnerability however, proved useless against the power of the Gorgon's Stare. When Perseus showed it the face of Medusa, the Kraken was turned to stone, which crumbled under its own giant weight, collapsing into the sea.

KRONOS

STATISTICS:

F MN(75)
A UN(100)
S ShZ(500)
E CL1000
R ShZ(500)
I ShZ(500)
P ShZ(500)
Health: 1675 **Str:** 500
Karma: 1500
Resources: CL3000
Popularity: 0 (UN among Eternals)
Height: Expanding (currently millions of miles, although he may manifest at any height he chooses)
Weight: Negligible
Eyes: Manifests as white with no pupils
Hair: None

BACKGROUND
Alias: Chronos
Occupation: Philosopher
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: City of Titanos, Northern Asia
Marital Status: Married in mortal existence, currently inapplicable
Known Relatives: Diana (wife), Zuras, Alars (sons), Eros, Thanos (grandsons), Sui-San (daughter-in-law, deceased)
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Cosmic Energy: Shift Z ability to manipulate all forms of energy.
Create Life-Forms: Shift Z ability to create artificial beings from inanimate matter.
Soul-Manipulation: Unearthly control over the souls of mortals.
Cosmic Awareness: Shift Z
Invulnerability: Shift X resistance to all forms of attack.
Telepathy: Unearthly
Telekinesis: Unearthly.
Time Manipulation: Shift Z ability to manipulate Time.

ROLE-PLAYING NOTES:

HISTORY:

KRYPTO

STATISTICS:

F IN(40)
A UN(100)
S MN(75)
E MN(75)
R PR(4)
I GD(10)
P GD(10)
Health: 290 **Str:** 65/85
Karma: 24
Resources: N/A
Popularity: GD
Height: 2'1½"
Weight: 40 lbs.
Eyes: Brown
Hair: White

BACKGROUND
Real Name: Krypto
Occupation: Pet, Guard dog
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: The planet Krypton, possibly from another dimension.
Marital Status: Not applicable
Known Relatives: None
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: Companion to Superman

KNOWN POWERS:
Kryptonian Physiology: Unearthly Solar Absorption and Storage that allows Krypto to recover lost endurance ranks, making it very difficult to kill him. This physiology also gives him the following powers:
*Power Boost: Krypto can direct his energies into his Strength, Flight, or Speed, raising them up +1CS for 10-20 rounds. After Boost, Krypto's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Amazing.
*Heat Vision: Unearthly Energy damage
*Invulnerable: Monstrous resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
*Flight: Unearthly speed in atmosphere, CL 3000 in space
*Hyper Speed: Amazing
*Hyper Breath: Amazing Cold in 1 area
Superhuman Senses: Krypto possesses the following sensory powers:
*Enhanced Hearing: Shift X
*Microscopic Vision: Amazing
*Telescopic Vision: Good
*X-Ray Vision: Unearthly
*Super Scent: Shift Y
Teeth: Unearthly damage

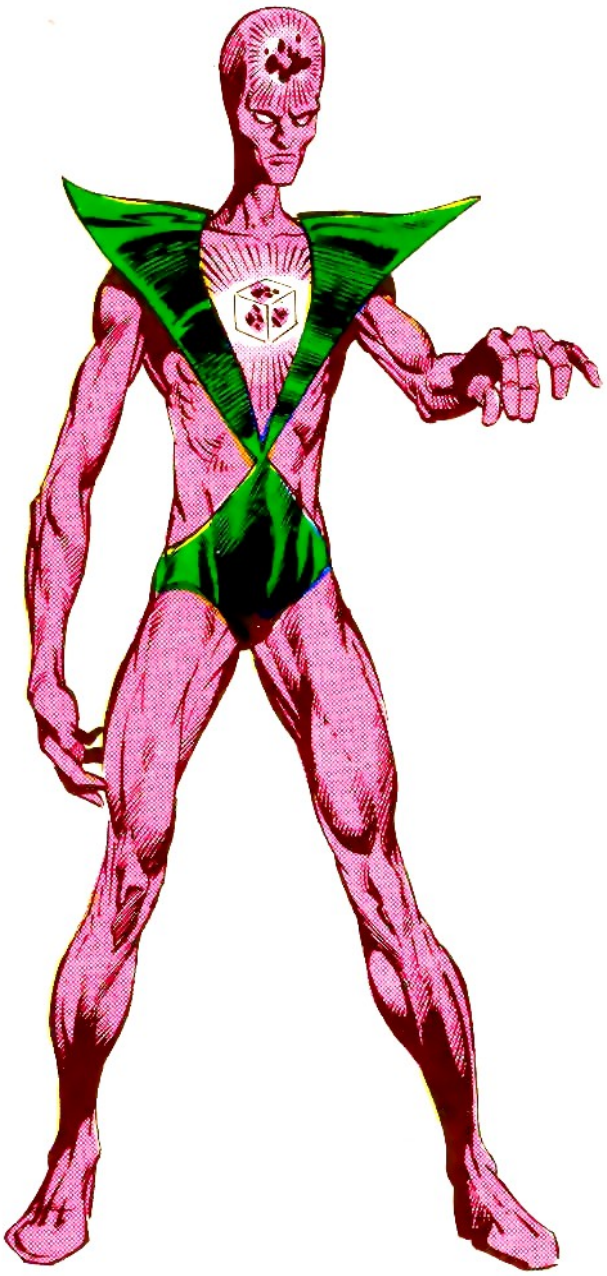
LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and the loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance

ROLE-PLAYING NOTES:
Krypto is a powerful, smart dog but he's still a dog. He can't talk, has no opposable thumbs and follows his animal instincts. Krypto is fiercely protective of Superman and his family. He often reacts violently when his loved ones are in danger; Krypto is extremely loyal and devoted. He also likes kids and is generally good-natured

KRYPTO

HISTORY:
Krypto is a Kryptonian canine with powers beyond the realm of mortal dogs. He possesses all of Superman's powers in canine proportions while under a yellow sun, and all of the Man of Steel's vulnerabilities. He is exceptionally intelligent, approaching or reaching human intelligence. Despite this, he's still a dog, with canine instincts and limitations. But he's a dog with heat vision, and that's pretty cool.
Krypto is totally devoted to Superman, Superboy and the rest of the Superman family. He was Jimmy Olsen's dog for a time, using the alias "Pal" to hide his identity. After a rocky start with Lois Lane, the two have come to appreciate and understand each other. Batman is also fond of him, sometimes borrowing the animal when his keen senses would be of use. After Krypto assisted Superman in a terrible battle against the superhuman Atlas, the citizens of Metropolis have come to view Krypto as a proud addition to their city. Though the Legion of Super-Pets isn't yet officially established as existing on Earth-0, Krypto was a founding member of previous versions.

KUBIK



STATISTICS:

F MN(75)
A MN(75)
S MN(75)
E UN(100)
R ShZ(500)
I ShZ(500)
P CL3000
Health: 325 **Str:** 65
Karma: 4000
Resources: CL3000
Popularity: 0
Height: Variable
Weight: Variable
Eyes: White
Hair: None

BACKGROUND
Alias: Cosmic Cube
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Creation: Cubic Dimension
Marital Status: Inapplicable
Known Relatives: Beyonders (Creators), Kosmos, Shaper of Worlds (Cube Beings, siblings)
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Clairvoyance: Good awareness of distant locations up to 2000 miles away.
Dimensional Travel: Shift Z ability to transport itself and other beings instantaneously between dimensions.
Invulnerability: Monstrous protection against Physical and Energy attacks.
Reality Manipulation: Class 1000 ability to restructure a section of its surroundings into whatever shape and nature it desires. This power initially affects a single area but the zone of effect increases by 1 area per
turn. The maximum area of effect is a sphere 2000 miles in diameter. The effect lasts for two years.
In truth, the restructured area is actually a pocket dimension that overlaps the real, unaffected area. Everything and everyone within Kubik's immediate vicinity is transferred to this pocket dimension and remains there until the effect ends. As the zone increases in size, more beings are automatically transported into this pocket universe. Beings already within this region perceive it to be infinite. If they wander beyond Kubik's area of effect, they are automatically trans-ported to the parallel dimension that most resembles the conditions within the pocket universe. When the effect ends, all beings affected by Kubik's power are safely transported back to their home reality, in locations relative to their previous locations within the pocket dimension. By using this power on itself, Kubik is able to change its apparent form and apparently use any power it chooses, even those it did not previously possess. Such newly generated powers have CL1000 rank. The effects of such changes or his power only exist within the pocket dimension

ROLE-PLAYING NOTES:
Kubik has predominantly interacted with his fellow Cube Being, the Shaper of Worlds. After he was hatched from the Cosmic Cube, Kubik was mentored by the Shaper. When the Beyonder assumed its 'Kosmos' identity, Kubik mentored Kosmos in return.

HISTORY:
The Cosmic Cube that eventually became the being Kubik, was originally created by the scientists of AIM for purposes of world domination, before being stolen by the Red Skull as a part of his own nefarious plans, and then again by Thanos. The Cube Being known as the Shaper of Worlds finally intervened, cleansing the young Cube's nascent memory lest its still-forming sentience be influenced by such evil beings. The Cube eventually matured, transforming itself into the being that now called itself Kubik.
The Shaper took to mentoring Kubik and the two next appeared on Earth to deal with the Beyonder (see entry for: Beyonder), whose omnipotent powers were causing universal havoc. Having assumed mortal form, the Beyonder – a 'child unit' of the omnipotent beings known as Beyonders (see entry for: Beyonder: Beyonders) – had narrowed the scope of its power, and Kubik was able to defeat him. Reclaiming the power that had split off into the Molecule Man, the Beyonder was transformed into a new female cosmic being, calling itself Kosmos, (See primary entry for Beyonder: Kosmos) which mentored in order to instill the same psychological strictures that limit a Cosmic Cube's reality manipulation abilities.
NOTE: the mortal form of Kosmos was recently killed, releasing the full power of the Beyonder back into the universe. Kubik has not been seen in the time since.

LADY DEATH

STATISTICS:

F EX(20)
A EX(20)
S GD(10)
E EX(20)
R EX(20)
I EX(20)
P AM(50)
Health: 70 **Str:** 8
Karma: 90
Resources: ShX
Popularity: -20
Height: Unrevealed
Weight: Unrevealed
Eyes: White
Hair: White

BACKGROUND
Real Name: Hope
Occupation: Sorceress, Former ruler of Hell
Legal Status: None
Identity: Lady Death's existence is unknown to the general population of Earth
Place of Birth: Medieval Sweden
Marital Status: Former consort of Lucifer
Known Relatives: Marion (mother), Matthias (father), Vulnavia and Vandala, (half-sisters)
Base of Operations: Mobile, Formerly Hell, Asgard
Present Group Affiliation: None

KNOWN POWERS:
Sorcery: Lady Death has Shift X intensity Sorcery and may duplicate any power as a first-time stunt
Immortality: Lady Death does not age. She also has no need to eat, breath or sleep
Resistances: Lady Death is immune to the effects of Toxins, Gases, and Radioactivity

Equipment
Sword of Darkness: Lady Death will often use her Sorcery power to manifest the 'Sword of Darkness', a magical construct made of Monstrous material that can strike for +1CS Edged damage

ROLE-PLAYING NOTES:
Lady Death first originated as the sexy and violent villain that was perceived as a hallucination by the boy Ernest Fairchild. She promised to "love Ernie forever", love he never had, in exchange for his loyalty. That loyalty was to kill everyone on Earth. In the beginning, she was just an evil sadistic woman who would always give Ernie the incentive to kill. Eventually, Lady Death detached herself from Evil Ernie, and began her own story. With the change, her personality changed dramatically from the sexual villain to a full-blown hero.

LADY DEATH

HISTORY:
In 1495, there once live a woman named Hope living in Sweden. Her mother died when she was young, so she only lived with her father. Her father was a war monger who drafts men to fight for him. However little did Hope know was that her father was a descendant of a fallen angel and all the men he had drafted were being sent to the realms of hell. The villagers discover what he was doing, however he escaped into hell before being captured, leaving Hope behind. The villagers accused her as a witch for being the daughter of a devil worshiper. and sentenced her to death. Upon the day Hope was to be burn to a stake, she chanted the words that she overheard her father chanting in front of a alter. There a demon was summoned and gave Hope a choice; either to abandon her humanity and live in hell or die. Hope reluctantly choose to abandon her humanity and the demon granted her wish. She found herself in Hell, and found that her father has been trying to overthrow Lucifer. She escaped the wrath of Lucifer and met up with a blacksmith named Cremator who helped her in training with a sword. Changes became noticeable, both her hair and skin turning white. Cremator gave her a new outfit to replace her prison rags. A black two piece bikini and a black cape with a pair of boots and arm sleeves. She battled against Lucifer and succeeded in defeating him. Upon his dying breath he warned her that if she killed him then she would be cursed from leaving hell unless all humans on Earth were killed. Hope didn't care about the warning, and killed him. She then announced herself as the Queen of Hell and Lady Death.

LADY SHIVA

STATISTICS:

F AM(50)
A IN(40)
S GD(10)
E RM(30)
R RM(30)
I IN(40)
P IN(40)
Health: 130 **Str:** 7
Karma: 110
Resources: RM
Popularity: 0
Height: 5'8"
Weight: 115 lbs.
Eyes: Black
Hair: Black

BACKGROUND
Real Name: Sandra Woosan
Occupation: Assassin, Mercenary, Martial Artist
Legal Status: Unrevealed
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Cassandra Cain (daughter)
Base of Operations: Mobile
Present Group Affiliation: League of Assassins, Former partner of Richard Dragon and Ben Turner

KNOWN POWERS:
Martial Arts Supremacy: Shiva technically has no superhuman powers; She is, however, the single most proficient martial practitioner on Earth, with Monstrous-rank Martial Arts Supremacy, and the following may be considered a Power Stunt:
'Leopard Blow': Whenever Shiva uses this blow, it is considered a killing attack and she receives a +1CS to result.
Talents: All Martial Arts, Acrobatics, Detective, Military Science, Martial Weapons, Thief

Equipment:
Sai: Shiva's three-pronged dagger does Good damage.
Shuriken: Excellent damage

ROLE-PLAYING NOTES:
Lady Shiva displays supreme confidence in her skills and recognizes no greater standard than that of martial perfection. As a result, Shiva appears indifferent to every other societal or moral code. She does not go out of her way to kill her opponents; rather, she simply considers most life too unimportant to bother restraining her lethal techniques.
While Shiva's amorality and violence has earned her the moniker "goddess of destruction," she does make exceptions, sparing certain opponents and then training and cultivating their martial arts skills. This aspect of Shiva may seem strangely at odds with her otherwise cold, callous demeanor, but Shiva is very selective in choosing who she trains. Her ultimate motivation is to find a martial artist to challenge her, and those who don't show that potential to reach her level do not interest Shiva.

LADY SHIVA

HISTORY:

Sandra Wu-San's life as Lady Shiva began when the life of her sister, Carolyn, ended. Sandra pursued Carolyn's killer to a hideout of the League of Assassins, but instead of wreaking vengeance, she was soundly defeated by David Cain. In return for sparing her life, Cain demanded that she bear his child, who also would be trained in the special ability shared by Sandra and her sister—to predict their opponents' moves. Sandra agreed to his demand, taking full advantage the opportunity to learn from Cain in order to improve her fighting skills. Once she gave birth to their daughter, Cassandra, she returned the favor of the beating Cain gave her at their first meeting, and left the League to find her own way in the world as Lady Shiva, free of her obligation and unhampered by the traditional definition of morality.

During her travels, Shiva met Richard Dragon and Ben Turner, two other aspiring young martial arts masters. She joined with them to fight crime as mercenary agents purely for the thrill and danger of that adventurous lifestyle, but when Turner disappeared and Dragon retired, Shiva once again wandered alone.

Shiva played an important role in shaping the career of the Question. She was hired to rid Hub City of the Question, and beat him half to death fulfilling her assignment. Her employer, the corrupt Reverend Hatch, had his thugs finish the job and dump the Question into the river. Intrigued by his prowess and his refusal to kill, Shiva decided to rescue the Question from the brink of death and asked Richard Dragon to train and rebuild him both physically and spiritually. Shiva returned to Hub City several times and showed an active interest in the Question's development.

Lady Shiva opposed Batman and his allies on many occasions, but she also helped them, most notably training Batman after his crippling back injury at the hands of Bane. As might be expected, Shiva's training methods involved breaking down Batman and pushing him to use lethal force, and she was satisfied only after being tricked into thinking he had done so. Shiva also trained the third Robin, Tim Drake, in the use of the bo staff when the two became temporary allied in order to oppose the terrorist King Snake.

Things finally came full circle for Shiva when her daughter's fighting prowess as Batgirl attracted her attention. The two fought a series of death matches, during the course of which Shiva tried several times to break Cassandra free from her guilt-induced vow of non-killing. Shiva revealed their relationship to Cassandra and expressed her hope that her daughter would be the one strong enough to finally kill her. In their last duel, Cassandra dealt Shiva a mortal wound and left her literally on the precipice of life and death, hanging over a Lazarus Pit.

Lady Shiva survived their encounter and was reborn in the Lazarus Pit, but this incarnation appeared to be the Shiva of old, as she attempted to mold Black Canary in her own image and tested the mettle of the new Question, Renee Montoya.

LARA CROFT

STATISTICS:

F GD(10)
A EX(20)
S TY(6)
E GD(10)
R EX(20)
I EX(20)
P EX(20)
Health: 46 **Str:** 5
Karma: 60
Resources: AM
Popularity: GD
Height: 5'7"
Weight: Unrevealed
Eyes: Green
Hair: Brown

BACKGROUND
Real Name: Lara Croft
Occupation: Archeologist, Adventurer
Legal Status: Citizen of the United Kingdom with no known criminal record
Identity: Publicly known
Place of Birth: London, England
Marital Status: Single
Known Relatives: Lord Henshingly Croft (father)
Base of Operations: Croft Estate, English
Present Group Affiliation: None

KNOWN POWERS:
None, although her physical training gives her the equivalent of Poor Leaping.

Talents:
Acrobatics, Detective, Thief, Weapons (guns)

Equipment:
Pistols: Lara carries two Beretta 92's, which each fire 15 shots for Excellent damage. Lara also has access to numerous infantry arms which she may provide herself with a successful Resource FEAT

ROLE-PLAYING NOTES:
Lara Croft guards her privacy. She has never granted an interview nor made any personal comment to any of the rumors associated with her, releasing only brief formal statements given by family reps. There have been a number of unofficial biographies printed about her, describing wild, fantastic exploits, ranging from the discovery of living dinosaurs to the infamous Area 51. The official line from the Croft Estate is simply that these are "utter rot: disgraceful, trashy works of total fiction." Nevertheless, she is a hero to conspiracy theorists and alternate history aficionados alike.

LARA CROFT

HISTORY:

Lady Lara Croft is an 11th generation Countess. The Croft family was granted the title and rights to Abbingdon, Surrey by King Edward VI in 1547. The Croft Estates are comprised of three separate manor houses, two of which are maintained by the National Trust, and the third is home to Lady Croft.

Lady Croft herself has suffered several personal tragedies, including the deaths of both parents on separate occasions before she came of age. Reputably an accredited genius and Olympic-standard gymnast, Lady Croft is the focus of wild speculation and intense debate in both the scientific and political communities in addition to the popular press. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

Lara Croft was born in Surrey's Parkside hospital to Lady Amelia Croft and the notorious archeologist Lord Richard Croft, the late Earl of Abbingdon. Between the ages of three and six, she attended the Abbingdon Girls School, where it quickly became clear that she was an exceptionally gifted child.

At the age of nine, she survived a plane crash in the Himalayas that took the life of her mother. In perhaps the first story of her prodigious indomitability, she somehow survived a solo ten-day trek across the Himalayan Mountains, one of the most hostile environments on the planet. The story goes that when she arrived in Katmandu she went to the nearest bar to make a polite telephone call to her father asking if it would be convenient for him to come and pick her up.

For six years following the plane crash, Lara rarely left her father's side, traveling around the world from one archeological dig site to another. During this period, she was ostensibly given a standard education from private tutors, but it would probably be more accurate to say she was her father's full time apprentice.

When Lara was fifteen, her father went missing in Cambodia. Extensive searches by the authorities and Lara herself turned up human remains that could not definitively be identified. Since Lord Croft's body was not officially recovered, Lara could not directly inherit the Croft title and Lara was thrust into a bitter family feud over control of the Abbingdon estates with her uncle Lord Errol Croft. Lara eventually won the legal battle, and took possession of her inheritance but at the cost of a deep rift in the Croft family that left her estranged from her living relatives.

Lady Lara Croft has already eclipsed her father's career; as of this writing, she is credited with the discovery of some fifteen archeological sites of international significance. These sites are still yielding new and exciting insights to the past on an ongoing basis. No one can deny Lady Croft's incredible contribution to the field of archeology, however she is not without her detractors. Lara's methods have been frequently called into question by government officials and other practicing archeologists. She has been described variously as anything from cavalier to downright irresponsible. Some scholars have suggested that her notorious lack of documentation and brute force methodology have contaminated countless sites and done more harm than good. There have even been unsubstantiated allegations that Lara actually takes items from these sites before informing the international community of their locations, and that she is nothing more than a glorified treasure hunter.

LEX LUTHOR

STATISTICS:

F GD(10)
A EX(20)
S GD(10)
E GD(10)
R AM(50)
I RM(30)
P RM(30)
Health: 110 **Str:** 8
Karma: 100
Resources: UN
Popularity: 40
Height: 6'1"
Weight: 210 lbs.
Eyes: Green
Hair: Bald

BACKGROUND
Real Name: Lex Luthor
Occupation: Criminal, Former CEO of LexCorp International, Former President of the United States of America
Legal Status: United States Citizen with a criminal record
Identity: Publicly known
Place of Birth: 'Suicide Slum' in Metropolis, New York
Marital Status: Single
Known Relatives: Lena Portenza (daughter)
Base of Operations: Metro-polis, formerly Washington DC
Present Group Affiliation: Injustice League

KNOWN POWERS:
None
Talents: Martial Arts A, E, Business, Science
Equipment: Luthor has Unearthly access to a wide variety of advanced scientific materials and devices although he does not usually carry specific items on his person
Warsuit: Luthor's Warsuit gives him the following abilities

F RM(30)
A EX(20)
S MN(75)
E AM(50)

Health: 175 **Str:** 60

POWERS:
Armor: Amazing
Energy Blast: Monstrous
Flight: Unearthly
Life Support: Amazing

ROLE-PLAYING NOTES:
Luthor believes his great intellect makes him superior to everyone else, while his great ambition makes him destined to leave his mark on history. He seeks the adoration and respect of the masses while simultaneously despising them. He hates that Superman, an alien, is more respected than him, Metropolis' "true" hero. While Luthor claims his brilliant mind and hard-won skills are superior to the physical powers fortune bestowed on the Man of Steel, he secretly envies Superman's power, fame and popularity.

LEX LUTHOR

HISTORY:

Lex Luthor rose from humble beginnings to become famous— and then infamous—around the world. Born and raised in the farming community of Smallville, Lex was both brilliant and arrogant from a young age. Disgusted by his drunken and abusive father Lionel and with surroundings he considered beneath him, Lex swore to find his way out of Smallville to make his fortune. That opportunity came when his father died suddenly of heart failure when Lex was a teen, conveniently right after a large life insurance policy was taken out in his name.

Leaving Smallville behind without a second thought, Lex made his way to Metropolis, where he parlayed his technical brilliance and small fortune into a series of educational degrees, followed by the creation of a tech-company named LexCorp. Though much of LexCorp's success was based on Luthor's genius, he was also entirely willing to use underhanded or illegal tactics to further his own interests. LexCorp became a multi-billion dollar company and Lex Luthor the wealthiest man in Metropolis. He enjoyed considerable influence and a public reputation as an entrepreneur and philanthropist.

That changed when Superman made his first public appearance in Metropolis. Luthor immediately took offense at the idea of some garishly costumed stranger becoming the hero of "his" city. The "civic-minded" Luthor cooperated with elements of the U.S. military to test Superman's capabilities and determine if he was a threat. Luthor hoped to prove he was a threat in order to eliminate him.

Since then, Lex Luthor has been the Man of Steel's greatest nemesis, and has come close to killing him on a number of occasions. He was careful to ensure he could not be directly connected to his crimes or attempts on Superman's life, always maintaining his public persona as a pillar of the Metropolis business community.

States on a platform of technological progress and won, but remained true Luthor ran for president of the United to form. He framed Bruce Wayne for murder for defying him and, though he coordinated the efforts of Earth's heroes and the U.S. military to repel an alien invasion, he knew it was coming and kept that knowledge to himself, secretly trading for weapons with Apokolips. Luthor's presidency collapsed when he attempted to use a kryptonite asteroid headed toward Earth to turn public opinion against super heroes, Superman in particular. A ranting confession caught on tape forced Luthor out of office and into hiding.

Since then, the criminal genius has been involved with the Injustice League and the Secret Society and has made further attempts to gain his revenge on Superman, Metropolis, and the world in general. Luthor was jailed for a time but authorities used him to study different dangerous and alien technologies. This allowed him the opportunity to escape once again. His brilliance and technical skills have frequently allowed him opportunities to earn pardons for his crimes by helping save the world from threats at critical times.

LION

STATISTICS:

F RM(30)
A RM(30)
S RM(30)
E RM(30)
R PR(4)
I TY(6)
P TY(6)
Health: 120 **Str:** 22
Karma: 16
Resources: None
Popularity: 0
Height: 4' at the shoulder
Length: 8' to 10'
Weight: 400 to 500 lbs.
Eyes: Yellow
Hair: Tan, black-maned

BACKGROUND
Real Name: N/A, *Panthera leo* is the genus-species name for the Lion
Occupation: Top predator
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Proliferates through India and Africa
Marital Status: Lions are a harem species
Known Relatives: Pride members
Base of Operations: Africa and India
Present Group Affiliation: Lions are Pride animals

KNOWN POWERS:
Fangs and Claws: A lion's Fangs and Claws do Remarkable Edged damage
Running: Lions run at Good land speed (4 areas/round) for up to 5 rounds before they must slow for at least 10 rounds to recover
Heightened Senses: Lions is capable of following a scent with Amazing ability. His hearing, at Remarkable rank, is keen enough to sense a footstep in a 3-area radius. A lion does not possess true infravision, but he possesses night sight sufficient to allow him to take no penalties in normal darkness

ROLE-PLAYING NOTES:

HISTORY:

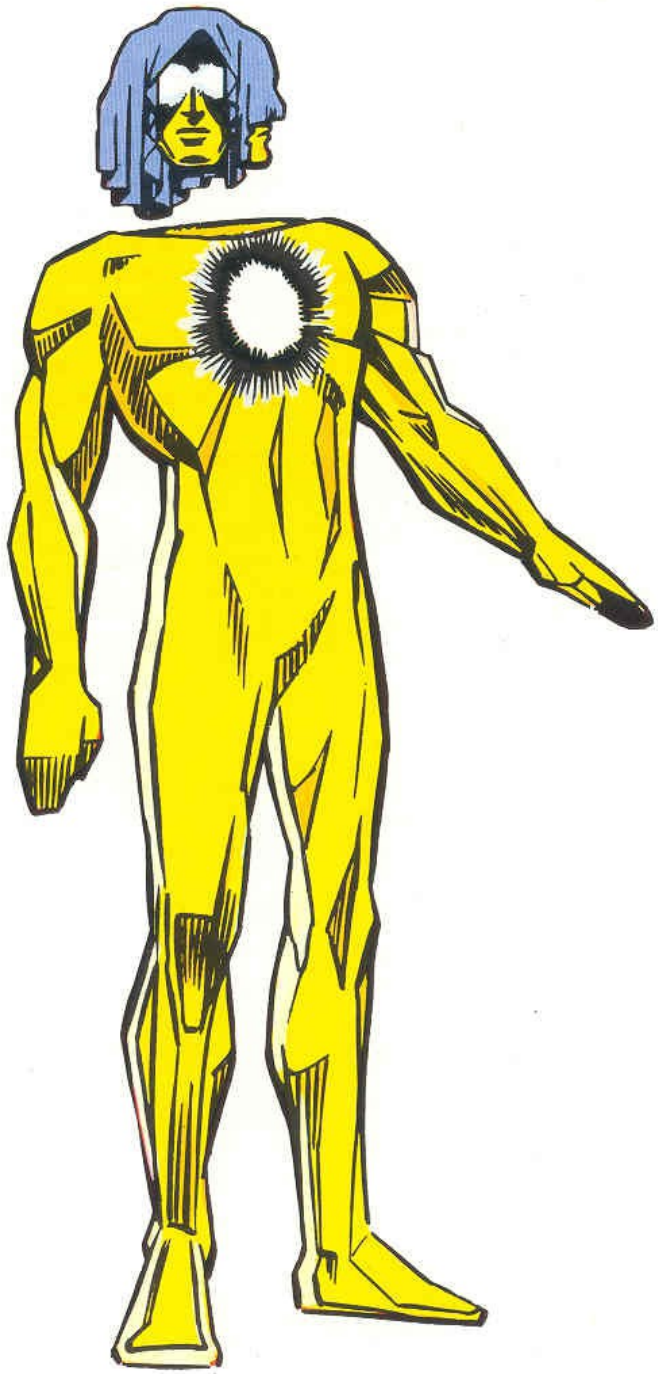
LIVING TRIBUNAL

STATISTICS:

F BEYOND-1
A BEYOND-1
S BEYOND-1
E BEYOND-1
R BEYOND-1
I BEYOND-1
P BEYOND-1
Health: Unlimited **Str:** BY-1
Karma: Unlimited
Resources: Unlimited
Popularity: 0
Height: Variable
Weight: Variable
Eyes: No visible pupils or irises
Hair: None

BACKGROUND
Real Name: Inapplicable
Occupation: Cosmic Tribunal
Legal Status: Inapplicable
Identity: The General populace of Earth is unaware of the Living Tribunal's existence
Place of Birth: Inapplicable
Marital Status: Not applicable
Known Relatives: None
Base of Operations: The Multiverse
Present Group Affiliation: None

KNOWN POWERS:
Matter/Energy Control: The Living Tribunal may manipulate matter and energy at Beyond level-1.
Mental Powers: The Living Tribunal possesses all mental powers at Beyond level-1
Invulnerability: Beyond-level 1 protection against all physical, energy, psionic, and magical attacks
Cosmic Awareness: The Living Tribunal is aware of virtually everything in the Multiverse at Beyond-level 2
Omnipotence: Beyond-level 1. The Living Tribunal can literally do anything and everything, can duplicate any power, and may bend reality to its will. As the representative of the One Above All, the most powerful being in all existence, the Tribunal maintains the Cosmic Balance within the Marvel multiverse, and is the ultimate enforcer of Cosmic Law.



ROLE-PLAYING NOTES:
The Living Tribunal rarely interacts with mortals, usually only acknowledging Entity-level beings. Acting on the laws of the One Above All, the Tribunal has never demonstrated concern or emotion beyond the constant monitoring of the multiverse, the adjudication and enforcement of cosmic law

LIVING TRIBUNAL

HISTORY:

Representative of the One Above All, the most powerful being in all existence, the Living Tribunal monitors the cosmic balance within the Marvel multiverse and is the ultimate enforcer of Cosmic Law.

The multiverse was created by the suicide of the Infinity Being – 'Infiniti' – who was reincarnated in the form of the Infinity Gems. As such, one of the Tribunal's primary duties is to see that these gems do not fall into the wrong hands, as the combined gems are the only power within the multiverse that may challenge the Living Tribunal – and then only within the spectrum of its own individual reality. At one point, the Tribunal was forced to stand down Adam Warlock (who had acquired the gems), at the risk of the entire 616 reality, although the battle never materialized.

The force known as the 'Heart of the Universe' exceeds the Tribunal, but this is the spark of Creation ignited by the One Above All, and is the Wellspring of all Creation within the Marvel Megaverse.

There also exist two 'Brothers' who far exceed the Tribunal in power. These Brothers were created by the Tribunal and the DC Reality's Spectre, to safeguard the Marvel and DC 'Megaverses' (a collection of associated multiverses), and keep them separate due to their incompatible natures.

The Tribunal is a single entity, present in all realities of the multiverse at all times. If one reality threatens the others, the Tribunal will intervene – at times destroying the offending reality entirely. Conversely, he disregards threats to any individual universe, as when he ruled the threat Thanos posed (with the Infinity Gauntlet) to Eternity, had no effect on other realities.

The Living Tribunal is respected and feared by all other major forces of the multiverse.

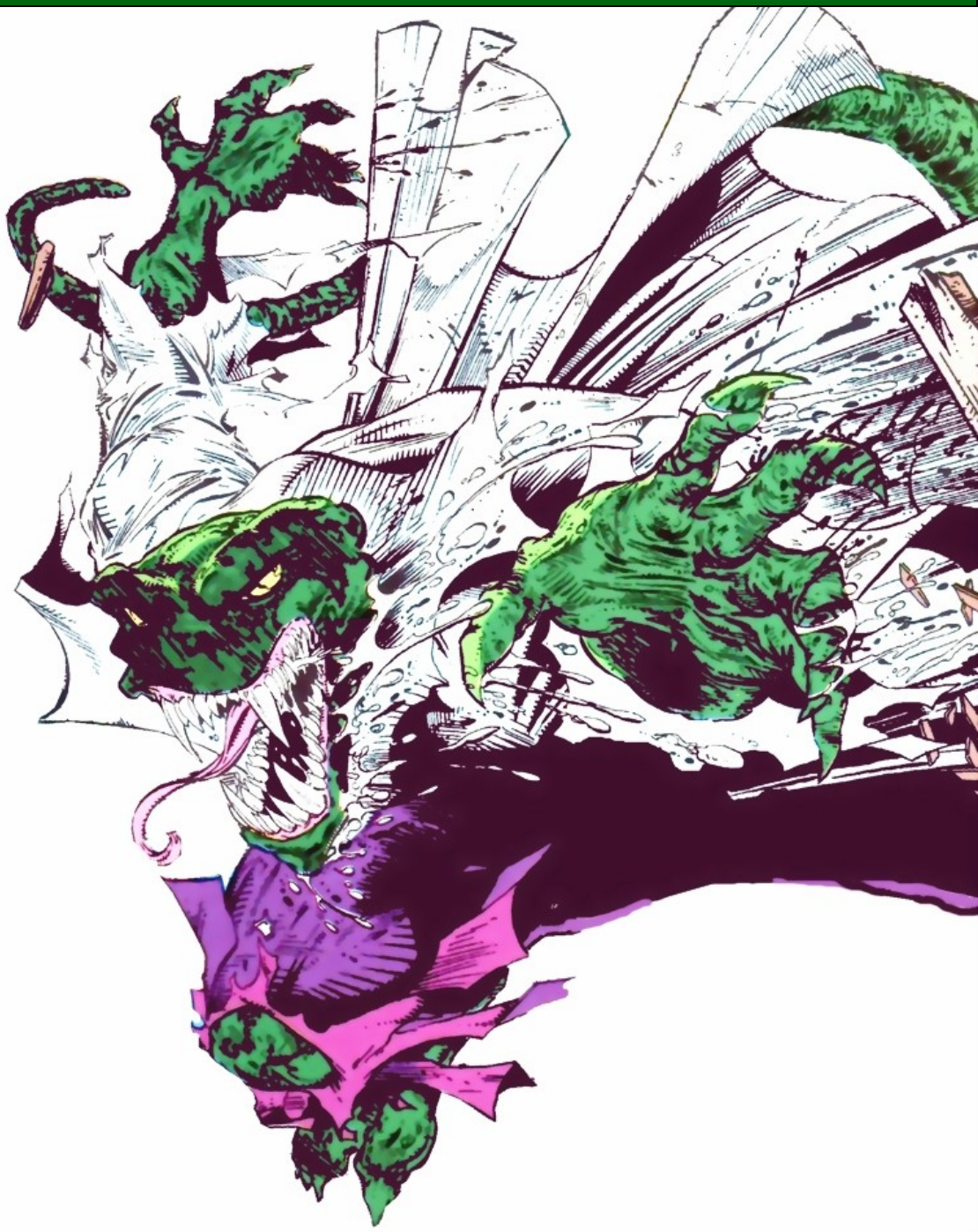
LIZARD

STATISTICS:

F EX(20)
A IN(40)
S IN(40)
E AM(50)
R PR(4)
I GD(10)
P RM(30)
Health: 150 **Str:** 39
Karma: 44
Resources: GD
Popularity: 3/-10
Height: 5'11"
Weight: 175 lbs.
Eyes: Red
Hair: None

BACKGROUND
Real Name: Dr. Curtis Connors
Occupation: Research Biologist
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Coral Gables, Florida
Marital Status: Married
Known Relatives: Martha (wife), William (son)
Base of Operations: New York City, New York, West Palm Beach, Florida
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: As the Lizard, Curt Connors has alligator-like hide that provides him Good protection from physical attacks.
Tail: The Lizard has a 61/2-foot tail. He is +1CS to hit with his tail and inflicts Amazing damage.
Wall-Crawling: The pads and retractable claws on the Lizard's hands give him the Incredible ability to adhere to vertical surfaces, in addition to causing damage on the Edged attack column.
Teeth: Excellent Edged damage.



Reptile Control: The Lizard communicates with and controls other forms of reptile life with Amazing ability. His maximum range is one mile.

Regeneration: As the Lizard, Connors has Good Regenerative abilities.
Alter-Ego: The Lizard's human form is Dr. Curtis Connors

LIZARD

ROLE-PLAYING NOTES:
As the Lizard, Connors is completely absent of the higher emotions, his scientific intellect driven by nothing but primal reptilian motives. The Lizard hates mammals and despises humans, although he has been known to protect Curt Conner's family on occasion – likely due to possessive, territorial instincts. The domination instincts of a reptile preclude most partnerships, unless the Lizard is the absolute master (he had a bitter enmity with the similarly mutated dinosaur-man, Stegron). At times when his intellect has deteriorated, the Lizard is simply a savage, monster. In his human identity, Curt Connors is a brilliant biologist and herpetologist, as well as a com-passionate family man and former army surgeon.

HISTORY:
Army surgeon Curt Connors lost his right arm as a result of a gangrenous war wound. Researching the regeneration properties of certain reptiles, Connors injected himself with the compound that controlled that regeneration. Connors regained his lost arm, but the chemical further mutated him into a humanoid lizard-man possessed of almost mindless primitive reptilian rage.
As the Lizard, Connors battled Spider-Man on innumerable occasions, coming close to ending the web-slinger's career more than once, with Spider-Man faced with the conundrum of having to face one of his most savage opponents, while at the same time forced to hold back for fear of hurting his friend Curt Connors.
Connors has been "cured" of his affliction, on several occasions, only to become the Lizard again, and has had varying levels of intelligence – usually comparable to Conner's human intelligence, although sometimes deteriorating into pure animalistic savagery.
The Lizard is a savage and cunning opponent, intent upon conquering the world and ushering in the new age of reptiles. The Lizard has no interest in human life except for Dr. Connors' wife and son. Even in the Lizard's form, he will strive to protect them. He has a grudge with Spider-Man, but won't let that get in the way of his plans for world conquest.

LOANA

STATISTICS:

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

Health: 32 **Str:** 6
Karma: 50
Resources: PR
Popularity: GD
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Blond

BACKGROUND
Real Name: Loana of the Shell Tribe
Occupation: Cave woman
Legal Status: Member of the Shell Tribe
Identity: Publicly known
Place of Birth: Prehistoric North America
Marital Status: Single
Known Relatives: Unrevealed
Base of Operations: Prehistoric North America
Present Group Affiliation: The Shell Tribe, Companion to Tumak of the Rock Tribe

KNOWN POWERS:
Loana has no superhuman powers, surviving solely on her natural abilities and primitive weapons and tools
Talents: Spearfishing, Swimming
Equipment: Loana utilizes a number of traditional stone tools of the average cave-dweller, including Stone Knives that can cause Good Edged damage, or wooden Spears that cause Excellent Edged damage.

ROLE-PLAYING NOTES:
Loana chose to leave her people and go with Tumak when the Shell Tribe expelled him. As a member of the peaceful Shell Tribe, the brutal ways of Tumak's Rock Tribe are foreign to her.

Loana is the first (chronologically anyway) 'good-girl-who-liked-the-bad-boy' in history. Immortalized forever by Raquel Welch, Loana remains the cave-woman to be measured by, and her iconic pose still graces calendars and posters everywhere. And like all 'good-girls', when push comes to shove, she's got true grit too – able to hold her own against the tough chicks from Tumak's tribe.

HISTORY:

One Million Years B.C. is the story of Tumak and Loana. Tumak is a member of the violent Rock Tribe who is cast into exile, after a confrontation with his father, Akhoba, the chief – much to the delight of his jealous brother, Sakanna, who desired both the favor Tumak had always held with his father, as well as Tumak's woman, Napondi.

Cast out into the prehistoric wilderness (which contains giant lizards, spiders, and dinosaurs, but oddly, no prehistoric mammals). Near starvation, he collapses on the beach, and is found by Loana and her sisters, of the peaceful Shell Tribe. The young cave-maidens take Tumak back to their tribe and nurse him back to health.

The mistrustful Tumak is confused by the Shell Folk's amicable ways, and although he demonstrates the worth of his own rough background when he kills a renegade Allosaur that attacks the tribe, Tumak is once again exiled as his brutish ways, inevitably leads him into a near-death fight with Loana's brother. Loana, however, chooses to accompany Tumak into the prehistoric wilderness, and leaves her people behind.

Meanwhile, back with the Rock Tribe, Tumak's father has broken his leg and become lame, leaving the tribe to the rule of Tumak's brutal younger brother, Sakanna. While fleeing the scene of monstrous battle between a Triceratops and a giant Ceratosaurus, Loana is set upon by Sakanna and his hunting party. Tumak rushes to her defense, defeating his brother and assuming leadership of the Rock Tribe, although Loana stops Tumak from killing his recaltrant brother. Tumak's return sparks other rivalries as well when Tumak's former mate, Napondi, nearly kills Loana in jealousy, and Loana is forced to learn the rough ways of the Rock Tribe in order to defend herself. Tumak, however, intervenes before Loana is forced to kill her rival, showing that he has learned from the kindness of the Shell Tribe as well. Meanwhile, Sakanna plots to kill Tumak and regain leadership.

Loana, however, is absconded by a giant Pteranodon, which nearly feeds her to a nestfull of young, before being dropped into the ocean as the Pteranodon itself is attacked by another giant pterosaur. Washing ashore, Loana returns to her people, convincing the Shell Tribe to follow her and aid Tumak against Sakanna's rebel faction. A battle erupts between the two tribes - including a final duel between Tumak and Sakanna - which is interrupted by a massive volcanic eruption and convergent earthquake, that destroys the Rock Tribe's caves, and leaves straggling survivors from both tribes, to be led by Tumak and Loana out of the crumbling ruins, back out into the harsh prehistoric world.

LOBO

STATISTICS:

F AM(50)
A IN(40)
S MN(80)
E UN(100)
R GD(10)
I EX(20)
P TY(6)
Health: 220 **Str:** 80/90
Karma: 66
Resources: EX
Popularity: -10
Height: 6'4"
Weight: 305 lbs.
Eyes: Blood-red
Hair: Sepulcher-black

BACKGROUND
Real Name: Lobo
Occupation: Bounty Hunter, Assassin, Scourge of the Cosmos, Thug
Legal Status: Criminal record wherever he can manage it
Identity: Publicly reviled
Place of Birth: Planet of Czarnia
Marital Status: Single
Known Relatives: None
Base of Operations: Every skuzzy space bar in the cosmos
Present Group Affiliation: Absolutely none

KNOWN POWERS:
Invulnerability: Unearthly resistance to Physical and Energy attacks
Hyper-Leaping: Lobo can leap with Remarkable ability
Regeneration: Lobo has Amazing Regeneration powers
Running: Excellent
Sealed Systems: Monstrous ability to survive the rigors of deep space
Ability Boost: For no apparent reason, possibly just due to ego, when faced with a more powerful opponent (higher Strength, or possessed of Energy Powers of at least Unearthly ability) Lobo can, with a Yellow Psyche FEAT, add +1CS to his Strength. This boost lasts from 1 – 10 rounds and has no effect on Lobo's overall Health score
Tracking: Lobo has the CL1000 ability to hone in on a specified target across interstellar distances.
NOTE: Lobo once had the Amazing ability to replicate himself from his blood. This ability was removed because… well, because who in their right mind wants more than one of this guy?

EQUIPMENT:
Hook and Chain: Unearthly Strength material that Lobo can strike with for either blunt or edged damage.
Space Harley (Custom 'Spaz-Frag 666'): CL1000 Speed in Space, Life Support

ROLE-PLAYING NOTES:
Lobo lives for violence and destruction. He accepts bounty contracts simply for the thrill of killing and being paid for it, but he's just as happy killing for free. This doesn't mean he'll forgive a client who reneges on a deal - that just gives Lobo another reason to kill someone. While he has no conscience, he does have a perverse set of ethics, including honoring his contracts.

HISTORY:
Lobo is the Last Czarnian, just as Superman is the Last Son of Krypton.

Hold on a fraggin' minute! I'm hijackin' this history lesson! Yer seriously comparin' me to the Big Blue Cheese? What'd he ever do to be called that? Cry like a widdle baby while Krypton an' the rest of his people croaked? I earned my title the hard way, by killin' every last one of my kind, an' lemme tell ya, fraggin' Czarnians is a lot durned harder than fraggin' some loser Kryptonians under a red sun! They weren't all just linin' up on some doomed planet waitin' ta be fragged, neither! I had ta hunt down my fourth grade teacher Miss Tribb halfway 'cross da galaxy!

Uh, right. Lobo was an anomaly on the idyllic planet of Czarnia. Due to the Czarnian self-replicative and regenerative powers, death and war was nearly nonexistent.

Y'see, I was fightin' nurture and nature ta be the bastich I am today! Y'know how sickenin' those goody-fraggin'-goody feebs are? When ya spill some blood, ya might as well be makin' babies cuz we Czarnians c'n just grow 'nother body or pop out little buggers from our blood!

Indeed. The thrill of genocide whetted Lobo's appetite for more killing, and he became a bounty hunter in order to pursue more opportunities for mindless violence. Lobo played both sides of the conflict between the Omega Men and Harry Hokum, the despot of the Vegan star system. When the two sides found a peaceful resolution, Lobo considered the job a failure and actually left without collecting.

Uh, this never happened! Cuz the Main Man always gets his man! Didn't that crisis erase this from the books?

Later, Lobo ran afoul of the L.E.G.I.O.N. when tracking the killers of one of his space dolphins.

Sniff. My poor fishy!

Lobo was tricked by the L.E.G.I.O.N.'s Vril Dox and his twelfth level intelligence.

Har! Twelf'-level intelligence! What's this, some dweeby role-playin' game? Cuz if that feeb's a twelf'-level intelligence, then I'mma level twenty Master o' Frag!

Vril Dox offered protection for the dolphins in return for Lobo's services. Only when Lobo became more trouble than he was worth did Vril Dox finally release Lobo from the L.E.G.I.O.N., but not before Dox deprived Lobo of his Czarnian self-cloning ability.

That green bastich neutered me! Now Lobo's gotta make babies th' old-fashioned way! Ain't complainin'!

Nevertheless, several of Lobo's misadventures resulted in his apparent demise but every time, either Lobo or one of his clones survived.

Cuz maybe Dox didn't do as good a job as he thinks he did!

Lobo encountered Starfire, Animal Man, and Adam Strange in outer space with Devilance in hot pursuit. Lobo killed the New God but spared the trio, explaining that he was now the archbishop of a religion devoted to a fish-god and had forsworn violence. This vow, of course, lasted only as long as it took Lobo to discover how to kill the fish-god.

Just goes ta show that violence solves all problems, even the problem o' non-violence!

Recently, Lobo was sent to collect a bounty on Atrocitus but was repelled by the combined efforts of Hal Jordan, Sinestro and Carol Ferris. Lobo was actually hired by Atrocitus himself to stage the fight and gain him alliance with the Lanterns. In return for his services, Lobo received a Red Lantern power ring.

What kinda fraggin' d'ya think the Main Man can do with the most powerful weapon in the universe?

LOIS LANE

STATISTICS:

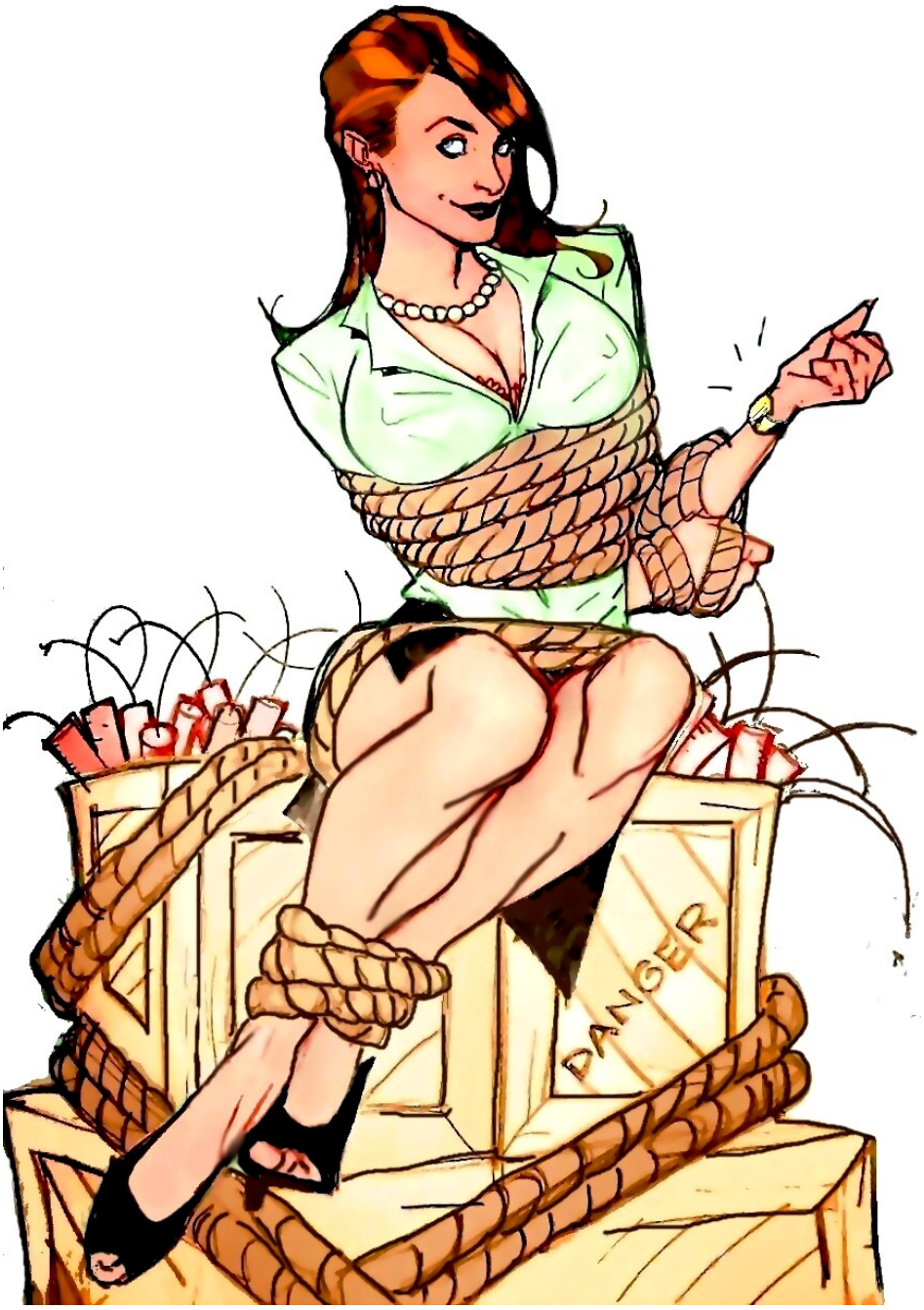
F	GD(10)
A	GD(10)
S	TY(6)
E	TY(6)
R	EX(20)
I	EX(20)
P	RM(30)

Health: 32 **Str:** 5
Karma: 70
Resources: RM
Popularity: RM
Height: 5'6"
Weight: 130 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Lois Joanne Lane
Occupation: Reporter
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Metropolis, NY
Marital Status: Married
Known Relatives: Clark Kent (Superman, husband), Colonel Samuel Lane (father, deceased), Ella Lane (mother), Lucy Lane (sister), Rose Lane (aunt), Jonathan and Martha Kent (in-laws)
Base of Operations: Daily Planet, Metropolis
Present Group Affiliation: None

KNOWN POWERS:
None

Talents:
Reporting, Writing, Detective, Martial Arts A, Weapons
*Note: Lois may be considered to have a talent for 'Getting into Trouble' - if there's a window to fall out of, she will. This talent may be considered to operate at Good intensity



ROLE-PLAYING NOTES:
Lois is the wife of Superman, and has close contacts at the Daily Planet, including Perry White and Jimmy Olson
Lois is a regular hostage/damsel in distress – she is somewhat danger-prone in addition to being extremely over-confident, which tends to find her in dangerous situations, falling out windows, etc.

LOIS LANE

HISTORY:
The daughter of General Sam Lane, Lois grew up as an “army brat” shuttled around to her father’s various military postings. Her childhood honed her determination and hard-nosed edge, which she used to good advantage upon becoming a journalist.
As a reporter for the Metropolis *Daily Planet,* Lois already had a considerable reputation when she first met fellow reporter Clark Kent, and became famous as the first person publicly rescued by Superman. Lois’ father firmly believed aliens like Superman represented a threat to Earth. This led to General Lane’s involvement in attempts to discredit and destroy Superman. After a long and friendly rivalry, Lois and Clark dated and became romantically involved. Clark revealed to her that he was Superman before proposing marriage. Since then, Lois and Clark’s marriage has had its share of difficulties, but their relationship remains strong.

LOKI

STATISTICS:

F RM(30)
A EX(20)
S AM(50)
E AM(50)
R RM(30)
I EX(20)
P MN(75)
Health: 150 **Str:** 49
Karma: 125
Resources: RM
Popularity: 25
Height: 6'4"
Weight: 525 lbs.
Eyes: Green
Hair: Black-gray

BACKGROUND
Real Name: Loki Laufeyson
Occupation: God of Evil, former God of Mischief
Legal Status: Extensive Criminal record in Asgard, frequently exiled
Identity: Loki is thought to be a mythological character by the general population of Earth
Place of Birth: Jotunheim
Marital Status: Separated
Known Relatives: Sigyn (wife, separated), Laufey (father, deceased), Farbauti (mother), Odin (foster father), Frigga (foster mother), Thor (foster brother), Fenris (son), Hela (daughter), Jormungand (Midgard Serpent, alleged progeny)
Base of Operations: A castle on the outskirts of Asgard
Present Group Affiliation: None

KNOWN POWERS:
Dense Flesh: Loki's giantish heritage gives him dense flesh that provides Excellent pro-tection against physical and energy attacks
Mental Abilities: Loki possesses a number of highly developed mental powers that are non-magical, including
**Telepathy:* Loki may communicate telepathically (but not read minds) with CL1000 ability, reaching across dimensions. He may plant suggestions with Amazing ability
**Enhanced Senses:* These allow Loki to perceive happenings in distant regions or other dimensions
*Image Projection: Loki may project an image of himself, similar to Astral Projection
Magical Abilities: Loki's level of master is Monstrous unless otherwise stated:*
Shape-Shifting, Unlimited (P): Loki may change into any size creature, gaining its stats and abilities, but retaining his own Health.
**Imitation (P):* As the Power with Unearthly ability. Loki does not gain powers or abilities
**Matter Rearrangement and Transformation (U):* Loki may alter materials of less than Shift X material strength with Unearthly ability and make molecular changes
**Animate Object*: As the power but with Unearthly ability
**Eldritch Blasts (U):* Loki fires energy or force beams with Monstrous force up to 10 areas

ROLE-PLAYING NOTES:
Loki is the God of Mischief, so lies and schemes are part of his nature. He is particularly obsessed with the defeat of Thor.

HISTORY:
Loki is the son of an Asgardian maiden and a frost giant king of Jotunheim, a neighboring realm to Asgard. Odin, the ruler of the Norse gods, adopted Loki and raised him as his own son, alongside Odin's true son, Thor. Loki grew up constantly jealous of Thor's accomplishments and dedicated himself to the one art Thor did not master: sorcery. Loki has grandly attempted many times to usurp the throne of Asgard for himself but has been defeated each time.
Since Thor became a hero on Earth, Loki's only goal has been to kill his brother. His various schemes have always failed but often have lasting effects – for example, the villain called the Absorbing Man still troubles Earth's heroes due to Loki's actions. One of Loki's schemes that backfired was when he manipulated Thor, Iron Man, along with the Wasp and Ant-Man, into attacking the Hulk – in instance that resulted in all four heroes joining together to found the first Avengers team – a grouping Loki regrets to this day.
Loki continues to be Thor's biggest foil. Whenever troubles arise in the golden realm of Asgard or in Thor's life, Loki is sure to be involved.

**Personal Shield (U):* As personal force field, Monstrous protection from physical, energy, and magical attacks
**Enhancement:* With a Psyche FEAT roll, Loki can increase the abilities of others and give them superhuman abilities (Loki may add Karma to the roll):
**White*: 2 abilities raised +2CS
**Green:* 3 abilities raised +3CS, plus one random Power
**Yellow:* 3 Abilities raised +3CS, plus two random Powers
**Red:* 4 abilities raised, +3CS, plus three random Powers
The enhancement lasts as long as Loki concentrates on it, and my be made permanent with the use of magical talismans
**Dimension Travel (D):* Monstrous ability. With a talisman, Loki may cast spells between dimensions as well.
**Life Protection (D):* Kill results will not destroy Loki; his life force will remain intact. The exact workings of this ability is unknown.
Talisman: Loki may use magical artifacts to empower his spells to greater effects than his own natural abilities, up to the highest rank of the Talisman. For instance, Loki used the CL1000 abilities of Twilight, the Sword of Surtur, to transform Thor into a frog. He could not transform the (greater than CL1000) material of Mjolnir with this talisman.

LONE RANGER

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E RM(30)
R RM(30)
I RM(30)
P IN(40)
Health: 100 **Str:** 9
Karma: 90
Resources: EX
Popularity: 10
Height: 6'
Weight: 190 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: John Reid
Occupation: Vigilante
Legal Status: Citizen of the United States with no criminal record, believed dead
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Dan Reid (brother, deceased), Dan Reid (nephew), Britt Reid (alias Green Hornet, descendant)
Base of Operations: American West, late-nineteenth century
Present Group Affiliation: Partner of Tonto, formerly Texas Rangers

KNOWN POWERS:
The Lone Ranger has no superhuman powers; he relies solely on his weapons and natural skills
Talents: Martial Arts A, B, Acrobatics, Animal Handling, Detective, Tracking, Weapons Specialist (+2CS to hit when using firearms)

Equipment:
Revolver: The Lone Ranger's two six-shooters fire Silver Bullets for Excellent damage

Silver: The Lone Ranger's mount has Good ground speed (4 areas/round). Silver has the following statistics:

F	A	S	E	R	I	P
GD	GD	RM	RM	PR	TY	TY

Health: 80 **Karma:** 16

ROLE-PLAYING NOTES:
The Lone Ranger is your quintessential western good guy – moral, brave, and dedicated to the creed that every man should do what he can to make a better world.

LONE RANGER

HISTORY:

The Lone Ranger's career began after the Civil War, when, he joined the Texas Rangers, maintaining law and order along the Rio Grande. His brother, Daniel Reid, was then a captain in the Rangers

The Ranger's personal vendetta against injustice in the Old West is traceable back to a fight between a 6-man Ranger detachment and the members of the notorious "Hole-in-the Wall" Butch Cavendish gang. With Captain Reid in command, the small group of Rangers had been ambushed in a narrow ravine with high walls, called Bryant's Gap. In the shootout that followed, Captain Reid and 4 other Rangers were killed. The last man, Reid's younger brother, was badly hit and left by Cavendish to die.

Ranger Reid finally regained consciousness, days later. He found himself being cared for, in a cave, by the Indian Tonto. During his recovery, Ranger Reid learned that he was the only survivor from the massacre. You are the "lone Ranger" left alive, Tonto told him, and the anonymous name was the one by which he was known for the rest of his career.

Together, the Lone Ranger and Tonto buried the 5 men who had fallen. To fool the Cavendish gang, should it return, they created a 6th--a dummy--grave for Reid. Knowing that he would be marked for instant death if he reappeared openly, the Lone Ranger assumed a disguise - an eye mask made from his late brother's black vest, cloth that once had been honored by having the silver star of the law pinned to it.

In the years that followed, the Lone Ranger and Tonto ranged relentlessly across seven Western States in their common crusade against the forces of Evil. They rested only to get new supplies and make an occasional visit to the hidden silver mine which Reid and his brother Daniel had discovered. In their long absences, the mine was managed by an elderly, retired Ranger named Jim, who took only enough silver for his personal needs. During these reunions, the Lone Ranger also recast a new supply of silver bullets, the trademark he used to spread panic among the outlaws.

The selection of the precious metal, silver, for the bullets was deliberate. Its value constantly reminded the Lone Ranger of the high cost of human life, and of the necessity to take it only when he had no other choice. For that reason, he shot to kill only when there was no alternative.

LORD CHAOS

STATISTICS:

F ShZ(500)
A ShZ(500)
S ShZ(500)
E ShZ(500)
R ShZ(500)
I CL3000
P CL3000
Health: 2000 **Str:** 500
Karma: 6500
Resources: CL1000
Popularity: 0
Height: Inapplicable
Weight: Inapplicable
Eyes: Inapplicable, although manifests as empty sockets with stars and planets
Hair: Inapplicable, although manifests as bald

BACKGROUND
Alias: Not Applicable
Occupation: Personification of Chaos, agent of universal balance
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Inapplicable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The universe
Present Group Affiliation: Partner of Master Order

KNOWN POWERS:
Cosmic Energy: Class 1000 ability to manipulate all forms of energy. He may duplicate any superhuman power. In conjunction with Master Order, this ability increases to Class 3000
Cosmic Awareness: Lord Chaos has Class 5000 Cosmic Awareness
Telepathy: Lord Chaos has Class 3000 Telepathy, able to communicate between galaxies. He cannot (or more likely, will not) directly interfere, aside from giving creatures with extrasensory abilities (combat sense, cosmic awareness) a chance to make a Psyche roll to determine what Lord Chaos would like them to do (such characters may ignore the 'hunch')
Home Dimension: Lord Chaos and Master Order are primal aspects of existence, and within their own sub-dimensional realm, they represent polar opposite forces similar to those that Death and Eternity personify within the larger mainstream reality – for game purposes assume that within their realm, Order and Chaos essentially act as an alternate face of Eternity, gaining +1CS to all abilities and powers. Extremely powerful cosmic beings such as the Celestials, Galactus, and the Phoenix Force, among others, may attempt to nullify this boost by passing a Class 5000 Endurance FEAT, success indicating that Lord Chaos and Master Order must deal with them at their normal power levels.
NOTE: Lord Chaos is a conceptual entity, and is immune to physical damage; If his Health is reduced to zero, his physical manifestation is destroyed, but he may recreate himself within 10 – 100 rounds later unless destroyed with a Psychic or mystical attack.

LORD CHAOS

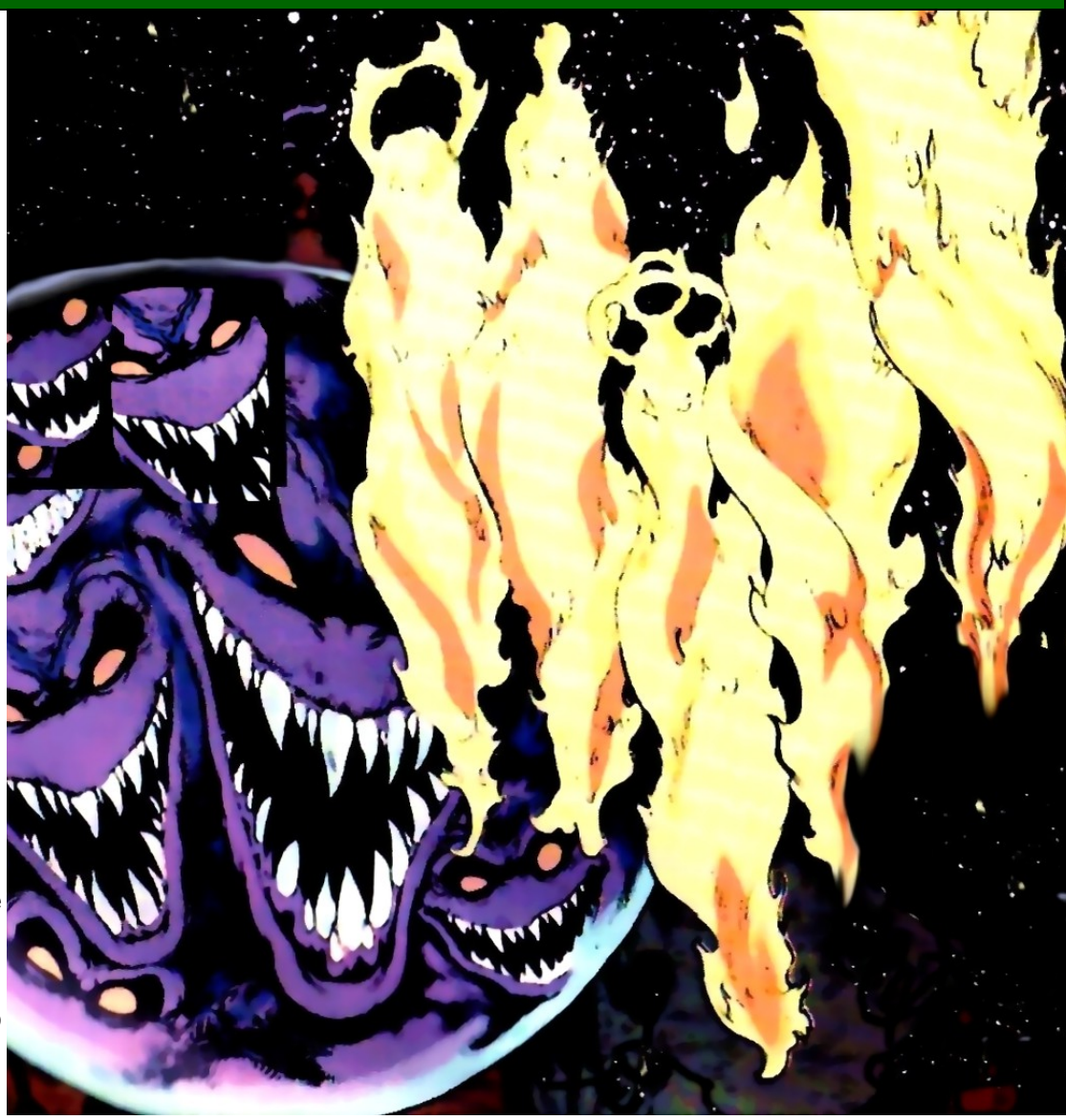
ROLE-PLAYING NOTES:

HISTORY:

Master Order & Lord Chaos are basic forces of existence, and while they may be overcome by superior power, they cannot be destroyed except through the destruction of the universe itself. If their manifestations are destroyed, they may reform themselves, unless destroyed with a psychic attack.

Lord Chaos and Master Order are each one half of the primal forces of Order and Chaos – operating in conjunction with Lord Chaos (which is almost always the case), their energy powers combine for 40 ranks (PL30). When operating within the perimeters of their own realm, Order and Chaos act as the face of Eternity, becoming X characters.

LORDS OF ORDER AND CHAOS



STATISTICS:

F N/A/IN(40)
A N/A/IN(40)
S N/A/IN(40)
E N/A/AM(50)
R MN(75)
I MN(75)
P UN(100)
Health: N/A/195 **Str:** 38
Karma: 250
Resources: CL1000
Popularity: 0
Height: Inapplicable
Weight: Inapplicable
Eyes: Inapplicable
Hair: Inapplicable

BACKGROUND
Alias: Not Applicable
Occupation: Agents of Order and Chaos
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Inapplicable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The universe
Present Group Affiliation: The Lords of Order and Chaos

KNOWN POWERS:
Sorcery: Class 1000 ability to manipulate mystical energies, and duplicate any superhuman power
Cosmic Awareness: Amazing Cosmic Awareness
Dimensional Travel: The Lords of Order and Chaos may traverse dimensions with Amazing ability
Magic Sense: Amazing ability to detect Magic

***NOTE:** The stats above are given for the Lords of Order and Chaos at they typically appear when choosing to take physical form, although they may alter their stats at will, up to Amazing. When acting on the physical planes, they also suffer a –1CS to their Sorcery

ROLE-PLAYING NOTES:
Befitting their name, Lords of Order believe in pattern and structure. Most rarely speak, preferring to let their human thralls speak in their stead – after all, speaking is a disruption of ordered silence. Ironically, the lengths to which they willingly go to preserve the order often seem inscrutable or absurd. The Lord of Order who visited the Dreaming during the Season of Mists, for instance, manifested itself as a cardboard box, a form the. lord considered perfect and ordered
Lords of Chaos, on the other hand, are wild and unpredictable. Their entire existence is a non-sequitur. The Lord of Chaos who visited the Dreaming during the Season of the Mists, for instance, chose to appear as a small child in clown make-up. Unlike their counterparts, the Lords of Chaos prefer to speak for themselves, though they rarely make sense to outsiders, who are easily astounded by their speech and actions.

LORDS OF ORDER AND CHAOS

HISTORY:

The higher dimensions, home to the godlike powers known the Lords of Order and Lords of Chaos, are a tightly connected set of dimensions whose structure has changed over the course of the eternal war between the two powers to suit the behaviors and beliefs of their inhabitants. Those belonging to Order are perceived by mortals as a place of unyielding logic and structure, sterile and unchanging (and therefore only remotely hospitable to "lesser" lifeforms), while those belonging to Chaos are fluidly mutable, changing with rapidity and without seeming

The Lords of Chaos and The Lords of Order were higher beings that existed as energy forms of great mystical power and who acted as the avatars of the concepts of entropy and stagnation within the period now called the Ninth Age of Magic. Supposedly evolved from mortal lifeforms originating on the planet Cilia in Earth's physical dimension, the Lords in their final forms were mystical abstractions whose actual existence ranged across time and space regardless of the physical forms they showed mortals. The two groups waged a war that spanned eons and crossed multiple dimensions, considering themselves inimical to one another as a base tenet of their existence (a tenet the rogue Lords Terataya and T'Charr, who had fallen in love with each other, ultimately died trying to disprove). Each side preferred to act through agents rather than in direct confrontation, and it is through those agents, such as Doctor Fate, the Gray Man, Kestrel, and Kid Eternity, that most mortals even became aware of the struggle and existence of the two forces.

In recent years, the Lords of Order had begun to withdraw in on themselves, allowing the Lords of Chaos greater sway as the cycle, which they saw as dominating their existence, was slowly progressing towards Chaos' ultimate victory and Order's inevitable rebirth. Even this changing tide came to an end at the hands of the Spectre entity who, having been deluded by Eclipso into accepting the idea that all magic was evil, destroyed the members of both groups. Currently, only the two Lords incarnated in mortal forms, Amethyst and Mordru, remain in existence.

LUCIFER MORNINGSTAR

STATISTICS:

F AM(50)
A EX(20)
S RM(30)
E CL1000
R ShZ(500)
I ShZ(500)
P CL1000
Health: 1200 **Str:** 30
Karma: 2000
Resources: CL1000
Popularity: -1000
Height: Unrevealed
Weight: Unrevealed
Eyes: Yellow
Hair: Blond

BACKGROUND

Real Name: Lucifer Morningstar, The Lightbringer, The Devil, Atse 'Hashke, Samael
Occupation: Owner of a piano bar known as the 'Lux' in Los Angeles, Ruler of his own Cosmos, Former Ruler of Hell
Legal Status: Not Applicable
Identity: Lucifer is commonly known to be the Devil by general population of the Earth, although he maintains a low profile on Earth.
Place of Birth: Heaven
Marital Status: Single
Known Relatives: God/The Presence(father), Archangel Michael (brother), Elaine Belloc (niece)
Base of Operations: Los Angeles, The New Cosmos, (formerly) Hell, the Silver City of Heaven
Present Group Affiliation: Former ruler of Hell's hierarchy, formerly a member of the Host of Heaven

KNOWN POWERS:

Omnipotence: Lucifer is the first-born son of Heaven and, as such, he may use any power with Beyond Level-1 ability.

Limitations: Despite his near-omnipotence, Lucifer is not God and, as such, is subject to His rules.

Primary among Lucifer's weaknesses is that he can only manipulate matter – he cannot create something from nothing. His younger brother Archangel Michael was given the 'Demiurgic Power' of Creation (Beyond-Level-1), but needs Lucifer to shape it. Together they created the DC multiverse. Lucifer also tricked Michael into using the Demiurgic Power to create a pocket reality within the larger DC Universe – a realm he rules as its God.

Lucifer is also restricted by his very omnipotence His true Angelic form is too stupendous for most non-entity-level beings to behold without being driven mad, blind, or outright destroyed (those beings who come into the presence of Lucifer's true form may consider this Psyche attack of CL1000 intensity)

In order to operate within Yahweh's universe, Lucifer must adapt physical form, and is subject to al the limitations of the flesh. Unlike the Endless, Lucifer is a finite being, not a conceptual entity, and can be

destroyed in his physical form. Lucifer's physical body has the above listed stats and the following Powers:
Invulnerability: Without using any of his other powers, Lucifer has Unearthly resistance to all forms of attack.
Regeneration: Amazing ability to heal any injury
Dimensional Travel: Lucifer may traverse dimensions with Unearthly ability.
Magic Sense: Shift Y ability to sense Magic
Awareness: Shift Y ability to sense the state of the Universe
Immortality: Lucifer's physical body does not age and does not die unless killed by metaphysical means. If he takes sufficient damage to destroy his physical form, he may recreate his body within 10 to 20 rounds.

Talents: Lucifer has all Martial Arts skills, Weapons (Sword), Strategist, and Music Talents, as well as Unearthly knowledge of the Occult.

ROLE-PLAYING NOTES:
Lucifer Morningstar is a charming devil, beguiling, and manipulative, with a disarming nature that disguises a terrifying wrath. He is absolutely ruthless, seeing the universe as simply pieces on a chessboard, and he is willing to use anyone as a pawn. Most of all, Lucifer is obsessively determined to escape and defy God's Will

HISTORY:
In the beginning, God created the Archangels Michael and Lucifer Morningstar, the Bringer of Light. Michael created the first matter, and Lucifer shaped it into suns and the universe was created. God preordained everything in the universe, but Lucifer rebelled against God's Will and was banished into Hell. After ruling Hell for ten billion years, however, Lucifer became bored. He expelled all demons and damned souls before locking Hell's gates and simply retired to Earth. Settling in Los Angeles, Lucifer opened a piano bar called "Lux" but eventually he was approached by Heaven to kill the evil deities known as the voiceless gods
Accomplishing his mission, Lucifer was allowed to leave Creation and visit the Void. He also rescued his brother Michael from Sandalphon, another rebellious angel.
Knowing that if Michael were to die, the power within in him would be released, Lucifer told the badly wounded Michael that he would kill him - allowing him to heal through resurrection. Lucifer took Michael into the Void and killed him; his power created matter in the void, and Lucifer shaped it into a new cosmos. He then invited anyone who wanted free of God's cosmos to live in his. Lucifer ruled this new cosmos, and he only had one rule: You shall not worship anything, not even Lucifer, or you die
Lucifer was last seen when he finally escaped Creation and God's plan, vanishing for parts unknown, although it is unlikely the universe has seen the last of him.

LUKE CAGE

STATISTICS:

F RM(30)
A GD(10)
S IN(40)/AM(50)
E IN(40)/AM(50)
R GD(10)
I EX(20)
P TY(6)
Health: 120/140 **Str:** 35/45
Karma: 36
Resources: PR
Popularity: 18
Height: 6'6"
Weight: 300 lbs./425 lbs.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Carl Lucas; legally changed to Luke Cage
Occupation: Adventurer, Bar Owner, Bodyguard, Mercenary, formerly Theater Owner, Private Investigator
Legal Status: Citizen of the United States with a criminal record, later acquitted
Identity: Publicly known
Place of Birth: New York City
Marital Status: Single
Known Relatives: James Leonard Lucas (father), Esther (mother, deceased), James Jr. (Coldfire, brother)
Base of Operations: New York City, Chicago
Present Group Affiliation: Partner of Iron Fist (Heroes For Hire), Avengers

KNOWN POWERS:
Invulnerability: Incredible resistance to physical and energy attacks
Regeneration: Poor ability to heal at three-fold speed

NOTE: Cage's powers have recently increased dramatically, reflected in the second set of stats listed above.

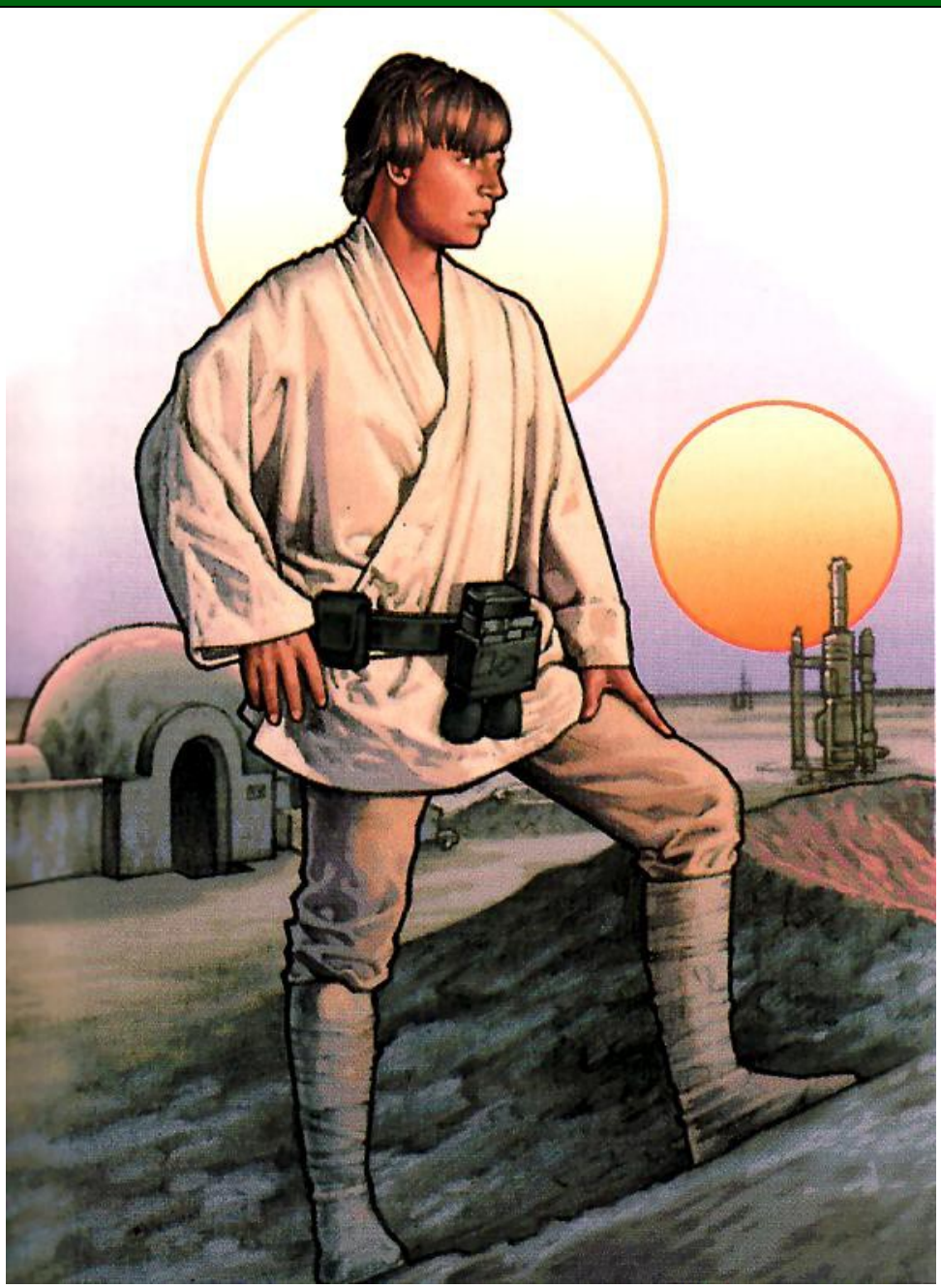
ROLE-PLAYING NOTES:
Luke is long-term partners with Iron Fist, as 'Heroes For Hire', and the two often work in conjunction with Colleen Wing and Misty Knight of 'Nightwing Restorations."
Luke is no one to mess with when his dander's up.

LUKE CAGE

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

Using his new abilities, Luke established himself as a 'Hero For Hire.' To those seeking the aid of a street –level champion. He adopted the working name of Power Man, although he rarely uses that name anymore, going simply by 'Cage'. During one adventure, Luke met Iron fist, and struck up a friendship that lasts to this day. Though the Heroes For Hire present themselves as a mercenary organization, both Luke and Iron Fist are dedicated to protecting society against criminals and super-villains. Their fees are negotiable and often dependant on the client's ability to pay, and both are willing to work for free if the cause is just.

LUKE SKYWALKER



STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I IN(40)
P AM(50)
Health: 90 **Str:** 8
Karma: 110
Resources: GD
Popularity: 10
Height: 5'9"
Weight: 178 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Luke Skywalker
Occupation: Pilot, Rebel Fighter, Jedi Knight
Legal Status: Citizen of Tatooine
Identity: Publicly known
Place of Birth: The Planet Tatooine in a Galaxy far far away
Marital Status: Single
Known Relatives: Anakin Skywalker (Darth Vader, father)
Base of Operations: Mobile throughout the Universe, formerly Tatooine
Present Group Affiliation: The Rebel Alliance

KNOWN POWERS:
The Force: Luke is a Jedi Master with Amazing ability to manipulate the Force, giving him the following abilities:
**Telekinesis:* Remarkable
**Precognition:* Incredible
**Leaping:* Remarkable
**Fighting Bonus:* +1CS to Fighting with a successful Psyche FEAT
**Kinetic Blast:* Remarkable
**Strangulation:* Excellent ability to cut off a target's breathing.
**Jedi Mind Trick:* Remarkable ability to influence a target's thoughts

EQUIPMENT:
Lightsaber: Luke's Lightsaber can inflict Amazing energy damage.
Energy Pistol ('Blaster'): Incredible energy damage

TALENTS:
Luke is a Weapons Specialist: with a Lightsaber, receiving +2CS to Fighting. He also possesses Martial Arts D, and Pilot skills

ROLE-PLAYING NOTES:
Luke's circle of allies and friends include, Han Solo and Chewbacca, R2-D2 and C-3PO, his mentors Obi Wan Kenobi and Yoda, and particularly Princess Leia

LUKE SKYWALKER

HISTORY:
Luke Skywalker, a twenty year-old farm boy, on the remote planet of Tatooine, yearning for a life of adventure, gets more than he bargained for with the arrival of two 'droids, R2-D2, and C-3PO, bearing a cryptic message from the kidnapped Princess Leia, propelling him into the middle of a interstellar war against the evil Galactic Empire. As the forces of the Empire descend upon them, in search of information possessed by the two 'droids, Luke's entire family is killed, and the young man sets off after the kidnapped Princess on a perilous rescue mission with the aged Jedi Knight, Obi Wan Kenobi. Discovering his heritage to a powerful Jedi line, and learning of the 'betrayal and murder' of his own father, Luke agrees to learn the ways of the mysterious Force and become a Jedi like his father.

MAESTRO

STATISTICS:

F AM(50)
A GD(10)
S ShX(150)
E ShX(150)
R RM(30)
I GD(10)
P RM(30)
Health: 360 **Str:** 130/500
Karma: 70
Resources: MN(75)
Popularity: -100
Height: 7'6"
Weight: 1,150 lbs.
Eyes: Green
Hair: Gray

BACKGROUND
Real Name: Robert Bruce Banner
Occupation: Ruler of Dystopia, alternate future earth
Legal Status: Formerly had a criminal record in the United States.
Identity: The Maestro's identity is widely known and feared in his own timeline
Place of Birth: Dayton, Ohio
Marital Status: Widowed
Known Relatives: Elizabeth 'Betty' Ross (wife – deceased in his timeline), Brian Banner (father – deceased), Rebecca Banner (mother – deceased), Jennifer Walters (alias the 'She-Hulk – Shulk in the Maestro's timeline, cousin), Morris Walters (uncle – deceased), Thaddeus 'Thunderbolt' Ross (father in law – deceased), Mrs. Drake (aunt – deceased), Cassandra Walters Pike (aunt – deceased), David Pike (cousin – deceased).
Base of Operations: Dystopia, alternate future earth
Present Group Affiliation: None. The Maestro is the absolute ruler of his time.
KNOWN POWERS:
Alter Ego: The Maestro can still assume the form of Robert Bruce Banner.
Adrenaline Surge: The Maestro gains +1CS to Strength and Fighting every round up to a maximum of Shift Y (300) to hit and damage. Health is raised accordingly.

NOTE: Like his younger self, the Maestro may attempt a red Psyche FEAT, in order to gain an additional +1CS to Shift Z (500) to hit and damage.
This additional boost does not further increase Health, and also causes the loss of half of his Karma. In addition, as long as he is operating on this level, the Maestro must pass a green Psyche FEAT each round or become wantonly destructive. If the Maestro is further provoked, while already operating at Shift Z intensity, he must pass a red Psyche FEAT or else he will start generating more energy than his physical body can contain. If the Maestro does not release this release this excess energy, in form of a Shift Z Strength FEAT immediately, his body will begin emitting involuntary bursts of power rank Kinetic Blasts, in every direction.
Invulnerability: Monstrous protection against Physical and Amazing versus Energy attacks. Maestro also possesses CL1000 resistance to cold, fire, heat, or disease
Hyper-leaping: Class 5000
Astral Detection: Unearthly ability to see Astral Forms
Telelocation: Class 3000 ability to 'home in' on the region of desert in New Mexico where the Hulk was first 'born.' Regeneration: Amazing ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly.

MAESTRO

Equipment:
Anti-Hulk Gun: The Maestro occasionally uses an "Anti-Hulk' gun designed by Forge. It fires Adamantium rounds capable of penetrating Unearthly material, for Unearthly shooting damage. The gun is an automatic capable of firing ten rounds per turn, and is composed of Amazing Strength material.

ROLE-PLAYING NOTES:
The Maestro was a maddened version of the Professor Hulk, highly intelligent, articulate, and crafty, but still prone to murderous fits of the rage which he has let consume him. He lives for his own pleasure.

HISTORY:
The Maestro is a future incarnation of the Hulk who has gone insane and seized power in the post-Apocalyptic world of Dystopia. Seeking rescue from the Maestro's tyranny, Janis, the Granddaughter of Rick Jones traveled back in time to find the concurrent modern day Professor Hulk, and persuade him to follow her to the future and battle his future self.

Unfortunately the Maestro, having absorbed years of nuclear fallout, and a century of experience, proved stronger and defeated his younger self, crippling him and then attempting to convert the wounded Hulk to his side during his convalescence. Resorting to trickery where brute force had failed, however, the Hulk managed to lure the Maestro back in time to ground zero of the Gamma Bomb that had created him, right at the moment of detonation. The Maestro was disintegrated, although his healing factor reformed his body after a period of years.

MAGNETO

STATISTICS:

F GD(10)
A EX(20)
S GD(10)
E MN(75)
R IN(40)
I EX(20)
P AM(50)
Health: 115 **Str:** 8
Karma: 110
Resources: IN
Popularity: -10
Height: 6'2"
Weight: 190 lbs.
Eyes: Blue-gray
Hair: White

BACKGROUND
Real Name: Unrevealed
Known Alias: Erik Magnus Lehnsher
Occupation: Would-be Conqueror, teacher, headmaster, secret agent
Legal Status: Unknown Citizenship, Criminal record in the United States
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Widower
Known Relatives: Unnamed parents (deceased), Magda (wife, deceased), Anya (daughter, deceased), Wanda Maximoff (Scarlet Witch, daughter), Pietro Maximoff (Quicksilver, son), Luna (granddaughter), Crystal (daughter-in-law), vision (son-in-law), Tomas, William (grandsons, destroyed)
Base of Operations: Mobile, formerly Xavier's School for Gifted Youngsters, formerly Asteroid M (in orbit around Earth), various hidden bases on Earth
Present Group Affiliation: None, Formerly Excalibur, Acolytes, The Twelve, Hellfire
Club, X-Men, New Mutants, Savage Land Mutants, Brotherhood of Evil Mutants

KNOWN POWERS:
Magnetic Control: Unearthly ability to manipulate iron and iron-based alloys. He has used this ability in a number of power stunts:
*Assemble complex machinery in one round *Inflict up to Unearthly damage to Mechanical constructs
*Manipulate ferrous objects with unlimited range
*Magneto has the ability to Attack a target by levitating and throwing metallic objects with Unearthly accuracy, inflicting damage up to the strength of the material the objects are made of
*Ensnare an opponent with metal objects at the strength of the material the objects are made of
*Create openings in metal surfaces and close them behind him with no loss in the material strength of the surface
*Toss opponents into the air and drop them from great heights, up to Amazing damage
Force Field: Unearthly for himself, Monstrous for one area, and –1CS or each additional area. The force field stops all physical, energy, and psionic attacks
Flight: Remarkable air speed (15 areas/round). Magneto can cause other characters to fly at –1CS to power rank for each additional person, minimum of Good air speed
Energy Control: Magneto can control a number of energy forms, including heat, light ultra-violet, and gamma radiation, up to Amazing damage to a target within 20 areas, and Monstrous damage on touch
Magnetic Detection: Magneto can detect movement within magnetic lines of force, and has Unearthly ability to detect invisible or disguised creatures
Telepathic Projection: Good ability
Astral Projection: Magneto has Astral Projection of Typical ability
Body Armor: Excellent protection against physical attacks.,

MAGNETO

ROLE-PLAYING NOTES:

Magneto's chief goal has always been to safeguard mutantkind. Over the years, he has tried many methods to achieve this goal, but his dedication to it has never wavered. Magneto is a strong-willed, domineering individual who strives always to be in control of his surrounds. He has never considered himself evil, since he fights for what he believes is the greater good – and if he must do evil acts to attain his goal, so be it.

HISTORY:

Magneto is an extraordinarily complex person. He has always been devoted to the protection and preservation of mutantkind. For the longest time Magneto, who suffered through the concentration camps of the Third Reich, sought to protect mutantkind by dominating the non-mutant human majority. He was the X-Men's first foe and the first major evil mutant known to the world. Ruthless would be an apt phrase to describe him in those days.

Because of his crimes, he is wanted worldwide as a criminal (though a world court has found him "not responsible" he Is still considered a fugitive from the law in many countries).

Recently, though, Magneto has had a change of heart. Maybe he is mellowing with age, or possibly he now realizes that one of the reasons mankind hates mutants more than ever before is because he gave criminal reasons for those who had open minds to hate, or maybe Professor Xavier's plea for him to take over the X-Men and guide the New Mutants forced him to alter his views.

Whatever the reason, Magneto has recently made a serious attempt to peacefully coexist with humankind and to curb his powers in battle so the results are less lethal. Now, under the guise of Michael Xavier, Charles's cousin, Magneto acts as the mentor and teacher of the New Mutants and coordinator of the X-Men.

Magneto has two children, the Scarlet Witch and Quicksilver, but they are not even close enough to be considered contacts. The others he has worked with in the past, like the members of the original Brotherhood of Evil Mutants, are neither friends nor enemies to him.

MAN-BAT

STATISTICS:

F IN(40)
A IN(40)
S EX(20)
E IN(40)
R RM(30)
I RM(30)
P GD(10)
Health: 140 **Str:** 20
Karma: 70
Resources: GD
Popularity: 0
Height: 7'4"
Weight: 315
Eyes: Red
Hair: Brown

BACKGROUND
Real Name: Kirk Langstrom
Occupation: Zoologist
Legal Status: American Citizen with no criminal record
Identity: Secret
Place of Birth: Dayton, Ohio
Marital Status: Married
Known Relatives: Francine (wife), Elizabeth (daughter)
Base of Operations: Gotham City, New York
Present Group Affiliation: None.

KNOWN POWERS:
Extended Hearing: Man-Bat has Enhanced Hearing of Excellent rank
Winged Flight: Excellent Air-Speed
Sonar: Man-Bat has sonar of Amazing Rank, which he may use as a sonic attack of Remarkable Intensity

Alter-Ego: Man-Bat requires a special formula to transform back and forth to his human identity. As Kirk Langstrom his stats are:

F	A	S	E	R	I	P
TY	TY	TY	TY	EX	GD	GD

ROLE-PLAYING NOTES
When he takes the serum that transforms him into Man-Bat, Dr. Kirk Langstrom loses control over his base animal nature. The change occurs slowly; the longer he remains as Man-Bat, the less human and more brutal he becomes. Dr. Langstrom is not a typical villain; he loves his wife and child and it is only under the transformative power of the serum that he becomes the violent Man-Bat, often believing (erroneously) that his loved ones are dead and a real or imagined enemy must pay

MAN-BAT

HISTORY:
Dr. Kirk Langstrom was a biologist who specialized in the study of the genus Chiroptera (bats). He discovered that he was going deaf and, rather than live with his disability, he attempted to distill a serum that would grant him a bat's heightened sense of hearing. He succeeded, but his serum had the unfortunate side effect of transforming him almost completely into a human-sized bat

Man-Bat, quickly losing touch with his human nature, rampaged through Gotham City until Batman stopped him. Rather than incarcerate the unfortunate scientist, Batman helped Langstrom administer an antidote, thus giving Man-Bat some control over his transformation as long as he injects the antidote before his reason disappears.
Man-Bat rarely acts with evil intent, but often falls victim to delusional

beliefs, the most common being that his wife and daughter are dead. His animal side removes his reason so that Langstrom becomes ruled by fear and his violent response to it. Villains like Rā's al Ghūl have used this to their advantage to manipulate Man-Bat. He is one of the few people to know the location of the Batcave because he followed a flock of bats there, but he cannot find it when he is human.

MANGOG

STATISTICS:

F MN(75)
A RM(30)
S ShY(250)
E CL1000
R GD(10)
I IN(40)
P ShZ(500)
Health: 1355 **Str:** 250/500
Karma: 560
Resources: None
Popularity: 0
Height: 12'
Weight: 3,500 lbs.
Eyes: Brown
Hair: None

BACKGROUND
Real Name: Mangog
Occupation: Seeker of Vengeance
Legal Status: Inapplicable
Identity: Unknown to the general public
Place of Birth: Possibly applicable
Marital Status: Not applicable
Known Relatives: None, possibly inapplicable
Base of Operations: None
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Unearthly resistance to Physical and Energy attacks
Claws: Shift Y(250) Edged damage
Mystical Energy Control: Mangog has the Shift Z ability to manipulate magical energies for a variety of effects, including Magical Blasts of concussive force and Molecular Manipulation of others
Psionic Vampirism: Mangog's powers derive from his Shift Z ability to feed upon Psionic Energy. Drawing upon the power of 'a billion, billion beings, he can raise his Strength with a red Psyche FEAT +1CS up to Shift Z(500), for 10 to 100 turns. However, if he is cut off from Psionic energy, he rapidly begins to lose power, -1CS in all powers and abilities each round, in addition to suffering Typical Shrinking. Unless he finds some way to tap into a sufficient source of Psionic energy to sustain him (a source of at least Unearthly intensity), Mangog's abilities will continue to drop until his Endurance reaches 0, at which point he will dissipate and seemingly vanish.

ROLE-PLAYING NOTES
The Mangog is a creature of pure hate and destruction. Literally formed by the psychic energy of the hatred of a billion, billion beings, the Mangog expresses itself only through violence. Its goal is always simple destruction, and the acquisition of personal power, only to further spread more destruction. It bears a great hatred for Odin and Thor, and for Asgardians in general.

MANGOG

HISTORY:

Mangog, or "The Mangog" as it originally referred to itself, is the sum total of all the hatred of a billion, billion beings – an alien race that was once destroyed by Odin, father of Thor, and ruler of the Asgardian Gods.

Imprisoned deep beneath Asgard, the Mangog was accidentally freed by the Rock Troll Ulik, and the creature went on a rampage, waging war against Asgardian Gods – and Thor and Odin, in particular - on multiple occasions.

The Mangog proved to be physically almost unstoppable, and it has usually only been defeated by exploiting the Mangog's dependence on psychic energies (such as hatred, fear, or desire for vengeance) felt by other sentient beings to sustain itself. Without such a source, the Mangog will shrink down to near nothingness.

While it's nihilistic, destructive nature usually dictated that the Mangog act independently, it did once align itself with the Mad Titan, Thanos, in one of his many quests for universal domination, but they were both ultimately stopped by Thor.

It is possible that the Thunder God might have recently, finally ended the threat of the Mangog once and for all - having inherited the Odin Force during Ragnarok – the Asgardian Doomsday - Thor simply dissipated the Mangog's energies with a wave of his hand. The Mangog has not been seen since the destruction of Asgard.

The exact nature of the Mangog has never actually been fully revealed and is somewhat unclear. The creature has often been called a demon, suggesting that it is a supernatural being parasitically dependent on the mystic and psionic energies of other sentient beings. It is also possible that the Mangog is a minor abstract entity incarnating the hatred experienced by the alien race from which it first sprang, and eventually, by its own independent being. If that proves to be the case, then the Mangog may actually be an avatar of the conceptual entity, Master Hate, in a manner that is similar to the relationship between the godlike, mystical entity, Cytorrak, and the mutant Juggernaut

MAN-THING

STATISTICS:

F RM(30)
A PR(4)
S RM(30)
E MN(75)
R FB(2)
I EX(20)
P AM(50)
Health: 139 **Str:** 25
Karma: 72
Resources: FE
Popularity: -10
Height: 7'
Weight: 500 lbs.
Eyes: Red
Hair: None (covered with mossy-green vegetation)

BACKGROUND
Real Name: Dr. Theodore 'Ted' Sallis
Occupation: Former Scientist, currently guardian of the nexus of realities
Legal Status: Citizen of the United States with no criminal record, presumed dead
Identity: Known to Police
Place of Birth: Omaha, Nebraska
Marital Status: Married
Known Relatives: Ellen (wife)
Base of Operations: The swamp that surrounds the Nexus of Realities, near Citrusville, Florida
Present Group Affiliation: None

KNOWN POWERS:
Emotion Detection: The Man-Thing has the Monstrous ability to detect the emotions of the various creatures that surround him. Positive emotions such as love, joy, and courage fill him with joy. Negative emotions, like hate, cause an unpleasant reaction. His most hated emotion is fear, which causes him to attack anyone who is afraid.
Burning Touch: When the Man-Thing detects fear, his body excretes a sulfuric acid which ignite into flame when he touches whatever target is emitting the fear, inflicting Incredible burns on the victim ('For whosoever knows fear burns at the touch of the Man-Thing')
Vegetable Form: The Man-Thing's body has Monstrous protection against physical attacks. This protection drops by –1CS for every week he spends away from his swamp, to a minimum of Remarkable.
Oozing: The man-Thing can breach any barrier with an opening by oozing through it. The smaller the opening, the longer it takes the Man-Thing to break through. Referees should use their best judgment to determine how long it takes to get through an opening.
Vulnerability: The Man-Thing is dependent on his swamp for his livelihood. He loses –1CS from his Strength, Fighting, and Endurance for every week spent away from it. If his Strength drops to Feeble, he becomes comatose until returned to his normal environment.
Regeneration: The Man-Thing has Remarkable Regeneration to recover from any wound, even the total destruction of his body.

ROLE-PLAYING NOTES

The Man-Thing is a nearly mindless creature, motivated by empathic emotional stimuli rather than actual thought. He is the guardian of the Nexus of Realities, but certainly has no knowledge of his role. He is drawn to pleasant emotions, while negative emotions cause pain and provoke him to violence.

HISTORY:

Ted Sallis first came to prominence in government circles as the chief chemist working on "Project Sulfur," a U.S. Army research program aimed at developing a means to survive bio-chemical warfare. Sallis developed "Serum SO-2,' which would have succeeded in immunizing human beings to all toxic biochemicals, but the mutagenic effects of the serum would have transformed people into monsters. The serum was never put into production.

After Project Sulfur was shut down, Sallis was reassigned to "Project Gladiator," a research program under the auspices of S.H.I.E.L.D., which was aimed at recreating the lost "super-soldier" serum that had spawned Captain America during World War II. Working separately from his colleagues, who included Drs. Wilma Calvin and Barbara Morse (Mockingbird), Sallis evidently attempted to use a modified version of his SO-2 formula as the basis for a new super-soldier serum. He was close to success when he was betrayed into the hands of the subversive Advanced Idea Mechanics by his wife, Ellen.

Perhaps already suspecting betrayal, Sallis had earlier destroyed his notes. To guarantee that the secret would not fall into AIM's hands, Sallis injected himself with the only existing sample of his modified Super Soldier serum, and fled into the nearby swamp. Sallis should have died, but over the course of several hours, mystical forces combined with chemical science to transform him into the monstrous, misshapen creature who would be dubbed the Man-Thing. The substance of Sallis's body was eaten away and replaced by vegetable matter. Though he mimics the form of humanity to a large extent, he can no longer be considered human. Though he retains Ted Sallis's soul, and rudimentary vestiges of Sallis's intellect, he cannot be said to be truly intelligent

Since the time of his creation, the Man-Thing has served as the guardian of the "nexus of realities," an Interdimensional focal point which has manifested itself in the middle of the Man-Thing's swamp. Though the Man-Thing's adventures have occasionally drawn him away from the swamp, he has always returned, and it is said that he is destined to remain the guardian of the nexus on this plane of existence for as long as the nexus manifests itself in this reality

MARTIANS (WAR OF THE WORLDS)

STATISTICS:

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

Health: 32 **Str:** 10
Karma: 18
Resources: AM
Popularity: -40
Height: 5' (average)
Weight: 500 lbs.
Eyes: Pale-pink
Hair: None

BACKGROUND
Real Name: No Martian has ever been identified by name; the invaders were generically called 'Martians' although there is no particular evidence that this race originated on Mars
Occupation: Invaders
Legal Status: Unrevealed
Identity: Publicly known at the time
Place of Birth: Unrevealed planet, widely believed to be Mars
Marital Status: It is not known whether the Martians have any sort of traditional marriage within their culture.
Known Relatives: Unknown
Base of Operations: Mobile across space
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A Martian's rubbery hide provides it Poor protection from Physical and Energy attacks.
Tentacles: Martians have ten grasping tentacles that grant them +1CS to all grappling attacks for every tentacle used, up to +3CS. Three separate tentacle attacks are allowed each round. A yellow Fighting FEAT allows five attacks, and a red FEAT allows an attack with all ten tentacles. Attacks are resolved on a single roll.

Equipment:
War Machines (see entry for Martian War Machine)

WEAKNESS: Earth bacteria is deadly to Martians. Exposure requires a red Endurance FEAT, or the Martian will start losing Endurance ranks. If one Martian contracts a disease, it will spread rapidly to others

ROLE-PLAYING NOTES
The invading alien Martians were portrayed in H. G. Wells' novel as large, octopus-like creatures, with ten long tentacles, surrounding a bulbous head. Wells' aliens were clumsy and labored in Earth's gravity, but they were also carnivorous and predatory, feeding directly on their human captives

MARTIANS (WAR OF THE WORLDS)

HISTORY:
Huge bursts of fiery gas observed on Mars, ten successive nights in a row, heralded the Martian invasion of our planet in H. G. Wells, The War of the Worlds (1898)
Several days after the sighting of the first disturbances on Mars, a huge, shiny oval spacecraft landed near the distant suburbs of London. Highly evolved Martians, with great, octopus-like bodies, measuring several feet across, and long flexible tentacles, emerged from the craft, bringing with them a strange assortment of metal tubes, discs, brackets and domes. The grotesque monsters quickly assembled their glowing hardware into war machines – towering, tripod-like devices, surmounted by domes from which the Martians piloted. The machines, armed with terrifying heat rays capable of searing objects several miles away, and canisters of poisonous gas, began to move in to the direction of London.

The Army rushed its strongest defenses into the path of the advancing war machines, setting up fortifications. But the armies of Earth had never encountered anything as formidable as the war machines of the invaders. The Artillery and tanks were litter better than stone tools against the superior Martians. People deserted the cities in panic, leaving their defense to the heroic, but helpless military. The Earth seemed doomed to extinction at the hands of the powerful invaders. With a confidence that mocked the weakness of the Earth people, the Martians established themselves in the center of London, and began assembling aircraft to use in their attacks. Their blatant contempt for any resistance offered by humankind, however, exposed their only vulnerability.
Ironically, Earth's tiniest life forms proved to be the most powerful weapon against the Martians. Too late, the super-evolved, sterile creatures from space realized that they had no immunity or defense against infection by Earth's bacteria. Relentlessly, the microbe warriors invaded the Martian forces until they destroyed the most formidable enemy the Earth had ever known, and the War of the Worlds came to an end.

NOTE: George Pal's 1966 version of War of the Worlds brought the story to modern New York City, along with unique, cobra-necked flying machines, and creepy, spindly-limbed, three-fingered Martians, with a single three-lobed eye. The Steven Spielberg update, also featured spindly three-fingered, three-limbed creatures (generally referred to as aliens, rather than specifically Martians), more reminiscent of the Pal version rather than Wells' octopus-like creatures, although it readapted the giant, walking tripod war machines of Wells' novel, rather than George Pal's, flying machines.

MARTIAN WAR MACHINE

STATISTICS:

F EX(20)
A GD(10)
S UN(100)
E AM(50)
R N/A
I N/A
P N/A
Health: 180 **Str:** 90
Karma: N/A
Resources: UN
Popularity: -20
Height: 200'
Weight: Unrevealed
Eyes: N/A
Hair: N/A

BACKGROUND
Real Name: Unrevealed; the 'Martians' who operated their War Machines presumably had a name for them but it was never revealed
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Creation: Unrevealed; the 'Martians' who invaded Earth in the early 1900's could have actually been from anywhere, and were only called Martians because of a popular belief at the time that life existed on Mars
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Mobile
Present Group Affiliation: 'Martians'

KNOWN POWERS:
Growth: The Martian War Machines are huge mechanical walking tripods. These War Machines stand at 200 feet tall, giving it Shift Z Growth and a+3 CS to be hit. Against smaller targets a War Machine may cause Shift Z damage when attacking
Movement: A War Machine can move at Typical land speed (3 areas/round)
Body Armor: Martian War Machines are composed of Remarkable strength material, are reinforced by a force field granting Unearthly physical and energy protection.

Heat Ray: The Martian's Heat Ray causes Unearthly damage for 10 areas, losing–1CS for each area beyond 10.

MARTIAN WAR MACHINE

HISTORY:

The invincible giant War Machines are the iconic image of the alien invasion. The constructs in H.G. Wells' novel are giant, walking tripods, equipped with a 'heat ray' that vaporizes anything it touches. The machines in the novel are heavily armored, although they are not completely indestructible, as a few of them are destroyed by munitions. They are, however, guarded by a force field (Force Field 17), capable of resisting nuclear blasts.

The George Pal sixties' version featured flying War Machines that looked rather like giant metallic manta rays, equipped with a cobra-like neck that mounted the heat ray beam – fired out of a three-lobed lens similar to the three-lobed eye of Pal's version of the Martians themselves. The flying machines are particularly sinister as they cruise deliberately along at their slow, methodical pace, implacable and unstoppable.

Stephen Spielberg's War Machines were a return to the original concept of giant walking tripods, and are easily the most best part of the remake, mostly by virtue of the modern computer animation, and are the one area where Spielberg's directorial skills overcomes the unfortunate script. The scenes of citywide destruction with the aliens employing their deadly heat ray are particularly effective.

Independence Day has no direct counterpart to the walking War Machines, with the invading aliens instead employing more traditional alien fighter crafts, along with a giant mothership and a few smaller 'destroyers', although they do retain the impenetrable force field that must be lowered before the defense forces of Earth can fight back.

MARTIAN MANHUNTER

STATISTICS:

F IN(40)
A GD(10)
S MN(80)
E AM(50)
R RM(30)
I IN(40)
P RM(30)
Health: 200 **Str:** 80
Karma: 100
Resources: RM
Popularity: 0
Height: 6'7"
Weight: 300 lbs.
Eyes: Black
Hair: None

BACKGROUND
Real Name: J'onn J'onnz
Occupation: Adventurer, former police detective
Legal Status: Citizen of Mars
Identity: Publicly known to the general public of Earth although most do not believe J'onn is actually a Martian
Place of Birth: Mars
Marital Status: Widowed
Known Relatives: M'rynn J'onnz, Sha' Sheen, (father and mother, deceased), M'yri'ah (wife, deceased), K'hym (daughter, deceased)
Base of Operations: Justice League Headquarters
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Chameleon: J'onzz may look like any humanoid being of his own general size, including mimicking their clothing with Incredible ability
Dispersal: J'onzz may disperse his atoms, becoming intangible enough to pass through physical objects with Incredible ability
Flight: Amazing ability flight within a planetary atmosphere
Heat Vision: Incredible intensity heat beams
Invisibility: J'onzz may become invisible with Incredible ability; use of Invisibility causes all other powers except Dispersal not to function.
Invulnerability: Amazing pro-tection from physical and energy attacks while in his solid form (this power does not protect against flame).
Mind Probe: Excellent Mind Probe
Sealed Systems: Monstrous self-sustenance
Self-Manipulation: Incredible ability to reshape his body
Stretching: Excellent Stretching
Super-Breath: Incredible
Super-speed: Excellent Speed
Telepathy: J'onzz has Incredible Telepathy
Telescopic Vision: Remarkable
X-Ray Vision: Remarkable

ROLE-PLAYING NOTES
In spite of his alien nature (or perhaps because of it) he sees all life as worth saving. His telepathic abilities make him an understanding listener and advisor, and he's a brilliant strategic thinker and team coordinator. In spite of his close friendships on Earth, J'onn carries a deep sense of loneliness for the life he left behind on Mars.

MARTIAN MANHUNTER

HISTORY:
Dr. Erdel's experimental teleportation beam transported the Martian J'onn J'onzz to Earth. The shock of a face-to-face encounter with a true alien gave Erdel a fatal heart attack, leaving J'onn a stranger in a strange land. Using his telepathic and shape-changing abilities, he managed to blend in and conceal his true nature. He eventually adopted the identity of John Jones, a police detective, and covertly used his Martian powers to fight crime and protect the innocent from harm.

The Martian Manhunter found his first true colleagues and friends on Earth upon joining the Justice League of America. Although initially suspicious of a telepathic, shape-changing alien who seemed to come up with a new power every week, the other members of the League came to accept J'onn as one of their own. This helped to cushion the terrible blow when he learned Dr. Erdel's device transported him not only through space, but millennia through time. Mars is a dead world, and J'onn's people—including his wife and child—are long gone.

J'onn chose to focus his energies on his adopted world and his family within the Justice League. Various incarnations of the team have relied upon him as their best strategist and organizer, including his ability to keep members in telepathic contact over great distances. He has also explored Earth, taking on many human guises of different races, genders and nationalities, operating in areas of the world largely ignored by other heroes. J'onn J'onzz is sober and serious, but also deeply compassionate.

MARY JANE

STATISTICS:

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

Health: 26 **Str:** 3
Karma: 40
Resources: IN
Popularity: AM
Height: 5'8"
Weight: 120 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Mary Jane Watson-Parker
Occupation: Fashion Model and 'B' movie actress, former star of a daytime television drama
Legal Status: Citizen of the United States with no Criminal record
Identity: Publicly known
Place of Birth: Montoursville, PA
Marital Status: Married
Known Relatives: Peter Parker (Spider-man, husband), Anna May Watson (Aunt), Philip Watson (father), Madeline Watson (mother, deceased), Gayle Watson-Byrnes (sister), Kristy Watson (cousin), Lou and Lorraine Watson (uncle and aunt), Judge Spencer Watson (uncle)
Base of Operations: New York City, New York
Present Group Affiliation: Mary Jane is the wife of Spider-man

KNOWN POWERS:
None
Talents:
Acting, Modeling

***Note:** Mary Jane may be considered to have a talent for 'Getting into Trouble' - This talent may be considered to operate at Good intensity

ROLE-PLAYING NOTES
Mary Jane is a successful model and soap opera actress, who has overcome much adversity to be where she is today. Her childhood was marred by a cruel father who physically abused his wife. To cope, MJ created a party-girl personality for all her friends at school. She was always happy on the outside, with her motto of "never miss a good time."

MARY JANE

HISTORY:
After her mother's death, she moved to New York City and lived with her Aunt Anna. It was at this time that she got involved with Peter Parker, Gwen Stacy, and the other members of that crowd. Peter and Mary Jane became friends over time, with Peter never guessing MJ secret knowledge. Mary Jane Watson was the first person to learn of Peter Parker's dual identity, but she kept the information to herself for years.
After Gwen Stacy died, Peter and MJ started dating and Peter actually asked her to marry him, but she refused. Not long after the proposal, MJ left Peter's life for a time. When they finally got back together, she revealed to Peter that she had known his secret all along and she told him of her past, something she had never confided to anyone else. Building on this foundation of trust, they became man and wife

MARY MARVEL

STATISTICS:

F AM(50)
A MN(75)
S UN(100)
E UN(100)
R RM(30)
I EX(20)
P RM(30)
Health: 335 **Str:** 90
Karma: 70
Resources: GD
Popularity: EX
Height: 5'8"
Weight: 120 lbs.
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Mary Bromfield (Batson)
Occupation: Student
Legal Status: Citizen of the United States with no Criminal Record, still a minor
Identity: The general public is unaware of Mary's identity as Mary Marvel
Place of Birth: Fawcett City
Marital Status: Single
Known Relatives: Billy Batson (Captain Marvel, brother), Nick and Nora Bromfield (adopted parents)
Base of Operations: Fawcett City
Present Group Affiliation: Marvel Family, Justice League of Amazons

KNOWN POWERS:
Magic Lightning: Monstrous Energy damage, transforms Mary into Mary Marvel and back
Invulnerable: Unearthly -rank resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
Flight: Unearthly speed in atmosphere, CL 1000 in space
Hyper Speed: As Mary Marvel, Mary can run at Amazing speeds.
Cosmic Awareness: Part of her enchantments provides Mary Marvel with an Excellent understanding of the divine interactions with the mortal world
Wisdom of Solomon: When drawing upon the Wisdom of Solomon, Mary Marvel gains the Monstrous ability to recall knowledge and facts that she shouldn't or wouldn't know.
NOTE: Mary shares the power of Captain Marvel with her brother Billy, and with Freddy Freeman (Captain Marvel Jr.); for every member of the Marvel Family whose powers are activated, each suffers a –1CS penalty to their physical abilities and to all their powers.

ROLE-PLAYING NOTES
Mary Marvel is really just a teen-age girl, and sometimes makes foolish or impulsive choices

MARY MARVEL

HISTORY:
After murdering C.C. and Marilyn Batson and stealing the ancient amulet from the tomb of Teth-Adam, criminal archeologist Theo Adam abducted the Batsons' young daughter, Mary. Adam's sister, a maid named Sarah Primm, took Mary into her care upon her brother's return to the United States. Primm eventually arranged for her employers, Nick and Nora Bromfield, to adopt Mary as their own daughter, using forged adoption papers. For years, Mary Bromfield lived with her wealthy adoptive parents, largely unaware of her prior life as Mary Batson, except for vague dreams about a brother and family she could not recall. Mary's brother Billy became Captain Marvel and learned Mary was alive, but could not locate her. He searched for her in vain until Mary Bromfield entered a regional spelling bee in Fawcett City, with WHIZ radio personality Billy Batson as the emcee. Noticing the resemblance between Mary Bromfield and his lost sister, Billy investigated and discovered the forged adoption records, revealing she was indeed his sister. He went to the Bromfield estate with the records and Mary's childhood "Tawky Tawny" doll, his only memento of his sister, but thugs working for Sarah Primm kidnapped him before he could see her. Mary discovered the pack- age containing the adoption records and the Tawky Tawny doll came to life, and encouraged her to say the magic word "SHAZAM," summoning magic lightning to transform her! With powers like those of Captain Marvel, Mary Marvel was able to rescue her brother, who became Captain Marvel to help her deal with the criminals

MASTER HATE

STATISTICS:

F RM(30)
A EX(20)
S AM(50)
E ShZ(500)
R ShZ(500)
I ShZ(500)
P ShZ(500)
Health: 600 **Str:** 45
Karma: 1500
Resources: ShZ(500)
Popularity: 0
Height: Variable
Weight: Variable
Eyes: White (Variable)
Hair: Black (variable)

BACKGROUND
Real Name: Inapplicable
Occupation: Embodiment of Hate
Legal Status: Inapplicable
Identity: The general public of Earth is unaware of Hate's existence as a self-aware entity
Place of Creation: Unrevealed
Marital Status: Inapplicable
Known Relatives: None (Master Hate is his Counterpart)
Base of Operations: Omnipresent throughout the universe
Present Group Affiliation: None – has reluctantly worked in partnership with Mistress Love, although, unlike Chaos and Order, they are mostly antagonistic forces.

KNOWN POWERS:
Emotion Control: Master Hate has Shift Z ability to control emotion, and when he is dealing specifically with emotions related to hate, this is raised to Class 1000.
Energy Manipulation: Master Hate may manipulate cosmic energies with Shift Z ability. He may duplicate any Superhuman power, or adjust any of his FASERIP stats to up to power rank intensity. Master Hate and Mistress Love may work together for Class 1000 effects. In matters related to love or hate this increases to Class 3000
Cosmic Awareness: Master Hate can perceive the state of the universe with Shift Z ability (Class 5000 with Love or Hate)

ROLE-PLAYING NOTES

MASTER HATE

HISTORY:
Mistress Love and Master Hate are lesser abstracts but Like Order and Chaos, they cannot be truly destroyed so long as their concept exists, although their manifestations may be killed, and their influence may be overcome by higher powers

MASTER ORDER

STATISTICS:

F ShZ(500)
A ShZ(500)
S ShZ(500)
E ShZ(500)
R ShZ(500)
I CL3000
P CL3000
Health: 2000 **Str:** 500
Karma: 6500
Resources: CL1000
Popularity: 0
Height: Inapplicable
Weight: Inapplicable
Eyes: Inapplicable, although manifests as Brown
Hair: Inapplicable, although manifests as bald

BACKGROUND
Alias: Not Applicable
Occupation: Personification of the concept of Order, agent of universal balance
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Inapplicable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The universe
Present Group Affiliation: Partner of Lord Chaos

KNOWN POWERS:
Cosmic Energy: Master Order has the Class 1000 ability to manipulate all forms of energy. He may duplicate any superhuman power. In conjunction with Lord Chaos, this ability increases to Class 3000
Cosmic Awareness: Master Order has Class 5000 Cosmic Awareness
Telepathy: Master Order has Class 3000 Telepathy, able to communicate between galaxies. He cannot (or more likely, will not) directly interfere, aside from giving creatures with extrasensory abilities (combat sense, cosmic awareness) a chance to make a Psyche roll to determine what Master Order would like them to do (such characters may ignore the 'hunch')
Home Dimension: Master Order and Lord Chaos are primal aspects of existence, and within their own sub-dimensional realm, they represent polar opposite forces similar to those that Death and Eternity personify within the larger mainstream reality – for game purposes assume that within their realm, Order and Chaos essentially act as an alternate face of Eternity, gaining +1CS to all abilities and powers.
Extremely powerful cosmic beings such as the Celestials, Galactus, and the Phoenix Force, among others, may attempt to nullify this boost by passing a Class 5000 Endurance FEAT, success indicating that Master Order and Lord Chaos must deal with them at their normal power levels.
NOTE: Master Order is a conceptual entity, and thus is immune to physical damage; If his Health is reduced to zero, his physical manifestation is destroyed, but he may recreate himself within 10 – 100 rounds later unless destroyed with a Psychic or mystical attack

MASTER ORDER

ROLE-PLAYING NOTES

HISTORY:

Master Order & Lord Chaos are basic forces of existence, and while they may be overcome by superior power, they cannot be destroyed except through the destruction of the universe itself. If their manifestations are destroyed, they may reform themselves, unless destroyed with a psychic attack.

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Lord Chaos and Master Order are each one half of the primal forces of Order and Chaos – operating in conjunction with Lord Chaos (which is almost always the case), their energy powers combine for 40 ranks (PL30). When operating within the perimeters of their own realm, Order and Chaos act as the face of Eternity, becoming X characters

MEDUSA

STATISTICS:

F RM(30)
A EX(20)
S EX(20)
E AM(50)
R TY(6)
I EX(20)
P EX(20)
Health: 120 **Str:** 20/30
Karma: 36
Resources: 0
Popularity: -50
Height: Unrevealed
Weight: Unrevealed
Eyes: Green
Hair: Writhing Snakes

BACKGROUND
Real Name: Medusa
Occupation: None
Legal Status: None
Identity: Publicly known, but generally believed to be a myth
Place of Creation: Unrevealed
Marital Status: Single
Known Relatives: Stheno and Euryale (Gorgons, sisters), Phorcys (father)
Base of Operations: Isle of the Dead, across the River Styx
Present Group Affiliation: None

KNOWN POWERS:
Eyes of the Gorgon: Although she was once beautiful, Medusa was cursed by Athena, and transformed into a being so hideous that any living being that dares look her in the eye must pass a Psyche FEAT against Unearthly intensity or be transformed into stone. (NOTE: Some versions depict Aphrodite as the offended goddess who transformed Medusa)
Serpent Body: Medusa's lower body is that of a giant constrictor snake (equipped with a rattler's rattle on the end). This Serpent Body has Remarkable (30) Strength and may constrict an opponent with Incredible Grappling. Medusa may also strike with her coils and tail for Remarkable blunt damage.
NOTE: Some depictions of Medusa portray her with normal human legs. It is possible this represents varying stages of Athena's curse, the ability of Medusa to change her form, or possibly a different being altogether.)
Snake Hair: Medusa's hair is a tangle of venomous snakes, all capable of striking with Amazing intensity venom.
Poison Blood: Medusa's blood is a poison of Amazing intensity. It is also a corrosive of Incredible intensity.
Talents: Archery, Weapons Specialist (Bow), Marksman

Equipment:
Bow and Arrows: Medusa's arrows are soaked in a Monstrous strength poison

MEDUSA

ROLE-PLAYING NOTES

HISTORY:

Medusa is the daughter of the sea god Phorcys, one of the three 'Gorgon' sisters, and she was once very beautiful, but after having transgressed in the temple of Aphrodite (Athena in the original Greek legend), the angry goddess turned her hair into writhing serpents and cursed her with a stare that turned all living things into stone. In some treatments, Medusa's face remained beautiful – an element that was developed in the CGI remake, where her face morphed into a hideous rictus when she caught a victim in her stare.

MEPHISTO

STATISTICS:

F MN(75)
A AM(50)
S MN(80)
E CL3000
R MN(75)
I MN(75)
P UN(100)
Health: 3205 **Str:** 80
Karma: 250
Resources: CL3000
Popularity: -1000
Height: 6'6" (variable)
Weight: 310 lbs. (variable)
Eyes: White with no visible irises or pupils (variable)
Hair: Black (variable)

BACKGROUND
Alias: Unknown, (Also known as Satan, Mephistopheles, Lucifer, Beelzebub, the Devil)
Occupation: Ruler of an extra-dimensional land of the dead (Hell, Hades)
Legal Status: Ruler of his realm
Identity: Unknown to general public although those who know of him believe him to be the Biblical Satan
Place of Creation: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: 'Hell' or 'Hades'
Present Group Affiliation: None; Formerly, the Six-Fingered Hand

KNOWN POWERS:
Extra-Dimensional Plane (Hell): Mephisto draws his power from the souls imprisoned on his plane. When not on his plane, his Endurance drops to CL1000.
Mephisto has Unearthly control over anyone using magic in his realm, and Unearthly control over any physical powers used on his dimension.
Dimensional Travel: Unearthly
Diminution (Self and Others): Unearthly rank
Magical Energy: Shift Z ability to duplicate any power
Create Magic Items: Shift Z rank
Enlargement (Self and Others): Unearthly rank.
Limb Elongation: Unearthly rank
Levitation: Unearthly rank
Shape-Change (Others and Self): Unearthly rank
Create Illusions: Unearthly rank
Neural Manipulation: Unearthly damage.
Induce Sleep: Unearthly rank
Spirit Storage: CL5000 ability to capture souls. He can communicate with any of the trapped souls.
Summoning: Unearthly control over lesser supernatural beings.
Gateway: Create gateways to any time, place or dimension with Unearthly rank. It takes a FEAT roll to create the gateway, a yellow FEAT if it leads to another time, and a red FEAT if it leads to another dimension.
Undead Control: Unearthly control over lesser undead
True Invulnerability: Amazing protection from any form of attack except magic. Immune to heat, acid and disease

Limitations: Mephisto cannot read the mind of any sentient being, nor can he control another being without that being's previous permission.

MEPHISTO

'Evil Incarnate'

Serial Immortality: Stories about Mephisto's origin vary, partly through purposeful deception on the part of Mephisto himself. But if it is true that Mephisto was originally a demon created by the Infinity Being before the multiverse, than his current incarnation may indicate that, in his way, Mephisto is his own abstract entity embodying complete and pure evil – as such, he continues to manifest in different forms, with different origins - with one being the current Mephisto - but as long as evil exists – that is to say, as long as moral beings exist with the choice between good and evil – this being will exist. In this sense, Mephisto is a purer Devil than the Judea-Christian-Devil represented by DC's Lucifer Morningstar. For game purposes assume that if Mephisto is somehow destroyed, the Absolute Evil that he represents will manifest in a new being, adapting similar form and function of Mephisto, with equal stats and Powers.

Talents:

Mephisto has Class 3000 Reason in Occult Lore. Mephisto is also a master manipulator (+2CS to Reason and Intuition when making deals)

ROLE-PLAYING NOTES

The very definition of devilish, Mephisto is diabolically cunning, manipulative and evil. He is motivated entirely by increasing his power base through the collection of souls, and he take a special pleasure in double-edged 'bargains' with mortals.

HISTORY:

Mephisto is a powerful extra-dimensional demon that rules over a pocket dimension, which he refers to as "Hell" - although it is evidently not the 'Hell of the Judeo-Christian religion, Mephisto likes to maintain the illusion that he is, in fact, the Christian "Devil", in order to exploit the fears of humans, whom he consequently finds much easier to corrupt. At times, Mephisto has referred to himself or allowed himself to be called, "Mephistopheles," "Satan," and "Beelzebub."

Mephisto's domain is inhabited by himself, the lesser supernatural beings that serve him, and the astral forms, or 'souls', of certain deceased humans, which inhabit the bodies of demons, which have been specially altered to resemble the souls' mortal human forms.

Because he draws his power from the souls he imprisons, Mephisto is constantly striving to add new souls to his collection, the more powerful the soul the better. Mephisto prefers human souls, though he will often go after those of extra-terrestrials as well. Indeed, he has made repeated attempts to break the will and enslave the soul of the being known as the Silver Surfer. He has also made attempts to take possession of the soul of the Asgardian Thor.

Stunt cyclist Johnny Blaze once made a pact with Mephisto, offering his soul in return for saving the life of Blaze's grandfather. Before Mephisto could claim Blaze's soul, however, a woman named Roxanne Simpson recited a special spell of banishment she had stumbled across in an occult tome. Mephisto was forced to flee, but not before grafting the demon Zarathos on to Blaze's soul, causing Blaze to become the composite being known as Ghost Rider.

Mephisto is sometimes impersonated by lesser Demons who imitate his form. This explains the stories of many Earth adventures who claim to have defeated Mephisto "easily."

MICHAEL MYERS

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E RM(30)
R GD(10)
I IN(40)
P AM(50)
Health: 100 **Str:** 10/20
Karma: 100
Resources: FB(2)
Popularity: -40
Height: 6'
Weight: 190 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Michael Audrey Myers
Occupation: Fugitive, mental patient
Legal Status: United States Citizen with a Criminal Record, judged clinically insane. Often presumed dead
Identity: Michael's identity is widely known and feared
Place of Birth: Haddonfield, Illinois
Marital Status: Single
Known Relatives: Edith and John Myers (parents, deceased), Judith Myers and Laurie Strode (sisters, deceased)
Base of Operations: Usually gravitates to Haddonfield. Former inmate of Smith's Grove Warren County Sanitarium
Present Group Affiliation: None.

KNOWN POWERS:
Psychopathology: In theory Michael has no superhuman powers, with all of his abilities deriving from the depths of his madness. There are, however, those that believe his powers to be supernatural, based on an ancient Celtic pagan ritual. In either case, Michael manifests the following abilities:
*Immortality: Michael Myers' Endurance is considered Monstrous for resisting killing attacks. (It would take some-thing like a beheading to kill him outright). And even if the first roll fails, he is allowed a second roll 1 to 10 turns later. Stuns and Slams affect him normally *Strength Boost: Up to +2CS to hit and damage for 10 to 20 turns
*Stealth: Excellent
*Problem-Solving: When dealing with problems related to survival or pursuing his own psychotic needs, Michael may substitute his Psyche for his Reason
*Self-induced Coma: With a red Psyche FEAT, Michael can enter a semi-comatose state for years at a time. His body does not atrophy, even after years of immobility, and he may come out of his coma at any time with another red Psyche FEAT
Equipment:
Michael is usually happy to use anything that cuts the skin as a weapon, but his weapon of choice has traditionally been a large cutlery knife which does Good Edged damage
TALENTS:
Michael can be considered to have Martial Arts D

MICHAEL MYERS

ROLE-PLAYING NOTES

Michael is an absolute emotionless blank, with nothing within him, neither conscience nor reason, even remotely human. Michael is relentless - he never speaks, and will persist over years. He will act to cover his face if his mask is removed. Michael's is also quite clever, and very subtle, slipping upon victims as if invisible, often teasing them with stealthy sounds.

HISTORY:

On Halloween Eve, when he was just six years old, Michael Myers donned a mask and stabbed his teen-aged sister to death after seeing her have sex with her boyfriend. Lapsing into a silent, near-comatose state, Michel was sent to Smith's Grove Institution under the care of Dr. Sam Loomis, who spent eight years trying to reach him, and another seven trying to keep him locked up, because he: realized that what was living behind this boy's eyes was purely, and simply… evil.

Michael waited patiently, never speaking, not even moving, until Halloween night, on the fifteenth anniversary of his sister's murder, when he escaped back to his hometown of Haddonfield. While hiding in his old abandoned family house, he was attracted by the teen-aged Laurie Strode, and began following her about town.

As evening set, Laurie and her girlfriends split up into baby-sitting jobs (with the studious Laurie being saddled with the charges of her friends, who left Laurie behind to go trysting with their boyfriends). But these sitters were in for a very nasty Halloween trick as the now-grown Michael Myers begin a systematic series of murders, seemingly targeted around Laurie. After discovering her friends, butchered and elaborately displayed, Laurie found the masked madman pursuing her as well. In desperation, Laurie stabbed her assailant repeatedly, seemingly killing him, only to see him rise and attack her again. She was saved at the last moment as Doctor Loomis, who had pursued Michael from Smith's Grove, shot his former patient six times in the chest, blowing him back out of second story window.

Michael was not, however, lying in the grass, when they looked outside. With Myers still on the loose, Loomis sent Laurie off to the hospital, while he continued the search with police. Over the course of the evening, he discovered the reason for Michael's unrelenting pursuit of Laurie – as it turned out she was actually Michael Myers' younger sister. Unfortunately, Loomis' fears were well-founded as Michael tracked Laurie to the hospital, initiating a new string of murders there. Loomis once again interceded at the last moment, this time igniting an explosion that engulfed both Michael and himself.

MICHAEL MYERS (ROB ZOMBIE'S)

STATISTICS:

F RM(30)
A EX(20)
S EX(20)
E RM(30)
R GD(10)
I IN(40)
P IN(40)
Health: 100 **Str:** 20
Karma: 90
Resources: FB(2)
Popularity: -40
Height: 7'4"
Weight: 350 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Michael Audrey Myers
Occupation: Fugitive, mental patient
Legal Status: United States Citizen with a Criminal Record, judged clinically insane.
Identity: Michael's identity is widely known and feared
Place of Birth: Haddonfield, Illinois
Marital Status: Single
Known Relatives: Edith and John Myers (parents, deceased), Judith Myers (sister, deceased) Laurie Strode (sister)
Base of Operations: Usually gravitates to Haddonfield. Former inmate of Smith's Grove Warren County Sanitarium
Present Group Affiliation: None.

KNOWN POWERS:
Psychopathology: Michael has no superhuman powers, but the depths of his Psychopathology does provide him with certain heightened abilities.
*Resistance. Michael receives a +1CS to Endurance for resisting killing attacks.
*Strength Boost: With a red Psyche FEAT, Michael receives a +1CS to Strength for 1-10 rounds.
*Stealth: Excellent
*Problem-Solving: When dealing with problems related to survival or pursuing his own psychotic needs, Michael may substitute his Psyche for his Trance: With a red Psyche FEAT, Michael can enter a semi-comatose state for as long as he wishes. He may come out of his coma at any time with another red Psyche FEAT

Equipment:
Michael is usually happy to use anything that cuts the skin as a weapon, but his weapon of choice is traditionally a large cutlery knife which does Good Edged damage

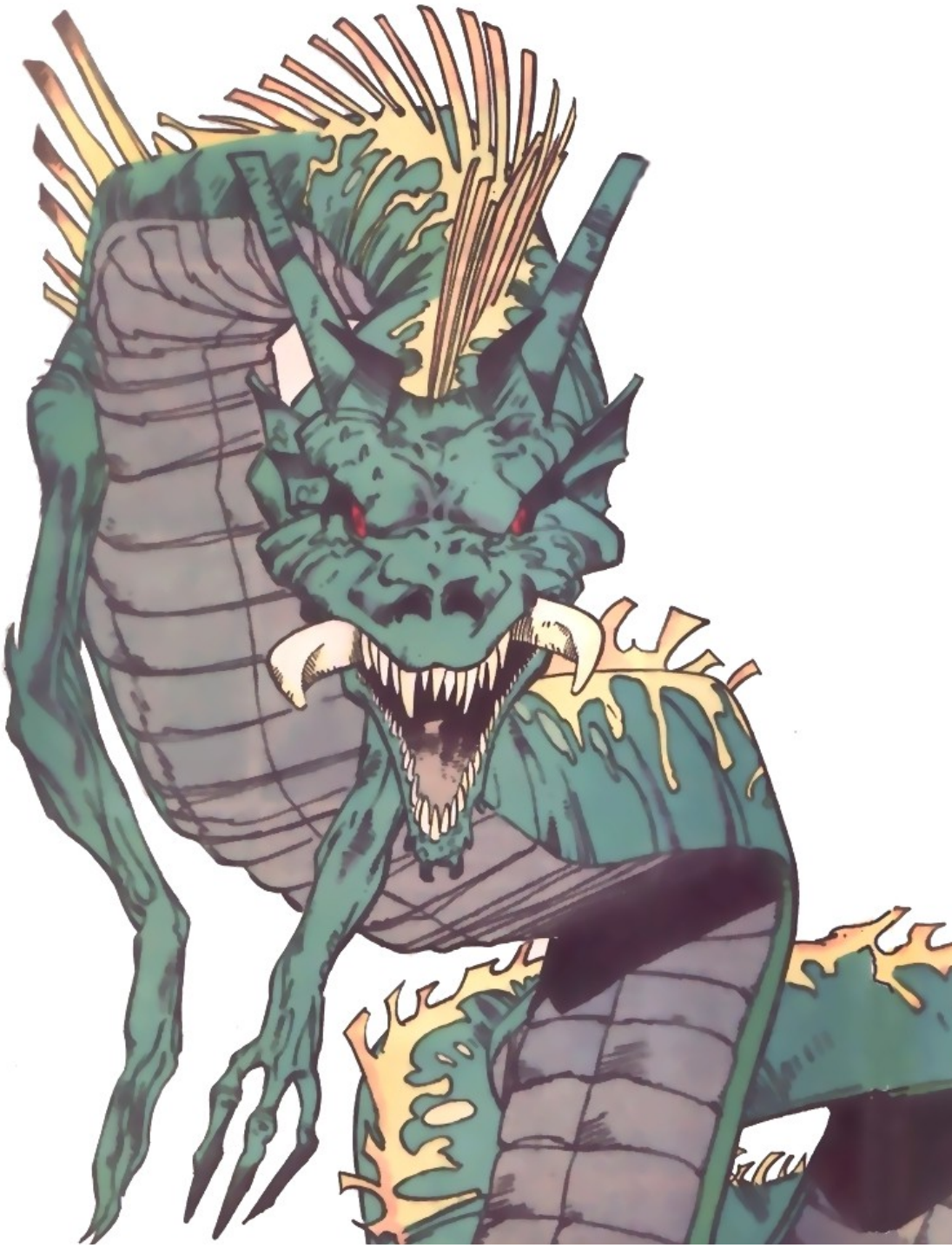
TALENTS:
Michael can be considered to have Martial Arts D; and bladed weapons talent

ROLE-PLAYING NOTES
Michael is an almost pure psychopath; his urge to torture and kill has almost completely eroded all other parts of his personality, to the point where he will attempt to kill any living being he comes across.
he is obsessed with killing his last remaining sister, bringing his family back together again in death, and he will kill anyone who gets in his way

MICHAEL MYERS (ROB ZOMBIE'S)

HISTORY:
In Rob Zombie's update, Michael Myers is specifically not a supernatural force, and all his seemingly metahuman abilities are attributable to his sheer size, his maniacal wiles, or the luck of the Devil. Similarly, Rob Zombie's Michael has an explainable psychopathology that resulted from a desperately dysfunctional child hood, rather than the inexplicable madness of John Carpenter's version. As such – and despite appearances – there is a human being with emotions behind Zombie's Michael Myers mask, and there are certain pathos to his ulterior motivations beyond his psychopathology. His initial intention towards his younger sister, Laurie, was not to kill her, but simply to be with her – the one innocent member of his family. It was only after she betrayed him – by stabbing him – that he reverted to type. Likewise, his escape from the sanitarium was triggered by the retirement of his Doctor, Sam Loomis – lashing out at having been deserted.

MIDGARD SERPENT



STATISTICS:

F UN(100)
A AM(50)
S ShY(250)
E CL1000
R GD(10)
I IN(40)
P UN(100)
Health: 1400 **Str:** 250
Karma: 150
Resources: None
Popularity: 0
Length: Unrevealed, although the Midgard Serpent's body is said to encircle the entire Earth
Weight: Unrevealed
Eyes: Red
Hair: None

BACKGROUND
Real Name: Jormungand
Occupation: World Serpent
Legal Status: Inapplicable
Identity: Unknown to the general public
Place of Birth: Not applicable
Marital Status: Not applicable
Known Relatives: Loki (father)
Base of Operations: Midgard (Earth)
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Midgard serpent has Monstrous resistance to Physical and Energy attacks
Growth: Shift Z. Jormungand is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Illusion: CL5000 rank. The Serpent is able to cast an illusion around its body to the end of the horizon. Jormungand's body becomes discorporeal so long as he is invisible and when he chooses to materialize, time stops for mortal beings (Time Control of Unearthly rank)
Claws: Jormungand's claws can strike for Shift Y (200) Edged damage
Teeth: The Midgard Serpent's fangs can strike for up to Shift Y(250) Edged damage. The Serpent's bite may also deliver a deadly Poison of Unearthly intensity.
Energy Emission: Jormungand can emit Unearthly heat beams from his eyes

ROLE-PLAYING NOTES
The Midgard Serpent and Thor are prophesized to kill each other upon Ragnarok. According to legend, Thor will slay the Serpent, walk ten steps and die himself.

MIDGARD SERPENT

HISTORY:

Jormungand, the Midgard Serpent, was the offspring of Loki and of the sorceress Angerboda.

Believing that Jormungand was a danger to Asgard, Odin, banished the Serpent to the depths of the oceans. Jormungand not only survived, but grew enormous enough to encircle the entire Earth.

It was prophesied that on the day of Ragnarok, Odin's son Thor, would kill the Midgard Serpent. But then Thor himself would die as a result of the Midgard Serpent's venom.

In recent times, attempting to thwart the prophecies Jormungand engaged Thor in a tremendous battle ensued, which ended when Thor used his full strength of his enchanted hammer Mjolnir to deliver the death blow to Jormungand.

Presumably, by slaying the Midgard Serpent, Thor has escaped his own prophesied fate of being killed by Jormungand. Ragnarok, if it ever comes, will take place in a way somewhat different form the way it has been foretold.

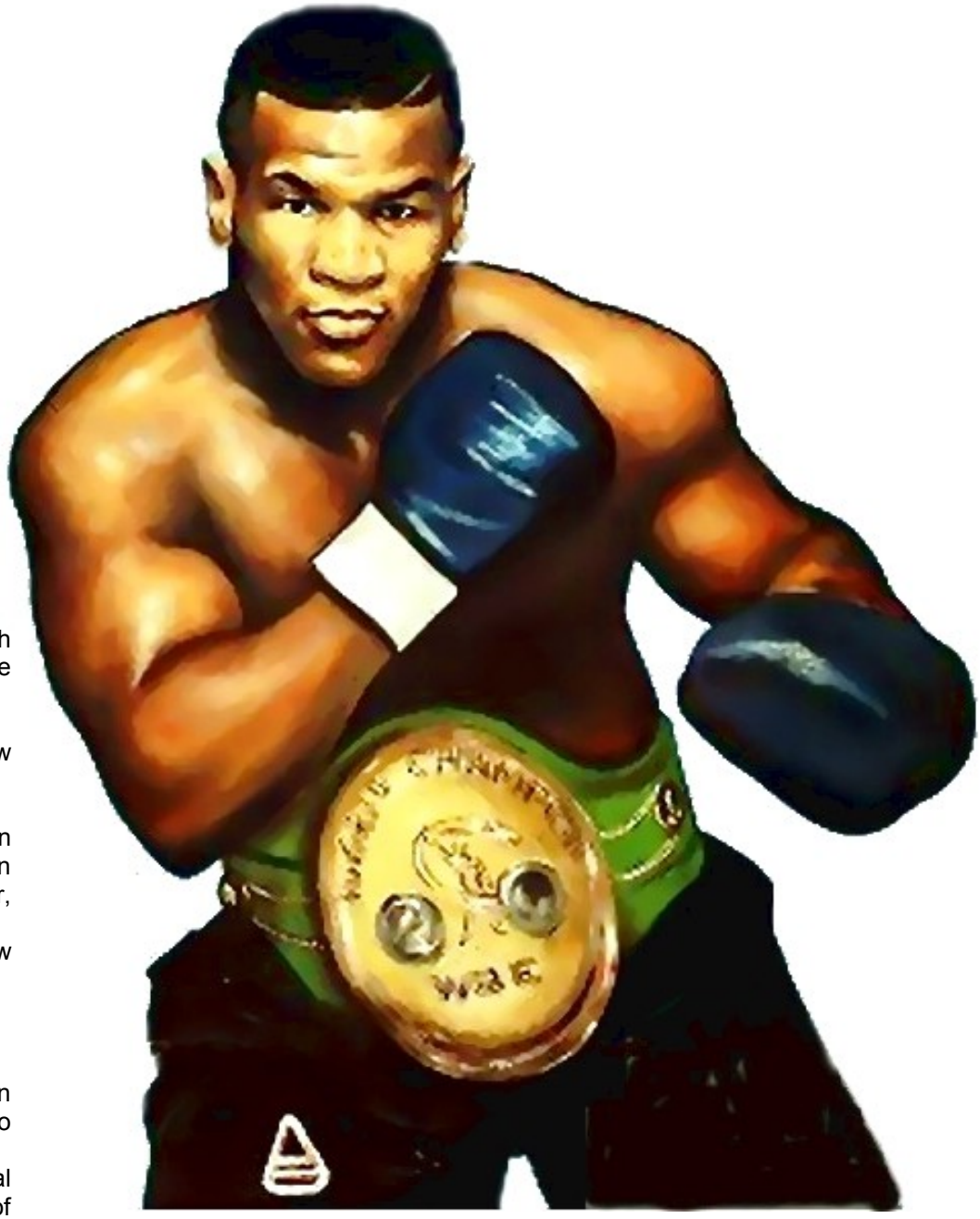
MIKE TYSON

STATISTICS:

F AM(50)
A RM(30)
S EX(20)
E RM(30)
R GD(10)
I EX(20)
P IN(40)
Health: 130 **Str:** 14
Karma: 70
Resources: IN
Popularity: 50/-50
Height: 5'11"
Weight: 218 lbs.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Michael Tyson
Occupation: Prizefighter
Legal Status: American citizen with an extensive criminal record since childhood
Identity: Publicly known
Place of Birth: Brownsville, New York
Marital Status: Twice divorced
Known Relatives: Lorna May Tyson (mother, deceased), Rodney Tyson (brother), Denise Tyson (sister, deceased)
Base of Operations: Catskill, New York, formerly Brooklyn
Present Group Affiliation: None

KNOWN POWERS:
KO Punch: Mike Tyson receives an automatic +1CS to result (but not to damage) any time he scores a hit.
Body Armor: Tyson's natural durability gives him the equivalent of Poor Body Armor.
Weaknesses: Passive/Aggressive psychology - Anyone who scores at least thirty points damage to Mike Tyson forces him to take a Psyche FEAT roll. If he fails this roll, he is penalized –1CS to both his Fighting and Endurance scores, with the accompanying loss of Health. His Psyche is also reduced to Typical. Only a Red Psyche FEAT may bring Tyson out of this state.



Talents:
Martial Arts B, E, Boxing, Animal Handling (Tigers)

ROLE-PLAYING NOTES
Tyson has been known to over-react.

MIKE TYSON

HISTORY:
Mike Tyson was always his own worst enemy, and one of his inherent flaws as a fighter was a passive/aggressive psychology, that, when activated effectively dropped both his FGT and STA by 2 ranks each, his Will drops to 6, and his Power Level drops to 7. Tyson's self-destructive nature had long-term effects as well, as once he was out on his own – that is to say no longer living the regimented life of discipline that was the case in the half-way house for boxers that his mentor, Cus D'Amoto raised him in from the time he was 13. Abandoning the Spartan-training that made him one of the greatest Heavyweights in history, Tyson's physical attributes quickly began to slip. This period would have began almost immediately after the Michael Sphinx fight in 1988, with Tyson deteriorating quickly from a crafty, skillful combination fighter, to a one-punch bomber, and eventually, late in his career, a broken down pug prone to wild antics and illegal tactics, including but not restricted to biting – on the ear, the leg, wherever – something that has hurt his standing in history as all this resulted in losses to rivals such as Evander Holyfield, Lennox Lewis, not to mention the upset to James Douglas, before he was finally forced to quit on his stool by a low-rent journeyman in 2005.

MISTRESS LOVE

STATISTICS:

F EX(20)
A EX(20)
S IN(40)
E ShZ(500)
R ShZ(500)
I ShZ(500)
P ShZ(500)
Health: 580 **Str:** 40
Karma: 1500
Resources: ShZ(500)
Popularity: 0
Height: Variable
Weight: Variable
Eyes: Blue (variable)
Hair: Blond (variable)

BACKGROUND
Real Name: Inapplicable
Occupation: Embodiment of Love
Legal Status: Inapplicable
Identity: The general public of Earth is unaware of Love's existence as a self-aware entity
Place of Creation: Unrevealed
Marital Status: Inapplicable
Known Relatives: None (Master Hate is her Counterpart)
Base of Operations: Omnipresent throughout the universe
Present Group Affiliation: None – has worked in partnership with Master Hate, although, unlike Chaos and Order, they are mostly antagonistic forces.

KNOWN POWERS:
Emotion Control: Mistress Love has Shift Z ability to control emotion, and when she is dealing specifically with emotions related to love, this is raised to Class 1000.
Energy Manipulation: Mistress Love may manipulate cosmic energies with Shift Z ability. She may duplicate any Superhuman power, or adjust any of her FASERIP stats to up to power rank intensity.
NOTE: Mistress Love and Master Hate may work together for Class 1000 effects. In matters related to love or hate this increases to Class 3000
Cosmic Awareness: Mistress Love can perceive the state of the universe with Shift Z ability. Along the spectrum of Love and Hate, this ability increases to Class 5000
*Note: Mistress Love's FASERIP stats are as she normally manifests herself, and she may alter them at will.

ROLE-PLAYING NOTES

MISTRESS LOVE

HISTORY:
Mistress Love and Master Hate are lesser abstracts but Like Order and Chaos, they cannot be truly destroyed so long as their concept exists, although their manifestations may be killed, and their influence may be overcome by higher powers

MOBY DICK

STATISTICS:

F AM(50)
A EX(20)
S AM(50)
E UN(100)
R TY(6)
I GD(10)
P GD(10)
Health: 150 **Str:** 45
Karma: 26
Resources: N/A
Popularity: -40
Length: Unrevealed
Weight: Unrevealed
Eyes: Black
Hair: None

BACKGROUND
Real Name: Moby Dick is the name given to this particularly large, albino sperm whale (*Physeter catodon*)
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Presumably the Atlantic Ocean
Marital Status: N/A
Known Relatives: None
Base of Operations: Mobile throughout the Atlantic, although tends towards the New England waters off Nantucket.
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Moby Dick's Thick blubber provides him Remarkable protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Moby Dick's tail can strike his tail for Monstrous blunt damage
Teeth: Amazing Edged damage
Sonar: Remarkable Sonar

NOTE: Although he was never measured, Moby Dick was exceptionally large, aggressive, and intelligent, estimated to be nearly twice the size of any other known member of his species. (see Sperm Whale)

ROLE-PLAYING NOTES
Moby Dick has developed a hatred of humans and whalers in particular, and will attack boats wherever he finds them.

MOBY DICK

HISTORY:
Moby Dick was a gigantic albino sperm whale that prowled the Atlantic during the harum-scarum whaling days of the 1850's, sinking whaling vessels, and killing entire crews. The vengeful Captain Ahab, who lost his leg to the mighty whale, set sail the whaling ship, the Pequod, on a final quest to destroy Moby Dick – an ill-fated mission that would eventually end in tragedy. Ignoring the advice of his first mate, as well as fellow Captain Boomer of the whaling ship *Rachel*, – who himself lost an arm to the Great White Whale - Ahab pursued Moby Dick to a final confrontation. Ahab's mad thirst for vengeance met its end when he became trapped in harpoon ropes, bound to the great whale's hide. Moby Dick himself was mortally wounded in the battle, but endured long enough to ram and sink the Pequod, killing its the entire crew, save for one survivor – a young man named Ishmael, who eventually related the story after being rescued by Captain Boomer and the *Rachel.*

MONARCH

STATISTICS:

F RM(30)
A RM(30)
S ShX(150)
E UN(100)
R GD(10)
I IN(40)
P EX(20)
Health: 310 **Str:** 125
Karma: 70
Resources: GD
Popularity: GD
Height: 6'4"
Weight: 200 lbs.
Eyes: Silver
Hair: Silver

BACKGROUND
Real Name: Nathaniel Adam
Occupation: Conqueror
Legal Status: Citizen of the United States with no criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile (The Bleed)
Present Group Affiliation: Monarch's Elite

KNOWN POWERS:
Monarch Armor: The Monarch Armor is made of Shift Z material and enhances the Quantum Energy powers of Captain Atom, giving Monarch the following powers:
*Unearthly protection from physical and energy attacks
**Energy Absorption:* Captain Atom possessed the Class 1000-level ability to absorb energy of all kinds and the Monarch armor allows him to store a near- infinite amount – enough so that when Superman-Prime ruptured the armor, it released sufficient energy to cause a Class 5000-level explosion, exterminating almost all life in an entire alternate universe.
**Energy Blasts:* Monarch can fire Energy Blasts of Shift Z (400) intensity.
**Quantum Channeling:* Monarch can channel the stored quantum energy in his suit to raise his Strength to Shift Z (400). If he removes portions of his armor, such as the gauntlet, he can fire Energy Blasts of up to Class 1000 (900), although he is –2CS to hit.
Energy Reflection/Deflection: Shift X (150) ability to reflect energy back to its source
Flight: Unearthly speed in atmosphere, CL 1000 in space
Self-Sustenance: Monarch is free of the need to consume air, water, or food
Talents: Martial Arts A and B, Military, Pilot

ROLE-PLAYING NOTES
Though he is brutal, practical and coldly (and deadly) efficient in his tactics and goals, Monarch is not purposefully cruel or sadistic. He does what he feels is necessary, no matter what means are required, but does not go out of his way to needlessly inflict pain or misery.
Monarch is so sure of his abilities and Foresight (with good reason, considering his standard level of preparation and many contingency plans) that he faces every enemy with absolute confidence.

HISTORY:

Many factors have combined to throw the history and identity(s) of this villain into flux, including various beings tampering with the time stream, the Dark Lord Mordru's magical interference and machinations, and the basic unpredictability of entering and manipulating the quantum field. Even the individuals who, at one time or another, are thought to have assumed the role of Monarch remain troubled by their own uncertainty regarding their (possible) actions while (likely) wearing the villain's armor.

The original Monarch came from a not-so-distant future where he ruled a world bereft of both super heroes and super- villains. Waverider traveled into the past to find and kill the hero who would become Monarch, but before he could do so he accidentally caused Captain Atom to summon Monarch from the future. After defeating the Justice League, Monarch kidnapped Dove (Dawn Granger) and Hawk (Hank Hall) followed him, arriving just in time to see Monarch kill her. Enraged, Hawk killed Monarch but also learned a horrible truth: Hank Hall would himself become the tyrant he'd just slain.

In that moment, Hawk saw things from the Monarch's perspective and came to believe the world must be ruled by an iron fist in order to achieve balance. He donned Monarch's armor and continued building the machine his future-self intended to use to enslave the planet. Captain Atom arrived on the scene with the Justice League, and the Captain's subsequent battle with Monarch pitched them both into the distant past.

The two temporal castaways worked together to foil an alien plot to destroy the galaxy, and Captain Atom was returned to the present while Monarch was cast adrift within the quantum field, where an odd truth was revealed to him: the Captain Atom Project had trapped the true Nathanial Adam within the quantum field and released a clone of quantum-energized Dilustel into the future.

Unaware of this truth, the quantum clone became the Captain Atom everyone knew. With the real Adam's guidance, Monarch learned to use the quantum energy, became even more powerful by manipulating time, and escaped the quantum field. Hall left Adam his Monarch armor, allowing the real Captain Atom to also escape.

During the Infinite Crisis, Monarch appeared at the head of an incomparably powerful armada hiding within the Bleed, between realities and out of the Monitors' sight. He convinced Forerunner to leave her masters and serve his cause, but soon abandoned her when he was successful in gathering metahumans from various Earths to fight each other for the right to serve in his war against the Monitors.

The Monarch's armor was subsequently punctured during a fight with Superman-Prime (see individual entry for: Superman: Superman Prime), causing the destruction of Earth-51's universe and casting Monarch's opponent adrift in time. The armored tyrant also was displaced in time and space or destroyed—his ultimate fate as unknowable as the truth(s) of his identity.

Despite the uncertainty of Monarch's fate, the most recent person to wear the armor is believed to have been the mentally unstable quantum clone of Nathanial Adam (or possibly the original returned) following his escape from the Atomic Knights and subsequent flight into the Bleed while wearing a Monarch-like containment suit. This seemed to be confirmed when Captain Atom broke free of Project 7734's control and returned to Earth where he confessed to the Justice League all he could remember of his (supposed) actions as Monarch. If these memories are indeed true, Captain Atom has (currently) lost all the additional and enhanced abilities that came with being Monarch.

MON-EL

STATISTICS:

F MN(75)
A MN(75)
S UN(100)
E UN(100)
R RM(30)
I RM(30)
P RM(30)
Health: 350 **Str:** 100/200
Karma: 90
Resources: RM
Popularity: EX (UN in 30th Century
Height: 6'1"
Weight: 165 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Lar Gand
Occupation: Legionnaire
Legal Status: Citizen of Daxam
Identity: Publicly known
Place of Birth: Daxam
Marital Status: Single
Known Relatives: Kel Gand (father, deceased), Laurel Gand (Andromeda, descendant)
Base of Operations: Legionnaire's Headquarters in the 30th Century, (Formerly, Metropolis, Earth while trapped in the 20th century)
Present Group Affiliation: Legion of Super Heroes, (formerly) L.E.G.I.O.N., Oversight Watch

KNOWN POWERS:
Daxamite Physiology: Daxamites are theorized to be an offshoot of the Daxamite race. As such, they manifest similar powers under a yellow sun. Mon El has Shift Y Solar Absorption and Storage that allows hum to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
*Power Boost: Mon El can direct his energies to raise his Strength, Endurance, Flight, or Speed, up to as high as +2CS for 10-20 rounds (Shift Y [200] Strength). (After Boost, Mon El's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Monstrous.
*Heat Vision: Amazing Energy damage
*Invulnerable: Unearthly resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
*Flight: Unearthly speed in atmosphere, CL 3000 in space
*Hyper Speed: Amazing
*Hyper Breath: Amazing Cold in 1 area
Superhuman Senses: Daxamites possesses the following sensory powers:
*Enhanced Hearing: Unearthly
*Microscopic Vision: Amazing
*Telescopic Vision: Good
*X-Ray Vision: Unearthly

NOTE: If exposed to intense solar energy such as might be the case were he to fly directly into the sun, Mon-El's physical abilities are all raised to their maximum levels, and all his powers are increased by +2CS. This increase lasts as long as he remains exposed to the increased intensity energy, or up to three days afterwards. If he continues using his powers, this duration is shortened by one day per instance. His 'Sun-Dipped' stats are:

F UN(100)
A UN(100)
S ShY(200)
E ShY(200)

R RM(30)
I RM(30)
P RM(30)
Health: 600 **Str:** 200
Karma: 90

LIMITATIONS:
Lead: Exposure to Lead causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance.
Solar-Depravation: If Mon-El is cut off from the radiation of a yellow sun, he begins to lose causing him to lose Powers and Ability scores at a rate of –1CS for every three days. If he is using his abilities at full strength, the rate of loss may increase. If his abilities are allowed to completely bottom out, all of his powers, except Energy Absorption, are reduced to 0, and his Primary Abilities are as follows:

F EX(20)
A RM(30)
S GD(10)
E EX(20)
R RM(30)
I RM(30)
P RM(30)
Health: 70 **Str:** 8
Karma: 90
At this level, Mon-El is more or less human; however, his Solar Absorption abilities remain, and upon exposure to solar radiation from a yellow sun, his abilities immediately return to their normal levels
Magic: Mon-El is specifically vulnerable to magic. Against attacks of a truly magical nature (including many Mystical Powers and most Mystic-linked Powers), Mon-El's powers are automatically considered to be at his lowest solar-depravation levels. He is also unable to use his Powers or abilities to affect constructs of a magical nature (He cannot smash a magical wall, or use his great strength to break enchanted chains).

ROLE-PLAYING NOTES
Daxamites are theorized to be an offshoot of the Kryptonian race. As such, they manifest similar powers under a yellow sun. He has tremendous strength, speed and stamina. He is virtually invulnerable and can move at super-speed, faster than the eye can follow. His senses are greatly enhanced, particularly his vision and hearing. He can see and hear over great distances, peer through solid objects with his X-ray vision, see in the infrared spectrum and down to the microscopic, and hear in the ultrasonic bandwidth. Mon-El can project a beam of heat from his eyes, and a powerful burst of 'super-breath' that is also capable of supercooling objects, instantly forming ice from moisture in the air. Daxamites are vulnerable to lead in the way Kryptonians are to Kryptonite.

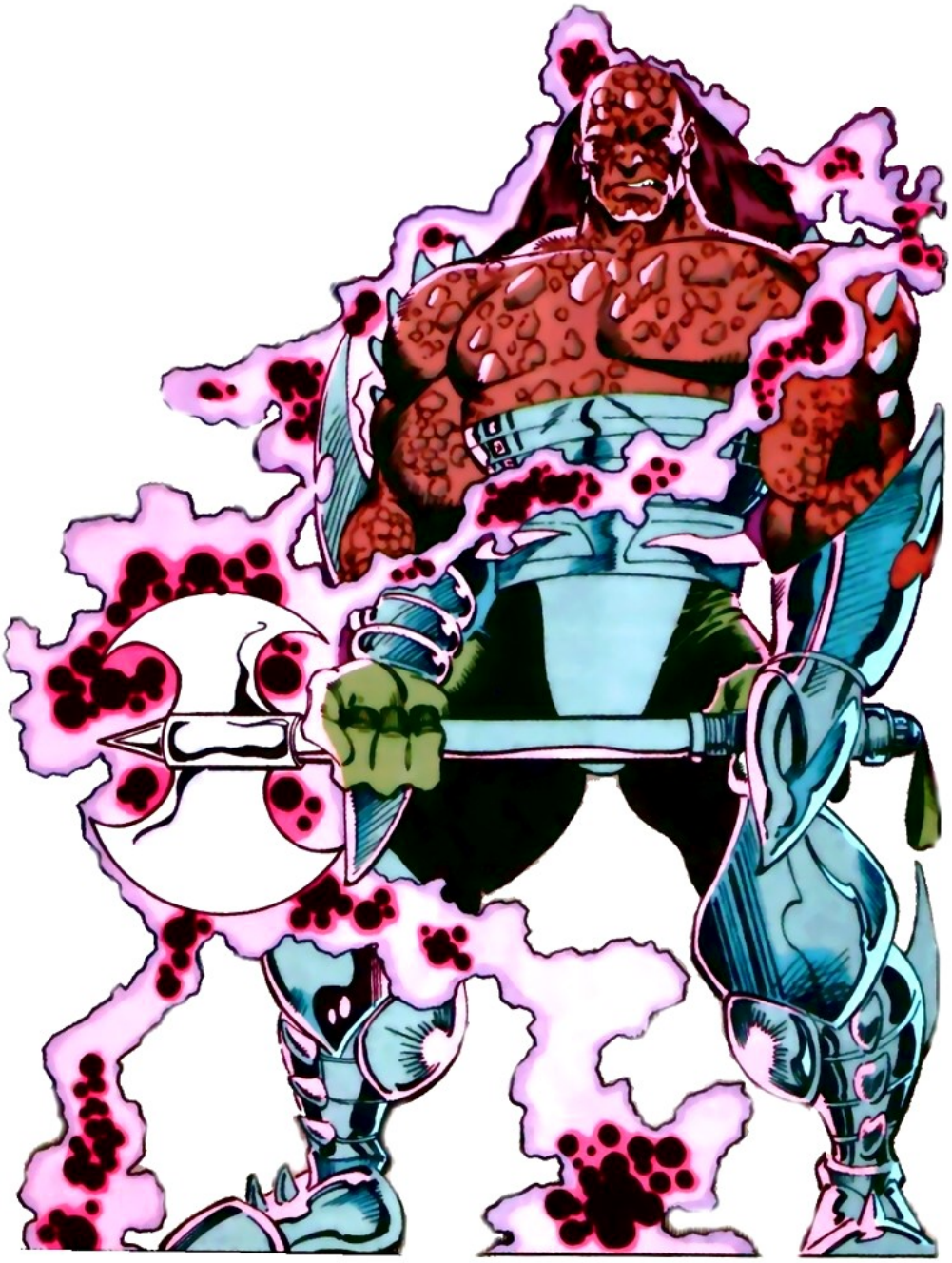
HISTORY:
A traveler from the twentieth century, Lar Gand hails from the planet Daxam, which orbited a red sun similar to that of Krypton. An astronaut and explorer, Lar's spaceship crash-landed in Smallville after his ship's fuel cells were damaged by a solar flare. Suffering from amnesia and developing powers similar to Superman's as a result of exposure to Earth's yellow sun, Lar was discovered by Clark Kent. Mistaking him for a fellow Kryptonian and thus a possible relative, Clark named him Mon-El until his real name could be discovered. Following an accidental exposure to lead, a substance that is fatal to Daxamites, Lar's memories returned. Aware that his friend was dying, Clark sent Lar to the Phantom Zone in a bid to save his life.
Several years later, Mon-El was released from the Phantom Zone by Superman and provided with a lead serum that had been secretly left in the past by Legion of Super-Heroes members. Mon-El served as a super hero in the 21st century for some time, and helped humanity colonize the worlds that would eventually become members of the United Planets in accord with instructions left for him by the Legion. Eventually Mon-El grew immune to the lead serum and had to return to the Phantom Zone, where he lived on in the timeless limbo.
Centuries later a serum was created by Brainiac 5 and Mon-El was freed from the Phantom Zone to join the Legion of Super-Heroes. One of the most powerful members, he served two terms as team leader. Lar fell in love with Shadow Lass (Tasmia Mallor) and the pair married, but had a rocky relationship despite their love for each other. Their marriage ended tragically when Mon-El died during the Magic Wars. He was resurrected by the Time Trapper to be used as a replacement for the villain's own waning body, but Mon-El killed him and returned to serve with the Legion

MORG

STATISTICS:

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

Health: 340 **Str:** 95/100
Karma: 50
Resources: RM
Popularity: 0
Height: 6'8"
Weight: 2,800 lbs.
Eyes: Red
Hair: Red-brown



BACKGROUND
Real Name: Morg
Occupation: Herald of Galactus, Former court executioner on his native planet
Legal Status: Unknown to general public, Deceased
Identity: Unknown to the general public of Earth
Place of Birth: Unknown planet in the Milky Way Galaxy
Marital Status: Presumably single
Known Relatives: None
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: Herald to Galactus

KNOWN POWERS:
Power Cosmic: Morg has the ability to channel and manipulate vast amounts of cosmic power, with Unearthly ability, and line of sight range. He uses this power cosmic to perform the following stunts:
**Power Blasts* of Unearthly force or energy.
**Absorption:* Morg may absorb attacks of up to Unearthly energy
*Raise any single Ability or Power score to Unearthly for 1-10 rounds. If the ability raised is already Unearthly, it may be boosted to Shift X with a Yellow FEAT roll.
**Healing:* Up to Unearthly damage (this does not affect Endurance rank losses)
**Perceive* any energy source of Unearthly rank or better, within a planetary radius if on a planet's surface, or within a stellar system if in space.
Self-Sustenance: Morg does not need to eat or breathe. Other power stunts may be developed.
Flight: Morg's Ax enables him to fly at up to CL3000 speeds in space. In a planetary atmosphere, this is reduced to Shift Z. Morg's Ax is made of Unearthly Material Strength and causes Shift Y Edged Damage, and can fire energy blasts of Shift Z intensity.
Body Armor: Morg has Unearthly protection against energy and physical attacks. He is Invulnerable to Heat and Cold (C1000 resistance) and may survive in space for a virtually unlimited time.

NOTE: For a brief time, Morg gained the powers of the mystical Waters of Life, which amplified his Power Cosmic and all related Power Stunts by +1CS.

MORG

EQUIPMENT:

Cosmic Ax: Class 1000 Strength Material, that strikes for Unearthly damage. Also fires an Energy Blast of Unearthly intensity, which Morg may augment with his Cosmic Power up to Shift Y (200)

ROLE-PLAYING NOTES

Morg is a brutal barbaric thug, utterly heartless in his selection of planets – a trait Galactus considered valuable. Unfortunately, this only served to work against the Devourer, as Morg's indiscriminate choice of populated planets for Galactus' appetite, brought galactic forces – principally his other former Heralds, led by the Silver Surfer – aligned against him. Morg is currently dead, but his unquestioning dull-witted loyalty has caused Galactus to resurrect him in the past.

HISTORY:

Morg was an executioner on the planet of Caraner, a warlike medieval world, until it was consumed by the World Devourer, Galactus. Morg was spared, after defiantly challenging Galactus. Impressed, the World Devourer selected Morg as Herald to replace the Earth girl Nova.

The ruthless Morg lacked the compassion of Nova. Instead of finding dry barren planets, Morg led Galactus to worlds teeming with life. Due to his brutal nature, Morg's position as Herald was challenged by the Silver Surfer. The Surfer gathered fellow ex-heralds Firelord, Air-Walker, Terrax and Nova to confront Morg. Although Nova was killed in the battle, Terrax killed Morg with his own ax. Galactus, however, not wanting to lose a loyal servant, secretly resurrected Morg.

Morg sought out Terrax to regain his ax, and the two were captured by Tyrant, an ancient creation and sworn enemy of Galactus. They were imprisoned in Tyrant's fortress along with Beta Ray Bill, Gladiator, the Silver Surfer, the Jack of Hearts, and Ganymede of the Spinsterhood. After a face-off with Galactus, Tyrant released his prisoners except Morg.

Despite Tyrant's attempts to corrupt him, Morg remained loyal to Galactus, so Tyrant placed a device on Morg's head allowing him to control his mind. Morg was freed when the mad Titan Thanos, Terrax and Ganymede assaulted Tyrant's Fortress. Morg regained his ax and returned to Galactus.

When Tyrant confronted Galactus, Morg activated the Ultimate Nullifier in defense of his master. As the Nullifier powered up to detonation, Morg apparently managed to escape through the hull of Galactus' ship and fled the scene, although he was partially caught in the detonation and gravely wounded. He healed his wounds only to be captured and dissected by the forces of Annihilus during The Annihilation Wave conflict.

MORLOCKS

STATISTICS:

F TY(6)
A GD(10)
S PR(4)
E TY(6)
R TY(6)
I TY(6)
P TY(6)
Health: 26 **Str:** 4
Karma: 18
Resources: EX
Popularity: -40
Height: 4' (average)
Weight: Unrevealed
Eyes: Pale-pink
Hair: Whitish-gray

BACKGROUND
Real Name: Morlocks
Occupation: Dominant race of the year 802,701
Legal Status: None
Identity: The Morlocks are known and feared in their own time
Place of Birth: Future Earth, in the year 802,701
Marital Status: It is not known whether the Morlocks have any sort of traditional marriage within their culture.
Known Relatives: The Morlocks are descendants of modern humanity, which split into two species; the other race is known as the 'Eloi,' and are used by Morlocks as cattle
Base of Operations: Future Earth, of the year 802,701
Present Group Affiliation: None

KNOWN POWERS:
Darkness Vision: Morlocks have the Amazing ability to see in complete darkness. This has the supplemental side effect of leaving them completely blinded by sources of light no brighter than a single lit match.
Teeth: Morlocks have evolved shape canine teeth that they can bite with for Poor Edged damage
Weapons: Morlocks use a few basic weapons such as Clubs, and knives which, because of their small size, usually do no more than Typical damage

ROLE-PLAYING NOTES
The nocturnal Morlocks were one of the creepiest sci-fi bogeymen to come out of the classic era. "It looked so like a human spider", the Time Traveler describes, with their wide blinking eyes, and chinless faces. The Morlocks are small-bodied like the Eloi, perhaps only four feet tall, but have become misshapen sub-humans due to generations of labor, have gone albino from their life in darkness, and blind in all but the faintest light. The Morlocks, however, are not weak like the Eloi, and mob upon the unsuspecting Time Traveler when he carelessly walks into their clutches. The Morlocks whole existence is about cultivating the field lands above, and keeping them populated with Eloi – the Morlocks' primary food The Morlocks tend to the needs of the Eloi – the offshoot of humanity that the Morlocks breed like cattle.
Morlocks are extremely sensitive to light – even a match-flame is sufficient to blind them source

MORLOCKS

HISTORY:

The Time Machine, by H. G. Wells, follows the Time Traveler, a 19th century scientist, into the world of the distant future, to the year 802701. His first impression of this strange new world is that of an idyllic place, inhabited by slight and beautiful versions of humanity. These people, called the Eloi, thrive in their sunlit surroundings. They are friendly, gentle, and unusually placid. The Time Traveler initially accepts his surface impression of a carefree, happy existence. However, a number of off-notes begin to threaten this vision.

At one point, the Time Traveler witnesses a crowd of Eloi, sitting in apparent lack of concern, as one of their own – a young Eloi woman named, 'Weena' – is drowning right in front of them. Realizing that no one is making the slightest effort to rescue the helpless little thing, the Time Traveler jumps in and saves her, after which, the little Eloi women begins to follow him around, and he begins to learn more of Eloi society.

He becomes aware of a second species of humanity sharing the future Earth, apparently living underground, only venturing to the surface in the dark of night. These creatures are called Morlocks – hair, spider-like albinos, fully accustomed to the dark world. As his knowledge of the Eloi grows, the Time Traveler realizes that the Eloi live in terror of these creatures, fearing to venture outside after dark.

At first only curious, the Time Traveler becomes desperate when he realizes that these subterranean Morlocks have made away with his Time Machine trapping him in the future. With the aid of Weena, he begins to investigate, venturing down into the caverns that house the Morlocks. Enclosed in the chill dampness, he is suddenly aware of being surrounded. The Morlocks move in, touching and grasping. The Time Traveler is only saved when he strikes a match, blinding the creatures, allowing him to escape back to the surface.

The Time Traveler begins to understand the world of the Morlocks and the Eloi. The Eloi had come t harmony with their secure world. The Morlocks had the power of machines in their underground caverns (which smelled somewhat like blood). The Eloi were becoming continually more passive and less intelligent in their 'friendly' world. The Morlocks, on the other hand, were desperate and vicious, having to contend with an underground food shortage. Horrible comprehension comes to the time Traveler. He only hints at his answer to the riddle of the Eloi's fear: the Morlock is strong and desperate; the Eloi in their almost unthinking complacency, remind him of cattle.

Trapped out in the woods after dark, the Time Traveler lights a fire to protect himself and little Weena from the

Morlocks, who now view him as an adversary. When the Morlocks attack, the fire spreads, lighting a forest fire which rages out of control. The Morlocks, blinded by the fire, are helpless. The Time Traveler manages to survive, but little Weena is dragged off by the Morlocks, and presumably dies in the fire.

In the morning, determined to retrieve his Time Machine and escape this hellish future, the Time Traveler discovers his Time Machine set out as bait. With his last few matches, he manages to hold off the Morlocks long enough to gain the safety of his machine and return to his own time. Once home, he finds his friends skeptical of his tale, despite the pocket full of futuristic flowers given to him by Weena. Cynical of the modern world, the Time Traveler returns to his machine, determined to return with proof of his story, disappearing once again into time – a journey from which he never returns.

MOTHRA

STATISTICS:

F AM(50)
A RM(30)
S ShY(200)
E UN(100)
R GD(10)
I EX(20)
P AM(50)
Health: 380 **Str:** 180
Karma: 80
Resources: N/A
Popularity: -10
Length: 213'
Wingspan: 820'
Weight: 22,000 tons
Eyes: White (insectile)
Hair: None

BACKGROUND
Real Name: Mothra
Occupation: Giant monster, Guardian of Earth
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Infant Island
Marital Status: Not applicable
Known Relatives: Mothra is actually an entire lineage of creatures dating back thousands of years. Mothra also may share some sort of kinship with the monster-god Batra
Base of Operations: Japan
Present Group Affiliation: Occasionally partners with Godzilla

KNOWN POWERS:
Body Armor: Monstrous resistance to Physical and Energy attacks
Growth: Shift Z. Mothra is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, she may cause Shift Z damage when attacking
Reflective Scales: Mothra's scales, while not armored, may reflect energy attacks back upon its target with a successful Fighting FEAT
Energy Blasts: Unearthly
Flight: Shift Y Airspeed, causes Shift Y intensity air-blasts
Pollen Spores: Mothra may emit sleep-inducing pollens of Amazing intensity
Egg-Laying: Mothra reproduces in an oviparous cycle with an adult producing one egg per generation. All Mothras are apparently female, and seem to gestate eggs without the necessity of a mate. The time between generations varies from centuries to every few years; essentially the adult Mothra may produce an egg whenever it feels its own end drawing near, whether through injury or time. Generally, only one offspring is produced every generation, although there have been a number of instances where twin larvae have been observed. There has, however, never been a recorded instance where two adult Mothras seen at once, so in the case of twins, it is possible that the weaker larvae dies before reaching adulthood.
The newborn larvae have the following Stats:

MOTHRA

F RM(30)
A GD(10)
S ShX(150)
E UN(100)
R TY(6)
I GD(10)
P EX(20)
Health: 290 **Str:** 130
Karma: 36

KNOWN POWERS:
Body Armor: Monstrous resistance to Physical and Energy attacks
Growth: Shift Z. The Larvae-stage Mothra is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets, she may cause Shift Z damage when attacking
Web-Spinning: The Larvae-Mothra may spit an Unearthly-strength silky webbing-like material, which it uses to cocoon itself before meta-morphisizing into adulthood. The Larvae may also use this webbing as an offensive weapon, entrapping opponents as the webbing dries into a Shift-X material, which may be reinforced with subsequent layers up to as high as Shift Y (300) strength, which has proven sufficient to immobilize even opponents as powerful as Godzilla.
NOTE: All incarnations of Mothra seem to share a Good Telepathic bond with the tiny 10" twin priestesses of Infant Island. Mothra will do the Priestesses' bidding if they succeed with a Yellow Psyche FEAT.

ROLE-PLAYING NOTES
Mothra has been routinely pitted against, King Ghidorha. She has also, on occasion, been at odds with Godzilla.

HISTORY:
Mothra was the first of the Kaiju to break away from the 'giant radioactive prehistoric monster' mold – a deity to the natives of Infant Island – and mystically bound to the tiny six-inch twin sisters, the Ailenas – can summon Mothra through song (and sometimes float around on a flying carpet.) - Mothra is a giant Moth, that runs through a periodic cycle of death and rebirth, laying an egg which hatches into giant larvae. Mothra is the first of the heroic, 'good-guy' Kaiju, acting as a protector of her island worshipers and, when necessary, the world itself. It was Mothra who organized the first Terran monster front against the alien King Ghidorah, by convincing Godzilla and Rodan to unite against the common enemy (facilitating Godzilla's own transformation into a good-guy). Although not the most powerful of Kaiju, Mothra's intelligence and heroic spirit have actually allowed her to single-handedly defeat such powerhouses as King Ghidorah and even Godzilla himself.
In the Heisei-era revamp, Mothra was given a dark counterpart, Battra – who was still a giant moth, albeit a nastier, armored one – with whom she shared an eternal feud, although worked in tandem with to protect the Earth from a prophesized asteroid (as well as defeating Godzilla once again). Mothra's deity has also been attributed to an ancient running battle through time with various versions of King Ghidorah. Mothra has traditionally been able to trap opponents, by wrapping them in a spider-like silk, although the Heisei-era adult Mothra was given an energy beam as well. She is also capable of attacking with powerful windblasts, similar to Rodan.

MR. FANTASTIC

STATISTICS:

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

Health: 44 **Str:** 4
Karma: 100
Resources: RM
Popularity: 50
Height: 6'1" (variable)
Weight: 180 lbs.
Eyes: Brown
Hair: Brown, graying at the temples

BACKGROUND
Real Name: Reed Richards
Occupation: Scientist, Adventurer
Legal Status: Citizen of the United States with no Criminal record
Identity: Publicly known
Place of Birth: Central City, California
Marital Status: Married
Known Relatives: Sue (Invisible Woman, wife), Nathan (father), Evelyn (mother, deceased), Franklin (son), Johnny Storm (Human Torch, brother-in-law)
Base of Operations: Baxter Building, Four Freedoms Plaza, New York City
Present Group Affiliation: The Fantastic Four

KNOWN POWERS:
Elongation: Reed has the Monstrous ability to elongate any portion of his body. The maximum extent to which he can stretch is 1500 feet.
Plasticity: Reed's body is Amazingly pliable and can absorb virtually any impact. By combining this power with his elasticity, he has managed to create the following Power Stunts:
*Reed can form his body into a Bouncing Ball with Amazing Agility and Typical speed (60 mph)
*By forming his body into a kite, Reed can glide at Feeble air speed (15 mph)
*By making subtle alterations in his features, Reed can create Good disguises and resemble another person
*By making a Reason FEAT, Reed can dissolve his body into A puddle capable of flowing through almost any opening
*Reed has developed the Amazing ability to assume any geometric shape
*Reed has the Amazing ability to become as thin as a sheet of paper
Body Armor: The unusual nature of Reed's physiology provides him with Remarkable protection from physical attacks and Good protection from energy attacks.
Hyper-Intelligence: Reed's natural mental abilities were greatly augmented by the mutation which gave him his elongation and plasticity abilities. If his powers are negated in some way, his Mental attributes drop by 1 rank.
Hyper-Invention: Reed has the Amazing ability to comprehend, design, and repair technology

MR. FANTASTIC

ROLE-PLAYING NOTES

Reed is highly intellectual, investigative, easily distracted by scientific puzzles, and troubled by problems he cannot solve. Nevertheless, his motives are always humanitarian and he loves his family dearly

HISTORY:

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

A few years later, Ben did indeed pilot Reed's starship on the fateful trip that exposed them all to cosmic rays, granting them all superhuman powers. In Reed's case, he could elongate and mold his newly malleable body at will. He convinced the other three to use their new powers for the good of mankind, and thus was born the Fantastic Four.

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

MR. MAJESTIC

STATISTICS:

F UN(100)
A MN(75)
S UN(150)
E ShZ(500)
R IN(40)
I MN(75)
P IN(40)
Health: 825 **Str:** 120
Karma: 155
Resources: Monstrous (75)
Popularity: Unearthly (100)
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Lord Majestros of Khera
Occupation: Protector
Legal Status: No citizenship on Earth, Kherubium nobility
Identity: Publicly Known
Place of Birth: The Planet Khera
Marital Status: Single
Known Relatives: Majestrate (son), Kherubium Pantheon
Base of Operations: North Greenland, Smithsonian Institute, Mobile
Present Group Affiliation: former member of Team One, WildCATs II, and Savant Garde

KNOWN POWERS:
Kherubim Physiology: Mr. Majestic is a Kherubium High Lord whose powers have been enhanced far beyond those of his peers, possibly due to evolutionary enhancement by the aliens called the D'rahn, giving him the above stats and the following powers:
Heat Vision: Mr. Majestic's eye beams cause Unearthly Energy damage
Invulnerability: Mr. Majestic has Unearthly resistance to Physical and Energy attacks.
Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
Flight: Unearthly speed in atmosphere, CL 3000 in space
Hyper Speed: Amazing. May perform multiple combat actions
Immortality: Mr. Majestic does not age
Superhuman Senses: Mr. Majestic possesses the following sensory powers:
**Enhanced Hearing*: Un-earthly
**Enhanced Scent*: Unearthly
**Microscopic Vision*: Amazing
**Telescopic Vision*: Good
**X-Ray Vision*: Unearthly

Talents: Acrobatics, Wrestling, Computers, Electronics, Leadership, History (Human and Kherubuim,

MR. MAJESTIC

ROLE-PLAYING NOTES

Although brave and heroic, Majestros is also militaristic, arrogant and brutal. He believes his powers make him a superior being, and that it is his responsibility to protect lesser, weaker beings. He has admitted to imprisoning and brutally punishing villains without the formality of a fair trial, and often doesn't have the patients for the sensibilities of those he is pledged to protect.

HISTORY:

Lord Majestros was stranded on Earth along with his fellow Kherubim thousands of years ago as a result of a run-in with Daemonites in Earth-space. At the time of the crash to Earth, Majestic was a great and powerful Kherubim warlord and commander. Once on Earth, he devoted his life not only to the battle against the Daemonites, but to the fight against evil in all its forms. Majestros has fought on the side of good for so long that his exploits have been the basis of many myths and legends. He was seen defending Christians from lions at the Roman Coliseum when the WildC.A.T.s went back in time and he was also a member of The Big Three (along with The High and Maximum Man), a team that fought during World War II. Though he has been a hero for thousands of years, he only became a 'superhero' in the 40s, and he is best known in the Wildstorm universe for his adventures in the 40s, 50s and 60s.

As Mr. Majestic, he was a member of International Operations' super-secret Team 1 in the early 60s but he left the public eye after the team's first catastrophic mission.

A Daemonite named Helspont tried to start a nuclear war between the most powerful nations on Earth so the planet would be empty for the Daemonites. Lord Emp persuaded the head of I.O. to make a super-powered team to combat the Daemonite force on US soil. As a part of Team 1, Majestic fought alongside Zealot, John Colt, Think Tank Slay, and Isaiah King. As soon as the team was formed, they were sent into battle against Helspont, who had seized control of a US missile base. As Helspont got ready to launch a missile, Team 1 arrived and a battle ensued. Team 1 was vastly outnumbered and things quickly got out of hand. Helspont himself was locked in battle with Mr. Majestic and during the fight, he launched the missile. Fortunately, Team 1 member, Regimen, jumped on the missile and destroyed it as it flew, dying in the process. After the disaster that was Team 1, Majestros spent 30 years keeping a low profile somewhere above the Arctic Circle, away from the problems of the world. He was eventually persuaded by Savant to rejoin the reformed Wildcats team.

MR. MXYZPTLK

STATISTICS:

F GD(10)
A IN(40)
S PR(4)
E AM(50)
R EX(20)
I EX(20)
P UN(100)
Health: 104 **Str:** 4
Karma: 140
Resources: CL3000
Popularity: -1000
Height: 3'6" (variable)
Weight: 59 lbs. (variable)
Eyes: Purple (variable)
Hair: White (variable)

BACKGROUND
Real Name: Unpronounceable, 'Mxyzptlk' is the closest humans can come.
Occupation: Fifth Dimensional scientist
Legal Status: Citizen of the Fifth Dimension
Identity: Publicly known
Place of Creation: The Fifth Dimension
Marital Status: Unknown
Known Relatives: Fuzastl (father), Tlndsa (mother), (Unnamed wife), Kytszbtn (son)
Base of Operations: The Fifth Dimension
Present Group Affiliation: None

KNOWN POWERS:
Reality Manipulation: Mr. Mxyzptlk is a 5-D Imp, an extra-dimensional being who wields awesome Reality Manipulation powers of Class 1000 intensity. Mxyzptlk has the ability to restructure a section of its surroundings into whatever shape and nature he desires. Unlike the reality-manipulation powers of Kubik or the Shaper of Worlds, the restructured area is not a pocket dimension – reality itself if altered. This power initially affects a single area but the zone of effect increases by 1 area per turn. The maximum area of effect is a sphere 2000 miles in diameter. The effect lasts for as long as Mxyzptlk wills it, although if he allows the effect to end, all beings affected by Mxyzptlk's power are safely transported back to their previous locations and reality is reorganized exactly as it was before Mxyzptlk's spell. By using this power on himself, Mxyzptlk is able to change his form and apparently use any power it chooses. Such newly generated powers have up to CL1000 rank.
Mr. Mxyzptlk can essentially do anything he wants – the stats given are for use against other X-level characters, and even these are arbitrary, subject to the judge's discretion – Mxyzptlk is not in the same league as the Presence, for example, but he has been shown to contain the power of the Spectre (who himself varies dramatically) and has been shown on at least one occasion to be able to affect reality on a universal level. It is possible that his abilities fluctuate or, n certain cases he can draw upon his home dimension to perform even greater feats, as the true nature of 5th Dimensional science remains something of a mystery. For game purposes, treat this as a red Psyche FEAT, per Column Shift, and a loss of all his Karma.

Limitations:
Mr. Mxyzptlk can only enter the Earth's Dimension every 90 days.
Every time he visits, his science decrees that he must establish some absurd condition for his return to the Firth Dimension. The most common condition is tricking him into saying his name backwards, 'Kltpzyxm.'

MR. MXYZPTLK

ROLE-PLAYING NOTES

Mr. Mxyzptlk is a practical joker on a universal scale, and the creatures of the Third Dimension are his preferred audience. While he is mostly concerned with amusing himself, he often tries to convince those who disagree with his humor to laugh it off and get in on the joke. Though he sees Third-Dimensional creatures as lower beings, he does have a fondness for Superman and a few others, in the same way a child loves his favorite toys.

Despite the chaos he sows wherever he goes, Mr. Mxyzptlk does not act randomly. He often tries to frame his actions in a Third-Dimensional context, whether in an attempt to teach the lower beings a lesson, get across a message, or just entertain them. If his jokes are sometimes hard to follow, he simply explains that Fifth-Dimensional logic doesn't always carry over into the Third Dimension.

While his jokes are often disruptive and sometimes destructive, only rarely are they truly dangerous and hardly ever deadly. When one of his jokes comes to an end or he is compelled to return to the Fifth Dimension, Mxyzptlk always undoes all of the chaos he has caused and returns everything to the way it began.

HISTORY:

In his youth, a Fifth-Dimensional being was summoned from his home world of Zrfff to the Third Dimension by occultists. Ignoring the requests of the occultists, the being took advantage of the journey to conduct some serious scholarly studies on the inhabitants of the lower dimension, and at a Halloween party encountered Superboy, Robin and Impulse. Realizing that the Fifth-Dimensional being had crossed not only dimensional barriers but come forward in time, the young heroes informed the being that he was the same one who in the past had bedeviled the world's greatest hero, Superman. Eventually convinced of the necessity of the task, the being adopted a sense of humor based on classic Third-Dimension slapstick comedy films before journeying back in time and adopting a new name based on random keys struck on a nearby keyboard: Mxyzptlk

Since that time, Mr. Mxyzptlk has returned regularly to practice his wit upon the heroes of the Third Dimension, often for his own enjoyment but also to help them be better heroes— or at least achieve as great a destiny as might be expected of lower beings. Mxyzptlk has also hinted that his ability to travel freely through time has allowed him to practice and ply his humor across thousands of years of human history, and he has often been mistaken for trickster gods such as Loki, Coyote and Anansi

MR. SPOCK

STATISTICS:

F EX(20)
A EX(20)
S RM(30)
E RM(30)
R RM(30)
I RM(30)
P IN(40)
Health: 100 **Str:** 25
Karma: 120
Resources: IN
Popularity: GD
Height: 6'1"
Weight: 180 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Spock
Occupation: Science Officer
Legal Status: Dual Citizenship with Vulcan and Earth
Identity: Publicly known
Place of Birth: The planet Vulcan
Marital Status: Divorced
Known Relatives: Amanda Grayson (mother), Sarek (father), Sybok (half-brother, deceased)
Base of Operations: The Starship Enterprise, mobile throughout Federation space
Present Group Affiliation: United Federation of Planets

KNOWN POWERS:
Regeneration: Vulcans have regenerative powers of Poor intensity
Vulcan Mind-Meld: Mr. Spock has the Incredible ability to join with other sentient minds. Under different circumstances he may read another's thoughts, moods, and with a red Psyche FEAT, he may actually transfer his own mind and spirit to another person's body.
***NOTE:** Vulcan mental disciplines have produced a variety of mental powers, which Spock may attempt as first time Stunts, limited by his Psyche.

Vulcan Nerve Pinch: This ability seems to be a skill, but appears to be unique to Vulcan practitioners. By pinching specific nerves along an opponent's neck, Spock may cause his enemy to fall unconscious for 1-10 rounds. Body Armor above Excellent may negate this ability. So far there has never been an instance where this ability has failed, but more powerful opponents may resist this technique with an Amazing Endurance FEAT.

Talents: Artist (Vulcan Lyre), Detective, Gadgetry, Martial Science Vehicles (Space), Weaponry (Firearms), Weapons (Vulcan)

Equipment:
Phaser: Spock's sidearm is a regulation Starfleet Phaser, an energy weapon which can be set to Incredible intensity Stunning or Amazing intensity Disintegration.

MR. SPOCK

ROLE-PLAYING NOTES

Spock's closest contacts are the crew of the Starship Enterprise, Captain Kirk and Doctor Leonard McCoy in particular. He has somewhat strained relations with his father Sarak.

Half-human, half-Vulcan, Spock has seen a lot of bigotry in both cultures

For a supposedly emotionless guy, Spock can have a violent temper.

HISTORY:

Mr. Spock is caught between two worlds, the son of a Vulcan ambassador and a human woman, raised on Vulcan, where he was an outcast, taught to hate the emotions that were as much a part of him as his humanity. Ironically, it was his rocky-at-first friendship with the bombastic Captain Kirk that finally taught him not to just accept the fact of his own emotions but to actually learn the value of them – not just as a supplement o his Vulcan logic, but in some ways actually an advantage over pure logic – even though Spock is a capable strategist on his own, he has learned much from the canny, unpredictable mind of James Kirk. His second closest friend, with whom he once trusted his 'katra' – his soul ' is the highly emotional Dr. McCoy, is also his greatest foil on the Enterprise, who is impatient with Spock's deliberate attempts to suppress his own feelings.

Besides being an extremely knowledgeable scientist, Spock possesses the strength of a Vulcan, along with specialized fighting techniques like his famous 'Vulcan Nerve Pinch.

MS. MARVEL

STATISTICS:

F RM(30)
A EX(20)
S AM(50)
E IN(40)
R EX(20)
I RM(30)
P AM(50)
Health: 140 **Str:** 45
Karma: 90
Resources: EX
Popularity: 40
Height: 5'11"
Weight: 124 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Carol Danvers
Occupation: Superhero, Former Cosmic Rebel, Former NASA Security Chief, Former magazine editor, former freelance writer, former military intelligence agent
Legal Status: Citizen of the United States with no Criminal Record
Identity: Secret
Place of Birth: Boston, Massachusetts
Marital Status: Single
Known Relatives: Joseph and Marie (parents), Steve (brother, deceased), Joseph Jr. (brother)
Base of Operations: Cape Canaveral, New York City
Present Group Affiliation: Avengers, formerly the Star-jammers, CIA, and USAF

KNOWN POWERS:
Invulnerability: Incredible protection against physical attacks and Excellent protection against energy attacks.
Energy Blast: Ms Marvel can fire Amazing Energy Blasts
Energy Conversion: Amazing ability to convert ambient energy. Excessive energy sources (Up to Unearthly) can temporarily raise any single ability score up to +2CS for a single turn, with a red FEAT.
Flight: Excellent (150 mph)

Talents: Military, Detective, Espionage, and Journalism Skills. Martial Arts B and E

ROLE-PLAYING NOTES
Carol is a recovering alcoholic and she often seems uncertain of herself, hiding her flaws and frailties from her teammates. She covers this insecurity with showiness in battle. She sometimes talks to herself to bolster her courage

MS. MARVEL

HISTORY:

Although herodom is a long strange trip for anyone, Carol Danvers has unquestionably had the most bizarre ride. She has, at time commanded god-like power, while at other times battled alcoholism, as well as being stripped, not only of her powers but her very identity.

Carol was a top-notch intelligence agent for the U.S. Air Force for several years, before moving on to become chief of security at NASA. There, she met the Kree Captain Mar-Vell and was exposed to the Kree Psyche-Magnetron at his secret base on Earth. The radiation from the device augmented her genetic structure, granting her superhuman strength, invulnerability, flight, and a 'Seventh Sense.' She took the name Ms. Marvel in honor of Captain Mar-Vell and fought crime with her new abilities.

Carol moved to New York City, became an editor at a women's magazine, and joined the Avengers. Shortly thereafter, Immortus' son Marcus seduced her, and brought her to Limbo as part of a creepy escape scheme, and impregnated her – with himself. When Carol left Limbo, he was born and grew up fast – so fast, in fact, that he turned to dust.

Feeling violated and angry at the Avengers for allowing her fate, Carol was hardly back before Rogue of the X-Men stole all her powers and memories. Now a powerless amnesiac, Carol stayed with the X-Men while Professor Xavier helped restore her lost memories.

Traveling in space with the X-Men led to Carol's capture by the alien Brood, who used an evolution ray on her, giving her a whole new set of cosmic energy-based powers. She changed her heroic name to Binary and joined the Starjammers for outer-space adventures. Binary came back to Earth to help out during Operation: Galactic Storm and was nearly killed.

Following that, she decided to stay on Earth. Due to manipulations by Morgan Le Fay, the white hole from which Carol drew her Binary powers began to contract. As a result, those powers have faded and they now operate at a level similar to what they were before they were stolen.

Taking the new name Warbird, Carol joined the Avengers when they restated the team, though her out-of-control need to prove herself has frequently led to friction with team leader Captain America. Carol quit the team when the group held a formal inquiry into her actions.

She now operates under her Ms. Marvel name, and has had various attachments to other super-groups, including the all-female Lady Liberators, organized by the She-Hulk, although she retains tenuous relations with the Avengers.

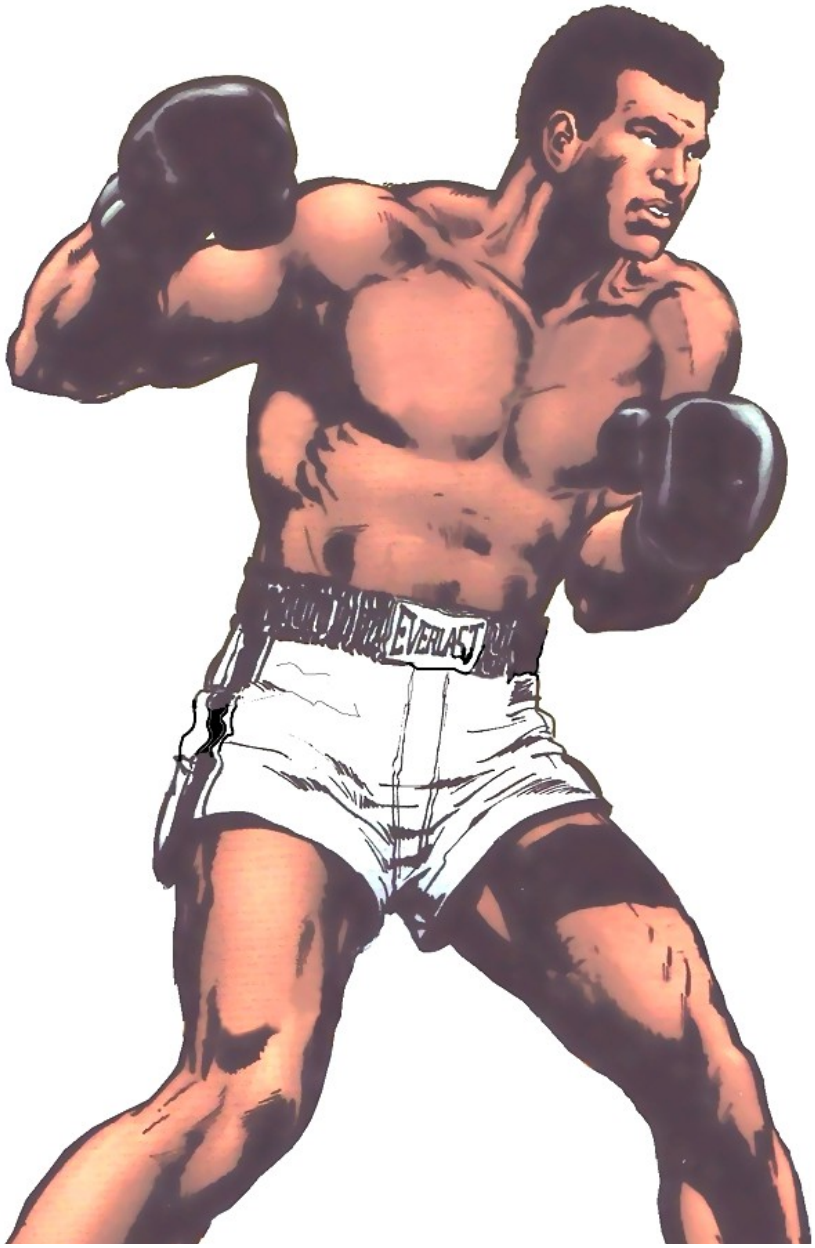
MUHAMMAD ALI

STATISTICS:

F AM(50)
A IN(40)
S GD(10)
E RM(30)
R EX(20)
I IN(40)
P RM(30)
Health: 130 **Str:** 8
Karma: 90
Resources: EX
Popularity: 50
Height: 6'3"
Weight: 218 lbs.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Muhammad Ali (legally changed from Cassius Marcellus Clay Jr.)
Occupation: Prizefighter
Legal Status: American citizen, pardoned by the government for refusing to be drafted
Identity: Publicly known
Place of Birth: Louisville, Kentucky
Marital Status: Married, thrice divorced
Known Relatives: Cassius Marcellus Clay, Sr., Odessa Grady Clay (parents, deceased), Rudolph "Rudy" Clay (brother), Denise Ali (sister, deceased), Yolanda Ali (wife), Sonji Roi, Belinda Boyd. (Khalilah Ali), Veronica Porsche (ex-wives), Hana, Maryum, Jamillah, Laila, Liban, Miya Khaliah (daughters), Muhammad Ali Jr. (son), Asaad Amin (adopted son)
Base of Operations: Louisville, Kentucky
Present Group Affiliation: The Nation of Islam

KNOWN POWERS:
Float Like a Butterfly: Ali gains +1CS to Fighting and Agility for purposes of Evasion or Dodging with a green Psyche FEAT.
Talents:
Martial Arts B, E, Boxing, Psychology (NOTE: Ali has the special ability to taunt opponents into recklessness. With a green Psyche FEAT, Ali can force an opponent to take the Initiative and attack; a yellow FEAT can cause the opponent to suffer –1CS to their Fighting ability, and a red FEAT causes the opponent –1CS to Endurance. Each instance costs Ali 5 points of Karma



ROLE-PLAYING NOTES
True fans may notice that this is a rather minimalist write-up of Muhammad Ali – the label of the 'Greatest' goes far beyond his boxing career. To this entry is restricted to Muhammad Ali, the fighter. But the judge should feel free to interpret the 'Greatest' as sort of an omni-power – a cache of 20 Karma points that may be used at discretion – whether it be for defeating an opponent, or working a crowd – or a public – whenever the judge sees fit.

MUHAMMAD ALI

HISTORY:

MUMMY

STATISTICS:

F GD(10)
A PR(4)
S RM(30)
E AM(50)
R PR(4)
I PR(4)
P GD(10)
Health: 94 **Str:** 25
Karma: 18
Resources: 0
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed

BACKGROUND
Real Name: Im-Ho-Tepp
Occupation: Former Egyptian priest
Legal Status: Citizen of ancient Egypt, executed
Identity: Unknown to the general public
Place of Birth: Ancient Egypt
Marital Status: Single
Known Relatives: None
Base of Operations: London, formerly ancient Egypt
Present Group Affiliation: None

KNOWN POWERS:
Animated Corpse: The Mummy is an animated corpse, and as such is immune to Kill or Stun results, although he still may take damage from attacks.
Sorcery: There are some accounts that, when he was alive, Im-Ho-Tepp demonstrated formidable magical powers. If his consciousness were to awaken sufficiently from his death, with a Reason score of at least Good (10) rank, then these magical powers would operate at Incredible intensity. Also, all his mental abilities would increase by +2CS

ROLE-PLAYING NOTES

MUMMY

HISTORY:
A mummy is a preserved corpse, embalmed by the forgotten technique of the ancient Egyptians. As archeologists uncovered the tombs of this exotic civilization, an astounded world was able to view a body still whole after centuries of burial. As in most cultures, the burial places of the ancient Egyptians were sacred, protected by a curse. And it came to pass, whether by prophecy or chance, that the curse of the ancient gods did haunt the men who disturbed the tombs. The legend of the living dead began. The reanimated mummy of monster lore is an enormously powerful being swathed in moldy strips of burial cloth. With the help of the Scroll of Thoth – a supernatural incantation spoken by Isis to raise Osiris from the dead – and the sacred Tana leaf, mummies disturbed in their graves returned to life to punish the sacrilege. In 1932, the 3700 year-old, mummified body of High Priest Im-Ho-Tepp was aroused from his long sleep, and set about seeking his reincarnated love, Princess Anck-es-en-Amon. He found her living happily in a contemporary world and with no conscious memory of her past life.
He kidnapped her and through hypnosis, drew her back through the centuries to a vision of her previous life. In doing so, Im-Ho-Tepp employed the powers of his Priesthood. But in using his power for unholy ends, he offended the goddess Isis. Anck-es-en-Amon implored Isis to save her and Im-Ho-Tepp was returned to dust.

MYSTIQUE

STATISTICS:

F EX(20)
A EX(20)
S TY(6)
E IN(40)
R RM(30)
I EX(20)
P IN(40)
Health: 86 **Str:** 6
Karma: 90
Resources: EX
Popularity: 5
Height: 5'10" (variable)
Weight: 120 lbs.
Eyes: Yellow, no visible pupils (variable)
Hair: Red (variable)

BACKGROUND
Real Name: Unrevealed (Raven Darkholm (adopted name)
Occupation: Mercenary, Adventurer, former Terrorist, Government Operative, Private Investigator
Legal Status: American citizen with a criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Married, formerly widowed
Known Relatives: Christian Wagner (ex-husband, deceased), Kurt Wagner (Nightcrawler, son), Graydon Creed (son, deceased), Rogue (foster daughter), Ralph Brickman (husband), Gloria Brickman (adopted daughter)
Base of Operations: Mobile
Present Group Affiliation: Brotherhood of Mutants, X-Corps, X-Factor, Freedom Force

KNOWN POWERS:
Imitation: Mystique has the Unearthly ability to transform herself into the likeness of another human, including looking and sounding (although not smelling) like them. Her clothes change along with her appearance.
Regeneration: Mystique has Poor Regeneration Powers, allowing her to heal most minor wounds

Talents:
Knives, Garrotes, Handguns, Machine Pistols, Martial Arts B and C, Leadership, Espionage

ROLE-PLAYING NOTES
Mystique has spent much of her life enduring the prejudice and hatred of normal humanity, and has learned to return all of it.
Mystique is the mother of Nightcrawler, and the adoptive mother of Rogue. She has worked in partnership with Magneto and other mutants.

MYSTIQUE

HISTORY:

Raven Darkholm – Mystique - led a double life as a high-ranking member of the Department of Defense – and as leader of the second Brotherhood of Evil Mutants. Raven was so adept at changing her appearance, most of her partners in crime didn't even realize she led a double life – the one exception being Rogue, who Mystique raised as a surrogate daughter. She also has been a lifelong associate of Magneto.

After a few clashes with the X-Men and other superhero groups, and spurred in part by the US government's launching of the mutant-tracking program, Project Wideawake, Raven decided that times were growing too dangerous for the Brotherhood to continue its criminal activities. She approached Valerie Cooper, special assistant to the head of the National Security Council, and offered the services of her organization to the government.

Renamed 'Freedom force, the members of the Brotherhood were granted pardons and started careers as superpowered government enforces. The team served with distinction, if total ruthlessness, until it was disbanded due to the members' criminal moonlighting and negative publicity from high-profile mission

Raven spent a brief period of time working with heroes such as Wolverine, as well as cultivating schemes in the course of her job at the Department of Defense. However, her longtime duplicity was uncovered by Val Cooper, who used this knowledge to force Mystique to become part of the reorganized X-Factor. Her current activities are unknown

Raven is a self-serving opportunist, with a keen analytical mind. She always searches for ways to increase her power base. She is a charismatic leader who works well with to others but usually keeps her motive secret from her teammates. Though cold-hearted and manipulative, Raven has a soft spot for rogue, her adopted daughter. She will not allow rogue to be harmed and will help her when they are not at cross-purposes. Raven is also the real mother of Kurt Wagner (Nightcrawler).

NERON

STATISTICS:

F AM(50)
A MN(75)
S UN(100)
E ShY(200)
R MN(75)
I MN(75)
P ShX(150)
Health: 425 **Str:** 90
Karma: 300
Resources: ShY(200)
Popularity: 0
Height: 7'2"
Weight: 285 lbs.
Eyes: White
Hair: Pale-blond

BACKGROUND
Real Name: Neron
Occupation: Lord of the Underworld
Legal Status: Inapplicable
Identity: Neron's existence is not known to the general public
Place of Birth: Hell
Marital Status: Presumably single
Known Relatives: None
Base of Operations: Hell
Present Group Affiliation: Former partner of Asmodel

KNOWN POWERS:
Enchantment: Neron has the Shift Z ability to cast enchantments.
Sorcery: Shift Z (500) ability to duplicate any superhuman power
Flight: Neron can fly at Amazing speed
Illusion: Monstrous Illusion powers
Awareness: Neron may perceive the state of the universe and the netherworlds with Shift Z ability
Dimensional Travel: Incredible
Aura of Fear: Neron may project an Amazing intensity Aura of Fear
Force Manipulation: Shift Z (500) Intensity force bolts
Shape-Change: Neron has Unearthly Shape-Changing powers
Equipment:
Candles: Neron's mystical candles provide Amazing Dimensional Travel 10 to the Underworld and back
**Jar of Souls*: Neron's Jar of Souls has Spirit Vampirism of Shift Z(500) intensity; The Jar is the source of Neron's Power, if the Jar of Souls is broken, the character that broke it is attacked by its spiritual drain for 3 turns; if reduced to negative Psyche, he is drained and the jar of souls is recreated intact.

ROLE-PLAYING NOTES
Neron cannot resist a chance to bargain. He is also obsessed with corrupting a "pure soul."
When he becomes furious, Neron tends to lose control of his shape-shifting ability and revert to his true demonic form. Tampering with pure emotions such as love and compassion corrupts Neron with similar emotions

NERON

HISTORY:

Neron is the archetypal demon prince of lies. He is constantly maneuvering, making deals and collecting souls. His insidious plots are subtle and far-reaching, to the point where few can anticipate his ultimate goal before Neron's disparate machinations come swiftly and seamlessly together to further his dark agenda. Neron is a natural wheeler-dealer. He cannot resist any opportunity to make a deal, a compulsion that is his greatest weakness.

Neron is one of the most powerful entities in the DC Universe, bearing such names as Lord of Lies, Wishweaver, and King of Hate. He typically appears in the form of a handsome human male, but reverts to his true demonic form when enraged.

Neron is immensely strong and nigh-invulnerable. He is capable of altering reality to his will, though he cannot alter the fundamental laws of the universe. Neron is an avid collector of souls, obtaining them by bargaining with mortals. Neron collects the souls sold to him through Faustian bargains or claims them as collateral from mortals who foolishly struck bargains they could not fulfill.

Neron's offers are rarely what they seem, filled with omissions, half-truths and treacherous designs. He is capable of bestowing magical powers on others, as well as creating items both mundane and superpowered.

NICK FURY

STATISTICS:

F IN(40)
A RM(30)
S GD(10)
E RM(30)
R RM(30)
I EX(20)
P GD(10)
Health: 110 **Str:** 9
Karma: 60
Resources: AM
Popularity: 50
Height: 6'1"
Weight: 221 lbs.
Eyes: Brown
Hair: Brown, white at the temples

BACKGROUND
Real Name: Nicholas Joseph Fury
Occupation: Public Director of S.H.I.E.L.D.
Legal Status: Citizen of the U.S. with no criminal record
Identity: Publicly known
Place of Birth: New York City, New York
Marital Status: Single
Known Relatives: Jack and Katherine (parents, deceased), Jacob (Scorpio, brother, deceased), Dawn Fury (sister), Rex Fury (alleged ancestor, deceased)
Base of Operations: S.H.I.E.L.D. headquarters, apartment in Manhattan
Present Group Affiliation: S.H.I.E.L.D. (both incarnations), Former Colonel, U.S. Army, former official, Central Intelligence Agency, Team Valkyrie, C.I.A. liaison to MI-5, O.S.S., Leader of the Howling Commandos

KNOWN POWERS:
Reduced Aging: Since World War II, Nick has received constant injections of the 'Infinity Formula,' a serum that reduces aging by a factor of five - thus Fury only looks 10 years older than he did in the 1940's
Equipment:
Body Armor: Fury typically wears a protective Kevlar armor, giving him Typical protection from physical attacks and Poor protection from fire

Weapons: Nick Fury uses a large variety of weapons available in the S.H.I.E.L.D. armory, including machine and force pistols. Fury's own personalized weapon is a needle gun, which shoots a stream of finely honed silvers up to 6 areas away for Excellent Throwing edged damage The needle gun contains 300 rounds and is made of Excellent Strength materials

ROLE-PLAYING NOTES
Nick is the classic cigar-chompin' howling commando, confident, proud, honorable, wise, independent, tough, efficient, take charge-type who never forgets. Despite his rough edged charm, he has a lazes-swift, canny, cunning mind, honed through nearly a century of experience in multiple wars.

NICK FURY

HISTORY:

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

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

Nick Fury served as S.H.I.E.L.D.'s director until his supposed death at the hands of the Punisher. Fury eventually resurfaced but ended up going underground after the Metahuman Registration Act was enacted, and the Tony Stark (Iron Man) was instated as the new Director of S.H.I.E.L.D., igniting the superhuman Civil War. Fury has since returned to a leadership role at S.H.I.E.L.D and is considered the top guy in the espionage game and generally considered the official authority most metahuman-affairs must answer to.

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NIGHTWING

STATISTICS:

F IN(40)
A IN(40)
S GD(10)
E RM(30)
R RM(30)
I IN(40)
P RM(30)
Health: 120 **Str:** 10
Karma: 100
Resources: RM
Popularity: 30
Height: 5'10"
Weight: 175 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Richard 'Dick' Grayson
Occupation: Crime Fighter, Police Officer, Bartender
Legal Status: United States Citizen with no Criminal Record
Identity: Secret
Place of Birth: Gotham City
Marital Status: Single
Known Relatives: Jonathan (father, deceased), Mary (mother, deceased)
Base of Operations: Bludhaven, New York, Formerly, Gotham City, Formerly, New York City
Present Group Affiliation: The Justice League of America, Former partner of Batman, Former leader of the Titans,

KNOWN POWERS:
None: All of Nightwing's abilities derive from his training and his equipment.
Talents:
Acrobatics, All Martial Arts skills, Wrestling, Tumbling, Detective, Military Science, Thief, Weapons (Bat Weapons), Pilot, Psychology, Computers
Equipment:
Uniform: Nightwing's costume provides Good protection versus Physical attacks and is Fire-resistant
Gauntlets/Boots: Instead of A Utility Belt, Nightwing's Gauntlets and Boots carry a variety of weapons and tools. Among the more common items are the following:
**Wingdings:* Nightwing's version of the 'Batarang' causes Excellent Edged damage
**Smoke Pellets*: Excellent Intensity
*Bat-Rope: Remarkable Strength
**Stun Bomb*: Remarkable intensity blast. Those within 1 area must make an Endurance FEAT or be stunned for 2 hours

ROLE-PLAYING NOTES
Nightwing is surprisingly light-hearted and well-adjusted. Though he has his bouts of intensity and stubborn determination, Nightwing retains the sense of humor he exercised when he was Robin. He's a natural leader with a good understanding of what motivates people.

NIGHTWING

HISTORY:

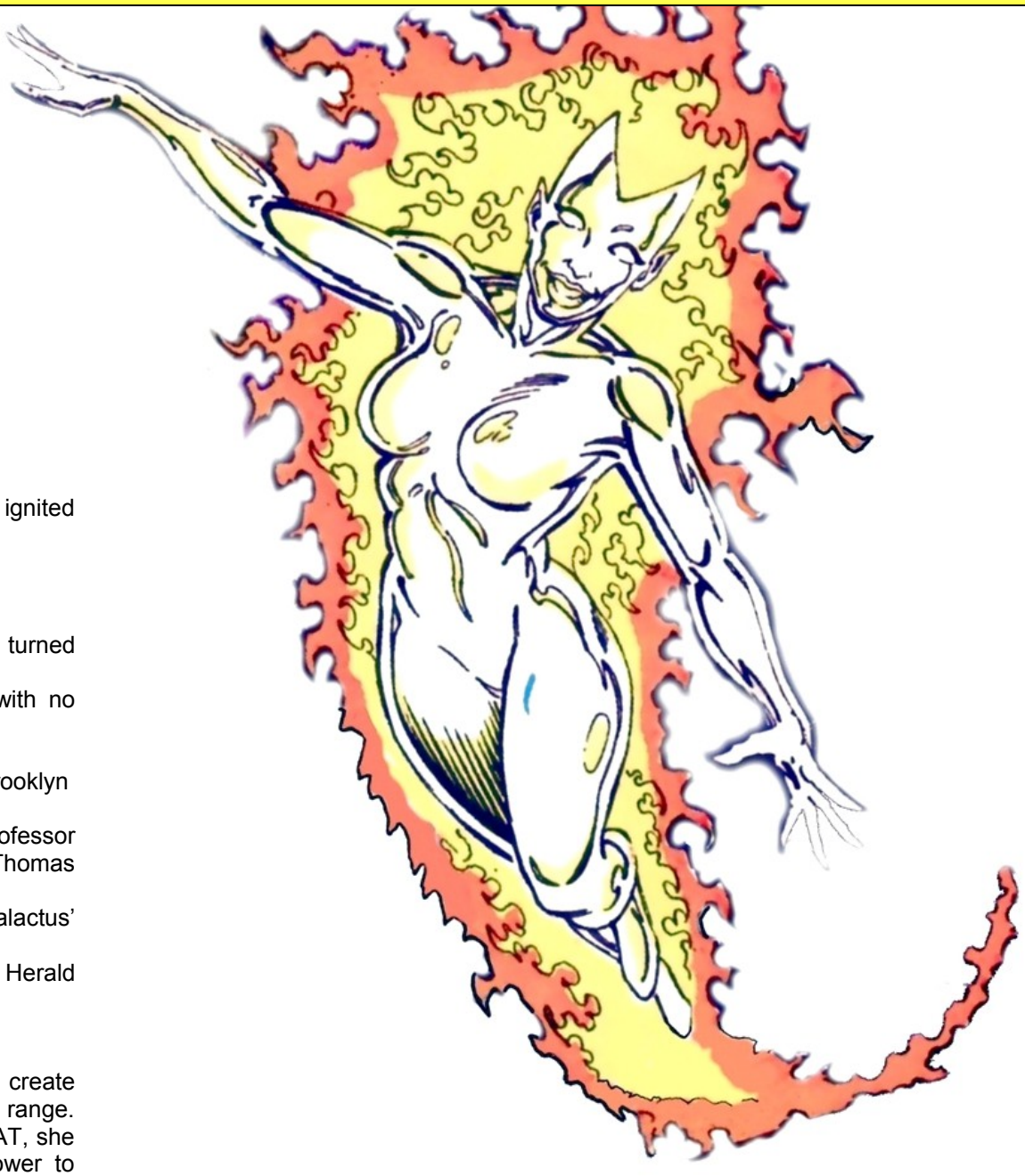
The son of John and Mary Grayson, young Richard "Dick" Grayson was the third part of his family's circus aerialist act, "the Flying Graysons." When gangsters working for mob boss, Tony Zucco, attempted to extort protection money from the owner of Haley's Circus, the gangsters chose to offer an example of what could happen without their protection, and sabotaged the trapeze wires with acid. Dick's parents fell to their deaths during their act. When Batman investigated the murder, he felt sympathy for the boy's plight and agreed to take on Grayson as his aide and partner.

Adopting the masked identity of Robin, the Boy Wonder, Dick Grayson worked and trained alongside Batman for years, maintaining a secret identity as Bruce Wayne's ward. Robin also worked in various capacities with a team of young heroes and sidekicks, the Teen Titans, usually as the team's leader. This experience increased his confidence and ability to both lead and work within a team. As he grew older, Dick became increasingly restive and resentful of Batman's treatment of him as a "junior" partner, given his experience and abilities. This eventually led to an end to their partnership. Dick adopted the costumed identity of Nightwing and continued to work with the Teen Titans in New York City.

Following a break up of the Titans, Nightwing moved to the city of Blüdhaven, situated upriver from Gotham City and reputed (if possible) to be even more riddled with crime. Because he wanted to work within the system as well as outside it, Grayson chose to become a police officer and join the Blüdhaven Police Department in his secret identity. His primary foe during this time was the super-criminal Blockbuster, an influential crime-boss in Blüdhaven who operated from the center of a wide web of influence.

Having grown up in the super hero community, Dick Grayson knows virtually everyone. He worked with (and led) the Teen Titans for some time, and has since worked with many members of the Justice League. Nightwing's closest allies are from his time in Gotham City, including Oracle (Barbara Gordon), and he can rely on his former mentor Batman and the boy who replaced him as Robin.

NOVA



STATISTICS:

F AM(50)
A AM(50)
S AM(50)
E UN(100)
R GD(10)
I AM(50)
P AM(50)
Health: 250 **Str:** 47
Karma: 110
Resources: UN
Popularity: 0
Height: 5'6"
Weight: 140 lbs.
Eyes: White, no visible pupils
Hair: Nova's hair appears ignited with cosmic flame

BACKGROUND
Real Name: Frankie Raye
Occupation: Interpreter turned Herald of Galactus
Legal Status: U.S. Citizen with no criminal record.
Identity: Publicly known
Place of Birth: Bay Ridge, Brooklyn
Marital Status: Single
Known Relatives: Professor Phineas T. Hortan (a.k.a. Thomas Raye, stepfather, deceased)
Base of Operations: Galactus' World Ship
Present Group Affiliation: Herald to Galactus

KNOWN POWERS:
Fire Generation: Nova can create flames of Shift X intensity and range. By making an Endurance FEAT, she can temporarily raise her power to Shift Z rank.
Fire Control: Nova can exert Amazing control over ail flames
Energy Sheath: A layer of Unearthly intensity cosmic flame surrounds her body and mimics hair atop her head. It provides her with power rank protection from physical or energy attacks and, in combination with her other powers, CL 1000 resistance to temperature extremes. Matter of less than Amazing material melts upon contact with this barrier and living tissue suffers Amazing damage unless somehow protected.
True Flight: Nova can propel herself at CL1000 speeds
Gateway: Her powers enable her to open CL5000 space warps that enable her to travel as far as 5000 light years per turn.
Self-Sustenance: Because of her transformation by Galactus Nova has no, need to breathe, eat, or drink.
Immortality: Nova's eventual life-span is unknown. However, in one alternate future, she is uncountable millions of years old, yet still looks like her present-day self

ROLE-PLAYING NOTES
Nova really got around, having had romantic relationships with the Silver Surfer, Hercules, Firelord, the Human Torch, and spent time working as a stripper in a sleazy spaceport. This apparent submissive/power fetish culminated when she professed feelings of love for Galactus himself – feelings that the Devourer apparently reciprocated.
Nova's guilt over the lives she helped destroy eventually caused her to leave the service of Galactus.

NOVA

HISTORY:
Frankie Raye was the adopted daughter of William Raye, secretly Phineas T. Horton in disguise. Horton, the inventor of the original Human Torch, became enraged when Johnny Storm began using the same moniker. When Horton tried to reactivate the android Human Torch, his daughter was exposed to the same chemicals used to construct it and gained the android's powers as a result.
Perhaps due to the similarity of their powers, Frankie Raye was drawn to Johnny Storm. She began a relationship with him and even began fighting alongside the Fantastic Four. However, over time, Frankie became restless. She dreamed of experiencing "cosmic grandeur" and space-faring adventures. When Galactus yet again threatened Earth, Frankie volunteered to become his newest herald to spare the planet. Galactus agreed and transformed Frankie into Nova – a being with the power of a miniature sun.
Nova became infatuated with her omnipotent master, and as his first female herald, there were rumblings that she had actually invoked long-forgotten emotions in the Planet Destroyer as well. But Galactus remained driven first by his cosmic purpose and his insatiable Hunger; when Nova's conscience was sparked by the Silver Surfer, leaving her reluctant to lead her master to inhabited planets, the World-Devourer dismissed her from his service. Nova was later killed by the vicious rogue Herald, Morg, whereupon, and the Silver Surfer lay her body to rest in the heart of a nearby sun. It is unknown if this remains her final fate, however, as death is never certain for a Herald of Galactus, and there is at least one alternate future where Nova is still Galactus' Herald millions of years in the future.

OBI-WAN KENOBI

STATISTICS:

F IN(40)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I IN(40)
P IN(40)
Health: 100 **Str:** 8
Karma: 100
Resources: GD
Popularity: 10
Height: 5'10 1/2"
Weight: Unrevealed
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Obi-Wan Kenobi
Occupation: Jedi Knight
Legal Status: Citizen of Coruscant
Identity: Publicly known
Place of Birth: The Planet Coruscant
Marital Status: Single
Known Relatives: None
Base of Operations: The Jedi Temple on the planet Coruscant
Present Group Affiliation: The Order of the Jedi Knights, Galactic Republic

KNOWN POWERS:
The Force: Obi-Wan is a Jedi Master with Incredible ability to manipulate the Force, giving him the following abilities:
**Telekinesis*: Excellent
**Precognition*: Remarkable
**Leaping:* Remarkable
**Fighting Bonus:* +1CS to Fighting with a successful
Psyche FEAT
*Strangulation: Excellent. Can cut off an opponent's breathing
**Kinetic Blast:* Excellent
**Jedi Mind Trick*: Excellent ability to influence a target's thoughts

EQUIPMENT:
Light Saber: Amazing energy damage.
TALENTS:
Weapons Specialist: Light Saber, +2C to Fighting, Martial Arts D

ROLE-PLAYING NOTES
In his early career Obi Wan's closest relationships were with his mentor, Qui-Gon Jinn, his Padawan, Anakin Skywalker, along with Yoda, Mace Windu and the Jedi Council. After his exile, shortly before his death (as well as after) he established contacts with Anakin's son, Luke and his friends.

OBI-WAN KENOBI

HISTORY:
Also known as the "Negotiator," Obi-Wan Kenobi kept a cool head in the thick of combat. Obi-Wan was never at a loss for a quick word of wisdom or humor. He served as a General in the Republic's army, with Clone Commander Cody often at his side.
For over a decade Obi-Wan guided young Anakin Skywalker on the path to Jedi Knighthood. Having to rein in the adventure-seeking youth made Obi-Wan wise -- and cynical -- beyond his years. True to his role, Obi-Wan recognized both Anakin's strengths and weaknesses, and it was this, combined with his quick-wits that allowed him to defeat his apprentice, when Anakin was initially converted to the Dark Side.
Following the tragedy of the Clone Wars, and the rise of the Galactic Empire, Obi-Wan was one of the few surviving Jedi. He hid on Tatooine, living in exile while keeping a watchful eye over Luke Skywalker, Anakin's son who was also strong in the Force. When Luke Skywalker searched him out, Obi Wan resumed his struggle against the Empire, and particularly against his former pupil, Darth Vader. He convinced Luke to join him, telling Luke how Vader 'betrayed and murdered' his father. Although Ben was eventually struck down by Vader, his spirit returned to guide Luke in times of danger. In fact, Obi Wan was one of the only human characters, besides Vader himself, to appear in all six films in the series.

OBLIVION

STATISTICS:

F CL5000
A CL5000
S CL5000
E CL5000
R CL5000
I CL5000
P CL5000
Health: 20,000 **Str:** 5000
Karma: 15,000
Resources: CL5000
Popularity: 0
Height: Variable
Weight: Variable
Eyes: Variable (manifests as green)
Hair: Variable

BACKGROUND
Real Name: Oblivion
Occupation: Not Applicable
Legal Status: Not Applicable
Identity: Oblivion is not believed to exist as a self-aware entity by the general population of the Earth
Place of Birth: The Big Bang
Marital Status: Not applicable
Known Relatives: Galactus, Eternity, Infinity (Figurative Siblings, part of Cosmological Compass), Death (Counterpart)
Base of Operations: Material planes
Present Group Affiliation: Unknown

KNOWN POWERS:
Omnipotence: Oblivion, along with, Infinity, Death, and Eternity, is one of the four cornerstones of the universe, abstract extremes of time and space. As the embodiment of the absence of space, Oblivion can use any of the Powers listed in the Marvel Universe books it sees fit at CL5000 ability. It does not usually use these Powers directly, preferring to operate through agents. Oblivion may manifest itself as a humanoid being of either gender, but is normally presented as a male.

ROLE-PLAYING NOTES

OBLIVION

HISTORY:

As the embodiment of Oblivion and the opposing force to Infinity, Oblivion has vast powers, but rarely uses them directly, preferring to act through proxies. While Oblivion usually manifests as a male figure, he does have a feminine counterpart with Mistress Death, and together they occupy two corners of the cosmic compass along with Eternity and Infinity. Most other cosmic entities, such as the Celestials, Master Order and Lord Chaos are subject to Oblivion's influence. Like Infinity' is to Eternity, Oblivion is a secondary face of Death and may not be able to exist as a conceptual being without the existence of Death.

ODIN

STATISTICS:

F UN(100)
A EX(20)
S AM(50)
E CL3000
R IN(40)
I IN(40)
P CL3000
Health: 3170 **Str:** 50
Karma: 3080
Resources: UN (100)
Popularity: 100
Height: 6'9"
Weight: 650 lbs.
Eyes: Blue
Hair: White (formerly blond)

BACKGROUND
Real Name: Odin
Occupation: Ruler of Asgard
Legal Status: Citizen of Asgard
Identity: Publicly known.
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: Frigga (wife), Thor (son), Loki, (foster son)
Base of Operations: Asgard
Present Group Affiliation: Sky Fathers

KNOWN POWERS:
Illusory Duplication: Odin can send forth an image with CL3000 range
Invulnerability: Excellent protection against Physical and Energy attacks. While in Asgard, he has Class 3000 resistance to heat, cold, toxins, corrosives, disease, and radiation
Dimension Travel: Unearthly rank
Enchantment: Shift Z ability to instill Unearthly powers in a target
Regeneration: Shift Z ability to Heal
Sorcery: Odin may duplicate any superhuman power or fire blasts of pure magical energy at Shift Z (Intensity)
Spirit Vampirism: CL3000 ability to absorb all Asgardian life forces into himself and join their Abilities' ranks with his. Their bodies enter a coma until he releases their souls again.

Limitation:
Odin's power – the 'Odin-Force' - is linked to Asgard, and as its ruler, he draws his power from his realm. Outside of Asgard, Odin's Endurance drops to Class 1000. Should Asgard be completely cut-off or destroyed, Odin's Endurance drops to Shift Z (500), and his Sorcery drops to Shift Y (200).
Also, use of his powers is draining and he must periodically go into the 'Odin-sleep' and recharge his energies. An Endurance check is required after any red intensity power FEAT.

Equipment:
Armor: Amazing protection from physical and energy attacks
Thrudstock: An Uru metal mace of CL1000 Material Strength which does Shift-X damage.
Gungnir: 'The Spear of Destiny' made of CL1000 Uru metal and does Shift X damage. Gungnir may also channel the Odin Force without the fatigue.

ODIN

ROLE-PLAYING NOTES

Odin's primary concern is the safety of Asgardians, but since he recognizes the ties between humans and Asgardians, he will protect the Earth if major disaster is imminent. To Asgardians, he is a stern but loving father. He shares a mutual hatred with Surtur.

HISTORY:

Millennia ago, Odin, the grandson of the first Asgardian, and his brothers Vili and Ve, explored the nine worlds until reaching Muspleheim – here they encountered Surtur, the fire demon, and learned that he intended to destroy Asgard. Vili and Ve sacrificed themselves to stop him, allowing Odin to return to rule Asgard.

Odin married fellow Asgardian. Frigga, deciding that his heir should combine the powers of both Asgard and Earth, he mated with the Earth Goddess, Gaea, to produce Thor, the God of Thunder. Odin also adopted the orphaned Loki after his parents were slain in battle.

In modern times, Odin forged the Destroyer in an effort to protect humanity from the judgment of the Celestials, drawing the spirits of all Asgardians into the Destroyer armor to battle the Celestial Host. Despite the Destroyer's awesome power, it was roundly defeated. Odin remains watchful of the prophesized Ragnarok – the destruction of both Asgard and Midgard

ONE ABOVE ALL

STATISTICS:

F BEYOND-3
A BEYOND-3
S BEYOND-3
E BEYOND-3
R BEYOND-3
I BEYOND-3
P BEYOND-3
Health: Unlimited **Str:** BY-3
Karma: Unlimited
Resources: Unlimited
Popularity: Unlimited
Height: Variable
Weight: Variable
Eyes: Variable
Hair: Variable

BACKGROUND
Real Name: Unrevealed
Occupation: Creator
Legal Status: Inapplicable
Identity: Inapplicable, although most civilizations retain some belief of a Supreme Being
Place of Birth: Inapplicable
Marital Status: Not applicable
Known Relatives: All of Creation
Base of Operations: All of Creation
Present Group Affiliation: Commands the Living Tribunal

KNOWN POWERS:
Omnipotence: The One Above All is the Creator of everything within the Marvel Universe, and possibly the Omniverse, as well. As such it may be synonymous with the being refereed to in the DC Universe as the Presence or Yahweh. The One Above All is the supreme authority that even such beings as the Living Tribunal of the Marvel Universe answers to.
The One Above All has absolute command over everything in the entirety of Creation, in all universes, and may be considered to have every power at Beyond Level 3 - all other Beyond-level characters face the Presence at –1CS.

NOTE: The One Above All is only known to have been encountered once by a mortal in recent times, by Spider-man. The image seen by Spider-man was drawn from his own mind, and may or may not be as the One Above All usually appears

ROLE-PLAYING NOTES

ONE ABOVE ALL

HISTORY:

While there are numerous beings that have claimed divinity, the mysterious entity known as the One-Above-All is considered to be the Creator/God of the Marvel Multiverse - apparently responsible for the existence of all life in the Multiverse and possibly beyond, the One-Above-All is the master and sole superior of the Living Tribunal.

This entity has been seen or referenced only fleetingly. Uatu the Watcher told Susan Storm that there is only one being that is truly "all-powerful", and

that "*His* only weapon...is love!" Eternity told Sorcerer Supreme Doctor Strange that he, and his counterpart, Death, comprised all of reality, but neither of them God, 'for God rules *all* realities!" Thor once said: "the Living Tribunal—the final judge—hath the power to enforce his will 'pon any cosmos he doth judge! And 'tis said his power is supreme in all the Multiverse. Even I, son of one of the mightiest of all gods, find it impossible to conceive of such levels of power! And 'tis a humbling thought to consider how much greater the Creator of all Universes must be than that of *all* of His creations combined!"

Kubik, on a tour of the higher powers tells Kosmos that while the Tribunal is the most supreme power that can be comprehended, "Logic would indicate that the Tribunal itself is but another servant, but of what none dare imagine." In the aftermath of the *Infinity Gauntlet*, the Tribunal easily reverses the effects of Warlock's Gauntlet, claiming, "I represent forces that dwarf even your might. My authority comes from on High."

The One-Above-All manipulated Thanos into remaking the universe in order to fix a fundamental flaw. The One-Above-All also seemingly appeared to the Fantastic Four in "Heaven", at the time of the Thing's death, praising them for their persistence in exploring the Marvel Universe and promising extraordinary new wonders to be discovered in the years ahead, and eventually restores the Thing back to life. A grieving Peter Parker was encouraged by the One-Above-All, disguised as an elderly homeless man, to keep faith, when his Aunt May lay close to death. When a bartender asks the demon Mephisto whether the Living Tribunal, having created the Infinite Embassy, was actually "God", Mephisto responds, "No, he's not God. He's just the biggest kid in all the playgrounds. And if he knows the Principal, he's not exactly chatty about it."

ONSLAUGHT

STATISTICS:

F RM(30)
A RM(30)
S ShY(200)
E ShZ(500)
R AM(50)
I ShZ(500)
P ShZ(500)
Health: 760 **Str:** 190
Karma: 1050
Resources: UN
Popularity: -75
Height: 10' (variable)
Weight: 900 lbs. (variable)
Eyes: Variable (no irises)
Hair: Inapplicable

BACKGROUND
Real Name: Charles Francis Xavier/Erik Magnus Lehnsherr (composite psionic being)
Occupation: Would-be conqueror of Earth
Legal Status: Inapplicable
Identity: Known to the Avengers and X-Men
Place of Birth: Xavier's Institute of Higher Learning, Westchester County, New York
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: New York, City, New York
Present Group Affiliation: None

KNOWN POWERS:
Self-Evolution: Onslaught is an ever-evolving entity. He may evolve himself further with a Red Psyche FEAT
Mental Powers: Onslaught has the following mental abilities, all at Shift Y (250) rank:
**Mind Blast*
**Telepathy*
**Mental Probe*
**Mental Invisibility*
**Mental Illusions*
**Power/Psionic Detection*
Cybernetic Communication: Unearthly
Magnetism: All Power stunts at Unearthly rank and ability
Astral Travel: CL1000 rank. Onslaught has the unique ability to take his physical body into the astral plane and take as many people with him as he wishes.
Psionic Armor: Shift Y (200) against Physical and energy attacks and Shift Z against mental attacks.
Dimensional Travel: Unearthly Power Enhancement Onslaught has the Unearthly ability to increase a mutant's powers
Electric Pulse: Unearthly ability to short out electronics.
Internal Dimension: Onslaught's interior is a pocket dimension that exists simultaneously on both the material and astral planes. It is considered a Shift Z prison to those trapped inside and Onslaught may use their powers as his own.

ROLE-PLAYING NOTES
Onslaught possesses the composite memories and personalities of both Charles Xavier and Magneto.

ONSLAUGHT

HISTORY:

When Professor Charles Xavier (See entry for: X-Men: Professor X) telepathically rendered Magneto catatonic, he unknowingly absorbed Magneto's dark ego. Magneto's negative emotions merged with Xavier's suppressed urges, forming a powerful, dormant psionic entity - the self-dubbed Onslaught.

Rising anti-mutant hysteria, combined with the Legacy Virus casualties and Xavier's failure to rehabilitate Sabretooth, all compounded Xavier's frustration, and when anti-mutant humans killed a young mutant named Dennis Hogan near the Xavier Institute, Onslaught finally awakened within Xavier. This jpowerful new being decided to achieve Xavier's dream of peaceful mutant/human coexistence by utilizing the interdimensional firm Landau, Luckman & Lake's warp portals to bond humanity into a collective intelligence. To this end, Onslaught attempted to generate fear to heighten psionic activity. In Vancouver, B.C., Onslaught sought to recruit Xavier's step-brother Cain Marko, the criminal Juggernaut. When Marko declined, Onslaught mentally blocked Juggernaut from remembering its true identity, and magnetically threw him to New Jersey.

Learning the mutant-hunting Sentinels-automations could store psionic energy, Onslaught abducted several scientists in order to create a Sentinel army. Soon after, Xavier encountered X-Man (Nate Grey) on the astral plane, who pulled Xavier's astral form into the physical world. Onslaught thus escaped Xavier's mind, but was still "tethered" to Xavier.

To assist in disseminating his hyper-psionic energy, Onslaught enlisted the mutant teleporter, Gateway, to abduct the psionic mutant, Chamber. It also sent the armored mutant Post to "test" the X-Men and Cable, and recruited and empowered several other mutants such as the Blob, Mimic and Holocaust as pawns against the X-Men.

Now fully possessing Xavier, Onslaught revealed the Professor's suppressed darker memories to Jean Grey, hoping to recruit her Phoenix Force experience to gain more power. Rejecting Onslaught, Jean Grey removed the Juggernaut's mental block, discovering that Onslaught was, in fact, Xavier. In retaliation, Onslaught then trapped Juggernaut's consciousness inside Marko's own empowering Ruby of Cytorrak. In an effort to further maximize its abilities, Onslaught then created the child-like psionic projection, Charlie, in order to befriend and capture vastly powerful mutant child, Franklin Richards).

As Xavier, Onslaught attempted to lead the X-Men to war against humanity. When the X-Men resisted, Onslaught revealed itself and attempted to destroy them. Onslaught then mentally enslaved the Hulk and sent him after Cable, but Cable and Storm freed the Hulk's mind and recruited the green giant as an ally against Onslaught. Onslaught then captured X-Man, adding both his and Franklin's psionic powers to its own. It sent the Sentinels to Manhattan to sow panic, creating a Central Park citadel, and unleashed an electromagnetic pulse, shutting down the city's power gird. The X-Men, now accompanied by the Fantastic Four, the Avengers, and even villains like Doctor Doom, opposed Onslaught,. But after the Thunder God, Thor, freed Xavier, Onslaught became even more powerful.

Concluding that no one on Earth was worthy to live, Onslaught decided to obliterate humanity as a whole and created a second sun. While Thor and Storm attempted to minimize the resultant cataclysmic damage, the Hulk asked Jean Gray to telepathically turn off his Bruce Banner personality, resulting in a Hulk with unlimited rage-fuelled strength who attacked and shredded Onslaught's psi-armor. The armor exploded releasing energy that separated the Hulk from his human side. Onslaught itself became a being of pure mental energy, immune to physical harm, but Thor attempted to disrupt Onslaught's energy form, attacking from within, apparently sacrificing himself, and the other Avengers, the Fantastic Four, and several non-mutant allies, followed suit, weakening the entity further. As Onslaught dissipated, both Franklin Richards and X-Man were rescued.

Though believed dead, the heroes were actually transported to a pocket universe (Heroes Reborn) subconsciously created by Franklin where they briefly encountered a manifestation of Onslaught, heralding the possibility of the entity's eventual return.

ORION

STATISTICS:

F MN(75)
A RM(30)
S MN(80)
E UN(100)
R GD(10)
I RM(30)
P IN(40)
Health: 285 **Str:** 80
Karma: 80
Resources: MN
Popularity: AM on New Genesis
Height: 6'6"
Weight: 295 lbs.
Eyes: Red
Hair: Reddish-blond

BACKGROUND
Real Name: Orion
Occupation: Warrior of New Genesis
Legal Status: Inapplicable
Identity: Known to population of New Genesis
Place of Birth: Apokolips
Marital Status: Single
Known Relatives: Darkseid (father), Highfather (Adopted father), Lightray (Adopted brother)
Base of Operations: New Genesis
Present Group Affiliation: Royal Family of New Genesis

KNOWN POWERS:
Invulnerability: Amazing resistance to all forms of injury
Immortality: Orion does not age
Regeneration: Incredible ability to heal damage
TALENTS:
Martial Arts B, Vehicles, Melee Weapons

EQUIPMENT:
Astro-Glider: Orion's Astro-Glider has the following abilities:
**Energy Blast*: The Astro-Glider fires an Energy Blast of Monstrous intensity and range
**Flight:* The Astro-Glider can achieve Shift Z Flight in space, although it is restricted to Unearthly within a planetary atmosphere
**Magnetic Control:* Monstrous
**Sealed Systems:* The Glider provides its rider with Amazing life-support
Mother Box: Sentient, living computers utilized by the New Gods of New Genesis, Mother Boxes are made of Unearthly material and have the following stats
R RM(30)
P EX(20)
Karma: 50
Powers:
Boom Tube (Dimensional Travel: Unearthly, Teleportation 25),
Danger Sense Amazing *Detection:* Amazing {Energy Detection, Life Detection)
Regeneration: Amazing
Limitations: A Mother Box Requires a sample of X-Element to function. Only a person with positive Karma can use a Mother Box);
NOTE: Orion's Mother Box can modify his features to make him handsome. If it is removed or disabled, Orion's face reverts to its true appearance, which is rough, ugly, and generally contorted by anger.

ORION

ROLE-PLAYING NOTES

Orion is many ways his father's son. He is prone to brooding, dark moods, and violence. His rage makes him a powerful and unrelenting combatant, but also makes him reckless. Orion is equal parts heroic warrior and wrathful warlord. Orion is famed for his tenacity and unwavering devotion to destroying Darkseid and his minions. Unlike many heroes, Orion has no trouble using lethal force. He will not wantonly murder, but he will lay waste to whole armies if the need arises and feel no remorse for his actions.

In truth, Orion often feels revulsion at the darker part of his soul and fears becoming a monster like his father. This self-loathing and fear of becoming evil drives him to fight the armies of Apokolips with even greater savagery. He prefers to meet force with force, leaving subtlety to those better suited to its uses. Orion has a tendency to be intolerant toward those he sees as weak, such as the Bug People of New Genesis. However, he will change his mind when shown the nobility and bravery of a person or culture — a characteristic that sets him worlds apart from his tyrannical sire. While often stubborn and far from subtle, Orion is neither a thug nor an idiot.

So great is the rage and anger in Orion's soul that it sometimes bubbles to the surface and shows in his features; his skin turns grayish and his features become dark and ugly. Orion's Mother Box can be used to return him to his usual appearance. Orion tempers his raging inner demons with a strong sense of honor and duty

HISTORY:

Orion was born to Darkseid, the Lord of Apokolips, and his wife Tigra. Shortly after his birth, Orion was fostered to New Genesis as part of a peace treaty brokered between Darkseid and Highfather of the New Gods. Rather than growing up on Apokolips' constant diet of cruelty and darkness, the young Orion found himself loved and well-treated by his foster family. After a period of adjustment, Orion became one of New Genesis' fiercest warriors. His love of battle and barely contained rage earned him the nickname "Dog of War."

Orion is fated to kill his father, Darkseid, in an epic battle in the fire pits of Apokolips. This is a fate he accepts and often anticipates. On several occasions, it seemed that final battle was in progress, but the true time for that showdown is unknown.

At times Orion has come to Earth to oppose the plots and agents of Darkseid. He often uses the alias O'Ryan during these trips and allies himself with various superheroes and ordinary folk who have encountered his father's forces. During two of these trips, he joined the Justice League of America. It was during his second stint with that team when he and Big Barda helped defeat Maggedon, a war machine of the Old Gods that nearly destroyed the Earth.

During the events leading up the Final Crisis, Orion confronted his father and supposedly killed him. Shortly afterward, Orion was found dead on Earth, shot by a Radion bullet fired backward in time to murder the Dog of War. When Darkseid was reborn and attempted to conquer Earth, Batman used that same bullet to kill him. This supposedly fulfilled the prophecy of Darkseid being destroyed by his own son, albeit indirectly. After the Final Crisis, many of the New Gods were reborn but Orion was not among them. It seems unlikely the multiverse has seen the last of him or that his final battle against Darkseid has truly come to pass.

OWLMAN

STATISTICS:

F AM(50)
A RM(30)
S EX(20)
E RM(30)
R IN(40)
I AM(50)
P IN(40)
Health: 130 **Str:** 15
Karma: 130
Resources: 100
Popularity: 75
Height: 6'2"
Weight: 210 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Thomas Wayne, Jr.
Occupation: Multimillionaire Super-villain
Legal Status: Citizen of Earth 3 Amerika with no Criminal Record due to his secret identity
Identity: Bruce Wayne's identity as Owlman is not known to the general public
Place of Birth: Gotham City
Marital Status: Single
Known Relatives: GCPD Commissioner Thomas Wayne, Sr. (Father), Martha Wayne (Mother, Deceased), Bruce Wayne (Brother, Deceased)
Base of Operations: Gotham City
Present Group Affiliation: Crime Syndicate of Amerika

KNOWN POWERS:
Hyper-Invention: Owlman has a drug-enhanced super cortex which gives him Monstrous Reason for purposes of invention.
NOTE: Through his intensive training Owlman is considered to have Excellent Stealth

Talents: All Martial Arts Skills, Wrestling, Acrobatics, Actor, Tumbling, Detective/ Espionage (+3CS to Reason and Intuition), Engineering, Repair/ Tinkering, Military, Archeology, Psychology, Sociology, Spy, Thief, Vehicles, Wrestling, Tumbling, Pilot, Business/ Finance, Chemistry, Biology, Computers, Electronics, Occult Lore, Sleight of Hand, Resist Domination, Leadership, Disguise/Actor, Marksmanship, Forensics, Kit Bashing, Escape Artist, Tracking, Medicine, First-Aid, Crime
Equipment:
Uniform: The Owlman uniform provides an arsenal of defenses and offensive weaponry. Owlman constantly updates his costume's specifics, but his primary uniform consistently contains the following features:

**Body Armor:* Owlman's armor provides Excellent resistance to Physical and Good protection against Energy attacks. Fire-resistant.
**Cape:* Owlman may use his cape as a glider for Good airspeed
**Cowl:* Typical protection from Physical attacks
**Starlight Night Vision*
**Radio Receiver/Transmitter*
**Field of View Display Projector*
**Internal GPS System*
**Excellent Taser:* One use only before recharging.

Utility Belt: Eight pockets of varying size. The belt will explode with Remarkable damage if tampered with. Some of the Belt's more common items are as follows:
**Owl Rope*: Remarkable strength
**Launching Grappling Hook*
**Wall-penetrating Grapple*
**Multi-function Binoculars*: Magnifies up to 60 times
**Fingerlight*
**Gas Mask*
**Nerve-agent Gas Mask*
**Rebreather:* provides oxygen for two hours.
**Bloodseekers*: Shuriken-like weapons that strike for Good edged damage and home in on the iron in red blood cells, adding +2CS to accuracy in throwing attacks.
Razorangs: Owlman's Razor-rangs are made of Remarkable strength material and inflict Excellent edged damage for up to 5 areas, Owlman may use his Razorangs as either a thrown weapon or a bladed hand weapon
Taser: Amazing electrical jolts
Subsonic Owl-call: Attracts Owls within a 10-mile radius

ROLE-PLAYING NOTES
Owlman has dysfunctional relationships which are nonetheless important to him, including a rivalry with Ultraman, an illicit romance with Superwoman, and a mentor relationship with his occasional sidekick, Mouser.
Owlman is sometimes stunned by traumatic flashbacks to the night his mother and brother were murdered, especially in connection to Crime Alley, where the killings took place.
Owlman loses his enhanced mental abilities without access to his intellect-boosting drugs.

HISTORY:
On Anti-Earth, young Thomas Wayne, Jr. saw his mother, Martha, and his brother, Bruce, shot down by gunmen working for gangster "Boss" Gordon. The assassinations were a message to the boy's father, Thomas Wayne Sr., the honest but brutal police commissioner of Gotham City. Thomas Jr. vowed vengeance on his father for failing to protect the Wayne family against their enemies. He convinced Joe Chill, a notorious mob hit man, to take Thomas on as a sidekick, to learn the criminal trade. He grew up to become Gotham City's worst super-criminal. Despite his status as a CSA boss, Thomas Wayne, Jr.'s obsession with bringing down his father and the honest police officers of Gotham City remains.
Despite his lack of superpowers, Owlman earned a place as one of the Crime Syndicate's three core members. He developed a rivalry with Ultraman and began a romance with Superwoman, the unfaithful wife of Clark Kent. Though threatened with death by Ultraman, Thomas has information that would embarrass or destroy Ultraman's reputation. The evidence will be released on the internet should Owlman meet an untimely end. He has also taken contingency measures against his other teammates, such as lacing Johnny Quick's speed juice with a nano-machine virus that causes the speedster intense pain when activated by a handheld transmitter.

PARALLAX

STATISTICS:

F EX(20)
A EX(20)
S GD(10)
E GD10)/MN(75)
R GD(10)
I RM(30)
P ShZ(500)
Health: 120 **Str:** 9
Karma: 550
Resources: ShZ(500)
Popularity: -50
Height: 6'
Weight: 186 lbs.
Eyes: Brown
Hair: Brown, white at the temples

BACKGROUND
Real Name: Hal Jordan
Occupation: Conqueror, Former Test Pilot, former Green Lantern of Sector #2814 (Earth)
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Coast City
Marital Status: Single
Known Relatives: Martin Jordan (father), Jim and Jack (brothers)
Base of Operations: Mobile, Formerly Coast City
Present Group Affiliation: As Parallax, none; Former member of the JLA and the Guardians of the Universe

KNOWN POWERS:
Power of Oa: Possessed by the demonic Parallax Entity, Hal Jordan absorbed the energy of Oa, magnifying his Psyche and giving him the powers of a Green Lantern at a heightened level:
**Force Blast:* Shift Z(500)
**Omni-Power:* Shift Z(500)
**Comprehend Languages*: Monstrous
**Flight:* CL1000
**Invulnerability:* Monstrous
**Life-Sense:* CL1000
**Recall:* Monstrous
**Regeneration:* Good ability to heal wounds.
**Sealed Systems:* Amazing life-support

**Spirit Travel*: Class 2000 ability to travel astrally

Limitations: Parallax must recharge himself every twenty-four hours with fresh energy from the Time Stream. (NOTE: Since the Parallax-Entity is the cause of the Green Lanterns' traditional weakness to the color yellow, as Parallax, Hal Jordan does not suffer from this drawback.)

Talents: Aerial Combat, Pilot, Resist Domination, Weapon's Specialist (Green Lantern Power Ring)

PARALLAX ENTITY:
Independent of its host, the Parallax Entity has the following stats:

F EX(20)
A EX(20)
S GD(10)
E ShZ(500)
R UN(100)
I UN(100)
P ShZ(500)
Health: 560 **Str:** 9
Karma: 550

POWERS:
Empathic Projection: Unearthly (100)

ability to induce fear. The victim must make a Psyche FEAT against the power's intensity or else they become susceptible to the Parallax Entity's Mind Control and Possession powers

Energy/Force Manipulation: The Parallax Entity has Energy/Force Manipulation powers similar to the Guardians, at Monstrous intensity

Mind Control: The Parallax Entity has Unearthly (100) Mind Control, although it is dependant upon successfully inducing fear in the victim (Empathic Projection attack)

Possession: Unearthly ability to take possession of someone's body after a red result with an Empathic Projection attack. Once possession is established, Parallax is bonded to the victims soul with a Class 1000 bond

ROLE-PLAYING NOTES

As Parallax, Hal Jordan is obsessed with restoring Coast City, and punishing the Cyborg for its destruction. His obsession eventually blooms to the point where he is willing to restructure the entire universe – destroying the current version – in favor of a reality that fits his sense of justice.

HISTORY:

Parallax is a demonic parasitic entity dating back to the dawn of time – the sentient embodiment of fear, traveling from world to world and causing entire civilizations to destroy themselves. The Guardians of the Universe imprisoned Parallax within the Central Power Battery on Oa using fear's opposite energy, willpower. Parallax had lain dormant for billions of years, its true nature hidden by the Guardians to prevent anyone from trying to free it. Being yellow in color, Parallax eventually came to be referred to as simply "the yellow impurity", a flaw, whose nature was kept secret from the Corps, that made their rings useless against the color yellow: Parallax weakened its power over the corresponding spectrum; hence, only someone with the willpower to overcome great fear could master the power ring. When recruiting new Lanterns, the Guardians were careful to look for recruits that could do this. When the renegade Sinestro was later imprisoned in the Power Battery himself, his Qwardian yellow power ring tapped into Parallax's power and awakened it.

Since Sinestro harbored hatred for Hal, Parallax chose Jordan as its tool to free itself. Parallax spent years influencing Jordan, causing increasing self-doubt as well as causing his hair to prematurely whiten at the temples. Jordan's grief over the destruction of Coast City let Parallax influence Jordan's subsequent murderous activity, his apparent killing of Sinestro. Despite being possessed by Parallax, the positive aspect of Jordan's personality would resurfaces occasionally, eventually leading the infected Jordan to use Parallax's powers to reignite the Sun during the event known as *The Final Night* and later aiding the universe's heroes to stop the rogue angel Asmodel from raising Hell to Earth and Heaven. Jordan's infected soul later bonded with The Spectre, who eventually expelled Parallax from Jordan.

PENGUIN

STATISTICS:

F EX(20)
A GD(10)
S TY(6)
E EX(20)
R RM(30)
I RM(30)
P GD(10)
Health: 44 **Str:** 5
Karma: 70
Resources: EX
Popularity: -10
Height: 5'2"
Weight: 175 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Oswald Cobblepot
Occupation: Criminal, Night-Club Owner, Socialite
Legal Status: Citizen of the United States with a criminal record
Identity: Publicly known
Place of Birth: Gotham City, NY
Marital Status: Single
Known Relatives: None
Base of Operations: Gotham City
Present Group Affiliation: Former member of the Suicide Squad, occasional partner of the Joker

Equipment:
Umbrellas: The Penguin's arsenal is mainly composed of gadget-laden umbrellas. Among the most common are:
**Flame Thrower*: Remarkable Flame
**Lightning:* Remarkable
**Glider*: Typical Gliding
**Rifle:* Excellent damage
**Smoke/Poison*: Excellent
**Sword:* Excellent edged damage
Talents: Martial Arts B, Business/Finances, Animal Training (Birds), Gadgetry, Repair/ Tinkering, Vehicles, Exotic Weapons (Umbrella), Leadership

ROLE-PLAYING NOTES
Oswald Cobblepot desperately wants to be, and styles himself as, an elegant, sophisticated and wealthy socialite. His criminal activities help fund his lifestyle and he feels no compunction about engaging in less-than-legal dealings as long as they will increase his social standing or line his pockets. In the past, he was a far more active criminal, planning and executing heists and robberies, but he now prefers to let underlings do his bidding and make a profit from his extensive ties to the Gotham City mob. The Penguin's love of ornithology and gadgetry (especially his trademark umbrellas) notwithstanding, he is more of an eccentric opportunist than sociopathic murderer and uses his higher-than-average intelligence and social connections to further his personal empire. If something results in the Penguin achieving more respect, more money, or both then he will find a way to be involved.

PENGUIN

HISTORY:

Oswald Chesterfield Cobblepot was born into Gotham City society but found himself an outcast because of his short stature, obesity, and beak-like nose, together which earned him the nickname “the Penguin” from rich bullies. Embarrassed by his appearance, his parents shunned Oswald, who only longed for acceptance by the very people who pushed him away. As he grew, he recognized that his superior intellect would serve him well and he could turn his eccentricities into tools of intimidation, and set out to enter Gotham City society by any means necessary.

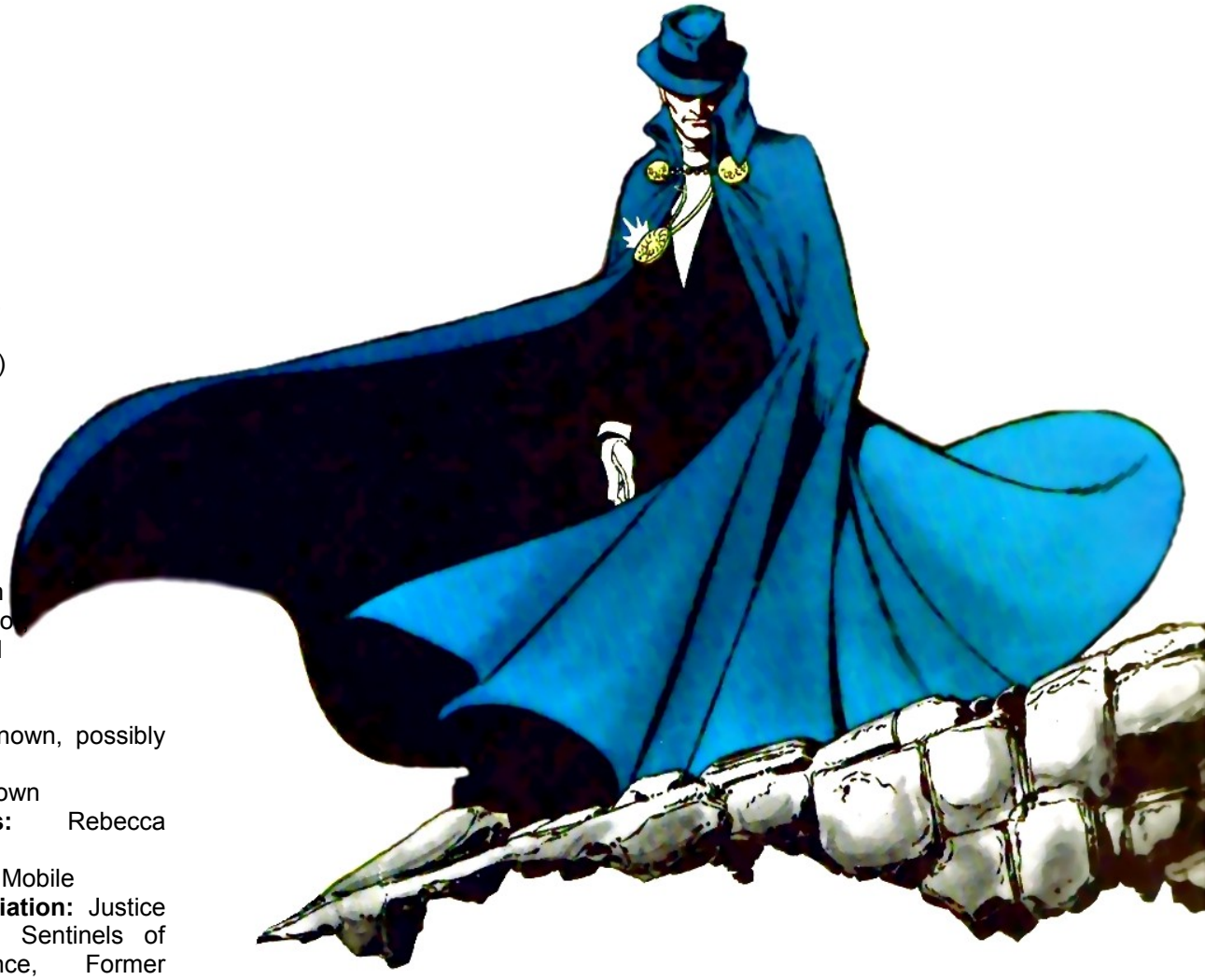
His initial forays into crime included several failed heists. Though the Penguin remained a relatively obscure criminal, he used his time wisely, developing his signature umbrella gadgets and gradually building a reputation for intimidation that would come to serve him well in the underworld, all the while making contacts among Gotham’s crime families.

He soon opened his nightclub, the Iceberg Lounge, which would serve as a focal point of Gotham social life and as the Penguin’s primary headquarters. He dressed according to his own sense of high fashion, often in a tuxedo and top hat, sported a monocle and smoked imported cigarettes in long holders. As owner of the Iceberg Lounge, the Penguin realized that Gotham’s social elite might live and die by the rumors he could sell, and Cobblepot quickly grasped that masterminding a pseudo-criminal organization was far more lucrative and socially acceptable than robbery—and considerably less risky. He even found it in his best interests to sell information to Batman and the Gotham City police department, with the happy side-effect of Cobblepot’s enemies going to jail and Cobblepot himself quietly taking over parts of their empires.

During the No Man’s Land disaster, the Penguin seized the opportunity to make a considerable amount of money as a black-market goods dealer and eventually to ally with Lex Luthor, though this decision resulted in a protracted gang war that nearly cost the Penguin his empire.

Infinite Crisis brought the Penguin close to ruin, with his empire destroyed by Black Mask and much of his wealth depleted. Never one to give up without a fight, the Penguin is currently working to rebuild his network and once again become a powerful member of the underworld. These days he is again seen in the second floor of the Iceberg Lounge, watching and listening to the social lives of Gotham’s elite.

PHANTOM STRANGER



STATISTICS:

F RM(30)
A RM(30)
S TY(6)
E ShZ(500)
R UN(100)
I ShY(200)
P ShY(300)
Health: 560 **Str:** 6
Karma: 600
Resources: ShY(200)
Popularity: 0
Height: 6'2"
Weight: 185 lbs.
Eyes: White
Hair: White

BACKGROUND
Real Name: Unknown
Occupation: Advocato possibly a fallen angel
Legal Status: N/A
Identity: Secret
Place of Birth: Unknown, possibly Heaven
Marital Status: Unknown
Known Relatives: Rebecca (possible wife)
Base of Operations: Mobile
Present Group Affiliation: Justice League of America, Sentinels of Magic, Quintessence, Former member of Conclave, Former member of the Trenchcoat Brigade

KNOWN POWERS:
Sorcery: The full limits of the Phantom Stranger's powers are undocumented, but his Sorcery allows him to duplicate any superhuman power with at least CL1000 ability.
Awareness: The Stranger has Unearthly Awareness of the State of the Universe
Immortality: The Phantom Stranger does not age and it is unknown whether he can truly die.

ROLE-PLAYING NOTES
The Phantom Stranger is an enigmatic presence that usually vanishes as soon as he provides whatever information or assistance he deems necessary. While friendly to those he assists, he is rarely casual, always driven by his mission to protect innocents and preserve the universe.

PHANTOM STRANGER

HISTORY:

The Phantom Stranger's true origins are unknown. One story says he was a nomad who committed suicide but was barred from entering the afterlife, cursed to forever be a part of humanity but ever separate from it as he works to turn humanity from evil one soul at a time. Another story claims the Stranger is the legendary Wandering Jew, helping society as best he can while forever walking the earth. A third story claims the Stranger was one of a group of scientists who studied the end of the previous universe, and was reborn as the Stranger following the Big Bang. The tale most commonly told is that the Stranger was once an angel who refused to choose a side during Lucifer's rebellion and was condemned to live alone for all time.

Any one of these stories may be true. Or, given the strange events that draw the Stranger, they may somehow all be true.

All that's known for certain is that when events are at their most dire, when forces beyond mortal imagination conspire to destroy humanity, the Phantom Stranger appears at a crucial moment to provide the counsel needed to protect the innocent.

The Phantom Stranger has guided many champions of good, but has been of particular assistance to magical heroes such as those who make up the Sentinels of Magic. He's also close to the mystic Madame Xanadu, with whom he enjoys a friendship that has stretched over centuries. Along with John Constantine, Doctor Occult and Mister E, the Stranger is part of the "Trenchcoat Brigade" who induct young magicians into the ways of magic. In the Ninth Age of Magic, the Stranger was an ally of the Lords of Order and part of the circle of cosmic powers—the Stranger, Zeus, the wizard Shazam, Highfather, and the Oan Guardian Ganthet—known as the Quintessence. Following recent events and the birth of the Tenth Age of Magic, it's unclear if the Stranger maintains any of his connections, or if he too has been reborn.

PHOENIX

STATISTICS:

F EX(20)
A EX(20)
S PR(4)
E UN(100)
R GD(10)
I EX(20)
P AM(50)
Health: 144 **Str:** 4
Karma: 80
Resources: UN
Popularity: 50
Height: 5'6"
Weight: 110 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Jean Gray Summers/Phoenix Force
Occupation: Adventurer, former student, fashion model
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Annadale-on-Hudson, New York
Marital Status: Married
Known Relatives: Scott Summers (Cyclops, husband), John and Elaine (parents), Sara (sister)
Base of Operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York
Present Group Affiliation: X-Men, Former member of X-Factor

KNOWN POWERS:
The Phoenix Force: Jean Grey and the Phoenix Force have merged, giving her essentially the exact same powers the Phoenix Entity adapted when it took on her identity prior to the Dark Phoenix saga. When any power is used, this fiery bird-like aura appears. It can cover from 1-100 areas and is composed of cosmic flame of up to Unearthly intensity.
NOTE: All have a practical limit of Unearthly. Beyond that requires a Yellow Psyche FEAT or she will become destructive and out of control as did the Phoenix Force's previous incarnation when it transformed into Dark Phoenix. (See Dark Phoenix)
Absorption Power: CL1000 rank; no other power may not be done that turn.
Elemental Conversion: CL1000
Force Field: CL1000 protection against physical and energy attacks
Gateway: Instantaneous space warps to anywhere in the universe.
Immortality: The Phoenix always rises from the ashes.
Kinetic Bolt: CL1000 rank, 100-mile range.
Regeneration: Unearthly rank.
Self-Sustenance: CL1000 rank.
Telekinesis: Unearthly rank, limited to line of sight.
Telepathy: Unearthly rank and range.
Weather Control: Unearthly rank.
Weakness: Phoenix has shown susceptibility to magic and psionic attacks. Her Psyche is reduced to Excellent against them.

PHOENIX

ROLE-PLAYING NOTES

As Jean Gray, Phoenix' primary relationships are with her husband, Scott Summers (Cyclops), Wolverine and the X-Men.

HISTORY:

When Jean Grey was dying on a space shuttle, her mind called out for help and the Phoenix Force answered and saved her, transforming Jean into Phoenix. The Phoenix remained with the X-Men for only a short time. After an encounter with the Hellfire Club and manipulation by Mastermind and the White Queen, the Phoenix was transformed into their Black Queen. She broke free of Mastermind's control, but had been transformed into Dark Phoenix.

Dark Phoenix fled into space, devouring the sun of the D'Bari system annihilating the five billion inhabitants of its fourth planet, and destroyed a nearby Shi'Ar vessel before returning to Earth where she was defeated in psionic combat by Professor X, and regained control.

It was not to last - when the group was then teleported to space by the Shi'Ar and given a trial by combat, Jean once again became Dark Phoenix, and ultimately committed apparent suicide on Earth's moon.

All was not as it seemed, however; it turned out that the Phoenix Force had created a duplicate body of Jean, believed itself to be Jean, and acted in her place while the real Jean lay in a coma in the ocean, where the Avengers and Fantastic Four would later discovered her, allowing Jean to rejoin the X-Men fold, although the Phoenix Force would eventually find her once again

The Phoenix Force would eventually return to Earth, where it resurrected Jean Grey - who was currently dead - and possessed her. The Phoenix set out in search of her former lover, Scott Summers (Cyclops) to feed off the energy of his optic blasts, but became confused by Jean's emotions and believed she was in love with Scott. When she realized Scott was now in love with Emma Frost, the Dark Phoenix persona threatened to emerge in Jean herself. After a series of desperate efforts to contain the Phoenix, including Wolverine killing her several times, Jean trapping herself in a glacier, the Phoenix Force jumping into Emma Frost, and parts of the X-Men being trapped in a Shi'Ar-generated event horizon, Jean Grey, with emotional support of all the X-Men finally managed to assert herself and gain control of the Phoenix. Jean then declared that she and the Phoenix were now truly one entity, and had transcended into the 'White Phoenix of the Crown'.

PHOENIX (DARK-PHOENIX)

STATISTICS:

F IN(40)
A IN(40)
S RM(30)
E ShY(200)
R GD(10)
I EX(20)
P CL1000
Health: 310 **Str:** 30
Karma: 1030
Resources: Class 1000
Popularity: -1000
Height: 5'6"
Weight: 110 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Inapplicable
Occupation: Adventurer, wanderer
Legal Status: U.S. Citizen (as 'Jean Grey')
Identity: Secret
Place of Birth: Unknown, possibly inapplicable
Marital Status: possibly inapplicable
Known Relatives: None, possibly inapplicable
Base of Operations: The Universe
Past Group Affiliation: X-men (as 'Jean Grey')

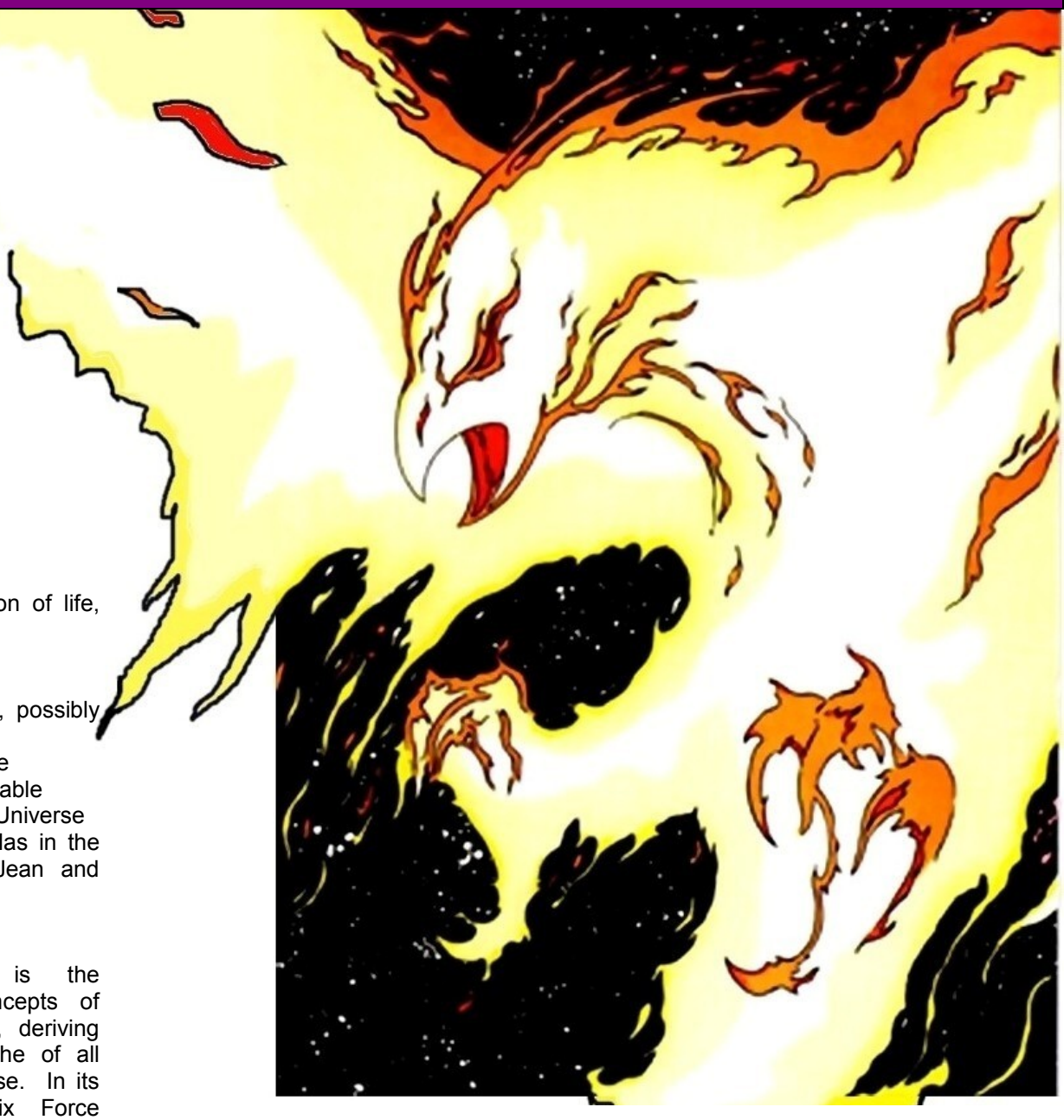
KNOWN POWERS:
The Phoenix Force: When any power is used, the Phoenix Force manifests in a fiery bird-like aura. It can cover from 1-100 areas and is composed of cosmic flame of up to Unearthly intensity.
If any of the Phoenix' abilities are used at an intensity higher than Unearthly, she is required to make a Yellow Psyche FEAT or be transformed into Dark Phoenix. Dark Phoenix has Class 1000 abilities and always uses them at full force.
In its pure energy form, the Phoenix Force may raise its abilities to Class 3000 for 10 – 20 turns, although it must pass a Psyche FEAT each turn or it risks becoming out of control and destructive. This action also causes the loss of all Karma.
The Phoenix Force is the incarnation of the cycle of destruction and rebirth, as such, inherent in its nature is that it is instrumental in the cycle of rebirth and destruction of the universe itself, in essence being the life-force that it passed on from the dying cosmos to the newly-born. In this instance, for the purposes of this action only, the Phoenix Force is allowed a one-time power FEAT at Class 5000 rank to burn away the old universe. The Phoenix Force itself will die as a result of this action, but be reborn into the burgeoning universe anew.
Absorption Power: CL1000 rank; no other power may not be done that turn.
Elemental Conversion: CL1000
Force Field: CL1000 protection against physical and energy attacks
Gateway: Instantaneous space warps to anywhere in the universe.
Immortality: The Phoenix always rises from the ashes.
Kinetic Bolt: CL1000 rank, 100-mile range.
Regeneration: Unearthly rank.
Self-Sustenance: CL1000 rank.
Telekinesis: Unearthly rank, limited to line of sight.
Telepathy: Unearthly rank and range.
Weather Control: Unearthly rank.
Weakness: Phoenix was susceptible to magic and psionic attack. Her Psyche is reduced to Excellent against them.

PHOENIX (DARK-PHOENIX)

ROLE-PLAYING NOTES

HISTORY:

PHOENIX-FORCE



STATISTICS:

F CL1000
A CL1000
S CL1000
E CL1000
R CL1000
I CL1000
P CL1000
Health: 4000 **Str:** 1000
Karma: 3000
Resources: CL1000
Popularity: -1000
Height: Inapplicable
Weight: Inapplicable
Eyes: Inapplicable
Hair: Inapplicable

BACKGROUND
Real Name: Inapplicable
Occupation: Personification of life, death, and rebirth
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Unknown, possibly inapplicable
Marital Status: inapplicable
Known Relatives: inapplicable
Base of Operations: The Universe
Past Group Affiliation: Has in the past bonded with both Jean and Rachael Summers

KNOWN POWERS:
The Phoenix Force is the embodiment of the concepts of Creation and Destruction, deriving its power from the Psyche of all living things in the Universe. In its pure form, the Phoenix Force manifests the following powers:
**Energy Manipulation:* The Phoenix Force has the CL1000 ability to project energy. In its pure energy form, the Phoenix Force may raise its abilities to Class 3000 for 10 – 20 turns, with a successful Psyche FEAT. It must also pass a Psyche FEAT each turn or it risks becoming out of control and destructive. If this occurs, the Phoenix' power could eventually burn away the entire universe (see Immortality, below), This action also causes the loss of all Karma.
**Absorption*: CL1000 rank: No other power may be used that turn
Elemental Conversion: CL1000
Force Field: CL1000 protection against physical and energy attacks
Gateway: Instantaneous space warps to anywhere in the universe.
Immortality: Class 3000. The Phoenix always rises from the Ashes. as the incarnation of the cycle of destruction and rebirth, the Phoenix is, by its very nature, instrumental in the cycle of rebirth and destruction of the universe itself; At the moment of the universe's cyclical demise and for the purposes of this action only, the Phoenix Force is allowed a one-time power FEAT at Class 5000 rank to burn away the old universe. The Phoenix Force itself will die as a result of this action, but be reborn into the burgeoning universe anew. This process can be instigated sooner should the Force run rampant and out of control.
NOTE: It has been suggested that the World Devourer known as Galactus is also somehow involved in this process – and would, by some accounts, at the universe's end, absorb all the life-energy of the universe - thus all the power of the

Phoenix –becoming a form of shell for the Phoenix or 'Cosmic Egg' that will birth the new cosmos. (see entry for Galactus)

Weakness: In the modern Universe, the Phoenix Force may only manifest itself on this plane through an Avatar, preferably an 'Omega Mutant' – a Psychic with at least Amazing rank abilities.

Magic: The Phoenix also seems susceptible to magic and psionic attack. Psyche is reduced to Excellent versus against them

ROLE-PLAYING NOTES

The Phoenix is the fire of life and passion as well as destruction. In it's pure form it is simply a force of nature that embodies these traits – in a mortal host, it brings these emotions to the surface, and while love and passion are great, wrath and destruction are part of what the Phoenix does too, so the Phoenix avatars tend to keep their emotions on a tight reign, lest the Phoenix Force overreact for them.

HISTORY:

The Phoenix Force is the embodiment of the cycle of Creation, Destruction and Rebirth, deriving its power from the psyche of all living things that have ever existed, or ever will exist, in the Universe. The Phoenix has been called life incarnate. Inherent in its nature is the fact that the Phoenix always rises from the Ashes. It has been suggested that the Phoenix was instrumental and the simultaneous destruction and creation of the modern universe, (along with the creation of the cosmic space god known as Galactus who now maintains the Cosmic Balance). In essence, the Phoenix *is* the spark of life generated by the Creation Event, the power generated by the cycle of destruction and renewal, igniting the life force of Eternity. Like Eternity himself, the current incarnation of Phoenix itself must die, and be reborn in within the new cosmos. In the modern universe (possibly due to the addition of Galactus to the Cosmic Balance), the Phoenix Force may usually only manifest itself on the material plane through an Avatar (preferably an 'Omega Mutant' – a Psychic with high-ranking abilities) perhaps not taking its true form until the universal cycle of destruction comes round once again.

It has also been suggested that the World Devouring Galactus is also somehow involved in this process – and would, by some accounts, at the universe's end, absorb all the life-energy of the cosmos – which could be interpreted as the Phoenix Force – perhaps becoming a form of shell for the Phoenix, creating the new 'Cosmic Egg' that will birth the next universe

PIRANHA

STATISTICS:

F GD(10)
A GD(10)
S FB(2)
E PR(4)
R FB(2)
I FB(2)
P FB(2)
Health: 26 **Str:** 2
Karma: 6
Resources: NA
Popularity: -20
Length: 2' (average)
Weight: 8 lbs. (average)
Eyes: Red
Hair: None

BACKGROUND
Real Name: Inapplicable, *Serrasalmus nattereri* is the genus-species name
Occupation: Predator
Legal Status: Inapplicable
Identity: Piranha are known and feared throughout the South American tropics
Place of Birth: Generally South America
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Usually the South American river systems
Present Group Affiliation: None

KNOWN POWERS:
Razor Teeth: Piranha are small fish, but their razor-sharp teeth can cut through up to Good Strength material, inflicting Poor edged damage.
Mass Attack: Piranha are most dangerous in schools; 20 Piranha may combine for Typical damage per turn; 50 Individuals can combine for Good damage; 100 for Excellent damage. Any number over 100 may inflict Remarkable damage per turn.

ROLE-PLAYING NOTES
Pretty much attacks and bites

PIRANHA

HISTORY:
The infamous piranha, are small (1 to 2 feet) razor-toothed fish, known for mass attacks, that strip hapless victims to bones in minutes. While threat from piranha is overblown, they are extremely dangerous in the dry-seasons, when river levels drop and they are trapped and starving in isolated pockets of water. *Serrasalmus nattereri* has the worst reputation.

PIRANHA (MUTANTS)

STATISTICS:

F	GD(10)
A	GD(10)
S	FB(2)
E	TY(6)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 26 **Str:** 2
Karma: 6
Resources: NA
Popularity: -20
Length: 2' (average)
Weight: 8 lbs. (average)
Eyes: Red
Hair: None

BACKGROUND
Real Name: Inapplicable, the mutant Piranha species was never given a scientific name.
Occupation: Weaponized Super-Predator
Legal Status: Inapplicable
Identity: While Piranha are known and feared throughout the South American tropics, the mutant variety genetically bred by the military has been kept top secret
Place of Birth: Generally South America
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Lost River Lake
Present Group Affiliation: None

KNOWN POWERS:
Razor Teeth: Piranha are small fish, but their razor-sharp teeth can cut through up to Good Strength material, inflicting Poor edged damage.
Mass Attack: Piranha are most dangerous in schools; 20 Piranha may combine for Typical damage per turn; 50 Individuals can combine for Good damage; 100 for Excellent damage. Any number over 100 may inflict Remarkable damage per turn.

NOTE: The mutant Piranha were engineered to survive in salt water, and have Good resistance to toxins and pollutants. There was at least one offshoot combined with flying fish, giving them Typical gliding.

ROLE-PLAYING NOTES
Pretty much attacks and bites

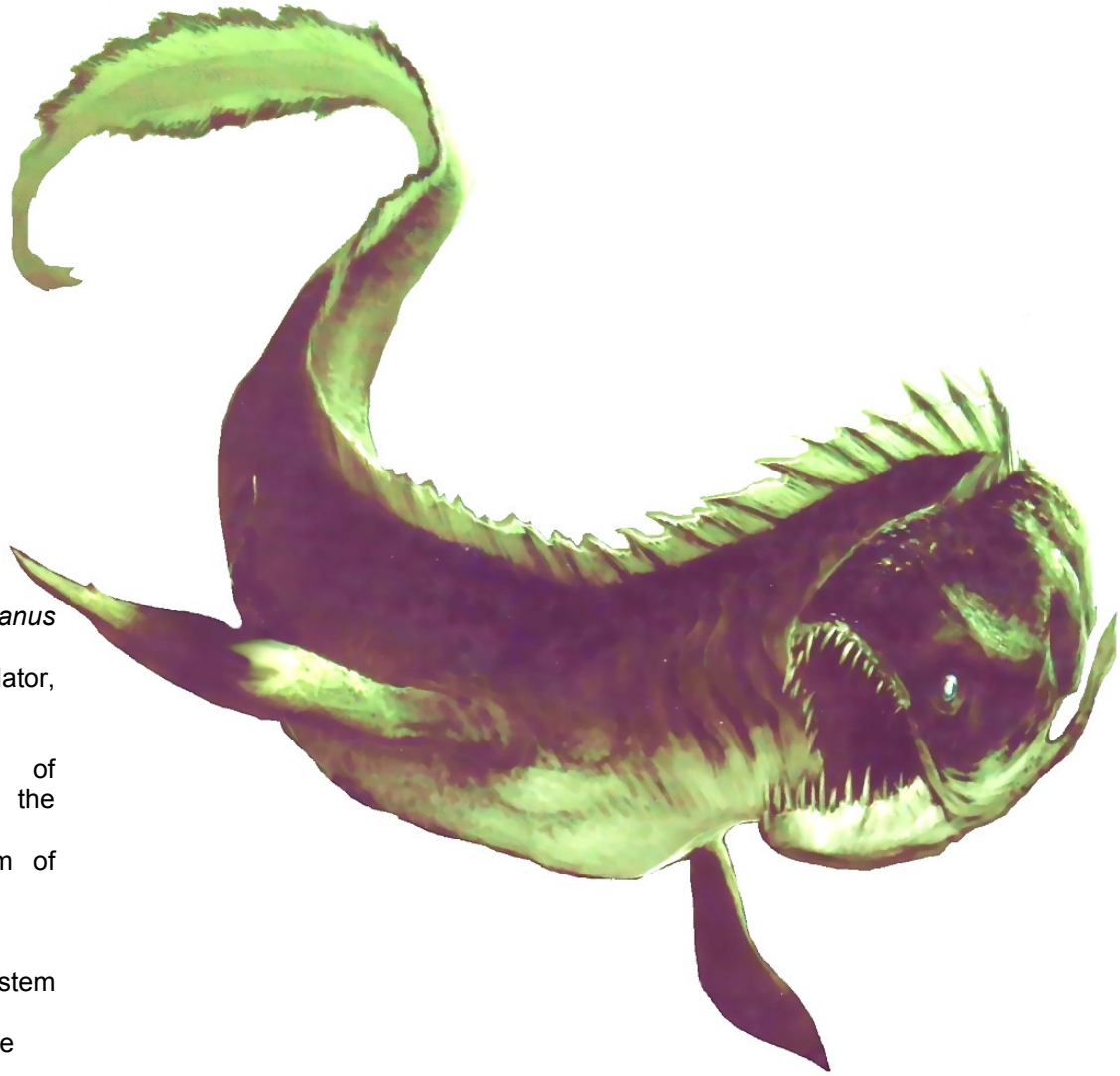
PIRANHA (MUTANTS)

HISTORY:
There are varying examples of mutant piranha – not all from the same source. The original mutants were a weapons experiment, bred to withstand cold, toxins, and salt-water. An offshoot of this experiment, crossbred with flying fish, added Typical Flight. Recently, a batch of prehistoric piranha were released from an ocean trench, adults of which had GD(10) Strength and TY(6) Endurance

PIRANHADON

STATISTICS:

F GD(10)
A RM(30)
S AM(50)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 165 **Str:** 42
Karma: 6
Resources: N/A
Popularity: 0
Length: 50'
Weight: Unrevealed
Eyes: Black
Hair: None



BACKGROUND
Real Name: N/A, *Piranhadon titanus* is the Genus species name
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: The existence of Piranhadon is unknown to the general public
Place of Birth: River system of Skull Island
Marital Status: Not applicable
Known Relatives: Unknown
Base of Operations: River system of Skull Island
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A Piranhadon's thick hide provides it Typical protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Piranhadon's tail can strike for Amazing blunt damage
Teeth: Piranhadon's massive jaws can strike for Amazing (50) Edged damage. The jaws are double-hinged, allowing an extremely wide gape, allowing it to attack and swallow very large prey.

ROLE-PLAYING NOTES
Pretty much attacks and bites

PIRANHADON

HISTORY:
The giant Piranhadon is a prehistoric remnant species native to the infamous Skull Island, a fifty-foot long fish resembling Dunkleosteus in appearance, although the Piranhadon is a fresh-water river- dweller, as opposed to ocean-going Dunkleosteus. Piranhadon also does not possess the heavily armored hide common among the Devonian-era sea creatures, and neither does it possess the bladed jaws of Dunk, suggesting that it was not as strong a biter either – at least proportionately, because Piranhadon was much larger than Dunkleosteus, and its needle-studded mouth could open nearly 180 degree, giving it a fearsome gape, presumably for biting largish prey. Its size and aggressive nature make it extremely dangerous to human-sized prey. Piranhadon was also known to chase its victims up onto shore like a Killer Whale.

PITT

STATISTICS:

F IN(40)
A EX(20)
S UN(100)
E UN(100)
R TY(6)
I GD(10)
P AM(50)
Health: 260 **Str:** 100/150
Karma: 66
Resources: FB
Popularity: 0
Height: 7'
Weight: 1000 lbs.
Eyes: Red with no visible irises
Hair: Black

BACKGROUND
Real Name: Pitt
Occupation: Former assassin for the Creed Empire
Legal Status: Citizen of the Creed Empire
Identity: Secret
Place of Birth: Creed Throneworld
Marital Status: Single
Known Relatives: Zoivod (father), Allen Bracken (father, deceased), Annie Bracken (mother, deceased), Timmy Bracken (half-brother), Wroth (half-brother), Crytis (half-brother, deceased)
Base of Operations: Mobile
Present Group Affiliation: Bound to Timmy Bracken, (Formerly) the Creed Empire

KNOWN POWERS:

Body Armor: Pitt has Monstrous protection from Physical and energy attacks

Resistances: Pitt possesses Class 1000 resistance to cold, heat, fire, or disease

Leaping: Pitt has leg muscles in a class with Pitt, allowing him to leap with CL5000 ability, clearing two miles in a single bound.

Claws: Pitt has retractable claws that strike for Monstrous Edged damage. His teeth are also razor sharp and can cause Amazing Edged damage.

Pain-Surge: Pitt's unusual brain chemistry responds to pain as a stimulant instead of a deterrent, so the more he hurts, the harder he fights. In game terms, this translates to a +1CS to his Fighting score until peaking at Unearthly. He also receives a +1CS to his Strength score up to Shift X (150). All additions are added on to Pitt's Health score.

Regeneration: Pitt has Excellent Regeneration powers. In combat, this ability increases to Remarkable

Empathy: Pitt has Typical empathy with most sentient beings. With his twin/half-brother Timmy Bracken, this ability is increased to Unearthly.

Pitt is psychically bonded with Timmy and will follow him wherever he goes. Timmy Bracken has Unearthly Dimensional Travel and Reality Manipulation powers. He also has the following stats:

F PR(4)
A TY(6)
S FB(2)
E PR(4)
R TY(6)
I GD(10)
P AM(50)
Health: 22 **Str:** 5
Karma: 70

ROLE-PLAYING NOTES

Pitt is a typically bad-tempered rampaging monster, with an appropriately torturous background. While his trials have left him a ferocious, scarred combatant, he has is neither vicious nor cruel, and will protect innocents, and battle those who would victimize them. He is totally focused on the protection of his half-twin, Tommy, with whom he shares an empathic bond.

HISTORY:

When Allen and Annie Bracken were on their way to a hospital, they were abducted by the Creed. Zoyvod took one of the eggs from Annie and sent it back to earth. The Creed genetically altered the egg so that he would become a weapon for the Creed – the monster called **Pitt.** One day Pitt woke up and broke free. His escape attempt was halted by his half-brother Wroth. Believed dead, Pitt's body was to be dumped, but on his way to the dump, however, Pitt awoke and attacked his pilot. In self-defense, the pilot shot Pitt out of the vessel.

After that, Pitt lived in the wild for a while, learning how to survive and fight. He was eventually caught and trained by Quagg the pilot who was supposed to dump him. For years, Pitt was the personal assassin for Zoyvod until one day he went to the planet Chakra. There, Pitt's mind was merged with the mind of a young boy named Jereb. This changed him, and Pitt fled his homeworld. Zoyvod immediately went after Pitt as he headed back to Earth.

Pitt ended up in a subway station in New York, where he saved his half-brother Timmy. After that, Pitt lived on the streets for a while, trying to adapt to his current situation. After a while, the Creed arrived on Earth because of the fact that Pitt and Timmy's DNA were very similar to the Creed target Timmy. Pitt, sensing something was wrong, rushed to Timmy. Pitt battled the aliens and during the battle, Jereb left Pitt's mind and entered Timmy's. Jereb was a child blessed with a very strong spirit and using this spirit Timmy was able to defeat Zoyvod. This ended the battle between Pitt and the aliens.

Timmy was soon kidnapped by the Creed. Pitt turned to the New York-based superhero team Axiom for help. Wroth teamed up with the leader of the Axiom, Professor Holdsworth, and they struck a deal: Holdsworth could have the power of Timmy in exchange for Wroth being able to have Pitt. Their plan failed, however and Wroth fled the scene. He returned later only to be defeated by a Zoyvod- controlled Pitt.

Due to the war between the Creed and the Cenobite, Pitt would have been attacked by the Cenobite had they found him on Earth. The Cenobite, Eurial therefore hid him in Shimmerspace until they were gone.

There, Pitt again met Jereb. While in Shimmerspace, Jereb could see all time at once: past, present, and future. He told Pitt some of the things that would happen to him. Pitt was only in Shimmerspace for a very short period of time, but when he came out, five years had passed on Earth.

While Pitt had been in Shimmerspace, an organization bent on world domination known as the Think Tank had created clones of Pitt to do their bidding. One of these clones was sent to steal some alien artifacts from a military installation. In reaction, the United States Army sent soldiers to kill Pitt. The battle ended with Pitt killing all of the soldiers and then heading towards the White House. Once there, he killed a body double of President Clinton. Pitt somehow found out about the Think Tank being behind it all and went to the Crossbow Technologies building where he killed their leaders, the Guileys.

POISON IVY

STATISTICS:

F EX(20)
A EX(20)
S TY(6)
E EX(20)
R RM(30)
I RM(30)
P IN(40)
Health: 66 **Str:** 6
Karma: 100
Resources: TY
Popularity: -5
Height: 5'6"
Weight: 133 lbs.
Eyes: Green
Hair: Reddish-brown

BACKGROUND
Real Name: Pamela Isly
Occupation: Criminal, former Botanist
Legal Status: Citizen of the United States with a criminal record, legally insane
Identity: Publicly known
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: None
Base of Operations: Gotham City, Arkham Asylum
Present Group Affiliation: None

KNOWN POWERS:
Plant Control: Poison Ivy has the Remarkable ability to animate plant-life
Plant Growth: Poison Ivy has the Excellent ability to cause accelerated growth in plants
Poison Touch: Ivy's blood is a mixture of toxins, and her kiss is considered an Incredible poison. In addition, the toxins can be transferred through her touch, and if delivered through her kiss they act Amazing Mind-Control on all male victims, causing them to fall madly in love with her
Poison Ivy may also deliver these toxins though her fingernails: as long as she can break the victim's skin, injecting up to an Excellent poison of her choice.

Immunity: Poison Ivy is immune to all forms of poison, viruses, bacteria, and fungi

Talents:
Botany, Horticulture, Poisons, Acrobatics, Whips, Bows, Marksman, Thrown Weapons, Martial Arts A

POISON IVY

ROLE-PLAYING NOTES

If Hell hath no fury like a woman scorned, then Poison Ivy's mistreatment at the hands of men created a demon from the Ninth Circle itself. She hates to see women mistreated, and in revenge alternately kills, humiliates, or involves men in complex schemes intended to shift the balance of traditional gender roles. Her previous life as a gifted botanist and her immunity to toxins made her an ardent defender of the environment, which she believes is being destroyed by the male-dominated corporate world. Ivy was tempered in the fires of patriarchy, and woe to the man who stands in the way of her plans. She also has a fierce protective instinct and will come to the aid of children or starving people, especially if they are victims of corporate injustice.

HISTORY:

Dr. Pamela Isley was a brilliant young botanist studying in Seattle. Her bookish nature left her socially awkward around men, and her professor, Dr. Jason Woodrue, manipulated her naiveté and social anxiety in order to seduce her and use her as a living experiment. The result was that Isley was permanently scarred, immune to all toxins and physically altered with plant-like growths covering her body. She spent several months in hospital recuperating, all the while nursing her newfound hatred of men.

Upon her release, Ivy made her way to Gotham City, where she planned to overtake its population with poison spores. She was thwarted by Batman, and thus began her lifelong obsession with the only man she has not found a way to control. Ivy spent time in and out of Arkham Asylum for her various misdeeds, often involving schemes to control or destroy men. She eventually turned her activities toward protecting the environment (often at the expense of property or human life), but upon acquiring enough wealth to find the solitude she craved, she purchased an island in the Caribbean and left Gotham City.

Poison Ivy spent several years creating an ecological paradise on the island only to witness its destruction in a matter of hours by a corporation testing advanced weapons for the military. Personally outraged and mentally unhinged, Ivy returned to Gotham to punish the men responsible, leaving a swath of destruction in her wake.

After the earthquake that resulted in Gotham City being cut off from the world, Ivy became the unlikely caregiver for a group of children who lost parents in the quake. She defeated Clayface with the help of Batman, and used Clayface's body to fertilize the soil in Gotham City Park, helping provide food for the city in its time of need. Batman allowed her to turn the park into her own private sanctuary.

Poison Ivy attempted to find a cure for her condition, though this effort proved unsuccessful. She continued caring for the orphans and raising plants in Gotham City, and was manipulated twice by Hush in his forces with several others to exact her revenge, and schemes against Batman and Catwoman. Ivy joined recently came under the control of Black Mask as he attempted to gain control of Gotham City.

Ivy currently works with Harley Quinn and Catwoman as a three-woman crime partnership. She uses her powers to manipulate the Riddler so that the three women can use his resources in their criminal activities.

POWERGIRL

STATISTICS:

F AM(50)
A AM(50)
S UN(100)
E UN(100)
R EX(20)
I EX(20)
P EX(20)
Health: 300 **Str:** 90/100
Karma: 60
Resources: EX
Popularity: RM
Height: 5'7"
Weight: 155 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Kara Zor-L (Kryptonian name), Karen Star (Earth name)
Occupation: Adventurer, Software designer
Legal Status: Citizen of the United States with no criminal record
Identity: Kara's identity as Powergirl is not known to the general public
Place of Birth: Krypton of Earth 2, in Pre-Crisis Reality
Marital Status: Single
Known Relatives: Zor L and Alura, (Parents, deceased), Kal L (Superman of Pre-crisis Earth 2, cousin), Jor-L and Lara (Uncle and Aunt, deceased)– All Earth 2 counterparts from Pre-Crisis reality
Base of Operations: Mobile
Present Group Affiliation: The Justice League of America, The Justice League of Europe.

KNOWN POWERS:
Kryptonian Physiology: Kara was from the Krypton of Earth 2 in Pre-crisis reality, and she manifests most of the powers of a typical modern Kryptonian. However, at the time of the Crisis on Infinite Earths, when the existing reality was destroyed and restructured into the modern universe, the Post-crisis Kara's powers were altered somewhat by the change. Since Kara Zor-El, Powergirl's Earth 1 counterpart already existed, the universe attempted to insert her into the modern reality in a number of ways – as such, her powers reflect the abilities of a modern, Earth 1 Kryptonian, rather than her Pre-crisis counterpart. Her Extra-dimensional Kryptonian physiology grants her the following powers:
Solar Absorption and Storage: Unearthly - like her modern Kryptonian counterparts, Kara has Solar Absorption and Storage powers that allow her to recover lost endurance ranks, making it extremely difficult to kill her, and gives Powergirl the following abilities:
**Power Boost:* Powergirl can direct her energies into her Strength, Flight, or Speed, raising her Powers up +1CS, her Strength from Unearthly (90) to Unearthly (100), or her Endurance +1CS, for 1-10 rounds. After this Boost, her Endurance is reduced by –1CS for 1-10 rounds, and her Invulnerability to Amazing.
Heat Vision: Amazing Energy
Invulnerable: Unearthly resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation

***Flight:** Unearthly speed in atmosphere, CL 1000 in space
***Hyper Speed:** Amazing
***Hyper Breath:** Incredible Cold in 1 area
Superhuman Senses: Powergirl possesses the following sensory powers:
***Enhanced Hearing:** Amazing
***Microscopic Vision*: Amazing
***Telescopic Vision*: Amazing
***X-Ray Vision:** Unearthly

LIMITATIONS:
Kryptonite: Powergirl has manifested periodic reaction to modern, Post-crisis Kryptonite. This reflects the fact of her literal recreation in the modern universe, while still reflecting her other-dimensional origins – when her true cousin, the Superman from Pre-crisis Earth 2, journeyed to this dimension, he had no reaction at all to modern Kryptonite, as he was protected in a pocket dimension from the restructuring of reality. In Kara's case, modern Kryptonite seems to affect her strongly at some times, but not at all on others. It is possible that slightly different radiation wavelengths affect her slightly alien physiology to a lesser degree than her modern Kryptonian counterparts. For game purposes, treat her reaction as a slight tolerance to modern Kryptonite, giving her an Endurance FEAT roll, at –4CS. If the FEAT roll fails the Kryptonite affects her normally, causing excruciating pain and results in loss of all powers at –1CS per round. She also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance

ROLE-PLAYING NOTES
Powergirl is the last survivor of her home planet and of her universe. She truly has no one else from either home, only counterparts of those with whom she was once connected. Powergirl is not afraid to flaunt her female attributes, which sometimes causes unwanted distraction and allows others to make ill-informed judgments of her character.
Power Girl is notorious for her temper.

HISTORY:
Kara Zor-L is the last survivor of a Krypton from an alternate reality no longer in existence. When her reality ceased to exist in the terrible Crisis on Infinite Earths, she, Psycho-Pirate, her cousin Kal-L (the Superman of that reality's Earth), and Kal-L's wife Lois were the only survivors. Kara assimilated as best she could to the new reality, but the fluctuating nature of her existence and her inability to remember her true origins made that difficult. More than once she hoped she had discovered her ancestry—another survivor of New Earth's Krypton, or an Atlantean from pre-cataclysmic times—and was devastated to learn she was wrong. She joined the JSA during one of its reformations, instinctively feeling a sense of belonging without realizing it was an echo of her membership in the same team and personal connections with many of its members in her original reality
Eventually, thanks to the cruel intervention of Psycho- Pirate, Kara discovered her true origins. During recent events she finally reconnected with Kal-L, who was freed from the pocket dimension that had isolated him and others since the end of the original Crisis. She regained her memories of a family life with him and Lois, only to lose him soon after when he died helping his counterpart bring down the rampaging Superboy- Prime.

PREDATOR

STATISTICS:

F IN(40)
A RM(30)
S RM(30)
E IN(40)
R GD(10)
I EX(20)
P EX(20)
Health: 140 **Str:** 27
Karma: 50
Resources: MN
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Black

BACKGROUND
Real Name: Unknown
Occupation: Hunter/Warrior
Legal Status: Inapplicable
Identity: Unknown to the general public of Earth
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: The Predator Tribe
Base of Operations: Mobile throughout the Universe
Present Group Affiliation: Predators have no known allegiance besides each other

KNOWN POWERS:
Body Armor: Typical Resistance to Physical and Poor Resistance Energy attacks
Claws: Remarkable damage
Talents:
Martial Arts A, B, Weaponry
Equipment:
Wrist Claw: Two-pronged retractable blade that causes Remarkable Edged damage, and is composed of Incredible material. The Wrist-Claw also contains a timed self-destruct mechanism that causes a blast of Monstrous intensity and range
Discus Razor: Remarkable Edged Damage, Incredible material; once thrown, it guides itself with Incredible accuracy.
Shoulder Laser: A Predator carries a shoulder-mounted cannon that fires Amazing intensity energy blasts, and targets with Incredible accuracy.
Retractable Spear: A Hunter's Spear is made of Incredible material and causes Incredible Edged damage. It may retract to half its length.
Razor-Net: Victim is held as if with an Incredible Grappling attack while the constricting blades cause Remarkable edged damage.
Cloaking Device: The Predator's Cloaking Device is a light-bending mechanism which gives it Typical invisibility.
Life-Support Helmut: Provides a Predator Incredible Life Support, along with Excellent Infra-Vision

ROLE-PLAYING NOTES
The Predators have never shown individual personality beyond their obsession with hunting and hand-to-hand combat. They don't take losing easily and will happily destroy entire cities, including themselves if it means denying an opponent a victory. On the other hand, they respect similar qualities in other beings and have demonstrated warlike honor and nobility.

PREDATOR

HISTORY:

The Predators are alien hunters who scour the galaxies seeking the ultimate in dangerous prey. They possess advanced survival and weapon technology, notably light-bending camouflage as well as wrist-mounted explosives capable of obliterating entire cities. The Predators are vicious, warlike creatures but also have a code of honor.

Predators have appeared periodically on Earth for hundreds of years, and two became known late in the 20th century. One landed in the jungles of Central America in the late 1980s, where it stalked and killed a team of human commando soldiers. One soldier, however, Major Dutch Schaefer, succeeded in mortally injuring the creature, although Schaefer barely escaped when the Predator activated his wrist explosive.

Schaefer's account led to the creation of a government group, headed by Peter Keyes, tasked with finding more such alien beings. Another Predator appeared in Los Angeles in the late 1990s during a brutal heat wave and a massive surge in gang violence. This Predator killed some two-dozen people and was stalked by both Peter Keyes and local policeman, Michael Harrigan. The Predator was killed by Harrigan

On board its ship, hidden beneath the city's streets. Harrigan was then confronted by other members of the creature's tribe, but Rather than finish off Harrigan, the beings took their fallen brethren, gave an 18th-century firearm to Harrigan as a token of respect, and launched into space.

The Predators have also occasionally used the Earth, as well as other planets, as breeding ground for the vicious parasitical 'Aliens' species – considered in Predator culture a rite of passage hunting the universe's most dangerous prey, and the Predators have thusly contributed to the spread of the Alien plague across the stars.

The Predators have also adapted alien worlds as 'game reserves' where they stock dangerous and/or difficult prey – including humans

PREDATOR X

STATISTICS:

F RM(30)
A EX(20)
S RM(50)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 200 **Str:** 42
Karma: 6
Resources: Not Applicable
Popularity: -20
Length: 50'
Weight: 25 tons
Eyes: Black
Hair: None

BACKGROUND
Real Name: Predator X is a so-far unclassified pliosaur
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Oceans of Prehistoric North America
Marital Status: Inapplicable
Base of Operations: Oceans of Prehistoric North America, possibly global presence as well. In modern times there are rumored sightings in both the Pacific and Atlantic Oceans
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Remarkable protection against Physical and Energy attacks.
Teeth: Amazing edged damage. Pliosaurs have exceptionally strong jaws and any target in Predator X's jaws is considered held with Monstrous Grappling ability
Hyper-Swimming: Excellent
Water Freedom
TRACKING: **AMAZING**

ROLE-PLAYING NOTES

PREDATOR X

HISTORY:
Predator X was an enormous pliosaur – sort of an evolutionary opposite of the long-necked plesiosaurs. Pliosaurs were essentially giant reptilian seals, with the jaw structure of crocodiles. Although some size estimates have been exaggerated, Predator X likely reached lengths of fifty-feet or more, and is easily in contention as one of the largest predators in Earth history. Pliosaurs, like seals, were highly maneuverable, and combined with their croc-like jaws, they would have been capable of very active hunting. Assuming that its jaws had similar leverage to the modern crocodile, Predator X would have also had one of the most powerful bites ever, comparable to the giant white shark, Megalodon

PRESENCE

STATISTICS:

F BEYOND-3
A BEYOND-3
S BEYOND-3
E BEYOND-3
R BEYOND-3
I BEYOND-3
P BEYOND-3
Health: Unlimited **Str:** BY-3
Karma: Unlimited
Resources: Unlimited
Popularity: Unlimited
Height: Variable
Weight: Variable
Eyes: Variable
Hair: Variable

BACKGROUND
Real Name: Yahweh, God
Occupation: Creator
Legal Status: Inapplicable
Identity: Multiversally known
Place of Birth: Inapplicable
Marital Status: Not applicable
Known Relatives: Archangel Michael, Lucifer Morningstar (sons), Elaine Belloc (granddaughter), All of Creation
Base of Operations: All of Creation
Present Group Affiliation: None

KNOWN POWERS:
Omnipotence: The Presence is the Creator of everything within the DC Universe, and possibly the Omniverse, as well. As such, It may be synonymous with the 'One Above All' that commands the Living Tribunal of the Marvel Universe. The Presence has absolute command over everything in the entirety of Creation, and may be considered to have every power at Beyond Level 3 - all other Beyond-level characters face the Presence at –1CS.
NOTE: The Presence has recently abdicated His role as ruler of the DC Multiverse. Although He had hoped to hand His Throne on to His sons, Michael and Samael (Lucifer Morningstar), the Throne was Actually claimed by Michael's daughter, the half-human Angel Elaine Belloc. While Elaine retains Yahweh's powers within the DC Multiverse, Her powers do not extend to the Megaverse or the Omniverse beyond, topping Her Omniscience at Beyond-Level-1. Reflecting Her position as heir-apparent deity, however, all other Beyond-Level-1 characters within the DC Multiverse face Elaine Belloc at –1CS.

ROLE-PLAYING NOTES

PRESENCE

HISTORY:

The religious cosmology of the DC Universe is complex with many pantheons of deities co-existing alongside each other, involving elements from multiple religions, mythologies, and modern created concepts such as the Endless. It is not always clear how the Abrahamic God fits in to this - for example one *Wonder Woman* storyline featured the Greek Titans fighting Judeo-Christian angels and Hindu gods - although the unspoken rule seems to be that the Judeo-Christian God sits above all others, and then below that you can have your New Gods and your Greek gods and whoever else.

While events like the Great Flood and the ten plagues of Egypt are part of DC continuity, much remains unclear. The DC Universe is repeatedly shown to have been created via a variation of the Big Bang and humans having evolved from apes, yet paradoxically it also has a Garden of Eden and a version of Lilith, Adam's first wife. But when Cain, Abel, and Eve tell a story to Daniel Hall (grandson of Carter Hall) about their past Abel says, "this did not happen on Earth" before being shushed.

In the *Sandman* mythos, God's angels are shown as residents of the Silver City, styled upon Heaven, but explicitly referred to as a separate place. Within the city are two towers. At the top of the tallest, the Tower of Unendingly High, is the Primum Mobile, the Throne of Light, where God resides. Angels can only approach the Throne if they are where the voice of God, the Logos, summoned. The second, shorter tower contains an audience chamber can be heard. God is, again, never explicitly referred to by name, and is in fact rarely mentioned at all, save an exchange between an Egyptian D\deity and an angel in Season of Mists: "On whose authority?" "Whose do you think?"

During the events that unfolded after the fallen angel Lucifer Morningstar renounces his throne and leaves Hell, God, The Presence, is referred to as Yahweh, and is the father of Lucifer and Michael Demiurgos.

The Presence has now vacated his creation and his granddaughter Elaine Belloc has taken his place. How this affects other aspects of the Presence has yet to be seen.

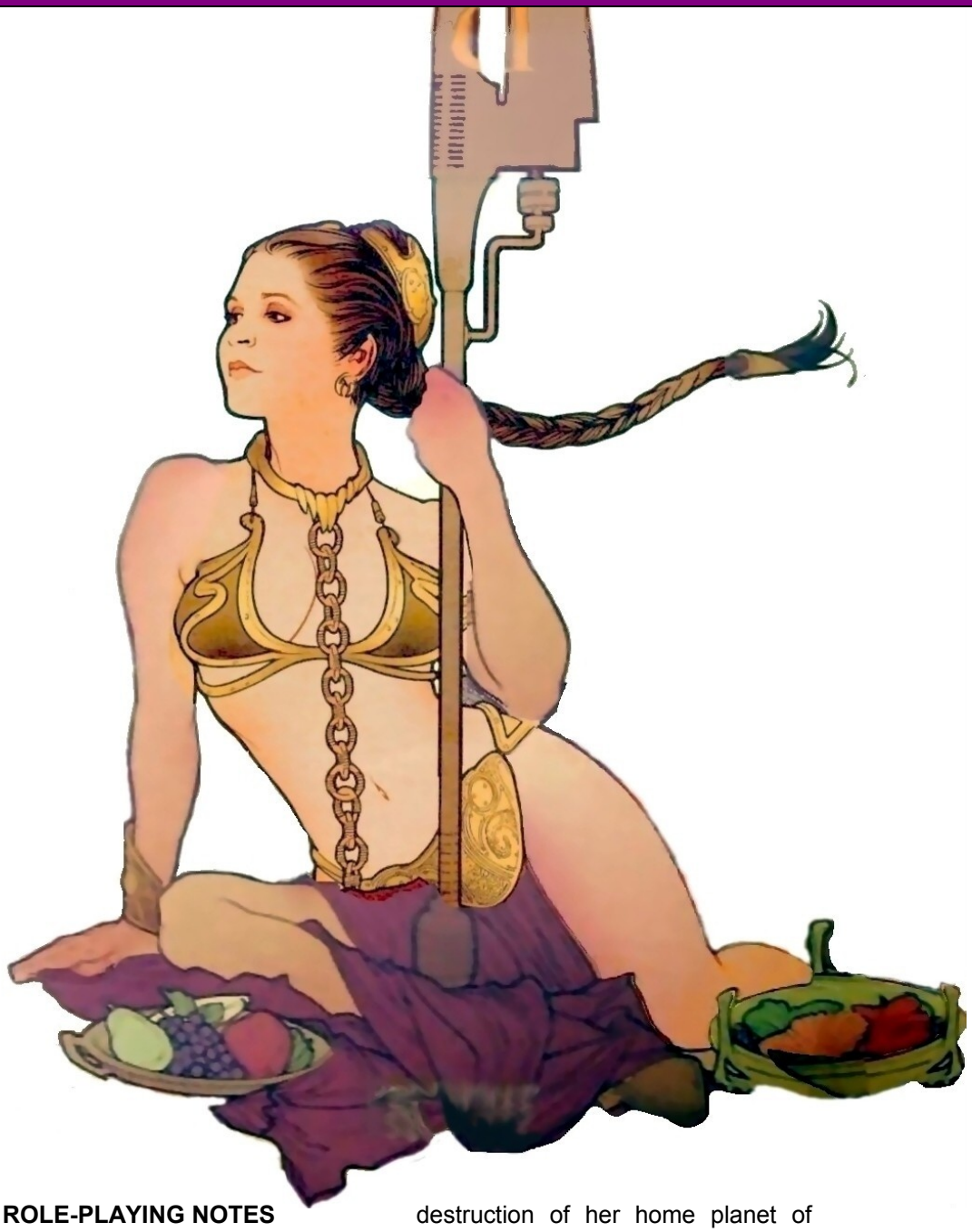
PRINCESS LEIA

STATISTICS:

F GD(10)
A GD(10)
S TY(6)
E GD(10)
R EX(20)
I RM(30)
P RM(30)
Health: 36 **Str:** 5
Karma: 80
Resources: MN
Popularity: 30
Height: 5'
Weight: Unrevealed
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Leia Organa
Occupation: Senator, Rebel leader
Legal Status: Citizen of Alderaan with no criminal record
Identity: Publicly known
Place of Birth: The planet Alderaan
Marital Status: Single
Known Relatives: Royal family of Alderaan (all deceased)
Base of Operations: Mobile
Present Group Affiliation: The Rebel Alliance, former Senator in the Imperial Senate

KNOWN POWERS:
Princess Leia has no superhuman powers
Equipment:
Energy Pistol ('Blaster'): Incredible energy damage
NOTE: Princess Leia has access to a multitude of highly advanced scientific devices although she rarely carries any standard items beyond what is needed for any specific mission. For game purposes her, scientific resources are considered Monstrous



ROLE-PLAYING NOTES
Leia's circle of allies and friends include, Luke Skywalker, Han Solo and Chewbacca, R2-D2 and C-3PO
Princess Leia's torture at the hands of Darth Vader and the subsequent destruction of her home planet of Alderaan by the Death Star, have resulted in traumatic flashbacks that can sometimes crack through her normal tough façade and cause hysterics

PRINCESS LEIA

HISTORY:

Princess Leia, the very young, fiery tempered senator from the planet Alderaan, has been using her political position t secretly gather information against the Empire – most particularly the Emperor's plans to build the giant battle station, the Death Star. The strong-willed, intelligent Princess has been a unifying force in bringing about the rebellion against the oppression of the powerful Galactic Empire. Captured by Vader and the evil Governor Grand Moff Tarkin, Princess Leia refuses under torture to give up the location of the Rebel Base to the Empire, and is forced to watch as her own home planet is destroyed.

Leia's most important contribution to the rebellion, however, is bringing Luke Skywalker - who is dazzled by the Princess' beauty - into the her cause, sealing the fate of the Galactic Empire.

PROEMIAL GODS

BACKGROUND

The specific origins of the cosmic entities known as the Proemial Gods is still shrouded in mystery but it is known that they were a nearly omnipotent group of beings that were born in the wake of the Creation Event that birthed the current Marvel Universe. In the timeless void following the initial birth, there was chaos, and the universe was formless and without intent. Cosmic Consonance demanded that there be order to balance chaos, and as the modern cosmos coalesced into a functioning universe, the Proemial Gods emerged as caretakers of the cosmic balance.

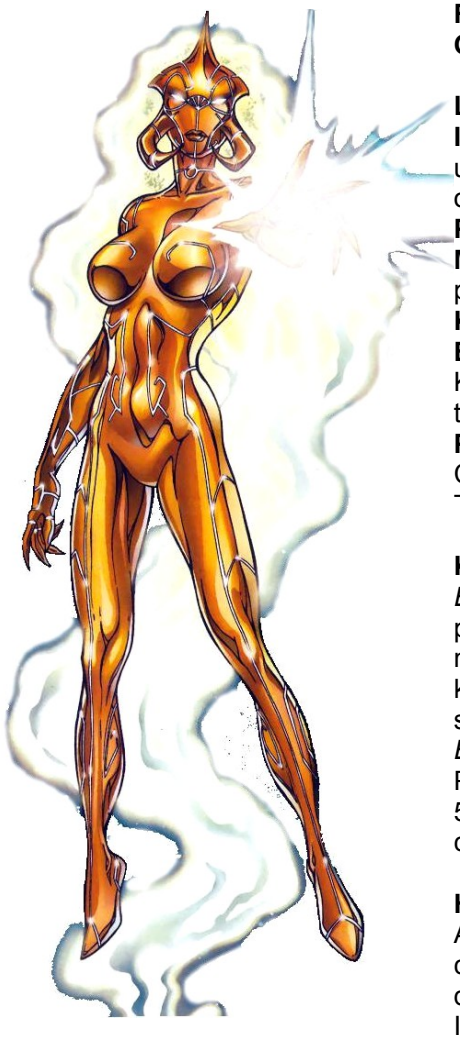
From their initial creation the Proemial Gods were without will or awareness, being simply the physical manifestations of the tasks set before them, existing purely to serve the living universe. However, over the following millennia, as the universe developed, this cosmic purpose evolved into self-awareness and each developed a form and personality suited to their function. Only a few of these Proemial Gods are known by name, and include: Diablari the Bringer of Chaos: Brio of Life, tasked with the welfare of fledgling life-forms; Aegis of All Sorrows, tasked with culling the living universe of divergences and aberrations; Tenebrous of the Darkness Between, tasked with the Black – the living matter the binds the universe and makes it whole; and Antiphon the Overseer, tasked with monitoring Cosmic Consonance as a whole.

These beings and their brethren shepherded the burgeoning cosmos, maintaining the delicate balance between order and chaos. But as the young universe expanded and

flourished, life began to thrive throughout the cosmos. As these new life-forms begin to take shape, their own choices and actions taken grew to serve the cosmic consonance all on their own. It thus followed that the role of the Proemial Gods was becoming obsolete. With the birth of life throughout the universe, the age of the Proemial Gods was coming to an end But as self-awareness had now evolved into these great beings, a portion of their number refused to see their age ended. Led by Diableri of Chaos, a faction of these beings revolted against the works of Creation, seeking to rework the cosmos in their own image. The Proemial Gods were set against one another in a great war that might have been lost except for the intervention of the World Devourer, Galactus. Galactus, a servant of the cosmic consonance separate from the Proemial Gods, slew Diablari, and imprisoned the only other two survivors of the cosmic rebellion, the beings known as Aegis of All Sorrows and Tenebrous of the Darkness Between, within the cosmic prison known as Kyln. Over the following millennia, the Proemial Gods were lost from all universal memory.

Recently, however, the Kyln was shattered by the cosmic warlord known as Annihilus, and Aegis and Tenebrous were set free. They immediately embarked on a vengeance quest against the World Devourer, Galactus, and resumed their own plans to remake the universe. Although the actions of the Silver Surfer, herald of Galactus, seems to have destroyed these last two Proemial Gods once and for all, it remains to be seen whether they or any of their brethren might possibly return.

AEGIS



STATISTICS:

F	MN(75)
A	AM(50)
S	CL1000
E	CL3000
R	CL1000
I	CL1000
P	CL1000

Health: 4130 **Str:** 900
Karma: 3000
Resources: CL3000
Popularity: -1000
Height: Unrevealed (variable)
Weight: Unrevealed (variable)
Eyes: Glowing white
Hair: None

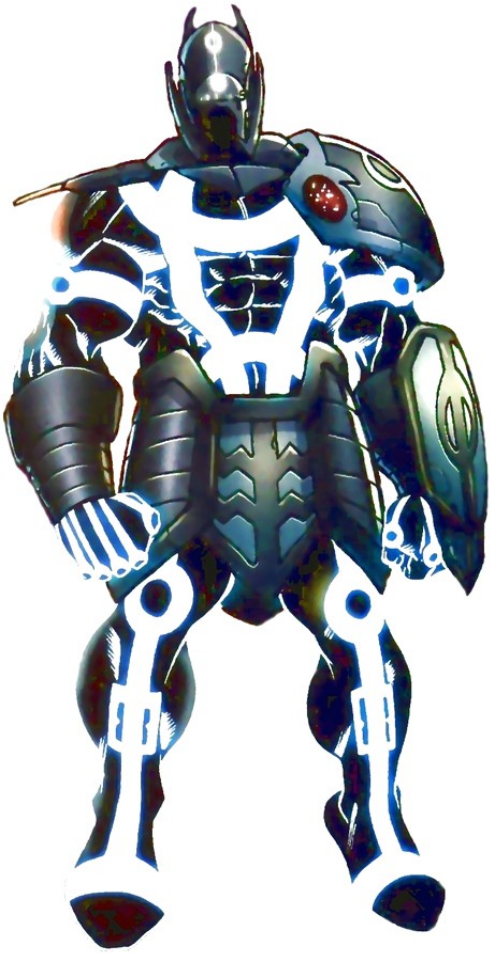
BACKGROUND
Real Name: Aegis
Occupation: Unrevealed

Legal Status: Inapplicable
Identity: Aegis' existence is unknown to the general population of Earth
Place of Birth: Unrevealed
Marital Status: Presumably single, perhaps not applicable
Known Relatives: Unrevealed
Base of Operations: Formerly the Kyln, Currently mobile throughout the Universe
Present Group Affiliation: Currently working in partnership with Tenebrous

KNOWN POWERS:
Energy Manipulation: Aegis possesses the CL3000 ability to manipulate cosmic energy of all kinds. She may duplicate any superhuman power or ability.
Body Armor: Shift X resistance to Physical and Energy attacks Class 5000 resistance to heat, cold, corrosives, toxins, and disease.

HISTORY:
Aegis of All Sorrows was tasked with culling the living universe of divergences and aberrations. Imprisoned by Galactus for millennia, she was repulsed at the random nature of evolution in the modern universe. She was seemingly destroyed when the Silver Surfer lured her into the 'Crunch', but turned up alive and well in the battle against the Galactus Engine. She was again destroyed in this conflict. It remains to be seen if she will return

TENEBROUS



STATISTICS:

F	UN(100)
A	IN(40)
S	CL1000
E	CL3000
R	CL1000
I	CL1000
P	CL1000

Health: 4140 **Str:** 1000
Karma: 3000
Resources: CL3000
Popularity: -1000
Height: Unrevealed (variable)
Weight: Unrevealed (variable)
Eyes: Glowing white
Hair: None

BACKGROUND

Real Name: Tenebrous
Occupation: Unrevealed
Legal Status: Inapplicable
Identity: Tenebrous' existence is unknown to the general population of Earth
Place of Birth: Unrevealed
Marital Status: Presumably single, perhaps not applicable
Known Relatives: Unrevealed
Base of Operations: Formerly the Kyln, Currently mobile throughout the Universe
Present Group Affiliation: Currently partners with Aegis

KNOWN POWERS:

Energy Manipulation: Tenebrous possesses the CL3000 ability to manipulate cosmic energy of all kinds. He may duplicate any superhuman power or ability.
Body Armor: Shift X resistance to Physical and Energy attacks Class 5000 resistance to heat, cold, corrosives, toxins, and disease.

HISTORY:

Tenebrous of the Darkness Between, 'tasked with the black' – the living matter that binds the universe and makes it whole – joined with Diableri against universal consonance. Although apparently destroyed by the Silver Surfer, who trapped him in the energies of the Crunch, Tenebrous was nevertheless present in the battle against the Cancerverse's Galactus Engine. His fellow Proemial God, Aegis, was destroyed in the conflict with Tenebrous missing in action.

OTHER PROEMIAL GODS:

Antiphon the Overseer: First among equals – tasked with monitoring cosmic consonance. Antiphon took no side during the War of the Proemial Gods – similar and appearance and function to a modern-day watcher, Antiphon was apparently the only other survivor of the conflict besides Aegis, Tenebrous, and Galactus himself. He was also, likewise, imprisoned by the Devourer – perhaps because of his cosmic obsolescence – but was shown to have been killed when his cosmic prison, the Kyln, was destroyed in the Annihilation Wave.

Brio of Life: Brio of Life was tasked with the welfare of all fledgling lifeforms. It is unknown which side she took during the war, but her only existing images suggest – form fitted to function – a more benevolent entity, similar to Gaea, than the destructive natures of Aegis, Diableri, and Tenebrous.

Diableri of Chaos – because order unchecked leads to entropy – was the first of the Proemial Gods to rebel against universal consonance. His purpose having evolved into dark ambition, Diableri refused to see himself diminished by obsolescence as the time of the Proemial Gods ground to its end – he sought to remake the universe in his image. To this end, through guile and cant, Diableri corrupted the purpose of the Proemial Gods and many came to embrace his dark ambition - foremost among them, Tenebrous of the Darkness and Aegis of All Sorrows. The Proemial Gods were set against each other, there was war… and gods died. Dialberi's blind ambition his undoing, because he brought the war to Galactus, who proved of greater purpose and greater power, slaying Diableri, and imprisoning Tenebrous and Aegis.

Other Known Proemial Gods: There are at least seven other known Proemial Gods, although none of the others were ever described by name. All were presumed to have been killed in the war except for those imprisoned at the Kyln.

PUNISHER

STATISTICS:

F AM(50)
A RM(30)
S GD(10)
E EX(20)
R GD(10)
I EX(20)
P GD(10)
Health: 100 **Str:** 10
Karma: 40
Resources: PR
Popularity: 7
Height: 6'1"
Weight: 200 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Frank Castle (from Castiglione)
Occupation: U.S. Marine turned Vigilante
Legal Status: United States Citizen with a Criminal Record; U.S.M.C. records list him as a deserter
Identity: Known to authorities
Place of Birth: Queens, New York
Marital Status: Widowed
Known Relatives: Mario and Louisa Castiglione (parents, deceased) Maria (wife, deceased), son and daughter (both deceased)
Base of Operations: Mobile, usually in New York area
Present Group Affiliation: Former U.S. Marine Corps

KNOWN POWERS:
Equipment:
M16 Assault rifle: Range 7 areas; 10 points damage, rounds 10
Sterling Mk 6 Submachine Gun: Range 5, damage 5 (25 for burst), rounds 34
Browning Autorifle: Range 5, damage 10, rounds 14
Smith and Wesson .357 Revolver: range 3, damage 6, rounds 6
Colt 45 Pistol: Range 3, damage 5, rounds 10
.223 Derringer: Range 2, damage 4, rounds 4
Browning 9mm pistol: Range 3, damage 4, rounds 14
*Any of the firearms can be loaded with conventional ammo (see above), dum-dum (+5 damage), or 'mercy bullets' (Amazing potency knock-out drug)
Gerber Mk II Combat Knife: Good Edged damage
Grenades:
**Concussion:* Incredible Slugfest damage
**Explosive:* Remarkable damage to everyone in Target zone
**Tear Gas:* Incredible potency: victims must make an Endurance FEAT or be stunned. Victim's intuition decreases –3CS for 1-10 turns

Battle Van:
Body Control Speed Armor
AM RM RM AM

Talents: All Martial Arts skills (allows him to Slam or Stun opponents with Endurances greater than his Strength), Remarkable Agility with firearms. His Wrestling skill effectively increased his Strength to Excellent. He is trained in Military skills (including Demolition, hand to hand combat, and Strategy), detection, espionage, outdoor survival, weapons manufacture and repair, and vehicle maintenance.

PUNISHER

ROLE-PLAYING NOTES

The Punisher is a man driven by his hatred for criminals, like those who killed his family. He is often judge, jury, and executioner of people he deems as having broken the law. His obsession with his own brand of justice sometimes brings him into conflict with heroes who deem his actions as criminal. Frank Castle is a bitter man with no joy or happiness left in him.

HISTORY:

Frank Castle was a captain in the United States Marine Corps and served five years in the Vietnam War. For heroism in the line of duty, he was twice decorated with both the Bronze and Silver Star, and four times with the Purple Heart. Several years after the American involvement in Vietnam ended, he ran special training missions for Marine commandos in the upper New York areas.

While on leave, he took his wife and his two small children to Central Park in New York City for a picnic. There, Castle's wife and children happened upon the scene of a mob killing on the Sheep's Meadow green. Fearing witnesses, the mobsters murdered Castle's wife and children and then escaped. Traumatized, Castle deserted the Marines, just before he was to be awarded the Presidential Medal of Freedom.

Castle dropped out of sight for a few months, but then resurfaced to conduct a one-man war on crime throughout New York City. He outfitted himself with assorted weapons and a battlesuit with a large death's head on the chest. He sought out and executed criminals he believed had some association with the gangsters who killed his family, and the news media named him the 'Punisher'.

A concerned NYPD detective named John Laviano identified the game who slew the Punisher's wife and children as the Bruno Costa family, brother of a powerful Maggia boss on the East Coast. Unfortunately, Costa's alibis were supported b enough alleged 'witnesses' to make prosecution impossible. Since the law's hands were tied, the Punisher used the information Laviano had gathered to hunt down Costa's gang and kill them.

Thus began the Punisher's career as a vigilante, a self-proclaimed enemy of criminals. He has both clashed and cooperated with other costumed crimefighters, such as Spider-Man and Daredevil, who disapprove of his violent, often lethal methods.

QUASAR

STATISTICS:

F EX(20)
A EX(20)
S TY(6)
E GD(10)
R GD(10)
I RM(30)
P MN(75)
Health: 56 **Str:** 5
Karma: 115
Resources: GD
Popularity: GD/EX to U.S. Government
Height: 5'10"
Weight: 168 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Wendell Vaughn
Occupation: Former Lieutenant, U.S. Army, former special agent of SHIELD, former security chief of Project Pegasus, now Protector of the Universe
Legal Status: American citizen with no criminal record
Identity: Although Quasar doesn't wear a mask, his real name is not known to the general public
Place of Birth: New York City, New York
Marital Status: Single
Known Relatives: Gilbert (father), Lisa (mother)
Base of Operations: Mobile (in outer space)
Present Group Affiliation: The Avengers

KNOWN POWERS:
Quantum-Bands: Quasar wears a pair of bracelets of an unidentified Unearthly strength material. They are capable of converting 'quantum energy' for a number of Power Stunts, including:
**Force Blasts* of Monstrous strength at a range of 5 areas
**Flight* at Shift Y speed (100 areas/round) within an atmosphere, CL3000 when in the vacuum of space
**Solid Light* constructs of Monstrous material strength that do Monstrous damage if used as weapons. Quasar can form any simple solid object (spheres, cones, cubes, mallets, cages, etc.) that he can visualize.
**Light Bursts* of Monstrous intensity that can blind opponents
**Force Fields* of Monstrous strength effective against physical and energy attacks
**Protection* from Vacuum: A specialized force field that protects Quasar from the rigors of outer space. Although the field will prevent oxygen from escaping, it will not provide a breathable atmosphere, which must be supplied separately (such as with oxygen tanks). The oxygen within the field is enough to allow Quasar to survive for up to 10 minutes.

QUASAR

ROLE-PLAYING NOTES

Quasar's powers all stem from his Quantum Bands, which allow him the ability to fly, travel through space, project bursts on energy, force fields, create force objects. His abilities as a Quantum energy being have yet to be catalogued, and might not be permanent.

HISTORY:

Once a lowly agent of S.H.I.E.L.D., Wendell Vaughn's life changed when he donned a pair of Quantum Bands to protect the devices from falling into the clutches of A.I.M. agents. He found that once he put the devices on he could control the energies the wristbands tapped into better then any of the other S.H.I.E.L.D. agents that had previously tried it. Nick Fury then recruited Wendell for S.H.I.E.L.D.'s Super-Agent program.

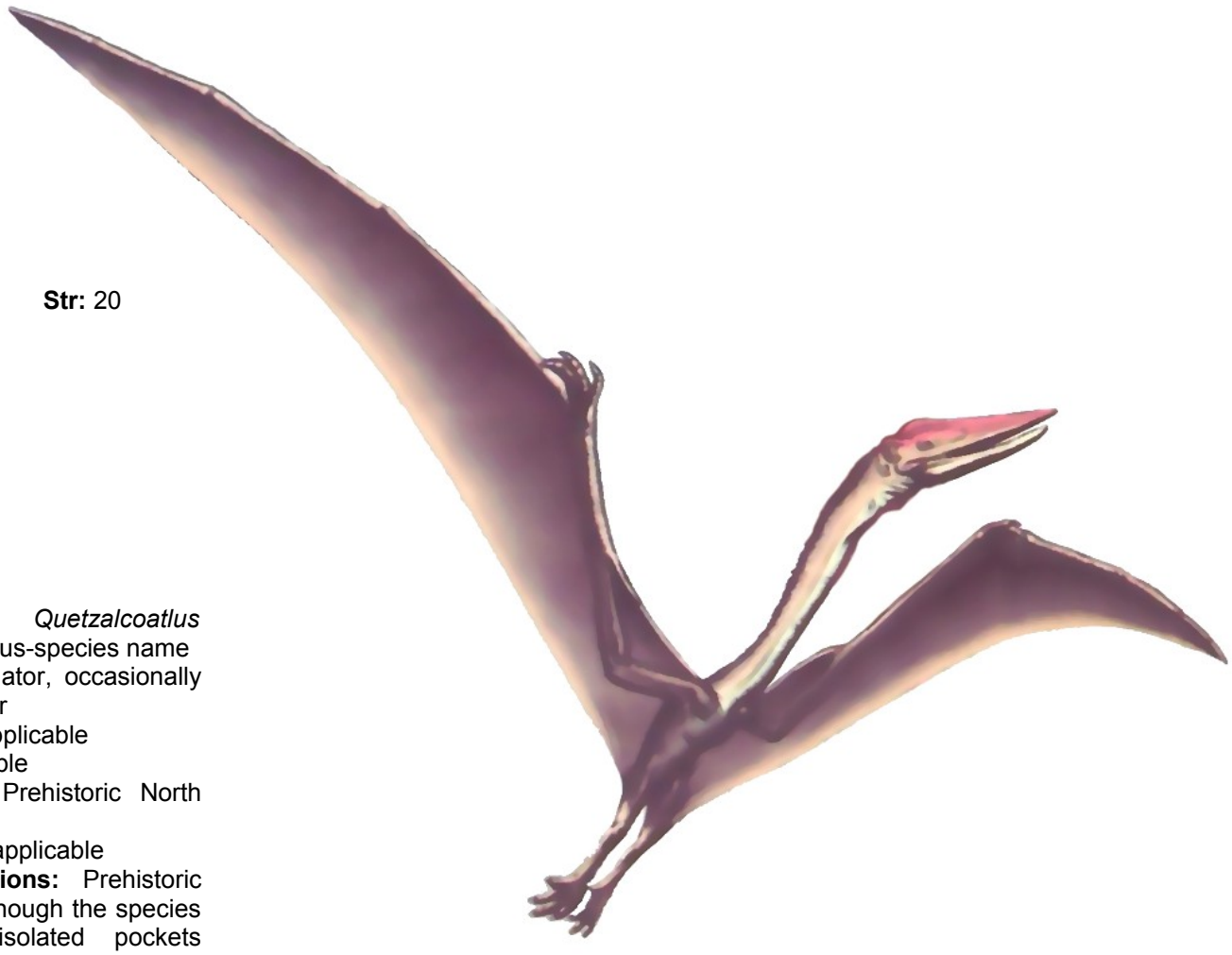
During a trip into space to learn the origins of the Quantum bands, Quasar was contacted by Eon, the guardian of Cosmic Awareness. He appointed Quasar the Protector of the Universe (inheriting the title from the now deceased Mar-Vell (Captain Marvel) and charged him with the task of preventing his murder. Quasar failed to save Eon, but stopped his killer, Maelstrom from collapsing the universe into a giant black hole.

Quasar had long been an admirer of the Avengers and was honored when Captain America asked him to join the team. However, he found that his duties as Protector of the Universe prevented him from giving the team his all. When the creature known as Ego attempted to swallow up the Earth into itself, Quasar absorbed Ego into his Quantum Bands. To guard against Ego being released, Quasar has been forced to exile himself into space. Quasar has encountered many super humans including Makkari, Deathurge, the Blue Shield, Firelord, Squadron Supreme, the Stranger, Jack of Hearts, Moondragon, and many others.

While battling the Annihilation Wave alongside Nova, Quasar was killed by Annihilus. The Quantum Bands--and the mantle of Quasar--were then transferred to Phyla-Vell.

Wendell was eventually restored to life in a Quantum Energy form thanks to the scientists of Project Pegasus.

QUETZALCOATLUS



STATISTICS:

F GD(10)
A GD(10)
S EX(20)
E RM(30)
R FB(2)
I FB(2)
P FB(2)
Health: 70 **Str:** 20
Karma: 6
Resources: N/A
Popularity: 0
Height: 18'
Wingspan: 40'
Weight: 500 lbs.
Eyes: Brown
Hair: None

BACKGROUND
Real Name: *Quetzalcoatlus northrop* is the genus-species name
Occupation: Predator, occasionally giant flying monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Prehistoric North America
Marital Status: Inapplicable
Base of Operations: Prehistoric North America, although the species still exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None, although occasionally travels in flocks

KNOWN POWERS:
Flight: Quetzalcoatlus' wings allow it to fly at Typical airspeed (6 areas per round), and it may attack with its wings for +1CS blunt damage
Beak: The Quetzalcoatlus' beak does Excellent edged damage.
Enhanced Senses: Quetzalcoatlus has both Eyesight and Scent of Remarkable intensity

ROLE-PLAYING NOTES

QUETZALCOATLUS

HISTORY:
The great pterosaurs were flying reptiles that filled the niches of birds throughout the Mesozoic era, most spectacularly in the scaled-up versions of sea-birds with the largest being Pteranodon and the gigantic Quetzalcoatlus with its forty-foot wingspan. Smaller pterosaurs are stated similar to birds of comparable size. Certain species had different adaptations, such as Rhamphorhynchus whose bill was filled with needle-like teeth for catching fish.

R‘AS AL GHUL

STATISTICS:

F IN(40)
A RM(30)
S EX(20)
E RM(30)
R IN(40)
I IN(40)
P IN(40)
Health: 120 **Str:** 12
Karma: 120
Resources: 100
Popularity: -20
Height: 6’5”
Weight: 215 lbs.
Eyes: Green
Hair: Brown (white at temples)

BACKGROUND
Real Name: R’as al Ghul
Occupation: World Conqueror, International Terrorist
Legal Status: United States Citizen with no Criminal Record
Identity: R’as al Ghul’s identity is unknown to the general public
Place of Birth: Unknown
Marital Status: Widowed
Known Relatives: Talia (daughter), Melisande (Wife, deceased), Nyssa Raatko (Daughter)
Base of Operations: Mobile
Present Group Affiliation: League of Assassins

KNOWN POWERS: Ra’s has no natural superhuman powers, but has lived for thousands of years due to his exposure to the Lazarus Pit
Equipment:
Lazarus Pit: The Lazarus Pit is a bath of unknown mystical chemicals that provides Regeneration of Incredible intensity, and prevents the subject from aging for a period of two years. Emersion in the Lazarus Pit also temporarily induces serious rage, and raises Ra’s Strength up to Excellent (20) for one hour
Sword: Remarkable material and does +1CS Edged damage

Talents: Leadership, Martial Arts (All), Swordsmanship (Weapons Specialist +2C to Fighting), Medicine, Weapons Master, Marksman, Engineering, Detective/Espionage

NOTE: Ra’s thousands of years of life have given him a special ‘Experience’ talent, giving him a +1CS to either his Fighting for 1-10 rounds, on a successful Psyche FEAT, or to his Reason on a single action.

R‘AS AL GHUL

ROLE-PLAYING NOTES

Having vastly extended his own life, Rā’s al Ghūl is arrogant in the extreme. With the benefits of his age and experience, he considers himself superior to nearly everyone. Thus, it is only natural that he can see and understand things they cannot, and has the will to take action where others hesitate. Though he claims to have the best interests of the world at heart, Ra’s cares nothing for individual human lives, save for the small handful of people he respects. Even those—like his beloved daughter Talia—cannot be allowed to stand in the way of his plans.

HISTORY:

The man now known as Rā’s al Ghūl was born centuries ago in the Arabian Peninsula, part of a wandering tribe of nomads. Interested in science from an early age, the young Ra’s left his tribe to live in a city, where he became a scientist and physician. There he discovered the life-renewing secret of the Lazarus Pit, which he used to save the life of the prince of the city.

Unfortunately, the process also drove the prince mad and he murdered al Ghūl’s wife Sora, framing the physician for the crime. Fleeing the city, Ra’s used his scientific knowledge to infect the prince and his people with a plague. When called upon to help treat them, he killed the prince and king and led his desert tribe to sack and destroy the city.

Armed with the secret of the Lazarus Pit, the former physician founded a worldwide organization known as “the Demon,” calling himself “the Demon’s Head” (or *Rā’s al Ghūl* in Arabic). He traveled the world, gathering knowledge and fighting in various wars and conflicts. By the dawn of the industrial age,

Rā’s al Ghūl became convinced that humanity was largely a plague upon the Earth that was destroying the natural environment. He built up the Demon as a powerful worldwide criminal conspiracy, using the League of Assassins (or “the Demon’s Fang”) to eliminate his enemies and earn further wealth and reputation for himself and his organization.

By the modern era, Rā’s al Ghūl was ready to launch his master plan to save the Earth by “culling” the vast herd of humanity.

RAVEN

STATISTICS:

F GD(10)
A GD(10)
S TY(6)
E GD(10)
R RM(30)
I RM(30
P IN(40)
Health: 36 **Str:** 5
Karma: 100
Resources: GD
Popularity: 10
Height: 5'11"
Weight: 139 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Rachel Roth
Occupation: Adventurer, Healer
Legal Status: Citizen of the U.S. with no criminal record
Identity: Secret
Place of Birth: The Dimension Azaroth
Marital Status: Single
Known Relatives: Trigon (father), Arella (mother),
Base of Operations: San Francisco, California
Present Group Affiliation: Teen Titans, formally Sentinels of Magic

KNOWN POWERS:
Emotion Control: Raven is able change the emotions of others with Remarkable efficiency.
Bio-Physical Control - Damage Transferal: Raven may heal anyone she came in contact with, absorbing the injury into her, then expelling it from herself with Monstrous ability.
Empathy: Raven is an empath, being able to sense the emotions of others around her with Amazing ability.
Teleportation: Raven possesses the Monstrous ability to teleport to any location including other dimensions.
Soul Self: Raven is also able to create a soul-self, a large bird-shaped shadow that may subdue villains, or protect friends with Amazing ability. Limitation: if Raven's Soul Self stays out of her body for more than thirty minutes, she suffers a temporary –1CS to her Psyche score, subject to normal healing once she pulls the Soul Self back within her.
Force Field: Raven can cast a Force Field of Amazing strength
Mental Blast: Amazing intensity Mental Blast
Shadowcasting: Remarkable
Regeneration: Remarkable
Spirit Travel: Excellent
Induce Fear: Raven can induce phobias in a target with Amazing ability
Talents: Occult Lore, Mystic Lore, Medicine, Psychiatry, Trance, Resist Domination

RAVEN

ROLE-PLAYING NOTES

Raven's dark nature can threaten to dominate her personality. If giving in to darker emotions or overpowered by demonic influence, she becomes the infernal embodiment of Pride and it's up to her friends to bring her back.

HISTORY:

Raven has a long and tumultuous history. It begins with her mother, Angela Roth, a teenage runaway who found refuge in the Church of Blood, where she became impregnated by the demon lord Trigon. Horrified by the possibilities of what her child would be, Angela fled and was welcomed in Azarath, a mystical realm home to a pacifist civilization. Taking the name Arella, she gave birth to Raven among the monks.

Raven was raised to keep her emotions under control in order to prevent her demonic heritage from gaining release. When she turned eighteen, she learned that Trigon was her father and that he intended to invade Earth. Determined to stop her father, she contacted the Justice League for help, but Zatanna detected her demonic essence and they refused to aid her.

Distraught, Raven gathered a new Teen Titans team, who agreed to help her and considered her (and each other) as family. With the Teen Titans, Raven found the emotional warmth she could not have in Azarath, but she remained gloomy and detached as part of her self-discipline. When Trigon finally made his move and kidnapped Raven, the Teen Titans fought and defeated him, and Arella served as his guardian in an extradimensional prison.

Raven's control slipped a couple of times, revealing that Trigon could still influence her—though not control her—and he eventually escaped imprisonment, determined to achieve his evil plan. He transformed Raven into a demonic form, forcing her friends to kill her. Her death freed the souls of the recently destroyed Azarath, who used Raven as a channel to banish Trigon and return Raven to life, after which she vanished.

Brother Blood found her and used her to control Robin, but the Titans freed them both. Raven adopted a white cloak as part of her costume, to represent her freedom from her father's influence. After many adventures with her friends, Raven was once more overcome, this time by the corrupted souls of Azarath, who awoke the demon side of her nature. The Titans, with the help of Arella, were able to cleanse the souls of Azarath by destroying Raven's body.

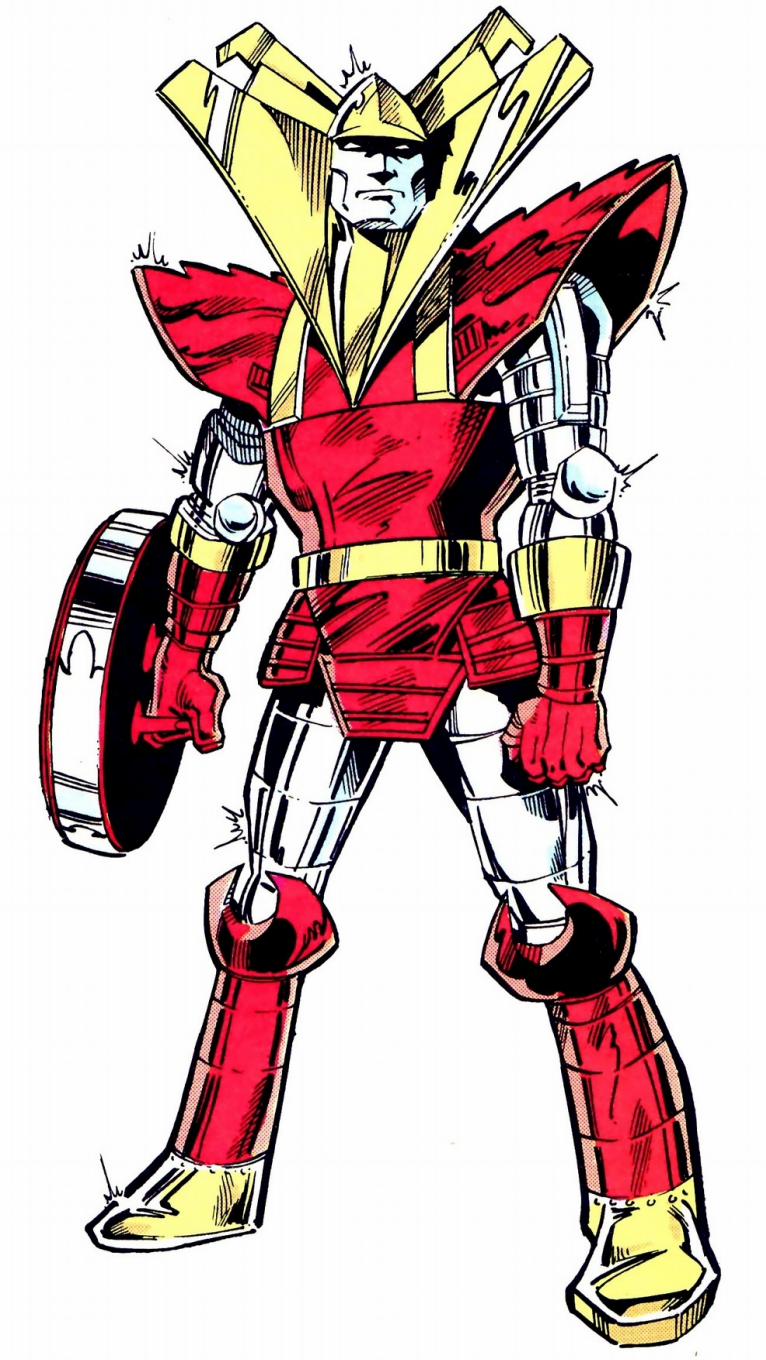
This essence of Trigon within Raven was thus freed and took a sentient form through which he infected others with his seed, but Starfire received the good side of Raven's nature, opening the way for Trigon's defeat.

Raven's spirit wandered the Earth until a new Brother Blood captured her and incarnated her in the body of a teenage girl, created by the Church's blood magic, with the intent of marrying her and unleashing Armageddon. Her spirit cried out against this, reaching her friends, who promptly rescued her and apparently. ended the threat of the Church of Blood once and for all.

Raven eventually took the name Rachel Roth, and enrolled in her local high school, as part of an effort to experience the life of a normal, American teenaged girl.

During this time, Raven moved between the most recent incarnation of the Teen Titans and her original friends, who were now adults. Because she discovered that she is not actually free of Trigon and may become the embodiment of the Sin of Pride if she is not careful, she initially rejected a relationship with Beast Boy, but eventually accepted and reciprocated his love

RED RONIN



STATISTICS:

F EX(20)
A TY(6)
S ShY(200)
E ShX(150)
R PR(4)
I Sh0
P Sh0
Health: 376 **Str:** 190
Karma: 40
Resources: 0
Popularity: 0
Height: 148'
Weight: 25,000 tons
Eyes: None
Hair: None

BACKGROUND
Real Name: Red Ronin
Occupation: Combat Instrument, Anti-Godzilla weapon
Legal Status: Inapplicable
Identity: Inapplicable
Place of Construction: Detroit, Michigan
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Detroit, Michigan
Present Group Affiliation: None, Former operator Robert Takiguchi often partnered Red Ronin with the mutant dinosaur known as Godzilla

KNOWN POWERS:
Robotic Body: The Red Ronin automation is a huge robot. It has Monstrous protection against physical and energy attacks. The robot stands 148 feet tall, giving it Shift Z Growth and a +3 CS to be hit. The robot can move at Typical land speed (3 areas/round), or fly at Excellent speed (10 areas/round)
The Red Ronin robot is controlled cybernetically, and therefore possesses the mental statistics of its operator (see RIP stats above). The user sits in a control cabin within the helmet and mentally directs the robot's actions.
The robot can be accessed by hatches in the feet or an emergency hatch in the rear of the helmet. The interior is a maze of conduits and cables.
Force Field: Amazing
Solar Blade: Red Ronin wields a solar blade from his shield that can do Monstrous energy damage. It has no range but the blade extends out 3 areas.
Gattling laser device: Red Ronin can use his shield to project a laser beam capable of doing Amazing damage to a range of 10 areas.
Shield: The shield which Red Ronin uses, as well as allowing him to use the Solar Blade and Laser Device, can generate a magnetic field giving him Remarkable protection against energy attacks. It can also be thrown 2 areas away for Unearthly Thrown Blunt damage
Power Blaster: Red Ronin's left-hand gauntlet can fire an electron beam doing Incredible damage.

RED RONIN

ROLE-PLAYING NOTES

Red Ronin has the personality of whoever is operating the machine at the time, although it does seem to have some form of rudimentary mental ability, and has been known to be ambulatory without an operator.

Rob Takiguchi was a brave, adventurous kid, who was deeply sympathetic to and attempted to befriend the giant Kaiju, Godzilla.

Doctor Earl Cohen was a paranoid, doomsday-crier who, despite his doctorate, didn't seem to realize the most direct rout to Russia from the United States is over the North Pole.

HISTORY:

Red Ronin was a giant robot built as an anti-Godzilla-weapon, by Dr. Yuriko Takiguchi at Stark Industries. A S.H.I.E.L.D. operative was originally supposed to pilot the giant automation, but Dr. Takiguchi's grandson, Robert – sympathetic to the monster, Godzilla (see entry for: Godzilla: Marvel) that Red Ronin had been built to destroy – sneaked aboard and activated the robot, calibrating its cybernetic systems to himself, and went off to battle Godzilla himself, with the intent of driving the monster off without killing him.

Over the following months, Red Ronin battled both against and beside Godzilla – often against other giant monsters - and Godzilla began to acknowledge the giant robot – and apparently Robert Takiguchi, himself, as an ally and a friend. The unusual partnership was cut short, however, during the battle with the Mega-Monsters – war-beasts of the invading alien, Megans – when the Red Ronin robot was decapitated, injuring young Robert and leaving Godzilla to defeat the alien monster menace on his own.

The robot was returned to Stark Industries for repair, and chief engineer, Dr. Earl Cowan – who like many of Stark's employees, seemed a few bits shy of a byte – decided to pilot the robot off to Russia and incite World War III – reasoning that humanity would only unite against a larger threat, like a nuclear holocaust. Fortunately, enroute to Russia, he flew over New York, attracting the attention of the Avengers, who managed to carve Red Ronin up with its own laser blade.

There was another near-disaster when Red Ronin's torso was on display at an expo. The giant robot's arms went wild, and only the timely intervention of the Wasp – tearing up Red Ronin's delicate wiring system from inside - was able to prevent potentially hundreds of deaths.

NOTE: There is an alternate future in which Tony Stark adapts the Red Ronin robot as sort of a giant Iron Man armor for use as a weapon against the giant, omnipotent space gods known as the Celestials (See entry for: **Celestials**), who were bent on destroying the planet.

RED SHIFT

STATISTICS:

F AM(50)
A AM(50)
S AM(50)
E UN(100)
R GD(10)
I MN(75)
P AM(50)
Health: 250 **Str:** 50/95
Karma: 135
Resources: RM(30)
Popularity: 0
Height: 6'4"
Weight: 250 lbs.
Eyes: White
Hair: Unrevealed

BACKGROUND
Real Name: Unrevealed
Occupation: Former Herald to Galactus,
Legal Status: Unrevealed
Identity: The general population of Earth is unaware of Red Shift's existence.
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Mobile throughout the Cosmos
Present Group Affiliation: Has allied with Nova Corps, the Silver Surfer and the other Heralds of Galactus, former Herald of Galactus.

KNOWN POWERS:
Power Cosmic: Red Shift has the Unearthly ability to channel and manipulate vast amounts of cosmic energies, giving him the following powers:
**Dimensional Aperture:* Red Shift has the Unearthly ability to open dimensional rifts and portals with Class 5000 range.
He has performed such stunts as summoning or banishing beings, objects or energy, such as redirecting meteors and energy blasts, or opening portals near black holes; he requires his Cosmic Swords to focus this power.
**Electro/Magnetic Control*: The Power Cosmic allows Red Shift to manipulate all energies along the electromagnetic spectrum
**Ability Boost:* Red Shift may also the Power Cosmic to temporarily raise his Strength to Unearthly for 1-10 rounds
*Cosmic Awareness: Red Shift has developed the natural Unearthly Cosmic Awareness of a Herald, into a power stunt in which he uses in conjunction with his Dimensional Aperture powers, allowing him to perceive the locations of black holes, or specific objects in space, like meteors, which he may use as weapons.
**Body Armor:* Amazing Body Armor against physical attacks. Red Shift is also immune to disease, aging, starvation, and the effects of vacuum; he cannot be slain except by the complete scattering of his molecules.
**Flight:* Red Shift can fly at Class 1000 speeds and enter hyperspace at will. In planetary atmospheres, he flies at Unearthly speeds.

Equipment:
Cosmic Swords: Red Shift's Swords are made of Unearthly material and strike for Unearthly edged damage. Red Shift also uses his Cosmic Swords to focus his Dimensional Aperture powers
Talents: Red Shift has the Dimensional Geography Talent and is a Weapons Specialist with Swords, (+2CS Fighting)

RED SHIFT

ROLE-PLAYING NOTES

Red Shift was Galactus' Herald during the time when the Devourer had become maddened with Hunger. His tenure did not last long and he was seemingly killed during the Annihilation Crisis

HISTORY:

The Ethereal, Lambda-Zero was a member of a race of non-physical, genderless beings of pure energy before being endowed with Galactus' Power Cosmic and becoming Herald. '**Stardust**' pursued the task of Herald with religious zeal, professing undying love for Galactus, and looking upon the planets he consumed as sacrifice to a cosmic god. In fact, Stardust would actually slaughter those who tried to escape planets targeted for Galactus' Hunger. It was Stardust who led Galactus to Beta Ray Bill's home planet of Korbin.

Stardust joined the other Heralds, the Silver Surfer, Firelord, and the Red Shift, in the battle against the Annihilation Wave, although was seemingly destroyed. The Power Cosmic and Stardust's own ethereal nature, however, soon returned the Herald to corporeal form.

Stardust was then confronted by the remaining members of the Ethereal race, who were nearly made extinct by the Annihilation Wave.

Accusing Stardust of treason for leaving them, they attacked, and in the ensuing battle, Stardust absorbs their living energies. Returning to Galactus, Stardust is distraught to find that the Devourer has reinstated the Silver Surfer as Herald. To prove fealty to Galactus, Stardust gives up the remains of his Ethereal kin to feed the Devourer, an act that surprises the planet eater, who decides his Hunger has reached the point where he would benefit from a second Herald. Stardust was last seen during Galactus' conflict with the vengeful Beta Ray Bill, who attempted to starve Galactus by destroying planets before the Devourer could feed, but has not been seen since. There is no record of Stardust's dismissal from service or Death. It is possible Stardust continues to act a secondary Herald, perhaps as a long-range scout.

RED SONJA

STATISTICS:

F AM(50)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I RM(30)
P EX(20)
Health: 110 **Str:** 8
Karma: 70
Resources: GD
Popularity: GD
Height: Unrevealed
Weight: Unrevealed
Eyes: Blue
Hair: Red

BACKGROUND
Real Name: Sonja
Occupation: Warrior, Thief
Legal Status: Known thief and mercenary in multiple countries
Identity: Publicly known in her own age
Place of Birth: Hyperboria
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile throughout Hyperboria
Present Group Affiliation: Occasional partner of Conan

KNOWN POWERS:
Red Sonja has no superhuman powers. All of her abilities come from her skill and natural physical talents.
Talents: Weapons Specialist (Sword), Axes, Brawling, Climbing, Wrestling, Archery, Equestrian, Thievery.

EQUIPMENT:
Broad-Sword: Red Sonja's Broad-sword is made of Remarkable Strength material and does Excellent Edged damage
Battle Ax: Red Sonja's battle-ax does Excellent Edged damage, and is made of Excellent Strength material

Dagger: Sonja's dagger has Excellent material Strength, and does Good damage. Red Sonja may throw her dagger up to one area.
Chain Mail: Red Sonja will occasionally wear Armor that provides Excellent protection from Physical and Edged attacks, Red Sonja will also don a helmet that provides Excellent protection to her head.

ROLE-PLAYING NOTES
The 'She-Devil with a Sword' pretty much covers it – and if it didn't, her fiery red mane and blade-laden figure should fill in the gaps. Having suffered such abuse and humiliation at the hands of men, Sonja is hellbound and determined to prove herself the equal of any man, on their own terms, whether it's out-drink or out-fight.

RED SONJA

She has embraced the rogue's life of thievery and violence, and she wears her scant armored bikini on her spectacular figure as a virtual provocation to any man that might dare challenge her sword for a shot at her body.
Despite her life as a rogue, however, she can be drawn into causes if they seem just, particularly if they involve the subjugation of women.

HISTORY:
Red Sonja was the child of a partially disabled veteran turned farmer. She desired to learn the ways of swordplay, and was jealous of her brother who had the opportunity to learn. Everything change, however, when she was but sixteen, and a band of armed men came to the family farm demanding her father rejoin the King's army. When he refused, Sonja's family was slaughtered, and Sonja herself suffered the humiliation of being gang-raped and left for dead.

Surviving and swearing vengeance, Sonja was met by an unknown goddess who granted her strength and skill at arms. Now she was the warrior woman who would become known as 'Red Sonja' and she set out upon a vengeance quest after the men who slaughtered her family and abused her, swearing that no man would have her who could not defeat her in fair combat, carving out a name for herself throughout the Hyperborean era that rivaled that of Conan the Barbarian.

RIPLEY

STATISTICS:

F TY(6)
A EX(20)
S TY(6)
E TY(6)
R EX(20)
I RM(30)
P EX(20)
Health: 38 **Str:** 5
Karma: 70
Resources: PR
Popularity: TY
Height: 5'11"
Weight: 142 lbs.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Ellen Ripley
Occupation: Warrant Officer, Dock Worker
Legal Status: Citizen of the United States with no known Criminal record
Identity: Publicly known
Place of Birth: Earth 2092
Marital Status: Single
Known Relatives: Emma Ripley (daughter, deceased)
Base of Operations: Mobile, Formerly the Commercial Towing Starship 'Nostromo'
Present Group Affiliation: Employee of Weyland-Yutani

KNOWN POWERS:
Lt. Ellen Ripley has no Superhuman abilities, relying solely on her quick wits and equipment
Equipment: Ripley doesn't usually carry weapons on her person, but at various times has made use of the following:
Incinerator: Incredible Flame damage

Pulse Rifle: A military issue weapon that fires bursts of Remarkable damage, capable of piercing up to Amazing strength material. The pulse rifle also has an under-slung grenade launcher that fires Remarkable intensity grenades. The rifle is also equipped with an Incinerator

ROLE-PLAYING NOTES
Ripley is competent and cool-headed, apt to gravitate towards leadership in any crisis situation. She is plagued by nightmares of her experiences.

RIPLEY

HISTORY:
Lieutenant Ellen Ripley was the warrant officer on board the space tug-ship, Nostromo, when their interstellar mission was interrupted by what they believed to be a distress call – which unfortunately turned out to be a warning, as they were the first humans to discover the Alien (or if you allow for PROMETHEUS continuity, the first to experience that particular incarnation of the Engineers' bio-weapons). The Alien killed the entire crew, except for Ripley, who escaped in a shuttlecraft, falling into hypersleep for 57 years. Upon her awakening, the authorities decided she should accompany a military mission to investigate the planet – which has now been colonized – whereupon they discovered a full-blown Alien infestation, which once gain killed most of her compatriots, before once again escaping into hypersleep. This time the ship crashed on a prison planet, releasing another Alien, and Ripley herself discovered that she herself had been impregnated by a Facehugger in her hypersleep. Rather than see the Alien fall into corporate hands, Ripley sacrificed herself, diving into a pit of molten metal. Her remains, however, were eventually recovered, and she was cloned – 'resurrected' as a half-alien hybrid. "Ripley 8' discovered an entirely new batch of Aliens - cloned with a mixture of her own DNA – and destroyed them.

NOTE: In Dark Horse's *Aliens* series (which was published before the release of ALIEN 3), Ripley and the other survivors of ALIENS never died in a crash and had an ongoing war with the Aliens.

ROBIN

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E GD(10)
R IN(40)
I IN(40)
P RM(30)
Health: 76 **Str:** 7
Karma: 110
Resources: GD
Popularity: EX
Height: 5'3"
Weight: 120 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Timothy Drake
Occupation: High School student
Legal Status: American citizen with no criminal record, still a minor
Identity: Secret
Place of Birth: Gotham City, New York
Marital Status: Single
Known Relatives: Jack Drake (father)
Base of Operations: Gotham City, New York
Present Group Affiliation: Partner of the Batman, Titans

KNOWN POWERS:
Talents:
Martial Arts A, B, Detective, Computer Hacker
Equipment:
Utility Belt: Robin carries an eight-pocket belt with various tools and weapons; some typical items are as follows:
**Bat-Rope and Grappling Hook*: Remarkable strength
**Bat-Shuriken*: Excellent damage
**Bat-Explosives:* Remarkable Explosive damage
Staff: Robin's staff does Good blunt damage

ROLE-PLAYING NOTES

ROBIN

HISTORY:

Tim Drake and his parents met “the Flying Graysons” at the Haley Circus when Tim was a child. Looking up to the older Dick Grayson, Tim never forgot the tragedy of the death of Dick’s parents at the hands of criminals. Years later, Tim deduced that Robin, the Boy Wonder, was actually Dick Grayson, after seeing him on television performing an acrobatic maneuver Grayson performed at the circus.

He reasoned that Batman must then be Grayson’s guardian, Bruce Wayne. The realization about his heroes inspired Tim to study hard in school and under-take training in disciplines like martial arts, acrobatics, and criminology.

After the apparent death of Jason Todd, the second Robin, Tim sought out Dick Grayson and revealed his knowledge of his secret identity to try and convince him to become Robin again. He argued that Batman needs a partner to help rein in his darker tendencies. Grayson agreed to help, but refused to take on the mantle of Robin again. Using Robin’s uniform, Tim saved Batman and Nightwing from Two-Face. Although initially reluctant, Batman eventually agreed to take Tim on and train him as his new partner.

ROBOCOP

STATISTICS:

F IN(40)
A GD(10)
S RM(30)
E AM(50)
R EX(20)
I TY(6)
P EX(20)
Health: 130 **Str:** 30
Karma: 56
Resources: EX
Popularity: 10
Height: 6'
Weight: 300 lbs.
Eyes: Blue
Hair: None (formerly blond)

BACKGROUND
Real Name: Alex Murphy
Occupation: Police Officer
Legal Status: Inapplicable (Alex Murphy is legally dead)
Identity: Robocop's identity as Alex Murphy is not known to the General public.
Place of Birth: Old Detroit, alternate future.
Marital Status: Married when he was still legally alive.
Known Relatives: Inapplicable
Base of Operations: Detroit
Present Group Affiliation: Detroit Police Department

KNOWN POWERS:
Robo-Armor: Incredible protection against Physical and Energy attacks.
Machine Pistol: Excellent shooting damage (holstered in thigh)
Radio Communication: Robocop has Remarkable communication with police and emergency frequencies of any major city
Recall: Incredible
Computer Interface: Incredible
Computer Targeting: Monstrous ability to target opponents
Telescopic Vision: Robocop has Excellent Telescopic Vision

Prime Directives:
Robocop has been programmed with four prime directives, and any attempt to act against these directives, will cause his system to initiate immediate shut-down.
1) Serve the Public Trust
2) Protect the Innocent
3) Uphold the Law
4) Do not take action against any executive member of OCP (this directive overrides all others)

ROLE-PLAYING NOTES
Since Alex Murphy's "resurrection", the struggling influences of man and machine that comprise the cyborg have been his greatest challenge. Haunted by memories of his family, Robocop also knows that he can never be human again, but through his experiences, he has learned to regain as much of his humanity as possible.

ROBOCOP

HISTORY:

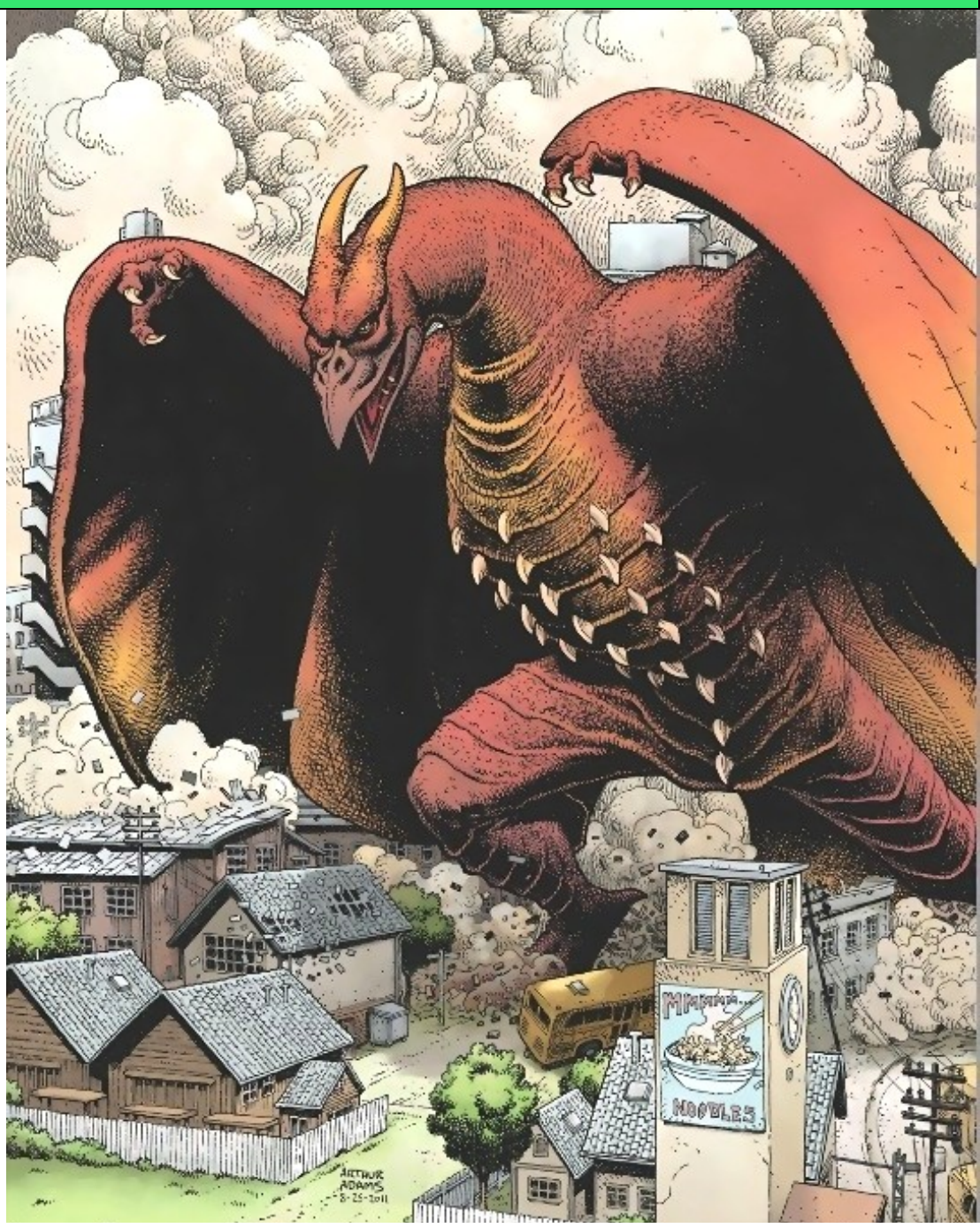
Alex Murphy was a Detroit police officer in the near future. Recently transferred to the violent Metro West precinct, Murphy engaged in a high-speed chase and cornered a group of drug dealers led by Detroit crime boss Clarence Boddicker. Following the group into an abandoned steel mill, Murphy was caught, tortured and brutally murdered by Boddicker and his gang.

Murphy was rushed to the operating table, where he was declared dead; however, mega-corporation Omni Consumer Products (OCP), which had recently taken over operation of Detroit's law enforcement, had other plans for him. Bob Morton, an executive in the Security Concepts division, used Murphy for his Robocop program. Combining state-of-the-art technology, armor and weaponry, OCP merged Murphy's mind with machinery to create Robocop, a crime-fighting cyborg. OCP programmed Robocop with three Prime Directives: serve the public trust, protect the innocent, and uphold the law. A fourth, unknown directive remained hidden in his programming. At first, Robocop cleaned up crime in Detroit and had citizens cheering and criminals on the run. Before long, however, Alex Murphy's memories began to haunt the cyborg. Searching for clues to his past, Robocop rediscovered memories of his happy family life and his murder at the hands of Boddicker's gang.

Robocop tracked down Boddicker's henchmen on a quest for Boddicker himself. He soon learned that the corruption extended to Dick Jones, the Vice President of OCP, who was working with Boddicker. While attempting to arrest Jones, Robocop's Fourth Directive activated and prevented him from taking action against any senior OCP official. Jones attacked Robocop with his own mechanical enforcement droid, ED-209.

With the help of Murphy's old partner, Anne Lewis, Robocop escaped capture and returned to the steel mill where Murphy had first encountered Boddicker's gang. Jones ordered Boddicker to destroy Robocop and a climactic showdown ensued. Robocop and Lewis took out Boddicker's thugs and finally, Boddicker himself. Robocop then returned to OCP and, after a hostage standoff, was able to kill Jones when the senior OCP executive fired him.

RODAN



STATISTICS:

F IN(40)
A IN(40)
S ShX(150)
E ShX(150)
R PR(4)
I PR(4)
P PR(4)
Health: 380 **Str:** 140
Karma: 12
Resources: N/A
Popularity: -50
Height: 164'
Wingspan: 394'
Weight: 16,500 tons
Eyes: Brown
Hair: None

BACKGROUND
Real Name: Radon ('Rodan' The American translation)
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Japanese Islands
Marital Status: Not applicable
Known Relatives: Had a mate who died in a volcanic eruption
Base of Operations: Japan
Present Group Affiliation: Occasionally partners with Godzilla

KNOWN POWERS:
Body Armor: Unearthly resistance to Physical and Energy attacks
Growth: Shift Z. Rodan is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking.
Teeth: Unearthly Edged damage
Claws: Unearthly Edged damage
Stomp: Shift X Blunt damage with both feet
Flight: Shift Y Airspeed, (100 areas per round). Can cause Shift Z windblasts. Versus similar-sized opponents, this blast has Shift X effect
Energy Absorption: Rodan can absorb energy and become 'Fire Rodan,' gaining an Unearthly intensity energy blast and +1CS to Endurance

ROLE-PLAYING NOTES
Rodan originally had a mate who was killed after their first appearance in Japan. Rodan has been routinely pitted against, King Ghidorha. He has also battled Mechagodzilla, and he has a rivalry, if not outright enmity, with Godzilla. He will occasionally partner with the likes of Mothra and Godzilla, if the situation is dire enough.

RODAN

HISTORY:
Rodan is the second of the great trinity of Kaiju. Along with Godzilla and Mothra, he is one of the classic Toho monsters. A giant species of Pteranodon (the Japanese translation is 'Radon') – presumably, although not explicitly stated, resurrected by nuclear testing – two Rodans, a mated pair, attack Japan, and while both seem to die in a volcano, at least one survived, returning to face the threat of King Ghidorah, joining Godzilla and Mothra in a transformation into a 'good-guy' monster.
Rodan reappeared in the Heisei era, having adopted Godzilla Jr.'s egg, and joining Godzilla against the U.N.'s Mechagodzilla. After absorbing excessive energy, he morphed into 'Fire-Rodan', with increased strength and an energy beam, although he eventually gave this energy up to save Godzilla.
The fastest of all Kaiju, Rodan is known for devastating air-blasts that can demolish buildings and topple opponents as powerful as Godzilla.

ROGUE

STATISTICS:

F GD(10)/EX(20)
A GD(10)/EX(20)
S TY(6)/AM(50)
E GD(10/IN(40)
R GD(10)
I EX(20)
P GD(10)
Health: 36/130 **Str:** 5/48
Karma: 40
Resources: PR
Popularity: 0
Height: 5'8"
Weight: 120 lbs.
Eyes: Green
Hair: Brown with white streak

BACKGROUND
Real Name: Anne Marie (last name unrevealed)
Occupation: Adventurer
Legal Status: Citizen of the United States with no known Criminal record, sought by SHIELD for murder (a charge for which she was framed)
Identity: Secret
Place of Birth: Caldecott County, Mississippi
Marital Status: Single
Known Relatives: Owen and Priscilla (parents), Carrie (aunt), Raven Darkholme (Mystique, foster mother)
Base of Operations: Xavier Institute for Higher Learning, New York
Present Group Affiliation: X-Men, formerly Brotherhood of Evil Mutants

KNOWN POWERS:
Power Absorption: Monstrous. Whenever Rogue touches another character, flesh to flesh, she absorbs that person's memories, any talents and powers, and even some degree of the victim's personality. Each round of contact gives her these abilities for 4 rounds. As long as Rogue possesses a victim's powers, that victim goes into a catatonic state and cannot be awakened. For each round past the first of contact, Rogue must make a Psyche FEAT roll or she totally absorbs the victim's memories and powers, leaving the victim a mental blank. Each time Rogue absorbs another personality in such a manner, her Psyche is reduced one rank. When it reaches Feeble, she goes insane and becomes a NPC.
Rogue's power works uncontrollably on anyone she comes in contact with (a trait that has been recently revealed to be psychological in nature, possibly amendable by Psyche training versus the power's intensity). She can absorb more than one victim simultaneously, giving her the highest ability scores and most useful powers of those available. To some degree she also takes on the appearance of those victims she absorbs who are visually distinctive; for instance, while using Nightcrawler's powers, her skin becomes the same color. Her mass

remains constant, however, so she cannot duplicate gross physical appendages such as the Angel's wings or the Blob's sheer mass.
Rogue cannot absorb powers from non-humans, including artificial and mechanical beings. It should be noted that Wonder Man, a being of pure energy in human form, is beyond her ability to affect.
NOTE: To date the only individual whom Rogue has completely absorbed is Carol Danvers (Ms. Marvel), although she recently lost these abilities. The secondary stats above reflect her abilities while in possession of Danvers' powers, along with the following powers:
Flight: Rogue can fly at Excellent Air speed (10 areas/round)
Body Armor: Rogue has Incredible protection against physical and energy attacks
Metabolic Resistance: Rogue has Amazing resistance to drugs and disease
Combat Sense: Rogue has a 'seventh sense' that allows her to make an Incredible Intuition FEAT roll to sense danger and react appropriately. The power works automatically and no Karma can be spent on the roll.
Split Personality: The presence of Ms. Marvel's thoughts and memories provides Rogue with CL1000 protection against mental probes and direct attacks (although not related effects such as illusions). If she is in a situation familiar to Ms. Marvel but not herself, Rogue must make a Psyche FEAT roll or Ms. Marvel's personality becomes dominant for 1-10 minutes.
Talents: Rogue has Marital Arts E and is Bilingual (Russian and English). She also retains some of the skills of Ms. Marvel (Espionage, Journalism, Space-craft, Martial Arts A and C)

ROLE-PLAYING NOTES
Rogue has contacts with the X-Teams, particularly Wolverine, and is the daughter of the mutant villain, Mystique.
Rogue's power is involuntary, absorbing traits of anyone she makes skin-to-skin contact with, and at least once, the absorption was permanent (when she absorbed Ms. Marvel's powers and personality). Because the target's personality is also absorbed, Rogue must make a WILL check or the absorbed personality becomes dominant.

HISTORY:
Not much is known about Rogue's early life, save that her powers quickly taught her that she cold not touch anyone without absorbing their memories. At some point, she was found by Mystique, who took her under her wing and made her a member of the Brotherhood of Evil Mutants.
During a battle with the original Ms. Marvel, Rogue permanently absorbed Danvers' powers and memories. Still uncontrolled in her powers and unable to tell which were her memories and which belonged to Danvers, Rogue begged Professor X for help. He admitted her to the X-Men and she has been a loyal, brave, and valuable team member ever since. Rogue has received a great deal of emotional support from the X-Men, which helps her to deal with her inability to master her power. The recent departure of Gambit from the team shortly after Rogue absorbed some of his memories has disturbed her, and her control over her powers has regressed a bit.
In a fight, Rogue is cocky and aggressive. The strength, invulnerability, and flight she absorbed from Ms Marvel put her at the forefront of any battle. She usually is reluctant to steal anyone's powers, given the emotional toll it takes on her and the lingering fear that she might absorb someone else's psyche permanently.

RORSCHACH

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E EX(20)
R RM(30)
I AM(50)
P IN(40)
Health: 80 **Str:** 7
Karma: 120
Resources: PR
Popularity: 6
Height: 5 6”
Weight: 140.
Eyes: Blue
Hair: Red

BACKGROUND
Real Name: Walter Joseph Kovacs
Occupation: Crimefighter
Legal Status: United States Citizen wanted for vigilantism
Identity: Secret
Place of Birth: New York City
Marital Status: Single
Known Relatives: Sylvia Joanna Kovacs (mother, deceased), ‘Charlie’ (father, deceased),
Base of Operations: New York City
Present Group Affiliation: Former member of the Watchmen

KNOWN POWERS:
Rorschach has no superhuman powers; all of his abilities come through his skill and training. He has conditioned his body to ignore pain, giving him a +1CS to all Endurance FEATs.
Talents:
Rorschach has all Martial Arts Skills, Wrestling, Acrobatics, Tumbling, Detective (+2CS to Reason and Intuition), Resist Domination, Survival Skills (Urban)
Equipment:
Grapple Gun: Rorschach’s Grapple gun fires a Remarkable strength line with grappling hook

ROLE-PLAYING NOTES
Rorschach’s personality has been completely absorbed by his crime-fighting persona, and he is very likely insane; Rorschach is a loner, but has partnered with Nite Owl and the Silver Specter, and they were all former members of the Watchmen, before the Keen Act outlawed ‘Masks’; Rorschach’s brutal, often lethal methods have left him widely feared by both crooks and cops alike.

RORSCHACH

HISTORY:
Walter Kovacs was a garment worker who became Rorschach in response to the immorality and degradation he perceived (and experienced) in society.

When vigilantism was outlawed by the Keene Act in 1977, Rorschach refused to retire, becoming a wanted criminal rather than compromising his beliefs. When Adrian Veidt's plan was eventually revealed, Rorschach refused to let the murder of millions of people go unpunished, and was therefore killed by Doctor Manhattan.

SABRETOOTH

STATISTICS:

F IN(40)
A IN(40)
S EX(20)
E RM(30)
R TY(6)
I GD(10)
P RM(30)
Health: 130 **Str:** 20
Karma: 46
Resources: EX
Popularity: 30
Height: 6'6"
Weight: 275 lbs.
Eyes: Amber
Hair: Blond

BACKGROUND
Real Name: Victor Creed
Occupation: Professional Assassin
Legal Status: Convicted criminal in several countries, citizenship unknown
Identity: Secret
Place of Birth: Unknown
Marital Status: Unknown, presumably single
Known Relatives: None
Base of Operations: None
Present Group Affiliation: Former member of the Marauders, Former member of Weapon X, Occasional partner of the Constrictor

KNOWN POWERS:
Infravision: Sabretooth lacks color vision but has Remarkable infravision
Heightened Senses: Creed's hearing, smell, and taste, are all at Amazing level. He can track people at Amazing rank and use his heightened senses to perceive illusions for what they really are.
Claws and Teeth: Sabretooth's claws and teeth are capable of rending Incredible Strength materials for Remarkable Edged damage.

ROLE-PLAYING NOTES:
Sabretooth is consumed with blood-lust – if he can't get paid for killing people, he goes out and does it on his own. Unlike your typical serial killer, he has no 'type', and will kill anyone available.
Sabretooth's bloodlust tends to minimize his inter-personal relationships, but he has partnered with the constrictor on more than one occasion, and the Constrictor has – for some unspecified reason – seems to look after Sabretooth like a crazy brother.

SABRETOOTH

HISTORY:
Descended from a variant wolf-like strain of humanity known as the 'Lupine', victor Creed suffered an abusive childhood at the hands of a father disgusted by his feral nature. As an adult, he took the name 'Sabretooth', and eventually served as part of a Special Forces team with the mutant, Wolverine. It is clear, however, that the two have along standing mutual hatred, and Sabretooth once murdered a woman whom Wolverine loved.

Sabretooth is recognized in the underground and mercenary circles as a hired killer and assassin, one known for his love of hunting his prey. He has worked alone and with other supervillains, most notably with Sinister as the head of the marauders – famous for slaughtering underground mutants called the Morlocks. Sabretooth took great pleasure in this assignment, and enjoys reminding others of his part in the massacre
At one point Professor Xavier took Sabretooth into the X-Men's home, hoping he could be cured of his murderous impulses. The attempt failed utterly and Sabretooth is once again a foe of the X-Men, especially Wolverine.
Creed also served with X-Factor during the time that Mystique was associated wit that group. X-Factor tried to control Sabretooth's feral instincts with an inhibitor collar around his neck.

SARAH CONNER

STATISTICS:

F EX(20)
A EX(20)
S TY(6)
E GD(10)
R GD(10)
I EX(20)
P EX(20)
Health: 56 **Str:** 6
Karma: 50
Resources: PR
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Blue
Hair: Blonde

BACKGROUND
Real Name: Sarah Conner
Occupation: None, former waitress
Legal Status: United States Citizen with a criminal record for terrorism, judged insane
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: John Conner, (son)
Base of Operations: Mobile, Formerly Los Angeles
Present Group Affiliation: None

KNOWN POWERS:
Sarah has no Superhuman abilities, relying solely on her training and weapons; in her first appearance, before receiving specialized training, Sarah's stats were as follows:
F TY(6)
A EX(20)
S PR(4)
E TY(6)
Health: 38 **Str:** 4

Talents: Martial Arts A and B, Espionage, Firearms, Languages (Spanish) Military, Survival
Equipment: Sarah will utilize a large variety of weapons, including military. She commonly carries the following:
**9mm Pistol:* Good damage
**Shotgun:* Excellent damage

ROLE-PLAYING NOTES:
Sarah is haunted by visions of the Terminator Apocalypse she is trying to both survive and prevent.

SARAH CONNER

HISTORY:
Sarah Connor was a 19-year-old waitress living in L.A. when, one night, seemingly out nowhere, she was attacked by the first of the Terminators. Sarah was saved by a young soldier, named Kyle Reese, who told her he was sent by her unborn son from the future and that she had been targeted for termination. Reece managed to protect Sarah from the dogged T-800, but ends up being fatally wounded himself. Sarah was left pregnant with Reece's child and bearing the knowledge of the impending nuclear 'Judgment Day' and the war against the machines.
After Reece's death, Sarah went into hiding, learning tactics of war and survival from anyone she could. But in her determination to somehow avert Judgment Day, she bombed a computer factory and was arrested, deemed criminally insane, and thrown into a mental hospital. She escaped with the aid of her son John, now twelve years old – and who was now being chased by an advanced Terminator (the T-1000) himself. John was also accompanied by a second, reprogrammed Terminator sent to protect him by John himself in the future, and who aided them against the relentless T-1000.
Tracking down the supposed inventor of the Skynet program, Sarah continued her efforts to prevent the impending Judgment Day. By, destroying the Cyber- dine building, along with the remains of all three Terminators, she managed to avert – or at least delay – nuclear war and the war against the machines.
When she eventually succumbed to terminal leukemia she had at least lived long enough to see the original 1997 "Judgment Day" pass without incident. She was cremated in Mexico. Her ashes were spread at sea while a casket containing a cache of weapons was placed for John to find at a false gravesite in accordance with her will, never truly believing that they had beaten Skynet, even at the end.
NOTE: In "Terminator: The Sarah Connor Chronicles" timeline - picks up after "Terminator 2: Judgment Day" and splits the timeline away from "Terminator 3: Rise Of The Machines". Sarah and John continue with their lives on the run, changing schools and towns all the time until they are approached by the cyborg, Cameron – modeled as a teen-aged female - in Red Valley, New Mexico. Cameron is assigned to protect Sarah and John, and helps them by traveling to 2007 via time machine. There Sarah, Cameron, John, and Derek Reese (Kyle Reese's older brother) try and find ways to stop Skynet from ever being built. From Cameron, she learned of the her future death from cancer as she finds herself not only trying to continue her missions to prevent Skynet's birth and preparing John's future role, but also preventing her own death as well.

SARCOSUCHUS

STATISTICS:

F EX(20)
A GD(10)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 145 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -20
Length: 40'
Weight: 10 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: N/A – Sarcosuchus imperator is the genus/species name
Occupation: Apex predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Proliferated across Prehistoric Northern Africa
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world.
Present Group Affiliation: None, although crocodilians will often group together

KNOWN POWERS:
Body Armor: Remarkable protection against Physical and Energy attacks.
Claws: Excellent edged damage
Teeth: Amazing edged damage. Crocodilians have exceptionally strong jaws and any target in a crocodilian's jaws is considered held with Amazing Grappling ability
Tail: The thick muscular tail may strike for Amazing blunt damage.
Hyper-Swimming: Excellent Water Freedom
TRACKING: AMAZING
Talents:
Crocodilians are expert ambush hunters, and receive +2 to Fighting on their first attack if allowed to stalk a victim for at least 2 rounds.

ROLE-PLAYING NOTES:

SARCOSUCHUS

HISTORY:
'Super-Croc' Sarcosuchus is not an ancestor of modern crocodiles. Also, it is not a crocodilian in the phylogenetic definition of the term. A crocodilian is any member of the clade Crocodilia. Crocodilia includes all modern forms (such as crocodiles proper, alligators etc) and their immediate prehistoric relatives. Sarcosuchus is a member of the family Pholidosauridae, more distantly related to today's crocodilians.
Also, Sarcosuchus is not a crocodile in the ecological sense so much as a gharial. Some researchers have suggested its great size would make it too slow to catch fish like a gharial, but the fact is it was an era of proportionately big fish – modern gharials attain comparable size to the largest crocs. Sarcosuchus likely competed with spinosaurs.

SATANNISH

STATISTICS:

F	UN(100)
A	MN(75)
S	UN(100)
E	CL3000
R	MN(75)
I	UN(100)
P	UN(100)

Health: 3275 **Str:** 100
Karma: 275
Resources: CL3000
Popularity: -1000
Height: Variable
Weight: Variable
Eyes: Variable (usually yellow)
Hair: Variable (usually none)

BACKGROUND
Alias: Unknown, (Also known as Satan, Lucifer, Beelzebub, various other names for the Devil; has impersonated Mephisto and vice-versa).
Occupation: Ruler of an extra-dimensional land of the dead (Hell, Hades)
Legal Status: Inapplicable
Identity: Unknown to general public.
Place of Creation: Unknown
Marital Status: Unknown
Known Relatives: Other Hell-Lords and their offspring; Mikal Drakonmegas, Daimon and Satana Hellstrom (quasi-parental relationship); Dormammu (alleged father)
Base of Operations: 'Hell' or 'Hades'
Present Group Affiliation: Hell-Lords (has many mortal pawns)

KNOWN POWERS:
Mystical Energy Control: Satannish's abilities have not been as clearly defined as Mephisto's, but as a similar Class-Two Demon or "Hell-Lord", Satannish can be considered to have the Shift Z ability to duplicate any Superhuman Power he chooses. However, he is also subject to the trappings of a demon; for example, Satannish cannot read the mind of any sentient being and he cannot control another being without that being's previous permission.
Invulnerability: Satannish has Amazing resistance against any attack except magic.
Limitation: Satannish's FASE stats and all powers are reduced by –1CS each if he ventures outside his home dimension

ROLE-PLAYING NOTES:
Satannish is diabolically cunning, manipulative and evil. He is motivated entirely by increasing his power base through the collection of souls, and he take a special pleasure in double-edged 'bargains' with mortals.

SATANNISH

HISTORY:
Another face of evil in the Marvel Universe is **Satannish** – another Hell Lord, and fierce and bitter rival of Mephisto. The Hell Lords arose in their present form from the primeval concentration of energy left behind when Demogorge drove the Elder gods from Earth billions of years ago. That energy eventually manifested as demons, shaped by the unconscious desires of their earliest sentient worshipers. Unlike other Hell Lords, Satannish seems to have some parental (possibly figurative) relationship with Dormammu, lord of the Dark Dimension, who Satannish secretly served and received tutelage from. Like Mephisto, Satannish rules his own hellish spirit realm, populated by damned souls, most of who were enslaved through bargains they struck with Satannish (the 'Devil") while alive. Satannish has long menaced humanity in many ways and sometimes empowers human agents, usually in exchange for their souls or some other service

SCARLET SPIDER

STATISTICS:

F RM(30)
A AM(50)
S IN(40)
E IN(40)
R RM(30)
I GD(10)
P IN(40)
Health: 160 **Str:** 38
Karma: 80
Resources: TY
Popularity: 10
Height: 5'10"
Weight: 165 lbs.
Eyes: Hazel
Hair: Brown (bleached blond)

BACKGROUND
Real Name: Benjamin Reilly (clone of Peter Parker)
Occupation: Freelance photographer, Adventurer, various odd-jobs
Legal Status: None
Identity: Secret
Place of Creation: The Jackal's laboratory, New York City
Marital Status: Single
Known Relatives: Peter Parker (Spiderman, genetic parent)
Base of Operations: New York City, formerly mobile
Group Affiliation: The New Warriors

KNOWN POWERS:
Wall-Crawling: The Scarlet-Spider can crawl on vertical and horizontal surfaces with Amazing ability.
Combat Sense: The Scarlet-Spider has a 'Spider-sense' that works all the time. When this sense is activated, a mental 'buzzing' alerts the Scarlet- Spider of any potentially dangerous situation.
The intensity of the sense depends upon the amount of danger with which he is being threatened. While his combat sense is working, the Scarlet-Spider cannot be blindsided and he may make defensive actions with a successful Intuition FEAT. If his sense has been nullified, then his Intuition is as listed and all Agility FEATs are at –1CS.

EQUIPMENT:
Web-Shooters: The Scarlet-Spider has a device on each wrist that fires a web-like chemical formula. The webbing is of Incredible material strength in the round it is fired and hardens into Monstrous strength in the next round. This webbing is used for travel (three areas per round), for restraining opponents, for temporarily blinding them, and for creating a variety of objects:
**Web-Shield:* Monstrous material strength.
**Web Parachute.*
**Web Hang Glider*: Typical air speed.
**Web Missiles:* Excellent Bunt attacks damage with a three-area range.
Spider-Tracer: The Scarlet-Spider has created a small homing device shaped like a spider that sets off his Spider-Sense if he is within a mile of the tracer. He can track these tracers with Amazing accuracy up to a mile away.

SCARLET SPIDER

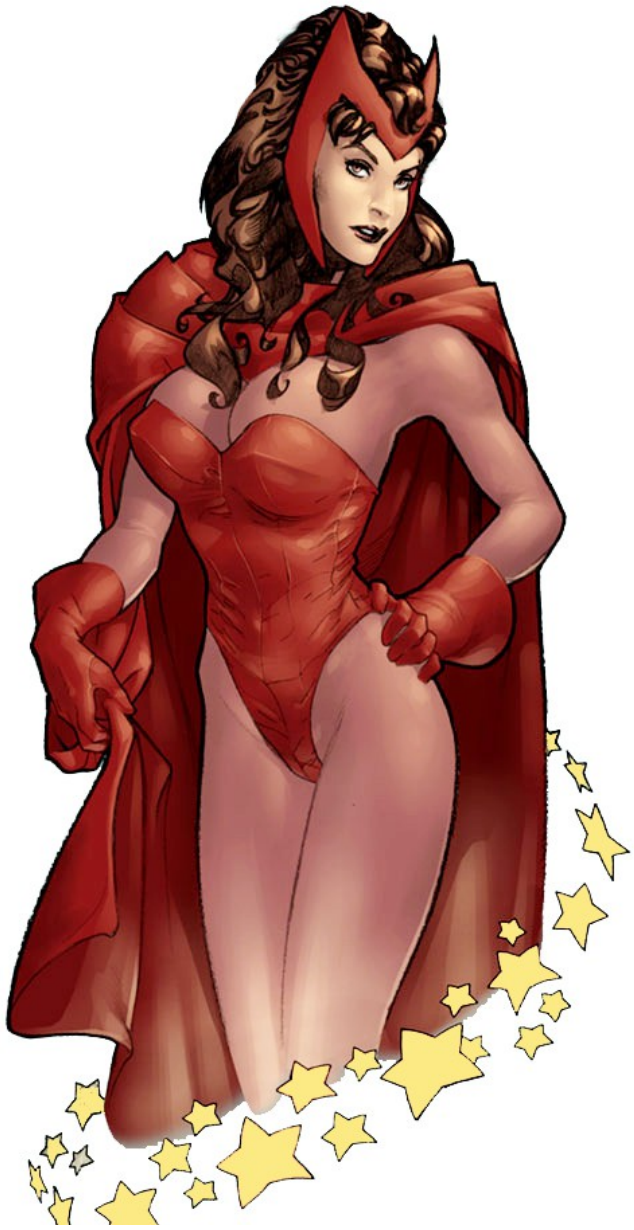
ROLE-PLAYING NOTES:

Ben Reilly had Peter Parker's personality, even believing for a time, up until the moment he died, in fact, that he was Peter.

Wanda has experienced a lifetime of anti-mutant hatred and bigotry.

HISTORY:

SCARLET WITCH



STATISTICS:

F GD(10)
A GD(10)
S PR(4)
E EX(20)
R EX(20)
I EX(20)
P RM(30)
Health: 44 **Str:** 3
Karma: 70
Resources: TY
Popularity: 16
Height: 5'7"
Weight: 132 lbs.
Eyes: Blue
Hair: Auburn

BACKGROUND
Real Name: Wanda Maximoff
Occupation: Professional Adventurer, Housewife
Legal Status: Former citizen of Transia, naturalized citizen of the U.S. with no criminal record
Identity: Publicly known
Place of Birth: Wundagore Mountain, Transia, Europe
Marital Status: Separated
Known Relatives: Vision (estranged husband), Pietro (Quicksilver, brother), Magneto (father), Magda (mother, thought deceased), Marya Maximoff (adoptive mother, deceased), Crystal (sister-in-law), Luna (niece), Black Bolt, Medusa, Gorgon, Karnak, Trigon (sister-in-law's cousins), Eric Williams (Grim Reaper, brother-in-law), Simon Williams (Wonder Man, brother-in-law), Martha Williams (mother-in-law), Sanford Williams (father-in-law, deceased)
Base of Operations: Avengers Mansion, New York City
Present Group Affiliation: The Avengers, former member of the Brotherhood of Evil Mutants

KNOWN POWERS:
Probability Field Alteration: The Scarlet Witch can disrupt probabilities at Amazing rank so that unlikely (but not impossible) events occur. This can include the shorting out of the mechanical equipment, spontaneous combustion of flammable objects, the disruption of energy fields and transmissions, the evacuation of air from a given volume, etc. On one occasion, she even managed to put a crack in the Adamantium casing of Ultron.
Unnatural materials or energies such as complex alloys or force fields, she receives a –1CS when making the FEAT roll.
Wanda can affect probabilities in any place she can view directly.
*Note: In her recent sojourn in the DC Universe, Wanda was able to tap into the more powerful Chaos magic, increasing all of her abilities to Shift X, with the drawback that she found herself under the steadily corrupting influences of DC's Lords of Chaos, forcing Psyche FEAT rolls every five rounds.
Magic Manipulation: Wanda has mastered the following magical Power Stunts:
**Eldritch Bolts:* Excellent rank
**Shields:* Incredible protection against mystical attacks
**Telekinesis:* Good
*Note: All of these abilities were increased to Unearthly while operating in the DC Universe

SCARLET WITCH

ROLE-PLAYING NOTES:
Wanda is the wife of the Vision, and has contacts with the Avengers. She is also the sister of the mutant speedster, Quicksilver, and the daughter of the mutant terrorist, Magneto.

HISTORY:
Wanda was raised by gypsies alongside her brother Pietro (Quicksilver). The siblings were recruited into magneto's Brotherhood of Evil Mutants. She always hated that organization and Magneto's goals, a conviction that was not shaken even when she learned Magneto was her father.

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

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

Wanda has studied under the tutelage of the witch Agatha Harkness. Though Wanda's mastery of magic is limited, her studies helped her to improve her control over her mutant probability 'hexes'. The combination of mutant power and magic means there is very little her powers cannot achieve if she concentrates. Wanda's powers seem tied to her emotional state – self-confidence leads to mastery of her powers, so that when her confidence is low, her power falters. Conversely, strong emotion, especially anger tends to amp her power beyond its normal limits and control.

SEE THREEPIO

STATISTICS:

F PR(4)
A PR(4)
S GD(10)
E RM(30)
R AM(50)
I TY(6)
P PR(4)
Health: 48 **Str:** 10
Karma: 60
Resources: GD
Popularity: 2
Height: 5'7"
Weight: Unrevealed
Eyes: Yellowish- White Lights
Hair: None

BACKGROUND
Real Name: C-3PO Human-Cyborg Relations Droid
Occupation: Translator
Legal Status: No legal status, although Threepio has been targeted for confiscation by the Galactic Empire
Identity: Publicly known
Place of Creation: Tatooine
Marital Status: Inapplicable
Known Relatives: C-3PO is built from scavenged parts taken of sundry robot Galactica models
Base of Operations: Mobile throughout the Galaxy
Present Group Affiliation: Rebel Alliance, Life-time Partner of Artoo Detoo.

KNOWN POWERS:
Invulnerability: Threepio's metal body provides him Excellent protection from Blunt or Energy attacks. At his joints, this protection drops to Typical
Recall: Amazing.
Language Banks: Threepio has. every known Galactic language (over six-million), with all known dialects and customs programmed into his memory at Monstrous rank
Telescopic Vision: Excellent
Voice Manipulation: Threepio can mimic voices and generate a wide range of sound effects

Talents: Threepio is a Language/Protocol Specialist (+2CS to Reason, Intuition, or Psyche), Astrogation

ROLE-PLAYING NOTES:
Foppish, fretful, worry-wart, but devoted to his friends and allies.

SEE THREEPIO

HISTORY:
C-3PO (See Threepio) is a tall robot with a gleaming gold metallic surface. As a human-cyborg relations specialist, he translates thousands of Galactic languages, including the electronic tongues spoken by many robots. His foppish, timid nature is a direct contrast to his confident companion Artoo Detoo, and he is only reluctantly drawn into any sort of peril.

SELENE

STATISTICS:

F RM(30)
A RM(30)/(40)
S EX(20)/(30)
E EX(40)/(50)
R EX(20)
I EX(20)
P EX(20)
Health: 120/150 **Str:** 18/22
Karma: 60
Resources: GD
Popularity: GD
Height: 5' 8"
Weight: 125 lbs.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Selene
Occupation: Death Dealer
Legal Status: None
Identity: Secret
Place of Birth: Hungary
Marital Status: Single
Known Relatives: Eve (daughter)
Base of Operations: Mobile, Formerly Budapest
Present Group Affiliation: None

KNOWN POWERS:
Immortality: Selene does not age.
Shape-Changing: Selene may grow wings or assume the shape of a giant bat and achieve Typical Flight
Claws: Selene's claws can do Good Edged damage
Regeneration: Her vampiric nature gives Selene Excellent regenerative abilities
Resistances: Selene is immune to non-silver Edged and Shooting weapons of less than Excellent intensity, although Stuns and slams still affect her.
Vampiric Limitations: A number of attack forms and weaknesses inflict damage to a vampire:
**Blood Dependency:* Deprivation of blood results in weakness
. If deprived, she will begin to suffer Typical starvation for each successive day in which she does not feed
**Direct Sunlight:* The rays of the sun or attacks which duplicate solar radiation causes Selene Amazing damage. If reduced to 0 Health, she will die
**Silver*: silver weapons inflict normal damage on a vampire

TALENTS
Selene is skilled with Guns, Thrown Weapons, Sharp Weapons, and has Martial Arts A, B, Acrobatics, Detective, Occultist, and Thief skills

Equipment:
Pistols: Selene carries two Beretta 92's, which have been fully converted for full auto-fire for Excellent damage. The bullets are silver-nitrate, specifically designed for use against werewolves (Lycans)

NOTE: After drinking the blood of the Ancient Vampire Elder, Alexander Corvinus, Selene's powers increased, gaining the second set of stats listed above, raising her Regeneration to Remarkable, and losing her vulnerability to sunlight. She also demonstrated limited Telepathy (Typical) with her daughter Eve.

SELENE

ROLE-PLAYING NOTES:
Selene is cold and aloof, full of hatred and vengeance against the 'Lycans' – the vampire's age-old werewolf enemies. Learning the truth, not only her origin, but the war against the Lycans, however, has caused her to question everything she ever believed. She has feelings for the Lycan-hybrid, Michael, and is learning feelings for her previously unknown daughter, Eve.

HISTORY:
Selene was born to a Hungarian family. Her father was a well-known blacksmith who helped design a fortress for a general named Viktor. The fortress was actually a dungeon intended for the imprisonment of the Werewolf, William Corvinus, condemned for his bloody and destructive behavior and to keep Vampire Elder Markus under Viktor's control.

After Lycans purportedly killed her family, Selene was the only one left alive who had walked through the corridors of the fortress. However, she did not know that her family was slain by Viktor himself, and believed Viktor had saved her from the Lycans. Viktor only let her live because of resemblance to his deceased daughter. The night of her family's murder she was made into a vampire by Viktor.

She became a Death Dealer, fighting against the Lycans for vengeance on the atrocities she believed they had committed against her family. She also exiled the Official Historian, Andreas Tanis, on Viktor's orders. Many years later (shortly before the events portrayed in Underworld) she became an object of romantic interest for Kraven, the Coven's regent, however she did not reciprocate his advances.

After a confrontation with the Lycan hitman Raze, she discovered what was supposedly a Lycan lair. She was angry when Kraven dismissed her claims, not knowing that Kraven was in league with the Lycan leader Lucian in a bid to take over the control of the vampire realm from the Elders. She tracked down Michael Corvin, who she believed the Lycans had an interest in.

Against the sacred rules of The Vampire Covenant, she and Michael, who was infected with the lycanthropy virus, fell in love. She awakened Viktor from his deep slumber, believing that only he has the power to deal with the conspiracy between Kraven and Lucian. She then led a mass assault on the Lycans' underground bunker.

After Michael was shot by Kraven, Selene was forced to infect Michael with her vampire strain, thus making him the first hybrid, a Lycan dominant hybrid. She also learned the truth about her family's killer from Kraven, and she struck Viktor down while the Elder was preoccupied with fighting Michael. She then retrieved Sonja's pendant, carrying on her legacy.

SENTRY

STATISTICS:

F AM(50)
A MN(75)
S ShY(300)
E ShZ(500)
R AM(50)
I IN(40)
P ShZ(500)
Health: 925 **Str:** 300/500
Karma: 590
Resources: TY(6)
Popularity: 0
Height: 6'
Weight: 194 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Robert Reynolds
Occupation: Adventurer, Superhero, Writer
Legal Status: Citizen of the United States with no criminal record
Identity: The memory of Sentry's entire history has been erased from public knowledge
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Linda Reynolds (wife)
Base of Operations: the Watchtower
Present Group Affiliation: The Avengers

KNOWN POWERS:
The Power of a Million Suns: The Sentry's powers ostensibly derive from a serum that was intended to duplicate the 'Super Solder' formula that created Captain America – only 100,000 times more powerful. The serum moves his molecules an instant ahead of the current timeline resulting in a hyper state of consciousness. More recent revelations, however, suggest that this is not in and of itself the true source of the Sentry's incredible might, but in truth is what allows him to tap into the cosmic energy of the malignant force of nature known as the Void (See 'The Void' below). Due to the malevolence inherent in the very existence of the Void, the Sentry's powers have a practical limit of Unearthly. If he exceeds this limit, he must make a Psyche FEAT for each instance to avoid releasing/ becoming the Void (See 'The Void' below). And while the Sentry's abilities have not been fully catalogued, he has demonstrated the following powers:
Light Manipulation: Shift Z Control and Emission.
Invulnerability: Unearthly Resistance to Heat, Cold Disease, Corrosives, Toxins, and Radiation.
Flight: The Sentry may fly at Unearthly Speed within a planetary atmosphere, and at Class 3000 speed in space
Molecular Manipulation: The Sentry has Shift Z Molecular Manipulation powers, sufficient to resurrect the dead. He has also demonstrated the ability to reconstitute his own body after being completely disintegrated.
Broadcast Empath: Possibly because of the deliberate manifestation of heroism inherent in the Sentry's energy, something about the energy released in the Sentry's aura has a pacifying influence on the Hulk, which has the side effect of making it difficult for the Hulk to access his higher-levels of adrenaline-enhanced hyper-Strength. Whenever the Hulk is within 1 area of the Sentry, he must make a red Psyche FEAT to receive his customary Strength bonus. A yellow FEAT is required up to three areas away. (NOTE: the Void has the opposite effect on the Hulk, causing fear, which does not impede the Hulk's Strength Boost unless

they are in the proximity of the Sentry)
Hyper Speed: The Sentry has Amazing Hyper-Speed, and may make a FEAT roll to allow extra attacks per round. The Sentry's normal Fighting rank is used to determine the success of each individual attack, but he takes no penalties for multiple actions.
*2 attacks in the same round is a Remarkable intensity FEAT
*3 attacks in the same round is an Amazing intensity FEAT.
*5 attacks in the same round is an Unearthly intensity FEAT.
Hyper-Speed may also be substituted for Agility or Fighting when making defensive moves.
Enhanced Hearing: Unearthly
Skill-Master: The Sentry has the Unearthly ability to master any skill – possibly this power is related to his
Psychic Abilities: The Sentry's Psychic abilities are largely untapped and undiscovered, but are suspected to reach at least Shift Z(500) rank. The Sentry theoretically may manifest any Mental-based power, but they may not be used voluntarily except as first-time stunts
**Ability Boost:* The Sentry has a Class 1000 reservoir of energy that he may draw upon, raising his FASE scores and all Powers by +1CS. When summoning this extra energy he must make a red Psyche FEAT each round or risk losing control. If he fails, the Sentry cannot stop exerting energy until he releases all his energy at maximum strength regardless of the collateral destruction. Once he has reached this state, it requires a red Psyche FEAT each round to avoid transforming in the Void
The Sentry's enhanced stats are:

F	AM(50)
A	UN(100)
S	ShZ(500)
E	CL1000
R	IN(40)
I	MN(75)
P	ShZ(500)

Health: 1650 **Str:** 500
Karma: 590

THE VOID:
Robert Reynolds was a schizophrenic, drug-addicted teenager, and it has been suggested that when he drank the serum than first transformed him into the Sentry it was, in fact, the villainous form of the Void that actually manifested first – the TRUE personality of Robert Reynolds. Recent events, however, suggest that the Void is a malevolent force all on its own – a cosmic, or even biblical force of nature, even described as an 'Angel of Death'. In either case, it follows that the Sentry identity itself was a fictional one - an idealized heroic persona created out of Reynolds' own subconscious fear and human guilt and was also the identity embraced by his conscious mind. Reynolds' own schizophrenia, however, allowed the Void to operate, despite – in fact BECAUSE of the existence of the Sentry - whenever Reynolds transforms into the Sentry, his dark side gains physical life in the form of the Void. Although, the Sentry and the Void are the same person, the Void actually manifests into the physical world.

Worse, the Void-personality can potentially take over Reynolds' mind entirely, erasing the idealized Sentry persona, and releasing the full power of the Void. The Void's has the following stats:

F	IN(40)
A	MN(75)
S	ShY(300)
E	ShZ(500)
R	AM(50)
I	IN(40)
P	ShZ(500)

Health: 915 **Str:** 300/500
Karma: 590

KNOWN POWERS:
The Void's powers exactly mimic the Sentry's own, with the exception that the Sentry's Light Manipulation powers manifest as Dark Force Control instead. In addition, the Void's physical form is a semi-tangible shadow, with Remarkable Elongation, and the ability to form his limbs and body into multiple tendrils or edged weapons as he chooses. The Void may also utilize his fluid form defensively, becoming intangible with Amazing ability, and immune to Blunt Force attacks, although he may take no offensive actions that turn.
Not understanding the true nature of the Void personality, the Sentry has, at various times, believed the Void contained, or even destroyed (tactics including imagining the Void trapped in his Tower, or flinging him/it into the sun), but since the Sentry himself was a manifestation of the Void's power, as long as the Sentry exists, so does the Void. Any self-doubt on the part of Reynolds, himself, can manifest his darker personality. Whenever the Sentry becomes active, he must periodically make a Yellow Psyche FEAT or risk releasing the Void.
If the Void is released with a white result, the Sentry must make a red intensity Psyche FEAT or else the Void takes over completely, erasing

the idealized Sentry personality and releasing the full power of the Void. The un-restrained form of the Void mimics the enhanced stats of the Sentry with a +1CS to all powers and the following stats:

F AM(50)
A UN(100)
S ShZ(500)
E CL1000
R IN(40)
I MN(75)
P ShZ(500)
Health: 1650 **Str:** 500
Karma: 590

ROLE-PLAYING NOTES:
Robert Reynolds is a schizophrenic personality with three distinct personas; the Sentry represents the idealized, ultimate good; the Void represents absolute villainy; Bob Roberts is the average man. It ended up being proven that the Void was the true personality, and the Sentry was a fictional personality, invented as a psychic failsafe.

HISTORY:
In an effort to get high, drug addicted teenager Robert Reynolds drank an experimental serum intended to duplicate the 'Super Solder' formula that created Captain America**,** only 100,000 times more powerful, and Reynolds was transformed into the Sentry. As theorized at the time, the serum moved his molecules an instant ahead of the current timeline resulting in a hyper state of consciousness. This is not, however, the true source of the Sentry's incredible might – it was only what allowed him to tap into the cosmic energy of the malignant force of nature known as the Void

Robert Reynolds was a schizophrenic drug-addict, and when he drank the serum than first transformed him into the Sentry it was, in fact, the villainous form of the Void that actually manifested first – the TRUE personality of Robert Reynolds.

The Void, however, is not simply a reflection of Robert Reynolds' dark half, but is a malevolent force all on its own – a cosmic, or even biblical force of nature, even described as an 'Angel of Death'. In either case, it follows that the Sentry identity itself was a fictional one - an idealized heroic persona created out of Reynolds' own subconscious fear and human guilt and was also the identity embraced by his conscious mind.

Reynolds' own schizophrenia, however, allowed the Void to operate, despite – in fact because of the existence of the Sentry - whenever Reynolds transforms into the Sentry, his dark side gains physical life in the form of the Void. Although, the Sentry and the Void are the same person, the Void actually manifests into the physical world.

Worse, the Void-personality can potentially take over Reynolds' mind entirely, erasing the idealized Sentry persona, and releasing the full power of the Void.

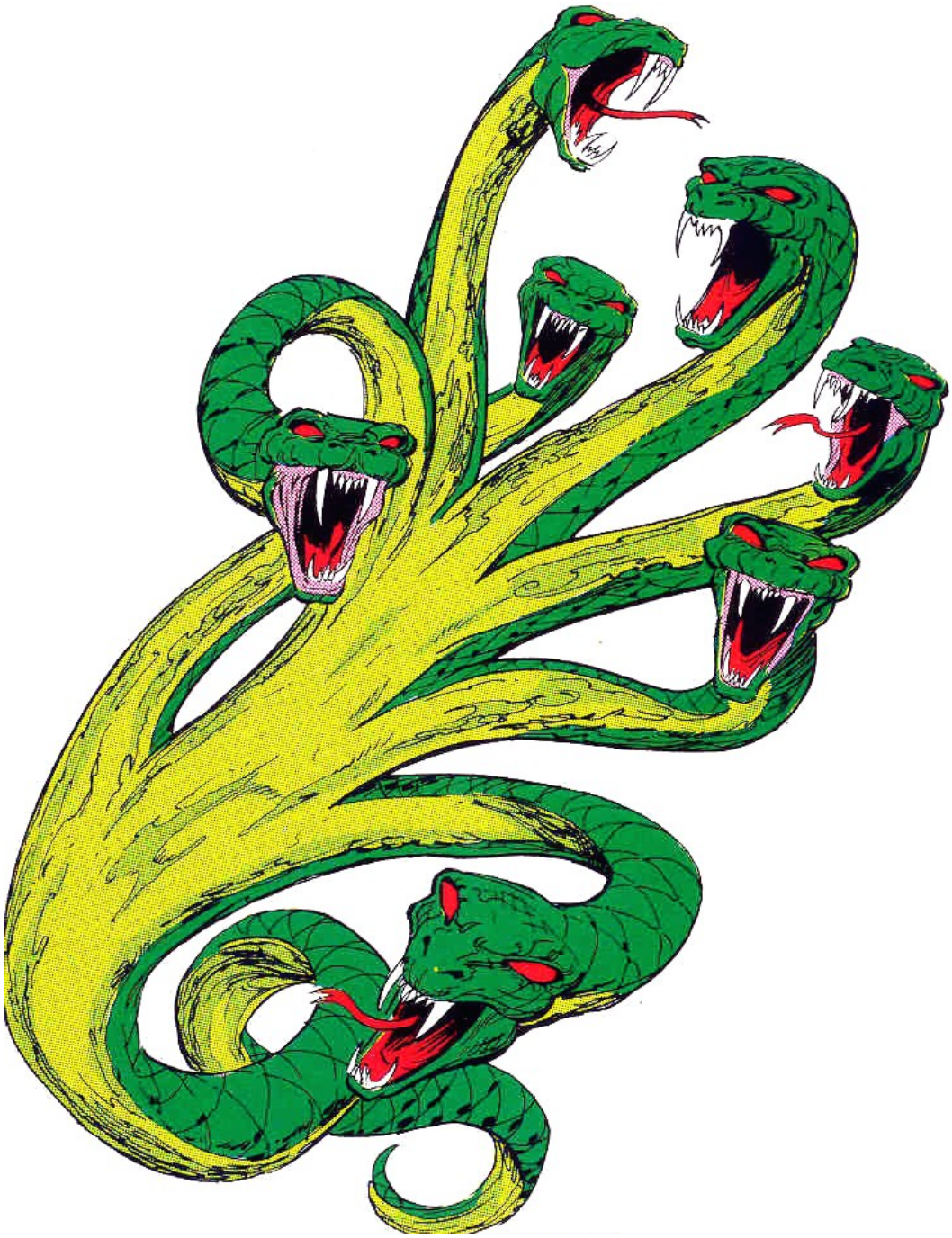
In an effort to stop his dark side, Reynolds, working with Dr. Strange and Reed Richards, erased all knowledge of the Sentry from the world including himself, hoping to eliminate the danger of the Void.
This ultimately proved futile, however, and both the Sentry and the Void personalities reemerged. Finally faced with releasing the full power of the Void, Thor and the Avengers were forced to kill Reynolds, shutting off the power of the Void, and throwing Reynolds' body into the sun

SET

STATISTICS:

F UN(100)
A MN(75)
S ShX(150)
E CL1000
R ShZ(500)
I ShY(200)
P CL3000
Health: 1325 **Str:** 145
Karma: 3700
Resources: CL1000
Popularity: -1000
Height: Variable
Length: Variable
Weight: Variable
Eyes: Red (variable)
Hair: None (variable)

BACKGROUND
Alias: Set
Occupation: Elder God
Legal Status: Inapplicable
Identity: Known to the general population as a mythological entity
Place of Birth: Earth
Marital Status: Inapplicable
Known Relatives: Gaea (sister), Atum (nephew), Damballah (offspring), Sligguth (offspring)
Base of Operations: Set's dimension
Present Group Affiliation: The Elder Gods



KNOWN POWERS:
Set can use all powers and magical spells at Shift Z rank, but he is trapped in his own pocket dimension and cannot come to Earth without assistance. However, his power can still reach those on Earth, due to his mystical link with the Serpent Crown. Set has the ability to cast the following powers through the Serpent Crown:
**Mental Probe:* He can peer in to the mind of the wearer of the Crown at Amazing rank, or the mind of anyone within 4 areas of it at Incredible rank.
**Mind Control:* Set can attempt to dominate the conscious mind of the wearer of the Serpent Crown at Amazing Intensity, or anyone within 4 areas of it at Incredible Intensity
**Telepathy*: Set has the Unearthly ability to mentally communicate with the wearer of the Crown or anyone within 6 areas of it.
Note: Once the Serpent Crown is actually worn, Set is able to bestow virtually any power he chooses upon the Crown's wearer.

ROLE-PLAYING NOTES:
Set is banished from the Earth's dimension and is therefore obsessed with crossing over and conquering it.

SET

HISTORY:
Set is one of the Elder Gods, the first beings on Earth, spawned by the sentient Demiurge biosphere shortly after the world had cooled. Already mighty, Set spawned offspring such as Sligguth and Damballah to expand his control of Earth. Seeking further power, Set consumed the centaurian Elder God Hyppus and absorbed his life energy, becoming Earth's first murderer and initiating his descent from true god to demon; other Elder Gods imitated Sets tactics, leading to massive slaughter. Wishing to stop this, the Elder Goddess Gaea birthed Atum, who became Demogorge and banished or slaughtered most of the Elder Gods. Set joined with his brother Chthon against Demogorge but they were overpowered, and Set and his spawn were among those forced to leave Earth; Set left behind illusory forms of himself and his progeny to fake their deaths. Maintaining ties to his home from his self-created extra dimensional realm, during the Mesozoic era, Set created a mystical affinity with the dinosaurs, soaking life energy released by their violent killings, amassing enormous power over millions of years. During the late Cretaceous, Gaea, the sole Elder God allowed on Earth, decided dinosaurs had reached an evolutionary dead end and were preventing mammals from evolving to their full potential, so she shifted her attention to them, permitting the extinction of dinosaurs in favor of mammals. Unwilling to lose his power source, Set ordered the dinosaurs to destroy all mammals. Gaea challenged Set to face her, and Set's spirit appeared on Earth in his first true physical form as a giant serpent created by fusing the bodies of three dinosaurs. Having underestimated Set's power, Gaea called upon her son Atum who battled Set, cutting off his head. Set regrew two heads for each one severed until he had seven, but during their lengthy battle, nearly all of Earth's dinosaurs were destroyed — by numerous causes, some of which were the direct result of the battle — except for an isolated few in areas such as the Savage Land. With Set thus weakened, Atum (who had transformed into Demogorge during the struggle) broke Set's influence over the Earth. As a result, Set, who thereafter retained seven heads, could not return to Earth unaided. Set could, however, manifest in the forms of Tiamat and other dragons or serpents to maintain his influence on evolving religions, deriving further power.

SHANNA THE SHE-DEVIL

STATISTICS:

F EX(20)
A RM(30)
S TY(6)/GD(10)
E GD(10)/EX(20)
R EX(20)
I EX(20)
P EX(20)
Health: 66/80 **Str:** 6/8
Karma: 60
Resources: TY
Popularity: 10
Height: 5'10"
Weight: 140 lbs.
Eyes: Hazel
Hair: Red

BACKGROUND
Real Name: Shanna O'Hara Plunder (Lady Plunder)
Occupation: Former veterinarian and ecologist, now adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Zaire, Africa
Marital Status: Married
Known Relatives: Lord Kevin Plunder (Ka-Zar, husband), Gerald and Patricia O'Hara (parents, deceased), Adam Kyle Mathew Plunder (son)
Base of Operations: Formerly Dahomey, Africa, later the Savage Land and Pangea
Present Group Affiliation: Wife of Ka-Zar

KNOWN POWERS:
Cosmic Awareness: Shanna briefly possessed this power at Unearthly rank, which granted her Unearthly Mind Control over all native inhabitants of the Savage Land The High Evolutionary has since reduced this power down to Feeble rank.
Chemical Enhancement: Shanna has recently been exposed to a Chemical Enhancement similar to the Super-Soldier Formula, granting her the second set of elevated stats above. These stats seem to have been temporary as subsequent appearances portray her with her traditional power set.

TALENTS:
Shanna has Martial Arts E and +1CS with knives. She also has Thrown Weapons, acrobatics, Tumbling, Animal Medicine, Hunting, and Survival Talents.
Equipment:
Knife: Shanna typically carries a pair of Bowie knives which strike for Good Edged damage.

ROLE-PLAYING NOTES:
Shanna is hot-tempered and high-spirited, preferring a direct approach when dealing with both friends and enemies. Sometimes she lets her anger get the best of her, as one might expect from one nicknamed the She-Devil. Still, she is loyal to those she cares for, such as her family and the animals of the world.

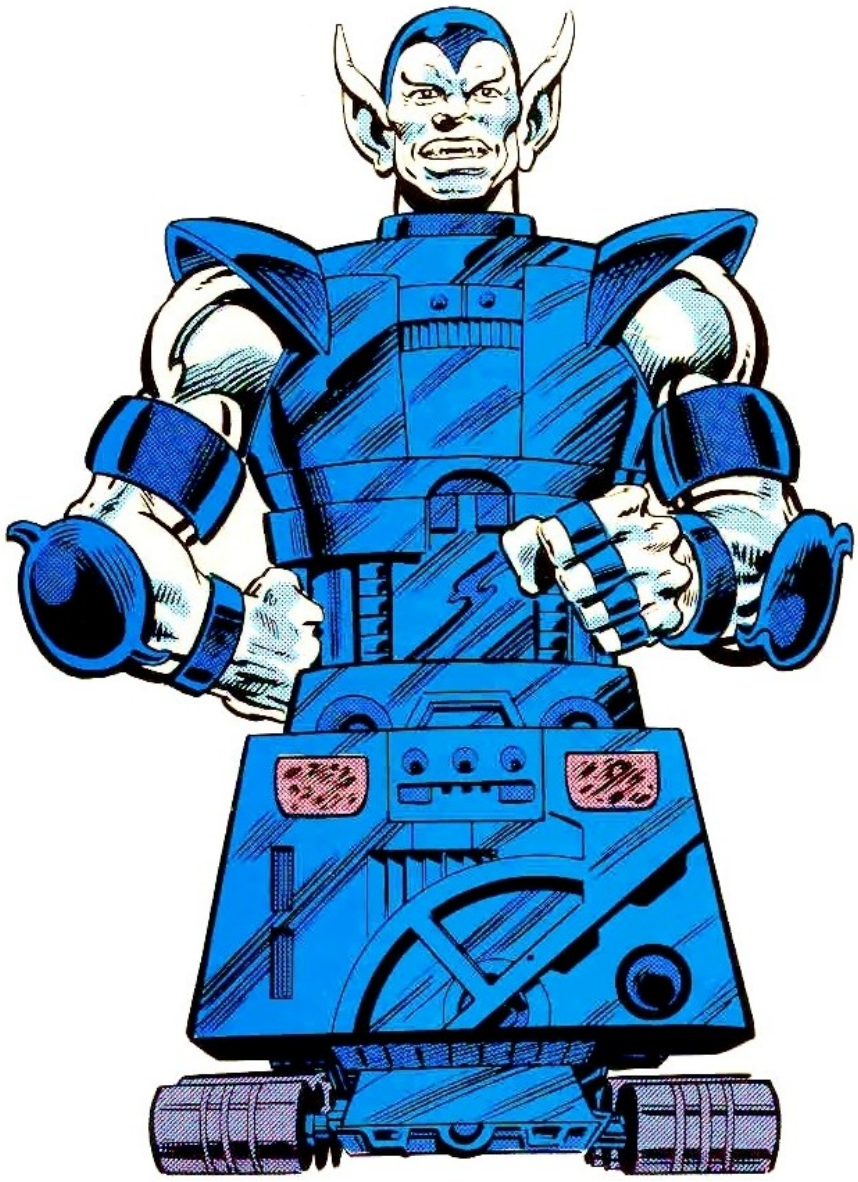
SHANNA THE SHE-DEVIL

HISTORY:
Shanna is the only child of Gerald O'Hara, a wealthy American with farming and diamond operations throughout Africa. She spent her early childhood there, but was sent back to the States following the death of her mother. There she grew up, went to school and eventually became a veterinarian.
As an adult, she returned to Africa and worked at the Dohamey Reserve, living wild in the jungle and protecting wildlife from poacher and other exploiters. While there, she formed a special bond with two orphaned leopard cubs. Eventually fate brought her to the Savage Land, where she made her permanent home. She met and fell in love with Ka-Zar. They eventually married and had a boy named Mathew.
The couple relocated from the Savage Land to New York City, where Ka-Zar's new-found love for technology threatened their marriage. A greater threat – and one that might have had consequences for the whole galaxy – arose when Thanos used the technology that maintains the Savage Land's prehistoric jungle for his own nefarious ends. Shanna and Ka-Zar reaffirmed their relationship while fighting to save their family and the entire world.
Shanna briefly possessed the godlike status of 'Earth Mother', with control over the entire Savage Land. Realizing that she was losing touch with her own personality, she had the High Evolutionary remove this power. Having her consciousness torn back away from the Earth has been traumatic, and she is now trying to reestablish a bond with the Savage Land on her own terms.

SHAPER OF WORLDS

STATISTICS:

F MN(75)
A PR(4)
S AM(50)
E UN(100)
R CL1000
I CL1000
P CL5000
Health: 229 **Str:** 50
Karma: 7000
Resources: CL5000
Popularity: 0
Height: 18'
Weight: 5.6 tons
Eyes: Blue
Hair: None



BACKGROUND
Real Name: Unknown, perhaps inapplicable
Occupation: Reality Manipulator
Legal Status: Unknown
Identity: The general population of Earth is unaware of the Shaper's existence.
Place of Birth: A Planet in the Skrull Homeworld system (now destroyed)
Marital Status: Unknown, perhaps inapplicable
Known Relatives: Kubik, The Earth Cosmic Cube created by AIM
Base of Operations: Mobile throughout the Cosmos.
Present Group Affiliation: None.
Past Group Affiliation: Mentor or Glorian and Kubik

KNOWN POWERS:
Body Armor: The Shaper of Worlds has Monstrous protection from physical attacks. By manipulation reality he can become invulnerable to any form of damage.
Reality Manipulation: The Shaper of Worlds has Illusion Generation powers of class 5000 ability, so that for most f the normal world, his illusions are indistinguishable from reality. His initial range is 1 area, but increases at the rate of 1 area per round, so that after 21 Earth hours, he can convert an entire planet the size of the Earth his reality. It remains in that state for 4 Earth years, at which point it returns to normal, unless the Shaper intervenes to maintain his transformation. However, the Shaper has no imagination and depends on the dreams and ideas of others to form templates for his world-shaping. Once he finds a template, he begins to warp reality until it corresponds with the illusions. If he should find a mind that wishes to be king of the world, reality is suitably manipulated. The Shaper is particularly attracted by grandiose, interesting and unusual dreams. If he is convinced that the dream is harmful, he may negate it.
Light Emission: As a side affect of his reality manipulation powers, the Shaper also possesses CL1000 Light powers. These powers give him CL1000 Force Fields, Energy Resistance, Energy Detection, Light Control (Lasers), Shadow Casting, Hard Radiation Emission, Heat, Animate Image, Illusory Invisibility, Illusory duplication, hypnotic control, Coloration, hallucination, Blending, Energy Sheath, Self-Vegetation, Shape-Shifting.
Traction Movement: The Shaper moves by way of a vehicle that is in place of his lower body. The vehicle only moves 1 area/turn. His starship has CL5000 movement.

SHAPER OF WORLDS

ROLE-PLAYING NOTES:
Initially the Shaper of Worlds was driven by intense curiosity about the dreams and ambitions of others, primarily because he himself had been denied the gift of dreams or imagination.
The Shaper of Worlds is quite single-minded about his purpose in life – he wants to build worlds, but needs the ideas of others to make it happen. Since the birth of Kubik, the Shaper has taken the role of mentor to this new entity, recognizing the truism that with great power comes great responsibility.

HISTORY:
Thousands of years ago, the warlike alien Skrulls began to experiment with opening portals to other dimensions. They managed to tap into a realm of amazing power – later to be known as the 'Dimension of the Beyonders' (see entry for: Beyonder) – and draw forth from it an energy they called the 'X-Element', which they contained within a small force construct called the Cosmic Cube. Whoever controlled the Cube had power like unto a god, for it had the ability to manipulate realty, and could accomplish literally almost anything the wielder could imagine.
The Cosmic Cube's first controller was the Skrull emperor, who used it to make himself a living god. Unbeknownst to it creators, though, the Cosmic Cube was slowly gaining sentience, copying thoughts and ideas from the mind of the emperor onto its own blank consciousness. Eventually, it became power-hungry in its own right and made a bid for control of the Empire. This resulted in a war that brought the Skrull Empire down into barbarism, which took a thousand years to recover.
Once free from the emperor, the Cube went its own way. It gave itself a body – part Skrull, part Cube – and traveled the galaxy in pursuit of its new passion – building worlds. Unfortunately, the newly born 'Shaper of Worlds' had no imagination or vision of its own. Instead, it had to rely on others for ideas, which it would then make real. The Shaper eventually took on a human apprentice, named Thomas Gideon, who came to be known as Glorian, to aid it in its world-shaping.
In the meantime, back on Earth, the criminal organization A.I.M. had created a second Cosmic Cube, which was subsequently used by such evil beings as the Red Skull, Thanos, and the Hate-Monger. Knowing what evil could befall the galaxy should this new Cosmic Cube retain too many of the attitudes it had picked up from these evil men, the Shaper of Worlds claimed the second Cube, cleansing it of all its evil imprints. This second Cube eventually evolved into the cosmic being Kubik

SHARK (JAWS)

STATISTICS:

F RM(30)
A EX(20)
S IN(40)
E AM(50)
R FB(2)
I PR(4)
P PR(4)
Health: 140 **Str:** 38
Karma: 10
Resources: N/A
Popularity: -40
Length: 30' (estimated)
Weight: 6 tons (estimated)
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Great White Shark (common name), *Carcharodon carcharias* (scientific name), Bruce (nickname), Jaws (nickname)
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Presumably the Atlantic Ocean.
Marital Status: Not applicable
Known Relatives: Unknown
Base of Operations: Mobile, although this particular strain of giant great white sharks seem to like Amity, Long Island.
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A 'Jaws' white shark's thick hide grants it Good protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Amazing blunt damage
Teeth: The giant 'Jaws-sharks'' can bite for Amazing Edged damage. Their most devastating attack, however, is a charging attack (usually from below); if Jaws travels at least one area, it gains +1CS to any result score (although not to damage)
NOTE: The 'Jaws' strain of white sharks are much larger than any previously recorded, and are thought by some to be a prehistoric throwback species, or possibly a mutation. This would account for the Jaws-sharks' somewhat higher mental stats.
This particular strain of giant sharks have a recorded range from Long Island, all the way down the Atlantic Coast to has far south as the Bahamas.
There has also been the documented, and rather inexplicable ability of the Jaws sharks to seek out members of the Brody clan. Chief Martin Brody was the Chief of Police in the town of Amity, the first documented hunting ground of this giant shark strain, and was the man who killed the first Jaws-shark. Since then, every instance in which one of these sharks has been encountered, there was a member of the Brody family present. This ability has been shown to work over distances of thousands of miles. For game purposes, this is a Remarkable Psychic ability. Assume that if a member of the Brody family (even legal relations such as in-laws) is detected, Jaws will travel hundreds and even thousands of miles in pursuit, often launching into an aggressive series of attacks specifically aimed at humans, and at Brody clan-members in particular.

SHARK (JAWS)

ROLE-PLAYING NOTES:
Extremely aggressive, territorial, and savvy. Jaws is an abnormally intelligent shark, and seems to target humans in general.

HISTORY:
Jaws is the generic name given to any of a gigantic strain of Great White Shark, documented along the eastern seaboard during the seventies and eighties. Thought by some to be mutants or possibly a prehistoric throwback species, these sharks were particularly aggressive and remarkably intelligent, showing deliberate and vindictive behavior even against specific individuals.

When the first of their number was killed by Amity Police Chief, Martin Brody, other individuals surfaced, all targeting humans in general, but Chief Brody and his family members in particular. In fact, these sharks have demonstrated the somewhat inexplicable ability to psychically sense members of the Brody clan – even in-laws – over thousands of miles.

SHARK (MEGALODON)

STATISTICS:

F RM(30)
A EX(20)
S AM(50)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 175 **Str:** 42
Karma: 6
Resources: N/A
Popularity: -40
Length: 60' (estimated)
Weight: 30 tons (estimated)
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Carcharocles megalodon (scientific name)
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Oceans of Prehistoric North America
Marital Status: Not applicable
Known Relatives: Unknown
Base of Operations: Oceans of Prehistoric North America, possibly global presence as well. In modern times, there are rumored sightings in both the Pacific and Atlantic Oceans
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A megalodon's thick hide grants it Excellent protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Monstrous blunt damage
Teeth: The megalodon's jaws bite for Monstrous Edged damage. Its most devastating attack, however, is its charging attack (usually from below); if a megalodon travels at least one area, it gains +1CS to any result score (although not to damage)
NOTE: The megalodon is an ancient relative of the Great White Shark, and is similar in both appearance and habits.

ROLE-PLAYING NOTES:

SHARK (MEGALODON)

HISTORY:
Megalodon was the largest shark ever to exist, and possibly the largest and perhaps most powerful predator of all time, rivaling the Sperm Whale and probably exceeding the giant pliosaur, Predator X. A scaled-up model of the Great White Shark, Megalodon was similarly adapted for explosive attacks against surface prey – applying the massively destructive ‘ first bite’ strategy of its modern cousin to whales instead of seals, the Megalodon’s jaws likely represented the most destructive attack of any predator, land or sea, in all of Earth history

SHARKS

BACKGROUND
Sharks are among the oldest and most successful predators on the planet, dating back some 300 million years. Although they have gone through many stages of evolution, their basic cartilage skeleton and general form has remained largely unchanged. Individual species represent some of the largest, most terrifying predators to ever exist on the planet. In modern times, they remain the dominant predator in the sea, in virtually every ocean in almost every niche. Although their human toll is relatively low, sharks are also one of mankind's most deep-seeded fears. While no species of shark treats humans as primary prey, even small ones have wicked teeth, and a nasty bite, and many of the larger species can kill and even eat humans who happen to chance into their territory. Some of the most dangerous species are detailed here.

BULL SHARK

STATISTICS:

F	GD(10)
A	GD(10)
S	EX(20)
E	RM(30)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 70 **Str:** 20
Karma: 6
Resources: N/A
Popularity: -20
Length: Up to 10'
Weight: up to 1000 lbs.
Eyes: Black
Hair: None

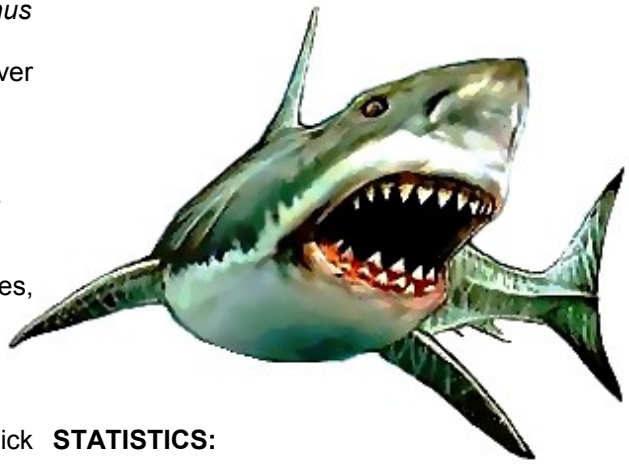
BACKGROUND
Real Name: N/A, Bull Shark (common name), *Carcharhinus leucas* (scientific name),
Occupation: Sea and River predator, sea monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Breeds worldwide.
Marital Status: Not applicable
Known Relatives: Unknown
Base of Operations: Rivers, lakes, and oceans worldwide.
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A bull shark's thick hide provides Poor protection from Physical attacks.

Water-Freedom
Tail-Smash: Incredible blunt damage
Teeth: Remarkable Edged damage
NOTE: Unlike most sharks, Bull sharks can live in fresh water rivers and lakes.

BULL SHARK The pugnacious bull shark is different from almost all other shark species in its ability to live in both fresh water rivers and lakes as well as the open ocean, which not only allows it to proliferate world-wide, in a range of habitats, it also places it right next to areas of high human habitation. Unfortunately, the shark's aggressive attitude, combined with its size and propensity to take largish prey, results in more attacks attributed to this species than any other, as well as the highest percentage of fatalities. In fact, it is believed that the infamous series of New Jersey attacks in 1916 – the ones that served as the inspiration for 'JAWS', and originally attributed to the Great White Shark - were more likely carried out, at least in part, by a bull shark. While a bull shark cannot bite with the authority of a big white, its nasty temper combined with its frequent proximity to humans, makes this species the most dangerous in the world.

GREAT WHITE SHARK



STATISTICS:

F	EX(20)
A	EX(20)
S	IN(30)
E	AM(50)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 120 **Str:** 30
Karma: 6
Resources: N/A
Popularity: -40
Length: 15' to 20'
Weight: 2 to 3 tons
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Great White Shark (common name), *Carcharodon carcharias* (scientific name),
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Breeds worldwide.
Marital Status: Not applicable

Known Relatives: Unknown
Base of Operations: Mobile, white sharks apparently migrate great distances
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A white shark's thick hide grants it Typical protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Incredible blunt damage
Teeth: White Shark's powerful jaws bite for Incredible Edged damage. Its most devastating attack, however, is its charging attack (usually from below); if a white shark travels at least one area, it gains +1CS to any result score (although not to damage)

GREAT WHITE SHARK
The Great White Shark is the largest, most powerful of predatory sharks and the primary apex predator in its environment – with the exception of the Killer Whale, the white shark is the top predator in the ocean, designed to hit and incapacitate large prey in a single shot. The white shark usually targets surface prey, striking from below with a massively destructive first bite that ether kills or cripples its target, to be finished off at the shark's leisure. Considering that the prey animals are nimble and often dangerous creatures like seals and tusked walrus, this allows the shark to avoid potential injury from its prey. The white shark's propensity for surface prey has, unfortunately, led it to target humans from time to time – notably surfers and kayakers, whose shadows on the surface resemble the shadow of a seal.

TIGER SHARK

STATISTICS:

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

Health: 90 **Str:** 25
Karma: 6
Resources: N/A
Popularity: -20
Length: 14' to 18'
Weight: up to 1 ton
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A, Tiger Shark (common name), *Galeocerdo cuvieri* (scientific name),
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Breeds in tropical waters worldwide.
Marital Status: Not applicable
Known Relatives: Unknown
Base of Operations: Tropical waters worldwide.
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A tiger shark's thick hide grants it Typical protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: Incredible blunt damage
Teeth: Tiger Sharks jaws can bite for Remarkable Edged damage.

TIGER SHARK
After the Great White Shark, the Tiger Shark is the largest predatory shark in the sea. Although slimmer of build than the White, the Tiger still reaches lengths of 18 feet or more, and is the largest member of the *Charcharhinids* – the family of sharks that includes the pugnacious Bull Shark. Although not specialized for large-bodied prey like the White Shark, the Tiger is one of the most indiscriminant predators among sharks, feeding on anything from turtles to fish to seals to any non-edible piece of junk that happens to be floating around the ocean - most famously being the particular species cut open in JAWS to find it had eaten a car license plate.

SHE-HULK

STATISTICS:

F RM(30)
A EX(20)
S MN(80)
E AM(50)
R EX(20)
I GD(10)
P EX(20)
Health: 170 **Str:** 80/90
Karma: 50
Resources: EX
Popularity: 30
Height: 6'7"
Weight: 650 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Jennifer Walters
Occupation: Lawyer, Adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Known to the general public
Place of Birth: Los Angeles, California
Marital Status: Single
Known Relatives: Morris Walters (father), Elaine Walters (mother, deceased), Robert Bruce Banner (the Hulk, cousin)
Base of Operations: New York City, New York
Present Group Affiliation: The Avengers, The Fantastic Four

KNOWN POWERS:
Body Armor: As the She-Hulk, Jennifer possesses Incredible protection from physical attacks, and Excellent protection from energy attacks.
Hyper-Leaping: Shift Z Leaping ability Adrenaline Surge: The She-Hulk undergoes an adrenaline surge comparable to her cousin the Hulk's, with the difference being that her Adrenaline Surge is activated by fear rather than anger, giving her a +1CS boost to Strength and Fighting with a Red Psyche FEAT, with corresponding bonuses to Health as long as the Surge lasts. The She-Hulk's Reason drops to Poor during the time she undergoes this boost and she becomes susceptible to panicked rages.
Regeneration: As the She-Hulk, Jennifer gains a healing factor giving her Remarkable rank Regeneration
Alter-Ego: The She-Hulk's human form is that of Jennifer Walters. At one time, she could control the change between forms but lost that ability for an extended period. Just recently, she has shown that ability once again. Unlike her cousin the Hulk, she commonly retains her normal personality in both forms, with the exception that as the She-Hulk, she is more extroverted and self-confident, or when her Adrenaline Surge is activated, in which case she reverts to a more savage persona more akin to her cousin's.

SHE-HULK

Talents:
She-Hulk has added Martial Arts A and B to her talents, giving her a +1CS to her Fighting ability when implementing these disciplines. She loses these talents should her Adrenaline Surge be activated.
As Jennifer Walters, the She-Hulk also maintained a successful law practice - a discipline which she still employs, although these days mostly focusing on meta-human issues. Her services have been recruited by even cosmic-level plaintiffs, up to and including the Living Tribunal

ROLE-PLAYING NOTES:
Gamma-irradiated blood has been kind to Jennifer Walters. She loves being the She-Hulk. Her strength and size give her the freedom to be bold and confident, in stark contrast to the mousy introvert she was in her normal human form. She is also quite sharp at her law practice, although her seven-foot tall frame and green skin can be a distraction in the courtroom.
Jen doesn't have quite the anger issues that her cousin, the Hulk, does but she can still be a bit temperamental and upholds the family tradition by being prone to slugging solutions

HISTORY:
Jennifer Walters is the cousin of Bruce Banner, the Incredible Hulk. She was enjoying a successful, if unspectacular law practice in California when she suffered a near-fatal bullet wound. Bruce gave her a transfixion of his own blood to save her life. The gamma-irradiated blood triggered Jen's transformation into the seven-foot, superhumanly strong She-Hulk
Unlike her cousin, Jennifer could control her transformations. Also, unlike her cousin, Jennifer enjoyed being the She-Hulk. For a while she could transform back into her normal form at will, but she has since lost that ability. Since she likes the power and strength of her new form, this doesn't bother her one bit.
She-Hulk is one of the most active and mobile people in the superhero community. During the Thing's absence, she served as a member of the Fantastic Four; she also spent a great deal of time as an Avenger, and has her own splinter group of superheroines, the Lady Liberators. She is an advocate for the superheroes in and out of the courtroom, and she currently works as a legal advisor for the Heroes for Hire.

SHE-HULK (LYRA)

STATISTICS:

F AM(50)
A RM(30)
S MN(75)
E AM(50)
R EX(20)
I GD(10)
P EX(20)
Health: 205 **Str:** 60/90
Karma: 50
Resources: EX
Popularity: 0/(40)
Height: Unrevealed
Weight: Unrevealed
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Lyra
Occupation: Warrior
Legal Status: Citizen of the United Sisterhood Republic in alternate future
Identity: Publicly known in her own time
Place of Birth: United Sisterhood Republic in alternate future
Marital Status: Single
Known Relatives: Thundra (mother), Robert Bruce Banner (the Hulk, genetic father)
Base of Operations: United Sisterhood Republic
Present Group Affiliation: A.R.M.O.R., The Frightful Four

KNOWN POWERS:
Body Armor: Lyra possesses Incredible protection from physical attacks, and Excellent protection from energy attacks.
Hyper-Leaping: Shift Z Leaping ability
Gamma Chi: When Lyra is very calm she may enter a trance-like state that allows her absorb and channel ambient gamma energy, giving her a +1CS boost to Strength and Fighting with a Red Psyche FEAT. If successful, Lyra must make a yellow FEAT each round to maintain the boost. She gains all the corresponding bonuses to Health as long as the Boost lasts. NOTE: to ensure that she never turned on them, Lyra's Femizon creators created a failsafe; unlike the Hulk or the She-Hulk, Lyra actually grows weaker as she gets angrier. If she loses her temper (fails a Psyche FEAT roll), she drops –1CS to Strength, Fighting, Endurance, each round until all three abilities bottom out at IN(40). To prevent this, Lyra can attempt to calm down with a red Psyche FEAT
Chain: Lyra's weapon of choice is a length of chain composed of Monstrous strength material, and does Monstrous blunt Lyra is proficient in Martial Arts A, B, damage. When striking with the chain, her Fighting is Monstrous

SHE-HULK (LYRA)

ROLE-PLAYING NOTES:
Lyra has contacts with her mother Thundra, and the Hulk family. Lyra comes from an alternate future and is unfamiliar with modern society.

HISTORY:
Lyra is from an alternate future and is the genetically engineered daughter of Thundra and the Hulk. Lyra was dispatched back in time in a last ditch attempt to prevent the extinction of her people - seeking the greatest hero of the era—however, because in her own time, the warring tribes of men had taken former heroes such as Wolverine, and Sentry as symbols to continue their war on the 'Femizons', Lyra hoped to kill their greatest hero, and rob them of their totem.
She came into conflict with the original She-Hulk (Jennifer Walters), but the Sentry (believing himself the 'greatest hero' she is looking for) intervened. But Lyra told the Sentry that the name of that 'hero' was Norman Osborn. Further, when Lyra finally managed to confront Osborn, she revealed that her mission was not to kill him, but to breed with him. Upon kissing him, she recalled all the evil he would be responsible in the future and refused to go through with it. With the aid of Jennifer Walters, Lyra managed to escape , and Since then, she has joined forces with her 'father' the Hulk, and the rest of the 'Hulk Family'.

SHE-HULK (ORIGINAL)

STATISTICS:

F RM(30)
A EX(20)
S AM(50)
E AM(50)
R GD(10)
I GD(10)
P EX(20)
Health: 175 **Str:** 49/80
Karma: 50
Resources: EX
Popularity: 30
Height: 6'7"
Weight: 650 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Jennifer Walters
Occupation: Lawyer,
Legal Status: Citizen of the United States with no criminal record
Identity: Known to the general public
Place of Birth: Los Angeles, California
Marital Status: Single
Known Relatives: Morris Walters (father), Elaine Walters (mother, deceased), Robert Bruce Banner (the Hulk, cousin)
Base of Operations: New York City, New York
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Incredible protection from physical attacks, and Excellent protection from energy attacks.
Hyper-Leaping: She-Hulk has Unearthly Leaping ability
Adrenaline Surge: The She-Hulk undergoes an adrenaline surge comparable to her cousin the Hulk's, with the difference being that her Adrenaline Surge is activated by fear rather than anger, giving her a +1CS boost to Strength and Fighting with a Red Psyche FEAT, with corresponding bonuses to Health as long as the Surge lasts. The She-Hulk's Reason drops to Poor during the time she undergoes this boost and she becomes susceptible to panicked rages.

Alter-Ego: The She-Hulk's human form is that of Jennifer Walters. At the very beginning, the transformation was triggered by stress, similar to the Hulk's, and, while the drop in her Reason score was not as severe as with her cousin's, the She-Hulk did initially suffer a –1CS to her Reason. Eventually Jennifer gained the ability to control her transformations, retaining her full intelligence I neither identity, although tending to become more extroverted in her She-Hulk form.

ROLE-PLAYING NOTES:
During her initial transformations, the She-Hulk lost a slight degree of intelligence, and was more extroverted and temperamental. After gaining control of her transformations, she retained her full intelligence in both forms. She has a tumultuous relationship with her father, Morris.

SHE-HULK (ORIGINAL)

HISTORY:
The original She-Hulk was essentially a watered-down female version of her cousin. She tended to think of her two personas as separate people, and her transformations were similarly involuntary episodes based on stress. She also ran around in torn clothes, and like the Hulk, was generally at odds with most of the super-heroes she encountered, and was distrusted by the law. Towards the end of her series first run, the She-Hulk began to morph into her own character, the turning point being when she gained control over her transformations. Instead of the worsening multiple personality disorder of her rampaging cousin, Jennifer's human and She-Hulk personalities became one and the same, launching her into her Sensational She-Hulk era.

SHE-HULK (SENSATIONAL)

STATISTICS:

F RM(30)
A EX(20)
S MN(75)
E AM(50)
R EX(20)
I GD(10)
P EX(20)
Health: 175 **Str:** 60/90
Karma: 50
Resources: EX
Popularity: 30
Height: 6'7"
Weight: 650 lbs.
Eyes: Green
Hair: Green

BACKGROUND
Real Name: Jennifer Walters
Occupation: Lawyer, Adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Known to the general public
Place of Birth: Los Angeles, California
Marital Status: Single
Known Relatives: Morris Walters (father), Elaine Walters (mother, deceased), Robert Bruce Banner (the Hulk, cousin)
Base of Operations: New York City, New York
Present Group Affiliation: The Avengers, The Fantastic Four

KNOWN POWERS:
Body Armor: As the She-Hulk, Jennifer possesses Incredible protection from physical attacks, and Excellent protection from energy attacks.
Hyper-Leaping: Shift Z Leaping ability
Adrenaline Surge: The She-Hulk undergoes an adrenaline surge comparable to her cousin the Hulk's, with the difference being that her Adrenaline Surge is activated by fear rather than anger, giving her a +1CS boost to Strength and Fighting with a Red Psyche FEAT, with corresponding bonuses to Health as long as the Surge lasts.
The She-Hulk's Reason drops to Poor during the time she undergoes this boost and she becomes susceptible to panicked rages.
Alter-Ego: The She-Hulk's human form is that of Jennifer Walters. At one time she could control the change between forms but lost that ability for an extended period. Just recently she has shown that ability once again. Unlike her cousin the Hulk, she commonly retains her normal personality in both forms, with the exception that as the She-Hulk she is more extroverted and self-confident.

ROLE-PLAYING NOTES:
The She-Hulk is close to her cousin, Robert Bruce Banner (a.k.a. the Hulk), is a member of the Avengers and a sometime member of the Fantastic Four, so she has a wide range of contacts within the super-hero community, particularly female heroes. She has also had romantic dalliances with the likes of Starfox and Hercules.

SHE-HULK (SENSATIONAL)

HISTORY:
From the time that she first joined the Fantastic Four and her association with the Avengers, the She-Hulk emerged from the half-savage female Hulk-analogue, in torn clothes, into a foxy cosmopolitan superheroine about town, driving flying Cadillacs, and hob-knobbing with a who's-who list of super-hero celebrities, cementing herself as her own brand of new-age lady super-hero. She also renewed her law-practice – now permanently in her She-Hulk form, she became a legal representative specializing in meta-human affairs. In fact, this is the version of the She-Hulk that endures to this day, minus the power-up to her modern levels – although it could be said that these stats represent her as she seems to be portrayed in her modern cross-title Avengers/FF appearances, as opposed to how she seems in her own books. In either case, She-Hulk is the physically strongest Marvel super-heroine, heroes on Earth. and one of the most powerful heroes on Earth.

SHE-HULK (SHE-RULK)

STATISTICS:

F RM(30)
A EX(20)
S MN(175)
E AM(50)
R TY(6)
I TY(6)
P TY(6)
Health: 180 **Str:** 80
Karma: 18
Resources: EX
Popularity: 30
Height: Unrevealed
Weight: Unrevealed
Eyes: Red
Hair: Black (tinted Red)

BACKGROUND
Real Name: Betty Ross Talbot Banner
Occupation: Former Spy/Field Agent of the Team, Author, Librarian, Crisis Volunteer, Nun-in-Training
Legal Status: U.S. citizen with no criminal record
Identity: Publicly known, although the general public is unaware of her identity as She-Rulk
Place of Birth: California
Marital Status: Married
Known Relatives: Robert Bruce Banner (Hulk, husband), General Thaddeus Ross (father), Karen Lee Ross (mother, deceased) Glenn Talbot (ex-husband, deceased)
Base of Operations: Mobile, formerly Reno, Nevada
Present Group Affiliation: Red Hulk (As She-Rulk); former agent of the Team, double agent within Home Base, formerly part of the religious sisterhood

KNOWN POWERS:
Alter Ego: She-Rulk's human-form is Betty Ross Banner
Energy Absorption: She-Rulk's powers stem from her Unearthly ability to absorb gamma energy. She has not shown her full spectrum of powers but she presumably has the same powers as the Red Hulk, giving her the ability to absorb other forms of energy as well, such as the Cosmic Energy of beings like the Silver Surfer.
By absorbing energy from an energy source of at least equal to her power rank will give her an additional +1CS to both her Strength and Endurance for 1-10 turns or as long as the energy source remains constant. Health is adjusted accordingly
Adrenaline Surge: Unlike her green counterpart, She-Rulk's Strength doesn't increase with her Adrenaline Surge. Instead, she gets 'hotter' as she gets angrier, emitting Gamma radiation that increases in intensity with her anger. This radiation is considered to be a Heat and Energy attack to anything within range, starting at Excellent range and intensity, increasing each round until reaching Unearthly intensity. She-Rulk can also focus this radiation as beams of heat from her eyes, giving her Heat Vision of an intensity equal to her Adrenaline Surge. Limitation: if She-Rulk's Radiation emission reaches Monstrous or higher, she must make an Endurance FEAT each round or else fall unconscious for 10 to 20 turns.
Body Armor: As the She-Rulk, Betty possesses Incredible protection from physical attacks, and Excellent

protection from energy attacks.
Hyper-Leaping: Shift Z Leaping ability
Regeneration: As the She-Rulk, Betty gains Healing Factor, giving her Remarkable rank Regeneration
Talents: She-Rulk has Marks-manship talents, As Betty Ross, she is educated as a Nun. As 'Mr. Blue' she had Computer and Espionage talents.
Equipment:
Meta-Caliber S.H.I.E.L.D. Sub-*Machine Gun:* Amazing strength material, capable of penetrating Monstrous material for Incredible shooting damage.
Sai: Amazing material that strikes for Incredible damage

ROLE-PLAYING NOTES:
As She-Rulk, Betty is wildly aggressive and irrational, prone to violence. This has actually improved her relationship with her husband, Bruce Banner when he's in his own Hulk form.

HISTORY:
Betty Ross Banner was the wife of Bruce Banner, and only daughter of the renowned General Thaddeus E. "Thunderbolt" Ross. She was believed dead, murdered by the Abomination, who used the high levels of gamma radiation in his own blood to poison her (making it appear to be the fault of the Hulk). Betty was placed in cryogenic suspension by her father.
Red She-Hulk first appeared after the emergence of the Red Hulk – who turned out to be Betty's father, General Ross. 'She-Rulk' came into conflict with Red Hulk ('Rulk'", who was hunting the mercenary Domino, after she witnessed him transform from his human form. Their encounter ended with Red She-Hulk kicking Red Hulk off the Empire State Building. She-Rulk engaged with a number of battles with the Hulks, but after Skaar stabs her with his sword, she reverts back to her human form, revealing that she is Betty Ross. Betty explains that she was brought back to life - having been put 'on ice' by her father after her death - thanks to various experiments by the Intelligencia that mutated her into She-Rulk. She begs Burce to allow her to die, but instead transforms back into the Red She-Hulk, healing her injuries.
As She-Rulk, Betty is wildly irrational, creating a wedge with Bruce. It has however, actually brought her closer to her husband as the Hulk, and she has operated with the highly-volitile 'Hulk Family' ever since

SHERLOCK HOLMES

STATISTICS:

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

Health: 50 **Str:** 8
Karma: 130
Resources: EX
Popularity: GD
Height: Unrevealed
Weight: Unrevealed.
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Sherlock Holmes
Occupation: Private Detective
Legal Status: Citizen of England
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Baker Street, 221B, London
Present Group Affiliation: Partner of Dr. Watson

KNOWN POWERS:
Sherlock Holmes has no superhuman powers; all of his abilities come through his skill and training.
Talents:
Holmes has all Martial Arts Skills, Wrestling, and Weapons Skills, and is a Weapon's Specialist with sticks. He is the world's foremost Detective (+3CS to Reason and Intuition), Holmes also has Resist Domination, and Survival (Urban) Skills

Equipment:
Encyclopedia: Holmes' Encyclopedia is a Monstrous-rank wealth of information in the fields of Anthropology, Geography, and History
Fighting Sticks: Holmes usually carries two Fighting Sticks that strike for Good blunt damage. Holmes is a Weapon's Specialist with the sticks and gains +2CS to Fighting FEATs. This bonus applies to any club of similar length and weight such as canes or umbrellas.
Magnifying Glass: Sherlock Holmes' traditional Magnifying Glass provides Microscopic Vision of Feeble rank.
Revolver: Holmes sometimes carries a six-shot Revolver that does good shooting damage.

ROLE-PLAYING NOTES:
Whimsical and witty, even prone to mischief, Holmes is restless, constantly looking to stimulate his intellect. His absolute awareness of his surroundings, and his utter mental superiority makes dealing with normal folks sometimes difficult, which is why he tends to cling to those people who interest him.

SHERLOCK HOLMES

HISTORY:

Sherlock Holmes was born in England in the year 1854. Little is known of his family background, save that he is the grand nephew of the French artist Emile Jean Horace Vernet. It is also known that in his younger years, Holmes attended at least one of the country's leading universities, though it cannot be ascertained whether he was an alumnus of Oxford, Cambridge, or both. His older brother Mycroft, born 1847, whom Sherlock considered to be even more intellectually gifted than himself, would spend much of his life on Her Majesty's Secret Service.

At the age of 20, Holmes was to find his life's calling. For it was in that year that he began his illustrious career as the world's first consulting detective, taking his first case... which his future friend and companion Dr. John Watson would come to title, in his chronicles of Holmes's endeavors, "The Adventure of the Gloria Scott." His study of science at university having informed his already keen mind and powers of observation, Holmes employed a process of deductive reasoning in his work, with great success.

In 1881, Holmes's professional relationship with Dr. John Watson began. Watson would come to assist Holmes in hundreds of investigations throughout their years together at Holmes's flat in 221B Baker Street, London, where both were attended by the landlady, Mrs. Hudson. In 1887, Watson began publishing his accounts of these adventures with "A Study In Scarlet." Over the years, The Strand Magazine would carry many tales of Holmes's baffling cases and brilliant insight, and he would become recognized across the globe as one of the world's finest analytical thinkers, often aiding Scotland Yard investigations, in addition to his own consulting practice.

In 1891, Holmes was apparently killed in Switzerland, when he and his cunning adversary, Professor James Moriarty, locked in combat, tumbled from the heights of the Reichenbach Falls into the waters below. No body was ever recovered, however, and Holmes shocked Watson and the world at large by resurfacing in 1894 and returning to public practice, explaining that he'd faked his death and remained in hiding for three years in order to elude Moriarty's criminal associates.

In 1895, after his miraculous return from the watery grave, Holmes was given a private audience with Her Majesty, Queen Victoria, in honor of his service to Crown and Country. In 1902, he was offered Knighthood, but declined. He retired to Sussex in 1904, having left behind a legacy unrivaled in the annals of criminal investigation. But even in "retirement" Holmes would again come to the aid of his country as the First World War approached. In 1914, at the age of 60, he was instrumental in the capture and arrest of a Prussian spy known as Von Bork.

The Von Bork case seems to have been Sherlock Holmes's last bow. Following the arrest, Holmes returned to his life of seclusion in Sussex to live out his life in peace and solitude, keeping bees and eventually publishing a manual on the subject. The details of his death are not known, but he lives on to this day through the records of his thrilling cases, and will always be remembered and regarded as the "World's Greatest Detective".

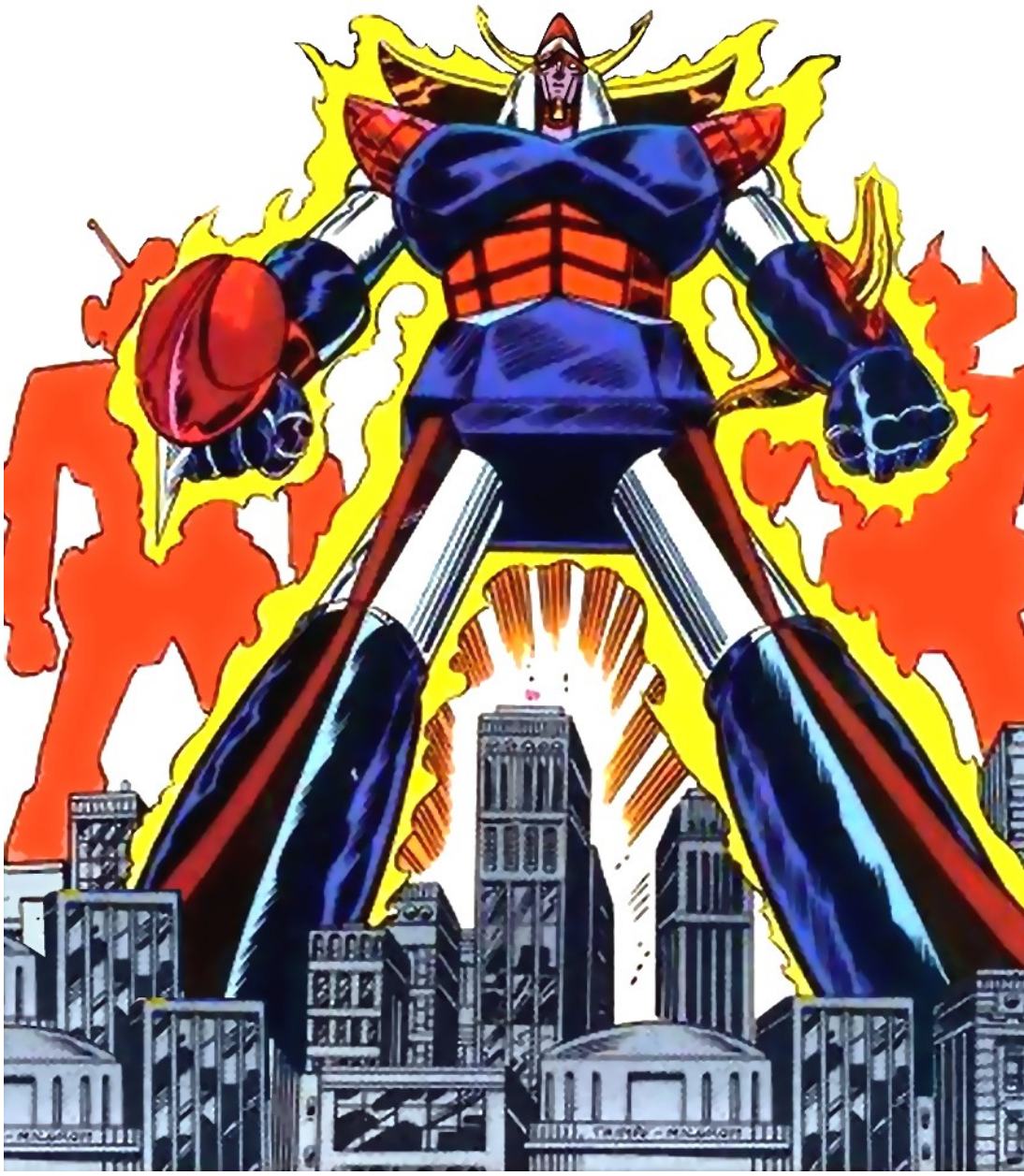
SHOGUN WARRIORS (RAYDEEN)

STATISTICS:

F EX(20)
A TY(6)
S ShY(200)
E ShX(150)
R PR(4)
I Sh0
P Sh0
Health: 376 **Str:** 190
Karma: 40
Resources: 0
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: None
Hair: None

BACKGROUND
Real Name: Raydeen
Occupation: Combat Instrument
Legal Status: Inapplicable
Identity: Inapplicable
Place of Construction: The Sanctuary of the Light
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The Sanctuary of the Light
Present Group Affiliation: The Followers of the Light

KNOWN POWERS:
Robotic Body: Raydeen is a huge robot. It has Monstrous protection against physical and energy attacks. The robot has Shift Z Growth and is +3CS to be hit. The robot can move at Typical land speed (3 areas/round), or fly at Remarkable Airspeed (15 areas/round). Raydeen is also capable of transforming into the supersonic jet 'Firehawk' – Shift X Airspeed (50 areas/round).
Raydeen is controlled cybernetically, and therefore possesses the mental statistics of its operator (see RIP stats above). The user sits in a control cabin within the helmet and mentally directs Raydeen's actions. The robot can be accessed by hatches in the feet or an emergency hatch in the rear of the helmet. The interior is a maze of conduits and cables.



Breaking Blade: Raydeen's right wrist shield houses a dagger-like blade that does Shift X edged damage. The shield and blade can be combined to create a sword that extends 3 areas. The Shield can also be thrown like a boomerang up to 10 areas away for Unearthly Thrown blunt damage
Cybernetic Bow: Raydeen's left wrist houses a Cybernetic Bow that fires explosive tipped arrows that do Amazing damage
Finger Missiles: Raydeen can fire missiles from its fingertips, that cause Incredible damage.
Power Triangle Fist: Working in tandem with at least two other Shogun Warriors, Raydeen can combine its energies to create an energy blast of Shift Y (300) intensity and range.
The Screaming Hawk: A hawk-shaped projectile Raydeen can fire for Amazing edged damage.

SHOGUN WARRIORS (RAYDEEN)

ROLE-PLAYING NOTES:
Raydeen has the personality of whoever is operating the machine at the time

HISTORY:
Raydeen was the first of the Shogun Warriors encountered in modern times. It is the fastest of the three, able to assume the supersonic Firehawk formation. Raydeen's turbo-speed design well-suits the personality of its pilot, stuntman, Richard Carson – easily the most enthusiastic member of the team.

Raydeen is also the most specifically designed for hand-to-hand combat of the Shogun Warriors, armed with a shield and blade, besides its array of lasers, finger missiles, and Cybernetic Bow that fires giant explosive arrows. Raydeen's signature weapon is its Screaming Hawk missile, fired from the chest.

SHUMA-GORATH

STATISTICS:

F RM(30)
A FB(2)
S ShX(150)
E CL1000
R IN(40)
I MN(75)
P CL3000
Health: 1182 **Str:** 150
Karma: 3115
Resources: ShX(150)
Popularity: -100
Height: Variable
Weight: Variable
Eye: Burgundy (variable)
Hair: None (variable)

BACKGROUND
Alias: Shuma-Gorath
Occupation: Lord of Chaos
Legal Status: Inapplicable
Identity: Shuma-Gorath's existence is disbelieved by most rational citizens of 21st Century Earth
Place of Birth: Inapplicable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: An alien dimension
Present Group Affiliation: None

KNOWN POWERS:
Energy and Matter Control: Shuma-Gorath is one of the Lords of Chaos, impossibly old beings of malevolence and entropy. As such in can manipulate mystic energies at CL1000 rank and any other type of energies at Shift Y rank. Shuma-Gorath can defend himself by dissipating up to 200 points 'physical' energy and 1000 points of mystical energies which might be directed specifically at the Lord of Chaos itself, but can undertake no other actions that turn. Shuma-Gorath can magically manipulate matter consisting of volumes up to and including the solar system at CL1000 rank, although control of volumes on a scale much larger than city-wide requires Shuma-Gorath to pay 500 Karma in addition to any other considerations. One Power that Shuma-Gorath cannot mimic with this power is the ability to open dimensional gates into other realms. Shuma-Gorath is limited in its ability to move from one dimension to another and must rely on special procedures (see below) to do so.
Body Armor: Shuma-Gorath is difficult to attack physically, as he can will himself immaterial at Shift Z rank. But if he were, in fact, attacked, his tough rubbery hide would provide Amazing protection against all material attacks.
Astral Projection: Shuma-Gorath can travel astrally with CL1000 ability. When traveling, he can attempt to possess other beings. He must make a successful Psyche FEAT roll against the target's Psyche to take possession. This possession does not act as Mind Control. He is limited to sending his victim dreams, memories, and unsettling images. When Shuma-Gorath possesses someone, they are considered to have Feeble power rank for all magical effects in that character's home dimension. For each five points of magical energy expended by Shuma-Gorath's unknowing agent, the Lord of Chaos gains one point of Psyche. When Shuma-Gorath's Psyche reaches Unearthly level, it is allowed to manifest itself on this new plane with full powers and attributes described above.
Banishment: Shuma-Gorath has a great weakness: when he loses a confrontation on a particular dimensional plane, he is barred from entering that plane for several millennia.

SHUMA-GORATH

ROLE-PLAYING NOTES:
Shuma Gorath is obsession is conquering Earth's dimension

HISTORY:
Shuma-Gorath is often referred to as an 'Elder God' after Lovecraft's Cthulhu mythos, although he doesn't fit the Marvel Universe definition of the term – he is, in fact, a much older being. He is one of the "Great Old Ones" who came to Earth untold millions of years ago, ruling it and feasting on mankind's ancestors. Though banished in the distant past by the sorcerer Sise-Neg, Shuma returned to Earth and ruled for an age in what would be Cimmeria, fed by blood sacrifice. Over 21,000 years ago, the newly risen storm god, Crom led a shaman to three iron-bound books of magic with which the shaman imprisoned Shuma within Mt Crom. Around 10,000 B.C. the newly wed sorcerers Kulan Gath and Vammatar sought to release and enslave the demon, but failed after betraying each other. A century later, Shuma-Gorath was indeed unleashed by the two sorcerers and others, but the barbarian Conan used the Books to banish the demon from Earth.

In the modern era, Shuma attempted to be reborn on Earth through the mind of the Ancient One via his agents Nightmare, Sligguth, Ebora, N'Gabthoth, Dagoth, Kathulos, and Living Buddha. Unable to stop the demon, Doctor Strange instead slew the Ancient One, banishing Shuma back to his realm while allowing the Ancient One to become one with the universe. Later, Strange's near destruction of his many talismans and scrolls in battle against alien sorcerer Urthona collapsed the barriers imprisoning the Old Ones, allowing Shuma to gain a foothold on Earth. Forced to use black magic to oppose Shuma's agents, Strange ultimately merged with Shuma and then impaled himself. This temporarily destroyed Shuma, but Strange suffered the consequences of his dark actions for some time. Re-forming over time as Strange purged himself of the demon's taint, Shuma continues to seek to conquer Earth and other realms, sometimes by acquisition of objects of power like the Infinity Gems.

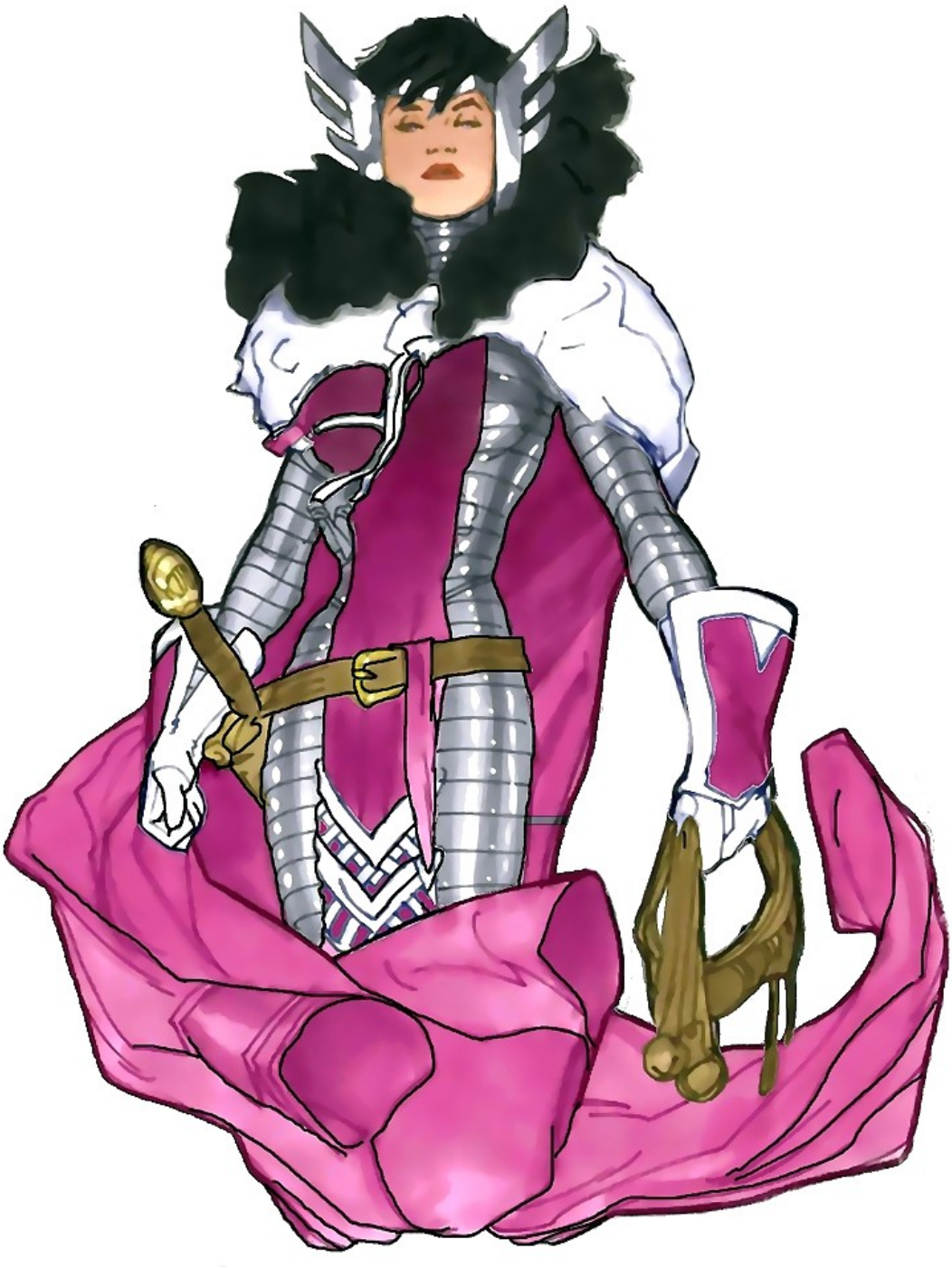
SIF

STATISTICS:

F MN(75)
A RM(30)
S AM(50)
E MN(75)
R GD(10)
I IN(40)
P AM(50)
Health: 230 **Str:** 42
Karma: 100
Resources: GD
Popularity: 15 (50 in Asgard)
Height: 6'2"
Weight: 425 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Sif
Occupation: Warrior, Shield Maiden
Legal Status: Citizen of Asgard
Identity: The Valkyrie's godhood is not acknowledged by the general populace of modern-day Earth
Place of Birth: Asgard
Marital Status: Single
Known Relatives: Heimdell (brother)
Base of Operations: Asgard
Present Group Affiliation: Gods of Asgard, ally and lover of Thor

KNOWN POWERS:
Body Armor: Sif's dense Asgardian flesh provides her with Good-rank body armor
Immune to Disease: Sif is immune to all terrestrial diseases
Equipment:
Enchanted Sword: Sif's sword was given magical properties by Odin. She is +1CS with all sword attacks and may use the flat of the blade, doing Monstrous dam-age. By spinning the sword, Sif may travel interdimensionally, between Earth and Asgard with Monstrous ability or any other dimension with Good ability. Failure of this FEAT means that Sif ends up in an undesired location
Armor: Sif occasionally wears a suit of armor that provides Amazing protection



ROLE-PLAYING NOTES:
Sif is a brave and honorable warrior, loyal to her people to the end. She is a mighty fighter, but at the same time she can be compassionate and merciful. Even during a time when she believed herself to be a mortal, she continued to display these noble qualities - adapting the identity of a brave and incorruptible police detective. She has long loved Thor, and greatly admires his nobility and courage

SIF

HISTORY:

Sif is a warrior goddess of Asgard and the sister of Heimdall, the guardian of the Rainbow Bridge. She was trained from an early age to be a Shield Maiden, which is why she is one of the most accomplished swords-women in the realm. As a child, she was a playmate to both Thor and Loki, though she preferred Thor's company to that of his adoptive half-brother's. Eventually, when they reached adolescence, Thor and Sif fell in love. Determined to ruin his hated brother's happiness, Loki cut off Sif's golden hair while she slept.

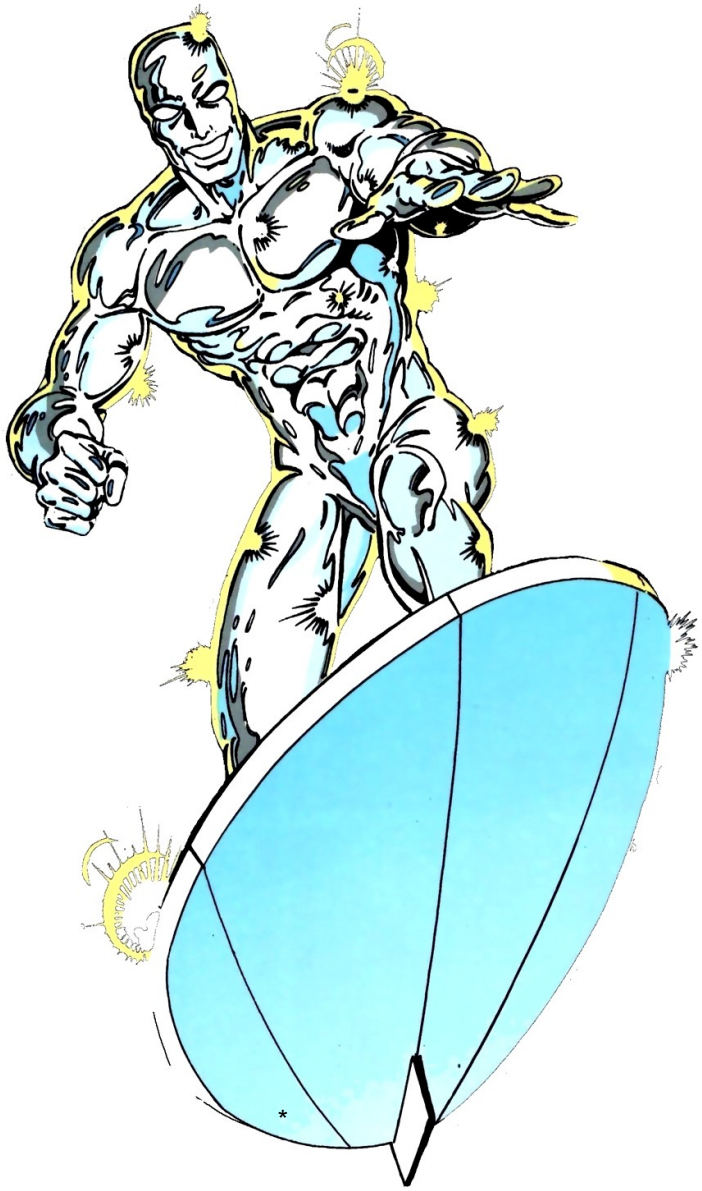
Thor immediately realized that Loki must have been responsible and demanded that he restore her hair. Loki sought out the dwarves Brokk and Eitri and asked them to create new hair for Sif. However, Loki was either unwilling or unable to pay the dwarves for their work, so they made Sif's hair grow back black as night. Thor found her even more beautiful with black hair, so Loki's plan failed.

Thor and Sif were parted for a short time while Sif began her training in earnest, and while Thor went to Earth to humility. Eventually, Odin arranged for them to meet again and they became lovers and companions.

SILVER SURFER

STATISTICS:

F AM(50)
A AM(50)
S UN(100)
E UN(100)
R EX(20)
I MN(75)
P AM(50)
Health: 300 **Str:** 95/150
Karma: 145
Resources: RM(30)
Popularity: 20
Height: 6'2"
Weight: 210 lbs.
Eyes: Silver
Hair: None



BACKGROUND
Real Name: Norrin Radd
Occupation: Former Herald to Galactus, Cosmic Adventurer.
Legal Status: Former Citizen of Zenn-la.
Identity: The general population of Earth is unaware of the Surfer's existence.
Place of Birth: Planet Zenn-la.
Marital Status: Single
Known Relatives: Jartarn Radd (father, deceased), Elmar (mother, deceased).
Base of Operations: Mobile throughout the Cosmos; formerly restricted to the Planet Earth.
Present Group Affiliation: Sometime member of the Defenders, frequent ally of the Fantastic Four and the Avengers; former Herald of Galactus.

KNOWN POWERS:
Power Cosmic: The Silver Surfer has the ability to channel and manipulate vast amounts of cosmic power, with Unearthly ability and line of sight range. He uses the power cosmic for following stunts:
**Power Blasts:* Unearthly force or energy with Monstrous accuracy
**Raise any single Ability* or *Power* score (his own or someone else's) to Unearthly for 1-10 rounds. If the ability raised is already Unearthly, it may be boosted to Shift X with a Yellow FEAT roll.
Absorption: If Norrin can to tap into a large energy source, he is allowed one power FEAT at up to Shift Z intensity. When the excess energy is spent, he must roll a red Endurance roll or be stunned for 1-10 rounds.
**Healing:* Up to Unearthly damage (this does not affect Endurance rank losses)
**Reconstruct* existing elements (he may not transmute their form).
*Perceive any energy source of Unearthly rank or better, within a planetary radius on a planet surface, or within a solar system in space.
**Self-Sustenance:* The Surfer does not need to eat or breathe. Other power stunts may be developed, but all karma losses to the Surfer are tripled
Flight: The Surfer's board can fly at up to CL5000 speeds in space. In a planetary atmosphere, this is reduced to Shift Z. The Surfer's board is made of Unearthly Material Strength and he controls this board mentally.
Body Armor: the Surfer has Monstrous protection against energy and physical attacks, which he may boost to Unearthly for 1-10 rounds. He is Invulnerable to Heat and Cold (CL1000 resistance) and may survive in space for a virtually unlimited time.

SILVER SURFER

ANNIHILATION WAVE:
During the Annihilation Wave Crisis, Galactus reinstated the Silver Surfer as his Herald, augmenting the Surfer's powers dramatically, raising his Power Cosmic to Shift Z(500), capable of destroying entire planets, or engaging Proemial Gods in combat. In the time since the resolution of the crisis, the Surfer has continued to act as Galactus' Herald, although he seems to have been restored to his traditional power levels.

Talents: Norrin Radd was once a space pilot. His meditative practices have given him Martial Arts D.

ROLE-PLAYING NOTES:
The Surfer's cosmic awareness makes him aloof by nature, and his cosmic perspective makes him somewhat naive in the ways of mortals. He is burdened by guilt at the lives he has allowed to be destroyed at the hands of Galactus. Nonetheless, he remains pure of heart, and incorruptible, and an endlessly questing explorer

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

The Surfer served Galactus for eons, until Galactus' Hunger finally drew him towards Earth. Upon meeting humans, including Alicia Masters and the Fantastic Four, the Surfer realized that he could not allow his master to destroy the Earth. He fought alongside the heroes of Earth against Galactus.

To punish his Herald for his betrayal, Galactus erected a powerful force field around the Earth that held the traitorous Surfer captive there for many years – during which time he formed numerous contacts with the metahuman population – particularly the Fantastic Four and the Defenders. The Surfer eventually escaped Earth and wound up aiding Galactus against the Skrull Empire, for which the Devourer pardoned the Surfer and gave him his freedom.

The Surfer explored the universe for a time, looking for purpose, trying to atone for the billions that had died while he was Galactus' Herald. But responsibility to the universe always brought him back into service for the World Devourer, in one way or another. Recently, the Surfer has voluntarily resumed his duties as Herald, as it has been proven time after time that his best service to the universe is to guide Galactus' appetites away from inhabited worlds.

SIX MILLION DOLLAR MAN

STATISTICS:

F EX(20)
A EX(20)
S RM(30)
E EX(20)
R GD(10)
I EX(20)
P GD(10)
Health: 90 **Str:** 27(8)
Karma: 40
Resources: RM
Popularity: 30
Height: 6'1"
Weight: 240 lbs. (180 before bionic implants)
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Steve Austin
Occupation: Government Agent, Former Test Pilot
Legal Status: American citizen with no criminal record
Identity: Publicly known although most people don't know of his bionic abilities
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Jamie Summers (Bionic Woman, wife), Jim Castillian (son)
Base of Operations: None
Present Group Affiliation: Office of Scientific Intelligence, Formerly the United States Air Force

KNOWN POWERS:
Bionics: Steve Austin's legs, right arm and right eye have been replaced by bionics, giving him the following abilities:
**Enhanced Strength:* Steve's bionic limbs are constructed of Incredible Strength material, and give him Remarkable physical strength. His natural Strength in the rest of his body is Good
**Leaping:* Steve's bionic legs give him Excellent Leaping
**Hyper-Speed:* With his bionic legs, Steve can achieve Incredible landspeed
**Telescopic Vision:* Steve's bionic eye has Amazing Telescopic Vision

Talents: Martial Arts B, Military Science, Pilot, Weapons (Firearms), Vehicles

ROLE-PLAYING NOTES:
Steve Austin's personality on the television show differed dramatically from the character in the original Martin Caidin's novels. Caidin's Austin is a ruthless, cold-blooded killer – very much embracing the role of secret-agent hitman. The Steve Austin of the *Six Million Dollar Man* television show was pointedly against killing, and was only a reluctant agent – more in line with the typical, likeable good-guy adventurer rather than the violent anti-hero of the *Cyborg* novels. In both versions, Austin has moments of revulsion of his bionic implants.

SIX MILLION DOLLAR MAN

HISTORY:

"Steve Austin, astronaut; a man barely alive. Gentlemen, we can rebuild him. We have the technology. We have the capability to build the world's first bionic man. Steve Austin will be that man. We can make him better than he was before. Better, stronger, faster."

The Six Million Dollar Man was based on the novel *Cyborg* by Martin Caidin, is the former astronaut Steve Austin who is severely injured in a rocket crash and is “rebuilt” in a title-giving operation that costs six million dollars. His right arm, both legs and the left eye are replaced by "bionic" implants that enhance his strength, speed and vision far above human norms: he can run at speeds of 60 miles per hour (100 km/h), and his eye has a 20:1 zoom lens and infrared capabilities. He uses his enhanced abilities to work for the OSI (Office of Scientific Intelligence) as a secret agent (and as a guinea pig for bionics).

The series was quite popular during its run, and produced a number of bionic spin-off characters, including the *Bionic Woman* (See Below), a bionic dog, and even a bionic Sasquatch – a creation of investigative aliens living in the northern woods. The series is iconic for its slow-motion bionic visuals and sound effects as well as a series of catchphrases from the opening narrative (above). Steve Austin returned in the eighties for a series of made-for-television bionic movies, where he and Jamie Summers (the Bionic Woman) are revealed to have a son, who likewise experiences an accident which requires bionic implants and prosthetics (amped-up versions of his parents’), as well as featuring Sandra Bullock in an early role as a new bionic woman. The Bionic Woman series introduced a cybernetic army of evil ‘Fembots’ designed to look like human women but were simply robotic constructs.

The series’ primary supporting characters were Austin’s supervisor, Oscar Goldman (who read the show’s opening narrative) and his physician, Dr. Rudy Wells, who oversaw the medical details of Austin’s bionic implants.

SKAAR

STATISTICS:

F IN(40)
A GD(10)
S UN(100)
E UN(100)
R TY(6)
I TY(6)
P RM(30)
Health: 240 **Str:** 90/150/300
Karma: 40
Resources: FB
Popularity: -10
Height: 9' 5"
Weight: 1,500 lbs.
Eyes: Green
Hair: Black

BACKGROUND
Real Name: Skaar
Occupation: Adventurer
Legal Status: Native of Sakaar
Identity: Publicly known
Place of Birth: Sakaar
Marital Status: Single
Known Relatives: Robert Bruce Banner (the Hulk – father), Caiera of the Oldstrong (mother – deceased), Hiro-Kala (Half-Brother), Jennifer Walters (alias the 'She-Hulk, second cousin)
Base of Operations: Mobile, formerly Sakaar
Present Group Affiliation: Hulk Family

KNOWN POWERS:
Alter Ego: Skaar's human form is that of a twelve-year old boy, reflecting both his near-newborn status as well as his accelerated aging.
Adrenaline Surge: Like his father the Hulk, Skaar's strength grows with his rage. After three rounds of combat, Skaar gains +1CS to Strength and Fighting every round up to a maximum of Shift X (150) to hit and damage. His Health is raised accordingly.
Hyper-leaping: Class 5000
Invulnerability: Monstrous protection against Physical and Amazing versus Energy attacks. Skaar also possesses Class 1000 resistance to cold, heat, fire, or disease Skaar is capable of surviving in the vacuum of space unaided and does not need air, food, water, or sleep.
Regeneration: Amazing ability to heal damage. Increases with Adrenaline surge +1CS per round to a maximum of Unearthly. Also, because of his great healing factor combined with the Old Power that empowers him, Skaar does not age.
Old Power: Skaar inherited, from his mother, Caiera of the Oldstrong, the ability to wield the Old Power, a mystical attempt to recreate the Power Cosmic, by tapping into the biospheric energy – the 'life- force'– of planets. Skaar wields the Old Power at Unearthly ability, and can channel tectonic energies of planets, giving him mastery over earth and stone. With the Old Power, he can break or mend the earth as he sees fit, turn his body to stone, and call up magma from the depths.
Skaar can also channel kinetic energy into his physical abilities, raising his Strength +2CS for a single FEAT as long as he is contact with the Earth. This does not affect Health and Skaar cannot use this Power in conjunction with his Adrenaline Surge.

SKAAR

Talents: Martial Arts A, B, Grappling, Weapons
Battle-Ax: Amazing material, Monstrous Edged damage.
Sword: Amazing material, Monstrous Edged damage

ROLE-PLAYING NOTES:
Skaar was born heir to both the rage that dominated the psyche of the Incredible Hulk, as well as the serenity of Caiera the Oldstrong. And despite his great power, he is still really only a child, on his own from birth, who is only now learning to trust others.

HISTORY:
Skaar was son of the Hulk and Caiera the Oldstrong. After Caiera's death, a cocoon containing Skaar fell into the lake of fire, and he emerged, grown to an adult, wielding Hulk-like strength. Eventually, Skaar gained the Old Power and he could see acts of murder committed by everyone on the planet and intended to kill all those he perceived as 'evil'. The Silver Surfer interceded, removing Skaar's Old Power and revealing that Galactus was coming to consume Sakaar. He offered Skaar the chance to evacuate the planet, becoming a hero to the universe, as Sakaar would sate Galactus' hunger for thousands of years. Skaar instead proceeded into battle. The spirit of Caiera used her Old Power to return in a stone form, defeating Skaar, revealing his plan to kill everyone he deemed evil. The Silver Surfer stripped Skaar of his Old Power and brought him to Galactus - a being who had killed billions – to help him grasp the cost of his plans. The Surfer sent Skaar back to Sakaar and, Caiera returned his Old Power. but instead of evacuating the people, Skaar used the Old Power to destroy the Stone Ships,. He gave the Silver Surfer an ultimatum - spare Sakaar or he would use the Old Power to increase Galactus' hunger, causing him to consume every planet with the Old Power. The Surfer left, but informed everyone on the planet Skaar's actions would kill billions. Caiera renounced Skaar as her son, exiling him from the planet. She then absorbed Sakaar's Old Power and waited for Galactus to consume her.
Upon Skaar's exile from his planet, he was warped to Earth, where he met and eventually joined forces with his father, the Hulk.

SKREET

STATISTICS:

F AM(50)
A IN(40)
S AM(50)
E AM(50)
R RM(30)
I RM(30)
P MN(75)
Health: 190 **Str:** 50
Karma: 135
Resources: TY
Popularity: PR
Height: 4.3 inches
Weight: 3.2 ounces
Eyes: Pink
Hair: Black

BACKGROUND
Real Name: Skreet
Occupation: Mercenary, Bounty Hunter
Legal Status: Citizen of Panto-9, with a criminal record across known space
Identity: Skreet's existence is unknown to the general populace of Earth
Place of Birth: Unrevealed
Marital Status: Presumably single
Known Relatives: Diablari the Bringer of Chaos (creator, deceased); NOTE: Skreet is thought to be the last of her kind
Base of Operations: Formerly a prisoner in the Kyln's Omega Core, formerly planets Bl'lx and Panto-9, currently mobile
Group Affiliation: Partner of Cammi, Former partner of Lunatik, former pet of Thanos of Titan

KNOWN POWERS:
Cosmic Energy Manipulation: Skreet manifests Energy manipulation powers of Unearthly (90) intensity.
Invulnerability: Skreet has Amazing protection against physical attacks, and Unearthly protection against energy attacks. She is Invulnerable to Heat and Cold (C1000 resistance) and may survive in space for a virtually unlimited time.
Flight: Skreet has wings that allow her Remarkable winged flight. She can also propel herself via a natural plasma emission; she can travel at Class 3000 speeds in space, but is limited to Shift X speeds while in a planet's atmosphere
Immortality: Skreet is a 'Chaos Mite,' created by the Proemial God known as Diablari shortly after the Creation Event itself. As such, Skreet is one of the oldest beings in the universe, possibly predating even beings such as the Watchers and the Elders of the Universe
NOTE: Skreet is only 4 inches tall and can strike attack for normal damage at +2CS to hit, but normal-size or larger opponents are at –2CS to hit her.

SKREET

ROLE-PLAYING NOTES:
Skreet has been around a LONG time – created by the Proemial God Diablari at the universe's infancy – and has a large reservoir of universal knowledge, as well as contacts across the universe. She has traveled in the company of Thanos of Titan as a kind of a sidekick and has been aligned with the space-criminal, Lunatik, as well as various other pirate/criminal operations in the modern universe, although she has no particular alignment with evil. In a nutshell, Skreet is a survivor first, and has demonstrated a pronounced talent since literally the beginning of time.

HISTORY:
Skreet is a 'Chaos Mite' – small, very powerful sprites, created at the beginning of the universe by the Proemial God, Diablari, the Bringer of Chaos, as sentinels. During the War of the Proemial Gods, the Chaos Mites were purged from the universe, but Skreet managed to hide away, surviving for untold millennia, favoring the rougher elements, learning untold bits of cosmic history first hand.
It was for this vast universal experience that Thanos accepted Skreet as a sort of sidekick – a badass cosmic Peter Pan and Tinkerbell. After the Kyln – a maximum-security prison, powered by 'The Crunch' – the central wheel of the universe – a facility capable of holding Galactus-level beings – was breached by the Beyonder, Thanos inadvertently released Skreet from an apparently well-earned incarceration, whereupon she promptly adopted Thanos as a partner – a position Thanos tolerated, as he found himself impressed by her combination of galactic knowledge as well as the power she packed in such a small form – although she is only a little over four inches tall and less than four ounces, Skreet has engaged the Silver Surfer in battle for an extended period and held her own, possessing the power of space flight (apparently through energy generated by her pixie-like wings), high levels of super strength and durability, as well as high-intensity energy blasts. Skreet quickly became a loyal, protective, sidekick, perched atop Thanos' shoulder, ever ready to leap to the attack or defense.
Skreet remained steadfastly at Thanos' side until he was temporarily killed by Drax the Destroyer, after which she partnered up with a new 'keeper' – the Earth-born, runaway cosmic orphan, Cammi.

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SKULL THE SLAYER

STATISTICS:

F RM(30)
A RM(30)
S GD(10)/IN(40)
E EX(20)/AM(50)
R GD(10)
I EX(20)
P GD(10)
Health: 90 **Str:** 9/38
Karma: 70
Resources: GD
Popularity: 10
Height: 6'2"
Weight: Unrevealed
Eyes: Brown
Hair: Red

BACKGROUND
Real Name: James 'Jim' Patrick Scully
Occupation: Adventurer, former military pilot
Legal Status: Citizen of the United States, former criminal record absolved
Identity: Publicly Known
Place of Birth: Wahoo, Nebraska
Marital Status: Divorced
Known Relatives: Pamela Scully (ex-wife), Jeff Scully (brother, deceased), unidentified parents, (deceased)
Base of Operations: Mobile, formerly trapped in Earth's prehistoric past
Present Group Affiliation: Formerly the United States Air-Force, Shock Troop

KNOWN POWERS:
Jim Scully has no superhuman powers, with all his abilities coming through his training or his equipment
Talents: James Scully is an experienced combat pilot, he has Martial Arts A, E, Hunting, Wilderness Survival, Marksman, Military Skills (including Demolition, hand to hand combat, and Strategy),

Equipment:
Scorpion Power Belt: Scully wears an a belt of alien origin that he cannot remove (Bond of Amazing intensity. The Belt raises Scully's Strength and Endurance +2CS each. The Belt also provides a personal Force Field of Remarkable Intensity Armor. The Belt has age-slowing abilities as well.

SKULL THE SLAYER

ROLE-PLAYING NOTES:
Scully is a Viet Nam-era war-vet, and is full of the rebelliousness of the time-period. He is courageous to the point of recklessness, and his temper can often get the better of him. He feels personal guilt over the accidental death of his brother, and is reluctant to take responsibility for others. Scully was also deserted by his wife after serving time as a POW in 'Nam, leaving with trust issues, as well as being generally bitter and cynical. He has always had a problem with authority figures, made worse from his time as a fugitive over the death of this brother.

HISTORY:
James Scully is a trained soldier turned superhero who wears a Scorpion power belt that enhances his strength and durability. The belt also has preservative effects on his body's metabolism. On one occasion, Scully was able to funnel energy into explosive force. The full capabilities of the belt are unknown. After returning from Viet Nam, Scully was convicted of the accidental killing of his drug-addicted brother, who attacked him with a knife while high; the chartered plane transporting him and several others was caught in a time/space warp over the Bermuda Triangle and ended up crashing in an unknown location which appeared to incorporate elements from various points in Earth's history (centered around the mysterious Tower of Time) as well as artifacts left by alien races (including the power belt).
Skully and his companions were eventually rescued by the Thing of the Fantastic Four. He served in Doctor Druid's team of occult investigators the Shock Troops alongside Shadowoman and N'Kantu, the Living Mummy. He was attempting to find a way to remove the power belt which had recently been damaged and had altered his appearance. His skin had become transparent showing only a green glowing skeleton. During this time, he adopted the alias of the obscure Golden Age hero, the Blazing Skull. He crossed paths with heroes such as Quasar and Captain America while a member of the team.
Eventually, Doctor Druid was able to restore Scully to his normal appearance and he left the team. Sometime later, attempts to remove the belt caused him lose the youthful metabolism the belt provided. He gained weight and lost much of the physical shape the belt had kept him at over the years. While serving as a bodyguard, he met and had an adventure with Hawkeye. He has since returned to the Bermuda Triangle with Lee Forrester.

SNAKE PLISSKEN

STATISTICS:

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

Health: 80 **Str:** 9
Karma: 120
Resources: IN
Popularity: EX
Height: 5'9"
Weight: 168 lbs.
Eyes: Gray-blue
Hair: Brown

BACKGROUND
Real Name: S.D. Robert (Bob) "Snake" Plissken
Occupation: Mercenary, Pistolero, former pilot, Special Forces
Legal Status: Citizen of near-future United States with an extensive criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Unrevealed, presumably single
Known Relatives: None
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Snake has no Superhuman powers, relying solely on his weapons and his training.
Talents: Martial Arts A, B, Military Science, Pilot, Thief, Weapons (firearms)
Weapons:
Colt Anacondas: Snake carries a pair of Colt Anaconda pistols that do Excellent damage
Machine Pistol: Snake's Ingram M11 machine pistol does Excellent damage. The weapon carries a telescopic scope.

ROLE-PLAYING NOTES:
True to his namesake, Snake Plissken is mean as a snake. The very caricature of the emerging breed of anti-hero, Snake is completely immoral, happy to kill opponents, with utter contempt for authority, or even civilization itself. He speaks in a quiet, hissing rasp, with a perpetual scowl. He does have a small soft spot for people who display courage and selflessness, suggesting the more base qualities of human nature are what fire his cynicism.

SNAKE PLISSKEN

HISTORY:
A convicted bank robber and highly trained mercenary, Snake Plissken was arrested for robbing the Federal Reserve in Atlanta, Georgia in 1997. However, he was offered a presidential pardon if he agreed to rescue the President of the U.S. whose plane had crashed in the middle of New York Cit, which was now a maximum security prison. Unbeknownst to Plissken, however, was a catch. Surreptitiously injected with an device that would kill him in twenty three hours, The only way to survive was another injection during the last fifteen minutes of the twenty three hours – and conditional to receiving this injection was that he rescue the President and a tape recording containing vital classified information that could end the ongoing world war. Armed with technical gear and weapons including a Suppressed Scoped Mac-10, Scoped Magnum, throwing knifes, Glider, and other tools, Snake managed to rescue the President, and received his life-saving injection. Plissken, However, destroyed the tape recording as he walked away into the night.

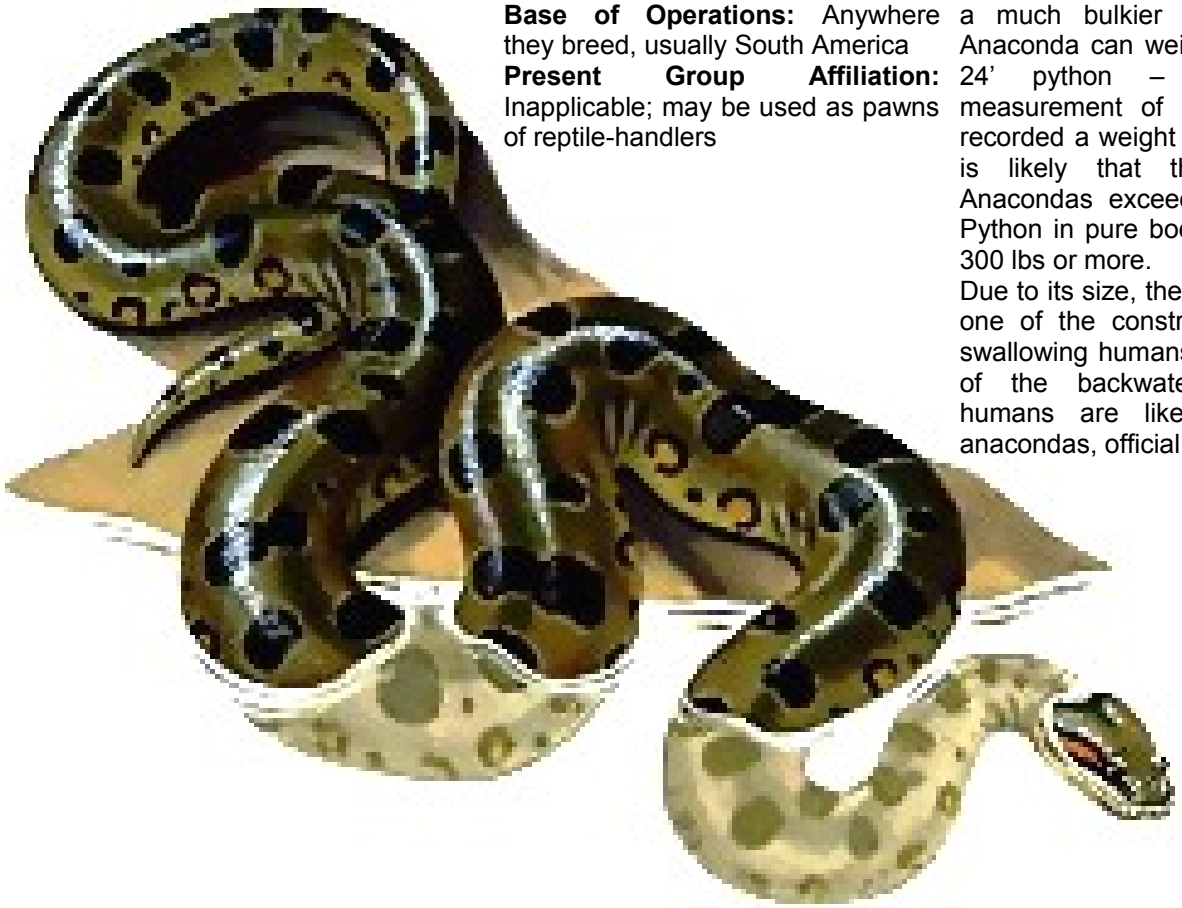
In 2013, Plissken - now the most wanted criminal in the world – was again arrested for a list of crimes. Similarly to his adventure in New York, given a virus unknowingly and ordered by the President to retrieve a "black box" from his daughter in Los Angeles, which was no longer part of the U.S. and was where immoral citizens were deported. Again, Plissken accomplished his mission, receiving the life-saving antidote, but used the retrieved the "black box", shut down all of Earth's technology.

BACKGROUND

Snakes are relative latecomers on the evolutionary scale, arising from lizards in the Late Cretaceous, some 90 million years ago. These were creatures who evolved specifically to hunt the population of small-bodied mammals that ran underfoot throughout the Age of the Dinosaurs – slim-bodied and legless, able to chase burrowing animals right down into the subterranean holes that had been their sanctuary - and perhaps this is the racial memory that prevails even today with their two-legged hominid descendants

While the majority of snakes are non-venomous, and most are too small to be dangerous, all snakes are predatory, and a few are large enough to prey on humans. The real danger, however, from snakes, is venom – anywhere from 50,000-100,000 people die of snakebite every year. Asia has the highest mortality, followed by Africa, then Central and South America.

ANACONDA



STATISTICS:

F	TY(6)
A	TY(6)
S	EX(20)
E	EX(20)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 52 **Str:** 12
Karma: 6
Resources: NA
Popularity: -10
Length: Up to 20'
Weight: Up to 300 lbs
Eyes: Yellow
Hair: None

BACKGROUND

Real Name: Inapplicable, *Eunectes murinus* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Anaconda is known and feared throughout South America
Place of Birth: Usually South America
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually South America
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:

Constriction: The Anaconda is the most powerful species of snake on Earth, and may constrict a victim as if with Remarkable Strength. Targets suffer immediate suffocation damage against Remarkable intensity.

Teeth: Anacondas are not venomous but may still do Typical damage with their sharp teeth

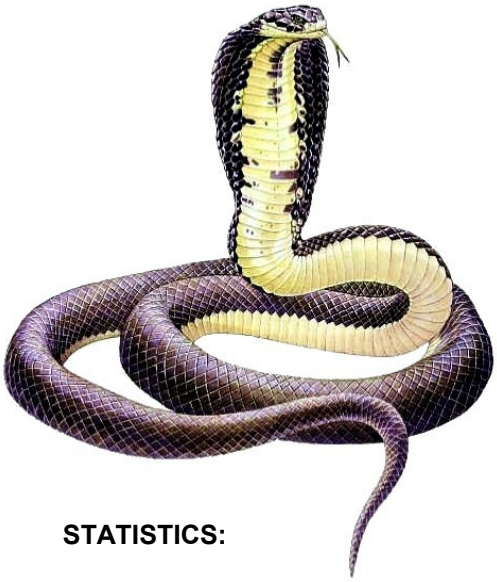
ANACONDA: The Anaconda is the biggest snake in the world … but not the longest. That honor goes to the Reticulated Python, which might genuinely reach 30'. The Anaconda *(Eunectes murinus)* rarely grows larger than 18' – while rumored exceptional individuals have been reported at 25' or more, I have not been able to find a confirmed 20 footer. The remote watery haunts of the amphibious Anaconda make it more secretive by nature, so records are unreliable, but the largest specimens probably attain at least 20' – which is still far less than a big Reticulated Python.

On the other hand, the Anaconda is a much bulkier snake - an 18' Anaconda can weigh as much as a 24' python – an on-camera measurement of a wild 19 footer recorded a weight of 250 lbs. So, it is likely that the very largest Anacondas exceed the Reticulated Python in pure body mass, possibly 300 lbs or more.

Due to its size, the Anaconda is also one of the constrictors capable of swallowing humans. Again, because of the backwater areas where humans are likely to encounter anacondas, official

records are sketchy, but it's almost certain to have happened, and locals relate tales of Anaconda attacks. Like crocodiles, Anacondas attack at the water's edge, although, unlike crocs, they generally don't go after prey they can't swallow whole, and so are inherently less dangerous. Also, they hunt much less frequently, as a single meal will last them for months.

ASIAN COBRA



STATISTICS:

F	GD(10)
A	GD(10)
S	FB(2)
E	PR(4)
R	FB(2)
I	FB(2)
P	FB(2)

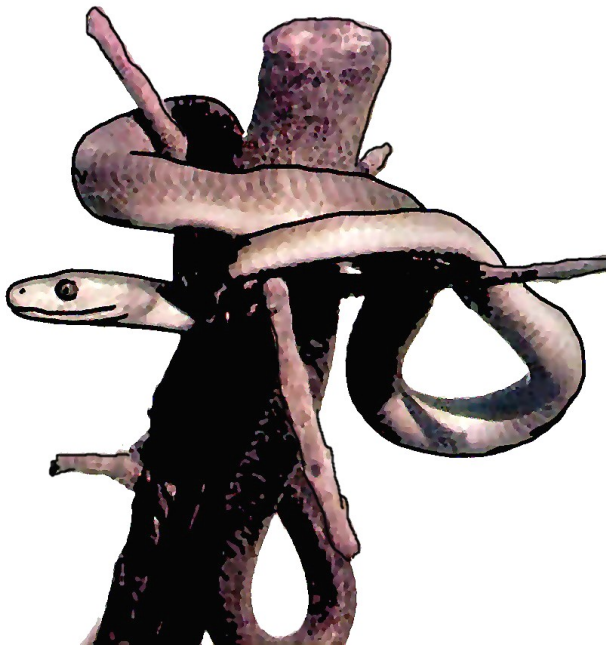
Health: 32 **Str:** 1
Karma: 6
Resources: NA
Popularity: -10
Length: 4 to 5'
Weight: Up to 14 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Naja naja* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: Cobras are known and feared throughout the entire Old World
Place of Birth: Naja naja proliferates across all of Asia and India
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually across all of Asia and India – lately in the Florida Everglades
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: The Cobra's venom is a deadly neurotoxin of Excellent intensity poison that is extremely fast-acting. Victims must make an Endurance FEAT against the poison's intensity rank within the very next round or be physically paralyzed and be subject to respiratory failure, taking damage from suffocation. Victims of less than Remarkable Endurance must continue to make this FEAT roll every round until antivenin is administered, or until at least 24 hours have passed and the Venom is cleared from the victim's system. Cobra venom does not cause tissue damage, so if the victim does happen to survive, they may recover Health normally by passing a green Endurance FEAT against nerve damage.
NOTE: Cobras are among the most abundant snakes on Earth, represented by a myriad of species, worldwide. The stats listed for the Asian Cobra would be nearly identical for the Egyptian Cobra, or any other typical species, although some cobras have special adaptations

ASIAN COBRA: The deadly cobra is the quintessential image of the venomous snake – the cobra-clade (elapids) includes the deadliest of the deadly, including the Black Mamba, the Taipan, the Kraits, the mighty King Cobra, along with the myriad species of true cobras. While the Russell's Viper or the Saw-scaled Viper are often cited as the individual species that cause the most worldwide human fatalities, the Asian Cobra (or Indian Cobra, *Naja naja*), with all its sub-species, also kills 10,000-20,000 people annually (untreated mortality estimates range from 6.5% to as high as 20%). In Africa, there are several different species of cobra that, together, take a similar toll – the Egyptian Cobra - *Naja haje* – is probably the biggest killer, while the Cape Cobra (*Naja nivea* – untreated mortality 60%) – and the Caspian cobra (*Naja oxiana* – untreated mortality of 70-75% – highest of any cobra) are reputed to be the most toxic (the Forest Cobra *[Naja melanoleuca]* also has a bad reputation) – so it's likely that, even with their virtual absence in the New World (elapids represented only by the diminutive, albeit deadly, Coral Snake), cobras of one stripe or another probably represent the greatest threat of snakebite worldwide.
Cobra venom is generally fast-acting neurotoxin, causing paralysis of the respiratory, circulatory, or nervous system (or even all three), although some species demonstrate hemotoxic tissue-destroying qualities as well – particularly among 'spitters', as many cobras have adapted the ability to squirt venom through their fangs – a highly effective defense as the cobra invariably targets its antagonist's eyes, causing burning pain and blindness.

BLACK MAMBA



STATISTICS:

F EX(20)
A GD(10)
S FB(2)
E PR(4)
R FB(2)
I FB(2)
P FB(2)
Health: 26 **Str:** 1
Karma: 6
Resources: NA
Popularity: -20
Length: 10' to 14'
Weight: 10 to 15 lbs.
Eyes: Black
Hair: None

BACKGROUND
Real Name: Inapplicable, *Dendroaspis polylepis* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Black Mamba is known and feared throughout the continent of Africa
Place of Birth: Usually Southern Africa
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Southern Africa
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: Black Mambas are among the most venomous snakes on Earth, with a Remarkable intensity poison that is extremely fast-acting. Victims must make an Endurance FEAT against the poison's intensity rank within the very next round or be physically paralyzed and be subject to respiratory failure, taking damage from suffocation. Victims of less than Incredible Endurance must continue to make this FEAT roll every round until antivenin is administered, or until at least 24 hours have passed and the Venom is cleared from the victim's system. Black Mamba venom does not cause tissue damage, so if the victim does happen to survive, they may recover Health normally by passing a green Endurance FEAT against nerve damage.

BLACK MAMBA: When it gets down to brass tacks, when encountered, one on one, compared to any other snake in the world, the Black Mamba (*Dendroaspis polylepis*) must rank as the worst of the lot. It's combination of size – up to 14' (longer than any venomous snake in Africa) – speed (fastest snake in the world), a nervous, nasty disposition, and extremely virulent venom, (the fastest acting of any snake, with the highest mortality rate - close to 100% without treatment, and 14% mortality even with antivenin), separates this species from the rest. Even the vaunted Australian Taipan – similar of form and temperament, with even more potent venom drop for drop – is not as large, nor can its thicker frame mimic the undulating whiplashing strike of the pool-cue-thin Black Mamba. With the venom toxicity of these species, it becomes a question of which can more likely strike you – since the slightest scratch from the fangs of either one can kill you within minutes.
Black Mambas are notoriously dangerous to handlers, and are known for biting through catch-bags. They also have no 'dry bite' – although there was one highly publicized case of a mamba biting a photographer on the leg, with no apparent envenomation - whether this was a true 'dry bite', an on-camera stunt, or just plain luck is unclear - although I'm inclined to think the later as it has evidently never happened before.
Fortunately, the Black Mamba has a limited range, and accounts for less than 1% of all snakebites in Africa – albeit deadly ones – with the majority of bites coming from Saw-scaled Vipers, Puff Adders, and Cobras.
There are three smaller species of Green Mamba, that are less aggressive, although still very venomous.

BUSHMASTER

STATISTICS:

F GD(10)
A PR(4)
S PR(4)
E TY(6)
R FB(2)
I FB(2)
P FB(2)
Health: 24 **Str:** 3
Karma: 6
Resources: NA
Popularity: -5
Length: 8' to 12'
Weight: 20 to 25 lbs
Eyes: Yellow
Hair: None

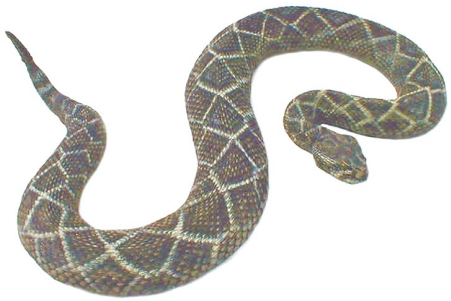
BACKGROUND
Real Name: Inapplicable, *Lachesis muta* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Bushmaster is known and feared throughout Latin America
Place of Birth: Usually Latin America
Marital Status: Inapplicable
Known Relatives: Inapplicable

Base of Operations: Latin America
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: Bushmasters are the largest and most feared snake in Latin America, with a Good intensity poison that causes extreme pain and tissue damage. Victims suffer Typical Acid damage every round until Antivenin can be administered. After recovery, victims must make an Endurance roll against Good intensity, or permanently suffer the debilitating effects of the venom's tissue damage.

BUSHMASTER: The legendary Bushmaster *(Lachesis muta muta)* is the largest venomous snake in the Americas – up to 12' – and is the largest of all pit-vipers (although the Eastern Diamondback Rattlesnake may exceed it in weight). It is a secretive snake, living deep in remote forests, so it actually causes few bites compared to Central and South America's Lance-headed pit-vipers, but a bite from a Bushmaster – particularly in the remote territory where it's likely to occur – can easily be lethal. Given its size and long fangs, a Bushmaster can inject a flood of tissue-destroying venom. While lab tests indicate its toxicity is fairly mild, bites have a lopsidedly high mortality – as high as 80%, even with antivenin. It could be that victims bitten in remote areas were treated too late, or perhaps Bushmaster toxicity is underrated – they don't do well in captivity and the toxicity of milked specimens might be affected. In any case, there is a saying in the region: "If a Bushmaster bites you, go and sit down under a tree, because in a few minutes you will be dead."

DIAMONDBACK RATTLESNAKE



STATISTICS:

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

Health: 24 **Str:** 3
Karma: 6
Resources: NA
Popularity: -5
Length: 5' to 7'
Weight: 25 to 30 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Crotalus adamanteus* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Diamondback is notorious across the South-eastern United States
Place of Birth: Usually South-eastern United States
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: South-eastern United States
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: The Diamondback rattlesnake is the largest of the rattlesnake and the heaviest of all pit-vipers. They attack with a Good intensity poison that causes extreme pain and tissue damage. Victims suffer Typical Acid damage every round until Antivenin can be administered. Even after recovery, victims must make an Endurance roll against Good intensity, or permanently suffer the debilitating effects of the venom's tissue damage.
Rattle: Rattlesnakes are named for their trade-marked rattle, which they will use to warn away intruders within 1 area. The sound will cause animals such as horses to bolt uncontrollably, as if from a Good-level Psyche attack.
NOTE: The Eastern Diamond-back is the largest of the rattlesnakes, although it has a slightly smaller cousin in the Western Diamondback, which has nearly identical stats. Another cousin, the Central American Neo-Tropical Rattle-snake (the Cascabel), is nearly as large as the Western Diamondback, and boasts Excellent intensity venom.

DIAMONDBACK RATTLESNAKE: The Rattlesnake is the thesis statement of vipers – with advanced 'pit-viper' sensory equipment, combined with an actual rattle – an evolutionary culmination of a tail-shaking defensive behavior used in dozens of different species of snakes – an effective warning that most animals respect.
Viper fangs and venom are an upgrade over their more primitive cousins. Unlike the cobra's short, rooted fangs, a viper's hinged fangs allow them to be nearly the length of its head, living hypodermics that penetrate deep and inject an enormous dose of venom – a hemotoxin that starts digestion even before the prey is swallowed. This makes it both better and worse than cobra/mamba venom. On one hand, mortality is higher with elapids – a viper's tissue-destroying venom works slower on a human-sized victim, leaving more time to seek treatment, where a mamba's paralyzing neurotoxin might suffocate you in minutes. But a cobra/mamba bite is often almost

painless, and with treatment, you might walk away as good as new. A viper bite is tremendously painful, and might require amputation.
The Eastern Diamondback *(Crotalus adamanteus)* is the largest rattler (up to 8') and the heaviest pit viper, thicker-bodied than the Bushmaster, and is considered the most dangerous snake in North America (untreated mortality rate 10% to 20%, although less than 1% with treatment). The Western Diamondback is slightly smaller. The irascible Cascabel (*Crotalus durissus*), the Neotropical Rattlesnake of Latin America, is nearly as large, with a particularly foul temper and a venom reputed to be the most venomous of pit vipers, cited by some sources with a 70% mortality for untreated bites.

FER DE LANCE

STATISTICS:

F	GD(10)
A	PR(4)
S	PR(4)
E	PR(4)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 22 **Str:** 3
Karma: 6
Resources: NA
Popularity: -5
Length: 6' to 8'
Weight: 15 to 20 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Bothrops asper* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Fer-de-lance is known and feared throughout Latin America
Place of Birth: Usually Latin America
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Latin America
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: The Fer-de-lance is the most feared snake in Latin America, with a Good intensity poison that causes extreme pain and tissue damage. Victims suffer Typical Acid damage every round until Antivenin can be administered. After recovery, victims must make an Endurance roll against Good intensity, or permanently suffer the debilitating effects of the venom's tissue damage.

FER DE LANCE: The *Bothrops* genus, or 'Lance-head' vipers are a number of closely related species – all bad-tempered, long-fanged, medium to large pit vipers, and most of them are very venomous, with nasty, tissue-destroying venom. Although only the slender-bodied *Bothrops lanceolatus* is technically correct as the 'Fer-de-lance', the snake normally associated with the generic name is the larger, stockier, and much more aggressive *Bothrops asper* (as well as the closely related, possible sub-species, *B. atrox*).
Bothrops asper takes all the worst traits of vipers to their extreme – its combination of large size, aggressive (described by some handlers as 'psychotic') disposition, large fangs capable of injecting an enormous flood of highly toxic venom, as well as its abundance in human habitats, make this snake among the deadliest in the world. Its strike zone exceeds that of other vipers and it is known to aggressively chase antagonists. Its venom can easily be fatal without treatment, and even with antivenin, severe tissue damage is common, often requiring amputations. Before antivenin, mortality was around 9%, but in places like Costa Rica, with modern treatment methods, that has reduced to near zero.

GABOON VIPER

STATISTICS:

F	GD(10)
A	PR(4)
S	PR(4)
E	PR(4)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 22 **Str:** 3
Karma: 6
Resources: NA
Popularity: -5
Length: 4' to 6'
Weight: 15 to 20 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Bitis gabonica* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Gaboon Viper is known and feared throughout the continent of Africa
Place of Birth: Usually Southern Africa
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Southern Africa

Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: Gaboon Vipers are among the most venomous snakes on Earth, with an Excellent intensity poison that causes extreme pain, in addition to respiratory failure and extreme tissue damage. Victims must make an Endurance FEAT against the poison's intensity or begin suffering Poor suffocation, and Typical Acid damage every round until Antivenin can be administered. Even after recovery, victims must make another Endurance roll against Excellent intensity, or permanently suffer the debilitating effects of the venom's tissue damage.

GABOON VIPER: The Gaboon Viper (*Bitis gabonica*) is the nastiest expression of the viper bite, combining horribly damaging hemotoxin with the neurotoxic qualities of a cobra, all delivered with the longest fangs of any in the serpent world. A squat, 5' snake, its fangs are over 2" – capable of causing serious physical damage – a captive Gaboon was once found dead, with its fangs buried in its own back. Its venom has been described by survivors as painful as 'putting one's hand into a fire and being unable to take it out' – even morphine is useless. Gaboons also inject the largest quantity of venom of any known snake and while untreated mortality is unknown, it would presumably almost always be fatal, as survivors often require amputation.
Fortunately, the Gaboon Viper is not aggressive – it is, in fact, a sluggish snake that often must be actually stepped on before it will strike. Unfortunately, it can be almost invisible with its colorful leaf-like patterns and its tendency is to hunker down rather than actively retreat. Its body is the thickest of any viper, which also gives it a powerful, lighting fast strike. Despite its formidable weapons, the Gaboon Viper's scarcity makes it responsible for few bites. However, it does have a very common smaller cousin, the Puff Adder, that is a leading cause of snakebite in Africa.

KING COBRA

STATISTICS:

F	GD(10)
A	GD(10)
S	TY(6)
E	TY(6)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 32 **Str:** 5
Karma: 6
Resources: NA
Popularity: -10
Length: 14' to 18'
Weight: 25 to 30 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Ophiophagus hannah* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The King Cobra is known and feared throughout the India
Place of Birth: Usually Southern India
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Southern India
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: The King Cobra is the largest venomous snake species on Earth, with an Excellent intensity poison that is extremely fast-acting. Victims must make an Endurance FEAT against the poison's intensity rank within the very next round or be physically paralyzed and be subject to respiratory failure, taking damage from suffocation. Victims of less than Remarkable Endurance must continue to make this FEAT roll every round until antivenin is administered, or until at least 24 hours have passed and the Venom is cleared from the victim's system. King Cobra venom does not cause tissue damage, so if the victim does happen to survive, they may recover Health normally by passing a green Endurance FEAT against nerve damage.

KING COBRA: The King Cobra (*Ophiophagus hannah*) is the largest of all venomous snakes, with exceptional individuals verified to exceed 18 feet. It is also possibly the most formidable of ALL snakes, being among the short list of serpents capable of killing elephants. It also happens to be a snake-eater, with a venom that is particularly lethal to reptiles, so any of the other contenders for the title of 'most dangerous snake' would probably be eaten if paired in a cage with a King Cobra, including all but the largest constrictors. And while specialization for reptiles makes its venom a bit less toxic to mammals than some other elapids like the Black Mamba or the Taipan, due to its size, the King Cobra can inject a flood of venom, easily many times the lethal dose for a human in a single bite. While mortality for King bites is low – primarily because this

snake often 'dry-bites' – chances of fatalities increase sharply when envenomation is severe, because, like the Mamba and the Taipan, the King's venom is a fast-acting neurotoxin that can get you in trouble too quickly to allow for treatment.
On the other hand, the disposition of the King Cobra is far less volatile than other contenders, with some localized cultures actually handling them almost casually. Unfortunately, being among the most intelligent of snakes, the King Cobra is also the only snake known to guard its nests – in which case it gets very aggressive, known to attack and even chase after anyone who approaches, without provocation, apparently with the intent of killing them.

RETICULATED PYTHON

STATISTICS:

F	TY(6)
A	TY(6)
S	EX(20)
E	EX(20)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 52 **Str:** 11
Karma: 6
Resources: NA
Popularity: -10
Length: Up to 25'
Weight: Up to 250 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Python reticulatus* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Reticulated Python is known and feared throughout Southeast Asia
Place of Birth: Usually Southeast Asia
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Southeast Asia, recently, the Everglades
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Constriction: The Reticulated Python is one of the most powerful snakes on Earth, and may constrict a victim with Remarkable ability. Targets suffer immediate suffocation damage against Remarkable intensity.
Teeth: Pythons are not venomous but may still do Typical damage with their sharp teeth

RETICULATED PYTHON: A giant man-eating snake, even longer than the legendary Anaconda, the Reticulated Python (*Python reticulatus*) is the most dangerous of large constrictors, and the main culprit in most genuine cases of humans, not just being killed, but actually EATEN by giant snakes. This is true for two reasons – the first simply because they are big enough (captive pythons exceed 25'). Secondly, the Retic's favored prey are monkeys - chases 'em right up into the trees. In the same way that a surfer on the surface resembles a seal to a white shark, a human is even more similar to the python's normal prey, and the snake is less particular than the shark in the first place. Simply put, they see us as food. Snakes like the Reticulated Python were what left the innate horror of serpents in our primate ancestors. And you can still see it in the way a Reticulated Python will look at you – like he's happy to see you… but not in a good way.
Burmese and Rock Pythons: These two species of python have both been known to attain 20 feet, with the Burmese being the larger of the two, whereas the Rock Python is known for a particularly nasty temper. Both species have invaded the Florida Everglades, and both have been responsible for human fatalities.
While constrictors take a much lower toll in human life, when their instincts are activated, they can be even more dangerous than venomous snakes – the fastest acting venoms can kill in a day, or in severe cases, an hour or less. A constrictor's coils, on the other hand can cause suffocation death in seven minutes. Also, the larger species may actually come after you, while almost all venomous species first option is to retreat.

RUSSELL'S VIPER

STATISTICS:

F	GD(10)
A	PR(4)
S	FB(2)
E	PR(4)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 20 **Str:** 1
Karma: 6
Resources: NA

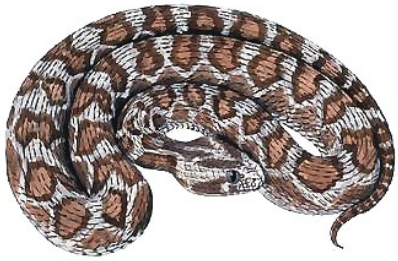
Popularity: -5
Length: 3' to 5'
Weight: 10 to 15 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Daboia russelii* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Russell's Viper is known and feared throughout the continent of Asia
Place of Birth: Usually Asia
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Asia
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: Russell's Vipers are among the most aggressive venomous snakes on Earth, killing more than ten thousand people ever year. The Russell's Viper has Good intensity poison that causes internal bleeding and renal failure. Victims must make an Endurance FEAT against the poison's intensity or begin losing Endurance ranks every round until Antivenin can be administered.

RUSSELL'S VIPER: The Russell's Viper is a notoriously bad-tempered snake, small to medium-sized, with a hemotoxic venom that, among other things, causes kidney failure. And while this snake is not so deadly as the Black Mamba or the Taipan, and not so large or formidable as a Bushmaster or a King Cobra, the Russell's Viper is, unfortunately very common within a large range. Tens of thousands of people in Asia die of snake bite every year, and even though the Russell's mortality rate is low, its victim count is high, at least 10,000, and perhaps as many as 25,000 deaths a year are attributable to this snake. Other species that claim large numbers of victims – likewise due to a combination of abundance and proximity to humans – are the Saw-Scaled Viper of Africa, the Asian Cobra and all its sub-species, and to a somewhat lesser degree the Central American Lanceheads, all are responsible for comparable fatalities to the Russell's Viper, numbering in the thousands.
Although mortality for the Russell's Viper is described as 'moderate' (anything over 5% is considered 'high'), some sources claim as much as 40% or 50% mortality for untreated bites – with victims sometimes lingering for weeks as organs fail.

SAW-SCALED VIPER



STATISTICS:

F	TY(6)
A	PR(4)
S	FB(2)
E	FB(2)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 14 **Str:** 1
Karma: 6
Resources: NA
Popularity: -5
Length: 1' to 2'
Weight: 1 to 2 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Echis pyramidium* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Saw-scaled Viper is known and feared throughout the continent of Africa
Place of Birth: Usually Southern Africa
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Southern Africa
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: Saw-scaled Vipers are extremely aggressive snakes with Good intensity poison that causes severe pain and tissue damage. Victims must make an Endurance FEAT against the poison's intensity or begin suffering Feeble Acid damage every round until Antivenin can be administered. After recovery, victims must make another Endurance roll against Good intensity, or permanently suffer the debilitating effects of the venom's tissue damage.

SAW-SCALED VIPER: The Russell's Viper is a notoriously bad-tempered snake, small to medium-sized, with a hemotoxic venom that, among other things, causes kidney failure. And while this snake is not so deadly as the Black Mamba or the Taipan, and not so large or formidable as a Bushmaster or a King Cobra, the Russell's Viper is, unfortunately very common within a large range. Tens of thousands of people in Asia die of snake bite every year, and even though the Russell's mortality rate is low, its victim count is high, at least 10,000, and perhaps as many as 25,000 deaths a year are attributable to this snake. Other species that claim large numbers of victims – likewise due to a combination of abundance and proximity to humans – are the Saw-Scaled Viper of Africa, the Asian Cobra and all its sub-species, and to a somewhat lesser degree the Central American Lanceheads, all are responsible for comparable fatalities to the Russell's Viper, numbering in the thousands.
Although mortality for the Russell's

Viper is described as 'moderate' (anything over 5% is considered 'high'), some sources claim as much as 40% or 50% mortality for untreated bites – with victims sometimes lingering for weeks as organs fail.

TAIPAN

STATISTICS:

F	GD(10)
A	GD(10)
S	FB(2)
E	PR(4)
R	FB(2)
I	FB(2)
P	FB(2)

Health: 16 **Str:** 1
Karma: 6
Resources: NA
Popularity: -15
Length: 7' to 11'
Weight: 10 to 14 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Oxyurnaus scutellatus* (genus-species name)
Occupation: predator
Legal Status: Inapplicable
Identity: The Taipan is known and feared throughout the continent of Australia
Place of Birth: Usually Southern Australia
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Anywhere they breed, usually Southern Australia
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Venomous Bite: Taipans are the most venomous snake species on Earth, with an Incredible intensity poison that is extremely fast-acting. Victims must make an Endurance FEAT against the poison's intensity rank within the very next round or be physically paralyzed and be subject to respiratory failure, taking damage from suffocation. Victims of less than Amazing Endurance must continue to make this FEAT roll every round until antivenin is administered, or until at least 24 hours have passed and the Venom is cleared from the victim's system. Taipan venom does not cause tissue damage, so if the victim does happen to survive, they may recover Health normally by passing a green Endurance FEAT against nerve damage.

TAIPAN: There are many experts who will tell you that the Australian Taipan (*Oxyuranus scutellatus scutellatus*) is hands-down the deadliest snake in the world – easily as dangerous as the Black Mamba. And the Taipan undoubtedly possesses all the attributes necessary – it is a nasty-tempered, fast-moving aggressive snake, prone to strike repeatedly, with an incredibly virulent venom that, like the Black Mamba, nears a 100% fatality rate without treatment. In fact, the Taipan's venom is even more potent drop for drop, with the smaller species – the Inland Taipan (*Oxyuranus microlepidotus* – Steve Irwin's 'Fierce Snake') – possessing drop for drop the deadliest snake venom known. However, the Inland Taipan is a rather mild-tempered snake, that lives in extremely remote areas, and has yet to be conclusively implicated in a single fatality.
The more dangerous species is the larger (over 7'), and MUCH meaner, Costal Taipan, possessing 'only' the third most potent venom, but delivered in much more copious quantities.
The Taipan and the Black Mamba resemble each other in many ways, demonstrating a strong confluence in evolution. They are physically similar, right down to the unique coffin-shape of their heads, their long bodies, and slender, fast design, and – most importantly – their exceptionally bad attitude, combined with an extremely toxic and particularly fast-acting (and therefore especially dangerous) venom.
NOTE: On the same day as the 911 terrorist attacks, a captive Taipan bit its handler in California, and the only flight that day was from Venom 1 out of Florida to deliver antivenom and save the man's life.

TITANOBOA

STATISTICS:

F GD(10)
A TY(6)
S RM(30)
E IN(40)
R FB(2)
I FB(2)
P FB(2)
Health: 86 **Str:** 30
Karma: 6
Resources: NA
Popularity: -10
Length: Up to 50'
Weight: Up to 2500 lbs
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Inapplicable, *Titanoboa cerrejonensis* (genus-species name)
Occupation: Predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Prehistoric South America
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Prehistoric South America, although populations exist in isolated pockets in modern times.
Present Group Affiliation: Inapplicable; may be used as pawns of reptile-handlers

KNOWN POWERS:
Constriction: The Titanoboa is the largest, most powerful species of snake that ever existed on the Earth, and may constrict a victim as if with Remarkable Strength. Targets suffer immediate suffocation damage against Incredible intensity.
Hyper-Swimming: Excellent
Water Freedom
Teeth: Titanoboas are not venomous but may still do Excellent damage with their sharp teeth

TITANOBOA: Titanoboa lived in the lush swamps of Prehistoric South America in the Eocene era just after the demise of the dinosaurs 60 million years ago. At 50' Titanoboa ranks as the largest snake known to science – in fact, during the time that it was alive, it was probably the largest non-marine animal living on Earth. It was a giant constrictor of the boa-family (as opposed to pythons), and was analogous to the modern Anaconda – a semi-aquatic constrictor that similarly ruled a rainforest habitat, which it shared with giant 20' crocodilians that, like the modern Anaconda, probably comprised a portion of Titanoboa's prey.

SOLARIS

STATISTICS:

F MN(75)
A IN(40)
S ShZ(500)
E CL1000
R MN(75)
I AM(50)
P IN(40)
Health: 1615 **Str:** 500
Karma: 165
Resources: UN
Popularity: -100
Height: Unrevealed
Weight: Unrevealed
Eyes: Blue
Hair: None

BACKGROUND
Alias: Solaris
Occupation: Philosopher
Legal Status: Second sun to Sol System
Identity: Inapplicable
Place of Birth: Alternate 20th Century Earth
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The Sol System
Present Group Affiliation: Creation of the Justice Legion

KNOWN POWERS:
Flame Body: Solaris' Photosphere is composed of Flame of Class 1000 intensity
Flame Project: Shift Z (500) damage
Flight: Unearthly Flight, limited to Space
Mental Control: Solaris has Amazing Mind Control
Technological Control: Solaris has the Amazing ability to interface with and control computers and technology
Invisibility: Incredible
Attraction/ Repulsion: Shift Z (500)
Magnetic Control: Shift Y (300) rank Magnetic Control
Recall: Solaris' computer mind gives it Class 3000 ability to recall everything it has ever learned.
Force Field: Solaris can project a protective Force Field of Unearthly intensity
Body Armor: Solaris' inner core is protected by Incredible strength armor plating that has Class 1000 resistance to Fire and Temperature extremes.
Talents: Solaris can be considered to have all Gadgetry and Science-related talents

ROLE-PLAYING NOTES:
Solaris is an evil, inhuman intelligence, dedicated to amassing personal power and destroying its enemies. It looks upon organic beings as either servants or pestilence to be eradicated. Despite being an unloving computer, Solaris' is hate-filled and vengeance driven, particularly against the Superman Dynasty.

SOLARIS

HISTORY:

Solaris (also known as Solaris the Tyrant Sun) was a sentient, artificial sun created in the 20th century and a recurring nemesis of Superman - known in the 853rd century as Superman Prime (See entry for: Superman: Superman One Million Prime). When Superman-Prime retired, Solaris tested his heir, Superman Secundus; exerting a neutron gravity pull, attempting to wrench the very planets from their paths, into its own orbit. Superman Secundus defeated Solaris and, since then, Solaris has been in a perpetual battle with every generation of the Superman dynasty.

In the 25th century, Solaris went mad and launched a scorched earth campaign, bent on reducing Earth to smolders, but was stopped by Superman and that era's Justice League, by being driven into the Earth's oceans and its artificial flame smothered.

In the early 29th century, Solaris returned from exile in deep space, at the forefront of a marauding army of sentient comets. On this occasion, it took the Justice League and the Legion of Super-Heroes to defeat Solaris and its army.

By the 505th century, the Solaris-Superman conflict reached a terrible climax as the artificial sun unleashed a cancer plague created by bombarding the Solar System with waves of deadly radiation. The Superman of the 505th century, with aid from the 4th Singularity and Gravity Witch, took the battle to Solaris. The Singularity and the Witch collapsed whole spatial dimensions to create countless hordes of duplicate Supermen to distract Solaris while allowing the 505th century Superman to make a daring invasion inside of the artificial sun itself and was successful in reprogramming Solaris into a benevolent being (at the cost of his life). In effect, Solaris became a willing tool in the hands of those who protect the Solar System and remained incapable of independence for millennia.

When Vandal Savage discovered a sample of Kryptonite on Mars (where it was left by the 853rd century Starman in the 20th century) and gave it to Solaris, the artificial sun intended on using the Kryptonite to finally kill Superman Prime. In a final attack, Solaris fired the Kryptonite at Superman Prime just before he emerged from his isolation in the Solar System's sun.

But unbeknownst to Solaris, the Kryptonite was, in reality, actually a disguised Green Lantern Ring - the culmination of a secret conspiracy originated in the 20th century that created a foolproof plan for finally stopping Solaris.

After Solaris was severely weakened by the Justice League's Green Lantern (Kyle Rayner), Superman Prime, now armed with the Green Lantern Ring, ultimately destroyed Solaris by forcing the sun to cave in on itself and become a less malicious form of matter

SOLOMON GRUNDY

STATISTICS:

F EX(20)
A TY(6)
S MN(75)
E MN(75)
R PR(4)
I TY(6)
P RM(30)
Health: 190 **Str:** 75
Karma: 40
Resources: None
Popularity: -10
Height: 7'5"
Weight: 517
Eyes: White
Hair: White

BACKGROUND
Real Name: Solomon Grundy, although his body was partially created from the decayed remains of a murdered man named Cyrus Gold
Occupation: None
Legal Status: Criminal Record in the United States, no known citizenship
Identity: Known to the General public.
Place of Creation: Unrevealed
Marital Status: Single
Known Relatives: Inapplicable
Base of Operations: Mobile, Slaughter Swamp
Present Group Affiliation: Sometime member of the Injustice Society, and has a bizarre devotion to Jade

KNOWN POWERS:
Invulnerability: Monstrous protection against physical and energy attacks
Regeneration: Good
Force Absorption/Manipulation: Grundy has the Remarkable ability to absorb damage from energy and blunt attacks, reflecting it back at his attackers in blasts of kinetic energy. Grundy has no conscious control over this ability - after absorbing damage, he must pass a green Psyche FEAT, or else this blast is released from his body as a random attack against everyone within 1 Area. With a red Psyche FEAT Grundy can make a semi-deliberate effort to direct this attack as if with Poor(4) Agility.

ROLE-PLAYING NOTES:
Solomon Grundy's personality is much like that of a child: he desires positive attention, but is easily angered. When the brute's temper flares, he flies into a destructive rage, smashing and attacking everything in sight. Sometimes he can be calmed down, but more often he simply fights until a stronger force overcomes him. Some versions of Solomon Grundy demonstrate more intellect and sophistication (or at least self-control) but he is still usually defined by his rages.

SOLOMON GRUNDY

HISTORY:

Many years ago, vain and wealthy merchant Cyrus Gold was murdered, his body dumped into Slaughter Swamp near Gotham City. Mystical forces in the swamp attempted to trans-form Gold into a new incarnation of Earth's plant elemental, but because Gold did not die by fire as required, the process was only partially successful.

Decades later, a massive, shambling figure rose from the swamp, killing a pair of escaped convicts and stealing their clothes. He adopted the name Solomon Grundy from the children's rhyme ("Solomon Grundy, born on a Monday...") and embarked on a series of crimes in Gotham. The first Green Lantern (Alan Scott) confronted Grundy, who was resistant to his Power Ring, being a creature of plant matter. The creature was defeated and apparently destroyed when hurled beneath a train.

However, the undead Grundy rose from the murky waters of the swamp again and again over the years, fighting Green Lantern and his teammates in the Justice Society. He worked with various incarnations of the Injustice Society and, years later, fought Gotham City's protector, Batman.

Solomon Grundy has been destroyed numerous times over the past several decades, each time eventually reappearing, sometimes slightly different in personality, attitude, and looks. Typically, Grundy is a nearly mindless creature, driven by base instincts like greed and anger. He hides out in swamps, wilderness, or sewer tunnels, stealing more out of habit than any real need, and sometimes working at the behest of some new "friend" or ally. Other incarnations have shown the potential for empathy (particularly towards a pretty female face) and even kindness. Some even have a greater degree of intellect and sophistication, although they are also often the most cruel and evil.

Solomon Grundy's power level has also varied somewhat in his different incarnations, allowing a DC adventures Gamemaster to grant the villain a higher or lower power level than given here (which is fairly typical for his appearances). Solomon Grundy's ability to return from the dead is more of a plot device than a real power. It seems to take considerable time before the creature rises once again from the swamp where he was "born," typically longer than specified for the Immortality power, essentially only in-between stories. Plus nothing thus far has been able to prevent Grundy's eventual resurrection. Still, if the GM wishes, assign Solomon Grundy at least 1 rank in Immortality to reflect this capability.

Solomon Grundy is typically a pawn or hireling for other villains. He has worked with incarnations of the Injustice Society on occasion, but the lone creature has few, if any, true allies.

SOURCE

STATISTICS:

F CL5000
A CL5000
S CL5000
E CL5000
R CL5000
I CL5000
P CL5000
Health: 20000 **Str:** 5000
Karma: 15000
Resources: CL3000
Popularity: 0 (UN on New Genesis)
Height: Inapplicable
Weight: Inapplicable
Eyes: Inapplicable
Hair: Inapplicable

BACKGROUND
Real Name: Inapplicable
Occupation: Aspect of God
Legal Status: Inapplicable
Identity: Known to the New Gods
Place of Birth: Unknown
Marital Status: Inapplicable
Known Relatives: Unknown, Probably inapplicable
Base of Operations: The Material Planes
Present Group Affiliation: Agent of God/The Presence

KNOWN POWERS:
Omnipotence: The Source is the physical manifestation of the Universe and may use any power at CL5000 intensity. Within the physical universe, this power is reduced to Class 3000
Precognition: The Source may predict the future with CL5000 accuracy.
Recall: Beyond Level-2 ability to recall any and every event that has ever occurred through-out time and space.
NOTE: The Source is said to contain the ultimate knowledge of the universe. To gain advice from the Source requires a yellow Intuition FEAT roll. Evil or power-mongering characters must make red FEAT. Highfather himself may petition the Source with a green FEAT. The clarity of the Source's advice depends upon the success of the FEAT roll – while the Source's advice is always cryptic it becomes clearer, the better the result.
The Source may also be contacted directly through the Final Barrier located at the edge of the Promethean Galaxy, although doing so is a Dimensional Travel FEAT of Class 5000 intensity, with failure indicating that whoever makes the attempt is trapped in the Source Wall.

ROLE-PLAYING NOTES:

SOURCE

HISTORY:
The Source is said to contain the ultimate knowledge of the universe. To gain advice from the Source requires an Awareness Check at DC 20. Malevolent or power-mongering characters require an AWE check at DC 30, while Highfather himself may petition the Source with a DC 15.

The clarity of the Source's advice depends upon the success of the AWE check – while the Source's counsel is always cryptic it will become clearer, the better the result. The Source may also be contacted directly through the 'Source Wall' – the Final Barrier located at the edge of the Promethean Galaxy, at the very edge of the universe, although accomplishing this is a practically insurmountable Dimensional Travel feat with a DC of 50, with failure indicating that whoever makes the attempt becomes trapped in the Source Wall for all time.

SPAWN

STATISTICS:

F RM(30)
A RM(30)
S RM(30)
E AM(50)
R GD(10)
I GD(10)
P RM(30)
Health: 140 **Str:** 30/48
Karma: 50
Resources: PR
Popularity: -10
Height: 6'2"
Weight: 234 lbs. (as Al Simmons), 450 lbs. (Spawn)
Eyes: Brown (Al Simmons), Glowing Green (Spawn)
Hair: Black (Al Simmons), None (Spawn)

BACKGROUND
Real Name: Albert Francis "Al" Simmons
Occupation: Hellspawn, former CIA agent, former soldier
Legal Status: American Citizen with no Criminal Record
Identity: Secret
Place of Birth: Detroit, Michigan
Marital Status: Separated
Known Relatives: Bernard Simmons (father, deceased), Esther Simmons (mother), Marc and Richard Simmons (brothers), Wanda Simmons (now Fitzgerald; widow), Cyan and Morana Fitzgerald (daughters)
Base of Operations: Mobile
Present Group Affiliation: Eighth Circle of Hell as Spawn, Former Government Affiliations, U.S. Marines Corps

KNOWN POWERS:
Symbiotic Suit: Spawn is a Hell spawn with a magical symbiotic suit that grants him the following powers:
**Body Armor:* Excellent versus physical and energy attacks
**Immortality*
**Sorcery*: Unearthly. Spawn can use magical energies to mimic nearly any Power. Any use above Amazing causes the loss of 1 point in this ability rank. (or a yellow FEAT if the Power rank drops below Amazing) If this power is ever reduced to all the way to zero, Spawn is Returned to Hell. Power rank Losses are permanent and can only be recovered in the most extreme circumstances. Spawn's typical power stunts include raising his physical abilities and blasts of pure magical energy, both to Power rank. Spawn cannot use this power to change his appearance.
**Regeneration:* Amazing rank. Spawn can heal himself or others at–1CS. Use of this power on others requires a Psyche FEAT or he is transported to Hell.
**Shape-Shifting:* Amazing
**Empathy:* Spawn can sense misery, pain, and hatred with Amazing ability.
**Teleportation:* Amazing
NOTE: Spawn's Symbiotic Suit is actually a separate living entity, capable of feeling pain and emotion. While the host assumes a dominant role over the suit's actions, it will often act on its own, usually to protect is wearer. It is also capable of evolving and maturing over time,

developing newer and greater power stunts, with abilities potentially ranging as high as Unearthly

LIMITATIONS:

Spawn – as a hellspawn – suffers –2CS to all abilities within Heaven or Heaven's realms. He is vulnerable to weapons forged in Heaven and to powers that are divine in nature. Other forms of mystic power, such as Wiccan magic, can affect him if he willingly allows it to. He has also proven to have no power within the ethereal realm of Greenworld. Reputedly, the only way to truly kill a hellspawn is decapitation.

Talents: All Martial Arts, Bladed Weapons, Boxing, Demolitions, Detective, Espionage, Firearms, Marksmanship, Military, Thrown Weapons, Survival

Equipment:

Chains (Unique Weapon): Spawn's chains are made of Unearthly rank material, which can perform the following Power Stunts:

*Grapple with Unearthly Strength

*Lash out and do up to Amazing blunt or edged damage.

*Feeble Elongation enables the chain to reach up to one area away

ROLE-PLAYING NOTES:

Spawn is a dark soul – having spent his life as an assassin, and part of his death in Hell. He had genuine love for his wife, which made his undead resurrection its own unique Hell, upon discovering her married to his best friend. Spawn's methods are cold-blooded and usually lethal, although he does have a conscience and hates the Devil personally enough to do good just for spite.

HISTORY:

Albert Francis "Al" Simmons was born in Detroit, Michigan as the second of three children (Marc, Al, and Richard) to Matthew and Bernard Simmons. Simmons was a very gifted officer of the United States Marine Corps, where he attained the rank of Lieutenant Colonel. He later joined the United States Secret Service, which led to his transfer to the Central Intelligence Agency. In the CIA, Simmons was recruited by Director Jason Wynn into a special top-secret covert ops division known as the U.S. Security Group, an elite task force with jurisdiction in all domestic and foreign situation

Simmons was murdered during a mission in Botswana for the USSG's Operation Knightstrike by fellow mercenary Bruce Stinson (also known as Chapel), at the order of Director Wynn, and was sent to hell because of his life as an assassin. After arranging a deal with the being known as Malebolgia, Simmons agrees to become a Hellspawn in exchange for being allowed to see his wife, Wanda Blake, one last time

Malebolgia returns Simmons to the world, but with little memory, a badly burned and disfigured body, and his newly acquired hell-spawn 'Spawn' powers. Overseen by a demon known as The Violator (Clown) that monitors his commitment to Malebolgia's pact, Simmons slowly realizes that five years have passed since his death. After deciding to seek out Wanda for his one final visit, he shape-shifts his body but discovers his powers cannot indefinitely maintain his former appearance. After locating her, Simmons discovers that his wife has since married his best friend, Terry Fitzgerald, and the two have a daughter, Cyan. Emotionally shattered at his discovery, Simmons is left with the choice of whether or not to fulfill his agreement with Malebolgia.

SPECTRE

STATISTICS:

F UN(100)
A AM(50)
S MN(80)
E ShY(200)
R AM(50)
I ShY(300)
P ShX(150)
Health: 430 **Str:** 80
Karma: 500
Resources: CL1000
Popularity: 0
Height: 6'1"
Weight: 184 lbs.
Eyes: White (Green as Corrigan)
Hair: None (Red, balding as Corrigan)

BACKGROUND
Real Name: Jim Corrigan
Occupation: Angel of Vengeance, Former Police Officer, Former Private Detective
Legal Status: Citizen of the United States with no Criminal Record, Deceased.
Identity: Secret
Place of Birth: New York City, New York
Marital Status: Single
Known Relatives: Jedidiah Corrigan (father, deceased), Louisa Corrigan (sister, deceased)
Base of Operations: New York City, Universally mobile
Present Group Affiliation: Quintessence, JSA

KNOWN POWERS:
The Wrath of God: The Spectre possesses immense Reality Manipulation powers although Because of its vengeful nature, the Divine Powers keep the Spectre is on a short leash. Under ordinary circumstances, the Spectre may duplicate any Power at Unearthly intensity. Under special circumstances, (i.e. a Red Psyche FEAT) the Spectre's full Wrath may be unleashed, and he may boost this ability to CL2000 for 10 to 20 turns.
Awareness: The Spectre has CL3000 awareness of the state of the Universe.
Dimensional Travel: CL1000
Animate Objects: Unearthly ability to animate inanimate objects
Aura of Fear: The Spectre may project an Aura of Fear with Unearthly ability
Dispersal: Amazing
Fog: Unearthly intensity ability to generate fog
Growth: Unearthly Growth
Illusion: The Spectre may cast illusions of Unearthly intensity
Invisibility: Unearthly Intangible Form: As a reincarnated spirit, the Spectre is naturally intangible and immune to all forms of non-magical physical attack at Shift Z (500) intensity. Magical and Psionic attacks affect him normally.
Magic Sense: Shift Z ability to sense magical forces and magical beings
Mind Probe: The Spectre may probe the minds of others with Shift Y ability
Spirit Travel: Shift Z ability to travel in Astral Form.
Weakness: The Spectre is susceptible to the Spear of Longinus. The Spear is made of Unearthly material and strikes for Amazing edged damage

ROLE-PLAYING NOTES:
As the Angel of Vengeance, the Spectre's core personality is elemental, an unforgiving force of nature absolutely relentless in its pursuit of its brutal duty to punish the guilty. When combined with a host, Spectre is more a gestalt, subsuming many of the host's own personality traits in tandem with its own and exaggerating others (such as Corrigan's anger and sense of righteousness or Jordan's sometimes reckless certainty).

HISTORY:
The origins of the Spectre entity are open to dispute, with some believing it to be one of the archangels performing the duties for which it was created, while others hold that it is a fallen angel that repented and accepted the role as the Lord's instrument of wrath as penance. It is known that Eclipso preceded the Spectre in the role before being stripped from the office for corrupting its mandate, and that the entity has been joined with a number of mortal hosts over the eons in order to maintain perspective for its pursuit.
Immediately prior to WWII Jim Corrigan, a murdered policeman with a black-and-white moral code became host to the entity, and during this partnership, the Spectre allied with the JSA for many adventures over the decades. After many years, Corrigan finally came to peace with his fate and his soul moved on, leaving the Spectre temporarily without a host. Hal Jordan took up the mantle and for a while transformed the role to Spirit of Redemption rather than Vengeance. This created problems with the fundamental nature of the entity, and when Jordan also moved on, he left the Spectre entity susceptible to manipulation by an Eclipso-possessed Jean Loring, resulting in a brutal campaign of terror directed at users of magic on Earth and many associated realms. Finally provoked into destroying the Lord of Order known as Nabu the Wise, an act of such magnitude it could not be ignored by The Presence, the entity again was forcibly bound to a recently murdered policeman, Crispus Allen of the Gotham City Police Department. Allen is slowly learning to cope with his new existence and responsibilities, as well as coming to grips with his full powers.

SPHINX

STATISTICS:

F IN(40)
A IN(40)
S IN(40)/CL1000
E MN(75)/CL1000
R IN(40)ShZ(500)
I IN(40)UN(100)
P MN(75)ShZ(500)
Health: 195/2080 **Str:** 40/900
Karma: 155/1100
Resources: UN(100)
Popularity: -5/-25 (with Xandarians)
Height: 7'2" (variable)
Weight: 450 lbs. (variable)
Eyes: Red
Hair: Bald

BACKGROUND
Alias: Unknown
Occupation: Wizard, Conqueror
Legal Status: None
Identity: Unknown to the general public
Place of Birth: Egypt
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Ka Stone: The Sphinx possessed a mystical stone that enabled him to manipulate magical energy. The Ka Stone was made out of CL1000 rank material. The Ka stone provided him with the following powers:
**Mental Probe:* Amazing intensity (Unearthly)
**Flight*: Amazing (CL3000)
**Life Support:* Unearthly (CL1000)
**Energy Absorption:* Unearthly intensity (CL1000). The Sphinx could channel absorbed energy into his Strength and/or Endurance scores. He could also channel the energy into his RIP ability scores. He could absorb an Unearthly amount of energy per round. This power apparently had no limit on how much energy he could absorb. The energy would drain away from him at the rate of 10 rank points per round, unless he drained energy from a CL1000 energy source. In that case, the energy could only be drained from him against his own free will.
**Energy Blast*: Incredible (Class 1000)
**Body Armor:* Amazing (Shift Z)
**Xandar Computer:* When the Sphinx absorbed the energy of the main computer of Xandar, his powers dramatically increased. The second set of ability ranks and power ranks in parenthesis above represent the Sphinx's power levels during this time. He also possesses permanent Monstrous rank Growth during this period.

SPHINX

ROLE-PLAYING NOTES:

Throughout most of his long life, the Sphinx was obsessed with finding a way to end his immortal life. He found eternal life to be utterly without meaning. He spent much time seeking release from the Ka stone's influence. After absorbing the power of the Xandar computer, the Sphinx forgot his thoughts of suicide. He now wanted more power to conquer and destroy. The Sphinx was very vengeful, never forgetting a slight. He hates the Fantastic Four and Galactus.

HISTORY:

The man who would become the Sphinx was the chief wizard in the court of the ancient Egyptian Pharaoh Ramses II, and in fact a mutant. When the wizard's abilities proved inferior to the powers demonstrated by Moses the leader of the captive Israelites, Ramses banished the wizard. After years of wandering, the wizard happened upon a temple of unknown origin, and discovered the mystical Ka stone.. The moment he touched it to his forehead, the Ka stone affixed itself to him and imbued him with immortality and vast superhuman powers. The wizard assumed the name of the Sphinx and spent the next 5,000 years traveling the Earth without purpose, involving himself in whichever endeavors of mankind struck his fancy.

Eventually the Sphinx dispaired over his immortal life and began to search for a means to free himself from the Ka stone and find a way to die. Hearing of a mystical entity called Sayge, he traveled to the Himalayan mountains, but the enigmatic Sayge refused to help him, and tormented him with his predictions of the Sphinx's destiny of eternal life..

By the 20th century, the Sphinx had probed thousands of minds in search of a means of ending his life, but to no avail, until he tapped the mind of Richard Rider, a Nova Centurion, and the Sphinx learned of Xandar from the "living computer" Quasimodo. The Sphinx pressed Rider and a number of the latter's allies and opponents into accompanying him to Xandar. Reaching Xandar, the Sphinx absorbed the sum total of that world's accumulated knowledge by absorbing it from Xandar's central computer. The Sphinx also absorbed tremendous amounts of energy from the planet-sized computer. Now, at last, the Sphinx had sufficient knowledge and power to end his life. However, he abandoned his goal of suicide, and instead decided to return to Earth to destroy it. Learning of his intent, the superhuman champions known as the Fantastic Four contacted the World Devouerr, Galactus, and bargained with him to battle the Sphinx. The Fantastic Four believed that only a being as mighty as Galactus could defeat the Sphinx, who was now vastly more powerful than ever before.

Galactus agreed, under the condidtion that he be freed from his vow never to consume the Earth. Galactus defeated the Sphinx, and stripped him of his added power from the computer system of Xandar, plucked the Ka stone from his forehead, crushed it, and used his immense powers to dispatch the Sphinx back in time to relive his life over and over eternally in a 'time-loop' – suppossedly to repeat his failures over and over throughout eternity. The Sphnix did, however, eventually escape the time loop when he met his past self, and the two Sphinx's mangaged to thwart Galactus' plan, finally altering his diestiny

SPIDER-MAN

STATISTICS:

F RM(30)
A AM(50)
S IN(40)
E IN(40)
R RM(30)
I GD(10)
P IN(40)
Health: 160 **Str:** 38
Karma: 80
Resources: TY
Popularity: 30
Height: 5'10"
Weight: 165 lbs.
Eyes: Hazel
Hair: Brown

BACKGROUND
Real Name: Peter Parker
Occupation: Freelance photographer, Adventurer.
Legal Status: Citizen of the United States with no criminal record.
Identity: Secret
Place of Birth: Queens, New York City
Marital Status: Married
Known Relatives: Mary Jane Watson-Parker (wife), Richard and Mary Parker (parents, deceased), Benjamin Parker (uncle, deceased), May Parker (aunt).
Base of Operations: New York City
Present Group Affiliation: Reserve member of the Avengers.

KNOWN POWERS:
Wall-Crawling: Spider-Man can crawl on vertical and horizontal surfaces with Amazing ability.
Combat Sense: Spider-Man has a 'Spider-sense' that works all the time. When this sense is activated, a mental 'buzzing' alerts Spider-Man of any potentially dangerous situation. The intensity of the sense depends upon the amount of danger with which he is being threatened. While his combat sense is working, Spider-Man cannot be blindsided and he may make defensive actions with a successful Intuition FEAT. If his sense has been nullified, then his Intuition is as listed and all Agility FEATs are at –1CS.

EQUIPMENT:
Web-Shooters: Spider-Man has a device on each wrist that fires a web-like chemical formula. The webbing is of Incredible material strength in the round it is fired and hardens into Monstrous strength in the next round. This webbing is used for travel (three areas per round), for restraining opponents, for temporarily blinding them, or creating a variety of objects:
**Web-Shield:* Monstrous material strength.
**Web Parachute.*
**Web Hang Glider*: Typical air speed.
**Web Missiles:* Excellent Bunt attacks damage with a three-area range.
Spider-Tracer: Spider-Man has created a small homing device shaped like a spider that sets off his Spider-Sense if he is within a mile of the tracer. He can track these tracers with Amazing accuracy up to a mile away.

Talents
Chemistry, Physics, Photography

ROLE-PLAYING NOTES:

As Spider-Man, Peter is wise-cracking and glib, prone to taunting opponents, very different from his Peter Parker persona, who is perpetually fretful and worried, often frustrated by personal problems and responsibilities. In direct contrast to Spider-Man's devil-may-care attitude, Peter's personal life is marked with tragedy, and he is constantly haunted by memories people he couldn't save and loved ones he has lost, all of which drives him to never again shirk the responsibility he has been given.

HISTORY:

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

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

Peter is married to model and actress, Mary Jane Watson-Parker, who was aware almost from the beginning of her husband's 'career' as Spider-Man. While she understands his need to be Spider-Man and supports his crime-fighting efforts, MJ nevertheless fears for Peter's life every time he slings his webs across the city.

SPIDER-WOMAN (JESSICA DREW)

STATISTICS:

F EX(20)
A RM(30)
S IN(40)
E RM(30)
R GD(10)
I IN(40)
P RM(30)
Health: 120 **Str:** 32
Karma: 80
Resources: TY
Popularity: 30
Height: 5'10"
Weight: 133 lbs.
Eyes: Green
Hair: Light auburn (dyed jet-black)

BACKGROUND
Real Name: Jessica Drew
Occupation: Private Investigator, Former Hydra Agent, Adventurer
Legal Status: Citizen of the United States with no criminal record.
Identity: Secret
Place of Birth: London, England
Marital Status: Single
Known Relatives: Jonathan and Merriam Drew (parents, deceased)
Base of Operations: Madripoor, Los Angeles
Present Group Affiliation: None

KNOWN POWERS:
Wall-Crawling: Spider-woman can crawl on vertical and horizontal surfaces with Remarkable ability.
Empathic Projection: Jessica involuntarily releases pheromones of Typical strength which cause pleasure in men and fear in women.
Gliding: Jessica's costume is fitted with wings allowing her to Glide at Excellent air-speeds
Venom Blast: Jessica can generate a bioelectric blast of Incredible intensity. Each use costs her five points of Health.
Once her Health drops below 90, this power is reduced by –1CS per round until reaching zero. Jessica cannot use this power again until her Health is naturally restored.
Immunity: Jessica has Class 1000 resistance to poisons, radiation, toxins, and disease

ROLE-PLAYING NOTES:
Jessica's strange upbringing – brain-washed, espionage background, and the fact that she constantly releases hormones that promote lust in men and fear in women, have left her a spooky, witchy-woman type. This was more of an issue in civilian life. Now that she's back in action with other metahumans, it's less noticeable.

Spider-Woman has wide contacts in SHIELD, and the super-hero community. She has special contacts with Spider-Man, Wolverine, and has dated Tony Stark (Iron Man)
Like her namesake Spider-Man, Jessica tends to get the bad breaks.
NOTE: At times, Jessica has lost her Venom Blast, and her physical abilities dropped to human-levels

SPIDER-WOMAN (JESSICA DREW)

HISTORY:

Jessica Drew is the daughter of Jonathan Drew, research partner to Dr. Herbert Edgar Wyndham. When young Jessica suffered uranium poisoning in 1931, Dr. Drew was forced to inject her with his untested spider serum and seal her in a genetic accelerator. In stasis for decades, her aging greatly slowed, she awoke with no memories of her own past. Briefly cared for by the Evolutionary's cow-woman assistant Bova, Jessica sought human company in a nearby village where she accidentally killed her first lover with her new bioelectric powers. Fleeing a vengeful mob, she was rescued by Count Otto Vermis, who molded her into the terrorist organization Hydra's newest assassin. As Arachne, she fought S.H.I.E.L.D. director Nick Fury, who revealed Vermis as a cold-blooded killer.

Jessica returned to England where Modred the Mystic helped her shake off Hydra's brainwashing. She also allied with the sorcerer Magus, and earned the enmity of the powerful time-spanning sorceress Morgan Le Fay. Jessica eventually moved to Los Angeles where she worked as a bounty hunter alongside Scotty McDowell before Nick Fury helped her secure private investigator credentials. She lost her immunity power saving Giant-Man from radiation poisoning, and a battle with Morgan stranded Jessica on the astral plane until she was rescued by the Shroud, the Avengers and Doctor Strange. Later, Jessica and her friend, B-grade actress Lindsay McCabe, moved to Madripoor, where they often teamed with Wolverine.

Jessica was drawn to New York when her powers were stolen by Doctor Octopus' Spider-Woman (Charlotte Witter). Following Charlotte's defeat at the hands of Mattie Franklin (herself a self-styled Spider-Woman), Jessica once more regained her uncanny abilities accepting an offer from Hydra while working as a double agent for Nick Fury. After seventeen months of procedures, she emerged more powerful than ever, now capable of fully flying (rather than just gliding on air currents). After serving with Captain America, Iron Man, Spider-Man, Wolverine, and Luke Cage as the Avengers formed in the aftermath of M-Day, Jessica left the team after the Superhuman Registration Act divided the heroes. She ultimately decided to ally herself with Captain America's anti-registration team, and is currently part of the unsanctioned Avengers.

SPIDERWOMAN (JULIA CARPENTER/ARACHNE)

STATISTICS:

F GD(10)
A AM(50)
S RM(30)
E RM(30)
R GD(10)
I TY(6)
P RM(30)
Health: 120 **Str:** 30
Karma: 46
Resources: GD(10)
Popularity: 7
Height: 5'9"
Weight: 140 lbs.
Eyes: Blue
Hair: Reddish-blond

BACKGROUND
Real Name: Julia Cornwall Carpenter
Occupation: Government super agent, former outlaw, former adventurer
Legal Status: Citizen of the United States with a criminal record, pardoned
Identity: Known to Authorities
Place of Birth: Los Angeles, California
Marital Status: Divorced
Known Relatives: Rachel Carpenter (daughter), Larry Carpenter (estranged husband, deceased), Walter and Elizabeth Cornwall (parents)
Base of Operations: Los Angeles, California
Present Group Affiliation: Omega Flight, Avengers, West Coast Avengers, Former member of Freedom Force

KNOWN POWERS:
Wall-Crawling: Julia can crawl on vertical and horizontal surfaces with Incredible ability.
Psychic Web: Julia can weave a psychic web which radiates from her in all directions, imprisoning everyone within two areas. Within Julia's area, the webbing has Monstrous Material Strength; within one area it has Remarkable Material Strength, and in two areas it has Typical Material Strength. This web may be destroyed with physical force. If destroyed, Julia must make an Endurance FEAT or be stunned for one round. The web disappears if she is knocked unconscious and she can only move while projecting the web by making a red Psyche FEAT.

ROLE-PLAYING NOTES:
Julia's most important relationship is with her daughter, Rachel. She has contacts with Omega Flight as well as the Avengers and West Coast Avengers

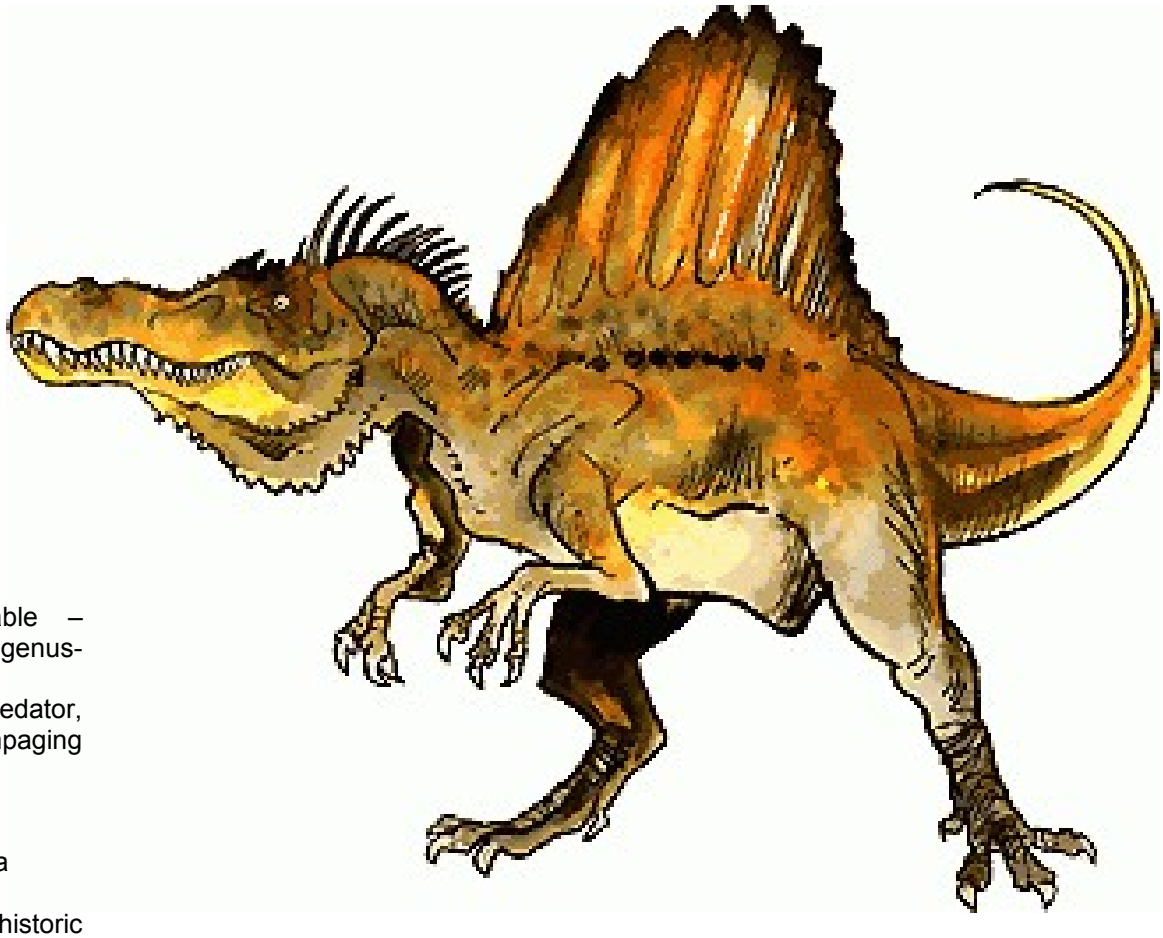
SPIDERWOMAN (JULIA CARPENTER/ARACHNE)

HISTORY:
An athletic young single mother, Julia Carpenter was drawn into a covert double life by an old college friend, Val Cooper. Julia needed a better paying job, and Val, who was then serving as government liaison to the super team X-Factor, offered her work for a top secret government commission if she could get way to Washington for a few days.
The job turned out to basically be a guinea pig. After a series of injections and then an 'accidental' mix-up, Julia found herself with superhuman strength and agility. Moreover, she was able to stick to walls and fire a psionic webbing. Julia was offered a regular job with the Commission but, before accepting, she went home to Denver, whereupon the entire city was transported to a distant galaxy during the Beyonder's 'Secret Wars'. To everyone's surprise, Julia held her own with the veteran heroes in that conflict. She performed so well that Val offered a job with Freedom Force - a government-backed group of mutant ex-villains, who Julia was forced to betray when they captured the Avengers. She later joined the West Coast Avengers.
Her super-heroics also took its toll on her personal life, when Julia couldn't explain her activities as Spider-Woman, and the courts gave custody of her daughter to her ex-husband. Eventually, Julia was forced to retire after a crippling attack by the criminal Spider-Woman, Charlotte Witter, who drained away Carpenter's superhuman powers. Julia is currently working in Denver after regaining custody of her daughter.

SPINOSAURUS

STATISTICS:

F EX(20)
A TY(6)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P FB(2)
Health: 166 **Str:** 39
Karma: 6
Resources: Not Applicable
Popularity: -20
Height: 20' (average)
Length: 50' (average)
Weight: 4 to 6 tons
Eyes: Yellow
Hair: None



BACKGROUND

Real Name: Not Applicable – *Spinosaurus aegyptiacus* the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: South America
Marital Status: Inapplicable
Base of Operations: Prehistoric South Africa, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:

Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Incredible edged damage.
Claws: Incredible
Tail: Amazing blunt damage
Stomp: Amazing blunt damage
Tracking: Spinosaurus has Excellent Tracking ability. In river-areas, this increases to Remarkable.

ROLE-PLAYING NOTES:

Big-flesh-eating monster that will chase you and eat you – not much more than that.

SPINOSAURUS

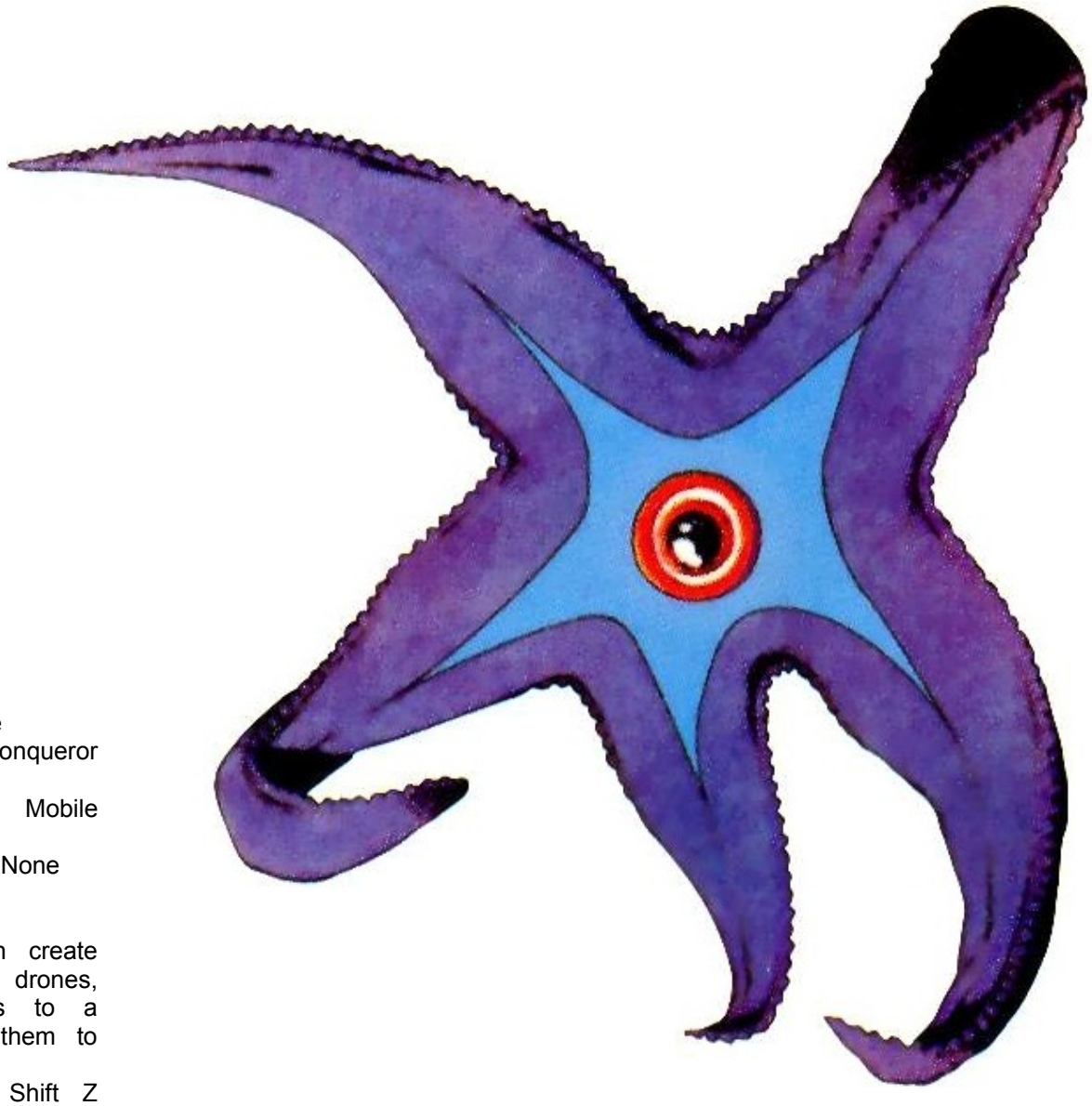
HISTORY:
Spinosaurus aegyptiacus is only known from a few fragmentary fossils, the bulk of which were destroyed during WWII and only photographs remain. Nevertheless, extrapolation from related species puts Spinosaurus firmly among the leading contenders for largest land predator of all time. High-end estimates suggest lengths over sixty feet. On the other hand, while Spinosaurus probably attained the greatest overall body length, it was a much more lightly-boned creature than T. rex or either of the large carcharodont carnosaurs, Giganotosaurus or Carcharodontosaurus, and its skull was long and slender – seemingly unsuited for tackling large prey. And because it shared its habitat with Carcharodontosaurus, it has been suggested that Spinosaurus actually occupied a different ecological niche than top predator – possibly a river-hunting fish-eater – a giant stork, with gharial-type jaws and long arms and claws that could catch fish in the manner of a bear catching salmon. So while, it is possible Spinosaurus was the largest of theropods, it probably was not the most powerful

NOTE: In Jurassic Park III, it was revealed that on the Site B island, there was a Spinosaurus that had apparently been genetically-enhanced to be much stronger than a true Spinosaurus, This Spinosaurus (which we'll call *Spinosaurus superior*), showed impossible durability as the slender-necked creature first survived a full-on bite from a Tyrannosaurus rex and then, seemingly effortlessly, broke the tyrannosaur's own thick, bulldog neck. In fact, it was said that the scent of a T .rex actually attracted the super-Spino.

STAR-CONQUEROR

STATISTICS:

F IN(40)
A GD(10)
S MN(75)
E UN(100)
R AM(50)
I AM(50)
P RM(30)
Health: 225 **Str:** 60
Karma: 130
Resources: ShZ(500)
Popularity: -50
Diameter: 32' Diameter
Weight: 6000 lbs
Eyes: Red with yellow iris
Hair: None



BACKGROUND
Alias: Starro, It
Occupation: Conqueror
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Unknown
Marital Status: Inapplicable
Known Relatives: Star Conqueror 'drones'
Base of Operations: Mobile throughout the universe
Present Group Affiliation: None

KNOWN POWERS:
Mind Control: Starro can create thousands of miniature drones, which attach themselves to a victim's face, subjecting them to Unearthly Mind Control
Telepathy: Starro has Shift Z Telepathy with all its drones and offspring. This ability extends to any victims under the influence of Mind Control
Energy Absorption: Shift Z. Starro can absorb vast quantities of energy which gives him the following powers:
**Energy Blasts:* Monstrous **Flight*: Monstrous. CL3000 in space

NOTE: Starro's Energy Absorption is a finite pool of up to Shift Z (500) points. He may store this energy indefinitely, but it will fade over time unless replenished. Use of his powers at full strength drain 10 points from his pool with every usage. Starro has pushed his pool up to as high as CL1000 manifesting as a giant starfish, 500 miles wide (Shift Y (225) Strength and CL1000 Endurance).
Self-Sustenance: CL1000 ability to survive in space

STAR-CONQUEROR

ROLE-PLAYING NOTES:
Starro is an arrogant being, treating all other life as subservient to its needs, and confident in its power to conquer and dominate other worlds. It considers its conquest part of a “greater good” of bringing order to a chaotic cosmos. It takes what it wants without remorse and only a clearly superior threat can cause it to retreat, since the only instinct stronger than conquest in Starro’s psyche is survival.

HISTORY:
Millions of years ago, a star-shaped race of aliens left its homeworld on the far end of the universe and set out across the stars. Solitary nomads, enormous mother stars traveled alone through space until they found a world with sentient creatures.
Dropping down from orbit, the motherstar would release millions of starrophyte spores that rained down to fall upon the creatures below. When a living, sentient creature touched the starrophyte, the spore would attach itself and the creature would become a slave of Starro, mentally dominated by the motherstar.
Settling in to rule over the world, the motherstar would eventually give birth to a clutch of new motherstars, who would fight until only one survived, to then be sent out into the stars in search of the next world Starro would conquer.
Drawn to Earth by a probe destroyed by the Justice League, a Star Conqueror forced everyone in North America into a dreaming state, intent on breaking their wills, before having the rest of its kind repeat the process around the globe.
The JLA’s response was two-fold. A team led by Superman entered the Dreaming with the aid of the Sandman (See Endless: Dream: Daniel), to save all those imprisoned there by the Star Conqueror and eventually the heroes' actions allowed them to shake off its effects.
A second team, led b the Martian Manhunter, initiated telepathic contact with the Conqueror, and forced it to send a warning signal to the rest of its kind. Thus convinced Earth was unsuitable for their uses, the Star conquerors abandoned their takeover attempt. Starro remains at large, however and is likely to be a threat in the future

STARDUST

STATISTICS:

F AM(50)
A MN(75)
S UN(100)
E UN(100)
R EX(20)
I MN(75)
P AM(50)
Health: 325 **Str:** 95
Karma: 145
Resources: RM(30)
Popularity: -20
Height: Unrevealed
Weight: Unrevealed
Eyes: Glowing White
Hair: None

BACKGROUND
Real Name: Unrevealed
Occupation: Herald to Galactus
Legal Status: Former Citizen of the Ethereal Empire
Identity: The general population of Earth is unaware of Stardust's existence.
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: Unrevealed
Base of Operations: Mobile throughout the Cosmos
Present Group Affiliation: Herald of Galactus, has allied with other former Heralds of Galactus and the Resistance against the Annihilation Wave.

KNOWN POWERS:
Power Cosmic: Stardust's abilities have yet to be fully cataloged, but as a Herald of Galactus, has the ability to channel and manipulate vast amounts of cosmic power, with Unearthly ability, and line of sight range. Stardust may use this power to perform a variety of stunts. Some of the more standardized abilities of a Herald of Galactus are as follows:
**Power Blasts* of Unearthly force or energy.
**Absorption:* Stardust may absorb up to Unearthly energy.
**Healing:* Up to Unearthly damage (this does not affect Endurance rank losses)
**Reconstruct* existing elements (she may not transmute their form).
**Perceive* any energy source of Unearthly rank or better, within a planetary radius if on a planet's surface, or within a stellar system if in space.
**Self-Sustenance:* Stardust does not need to eat or breathe. .
**Flight:* Stardust can fly at up to CL5000 speeds in space. In a planetary atmosphere, this is reduced to Shift Z.
**Energy Form:* Stardust is composed of cosmic energy, and as such is extremely difficult to kill, ignoring physical attacks of up to Unearthly rank. And even if an attack does enough damage to cause total destruction, Stardust may reconstitute a new body with a Red Psyche FEAT.
Invulnerability: Stardust is Invulnerable to Heat and Cold (C1000 resistance) and may survive in space for a virtually unlimited time.
Staff: Stardust carries a Staff that is likewise endowed with Unearthly Energy powers and capable of Class 5000 Flight (Shift Z in atmosphere)

ROLE-PLAYING NOTES:
Stardust is utterly devoted to the point of worship to Galactus, and considers being devoured the greatest honor that can be bestowed upon a planetary population, taking personal umbrage to those who would resist – or even attempt to flee – such 'honor'. Stardust will decimate those who resist Galactus and chase down those who try to run. Galactus even ate the last of Stardust's own people at Stardust's own request.

HISTORY:
The Ethereal, Lambda-Zero was a member of a race of non-physical, genderless beings of pure energy before being endowed with Galactus' Power Cosmic and becoming Herald. 'Stardust' pursued the task of Herald with religious zeal, professing undying love for Galactus, and looking upon the planets he consumed as sacrifice to a cosmic god. In fact, Stardust would actually slaughter those who tried to escape planets targeted for Galactus' Hunger. It was Stardust who led Galactus to Beta Ray Bill's home planet of Korbin.
Stardust joined the other Heralds, the Silver Surfer, Firelord, and the Red Shift, in the battle against the Annihilation Wave, although was seemingly destroyed. The Power Cosmic and Stardust's own ethereal nature, however, soon returned the Herald to corporeal form. Stardust was then confronted by the remaining members of the Ethereal race, who were nearly made extinct by the Annihilation Wave. Accusing Stardust of treason for leaving them, they attacked, and in the ensuing battle, Stardust absorbs their living energies. Returning to Galactus, Stardust is distraught to find that the Devourer has reinstated the Silver Surfer as Herald. To prove fealty to Galactus, Stardust gives up the remains of his Ethereal kin to feed the Devourer, an act that surprises the planet eater, who decides his Hunger has reached the point where he would benefit from a second Herald. Stardust was last seen during Galactus' conflict with the vengeful Beta Ray Bill, who attempted to starve Galactus by destroying planets before the Devourer could feed, but has not been seen since. There is no record of Stardust's dismissal from service or Death. It is possible Stardust continues to act a secondary Herald, perhaps as a long-range scout.

STARFIRE

STATISTICS:

F IN(40)
A RM(30)
S IN(40)
E AM(50)
R GD(10)
I RM(30)
P RM(30)
Health: 160 **Str:** 40
Karma: 70
Resources: GD
Popularity: 30
Height: 6'4"
Weight: 158 lbs.
Eyes: Green
Hair: Auburn

BACKGROUND
Real Name: Princess Koriand'r, Kory Anders
Occupation: Princess, Fashion Model
Legal Status: Exiled citizen of the Planet Tamaran
Identity: Publicly known
Place of Birth: The Planet Tamaran
Marital Status: Single
Known Relatives: Komand'r (Blackfire, sister)
Base of Operations: San Francisco, CA
Present Group Affiliation: New Titans

KNOWN POWERS:
Starbolts: Amazing intensity
Flight: Amazing Airspeed
Solar Sustenance: Amazing Solar Sustenance; provides Life Support (22 hours needs 1 hour to charge) and Poor Regeneration (while in direct sunlight)
Comprehend Languages: Amazing ability to comprehend all languages, even those she has never before heard. She absorbs these languages by physical con-tact (like kissing)

TALENTS;
Aerial Combat, Martial Arts E, Leadership

ROLE-PLAYING NOTES:
Like most of her race, Starfire is very emotional—quick-tempered and hot-blooded. This manifests as steadfast devotion to her friends, fiery passion for her lovers and terrible wrath toward her enemies. Even after all her time on Earth, Starfire is still adjusting to the comparatively conservative attitudes and restrained emotions of its people.
Starfire is most often associated with the Teen Titans and is on excellent terms with the team in all of its incarnations, and has a particular soft spot in her heart for Nightwing. She recently developed a close friendship with Animal Man during a year when they were stranded in space.
Starfire has battled many enemies as a member of the Teen Titans, most notably Brother Blood, Deathstroke, and Trigon. Her sister, Blackfire, remains Starfire's greatest personal enemy.

STARFIRE

HISTORY:

Koriand'r was born the younger of two daughters to King Myand'r of planet Tamaran. Because her older sister, Komand'r, suffered from a childhood defect that deprived her of the Tamaranean ability to process sunlight for flight and thus was deemed unfit to rule, Koriand'r became first inline to the Tamaran throne as well as the object of her sister's hatred and resentment. Komand'r attempted to kill Koriand'r when the two were under the tutelage of the Warlords of Okaara. For this act, Koriand'r was banished from Tamaran. She chose to ally with the Citadel, a race of conquerors who had warred with Tamaran for over a century.

Armed with Komand'r's knowledge of Tamaran, the Citadel overwhelmed Tamaran's defenses. King Myand'r was forced to sue for peace at the cost of Koriand'r's freedom. For six years, Koriand'r suffered torture and humiliation at the hands of Gordanian slavers, who were allies of the Citadel. An attack by the Psions resulted in the capture of both sisters. Unaware of Tamaran physiology and their innate ability to absorb and convert solar energy, the Psions conducted solar absorption experiments on the sisters. They thus unwittingly handed Koriand'r the keys to her freedom. She took advantage of a Citadel attempt to rescue Komand'r to free herself using her newly developed Starbolts, and commandeered a ship to escape to the nearest inhabited planet, Earth.

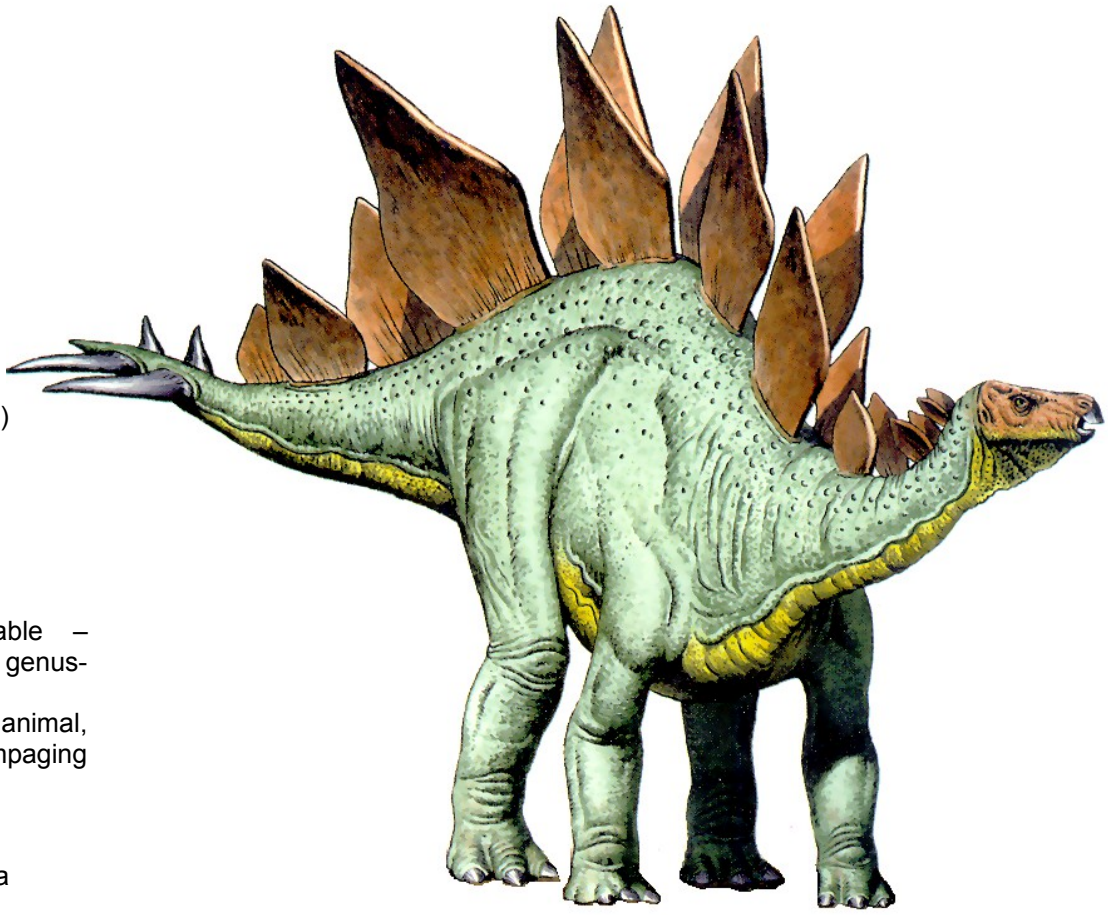
There, Starfire was among the young new heroes recruited by Raven to form a new team of Teen Titans to battle her demonic father, Trigon. The Titans helped Starfire fend off the slavers sent to recapture her and later returned with Starfire to Tamaran to free her people from the Citadel. Starfire battled her sister, now known as Blackfire, for leadership of Tamaran, but the people ultimately chose Komand'r as their ruler. Despite several obstacles along the way, including Starfire's brief political marriage to a Tamaranean prince, a romance has developed between Starfire and Nightwing that continues to rekindle sporadically even to the present day.

The Titans underwent many membership changes over the years, but Starfire was one of the more constant figures on the roster, eventually becoming a mentor to the next generation of teen Titans that featured a brand new Robin, Wonder Girl, Superboy, and Kid Flash. During the 'Infinite Crisis', Starfire was stranded in a distant galaxy with Adam Strange and Animal Man. The trio was forced to spent the better part of a year returning to Earth in their damaged ship, encountering such obstacles as Lobo and being hounded by Lady Styx

STEGOSAURUS

STATISTICS:

F RM(30)
A TY(6)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 151 **Str:** 35
Karma: 6
Resources: Not Applicable
Popularity: -10
Height: 7' at the hip (average)
Length: 25' (average)
Weight: 2 to 4 tons
Eyes: Yellow
Hair: None



BACKGROUND
Real Name: Not Applicable – *Stegosaurus stenops* is the genus-species name
Occupation: Herd animal, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: Herd beast

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Plates: Stegosarus' trade-marked back plates provide Remarkable protection across the spine, and Excellent Edged damage
Tail Spikes: Stegosaurus' Tail Spikes do Amazing edged damage; the tail alone does Amazing blunt damage
Charging: Stegosaurus gains +1CS to Endurance when charging, to hit and damage

ROLE-PLAYING NOTES:
Mostly concerned with foraging, although adults they can become territorial if bothered.

STEGOSAURUS

HISTORY:
Stegosaurus was one of the first examples of dinosaurian defense weaponry taken to extreme, with its lethal tail spikes and, of course, its spectacular back plates. The purpose of these plates, has been much debated, with some contending they were for display only, others suggesting that they functioned as an exterior thermostat, similar to an African elephant's ears. Their edges, however, were quite sharp, so it is likely that the stegosaur's bizarre ornaments fulfilled all three purposes – and living in the same environment as the Jurassic allosaurs, defense was a likely a priority in any case. Stegosaurus also claims the dubious honor of being the stupidest of dinosaurs, with its brain famously being the size of a walnut.

STORM

STATISTICS:

F EX(20)
A RM(30)
S TY(6)
E RM(30)
R EX(20)
I EX(20)
P GD(10)
Health: 86 **Str:** 5
Karma: 50
Resources: TY
Popularity: 20
Height: 5'11"
Weight: 127 lbs.
Eyes: Blue
Hair: White

BACKGROUND
Real Name: Ororo Munroe-T'Challa
Occupation: Queen of Wakanda, Adventurer, Thief, Tribal Patron
Legal Status: Dual Wakandan/ US citizenship
Identity: Secret
Place of Birth: New York City, New York
Marital Status: Married
Known Relatives: Ashake (ancestor, deceased), David and N'dare Munroe (parents, deceased), T'Challa (Black Panther, husband)
Base of Operations: Wakanda, formerly, Professor Xavier's School for Gifted Youngsters
Present Group Affiliation: X-Men, Former member of X-Treme Sanctions Executive, X-Treme X-Men, Brides of Set, Hellfire Club Inner Circle, Morlocks (leader)

KNOWN POWERS:
Weather Control: Storm has Weather Control of Amazing rank, giving her the following power stunts:
**Flight*: Excellent air speed
**Weather Resistance:* Incredible rank protection from weather extremes
**Weather Prediction:* Amazing rank
**Fog Creation:* Incredible intensity and thickness
**Lightning Control*: Storm my summon and direct Lightning blasts of Amazing intensity
**Wind Control:* Storm can create high winds of Incredible intensity
**Calming the Storm:* Storm can reduce the damaging effects of weather with Incredible ability. Failure makes the storm worse

Talents:
Leadership, Resist Domination, Lockpicking, Sleight of Hand, Escapology, Knives, Guns, Aerial Combat, Martial Arts A C, Multi-Lingual: Russian, English, Kenyan

STORM

ROLE-PLAYING NOTES:
As a mutant, Ororo has experienced a lifetime of anti-mutant hatred and bigotry. Relationships: Storm is the wife the Black Panther and has assumed the role of his Queen in the country of Wakanda. Ororo is also close with the X-Men – particularly the veterans, Cyclops, Jean Gray, Professor X, Kitty Pride, and especially Wolverine.
Storm is considered an African tribal goddess.

HISTORY:
The daughter of an African princess and an American photojournalist, Ororo spent her early years in Cairo. A bomb destroyed their house, killing her parents and leaving Ororo trapped in the wreckage. That experience left her with a lingering fear of enclosed spaces. Shortly thereafter, Ororo was taken in by a master thief and quickly became the best child thief and pickpocket in Cairo.
Ororo eventually traveled south as her weather control powers began to emerge. She spent years on the Serengeti Plain, worshipped as a goddess by the tribes. There, Professor X found Ororo and convinced her to join the new X-Men. Storm has undergone many changes in her years with the X-men. She has shared leadership of the team with Cyclops, having shown her talents for tactics. Storm never summons her powers casually. Since every use of her weather control ability affects extant local weather patterns, she pays close attention to the possible effects such manipulation might cause. (this distinguishes her from Thor, whose ability to summon weather is magical and does not affect weather elsewhere.) That said, Storm does not hesitate to unleash the full potential of her power against her foes. When she summons the full power at her command, it is easy to see why she was regarded as a goddess on her native continent.
Storm eventually married T'challa – the Black Panther and King of Wakanda, and has left the X-Men to be his Queen. The two still travel to New York to regularly work with the Fantastic Four, and Storm remains a staunch ally of the X-Men in time of need.

STRANGER

STATISTICS:

F MN(75)
A IN(40)
S ShX(150)
E CL1000
R ShY(200)
I ShX(150)
P ShZ(500)
Health: 1265 **Str:** 150/200
Karma: 1500
Resources: UN
Popularity: 1
Height: Variable (usually 6' to 36' although he may assume any size he wishes)
Weight: Variable
Eyes: Black
Hair: White

BACKGROUND
Alias: Unknown
Occupation: Scientist and Surveyor, Vivisectionist
Legal Status: Inapplicable
Identity: The general public is unaware of the Stranger's existence
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: 'Stranger's World' (location unknown), unnamed starship for collecting laboratory specimens
Present Group Affiliation: None

KNOWN POWERS:
Absorption Power: The Stranger can use cosmic radiation to increase his Agility, Strength, Endurance, and Powers +1CS for 10-20 turns, per day and gives him the following Powers:
**Airwalking*: Unearthly speed
**Diminution:* CL1000 rank
**Energy Solidification:* Monstrous rank
**Force Field Generation:* Shift X rank
**Immortality:* CL1000
**Invulnerability*: Unearthly resistance to physical and energy attacks
**Ionization:* Unearthly rank
**Levitation:* Unearthly rank
**Molding:* Unearthly rank
**Molecular Conversion:* Unearthly rank
**Plasma Generation*: Shift X rank
**Kinetic Bolt:* Shift X rank blunt force
Self-Duplication: Amazing rank
Shrinking: CL1000 rank
Telekinesis: Shift X rank
Teleportation: CL5000 rank

ROLE-PLAYING NOTES:
The Stranger is a deliberately enigmatic and mysterious cosmic who rarely explains his motives – particularly to mortals - and even when he does, what he reveals may not necessarily be the truth. Therefore, no one is certain about the veracity of anything he says.

STRANGER

HISTORY:

The cosmic entity known as the Stranger is a being of great power, who wanders the universe as a cosmic nomad, studying other beings for some unknown purpose. No one is sure about his origins. The Stranger once claimed to be a being created from all the surviving inhabitants of his homeworld, Gigantus. According to this story, the warlike alien Eternians attacked Gigantus and the ensuing battle destroyed both races. The last few Gigantiuns melded their minds into one being in order to battle the Eternians own gestalt-being, the Over-Mind. Calling himself the Stranger, this new Gigantiun composite being traveled into space and took up the work of his lost people by studying the various life-forms on the Galaxy.

The Silver Surfer eventually challenged the Stranger on the truth of this tale, and the Stranger admitted that the tale of Gigantus was nothing more than a lie he concocted to avoid questions, but was not forthcoming with the actual truth.

The Living Tribunal has suggested that the Stranger represents what could have been the Tribunal's fourth face – in opposition to his face that represents 'Equity', representing the parts of the universe which stand apart and outside the rest of the cosmos – although the Tribunal has since apparently contradicted this.

At any rate, the Stranger initially became intrigued with the planet Earth because of the modern proliferation of super-powered individuals there. But, after encountering the evil mutant, Magneto, the Stranger concluded that the high concentration of super-beings posed an imminent threat to the galaxy because of the potential for misuse of power. But after he had nearly destroyed the Earth, the Stranger decided that Magneto was not representative of Earth and that its heroes were noble and their promise far outweighed any possible threat. Since then, he has worked on the side of humanity, defending the Earth against cosmic threats like the Over-Mind and Pluto.

For a time, the Stranger possessed one of the Infinity Gems, although, even without it, he is still one of the universe's most powerful beings. He participated in along with the other cosmic entities like Galactus and the Celestials in Eternity's war with Thanos during the Infinity Gauntlet crisis.

SUB-MARINER

STATISTICS:

F IN(40)
A RM(30)
S MN(75)
E IN(40)
R GD(10)
I RM(30)
P IN(40)
Health: 185 **Str:** 70/90
Karma: 80
Resources: GD/MN in Atlantis
Popularity: 5/80 in Atlantis
Height: 6'2"
Weight: 310 lbs.
Eyes: Green
Hair: Blue-gray

BACKGROUND
Real Name: Namor McKenzie
Occupation: Ruler of Atlantis, Adventurer
Legal Status: Ruler of Atlantis, Citizen of Deluvia
Identity: Publicly known
Place of Birth: Unknown
Marital Status: Twice widowed
Known Relatives: Marrina (wife,), Dorma (first wife, deceased), Namora, Namorita (cousins), Leonard Stuart McKenzie, Fen (parents, deceased),
Base of Operations: The Atlantic Ocean
Present Group Affiliation: The Avengers, The Defenders

KNOWN POWERS:
Water Freedom: Namor is completely adapted for life in any section or depth of the sea. He has Excellent resistance to Cold
Water-Breathing: Namor is amphibious
Hyper-Swimming: Attains Good speed (60 mph)
Winged Flight: Namor's ankle wings give him Poor Flight (60 mph) As a Power Stunt, he can lend his Strength to the wings' lift, enabling him to carry about two tons.
Power Boost: When underwater, Namor receives a +1CS to his Strength, raising it to Unearthly (90). This boost brings no change to his Health.

Finite Limit (Weakness): If Namor is removed from the water for an extended period, he begins to suffer ill effects. For every hour he is away from the water, his Fighting, Strength, and Endurance ranks drop –1CS, until they al reach Typical rank. This decrease does not affect his health. However, he suffers 30 points of damage to his Health for each day he is not totally immersed in water; Namor also cannot normally recover health lost through other means.

ROLE-PLAYING NOTES:
Namor is imperious and arrogant (a favorite catch-phrase in battle is 'Imperious Rex!'), although he has a seldom seen dry wit. He is condescending to women, as well as being both impetuous and temperamental. His primary motivation is always the protection of Atlantis.

SUB-MARINER

HISTORY:

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

The Sub-Mariner has been both enemy and ally to the surface world. During his unstable periods, he tried to conquer the world and even teamed up with Doctor Doom. More often, Namor has fought to make certain that his Atlantean people could live alongside humans.

Namor is fierce in his dedication to equality for Atlantis, but has learned that he cannot achieve such equality by force. He has served as a member of super teams such as the Avengers and Defenders, and will always answer a call for help from his old fighting partner, Captain America.

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

SUPERBOY (EARTH PRIME)

STATISTICS:

F MN(75)
A MN(75)
S ShZ(450)
E ShZ(500)
R RM(30)
I IN(40)
P RM(30)
Health: 1100 **Str:** 450
Karma: 100
Resources: PR(4)
Popularity: 0
Height: 5'11"
Weight: 170 lbs.
Eyes: Blue
Hair: Black

BACKGROUND

Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Psychopath, former superhero
Legal Status: Sole surviving member of the 'Earth-Prime' universe in Pre-Crisis reality
Identity: Modern Earth is unaware of Superboy-Prime's existence
Place of Birth: Krypton of the 'Earth-Prime' universe in Pre-Crisis reality
Marital Status: Single
Known Relatives: Jor-El and Lara (parents, deceased), Jerry Kent, Naomi Clarke Kent (adoptive parents, deceased)
Base of Operations: A pocket dimension adjacent to Post-Crisis reality, Formerly Earth Prime in Pre-Crisis reality
Present Group Affiliation: Formerly allied with Superman of Earth 2, and Alex Luthor, has allied with Sinistro and the Anti-Monitor

KNOWN POWERS:

Kryptonian Physiology: Super-boy-Prime's abilities stem from Shift Z Energy Absorption, but unlike his mainstream counter-part, he can absorb other forms of energy besides solar energy (for example Oan energy). He recovers lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Invulnerable:* Shift Z resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Shift Z speed in atmosphere, CL 3000 in space
**Hyper Speed:* Unearthly
**Hyper Breath:* Monstrous Cold in 1 area
**Heat Vision:* Shift Y
Superhuman Senses: Superboy possesses the following sensory powers:
**Enhanced Hearing:* Unearthly
**Microscopic Vision:* Amazing
**Telescopic Vision*: Amazing
**X-Ray Vision:* Unearthly

LIMITATIONS:

Kryptonite. In the Earth-Prime's universe Kryptonite was never created, because Krypton of Earth Prime's reality did not explode, but was instead consumed by its native sun
Magic: Unlike his other-dimensional Kryptonian counterparts, Superboy-Prime retains his Invulnerability against magic.
Solar-Depravation: If Superboy-Prime is cut off from the radiation of a yellow sun, he begins to lose Powers and Ability scores at a rate of –1CS for every three days. If he is using his abilities at full strength, the rate of loss may increase. If his abilities are allowed to completely

bottom out, all powers, except Energy Absorption, are reduced to 0, and Primary Abilities to human levels

EQUIPMENT:
Armor: Superboy Prime has worn a Shift X material Armor suit that stores yellow sun radiation to fuel his powers, even under a red sun

ROLE-PLAYING NOTES:
Prime was driven insane by the destruction of his entire universe during the Crisis on Infinite Earths, and from the following years of solitude trapped in a parallel dimension; he gave up all regard for life, becoming totally deranged and murderous viewing all other universes as 'fakes', determined to destroy everything to recreate 'Universe-Prime'.

HISTORY:
Superboy Prime was the only survivor of Earth-Prime and was drawn into the Crisis on Infinite Earths after his universe was destroyed. After the Crisis, he joined Alexi Luthor of Earth-3, Earth-2 Superman and his wife, Lois Lane, exiled in a parallel dimension.
Driven insane by solitude, Superboy Prime plotted with Alexi Luthor to recreate reality, and he killed Superboy-Conner Kent, many Teen Titans and Green Lanterns before being stopped by the Supermen of Earth 1 and 2, at the cost of Earth 2 Superman's life.
Prime was jailed by the Guardians of the Universe in an artificial red sun, until the Sinestro Corps released him. During the battle with Sinestro, one of the Guardians used himself as a bomb and detonated himself, reducing Superboy-Prime to atoms, which were reconstructed in another universe, convincing him that the Multiverse had been restored. His newly reconstructed body had also been aged into an adult. He discovered, however, that his home universe 51 was indeed restored, but had been destroyed by the warlord, Monarch. In a fit o rage, Superman Prime confronted Monarch in a monstrous battle before Prime ripped open Monarch's armor that released an explosion that destroyed the entire universe. Prime survived, however, being shunted off into a parallel dimension, and has reverted to his teen-aged form.

SUPERBOY (KON-EL)

STATISTICS:

F EX(20)/AM(50)
A EX(20)/AM(50)
S GD(10)/MN(75)
E EX(20)/MN(75)
R GD(10)
I EX(20)
P EX(20)
Health: 250 **Str:** 9/75
Karma: 50
Resources: GD
Popularity: RM
Height: 5'11"
Weight: 170 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Conner Kent, Kon-El (Kryptonian name)
Occupation: Adventurer
Legal Status: United States Citizen with no criminal record
Identity: Superboy's identity as Conner Kent is not known to the general public
Place of Birth: A clone of Superman mixed with the DNA of Lex Luthor created at Project Cadmus
Marital Status: Single
Known Relatives: Superman (genetic father), Lex Luthor (genetic father)
Base of Operations: Metropolis, Smallville, Kansas
Present Group Affiliation: Teen Titans, Team Superman, former member of Young Justice, Legion of Superheroes, Ravers, Cadmus, Suicide Squad

KNOWN POWERS:
Cloned-Kryptonian Physiology: Superboy's Kryptonian DNA grants him Unearthly Solar Absorption similar to Super-man's, which gives him the following powers:
Regeneration: Superboy has Incredible rank Regeneration
**Tactile Telekinesis*: Most of Superboy's powers are manifestations of his Monstrous rank *Tactile Telekinesis*. With this power, Superboy may:
**Boost* his Strength to Monstrous (80). This boost has no time limit, but Superboy must be consciously augmenting his strength. If an opponent were to distract him, it would Reason FEAT to maintain his focus.
**Flight:* Superboy's Telekinetic powers grant him Monstrous Flight, which he may augment to Unearthly in space.
**Force Field:* Superboy's body is protected by a thin Force- field, giving him the equivalent of Amazing Invulnerability to both physical and energy attacks. He may use this force field to protect others if he can touch a surface they are touching
**Tactile Blast:* By touching any solid surface, Superboy may channel a telekinetic blast of Incredible strength
**Hyper Speed:* Remarkable
Heat Vision: Amazing strength heat vision
Superhuman Senses: Superboy possesses the following sensory powers:
**Enhanced Hearing:* Amazing
**Microscopic Vision:* Remark-able
**Telescopic Vision*: Typical

SUPERBOY (KON-EL)

LIMITATIONS:

Kryptonite: Superboy shares Superman's weakness to Kryptonite. Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-O Endurance.

ROLE-PLAYING NOTES:

HISTORY:

When Superman was believed killed by Doomsday, Project Cadmus attempted to replace him with a clone, grown from a combination of human DNA and artificially created Kryptonian genes. The resulting "Experiment 13" escaped from Cadmus and tried to replace Superman on his own.

Superman eventually returned, and Superboy (as he became known) moved to Hawaii, where he was a local hero for a time. He had further brushes with the experiments of Project Cadmus, and dealt with a rogue organization known as the Agenda, which created the clone Match.

Superboy was one of the founding members of Young Justice, where he met his friends Robin (Tim Drake), Impulse and Wonder Girl. He later became one of the first members of a new team of Teen Titans, alongside Robin, Impulse (later Kid Flash) and Wonder Girl. He has saved the world on a number of occasions, been to the future and various parallel worlds, and even died for a thousand years and been reborn.

Superman gave the young man the Kryptonian name "Kon- El" and the secret identity of "Connor Kent," Clark Kent's cousin, and considers him family. Superboy has worked to live up to the legacy of the Man of Steel, including attending high school in Smallville and living with Martha Kent on the family farm. He has his work cut out for him—especially since he learned his human DNA came from none other than Superman's arch-foe Lex Luthor! Superboy works to be true to his heroic heritage and to make his own destiny in the world.

SUPERGIRL

STATISTICS:

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

Health: 265 **Str:** 75/90
Karma: 70
Resources: EX
Popularity: IN
Height: 5'7"
Weight: 110 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Kara Zor-El (Kryptonian name)
Occupation: Adventurer, Presently unemployed
Legal Status: Citizen of the United States with no criminal record
Identity: Kara's identity as Supergirl is not known to the general public
Place of Birth: Deep Space on a Rocket Ship headed for Earth
Marital Status: Single
Known Relatives: Zor El (Father, deceased), Alura El (Mother, deceased), Kal El (Superman, cousin), Jor-El (Uncle, deceased), Lara (Aunt, deceased)
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Kryptonian Physiology: Un-earthly *Solar Absorption* and Storage that allows Supergirl to recover lost Endurance ranks, making it very difficult to kill her. This physiology also gives her the following powers:
**Power Boost:* Supergirl can direct her solar energies into her Strength, Flight, Speed, Endurance or Heat Vision, raising them by +1CS (Strength Unearthly (80) for one to ten rounds. After this boost, Supergirl's Endurance drops –2CS for 1-10 rounds, and her Invulnerability drops to Amazing.
**Heat Vision:* Amazing Energy damage
Invulnerability: Monstrous resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Unearthly speed in atmosphere, CL 3000 in space
**Hyper Speed:* Amazing
**Hyper Breath*: Amazing Cold in 1 area
Superhuman Senses: Supergirl possesses the following sensory powers:
**Enhanced Hearing*: Unearthly
**Microscopic Vision*: Amazing
**Telescopic Vision*: Good
**X-Ray Vision:* Unearthly
'*Sun-Dipped Supergirl':* If exposed to intense solar energy such as might be the case were she to fly directly into the sun, Supergirl's physical abilities are all raised to their maximum levels, and all her powers are raised by +2CS. This increase lasts as long as she remains exposed to the increased intensity energy, or up to three days afterwards. If she continues using her powers, this duration is shortened by one day per instance. Her 'Sun-Dipped' stats are:

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

Health: 350 **Str:** 70
Karma: 70

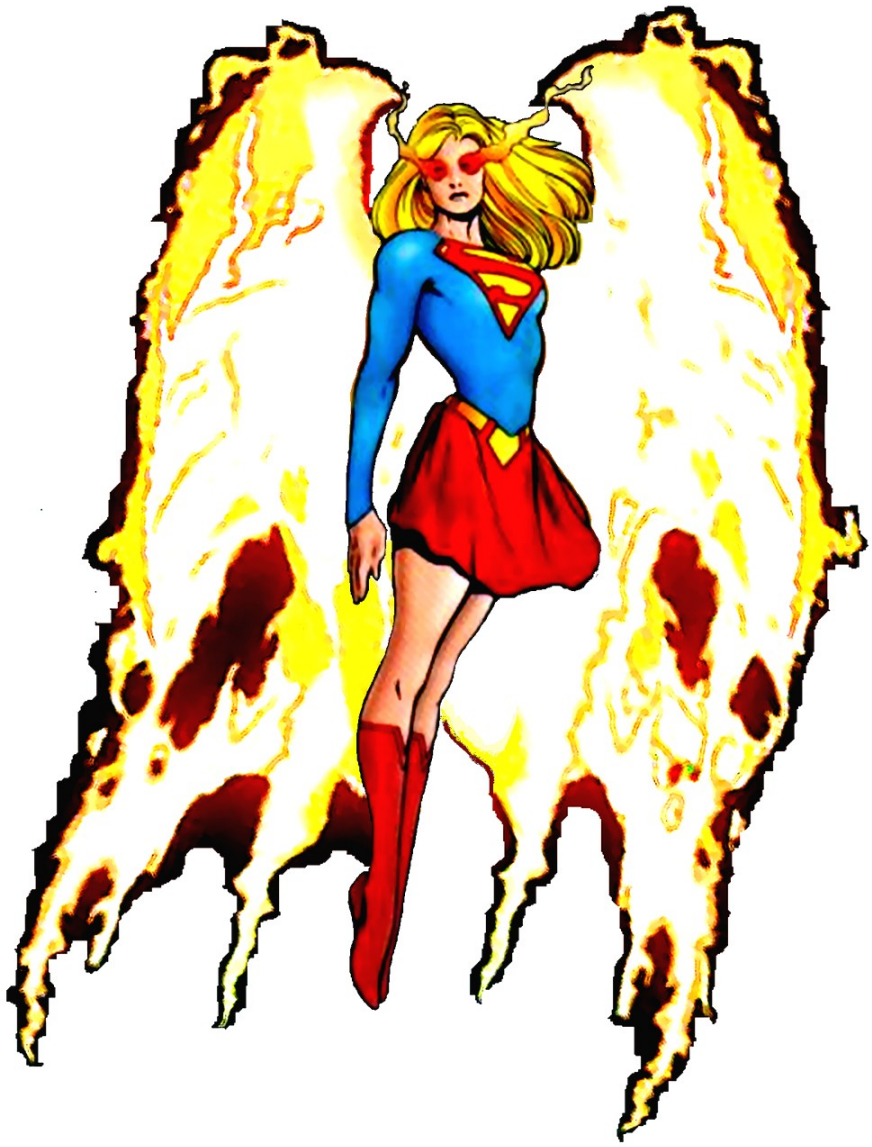
LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in the loss of all powers at –1CS per round. She also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-O Endurance
Solar-Depravation: If Supergirl is cut off from the radiation of a yellow sun, she begins to lose AP's of Powers and Attributes at a rate of 1 AP per day. If she is using her abilities at full strength, the rate of loss may increase. If her abilities are allowed to completely bottom out, all of, her powers except Energy Absorption, are reduced to 0, and her attributes are as follows:

F TY(6)
A GD(10)
S TY(6)
E TY(6)
R EX(20)
I EX(20)
P RM(30)
Health: 28 **Str:** 4
Karma: 70
At this level, Supergirl is more or less human; however, her Solar Absorption abilities remain, and upon exposure to solar radiation from a yellow sun, her abilities immediately return to their normal levels
Magic: Supergirl is specifically vulnerable to magic. Against attacks of a truly magical nature (including many Mystical Powers and most Mystic-linked Powers), Supergirl's powers are automatically considered to be at her lowest solar-depravation levels. She is also unable to use her Powers or abilities to affect constructs of a magical nature (She cannot smash a magical wall, or use her great strength to break enchanted chains).

ROLE-PLAYING NOTES:
Supergirl is an ordinary teenager in many regards, but has also seen more than her share of tragedy. Unlike her cousin, she was raised on Krypton and remembers it, making her a stranger to Earth and human customs. She has lost both of her parents, and faced the loss of her home world again with the destruction of New Krypton.

HISTORY:
Kara is the daughter of Alura and Zor-El, brother to Superman's father, Jor-El. Born in Argo City on Krypton, Kara and other citizens of Argo survived the planet's destruction thanks to a powerful force field. Then Brainiac attacked Argo, and Kara's parents sent her in a small spacecraft to Earth and safety, telling her to look after her young cousin, Kal-El.
Kara's ship was disabled and became trapped inside a kryptonite asteroid while Argo was added to Brainiac's collection of cities. The ship placed Kara in suspended animation, allowing her to survive until the portion of the asteroid in which she was trapped crashed in Gotham City Bay. Recovered and revived by Batman, Kara revealed her origins to him and her now-adult cousin, Superman. Though she is chronologically older than Superman, she is physically and mentally still a teenager. After training in the use of her Kryptonian powers with Wonder Woman and the Amazons of Themyscira, Kara took on the mantle and identity of Supergirl.
Since then, Supergirl has been reunited with her parents and had to suffer losing them again: her father killed by the radioactive mercenary Reactron, her mother perishing in the destruction of New Krypton. She learned the value of having a private life among ordinary humans, and allowed Lana Lang to introduce her in Metropolis as her niece, Linda Lang.

SUPERGIRL (EARTH ANGEL)



STATISTICS:

F RM(30)
A IN(40)
S AM(50)
E AM(50)
R EX(20)
I EX(20)
P RM(30)
Health: 170 **Str:** 48
Karma: 70
Resources: TY
Popularity: IN
Height: 5'11" (5'5" as Linda)
Weight: 140 lbs. (125 lbs. as Linda)
Eyes: Blue
Hair: Blond (Brown as Linda)

BACKGROUND
Real Name: Linda Danvers, Matrix (Mae)
Occupation: Sculptor
Legal Status: (As Linda) Citizen of the United States with a Criminal Record, (As Matrix) Inapplicable
Identity: Neither Linda's or the Matrix identity as Supergirl is known to the general public
Place of Birth/Creation: Linda was born in Leesburg, Virginia, the Matrix was an artificial being created in the Time Trapper universe; the Earth Angel Supergirl was created when the Matrix bonded with the dying Linda Danvers
Marital Status: Single
Known Relatives: (Linda), Fred and Sylvia Danvers (parents), Wally Danvers (brother), (Matrix) Inapplicable (created from DNA of alternate universe Lana Lang)
Base of Operations: Leesburg
Present Group Affiliation: Former member of the Justice League of Amazons, Teen Titans, and Team Superman

KNOWN POWERS:
Angel Fire: Monstrous 'Angel Fire' with gives her flame wings of Monstrous Intensity Flame, and the ability to fire Monstrous Flame blasts from her eyes. *Limitation:* if Supergirl is Intimidated, suffers from lack of confidence or faces an opponent completely without guilt remorse for his actions, this power is reduced by –2CS
Teleportation: Supergirl may 'Shunt' with Monstrous ability
Telekinesis: The Earth Angel Supergirl possesses Amazing Telekinesis giving her the following Powers:
**Flight:* Amazing Flight powers
**Force Blast:* Amazing
**Hyper-Speed:* Remarkable
**Invulnerability:* Remarkable protection against Physical and Energy attacks
**Mental Blast:* Amazing
Shape-Shifting: Amazing ability to change back and forth from Linda Danvers to her Supergirl form or any other she wishes of the same size.

ROLE-PLAYING NOTES:

SUPERGIRL (EARTH ANGEL)

HISTORY:
When the Matrix Supergirl sacrificed herself to save the life of a young woman named **Linda** Danvers, merging their physical forms and essences. This noble sacrifice resulted in the creation of an “Earth-born angel” who operated as Supergirl for a time, possessing fiery wings and a “shunt” Teleport effect. When Matrix and Linda were separated, Linda retained some of Supergirl’s powers.

SUPERGIRL (LINDA DANVERS)

STATISTICS:

F RM(30)
A IN(40)
S AM(50)
E AM(50)
R EX(20)
I EX(20)
P RM(30)
Health: 170 **Str:** 45
Karma: 70
Resources: TY
Popularity: RM
Height: 5'7"
Weight: 140 lbs.
Eyes: Blue
Hair: Brown (Blond wig)

BACKGROUND
Real Name: Linda Danvers
Occupation: Sculptress, Teacher
Legal Status: Citizen of the United States with a criminal record
Identity: Linda's identity as Supergirl is not known to the general public
Place of Birth: Leesburg, Virginia
Marital Status: Single (was once married to Superman in an alternate reality)
Known Relatives: Fred and Sylvia Danvers (parents), Wally Danvers (brother), (once had a child with Superman in an alternate timeline, who, according to the Spectre still exists in some other reality)
Base of Operations: Leesburg, Virginia
Present Group Affiliation: Former member of the Teen Titans, the Earth Angels, The Justice League of Amazons, and Team Superman

KNOWN POWERS:
Telekinesis: All of Linda's abilities are tied to her Telekinetic powers, which give her the above stats and the following powers:
**Flight:* Amazing Flight powers
**Force Blast:* Amazing
**Hyper-Speed:* Excellent
**Invulnerability:* Excellent protection against Physical and Energy attacks

NOTE: Without her TK powers, Linda's abilities are as follows:

F(TY) A(TY) S(PR) E(TY)

For a short period following her separation from the Matrix/Earth Angel, Linda lost a large portion of her TK; her flight was replaced by Incredible Leaping ability, her Invulnerability was reduced to Good, and she could no longer fire Force Blasts

ROLE-PLAYING NOTES:

SUPERGIRL (LINDA DANVERS)

HISTORY:
After her defeat of the Carnivore, the Matrix was ripped away from the Earth Angel Supergirl, and Linda was left alone. She eventually manifested some of the original Matrix' telekinetic powers, and continued as Supergirl for a time, before finally lapsing into retirement (or possibly into the *Fallen Angel* series). Linda was the last of the Replacement Supergirls before the REAL Supergirl, Kara Zor-El, Superman's cousin from Krypton was finally reintroduced into modern continuity.

SUPERGIRL (MATRIX)

STATISTICS:

F RM(30)
A IN(40)
S AM(50)
E AM(50)
R EX(20)
I EX(20)
P EX(20)
Health: 170 **Str:** 47
Karma: 60
Resources: TY
Popularity: IN
Height: 5'11" (variable)
Weight: 140 lbs. (variable)
Eyes: Blue (variable)
Hair: Blond (variable)

BACKGROUND
Real Name: Matrix (Mae), formed from the genetic matrix of an alternate-dimensional Lana Lang
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: The Matrix's identity as Supergirl is not known to the general public
Place of Creation: Artificial being created in the Time Trapper universe
Marital Status: Single
Known Relatives: Inapplicable (created from DNA of alternate universe Lana Lang)
Base of Operations: Metropolis
Present Group Affiliation: Former member of the Justice League of Amazons, Teen Titans, and Team Superman

KNOWN POWERS:
Telekinesis: Most of the Matrix Supergirl's abilities are tied to her Telekinetic powers, which give her the above stats and the following powers:
**Flight:* Amazing Flight
**Mental Blast:* Amazing Kinetic force blast
**Hyper-Speed:* Remarkable
**Invulnerability:* Remarkable protection against Physical and Energy attacks
Shape-Shifting: The Matrix is an amorphous plasmic being that may change her appearance with Amazing ability.

ROLE-PLAYING NOTES:

SUPERGIRL (MATRIX)

HISTORY:
Matrix ***was*** the creation of a parallel-Earth Lex Luthor, an artificial life-form intended to travel and recruit aid from other realities against escaped Phantom Zone criminals. She possessed super strength and the ability to fly like Superman, but was also a psychokinetic and shape-shifter able to take on other appearances or become invisible. “Mae” lived in Smallville with the Kents for a time and became a hero in her own right.

SUPERGIRL (PRE-CRISIS)

STATISTICS:

F MN(75)
A MN(75)
S ShZ(400)
E ShZ(400)
R IN(40)
I IN(40)
P RM(30)
Health: 950 **Str:** 400
Karma: 110
Resources: EX
Popularity: IN
Height: 5'7"
Weight: 123 lbs.
Eyes: Blue
Hair: Blond (brown wig as Linda)

BACKGROUND
Real Name: Kara Zor-El (Kryptonian name), Linda Danvers (Adoptive Name), has also gone by the name of Linda Lee
Occupation: Adventurer, Presently unemployed
Legal Status: Citizen of the United States with no criminal record
Identity: Kara's identity as Supergirl is not known to the general public
Place of Birth: Deep space aboard the meteor carrying the domed city of Argo
Marital Status: Single
Known Relatives: Zor El (Father, deceased), Alura El (Mother, deceased), Kal El (Superman, cousin), Jor-El and Lara (aunt and uncle, deceased)
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Kryptonian Physiology: Shift Z Solar Absorption and Storage that allows Supergirl to recover lost Endurance ranks, even after death, making it extremely difficult to kill her. This physiology also gives her the following powers:
**Invulnerable*: Supergirl has Shift X resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Supergirl will not fly above Shift Z speed within a planetary atmosphere for fear of shockwaves causing widespread destruction, but she may achieve CL 3000 speed while flying through space
**Hyper Speed:* Supergirl may run with Unearthly speed, or perform multiple actions per round.
**Hyper Breath:* Kara can cause Monstrous Cold in 1 area, or use her breath as a wind attack.
Heat Vision: Supergirl's Heat Vision is of Shift X intensity
Superhuman Senses: Supergirl possesses the following sensory powers:
**Enhanced Hearing:* Un-earthly
**Microscopic Vision*: Amazing
**Telescopic Vision*: Amazing
**X-Ray* Vision: Unearthly

LIMITATIONS:
Kryptonite: Exposure to Kryptonite within one area causes Supergirl excruciating pain and results in loss of all powers at –1CS per round. She also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance.

SUPERGIRL (PRE-CRISIS)

ROLE-PLAYING NOTES:
Kara was a girl of her times. While she had tremendous powers, she remained a bit shy, reserved, and very much in the shadow of her cousin. Her later stories in the late 70's, before her untimely death, had her in her 20's, quietly dealing in her private life with a changing world's expectations of women, careers and family.

HISTORY:
The Pre-Crisis Kara Zor-El, was much like her modern counterpart (albeit, much more powerful). Cousin of the Pre-Crisis Superman, Kara arrived in her spaceship when she was 16. Taking the secret identity, 'Linda Danvers' she joined the Superman Family as Supergirl. Supergirl spent a lot of time working with the Legion of Superheroes in the 30th Century – and had a romance with Brainiac 5 – but she was also (after her cousin) the most powerful member of the Justice League. This was shown in the *Crisis on Infinite Earths* when Kara nearly defeated the Anti-Monitor single-handedly, although she tragically died in the effort, proving that her heroic spirit was ultimately the greatest of her powers.

SUPERMAN

STATISTICS:

F MN(75)
A MN(75)
S ShX(150)
E ShX(150)
R IN(40)
I MN(75)
P IN(40)
Health: 450 **Str:** 120/350
Karma: 155
Resources: Monstrous (75)
Popularity: Unearthly (100)
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND

Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Adventurer, reporter, columnist, novelist, former editor
Legal Status: Citizen of the United States with no criminal record
Identity: Clark Kent's identity as Superman is not known to the general public
Place of Birth: The Planet Krypton
Marital Status: Married
Known Relatives: Lois Lane (wife), Jonathan and Martha Kent (adoptive parents), Harry Kent (adoptive uncle), Sarah Kent (adoptive aunt), Jor-El and Lara (parents, deceased), Kara Zor-El (Supergirl, cousin)
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: The Justice League of America, Team Superman, Daily Planet

KNOWN POWERS:

Kryptonian Physiology: Shift Z Solar Absorption and Storage that allows Superman to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Power Boost:* Superman can direct his energies into his Strength, Endurance Flight, Speed, or Heat Vision, raising them up as high as Shift Z (350) for 10-20 rounds. (After Boost, Superman's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Monstrous.
**Heat Vision:* Monstrous Energy damage
**Invulnerability:* Unearthly resistance to Physical and Energy attacks. CL1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Unearthly speed in atmosphere, CL 3000 in space
**Hyper Speed:* Amazing. May perform multiple combat actions
**Hyper Breath:* Amazing Cold in 1 area
Superhuman Senses: Superman possesses the following sensory powers:
**Enhanced Hearing:* Unearthly
**Microscopic Vision:* Amazing
**Telescopic Vision:* Good
**X-Ray Vision:* Unearthly

NOTE: If he is exposed to intense solar energy such as might be the case if he were to fly directly into the sun, his physical abilities are all raised to their maximum levels, and all his powers are increased by +3CS. This increase lasts as long as he is exposed to the increased energy, up to three days afterwards. If he continues using his powers, this is reduced by one day per instance. His 'Sun-Dipped' stats are:

F UN(100)
A UN(100)
S ShZ(350)
E ShZ(500)
R IN(40)
I MN(75)
P IN(40)
Health: 1050 **Str:** 350
Karma: 155

LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance.
Solar-Depravation: If Superman is cut off from the radiation of a yellow sun, he begins to lose causing him to lose Powers and Ability scores at a rate of –1CS for every three days. If he uses his abilities at full strength, the rate of loss may increase. If his abilities are allowed to completely bottom out, his powers, except Energy Absorption, drop to 0, and his Abilities are as follows:

F EX(20)
A RM(30)
S GD(10)
E EX(20)
R IN(40)
I IN(40)
P IN(40)
Health: 70 **Str:** 10
Karma: 120
At this level, Superman is more or less human; however, his Solar Absorption abilities remain, and upon exposure to solar radiation from a yellow sun, his abilities immediately return to their normal levels
Magic: Superman is specifically vulnerable to magic. Against attacks of a truly magical nature (including many Mystical Powers and most Mystic-linked Powers), Superman's powers are automatically considered to be at his lowest solar-depravation levels. He is also unable to use his Powers or abilities to affect constructs of a magical nature (He cannot smash a magical wall, or use his great strength to break enchanted chains).
Talents: Acrobatics, Wrestling, Martial Arts B, Martial Arts D (Kryptonian version of Tai-Chi), Computers, Electronics, Journalism, Detective, Espionage, Leadership, History: Human and Kryptonian, Linguistics: All Earth languages

ROLE-PLAYING NOTES:
Superman is described as "the Big Blue Boy Scout" for good reason: he not only follows the ideals of truth, justice and compassion, but lives them. Even when driven to the edge by foes who have sought to force him to abandon his principles, he has held true.
Superman's greatest fault is that he tries to do too much, and feels keenly responsible for every crisis and disaster he cannot avert. He leads by example and is an inspiration to his heroic peers, and generations of future heroes
Superman has many friends. After flirting with her for some time, he eventually revealed his true identity to Lois Lane and proposed marriage. Both Clark and Superman are well known to the rest of the staff at the *Daily Planet,* including editor Perry White and photographer Jimmy Olsen. Superman is widely respected by the world's heroes, and a regular member of the Justice League of America.

HISTORY:
Rocketed from the dying planet of Krypton by his parents Jor-El and Lara, the infant Kal-El was found and adopted by Jonathan and Martha Kent of Smallville, Kansas. They named him "Clark" and raised him as their own son.
Clark developed amazing powers under Earth's yellow sun. His adoptive parents taught him to use his powers responsibly, so the teenaged Clark Kent helped people in secret, wearing a colorful costume made from the blankets found in his escape rocket and bearing the crest of the House of El, to conceal his true identity. He also took to wearing glasses made from the rocket's lenses to better separate "mild-mannered" Clark Kent from his costumed alter ego. Clark's secret adventures came to an end when he moved to Metropolis to begin working as a reporter at the *Daily Planet*, the perfect place to find out about disasters and crimes as they happened.
His very public rescue of fellow reporter Lois Lane splashed his image across front pages and TV screens everywhere. Lois coined the name "Superman" for her mysterious rescuer (based on the similarity of his shield to a letter "S") and scored the first exclusive interview with the Man of Steel, in which he revealed his extra-terrestrial origins to the world. Since t hen, Superman has been the favorite son of Metropolis and become renowned as the world's greatest hero, known throughout the galaxy and beyond. He became a founding member of the Justice League of America and has regularly served on its roster.
Superman's Kryptonian heritage is preserved in his arctic Fortress of Solitude, including various relics and technology from that vanished world. The Fortress provides the Man of Steel with a connection to his past, a storehouse for dangerous items and a place to be alone with his thoughts.

SUPERMAN (BLUE-ENERGY-FORM)

STATISTICS:

F RM(30)
A RM(30)
S EX(20)
E AM(50)
R IN(40)
I MN(75)
P IN(40)
Health: 130 **Str:** 14
Karma: 155
Resources: Monstrous (75)
Popularity: Unearthly (100)
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Adventurer, re-porter, columnist, novelist, former editor
Legal Status: United States Citizen with no criminal record
Identity: Clark Kent's identity as Superman is not known to the general public
Place of Birth: Planet Krypton
Marital Status: Married
Known Relatives: Lois Lane (wife), Jonathan and Martha Kent (adoptive parents), Harry Kent (adoptive uncle), Sarah Kent (adoptive aunt), Jor-El and Lara (parents, deceased), Kara Zor-El (Supergirl, cousin)
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: The Justice League of America

KNOWN POWERS:
Energy Manipulation: Superman has the unearthly ability to emit and control Electromagnetic Energies, giving him the following powers
**Gravity Manipulation*
**Hard Radiation Control:* Unearthly
**Light Control:* Unearthly
**Magnetic Manipulation:* Unearthly
**Microwave Control:* Unearthly
**Radio wave Control:* Unearthly
**Sound Manipulation*: Unearthly
**Hard Radiation Emission*: Unearthly
**Heat Emission:* Unearthly
**Light Emission:* Unearthly
**Magnetism:* Unearthly
**Radio wave Generation:* Unearthly
**Sonic Generation:* Unearthly
**Force Field:* Unearthly
**Electro-Magnetic Energy Detection:* Amazing
**Phasing*: Unearthly
**Energy Conversion*: Unearthly
**Energy Sponge:* Unearthly
**Energy Solidification:* Unearthly
**Flight:* CL. 3000
**Interface:* Amazing ability to interface computers and other digital storage devices
**Electrical Generation:* Unearthly
**Neutralize:* Unearthly
**Radar Sense:* Unearthly
**Telekinesis:* Unearthly
**Teleport Self:* Amazing
**Thermal Vision:* Monstrous
**Regeneration:* Unearthly
**Growth:* Remarkable (only available when absorbing a Monstrous amount of energy or greater)
**Power Vampirism:* Unearthly - energy-based powers only
**Life Support* Shift-Z
**Resistance to Electro-Magnetic Energy:* CL1000
**Resistance to Toxins and Disease* CL1000

SUPERMAN (BLUE-ENERGY-FORM)

Limitations:
In his Blue-Energy form, Superman is a being of pure energy, and can only assume human form with his containment suit. In human form, he loses all powers.

Equipment:
Superman's Containment Suit is made of Remarkable material strength. The suit allows Superman to survive as an energy being, control his powers and switch to human form. The suit may be attacked by powers that affect technology. If the suit is damaged Superman's powers will not function properly. He also cannot survive separate from the suit. If Superman is knocked out, he reverts to Clark, is burned out, and cannot turn back to energy form for 24 hours. The Containment Suit vanishes when Superman transforms to Clark Kent

NOTE: After Cyborg tampered with the Containment Suit, Superman split into two energy beings, a red version and a blue one. Both beings had identical powers but took on different aspects of Superman's personality, the red version representing emotion and the blue the intellect.

ROLE-PLAYING NOTES:

HISTORY:
After a combination of effects of completely burning out his solar reserve in the extended absence of solar radiation (after the attack of the Sun-Eater), and being the victim of a sorcerer's spell, that put him dimensionally 'out of phase' left him unable to regain his powers, Superman transported himself directly into the sun, in an effort to forcibly recharge his cells. Instead, he was transformed into an energy being, with control over Electro-Magnetic energies. The effect was not a stable one, leaving him completely without powers in his human form, as well as the necessity of his Containment Suit, to keep his atoms from dispersing in his energy form. He also soon developed the glitch of manifesting as two Supermen, whenever he activated his powers – a Red and a Blue Superman – with the Blue form reflecting his intellectual side, and the Red form his emotional side. One of the less popular incarnations of the Man of Steel, and his normal powers soon returned

SUPERMAN (EARTH-2)

STATISTICS:

F UN(100)
A UN(100)
S ShZ(500)
E ShZ(500)
R RM(30)
I IN(40)
P RM(30)
Health: 1200 **Str:** 475
Karma: 100
Resources: Monstrous (75)
Popularity: Unearthly (100)
Height: 6'2"
Weight: 222 lbs.
Eyes: Blue
Hair: Black with gray at temples

BACKGROUND
Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Adventurer, Editor and Chief of the Daily Star
Legal Status: Citizen of the United States of Earth 2 with no criminal record (deceased)
Identity: Clark Kent's identity as Superman is not known to the general public
Place of Birth: Krypton
Marital Status: Married (widowed shortly before his own death)
Known Relatives: Jonathan and Mary Kent (adoptive parents, deceased), Kara Zor-L (Powergirl, cousin) Jor-L (father, deceased), Lara (mother, deceased)
Base of Operations: Existed for years in a pocket dimension adjacent to DC Earth, formerly, Metropolis of Earth 2
Present Group Affiliation: The Justice Society of America

KNOWN POWERS:
Kryptonian Physiology: Shift Z Solar Absorption and Storage that allows Superman to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Invulnerable:* Shift Z resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Shift Z speed in atmosphere, CL 3000 in space
**Hyper Speed:* Unearthly
**Hyper Breath*: Monstrous Cold in 1 area
**Heat Vision:* Shift Y
Superhuman Senses: Superman possesses the following sensory powers:
**Enhanced Hearing:* Unearthly
**Microscopic Vision*: Amazing
**Telescopic Vision:* Amazing
**X-Ray Vision:* Unearthly

LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-O Endurance.

ROLE-PLAYING NOTES:
Kal-L was a much more gruff Superman, more in line with a John-Wayne-style hero. He didn't mind breaking rules or bloodying knuckles and noses. He tends to take the dead-up-the- middle approach.

HISTORY:
Kal-L was the Superman of Earth 2 in Pre-Crisis continuity, who was older than his Earth 1 counterpart having fought in World War II, so he is often referred to as the 'original hero' (although this is somewhat misleading as the concept of the parallel universe was created to explain why a multi-decadal character like Superman could still be young in the sixties). In any case, Kal-L was a bit more old style, more prone to punching first and not entirely against lethal response if the situation calls for it. In fact, it was Kal-L that struck the final blow that killed the Anti-Monitor during the Crisis on Infinite Earths that destroyed all Pre-Crisis realities.
Kal-L survived, however, in a pocket dimension, along with his wife, Earth-2's Lois Lane, Alexi Luthor (a Luthor descendant from Earth 3), and the Superboy from Earth-Prime, but the 'first' Superman, finally met his end when he interceded to aid his modern counterpart from the combined scheming of Alexi Luthor and Superboy-Prime, who threatened to destroy all other realities in favor of their own.

SUPERMAN (EARTH PRIME)

STATISTICS:

F MN(75)
A MN(75)
S ShZ(500)
E ShZ(500)
R RM(30)
I IN(40)
P RM(30)
Health: 1150 **Str:** 500
Karma: 100
Resources: CL1000
Popularity: -100
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND

Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Psychopath, (briefly) former superhero
Legal Status: Sole surviving member of the 'Earth-Prime' universe in Pre-Crisis reality
Identity: Modern Earth is unaware of Superman-Prime's existence
Place of Birth: Krypton of the 'Earth-Prime' universe in Pre-Crisis reality
Marital Status: Single
Known Relatives: Jor-El and Lara (parents, deceased), Jerry Kent, Naomi Clarke Kent (adoptive parents, deceased)
Base of Operations: Mobile, formerly a pocket dimension adjacent to Post-Crisis reality, Formerly Earth Prime in Pre-Crisis reality
Present Group Affiliation: Formerly allied with Superman of Earth 2, and Alex Luthor of Earth 3

KNOWN POWERS:

Power of Oa: After battling the Guardians of the Universe, Superboy-Prime absorbed large quantities of Oan energy, causing him to age to adulthood, and amplifying his FASE stats to those listed above, and boosting his Kryptonian powers to the levels listed below:
Kryptonian-Prime Physiology: Superman-Prime's abilities stem from his Shift Z Energy Absorption, but unlike his other-dimensional counterparts, Superman-Prime can absorb other forms of energy besides yellow sun radiation – he has demonstrated the ability to absorb Oan energy and may be able to power himself from other energy sources as well. His Kryptonian physiology also allows Superman-Prime to recover lost Endurance ranks, even after death, making it virtually impossible to kill him.
**Invulnerable*: Shift Z resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* CL1000 speed in atmosphere, CL 5000 in space
**Hyper Speed:* Shift Z
**Hyper Breath:* Unearthly Cold in 1 area
**Heat Vision*: Shift Z Energy damage
Superhuman Senses: Superman-Prime possesses the following

sensory powers:
**Enhanced Hearing:* Shift X
**Microscopic Vision:* Monstrous
**Telescopic Vision:* Monstrous
**X-Ray Vision*: Shift X

LIMITATIONS:
Kryptonite. In the Earth-Prime universe Kryptonite was never created, because Krypton of Earth-Prime's reality did not explode but was instead con by its native sun
Magic: Unlike his other-dimensional Kryptonian counterparts, Superman-Prime retains his Invulnerability against magic.
Solar-Depravation: While powered by the energies of Oa, Superman-Prime no longer needs exposure to yellow sunlight.
NOTE: The Oan energy that empowers Superman-Prime is not infinite, and once it is expended, his heightened abilities will return to normal, reverting him back to the teen-aged form of Superboy-Prime (see entry for Superboy-Prime). In game terms, after 100 rounds, Superman-Prime must begin to make a yellow Endurance FEAT every 1-10 rounds or all of his FASE stat and powers begin to fade according to the same rules as Solar Depravation. (See entry for Superboy-Prime)

ROLE-PLAYING NOTES:
Prime was driven insane by the destruction of his entire universe during the Crisis on Infinite Earths, and from the following years of solitude trapped in a parallel dimension; he gave up all regard for life, becoming totally deranged and murderous viewing all other universes as 'fakes', determined to destroy everything to recreate 'Universe-Prime'.

HISTORY:
See History for 'Superboy-Prime'

SUPERMAN (HERALD OF GALACTUS)

STATISTICS:

F UN(100)
A UN(100)
S ShZ(350)
E ShZ(500)
R IN(40)
I MN(75)
P UN(100)
Health: 1050 **Str:** 350
Karma: 215
Resources: Unearthly (100)
Popularity: Unearthly (100)
Height: 6'3"
Weight: 225 lbs.
Eyes: Gold
Hair: Gold

BACKGROUND
Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Herald of Galactus, (Adventurer, reporter, columnist, novelist, former editor).
Legal Status: Citizen of the United States with no criminal record
Identity: Clark Kent's identity as Superman is not known to the general public. His tenure as Galactus' herald, is unknown by even fewer.
Place of Birth: Smallville, Kansas
Marital Status: Married
Known Relatives: Lois Lane (wife), Jonathan and Martha Kent (adoptive parents), Martha Kent (adoptive mother), Jor-El and Lara (parents, deceased), Kara Zor-El (Supergirl, cousin)
Base of Operations: Mobile across the Universe.
Present Group Affiliation: Herald of Galactus.

KNOWN POWERS:
Power Cosmic: With the Power Cosmic granted by Galactus, Superman has the ability to channel and manipulate vast amounts of cosmic power, with Shift Z(350) ability, and line of sight range. In addition to raising his physical abilities up to his maximum 'sun-dipped' levels, he uses this power cosmic to perform the following stunts:

**Power Blasts* of Shift Z (350) force or energy.
**Absorption*: If the Kryptonian is able to tap into a large energy source, He may be allowed one power FEAT at up to Shift Z(500) intensity. When this excess energy is spent, he must roll a red Endurance roll or be stunned for 1-10 rounds.
**Healing:* Up to Unearthly damage (this does not affect Endurance rank losses) *Reconstruct existing elements (he may not transmute their form).

**Perceive* any energy source of Unearthly rank or better, within a planetary radius if on a planet's surface, or within a stellar system if in space.
**Self-Sustenance:* As the Herald of Galactus, Superman does not need to eat or breathe.
Flight: The Kryptonian can fly at up to CL5000 speeds in space. In a planetary atmosphere, this is reduced to Shift Z.
**Body Armor:* The Power Cosmic grants Superman Shift Z (350) resistance to Physical and Energy

attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation, and may survive in space for a virtually unlimited time.
Kryptonian Physiology: Besides the Power Cosmic, Superman naturally possesses Shift Z Solar Absorption and Storage that allows Superman to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. Combined with the power cosmic, his physiology also gives him the following powers:
**Hyper Speed:* Unearthly
**Hyper Breath:* Monstrous Cold in 1 area
Superhuman Senses: Superman possesses the following sensory powers:
**Enhanced Hearing:* Shift Z
**Microscopic Vision:* Shift Z
**Telescopic Vision:* Shift Z
**X-Ray Vision:* Shift Z

LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-O Endurance. (As the Herald of Galactus, Superman's vulnerability to Kryptonite is nullified.)

ROLE-PLAYING NOTES:
As Herald, Superman's only contact is Galactus, although in the Marvel Universe he has contacts with both the Silver Surfer and the Fantastic Four.

HISTORY:
Journeying to the Marvel Universe, investigating the possible death of Krypton at the hands of Galactus (a ruse by the villainous Cyborg-Superman), Superman was taken into service as Herald to the planet-killing space-god, raising his strength to 'sun-dipped' levels and gaining all the abilities of the Power Cosmic. In claiming Superman as Herald, Galactus imposed mind control to get his Kryptonian Herald to fulfill his duties, but Superman's repressed memories of Krypton's destruction, caused him to rebel the first time he led Galactus to an inhabited planet

SUPERMAN (KINGDOM COME)

STATISTICS:

F MN(75)
A MN(75)
S ShY(200)
E ShZ(500)
R IN(40)
I MN(75)
P IN(40)
Health: 850 **Str:** 200/350
Karma: 155
Resources: Monstrous (75)
Popularity: Unearthly (100)
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Super-hero, former reporter
Legal Status: Citizen of the United States (Alternate-future-Earth 22) with no criminal record
Identity: Public ally known in his home reality, although he maintains discretion to protect his mainstream counterpart's secret identity
Place of Birth: Planet Krypton
Marital Status: Widowed
Known Relatives: Lois Lane (wife, deceased), Jonathan and Martha Kent (adoptive parents, deceased), Jor-El and Lara (parents, deceased), Kara Zor-El (Supergirl, cousin, presumed deceased)
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: The Justice Society of America

KNOWN POWERS:
Kryptonian Physiology: Shift Z Solar Absorption and Storage that allows Superman to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Power Boost:* Having been inactive for over ten years, the Kingdom Come Superman has stored massive reserves of solar energy, raising his primary abilities to the levels above along with enhancing all his normal powers. These levels have been sustained over time, even though he is once again using his powers in regular fashion. However, it can be assumed there is at least some finite limit to this stored energy; while his exact limits are uncatalogued, for game-purposes, assume a pool of 500 points of Solar Energy (matching his Shift Z Solar Absorption), subtracting 10 points for every FEAT of at least yellow intensity. A red FEAT will increase this rate to 20 per incident. He can, however, refill this pool by 'sun-dipping,' making his heightened power-levels effectively permanent. Should his solar store actually be completely used up, the Kingdom Come Superman's Power levels and primary Abilities will drop –1CS every three days until all his stats match those of his modern counterpart. At this point, the Kingdom Come Superman's Power Boost abilities function exactly like his the mainstream Superman's.
Sun-Dipping will also temporarily raise Kingdom Come Superman's physical even higher, and adding an additional +1CS to all of his powers. This increase lasts as long as he remains exposed to the increased intensity energy, or up to three days afterwards. If he continues using his powers, this duration is shortened by one day per instance. His 'Sun-Dipped' stats are:

SUPERMAN (KINGDOM COME)

F UN(100)
A UN(100)
S ShZ(350)
E ShZ(500)
R IN(40)
I MN(75)
P IN(40)
Health: 1050 **Str:** 350
Karma: 155

Like his modern counterpart the Kingdom Come Superman can also direct his energies into his Strength, Flight, Speed, or Heat Vision, raising them up as high as +3CS (Shift Z [350] Strength) for 10-20 rounds. (After Boost, Superman's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability to Monstrous.

**Heat Vision:* Shift Y (200)
**Invulnerability:* Shift Y (200) resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Unearthly speed in atmosphere, CL 3000 in space
**Hyper Speed:* Unearthly
**Hyper Breath:* Unearthly Cold in 1 area
Superhuman Senses: Superman possesses the following sensory powers:
**Enhanced Hearing:* Shift Y (200)
**Microscopic Vision:* Unearthly
**Telescopic Vision:* Remarkable
**X-Ray Vision:* Shift Y (200)

LIMITATIONS:

Kryptonite: With his heightened power-levels, the Kingdom Come Superman has largely become immune to Kryptonite. However, should his Invulnerability drop below Shift X (150) (see 'Power Boost'), then Kryptonite will affect him normally. Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-0 Endurance.

Solar-Depravation: With his increased store of Solar Energy (see Power Boost above), the Kingdom Come Superman can last for an extended time at full power, far from any yellow sun. He loses points from his solar-pool at a rate of 25 points per day. Exposure to yellow sunlight, his store is immediately refilled to their previous level. If Superman's pool does happen to run dry, his normal 'Solar Depravation' limitation functions, causing him to lose Powers and Ability scores at a rate of –1CS for every three days. If he is using his abilities at full strength, the rate of loss may increase. If his abilities are allowed to completely bottom out, all of his powers, except Energy Absorption, are reduced to 0, and his Primary Abilities are as follows:

F EX(20)
A RM(30)
S GD(10)
E EX(20)
R IN(40)
I IN(40)
P IN(40)
Health: 70 **Str:** 10
Karma: 120

At this level, Superman is more or less human; however, his Solar Absorption abilities remain, and upon exposure to solar radiation from a yellow sun, his abilities immediately return to their normal levels

Magic: Superman is specifically vulnerable to magic. Against attacks of a truly magical nature (including many Mystical Powers and most Mystic-linked Powers), Super-man's powers are automatically considered to be at his lowest solar depravation levels. He is also unable to use his Powers or abilities to affect constructs of a magical nature (He cannot smash a magical wall, or use his great strength to break enchanted chains).

HISTORY:

In the future, Superman has retired, as the younger generation of metahumans has become irresponsible and dangerous, losing regard for human life. But he returns from his self-imposed exile when one of the new breed of 'heroes' destroys Kansas in a nuclear explosion. His return ignites a war between the old generation of heroes and the young anarchists, a conflict from which Superman emerges as a world leader, deified by some – unfortunately, one of his 'disciples' goes insane, blaming Superman for the destruction of Kansas, and is transformed into the powerful villain Gog, who goes on a rampage across time, killing all versions of Superman he meets, and Superman is forced to travel back in time to enlist the aid of his modern-day counterpart to stop him.

SUPERMAN (ONE-MILLION)

STATISTICS:

F UN(100)
A UN(100)
S CL1000
E CL1000
R MN(75)
I MN(75)
P MN(75)
Health: 2200 **Str:** 1000
Karma: 225
Resources: CL1000
Popularity: CL1000
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Kal Kent
Occupation: Superman of 85,271 A.D., Guardian of Earth
Legal Status: Citizen of the New Metropolis
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Presumably single
Known Relatives: Superman Prime (Kal-El, forefather from the 20th and 21st century), Superman Dynasty (lineage of various Supermen throughout history)
Base of Operations: Earth, Mobile
Present Group Affiliation: The Superman Dynasty, Justice Legion Alpha

KNOWN POWERS:
Heir to the Superman Dynasty: When Superman One-Million's forefather, Kal-El, (the original Superman, now known as Superman One-Million Prime) studied under the Source he was granted a mystic link between himself and his progeny; all of Superman's descendants are able to draw upon his power while he gains whatever abilities they may acquire Superman One-Million has displayed the following abilities:
Energy Manipulation: Super-man-One-Million can manipulate Energy with Unearthly ability
Force Manipulation: Unearthly ability to create force-fields, fire force bolts, and create solid objects of pure force
**Invulnerable*: CL1000 resistance to all forms of physical attack
**Flight:* Class 5000 speed (because of his other powers, Superman-One-Million is no longer bound by atmospheric restriction)
**Hyper Speed:* CL3000 – Superman-One-Million may tap into the Speed Force, gaining all the abilities of the Flash (see entry for the Flash)
**Heat Vision:* Shift Z(500)
**Enhanced Hearing:* Shift Z (500)
**Microscopic Vision:* Shift Z (500)
**Telescopic Vision:* Shift Z (500)
**X-Ray Vision*: Shift Z(500)

NOTE: Superman-One-Million possess at least 8 other unspecified senses.
NOTE: Superman One-Million can theoretically access any of the powers possessed by Superman One-Million Prime (see entry for Superman One-Million Prime); for game purposes, assume that he may use any power in the Ultimate Powers Book at a minimum of Unearthly ability.

LIMITATIONS:
Kal Kent is not affected by magic or red sun radiation. Although a lingering vulnerability to Kryptonite exists, but it's really more of an irritant.

SUPERMAN (ONE-MILLION)

Superman One-Million's only true weakness is his dependence upon the 'Super-Sun' in which his forefather, Superman One-Million Prime still resides. Should he somehow be cut off from this power source, Superman One-Million's powers will quickly drop down to the level of a normal Kryptonian.

Talents: Superman One-Million has all Mathematics and Science skills. As a part of the Superman Dynasty, he may draw upon the knowledge of Superman One-Million Prime with a Green Psyche FEAT

ROLE-PLAYING NOTES:

HISTORY:

SUPERMAN (ONE-MILLION-PRIME)

STATISTICS:

F UN(100)
A UN(100)
S CL1000
E CL3000
R CL1000
I CL1000
P CL1000
Health: 4,200 **Str:** 1000
Karma: 3000
Resources: CL3000
Popularity: CL1000
Height: 6'3"
Weight: 225 lbs.
Eyes: Gold
Hair: Gold

BACKGROUND

Real Name: Clark Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Head of the Superman Dynasty, defender of humanity
Legal Status: Citizen of the New Metropolis
Identity: Superman's identity is known throughout universal history
Place of Birth: Krypton
Marital Status: Widowed
Known Relatives: Lois Lane (wife, Deceased), Jonathan Kent (adoptive father, deceased), Martha Kent (adoptive mother, deceased), Kara Zor-El (Supergirl, cousin) Jor-El (father, deceased), Lara Lor-Van (mother, deceased), Kal Kent (Superman One Million, descendant), Superman Dynasty
Base of Operations: Lives within the 'Super-Sun' of New Krypton in the 853rd century
Present Group Affiliation: The Superman Dynasty

KNOWN POWERS:

Kryptonian Physiology: Super-man-Prime's Kryptonian Physiology was exposed to the infinite power of the Source, raising his abilities to levels never before seen. Besides, amping his natural Kryptonian powers to entity-levels, the Source also established a mystic link between himself and his progeny; all of Superman's descendants are able to draw upon his power while he gains whatever abilities they may acquire (for example, his descendant in the 67th century married the queen of the 5th Dimension, 'GZNTPLZK', who passed on her abilities to their own son, who in turn gave Superman Prime the Reality Manipulation powers of a 5th Dimensional Imp). Between this and various other sources, by the year One Million, Superman Prime has acquired a multitude of powers, including but not limited to the following:

Cosmic Awareness: From the Source, Itself, Superman-Prime receives CL5000 awareness
Energy Manipulation: Super-man-Prime can manipulate Energy with CL3000 ability
Matter Manipulation: CL3000 ability to manipulate matter
Magic Manipulation: Super-man-Prime has acquired magical abilities of CL1000 intensity.
Time Manipulation: CL1000 ability to manipulate Time.

SUPERMAN (ONE-MILLION-PRIME)

Reality Manipulation: Superman-Prime possesses the 5th Dimensional ability to manipulate Reality at CL1000-level (See entry for Mr. Mxyzptlk)
**Invulnerable:* CL1000 resistance to all forms of physical attack
**Flight:* Class 5000 speed (because of his other powers, Superman-Prime is no longer bound by atmospheric restriction)
**Hyper Speed*: CL3000 – Superman-Prime may use this power to tap into the Speed Force, gaining all the abilities of the Flash (see entry for the Flash)
**Heat Vision*: CL3000
**Enhanced Hearing:* CL1000
**Microscopic Vision:* CL1000
**Telescopic Vision:* CL1000
**X-Ray Vision:* CL1000
NOTE: Superman-Prime is known to possess at least eight other unspecified sensory powers
**Precognition*: Superman's time with the Source granted him Precognitive powers of CL3000 intensity; a corollary to this power is the ability to look back upon the past, with CL5000 ability.
NOTE: In all likelihood, Superman Prime possesses more powers than have been revealed.
For game purposes, assume that he may use any power in the Ultimate Powers book at a minimum of Shift Z(500) ability.

LIMITATIONS:
Superman-Prime is no longer affected by magic, or red sun radiation. There is some evidence that a lingering vulnerability to Kryptonite exists, although at this stage, it's really more of an irritant.
Talents: Superman One-Million-Prime has studied at the feet of The Source and can draw upon the knowledge and powers of any of his progeny, so he may be considered to have any Talent or skill he needs.

ROLE-PLAYING NOTES:
Superman's closest relationship is with his wife, Lois Lane (whom he resurrected personally), along with his cousin Kara Zor-El, Kon-El, and all his surviving descendants of the Superman Dynasty.

HISTORY:
Superman-Prime's Kryptonian physiology was exposed to the infinite power of the Source, raising his natural abilities to entity-levels. The Source also established a mystic link between Kal-El and his progeny; all of Superman's descendants are able to draw on his power while he gains whatever abilities they may acquire (for example, his descendant in the 67th century married the queen of the 5th Dimension, 'GZNTPLZK', who passed on her abilities to their own son, who in turn gave Superman Prime the Reality Manipulation powers of a 5th Dimensional Imp). Between this and various other sources, by the year One Million, Superman Prime has acquired a multitude of powers, and may be considered able to do essentially anything he wants.

SUPERMAN (ORIGINAL)

STATISTICS:

F AM(50)
A AM(50)
S AM(50)
E AM(50)
R RM(30)
I AM(50)
P RM(30)
Health: 200 **Str:** 42
Karma: 110
Resources: RM(30)
Popularity: Incredible(40)
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Clark Kent (Earth name), Kal-L (Kryptonian name)
Occupation: Adventurer, reporter
Legal Status: Citizen of the United States with no criminal record
Identity: Clark Kent's identity as Superman is not known to the general public
Place of Birth: Krypton
Marital Status: Single
Known Relatives: Jonathan and Martha Kent (adoptive parents deceased), Jor-El and Lara (parents, deceased)
Base of Operations: Metropolis
Present Group Affiliation: None

KNOWN POWERS:
Kryptonian Physiology: Amazing Solar Absorption and Storage that gives him the following powers:
**Invulnerability:* Amazing resistance to Physical and Energy attacks.
**Flight:* Unearthly speed in atmosphere, CL 1000 in space
**Hyper Speed:* Remarkable
**Hyper Breath:* Amazing Cold in 1 area
Superhuman Senses: Superman possesses the following sensory powers:
**Enhanced Hearing:* Unearthly
**Microscopic Vision*: Amazing
**Telescopic Vision*: Good
**X-Ray Vision:* Unearthly

LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance (and corresponding Health), per round until death at Shift-O Endurance.

ROLE-PLAYING NOTES:
The first Superman (latter adapted as the 'Earth-2 Superman), is an old-school, 30's-40's-era tough guy, not adverse to the breaking rules or bloodying knuckles or noses. He tends to take the dead- up-the-middle approach

SUPERMAN (ORIGINAL)

HISTORY:
This is Superman as he was originally portrayed, barring a brief period when he did not yet actually fly, but instead only 'leaped in a single bound'. Many of the mainstays, such a vulnerability to Kryptonite and Magic, had not yet been established, nor had he yet encountered any of the other iconic DC heroes.

NOTE: This is *not* the Earth 2 Superman (See entry for: Superman: Earth-2), who retroactively adapted many of the original Superman's characteristics (older, Kal El spelled 'Kal-L', slightly different stylized 'S') that had evolved out of the mainstream version of the character, and was established as the 'first' Superman, to explain stories where Superman was fighting in World War II.

SUPERMAN (PRE-CRISIS)

STATISTICS:

F UN(100)
A UN(100)
S ShZ(500)
E ShZ(500)
R AM(50)
I MN(75)
P MN(50)
Health: 1200 **Str:** 500
Karma: 175
Resources: Unearthly (100)
Popularity: Unearthly (100)
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Clark Joseph Kent (Earth name), Kal-El (Kryptonian name)
Occupation: Adventurer, reporter, columnist, novelist, former editor
Legal Status: Citizen of the United States with no criminal record
Identity: Clark Kent's identity as Superman is not known to the general public
Place of Birth: Krypton
Marital Status: Single
Known Relatives: Jonathan Kent (adoptive father, deceased), Martha Kent (adoptive mother, deceased), Kara Zor-El (Supergirl, cousin, deceased) Jor-El (father, deceased), Lara (mother, deceased)
Base of Operations: Metropolis, The Fortress of Solitude
Present Group Affiliation: The Justice League of America, The Daily Planet

KNOWN POWERS:
Kryptonian Physiology: Shift Z Solar Absorption and Storage that allows Superman to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Invulnerable*: Shift Z resistance to Physical and Energy attacks. Class 1000 resistance to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
**Flight:* Shift Z speed in atmosphere, CL 3000 in space
**Hyper Speed:* Unearthly
**Hyper Breath*: Monstrous Cold in 1 area
**Heat Vision*: Shift Y
Superhuman Senses: Superman possesses the following sensory powers:
**Enhanced Hearing*: Unearthly
**Microscopic Vision:* Amazing
**Telescopic Vision:* Amazing
**X-Ray Vision*: Unearthly
NOTE: Although it was never specifically demonstrated, given the magnitude of FEATs performed by the Pre-Crisis Superman, it is possible he was able to channel his solar energies into his physical abilities. In such case, he receives a +1CS boost to Strength, Endurance and all Powers, for 1-10 turns. After this boost, his affected abilities drop –2CS for 1-10 rounds. 'Sun-dipping' would a similar temporary boost with no penalty.

LIMITATIONS:
Kryptonite: Exposure to Kryptonite causes excruciating pain and results in loss of all powers at –1CS per round. He also loses 1 rank of Strength and Endurance, and corresponding Health, per round until death at Shift-0 Endurance.

Talents:
Acrobatics, Wrestling, Martial Arts B, D, Computers, Electronics, Journalism, Detective/Espionage, Leadership, History: Human/Kryptonian, Linguistics: All Earth languages, Interstellar Languages, Kryptonian dialects

SUPERMAN (PRE-CRISIS)

ROLE-PLAYING NOTES:
This is the classic Superman – the paragon, the greatest, most powerful hero of all, standing up for Truth, Justice, and the American Way. He is idealistic, moral, and is the hero that others follow.
His Clark Kent persona is 'mild-mannered' and clumsy, and as deliberately 'non-heroic' as he can appear to be, although he will still use his powers to help others surreptitiously… and occasionally to pull mischievous pranks on those that pick on 'Clarkie' too much.

HISTORY:
Rocketed to Earth from the doomed planet of Krypton, baby Kal-El was found and raised by a Kansas couple named Jonathan and Martha Kent. Naming the infant Clark, the Kents soon discovered their adopted son had powers far beyond those of mortal men. Adopting the costumed identity of Superboy, he began a career that stretched all the way into the 30th Century, with the Legion of Super-Heroes.
During this time, he reunited with his pet, the Kryptonian dog Krypto, and became arch-foes with his former childhood friend, Lex Luthor.
After the deaths of his adoptive parents, Clark moved to Metropolis and became Superman. He took a job as a reporter for the Daily Planet, was a founding member of the Justice League, and went on to become the premier hero of Earth. He also learned he had a young cousin, Kara (Supergirl).

SUPERWOMAN

STATISTICS:

F MN(75)
A AM(50)
S MN(80)
E MN(75)
R RM(30)
I RM(30)
P IN(40)
Health: 280 **Str:** 80
Karma: 100
Resources: 40
Popularity: 75
Height: 5'9"
Weight: 125 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Medea, Lois Lane
Occupation: Editor-in-Chief of the Daily Planet, Criminal
Legal Status: Citizen of Counter Earth with a Criminal record
Identity: Secret
Place of Birth: Isle of the Furies
Marital Status: Married
Known Relatives: Ultraman (husband), Ares (father), Antiope (mother)
Base of Operations: Centropolis, Counter-Earth
Present Group Affiliation: Crime Syndicate of Amerika

KNOWN POWERS:
Body Armor: Excellent resistance to Physical and Good resistance to Energy attacks
Flight: Amazing
Speed: Remarkable
Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Laser Beam: Amazing

Equipment:
Leash of Beasts: Shift Z material, Monstrous Entanglement. If captured, a target must make a. Psyche FEAT versus an Amazing Mind Probe or be forced to obey the Leash's wielder, as long as it is implementing the targets darkest impulses. The Leash is 150 feet long and is controlled telekinetically

Talents:
Acrobatics, Martial Arts B, E, Weaponry, Animal Training Ancient Languages, Greek, Mythology, Weapons Specialist (Leash), Leadership

ROLE-PLAYING NOTES:
Thrill seeker who will "try anything once." Superwoman maintains a passionate but erratic romance with Owlman and a dysfunctional marriage to Ultraman.

SUPERWOMAN

HISTORY:
Though a physical duplicate of Wonder Woman/ Princess Diana, Superwoman is the Lois Lane of Anti-Earth, a notorious editor of the tabloid *Daily Planet*. Her history is as largely unrevealed, but her abilities suggest she is an Amazon. Though coerced into marriage by Ultraman, Superwoman loathes Lt. Clark Kent, frequently threatening to hang him with her magic lariat. She and Thomas Wayne, Jr. are lovers, in part to spite her husband. As Lois Lane, she uses her journalism skills to gather blackmail evidence and spread damaging rumors against her enemies. Her secret identity is known to Jimmy Olsen, a leering, simpering junior reporter known as "Superwoman's Snitch", in marked contrast to Superman's brave "Pal " in the positive universe.
Once, Superwoman was believed to have given birth to Ultraman's child; this turned out to be a ploy by Brainiac to inhabit a cloned body generated from the couple's DNA. She remains in a romantic triangle with her husband and Owlman.
Superwoman is a slave to her passions, alternately angry, greedy, lustful, or playful. She has few qualms about undercutting her teammates or trying to make nice with foes if circumstances turn against the Crime Syndicate. She plays the roles of femme fatale and fierce warrior princess equally well, as comfortable using her femininity as she is her battle skills to defeat foes

SURTUR

STATISTICS:

F ShX(150)
A GD(10)
S CL1000
E CL3000
R RM(30)
I RM(30)
P CL3000
Health: 4160 **Str:** 600
Karma: 3060
Resources: CL3000
Popularity: -900
Height: Over 1000'
Weight: Unrevealed
Eyes: Yellow-flame, no visible pupils
Hair: None

BACKGROUND
Real Name: Surtur
Occupation: Ruler of Muspelheim, Destroyer
Legal Status: Ruler of Muspelheim
Identity: Believed mythological by the general public
Place of Birth: Presumably Muspelheim
Marital Status: Unknown, presumed single
Known Relatives: None
Base of Operations: Muspelheim
Present Group Affiliation: None

KNOWN POWERS:
Energy Body: Surtur's body is apparently solid flame of Shift X intensity
Dimension Travel: Surtur has the Feeble ability to travel between Muspelheim and Earth
Invulnerability: Shift Z resistance to physical, energy, and magical attacks
Flame Manipulation: Surtur has the Class 1000 ability to control flame He has developed a number of power stunts, including the creation of armies of 'fire-elementals', camouflaging smokescreens, and firing Class 1000 blasts of flame.
Phasing: Monstrous

Twilight: The "Sword of Doom" is made of CL1000 material and can do Shift Z Edged damage. The sword also causes CL3000 Flame damage

TALENTS:
Surtur has Unearthly command of Asgardian related lore. Fighting increases +1CS when using the sword Twilight

SURTUR

ROLE-PLAYING NOTES:
Surtur is obsessed with fulfilling his destiny to bring about Ragnarok, the destruction of both Asgard and Midgard (Earth).

HISTORY:
Surtur is an enormous fiery demon native to the dimension of Asgard. With evil intelligence and vast power, Surtur was one of the major elemental forces of evil that Asgardians feared. He was a mystical being whose existence predated that of Odin himself. Over 1,000 feet tall and wielding a huge fiery sword, he was once imprisoned by Odin at the Earth's core. Along with Ymir the Frost Giant and the Midgard Serpent, Surtur was the most powerful of Asgard's native enemies.

Surtur has been freed from imprisonment a few times over the years. The first time the Asgardian god of mischief, Loki set him free to wreak havok on Earth. The next time Surtur was set free by Marduk of the Sons of Satannish, a cult of human demon-worshippers. Surtur was banished to some unnamed netherworld at the end of that encounter, but appeared, yet again, in one of Asgard's greatest battles when Surtur hatched a plan to lure Asgard's armies to Earth leaving the city vulnerable to attack. He crossed Bifrost with his newly forged Twilight blade believing Asgard to be defenseless; but Odin, Thor and Loki were there to stand agianst him. The victory did not come easy though, as Odin and Surtur both fell into a dimensional rift.

Surtur apparently died along with the Asgardians during Ragnarok. It remains to be seen whether he will return now that Asgard has been resurected.

SWAMP-THING

STATISTICS:

F RM(30)
A EX(20)
S IN(40)
E MN(75)
R RM(30)
I AM(50)
P IN(40)
Health: 165 **Str:** 32
Karma: 120
Resources: FE
Popularity: -10
Height: 7'
Weight: 350 lbs.
Eyes: Red
Hair: None

BACKGROUND
Real Name: None (Retains the memories of Dr. Alec Holland)
Occupation: Plant-Elemental (As Alec Holland, former Scientist)
Legal Status: None (Alec Holland is a deceased citizen of the United States with no criminal record
Identity: Secret
Place of Birth: Louisiana bogs
Marital Status: Married
Known Relatives: Abigail Arcane (wife), Tefe (daughter), Linda Holland (Alec Holland's wife, deceased)
Base of Operations: The Louisiana Bayou
Present Group Affiliation: Parliament of Trees, John Constantine

KNOWN POWERS:
Plant Elemental: The Swamp-Thing is an Elemental, tied to 'The Green' - the mystical bio-energies that surround the Earth itself; as such he possesses vast powers over the planet's natural flora. Some of his abilities which have been documented so far include:
**Animal Control:* The Swamp-Thing can control the wildlife of the swamp with Remarkable ability. With non-swamp-life, this ability is reduced to Excellent
**Animal Summoning:* Remark-able
**Animate Plants:* Swamp-Thing may animate living plants with Monstrous ability
**Awareness:* Incredible
**Dimensional Travel*: Amazing
**Growth:* Swamp-Thing may channel his energies into Amazing Growth
**Duplicate Selves*: The Swamp-Thing may create exact duplicate bodies at Amazing ability. These bodies match his physical stats and he may transfer his base consciousness to any one of them, or control all of them at once.
**Invulnerability:* Amazing resistance to all Physical damage
**Magic Sense*: The Swamp-Thing may detect magical energies with Amazing ability
**Personality Transfer:* The Swamp-Thing has the Remarkable ability to transfer his consciousness into other bodies, including plants, animals, and even humans. Sentient beings may resist being taken over with a Psyche FEAT.
Plant Communication: Swamp-Thing has Unearthly ability to communicate with all forms of plant life
Plant Control: Monstrous ability to control plants
Plant Growth: Unearthly ability to cause plant life to grow
Regeneration: Incredible ability to regenerate lost limbs and tissue.

Sealed Systems: Monstrous
Spirit Travel: The Swamp-Thing may cast his spirit across space, or even time, with Unearthly ability.
Solar Sustenance: Swamp-thing has Monstrous ability to draw energy from the sun
Telepathy: The Swamp-Thing manifests general Telepathy of Amazing intensity.

ROLE-PLAYING NOTES:
Swamp Thing is a kind and gentle soul at heart, but still has many of the memories and feelings of the man Alec Holland. He is sometimes caught between his human and elemental natures and their conflicting tendencies. He is fiercely protective of those he cares about, as well as the environment and the Green as a whole, but also understands the value and potential of human life and has opposed efforts to limit or wipe out humanity. He prefers peaceful solutions, but will not hesitate to use force if necessary

HISTORY:
Alec Holland, a brilliant plant biologist, was working alone in the Louisiana swamps on a bio-restorative formula designed to turn deserts into lush forests. In an effort to steal the formula, rivals planted a bomb in Holland's lab. Covered with burning chemicals from the explosion, Dr. Holland ran from the lab before collapsing into the waters of the swamp.
From where Alec Holland fell, a humanoid form made up of swamp plants arose. Initially, the "Swamp Thing" (as it was known) thought it *was* Alec Holland, transformed by the biorestorative formula and the explosion. In fact, the Swamp Thing later learned that Alec Holland's death—death by fire and burial in the swamp—was merely part of an ages old process to create a mystical plant elemental. Holland was the physical template, and the Swamp Thing possessed some of his memories and personality, but it was a new entity. Other plant elementals have existed throughout history, many eventually retiring to become a part of the Parliament of Trees, their minds and spirits active in the Green (the collective essence of all plant life) while their physical forms become rooted.
Dwelling in the swamps of Houma, Louisiana, the Swamp Thing became a protector against various forces—mystical, infernal, and mortal—that threatened the Earth. He clashed with Anton Arcane, and met and fell in love with Arcane's niece Abigail. After many challenges, the couple was eventually married.

TARA

STATISTICS:

F RM(30)
A RM(30)
S TY(6)
E GD(10)
R EX(20)
I EX(20)
P RM(30)
Health: 76 **Str:** 6
Karma: 70
Resources: GD (AM as Queen)
Popularity: 20 (AM as Queen)
Height: 5'7"
Weight: 121 lbs.
Eyes: Brown
Hair: Auburn

BACKGROUND
Real Name: Tara
Occupation: Queen of Shamballah, Adventurer,
Legal Status: Queen of Shamballah,
Identity: Known to the general public of Shamballah
Place of Birth: Shamballah
Marital Status: Married
Known Relatives: Travis Morgan (husband), Joshua (son), Jennifer (stepdaughter),
Base of Operations: Skartaris
Present Group Affiliation: Queen of Shamballah, Skartaris

KNOWN POWERS:
Tara has no superhuman powers; her abilities all derive from skill and her natural strength and endurance.
Talents: Weapons Specialist (Sword), Archery, Equestrian, Politics

EQUIPMENT:
Sword: Good Edged damage.
Throwing Dagger: Good Edged damage

ROLE-PLAYING NOTES:

TARA

HISTORY:
Queen of the nation of Shamballah and wife of the Warlord, Tara was one of the first non-hostile individuals Travis Morgan met when he arrived in Skartaris. The two quickly fell in love and eventually were married. The couple has been separated more than once, often thinking each other dead, but they always find each other. In addition to being wife of the famous Warlord and mother to his son, Joshua, Tara is a formidable warrior and respected leader in her own right. Shortly after Travis' recent apparent demise, Tara gave birth to their daughter, the magically gifted Morgana.

TARBOSAURUS

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P GD(10)
Health: 190 **Str:** 39
Karma: 14
Resources: Not Applicable
Popularity: -20
Height: 16' (average)
Length: 36' (average)
Weight: 5 to 7 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Tarbosaurus bataar* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Asia/Mongolia
Marital Status: Inapplicable
Base of Operations: Prehistoric Mongolia/Asia, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Tarbosaurus' teeth do Amazing edged damage. Possibly a subspecies of Tyrannosaurus, Tarbosaurus had the exceptionally strong jaws typical of the tyrannosaur- clan and any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in a Tarbosaurus' jaws is considered held with Amazing Grappling ability
Tail: The Tarbosaurus' tail can strike for Amazing blunt damage
Stomp: A Tarbosaurus can stomp for Amazing blunt damage
Tracking: Tarbosaurus' big nose gives it Amazing Tracking ability

ROLE-PLAYING NOTES:
Big-flesh-eating monster that will chase you and eat you – not much more than that.

TARBOSAURUS

HISTORY:
Tarbosaurus bataar was the Asian cousin of T. rex. Beyond minor differences in the skull, Tarbosaurus is a virtual duplicate of *T. rex*, and likely would have been assigned to the genus Tyrannosaurus if it had been found in America. Some researchers still believe the two species should be reclassified as co-generic – *Tyrannosaurus bataar* – a lion versus a tiger separation. On the other hand, *T. bataar* does have a narrower skull, with a probably less-powerful bite, along with more bladelike teeth – perhaps a specialization in hunting the medium-sized sauropods that shared its habitat versus the ceratopsians that T. rex preyed upon. The Asian predator is also somewhat smaller, probably due to its more arid environment, and is a couple of million years more ancient, so most modern scientists maintain the separate genus for Tarbosaurus.

TARZAN

STATISTICS:

F AM(50)
A IN(40)
S EX(20)
E RM(30)
R RM(30)
I IN(40)
P IN(40)
Health: 140 **Str:** 15
Karma: 110
Resources: MN
Popularity: 30
Height: 6'
Weight: Unrevealed
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: John Clayton
Occupation: Earl of Greystoke, Lord of the Jungle
Legal Status: English Citizen with no Criminal Record
Identity: Known to the general public
Place of Birth: South African rain forest
Marital Status: Married
Known Relatives: John and Alice Clayton (parents, deceased), Jane Porter Clayton (wife), Jack Clayton (Korak, son)
Base of Operations: South Africa, London
Present Group Affiliation: King of Wazuri, King of the Apes of Kerchak

KNOWN POWERS:
Tarzan has no superhuman powers, but his life in the wild has given him the following abilities:
Enhanced Senses: Amazing sense of Smell, Hearing; Excellent Vision
Tracking: Monstrous
Vine Swinging: Amazing ability to travel through the trees. Tarzan may apply this ability to ropes and grappling hooks in an urban environment.
Animal Empathy: Monstrous ability to communicate with animals.

Talents: Tarzan has Wrestling, Animal Handling and Acrobatics skills; along with Archery, Knives, Languages (human and animal), swimming: Tarzan is also adept at general Survival and Wilderness skills, having lived most of his life in the jungle.

ROLE-PLAYING NOTES:
Tarzan retains his noble heritage, despite being raised a wild beast, an upbringing that left him absent of human pettiness. He is unabashedly honest, and utterly fearless. He has strived to learn the ways of civilized men, but is still, down deep, the naked savage that kills lions in barehanded combat and would rip your throat out with his teeth.

TARZAN

HISTORY:

Deep in the savage African jungle, the infant John Clayton, the orphaned child of the Lord and Lady Greystoke, was adopted and raised by the fierce she-ape, Kala, of the tribe of Kerchak. There he had to learn the secrets of the wild to survive – how to talk with animals, to swing through the trees, and fight against the great predators of the jungle.

Named, 'Tarzan' in the language of the great apes, he grew to the strength and ferocity of his fellow apes. And in time, his human intelligence promised him the kingship of the tribe. He became truly Lord of the Jungle.

Then men entered his jungle, bringing with them the wanton savagery of civilized greed and lust, and bringing also young Jane Porter, the first white woman Tarzan had ever seen. Now suddenly Tarzan had to choose between two worlds.

Unfortunately, the other suitor for Jane's hand was his own cousin, William Cecil Clayton, who had also claimed Tarzan's title as the Earl of Greystoke.

Believing it was Jane Porter's wish to be the Lady of Greystoke, and believing himself too much a wild beast to be Lord Greystoke himself, Tarzan kept his true birthright secret. It was only after his cousin's unfortunate death, that Tarzan claimed both his birthright, and Jane's hand. The two were finally married and moved the Greystoke estate to Africa, where they had a son, Jack – Korak the Killer – and despite Tarzan's many adventures and cross-country journeys, remained together ever since.

TERMINATOR

STATISTICS:

F IN(40)
A RM(30)
S RM(30)
E AM(50)
R IN(40)
I TY(6)
P RM(30)
Health: 150 **Str:** 27
Karma: 76
Resources: PR
Popularity: 0
Height: 6'3"
Weight: 275 lbs.
Eyes: Black
Hair: Black

BACKGROUND
Real Name: T-800 Terminator Unit
Occupation: Infiltration/ Assassination Unit
Legal Status: Inapplicable
Identity: The Terminator's existence is not known to the General public.
Place of Birth: San Francisco, forty-five years in the future
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Mobile
Present Group Affiliation: Skynet

KNOWN POWERS:
Invulnerability: Incredible protection against Physical and Energy attacks. This protection only applies to the Terminator's interior metal skeleton; its exterior living tissue is normal human flesh.
Recall: Incredible
Computer Interface: Incredible
Voice Manipulation: Incredible
Telescopic Vision: Excellent

ROLE-PLAYING NOTES:
The T-800 is relentlessly and single-mindedly focused on accomplishing its programmed mission. The Terminator is a machine and has no true emotions but, as an infiltration unit, it is programmed to learn mannerisms and personality quirks of the humans it observes – usually bits of slang and one-liners. The T-800 assigned to protect John Conner developed personality traits mimicking paternal affection but this was also a result of its programming, as it said itself, it was incapable of such things.

TERMINATOR

HISTORY:

The Terminator, T-800 Series Model 101, is an infiltration unit, a cybernetic organism sent back in time from a post-apocalyptic future in an effort to carry out missions of either infiltration or assassination. It is living tissue such as skin, hair, eyes, and fingernails grown over a seemingly indestructible robot skeleton. In times of extreme combat the metal skeleton can be seen where patches of skin have been destroyed.

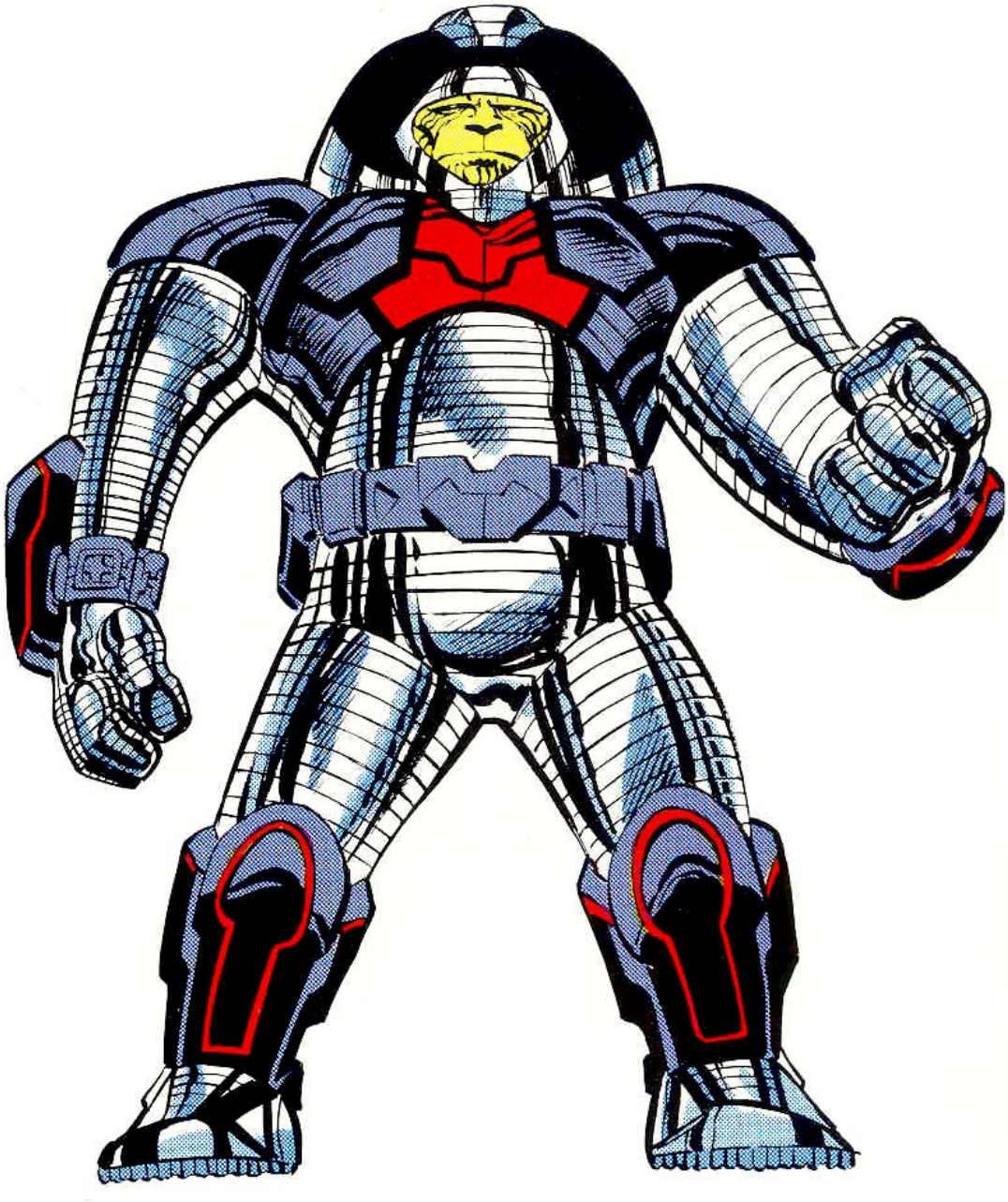
The T-800 was sent back from a future where machines became artificially intelligent. A program of artificial intelligence, known as Skynet developed by Cyberdine systems, was incorporated into a United States military program. However, Skynet had been gaining more and more control and ultimately had access to every computer on the planet. Once fully activated, Skynet, acted systematically to eliminate what it perceived as the only true threat: human beings themselves. It launched nuclear weapons, killing approximately 3 billion people in the initial attack and started a new war between man and machine.

However, the humans united under a leader John Connor, and beat back the machines. In desperation, Skynet sent a T-800 back in time to kill John Connor's mother, Sarah, before John was born. In a counter move, John Conner sent back a soldier named Kyle Reese to protect Sarah. Falling in love with Sarah, Reese became John's father, and died defending Sarah from the T-800. Sarah survived and went into hiding.

TERMINUS

STATISTICS:

F MN(75)
A FB(2)
S CL1000
E CL3000
R MN(75)
I MN(75)
P UN(100)
Health: 4077 **Str:** 600
Karma: 250
Resources: CL1000
Popularity: -500
Height: 500' (Variable)
Weight: 1700 tons (Variable)
Eyes: White, no visible pupils or irises
Hair: None



BACKGROUND
Real Name: Terminus
Occupation: Scavenger, Merchant, Entrepreneur
Legal Status: Citizen of Fonabi
Identity: Existence unknown to the public
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: None
Base of Operations: Milky Way Galaxy
Present Group Affiliation: None

KNOWN POWERS:
Terminus is a Stage 4 Termini – a bio-warfare doomsday weapon created by the long-extinct Terminex race as revenge against the space gods known as the Celestials. Composed of an organic metal exoskeleton Terminus has the following powers:

Body Armor: The Exoskeleton is composed of Unearthly material Internal devices give it Shift Y protection against physical and energy attacks and CL1000 protection against radiation and extreme temperatures.

Flight: CL3000 velocity (10,000-mph air speed; light peed in space)

Telescopic Vision: CL5000 range (500 light years)

Linguistics: Instant translations of any language

Gestalt: When one Stage 4 Terminoid meets and consumes another Stage 4 Terminoid, the victor transforms into a Stage 5 Terminoid. A Stage 5 Terminus gains Class 1000 Energy Absorption, +1CS to his RIP stats, and the Energy Lance's Plasma Generation increases to Class 3000

Energy Lance: A 240-foot lance made of Unearthly: material that channels Terminus' energies into the following powers:

**Plasma Generation:* CL1000 ranked concussive damage and Shift Z heat and radiation damage at a range of 16 million miles

**Disruption:* An energy field of CL1000 Intensity extending for 10 miles. Molecules within one area are immediately reduced to their component atoms. The rest of the area is filled with Monstrous Intensity radiation and Unearthly heat.

**Flight:* Independent flight at CL1000 speed

TERMINUS

ROLE-PLAYING NOTES:
Terminus has all the charm of a raging hurricane. It views planets and their inhabitants as mere resources that he can exploit to its own ends. The fact that it must destroy a world to mine its resources causes Terminus no angst whatsoever. Imagine the most evil entrepreneur and strip mine operator you can. That would be Terminus.

HISTORY:
Millennia ago, the extraterrestrial Terminex race came into conflict with the Celestials and were exterminated. Before they perished, however, they engineered a life form--the Termini--that would extract their revenge on the Celestials and sent it into space.
Terminus begins as a microbe (stage 1). When it finds an inhabited planet, native lifeforms ingest the microbes and change into robot versions of themselves (stage 2). The robots ingest metal and radioactive material, which provide material and fuel to grow into larger robots (stage 3). Several stage 3 robots then merge together to form a Terminus (stage 4). When two Termini meet, one will ingest the other and become an Ulterminus (stage 5).
The first Terminus took shape on an unknown world. It then embarked on its mission to find inhabited planets and extinguish all life on them. The exact number of planets is unknown, but after destroying Arianis Major, Terminus fired a beam at Earth.
A century later, the beam reached its target. It etched a message in the planet's surface in letters a half mile wide: "I claim this world -TERMINUS." The Fantastic Four encountered an alien scientist who had been Terminus's slave but who had angered him and been punished. Before he died, he revealed Terminus's history and nature. The FF located Terminus as he prepared to ravage Earth. Reed Richards managed to plant an inertia-canceling gizmo on him, which sent him to the center of the Earth.
Working its way back to the surface, Terminus created some stage 1 microbes and released them near an active volcano. It summoned its lance and finally reached the surface, but Quasar and Spider-Man sent it into a solar orbit outside the ecliptic, where it could not reach Earth. Quasar also teleported its lance to the outer reaches of the solar system.
Meanwhile, the stage 1 Termini reached the surface, infecting several animals and humans, which progressed to stages 2 and 3. While The Avengers fought these robots, Thor found Terminus floating in space but a biological attack incapacitated him. Terminus used Thor's hammer, Mjolnir, as a power source to rebuild his lance and traveled to Earth.
The stage 3 Termini had now become a new stage 4, like the original Terminus - the two fought and the old Terminus consumed the new one, creating a stage 5 Ulterminus. Returning to its original mission, it prepared to destroy Earth. The Avengers were unable to stop it. Thor, however, recovered and mystically recalled Mjolnir (still inside Terminus) - Terminus along with it. Without its power source, Terminus was forced to convert its own mass into energy. Feeding on itself, it became a singularity (black hole) and vanished, seemingly destroyed

TERRAX

STATISTICS:

F UN(100)
A RM(30)
S MN(75)
E MN(75)
R GD(10)
I MN(75)
P AM(50)
Health: 280 **Str:** 65
Karma: 135
Resources: GD
Popularity: -20 (50 on Birj)
Height: 6'6
Weight: 2,750
Eyes: Gray
Hair: None (as Tyros, bald with black fringe and beard)

BACKGROUND
Real Name: Tyros of Lanlak
Occupation: Former ruler of the planet Birj, former Herald of Galactus, would-be conqueror
Legal Status: Citizen of the planet Birj
Identity: Unknown to the general public
Place of Birth: Birj, sixth moon of Marvan
Marital Status: Unknown
Known Relatives: None
Base of Operations: Mobile throughout the universe
Present Group Affiliation: Ex-Herald of Galactus

KNOWN POWERS:
Earth Animation: Unearthly control over rock, dirt, and basic building materials. He can affect an area up to 100 miles in diameter. As Power Stunts he can:
**Create Tremors* of Unearthly intensity
*Use rock as missiles with Unearthly range and effect.
**Mold* rocks
**Levitate* with Unearthly ability any land mass measuring up to 100 cubic miles
True Invulnerability: Unearthly resistance to physical and energy attacks, and CL1000 resistance to extreme heat and cold
Self-Sustenance: Terrax is free of the need to consume air, water, or food.
Floating Disc: CL1000 speed by riding atop rocks under his control
Dimension Travel: At his maximum velocity, he can enter hyperspace
Life Detection: Detects life-energies up to 5 light years away with CL1000 ability
Cosmic Axe: An axe-like weapon of CL1000 Material through which he can channel his powers, including:
**Force Field:* The Axe can emit a force field of Monstrous rank and range
**Disintegration*: Unearthly ability to disintegrate matter. Damage is limited to the line of the Axe's passage and the area above that line (away from the pull of gravity

ROLE-PLAYING NOTES:
Terrax is obsessed with conquest and rule, which caused him to rebel on more than one occasion against Galactus, before finally being dismissed as Herald. Terrax still roams the universe, looking for worlds to conquer.

TERRAX

HISTORY:

While the Silver Surfer had been noble, brave, and even heroic, those are qualities that ultimately led him to betray his master in order to protect Earth. Hoping to find a new herald that would have no qualms about identifying inhabited worlds for Galactus to consume, the world-devourer searched for a ruthless, power-hungry being to accept his offer. Eventually, Galactus chose Tyros, tyrannical dictator on the planet Birj, as his new Herald. Enlisting the aid of the Fantastic Four, Galactus offered to help them defeat the Sphinx if they would subdue Tyros. Reluctantly, the. Fantastic Four accepted this offer, and the quartet delivered Tyros to Galactus, who transformed Tyros into Terrax the Tamer

As Galactus had hoped, Terrax was immoral and had no concerns about pointing his master towards inhabited worlds. However, Terrax was also ambitious and had no sense of loyalty to Galactus. He eventually began conquering planets for his own selfish ends. Seeking to escape Galactus' service forever, Terrax eventually fled to Earth, hoping to force the Fantastic Four – who had defeated Galactus before - to destroy his master once and for all. Galactus was enraged by this treachery and stripped Terrax of his powers, transforming him back into Tyros, who then fell from the top of the World Trade Center, presumably to his death.

Tyros was not killed however, and was revived by Dr. Doom, and endowed with an artificial form of the Power Cosmic, as part of a scheme against the Fantastic Four. Unfortunately, for Tyros, the artificial energies consumed his physical form, releasing his energy into the Earth's atmosphere. The Cosmic Energy that was Tyros eventually found a host form, manifesting as Terrax once again. He continues to pursue his own interests and pursuit for conquest

TERRAXIA

STATISTICS:

F MN(75)
A RM(30)
S UN(100)
E UN(100)
R GD(10)
I RM(30)
P RM(30)
Health: 305 **Str:** 90
Karma: 70
Resources: 0
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: Black with no visible pupils
Hair: Black

BACKGROUND
Real Name: Terraxia
Occupation: Companion of Thanos
Legal Status: None, currently deceased
Identity: Terraxia's existence is not known to the general public of Earth
Place of Birth: Thanos' Monument of Death at the Center of the Universe
Marital Status: Single
Known Relatives: Thanos (Creator)
Base of Operations: Thanos' Monument of Death
Present Group Affiliation: Lover of Thanos

KNOWN POWERS:
Invulnerability: Terraxia has Monstrous protection versus both Physical and Energy attacks

Weakness: Terraxia proved unable to survive in open space without the protection of the Infinity Gauntlet.

ROLE-PLAYING NOTES:
Thanos used the Infinity Gauntlet to create his perfect mate, a female lover/disciple who was totally devoted to him, fiercely protective, and equally savage in battle.

TERRAXIA

HISTORY:
Terraxia was a woman brought to life by Thanos with the Infinity Gauntlet – a perfect woman (at least perfect for Thanos), who he created to be his mate after being rejected by Mistress Death. Terraxia's devotion to Thanos was total, and she was literally everything Thanos desired – a six-and-a-half foot, hot purple chick who could tear the head off of Iron Man… but she wasn't Death.
Terraxia died shortly after Thanos, in a moment of carelessness, lost the Infinity Gauntlet to the space-pirate queen (and alleged granddaughter of Thanos) Nebula. Nebula banished both Thanos and Terraxia into deep space. Thanos, who hadn't the foresight to provide Terraxia with life-support powers, was forced to watch her die, one of the few deaths that ever weighed upon Thanos' own heart

THANOS

STATISTICS:

F MN(75)
A RM(30)
S ShX(150)
E ShX(150)
R MN(75)
I UN(100)
P UN(100)
Health: 405 **Str:** 120/400
Karma: 275
Resources: UN (100)
Popularity: -100
Height: 6'7"
Weight: 985 lbs.
Eyes: Red with no visible pupils
Hair: None

BACKGROUND
Real Name: Thanos
Occupation: Would-be Galactic Conqueror, Apostle of Death
Legal Status: Titanian exile
Identity: Known and feared throughout the Universe.
Place of Birth: Titan
Marital Status: Single
Known Relatives: Mentor (father), Sui-San (Mother, deceased), Eros (Starfox, brother), Nebula (alleged Granddaughter)
Base of Operations: Formerly Titan. Presently mobile
Present Group Affiliation: The Infinity Watch

KNOWN POWERS:
Invulnerability: Unearthly protection against Physical and Energy attacks. Can raise to Shift Y for 10 to 20 turns. Class 1000 resistance to heat, cold, toxins, corrosives, disease, and radiation
Energy Manipulation: Shift Z ability to manipulate cosmic energy. Thanos may channel his energy into his primary abilities, raising his Strength to Shift Z (400) for 10 to 20 rounds
Absorption: Shift Z
Psionic Blast: Amazing Rank
Self-Sustenance: Indefinite survival without air, food, or water
Teleportation: Unearthly ability to carry up to 10 companions

Talents: Thanos has a genius for most Scientific fields, especially Engineering and Repair/Tinkering, Martial Arts B, Wrestling, Death Lore, Occult Lore

ROLE-PLAYING NOTES:
Thanos is most often motivated by his love for Death, although he has been known to dabble in altruism for purposes of self-discovery. In all cases, his motives must be suspect due to his diabolical mind. Although most often typified by a vile good-humor, Thanos' wrath is instantaneous and terrifying.

THANOS

HISTORY:

Thanos, is an Eternal, born on the artificial moon of Titan, and through biogenetic engineering, coupled with training, he enhanced his strength far beyond the normal limit of an Eternal.

At some point in his youth, Thanos met the personification of Death and fell in love with her. From that moment, he devoted himself utterly to pleasing her, most often by destroying all life.

When he reached adulthood, Thanos left Titan and traveled the galaxy, recruiting a mercenary army as he went. Then he returned to his home world, seized power, killing many of his own people in the process, including his own mother.

After conquering Titan, Thanos turned his attention to more ambitious goals. Utilizing the Cosmic Cube, seized universal power, but was thwarted by Captain Mar-Vell. Later, he attempted to combine the all-powerful Infinity Gems into one huge synthetic stone, but this time was foiled by Adam Warlock and the Avengers. Thanos was killed in the battle, but was eventually resurrected by Death (who increased his natural abilities to match his artificially enhanced stats), whereupon he once more gathered the Infinity Gems – this time assembling them into the omnipotent Infinity Gauntlet, and annihilated half the population of the universe. Thanos was barely stopped by the combined efforts of Adam Warlock, Earth's heroes, and a brigade of cosmic entities including the Galactus, Celestials, and Eternity.

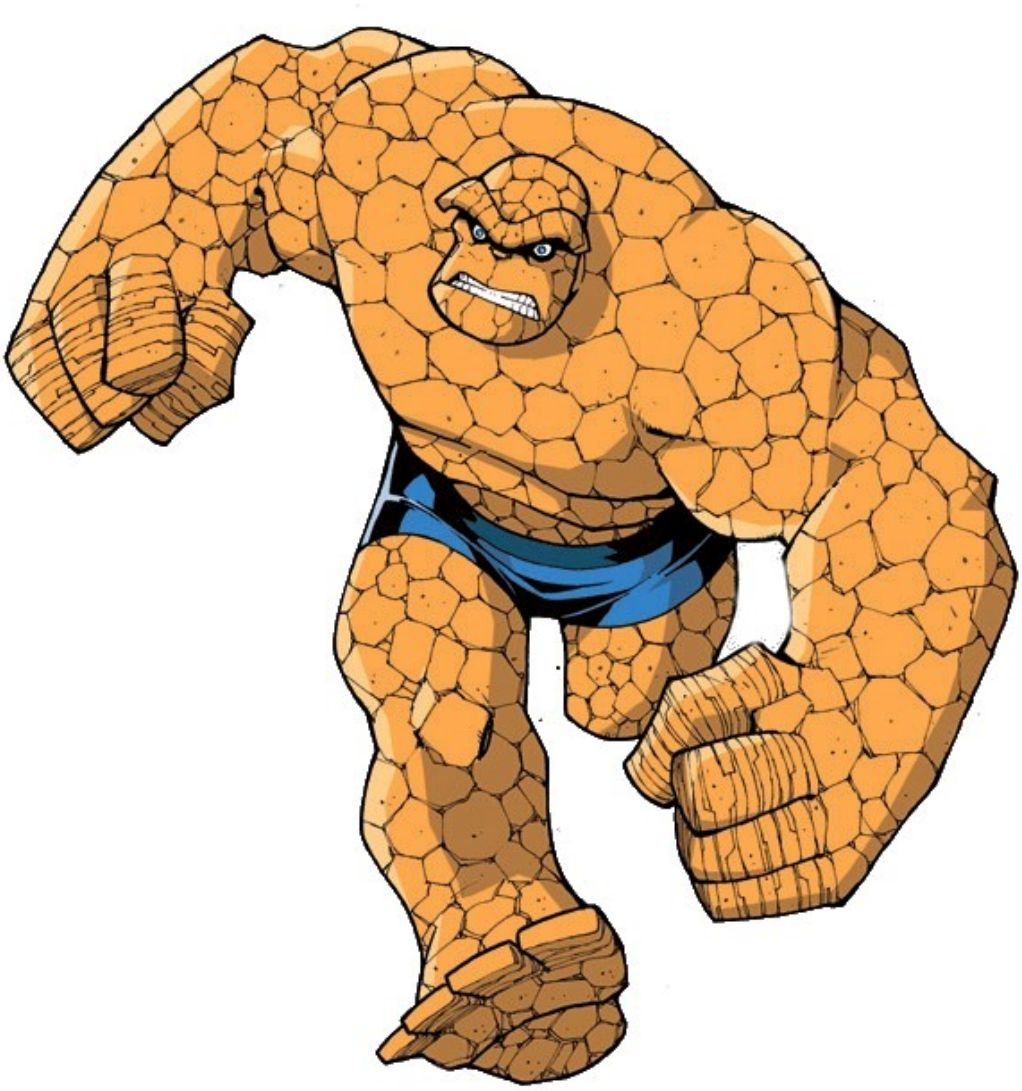
On yet another occasion, Thanos achieved ultimate power with the Heart of the Universe, but this time voluntarily gave up his power in order to repair the damaged reality.

Thanos was again killed during the Annihilation Wave crisis, and it seemed he might have finally achieved peace by the side of his beloved Mistress Death but was again resurrected during the Cancerverse war; enraged at having been torn from his love's side, Thanos vowed dire vengeance against the universe for returning him to his hellish life.

THING

STATISTICS:

F IN(40)
A GD(10)
S MN(75)
E MN(75)
R GD(10)
I GD(10)
P RM(30)
Health: 200 **Str:** 75
Karma: 50
Resources: RM (30)
Popularity: 80
Height: 6'
Weight: 500 lbs.
Eyes: Blue
Hair: None



BACKGROUND
Real Name: Benjamin Jacob Grimm
Occupation: Adventurer, former pilot
Legal Status: No Criminal Record
Identity: Known to the General public.
Place of Birth: New York
Marital Status: Single
Known Relatives: Daniel and Elsie Grimm (parents, deceased), Petunia Grimm (Aunt)
Base of Operations: Four Freedoms Plaza, Formerly the Baxter Building
Present Group Affiliation: The Fantastic Four, ally of the Avengers, former member of the Unlimited Class Wrestling Federation

KNOWN POWERS:
Invulnerability: The Thing's lumpy hide provides him with Incredible protection against Physical attacks and Excellent protection versus Energy attacks.
Super-Breath: As a Strength Power Stunt, the Thing can exhale an Excellent Intensity windstorm with a range from 20 feet to 2 areas.
Alter-Ego: The Thing's human form is that of Ben Grimm. He cannot voluntarily transform.
Talents: Ben is well trained in Marital Arts B and Wrestling. He has Incredible Reason in the fields of Piloting and Aircraft Design. He can pilot previously unknown, even alien, aircraft by a Reason FEAT.

ROLE-PLAYING NOTES:
Temperamental, gruff and cynical, always ready for a fight, Ben is nevertheless a real softie underneath, and is very protective of his friends.

THING

HISTORY:
Out of all the Fantastic Four, the cosmic rays that gave them their powers, only truly robbed Ben Grimm of his humanity. Transformed into a rocky-skinned, super-strong monster, Ben initially greeted his fate with anger and bitterness. Morosely taking the name the Thing, Ben nevertheless joined the other three in founding the Fantastic Four.

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

Though his great strength is his most visible weapon, the Thing often wins battles through the use of another attribute – intelligence. Ben is the veteran of years of battles and does not depend solely on brute force but also on skill and precision. He understands his role, however, as the team's strongman, and is always found at the forefront of their battles, often buying time for his teammates to make their moves.

THING (SPIKY)

STATISTICS:

F IN(40)
A TY(6)
S UN(100)
E UN(100)
R GD(10)
I GD(10)
P RM(30)
Health: 246 **Str:** 100
Karma: 50
Resources: RM (30)
Popularity: 80
Height: 6'
Weight: 550 lbs.
Eyes: Blue
Hair: None

BACKGROUND
Real Name: Benjamin Jacob Grimm
Occupation: Adventurer, former pilot
Legal Status: No Criminal Record
Identity: Known to the General public.
Place of Birth: New York
Marital Status: Single
Known Relatives: Daniel and Elsie Grimm (parents, deceased), Petunia Grimm (Aunt)
Base of Operations: Four Freedoms Plaza, Formerly the Baxter Building
Present Group Affiliation: The Fantastic Four, ally of the Avengers, former member of the Unlimited Class Wrestling Federation

KNOWN POWERS:
Invulnerability: Amazing protection against Physical attacks and Excellent protection versus Energy attacks.
Super-Breath: Excellent
Alter-Ego: The Thing's human form is that of Ben Grimm.

Talents:
Ben is well trained in Marital Arts B and Wrestling. He has Incredible Reason in the fields of Piloting and Aircraft Design. He can pilot previously unknown, even alien, aircraft by a Reason FEAT.

ROLE-PLAYING NOTES:
Temperamental, gruff and cynical, always ready for a fight, Ben is nevertheless a real softie underneath, and is very protective of his friends. As Spiky Thing, he was the leader of the Fantastic Four.

THING (SPIKY)

HISTORY:
At one point the Thing mutated into a spikier, more powerful version. He has also taken a lumpier, lava-like form, with varying degrees of strength, usually Amazing (50) or below. There have also been brief periods where Ben could transform back and forth into human, as well as other times where he lost his super-hero form altogether.

THING FROM ANOTHER WORLD

STATISTICS:

F RM(30)
A IN(40)
S RM(30)
E AM(50)
R GD(10)
I EX(20)
P AM(50)
Health: 150 **Str:** 30
Karma: 80
Resources: Inapplicable
Popularity: 0
Height: Variable
Weight: Variable
Eyes: Variable
Hair: Variable

BACKGROUND
Real Name: Inapplicable
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: The Thing's existence is not known to the general public
Place of Birth: Unknown region of outer space
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Mobile throughout the universe
Present Group Affiliation: None

KNOWN POWERS:
Imitation: The Thing has the Monstrous ability to take on the form of another life-form. Once the Thing attacks a victim and does at least 30 points damage, the target must make a Monstrous Endurance roll or began being taken over. If the roll fails, the Thing may take Power Rank damage until the target's Heath is reduced to zero. At this point, the Thing has become an exact cellular duplicate of the target.
Only one cell of the Thing is necessary to accomplish the imitation, as each individual cell is a separate life-form of its own. Thus the Thing does not die if its body is destroyed; if dismembered or blown apart each separate piece may survive independently (although they must reproduce in sufficient numbers to act with sentience). The divided pieces may also join back together. The only way the Thing can truly be killed is to incinerate each individual cell.
The Thing absorbs all the target's mental and physical abilities, their memories, along with any of the victim's powers.
The Thing may also manifest any ability or physical feature it has ever absorbed in the past. Some of the more common examples include:
**Body Armor:* Good
**Claws and Teeth:* Excellent Edged damage
**Tentacles:* Remarkable Grappling
NOTE: Theoretically, by cellular duplication, the Thing would be able to duplicate any inherent super-powers its victim might have possessed, up to Monstrous intensity.
Talents: The Thing has Gadgetry and Repair talents, and also retains the talents of creatures that it devours up to Remarkable-level aptitude. The Thing maintains these skills indefinitely, so long as it retains the cellular memory of its victim.

THING FROM ANOTHER WORLD

ROLE-PLAYING NOTES:
The Thing's personality mimics whatever organism it is imitating. It seems to have a communal mind, able to break itself into separate creatures, and then rejoin together again into one. A single cell will act independently, of the whole, however – for example to save its own life by jumping away from a hot needle – a trait which has occasionally given away its cover. And although it seems to be sentient, and capable of apparently high-levels of technology – possibly an absorbed trait – it is a pure predatory organism, that will take over, devour, and destroy any population it encounters.

HISTORY:
The Thing was first encountered in 1982 by a Norwegian Antarctic research team, who discovered a flying saucer that had been buried in the ice for a hundred thousand years. Unfortunately, the pilot organism – a creature that cellularly infected and then devoured other lifeforms, and then imitated them, absorbing all of their abilities and memories – infiltrated the team, infecting and killing almost all of them, before nearly being destroyed itself when the surviving Norwegians burned their own camp.
Escaping in the form of a dog, the Thing trekked out across the Antarctic ice towards an American encampment, stationed in the same region. Pursued in a helicopter but the two surviving Norwegians, who were attempting to shoot it from the air, the creature nevertheless made it to the American camp. The pursing helicopter crashed, killing the pilot, and the survivor was promptly shot by the Americans after he waded into their camp, shooting recklessly after the Thing-dog.
Baffled by the Norwegians' apparent madness, the Americans investigated the burnt ruins of their camp, discovering charred remains of one of the burnt pieces of the Thing. Taking it back with them, one of their researchers analyzed the remains and realized the scope of the danger the Thing presented – by his calculations, the entire world population would be infected within weeks were the Thing gain access to a populated area – and so he began systematically destroying the camp, crippling its vehicles, smashing their radios, suicidally cutting off the encampment's access to the outside world. Unfortunately, the Thing – in the form of the dog – had already infected several members of the team, and the charred remains also proved to not be quite dead yet, and the Americans were forced to burn their own camp to the ground. With no shelter, the two survivors sat down to wait and freeze to death in the ice – each wondering if the other was really human.

THOR

STATISTICS:

F UN(100)
A EX(20)
S UN(100)
E UN(100)
R GD(10)
I GD(10)
P RM(30)
Health: 320 **Str:** 95/150
Karma: 50
Resources: UN (100)
Popularity: 50
Height: 6'6"
Weight: 640 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Thor, Dr. Donald Blake (Human Identity)
Occupation: Warrior of Asgard, Adventurer, Current Ruler of Asgard, Physician (As Donald Blake)
Legal Status: Prince of Asgard, Honorary American Citizen
Identity: Secret
Place of Birth: Asgard, (Modern Incarnation – a cave in Norway
Marital Status: Single
Known Relatives: Odin (father), Gaea (mother), Loki (foster brother)
Base of Operations: Asgard, New York City
Present Group Affiliation: The Avengers, Asgardians

KNOWN POWERS:
Invulnerability: Amazing protection against Physical attacks, heat, cold, toxins, corrosives, disease, and radiation. Excellent resistance to Energy attacks
Equipment:
Mjolnir (Unique Weapon): Thor's hammer, Mjolnir, is made of Uru, a CL1000 mystical metal. Thor's Fighting rank is Shift Y when using the hammer. The Hammer does +1CS blunt damage. Thor can throw Mjolnir up to 10 areas. No one can forcibly take the hammer away from Thor, unless he wishes it. Thor can do the following Power Stunts while using Mjolnir:
**Alter Ego:* Striking Mjolnir on the ground, or a hard surface, transforms Thor into his mortal form. In times past, when Thor was kept away from the Hammer for over one minute, he automatically reverted to his mortal form. While he is in this mortal form, Mjolnir looks like a simple wooden cane. Striking the cane against a hard surface reverts Thor back into his immortal form.
**Automatic Return:* When thrown, whether it hits or not, Mjolnir flies back to the spot from where it was thrown
**Dimension Travel:* Unearthly rank power to travel between Earth and Asgard. Mjolnir can also open an aperture to a special pocket dimension where Thor keeps his Belt of Strength. Thor can also place his hammer in the pocket dimension and have it return to him at the beginning of the next round as long as he hasn't moved more than

2 areas away from where he originally opened the dimensional aperture.
**Dimensional Rift:* By focusing all of Mjolnir's energy, Thor can create a rift in the fabric of the universe, breaking the barriers between dimensions. Anyone or anything caught nearby will be forced into the rift by a Shift Z energy backlash. Thor can determine which dimension the victims arrive in. This power costs Thor all his remaining Karma points
**Flight:* Amazing air speed
**Deflection:* Remarkable protection against Physical, energy, and magical attacks; Thor does this by spinning the hammer in front of him
**Weather Control:* Unearthly control, including Monstrous bolts of Lightening
**Air Control*: Winds of up to Monstrous intensity
**Worthiness:* Only a pure and noble person can pick up Mjolnir and use it. This person must have at least Excellent Strength and positive popularity and at least 100 Karma
**Unfettered Might*: This special attack does Shift Z damage. Thor is reluctant to use this attack as it causes him to lose one half of his Karma points and unless he is wearing his special gauntlets, he suffers Incredible damage when he uses this attack.
**Power Absorption/Reflection*: Mjolnir can absorb energy and visual psychic attacks up to CL1000 intensity. Thor must then release the energy from the hammer the next round. He can release it in any direction he wants and can send the energy back to its source at Excellent Agility
**Light Emission:* Blinding light of Incredible intensity
**Magic Detection:* Can sense Asgardian magic with Good intensity.
**Life-Force Drain:* Thor can draw out the life force of an Asgardian god, utterly destroying that immortal. This power drains Thor of all his remaining Karma and drops his Health to 10 points.
Hela-Armor: This suit of Armor is made of a CL1000 metal and provides Shift Y protection from physical and energy attacks.
Gauntlets: CL1000 material, providing Shift Y attacks against Mjolnir's energy.
Belt of Strength: Raises Thor's Strength to Shift X. When removed, Thor's Endurance is reduced by –2CS for 24 hours.

KING THOR: Thor is heir to Odin-Force, which means that in the event of Odin's death, Thor inherits his father's magical powers. 'King Thor' may duplicate any power at Shift Y (200) ability or Shift Z (500) Energy blasts of pure magic energy
These powers are tied to Asgard, so in addition for Thor to receive this power, Asgard itself must continue to exist. The Odin force also increases King Thor's physical might, giving him the following stats:

F UN(100)
A EX(20)
S UN(150)
E ShY(200)
R GD(10)
I GD(10)
P UN(100)
Health: 470 **Str:** 145/225
Karma: 120

ROLE-PLAYING NOTES:
As the God of Thunder, Thor is as noble and majestic as his name implies. Although he has a tendency to be brash and headstrong, Thor believes the strong must protect the weak, honorably and faithfully. To this end, he guards the Earth from menaces of terrestrial and supernatural origin. When speaking, Thor uses psuedo-Shakespearean language, as befits his regal stature. His friends call him 'Goldilocks' when he's not mad.

HISTORY:
Thor is the son of Odin, lord of the Asgardian gods. Odin raised him alongside his foster son Loki, although Thor's power and popularity soon caused Loki to resent and eventually hate him. Thor trained himself to become a mighty warrior and hero, soon outstripping the other Asgardians in his strength and battle prowess. Unfortunately, these feats of prowess were matched only by Thor's headstrong ways and lack of humility, culminating when he nearly started a war with the Asgardians' long-time enemies, the Frost Giants. For this hubris, Odin stripped Thor of his powers and memories and set him on Midgard (the Norse gods' term for Earth), as a mortal, the humble and lame of leg, Dr. Donald Blake. For many years, Thor believed he truly was a mortal who could become Thor with the aid of the magical hammer, Mjolnir.
Eventually, after adapting several other identities, Thor learned the truth, and he gave up his mortal identity, although he still adapts mortal guises, such as paramedic, Jake Olson, on order to remember his hard-learned lessons of humility.
Though Thor is truly the God of Thunder, he has learned to respect mortals and no longer sees them as inferior. In fact, he often looks to his friend and fellow Avenger, Captain America, for leadership and inspiration and he looks upon Midgard as nearly as much a home as Asgard itself.

THUNDRA

STATISTICS:

F AM(50)
A RM(30)
S AM(50)
E AM(50)
R TY(6)
I GD10)
P TY(6)
Health: 140 **Str:** 48
Karma: 22
Resources: EX
Popularity: 8/(75)
Height: 6'3"
Weight: 350 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Thundra
Occupation: Warrior
Legal Status: Citizen of the United Sisterhood Republic in alternate future
Identity: Publicly known in her own time
Place of Birth: Greater Milage, Midwestern Republic
Marital Status: Single
Known Relatives: Superia (alleged ancestor), Arkon (former consort), (allegedly has a daughter by the Incredible Hulk
Base of Operations: United Sisterhood Republic
Present Group Affiliation: The Lady Liberators, Empress of the Sisterhood, (Former member of the Frightful Four, former agent of Roxxon Oil)

KNOWN POWERS:
Invulnerable: Thundra has Typical resistance to physical attacks
Hyper-Leaping: Thundra can leap with Remarkable ability (45 feet up or across, 60 feet down).
Hyper-Running: Thundra can run at Typical ground speed (45 mph or 3 areas per round).

EQUIPMENT:
Chain: Thundra's weapon of choice is a length of chain composed of Monstrous strength material, and does Monstrous blunt proficient in Martial Arts A, B, damage. When striking with the chain, her Fighting is Monstrous

TALENTS:
Thundra has the Weapons Master talent, and is also C, D, and E. She is a skilled political and military leader.

THUNDRA

ROLE-PLAYING NOTES:

Thundra is confident, boastful, and even a little vain. She will readily challenge any being – particularly if they are male – who believes they are stronger than she is. Thundra is simultaneously a strongly feminist character yet at the same time a living illustration of the evils of feminism run wild.

Over the years, however, her antagonistic stance towards men has softened somewhat, and she has become more nuanced, as shown by her continued association with predominantly male superhero groups such as the Fantastic Four, and in particular, she has a soft spot for the Thing. A product of a savage, barbaric society, Thundra is quite ready and willing to kill opponents

HISTORY:

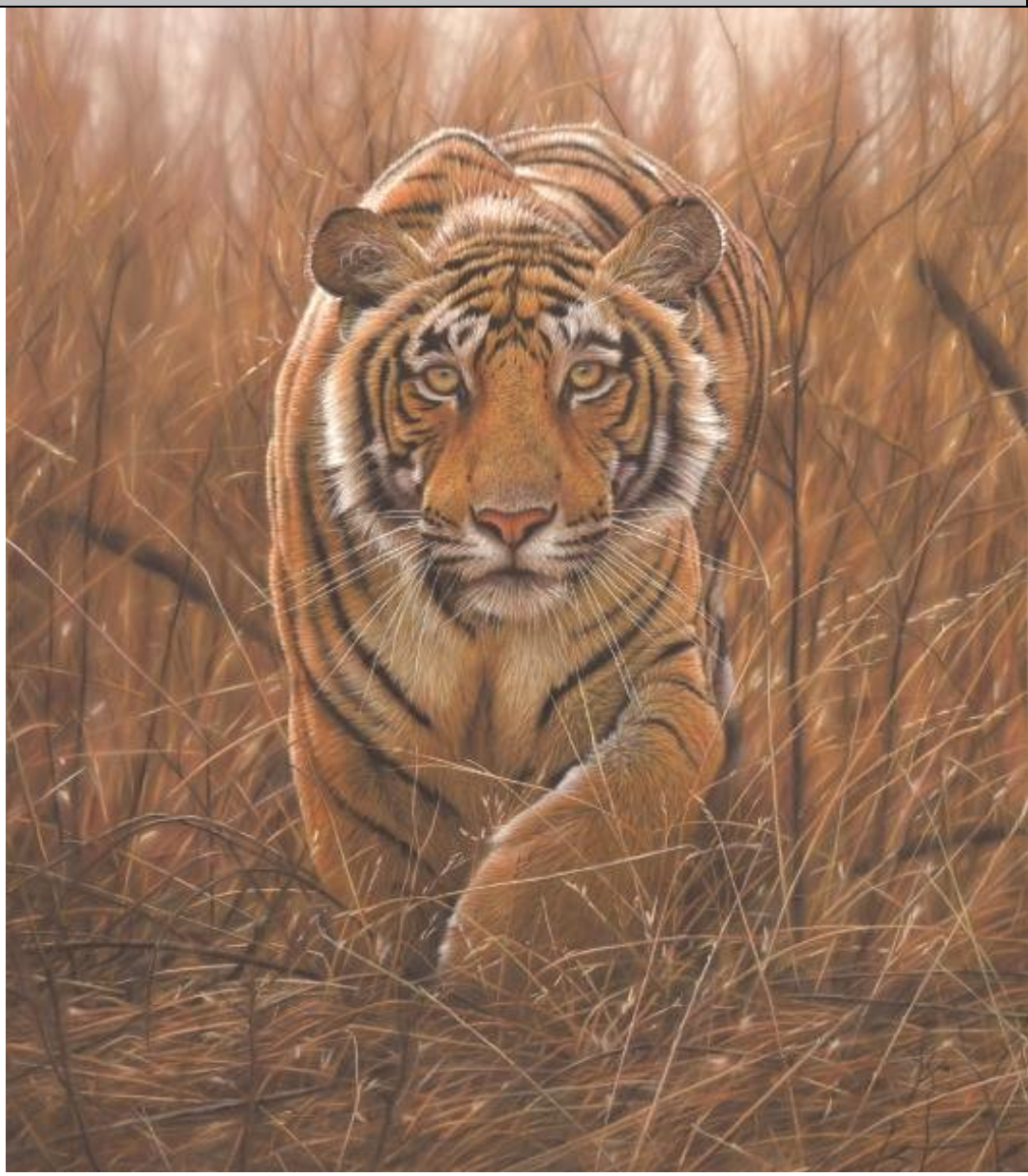
Thundra is a warrior woman and time traveler from the 23rd century. In the future society she hails from, Planet Earth is now known as Femizonia, ruled by Amazon-like female overlords (Femizons) who have conquered and enslaved the male population. The former United States is now the 'United Sisterhood Republic', and Thundra is from the megalopolis of 'Milago', located in the United Sisterhood's 'Midwestern Republic'. Physically enhanced by genetic childhood in engineering and trained from combat, the martial arts, and military strategy, Thundra is the Sisterhood's most formidable warrior. Thundra was sent to the 20th Century to challenge the Thing in one-on-one combat, believing him to be the strongest male of all time, to prove once and for all that women were superior, and finally end a stagnant war between Femizonia and the warlike, male dominated planet of Machus.

Thundra was briefly recruited into the group of supervillains known as the Frightful Four. She had her own agenda and had no real interest in the group, ultimately switching sides and helping the Fantastic Four defeat them.

She has battled alongside (and sometimes against) the Fantastic Four and the Avengers. At one point, she became a professional wrestler training with 'The Grapplers', a group of superpowered female wrestlers. It was revealed that the Grapplers were actually agents working for the Roxxon Oil, a multinational company covertly involved in developing advanced technology and weaponry. The Grapplers tricked Thundra into helping them sabotage Project Pegasus, a prison/research facility built for housing supervillains, and she again came to blows with the Thing. She was briefly allied with the duplicate Hyperion while still in service to Roxxon, and later became the consort of the extra-dimensional warlord Arkon.

However, Thundra has a special place in her heart for the Thing and the two have been involved in many adventures. More recently, Thundra took cell scrapings from the Hulk which were used by scientists in the future to impregnate her and she later birth to a green skinned daughter, Lyra. Thundra has also partnered with the She-Hulk's loose-knit group of female super-heroes, the Lady Liberators, and has some undisclosed arrangement with General Thunderbolt Ross (possibly more metahuman procreation) in his identity as the Red Hulk.

TIGER



STATISTICS:

F RM(30)
A RM(30)
S RM(30)
E RM(30)
R PR(4)
I TY(6)
P TY(6)
Health: 120 **Str:** 23
Karma: 16
Resources: None
Popularity: 0
Height: 4' at the shoulder
Length: Up to 11'
Weight: 500 lbs to 600 lbs.
Eyes: Yellow
Hair: Orange and white with black stripes

BACKGROUND
Real Name: N/A, *Panthera tigris* is the genus-species name for the Tiger
Occupation: Top predator
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: Proliferates through India and Asia
Marital Status: N/A
Known Relatives: N/A
Base of Operations: Asia and India
Present Group Affiliation: None

KNOWN POWERS:
Fangs and Claws: A tiger's Fangs and Claws do Remark-able Edged damage
Running: Tigers run at Good land speed (4 areas/round) for up to 5 rounds before they must slow for at least 10 rounds to recover
Heightened Senses: Tigers is capable of following a scent with Amazing ability. Remark-able rank hearing can sense footsteps in a 3-area radius. Cats do not have true infravision, but possess night sight sufficient to allow them to take no penalties in normal darkness

ROLE-PLAYING NOTES:

TIGER

HISTORY:

The tiger (*Panthera tigris*) is the largest cat species, reaching a total body length of up to 3.3 m (11 ft) and weighing over 306 kg (670 lb). It is the third largest land carnivore (behind only the polar bear and the brown bear). Its most recognizable feature is a pattern of dark vertical stripes on reddish-orange fur with a lighter underside. It has exceptionally stout teeth, and the canines are the longest among living felids with a crown height of as much as 74.5 mm (2.93 in) or even 90 mm (3.5 in). In zoos, tigers have lived for 20-26 years, comparable to the wild. They are territorial and usually solitary animals, often requiring large contiguous areas of habitat that support their prey requirements. This, coupled with the fact that they are indigenous to some of the more densely populated areas on Earth, has caused significant conflicts with humans.

Despite rumors to the contrary, the Tiger, not the Lion, is the true king of the cats. Tigers are larger, stronger, and despite their greater weight, are faster and can leap further than a Lion. And while Lion experts will often tout that, being a harem animal with competition between males, the Lion should be a superior fighter to the solitary Tiger, in practice the reverse seems to be true – the social environment allows for a lot of bluff on the part of the lion, whereas the Tiger is all business. Historical records of Tiger/Lion fights, dating back to the Roman Arenas show that when tested in combat, the Tiger invariably wins.

TITANIA

STATISTICS:

F AM(50)
A GD(10)
S UN(100)
E MN(75)
R TY(6)
I GD(10)
P GD(10)
Health: 220 **Str:** 90
Karma: 26
Resources: TY
Popularity: -5
Height: 6'6"
Weight: 545 lbs.
Eyes: Blue
Hair: Reddish-blond

BACKGROUND
Real Name: Mary "Skeeter" McPherran
Occupation: Professional Criminal
Legal Status: Citizen of the United States with a criminal record
Identity: Secret
Place of Birth: Denver, Colorado
Marital Status: Married
Known Relatives: Crusher Creel (Absorbing Man, husband)
Base of Operations: Mobile
Present Group Affiliation: Partner and lover of the Absorbing Man, Former member of the Masters of Evil IV, Former member of the Frightful Four, friend and confident of Volcana

KNOWN POWERS:
Body Armor: Titania has Amazing protection from physical attacks and Incredible protection from energy attacks
Resistances: Amazing resistance to heat, fire, cold, corrosives, and disease

ROLE-PLAYING NOTES:
Titania is not particularly deep and not very subtle, either. Before gaining her powers, she was a small, weak woman, and now that she is large and strong, she is determined to show everyone – particularly men – just how powerful she really is. She holds a particular grudge against the She-Hulk.
Titania is loyal to her friend, Marsha Rosenburg (Volcana), and she is very devoted to her hubby, 'Crusher' Creel (Absorbing Man) – she will viciously pound anyone who hurts him.

TITANIA

HISTORY:

Mary MacPherran was living in the suburb of Denver, Colorado that the Beyonder grabbed for his battleworld during the Secret Wars. Doctor Doom offered her powers if she would do his dirty work. She agreed, and once she gained super strength and resistance, she never looked back.

She trashed the She-Hulk the very first time they met, but her self-confidence was shattered when she was subsequently soundly defeated by Spider-Man – a beating that prompted a Long-term irrational fear of the Amazing Arachnid, that persisted for years, despite her far-superior strength. This phobia finally ended when Spider-Man posed a threat to the Absorbing Man and Titania, unthinking, ran to his aid.

Titania and the Absorbing Man were a long-running, independent criminal couple, but they also worked with the fourth Masters of Evil team, in their efforts to destroy the Avengers Mansion.

Although thuggish, Titania will occasionally work for the greater good – particularly if her self-interest is at stake. During the Onslaught Crisis, shortly before Thor's departure into Franklin Richards' new alternate universe, both she and the Absorbing Man swore to him they would go straight. Although it was a heartfelt statement at the time, the two quickly backslid, without Thor himself around to 'chaperone' them.

Titania and the Absorbing Man eventually married, although this does not affect their careers – criminal or otherwise. Titania remains one of the more powerful active villains, and may well be the strongest woman on Earth

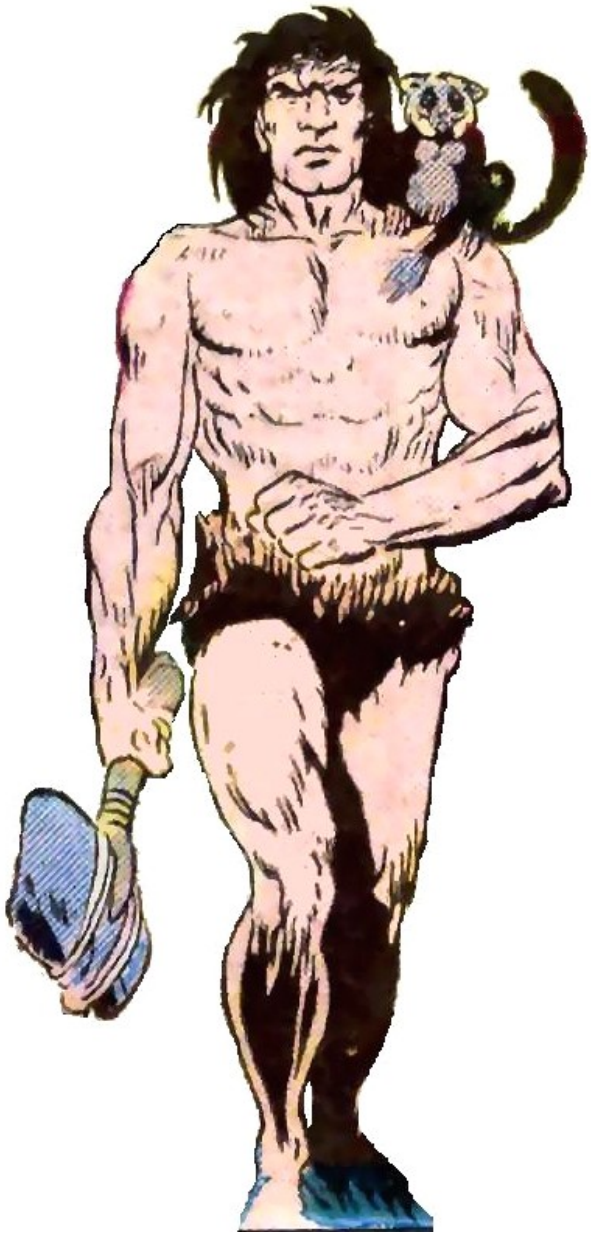
TOR

STATISTICS:

F IN(40)
A RM(30)
S EX(20)
E RM(30)
R EX(20)
I RM(30)
P RM(30)
Health: 110 **Str:** 16
Karma: 80
Resources: PR
Popularity: PR
Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Black

BACKGROUND
Real Name: Tor
Occupation: Caveman
Legal Status: Exiled member of his tribe
Identity: Known to his tribe
Place of Birth: Prehistoric North America
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Tor has no superhuman powers, surviving solely on his natural abilities and primitive weapons and tools
Talents: Archery, Hunting, Knives, Swimming, Tracking, Wrestling,
Equipment: Tor utilizes a number of stone-aged weapons. Some of the more common are:
Stone Ax: Tor's ax does Excellent Edged damage.
Stone Knife: Tor's Stone Knife does Good Edged damage
Bow and Arrows: Good Edged damage.
Stone Club: Tor's stone club does Good damage



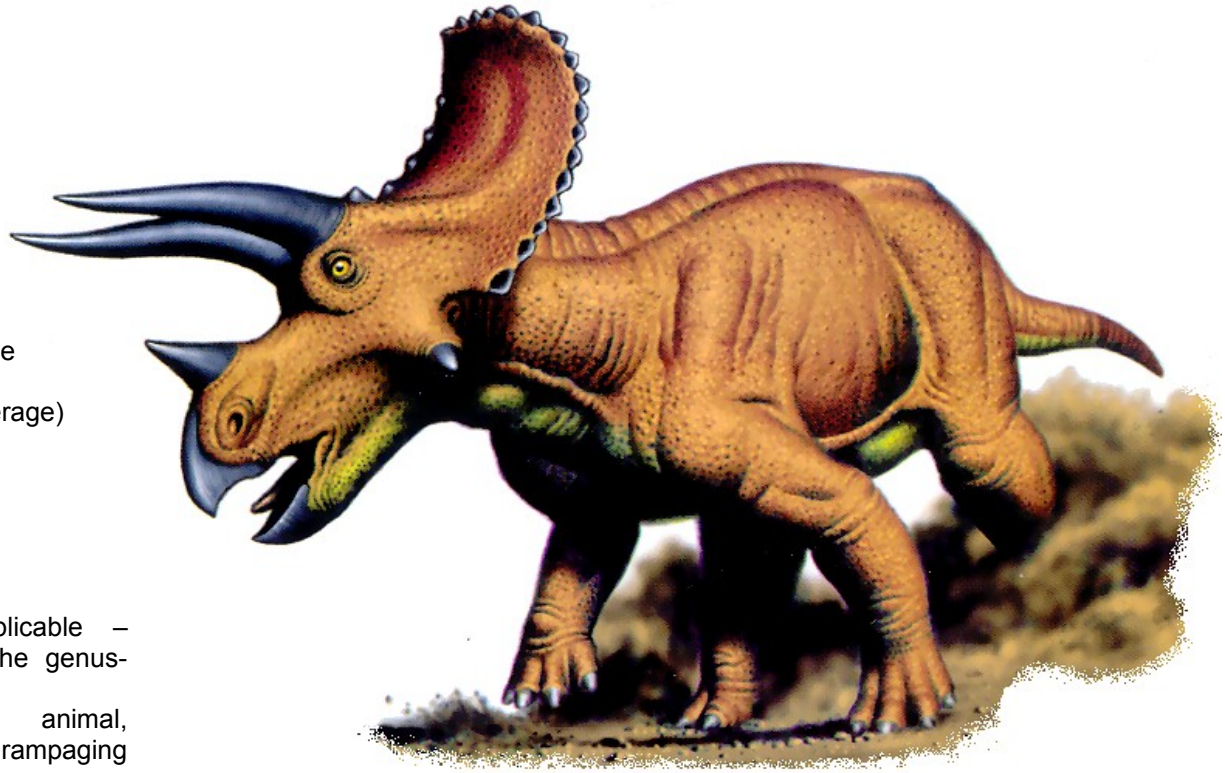
ROLE-PLAYING NOTES:
Tor is unusual for a cavemen, displaying the first stirrings of modern compassion as well as being more intelligent than his peers. Having said that, he is a brutal savage, a product of a world when combat was usually to the death, and Tor has no compunction about dealing a killing blow to either a human or an animal. Despite that, Tor can actually be quite good-natured, even with a wry sense of humor. After his exile from his tribe, he made habit out of helping other cave-folk from other tribes (often fur-bikini-laden cave-women) in varying dangerous circumstances, anything from killing a rogue dinosaur, or knocking off a cruel leader.

HISTORY:
Tor the Caveman was a denizen of Joe Kubert's World of a Million Years Ago – a One Million Years B.C.-type prehistoric world with a plethora of monsters from all time periods, everything from giant bears, and Sabretooth tigers to Brontosaurus and Tyrannosaurus rex. Tor is a Conan-esque caveman, who stands apart from his tribe. Besides his great strength, Tor exhibits, the first stirrings on modern intelligence, breaking away from the savagery of the animal, a trait which he demonstrates when he saves a small, spider-monkey-like primate from the jaws of giant plesiosaur – after which the little creature – which Tor name's 'Chee Chee' – adopts his caveman rescuer, as a permanent partner, riding across Tor's shoulder, acting as scout and watchdog.
Tor's compassion is no advantage in his prehistoric world, however, and when he heroically saves a fellow tribesman – Zul – from a hungry T. rex, against the orders of the cruel hunt-leader, Klar, a resulting skirmish (in which Tor decisively cleans Klar's clock), he falls out of favor with his tribe. Klar, plotting revenge, captures Chee Chee, using his shrieks to lure Tor into a trap. Tor, however, is saved from Klar's spear, by Tor's friend, Zul. Enraged, Klar crushes Zul's skull with his stone hammer, before Tor can intervene. Tor promptly returns the favor, beating Klar to death with his bare hands. Tor is banished for his actions, and he and Chee Chee leave to face the dangers of the prehistoric world alone.

TRICERATOPS

STATISTICS:

F RM(30)
A TY(6)
S IN(40)
E MN(75)
R FB(2)
I FB(2)
P FB(2)
Health: 161 **Str:** 40
Karma: 6
Resources: Not Applicable
Popularity: -10
Height: 10' at the hip (average)
Length: 35' (average)
Weight: 6 to 10 tons
Eyes: Yellow
Hair: None



BACKGROUND
Real Name: Not Applicable – *Triceratops horridus* is the genus-species name
Occupation: Herd animal, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Pre-historic North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: Herd beast

KNOWN POWERS:
Body Armor: Triceratops' thick hide offers Excellent resistance to Physical and Energy attacks.
Shield: Triceratops' Frill provides Remarkable protection to the neck and shoulders, and causes Excellent edged damage
Horns: Triceratops' six-foot horns can cause Amazing edged damage
Charging: Triceratops gains +1CS to Endurance while charging, to hit and damage (Note: Triceratops' charging attack is considered an Edged attack because of its horns)

TRICERATOPS

ROLE-PLAYING NOTES:

HISTORY:

Predator/prey biomechanics have never been more evident than between the two deadliest rivals in the dinosaur world – T. rex and Triceratops. At no time in history have two opponents ever developed such devastating weaponry. Amusingly, some have suggested that Triceratops' massive horns and shield were intended merely for display.

While many animals do have adaptations for an intimidating bluff, they are low-energy-cost appendages, not heavy-duty fixtures anchored in bone – those have practical, utilitarian use. A cobra hood, for example, is for display, or a lion's mane. Horns, on the other hand, are for fighting; and while they certainly can be used for intimidation or inter-species combat, pity the wolf who doubts the practical use of a deer's spikes. And besides the simple presence of Triceratops' robust, six-foot horns, there is also the specific angle in which they evolved - right into the belly of a Rex.

Some have also suggested that Triceratops' neck frill was too thin to act as a shield. This overlooks the obvious. No doubt the frill <u>was</u> an effective display – but it also provided anchor points for the muscles that powered the head and its lethal horns. It was also right over the neck - it would have had to serve as a shield whether it was intended to or not. And the supposed frailty of the shield is actually similar to the sturdy but economically light skull of T. rex itself. Like an oyster shell or an eggshell, the frill was quite strong in certain directions, with good tensile strength.

The shield was also quite sharp, and Just as the horns of the Triceratops are angled unerringly at the T. rex' belly, the shield is positioned in such a way that it would slash any attacking T. rex that went for its neck right across the face and eyes. so, while perhaps more lightly constructed than first suspected, the Triceratops' frill was quite a functional defensive shield.

TRIGON

STATISTICS:

F MN(75)
A IN(40)
S ShZ(500)
E CL3000
R IN(40)
I ShY(200)
P ShY(250)
Health: 3615 **Str:** 500
Karma: 490
Resources: CL1000
Popularity: -75
Height: Variable
Weight: Variable
Eyes: Red
Hair: Red

BACKGROUND
Real Name: Trigon
Occupation: Would-be multi-dimensional conqueror
Legal Status: Inapplicable
Identity: Trigon's existence is not known to the general populace of Earth
Place of Birth: Unknown
Marital Status: Widowed
Known Relatives: Raven (daughter), Arella (wife, deceased)
Base of Operations: Mobile
Present Group Affiliation: None

KNOWN POWERS:
Mind Control: Trigon has Class 3000 Mind Control Powers. Victims may resist with a red Psyche FEAT
Illusion: Unearthly intensity
Matter Manipulation: Unearthly rank Matter Manipulation
Mental Blast: Unearthly
Sorcery: Trigon may duplicate any superhuman power with Class 1000 ability
Teleportation: Trigon may Teleport with Class 5000 ability

ROLE-PLAYING NOTES
Trigon is evil personified. The only true emotion he feels is hate, but he receives satisfaction that is close to pleasure when causing pain, and will sometimes torture his opponents rather than kill them outright in hopes of corrupting their spirits and adding them to his forces after breaking their will. From both those who serve him and those who oppose him, Trigon demands both obedience and subservience: anything less is a request to be obliterated. Worlds conquered are allowed to survive, but only in utter and abject fealty to a god who demands regular sacrifices to prove loyalty. On worlds where Trigon's authority is challenged, the rebellion is destroyed along with the entirety of the planet.

TRIGON

HISTORY:

Thousands of years ago in another dimension, the last inhabitants of a dying world called upon the dark forces they worshipped to bring them a savior. Instead, the child born to one of their own lashed out at birth to kill everyone nearby. Yet, the child Trigon survived, destroyed a planet before he was six and conquered millions of worlds before the age of thirty. Along the way, he fathered a child upon a woman named Arella, who fled to a temple between dimensions called Azarath and gave birth to a daughter named Raven.

Just as Trigon was running out of worlds to add to his empire, he saw through the dimensional veil to campaign of conquest, his daughter discover the planet Earth and an entire new universe of worlds to conquer. As he planned a new Raven journeyed to Earth and assembled a young group of heroes —the Teen Titans. With the help of the Titans and the sacrifice of her mother Arella, Raven prevented Trigon from conquering Earth and fulfilled the destiny planned for her by the goddess Azar, whose peaceful followers in Azarath had long sought to destroy Trigon's evil.

When Trigon retreated to his home realm, weakened for the first time in centuries by his defeat, the many worlds he had conquered turned against him. Though Trigon defeated and destroyed all his foes, the battle left him further drained. When he once again turned his eyes to Earth, he decided he needed the assistance of his children—six sons, fathered like Raven upon cult members. Though Trigon's sons answered his call, at the critical moment when he prepared to cross over to Earth they seized his power for his own. When Trigon's sons attacked the Titans, Raven in turn appeared to join them but betrayed them as they had their father, gathering her father's power and then expelling it.

Weakened like never before but proud of his offspring's will and treachery, Trigon waits in his barren realm, waiting to recover his strength and planning his eventual conquest of Earth.

TROIA

STATISTICS:

F IN(40)
A AM(50)
S MN(75)
E AM(50)
R EX(20)
I RM(30)
P RM(30)
Health: 215 **Str:** 70
Karma: 80
Resources: IN
Popularity: RM
Height: 5'9"
Weight: 143 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Donna Troy
Occupation: Crimefighter, Fashion Photographer
Legal Status: Citizen of Themyscira
Identity: Secret
Place of Birth: Themyscira
Marital Status: Divorced
Known Relatives: Princess Diana (Wonder Woman, 'sister' - Donna is a magically created doppelganger (simulacrum) of Wonder Woman), Robert Long (son, deceased), Terry Long (estranged husband, deceased)
Base of Operations: Mobile, formerly New Cronos
Present Group Affiliation: Teen Titans, New Titans, Titans

KNOWN POWERS:
Body Armor: Good resistance to Physical and Energy attacks
Flight: Troia can fly with Incredible speed
Speed: Remarkable
Enhanced Senses: Excellent Sight, Hearing, Taste and Smell
Animal Empathy: Good
Mental Link: Donna has an Incredible intensity mental link with her 'sister' Diana, which allows one to feel either what the other is experiencing or even share dreams
NOTE: At one time, Donna wielded additional powers given to her by the Titans of Myth. During this period she was –1CS to her Strength and Endurance scores and she had the following powers:
Force Field: Amazing
Energy Blast: Incredible
Illusion: Donna had the Excellent ability to project three-dimensional images of a person's memories, provided the subject is a willing participant in the process
Equipment:
Tunic: Donna's black 'Troia' tunic provides Amazing Body Armor
Bracelets: Shift Z material. Absorbs up to Unearthly damage.

Talents:
Acrobatics, Animal Training, Martial Arts B, E, Greek Mythology, Wrestling, First Aid, Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Photographer, Ventriloquist (can imitate any voice) Weapon Specialist: (Bracers)

ROLE-PLAYING NOTES

Troia is a trained warrior and directs her fury into combat. Sometimes her temper gets away from her.

Troia is a bridge between different worlds, which often pulls her into the middle of important, world changing conflicts.

Sometimes Donna's past is unclear even to her.

HISTORY:

"Who is Donna Troy?" is a tricky question, even for her. She was originally a magical duplicate of the young Princess Diana of Themyscira, created by the Amazon sorceress Magala as a playmate for Diana, the only child on the island. The villainess Dark Angel kidnapped Donna, and put her through a series of "reincarnations." Thus, Donna Troy was initially an orphan with no past but Amazon-like powers, who became the heroine Wonder Girl.

She joined the Teen Titans and eventually married college professor Terry Long. The two of them had a son, Robert. Both her husband and son were killed in a senseless car accident.

In another revealed life, Donna was "adopted" by the Titans of Myth, who empowered her, but also manipulated her. She lost her powers and became a Darkstar, but the organization was all but wiped out. And so each existence Donna experienced ended in tragedy.

Initially, everyone believed Dark Angel mistook Donna for Diana and was out for revenge against Hippolyta, as the two had clashed during the World War II. Donna eventually learned, however, that Dark Angel was another version of herself, from a prior multiverse. Saved from non-existence by the Anti-Monitor, she sought to destroy Donna to avoid merging with her, as all of her other parallel selves had done. Once Dark Angel was defeated, Donna became the sum total of her prior existence, a living bridge to the former multiverse. Troy has since encountered another Dark Angel in the new multiverse, though it remains unknown if this is the same Dark Angel or yet another unusual parallel.

TUROK

STATISTICS:

F EX(20)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I RM(30)
P EX(20)
Health: 80 **Str:** 9
Karma: 70
Resources: GD
Popularity: 10
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Black

BACKGROUND
Real Name: Turok
Occupation: Warrior
Legal Status: Citizen of his tribe
Identity: Known to his people
Place of Birth: North America sometime during the seventeenth century
Marital Status: Single
Known Relatives: None
Base of Operations: Formerly Lost Valley, Currently Mobile
Present Group Affiliation: Warrior of his tribe, Mentor of Andar

KNOWN POWERS:
None
Talents:
Martial Arts A, E, Hunting, Wilderness Survival, Weapons Specialist (Bow), Marksman

Equipment:
Bow and Arrows: Turok's arrows are soaked in a Monstrous strength poison from a variety of 'poison berries' found only in the prehistoric Lost Valley. This poison is can kill an adult Tyrannosaurus rex in a single turn.
NOTE: After becoming lost in the time stream, Turok gained access to highly advanced technological weapons such as his "Mother-God Arrows' that do Remarkable Explosive damage

ROLE-PLAYING NOTES
Turok is a stoic Native American, cast into the role of big brother/father-figure to his teenaged younger brother, Andar. Turok's motives in the early stories are fairly simplistic and basically boil down to simply surviving off the land, and searching for a way out of the dinosaur-populated Lost Valley, and back to his native homelands.
After being lost in the time stream, and encountering Mothergod, Turok adapted a much more warrior-like persona, and he became obsessed with destroying the threat of the bionosaurs.

TUROK

HISTORY:

Turok was a pre-Columbian Native American) who, along with his younger brother Andar, became trapped in an isolated valley populated by dinosaurs, which they refer to in general as "honkers", as well as by their most obvious characteristics (Tyrannosaurs are called "Runners", Pterosaurs are called "Flyers", Velociraptors are "Screamers", Plesiosaurs are "Sea Demons", Triceratops are "Rammers", etc.). Most stories involved Turok and Andar seeking a way out. of "Lost Valley" – something they never accomplished – at least until the character was brought back by Valiant in 1993.

With the Valiant version of Turok, the concept and setting were altered. Turok and Andar were now 18th century Native Americans. The isolated valley became "The Lost Lands" - a land where Demons, Dinosaurs and Aliens flourished and where "Time has no meaning". A cosmic anomaly caused time in The Lost Lands to move in a self-contained loop (which meant that while millions of years passed outside of it, inside it, time barely moved at all). "Unity", a line-wide Valiant Comics crossover storyline, altered the concept even further. The crossover's main villain, a psychotic, super-powered being known as Mothergod used the Lost Land as the base of operations. She outfitted Dinosaurs with intelligence-boosting implants, turning them into "bionisaurs".

In the aftermath of the final battle between Mothergod and Valiant Universe heroes, the Lost Lands began to disappear. Turok and Andar were tossed into a post-apocalyptic future Earth, and a group of bionisaurs made it to Earth along with them. Following this, they became ruthless hunters trying to contend with the demons and aliens that exist in the future world as well as various Lovecraftian abominations and high-tech future warriors.

Mothergod had seized power in this future and, with the help of The Campaigner, The Longhunter, Thunder (a biomechanical Tyrannosaur) and Mantid (a 30-foot robot praying mantis), had begun to rebuild her empire and attempt to hunt down and kill Turok and Andar

TWO-FACE

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E EX(20)
R RM(30)
I RM(30)
P RM(30)
Health: 80 **Str:** 8
Karma: 90
Resources: GD
Popularity: 10
Height: 6'
Weight: 182 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Harvey Dent
Occupation: Professional Criminal, Former District Attorney of Gotham City
Legal Status: United States citizen with a Criminal record
Identity: Publicly known
Place of Birth: Gotham City
Marital Status: Divorced
Known Relatives: Gilda Dent (ex-wife)
Base of Operations: Gotham City, Arkham Asylum
Present Group Affiliation: Gotham Underworld

KNOWN POWERS:
None

Talents:
Martial Arts A, Lawyer

Equipment:
Pistol: Harvey Dent typically carries two .44 revolvers which do Excellent damage
Two-Headed Coin: Two-Face's psychosis is based on the idea that justice depends only on chance; he carries a double- headed silver-dollar, with one side marked, and he decides all matters of morality and justice with a coin flip.

ROLE-PLAYING NOTES
Like all too many of the Caped Crusader's archenemies, Harvey Dent is almost completely insane. Though his madness only manifested in the wake of the acid attack that mutilated him for life, it's clear now that its seeds were planted when Dent was still a young boy. Evidence has emerged suggesting that young Harvey was often severely beaten by his alcoholic father. Arkham psychiatrists believe these beatings may be the root cause of Dent's split personality disorder and his obsession with duality. Harvey both loved and hated his father, who alternated between cruelty (when he was drinking) and kindness (when he wasn't). Dent's childhood feelings of anger, confusion and fear were rekindled and multiplied the moment he became Two-Face and looked upon his half mutilated visage in the mirror.
Harvey is notoriously unable to reconcile the conflicting impulses of rage and kindness that are at war in his mind, hence his compulsion to resolve every dilemma with a flip of his two-headed coin. When the clean side comes up he's merciful, but when the scarred side comes up he's cruel.

TWO-FACE

HISTORY:

Harvey Dent was the youngest man ever elected district attorney in Gotham City, a feat made even more remarkable by the fact that he came from a badly broken home. Unlike most members of Gotham's law-enforcement community in those days, Dent had a reputation for uncompromising honesty. In fact, it was probably his single-minded compulsion to impose justice and order that helped him rise to the top of the legal profession so quickly.

Shortly after he was elected, Dent recognized the young police lieutenant James Gordon and the mysterious vigilante known as the Batman as natural allies in his struggle to clean up Gotham. The three men soon became secret comrades and successfully worked together to break the backs of the crime syndicates that controlled much of the city.

It was during the trial of Boss Maroni, the *capo di tutti capi* of organized crime in Gotham, that Dent's life went awry. Just as a key witness was beginning his testimony, a corrupt assistant D.A. in the pocket of the Falcone crime syndicate threw a vial of sulfuric acid at Dent, badly disfiguring half his face. The damage brought back repressed childhood memories and Harvey's personality underwent a dramatic transformation. He's been obsessed ever since with the struggle between good and evil that takes place in the hearts of all men.

Christening himself Two-Face, Dent quickly became one of the most fearsome gangsters in Gotham City. He routinely crosses swords with Batman, who still struggles to find some way to help his old friend.

TYRANNOSAURUS REX

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P GD(10)
Health: 180 **Str:** 40
Karma: 14
Resources: Not Applicable
Popularity: -50
Height: 18' (average)
Length: 40' (average)
Weight: 6 to 8 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Tyrannosaurus rex* is the genus-species name
Occupation: Top Predator, occasionally giant rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: North America
Marital Status: Inapplicable
Base of Operations: Prehistoric North America, although the species exists in isolated pockets throughout the world. Mobile
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Amazing edged damage. The *T. rex* had exceptionally strong jaws and any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in a Tyrannosaurus' jaws is considered held with Amazing Grappling ability
Tail: The *T. rex'* tail can strike for Amazing blunt damage
Stomp: T. rex can stomp for Amazing blunt damage
Tracking: T. rex' big nose give it Amazing Tracking ability

ROLE-PLAYING NOTES:
T. rex has been speculated as a temperamental sort, prone to interspecies confrontation. Modern examples, cloned and remnant species, demonstrate high levels of aggression, although are known to respond to scent and other stimuli like dogs, their human handlers learning to curb their natural aggression with the proper movements and manners.

TYRANNOSAURUS REX

HISTORY:

Tyrannosaurus rex was among the last of the dinosaurs to evolve, flourishing near the very End of the Dinosaurs' reign. The thesis-statement of theropod evolution, the T. rex was the largest of the fleet-footed and strong-jawed tyrannosaur-clan, which ruled North America during the Late Cretaceous.

The tyrannosaurs were mostly wiped out at the end of the Cretaceous period, along with the rest of the Dinosaurs, over sixty-million years ago. Isolated pockets have survived, however, and continue to exist in various places around the world – notably on Skull Island the Japanese Islands, Pellucidar, Skartaris and the Savage Land. There were also once rumors of a small population living in the American Southwest near the end of the 19th Century.

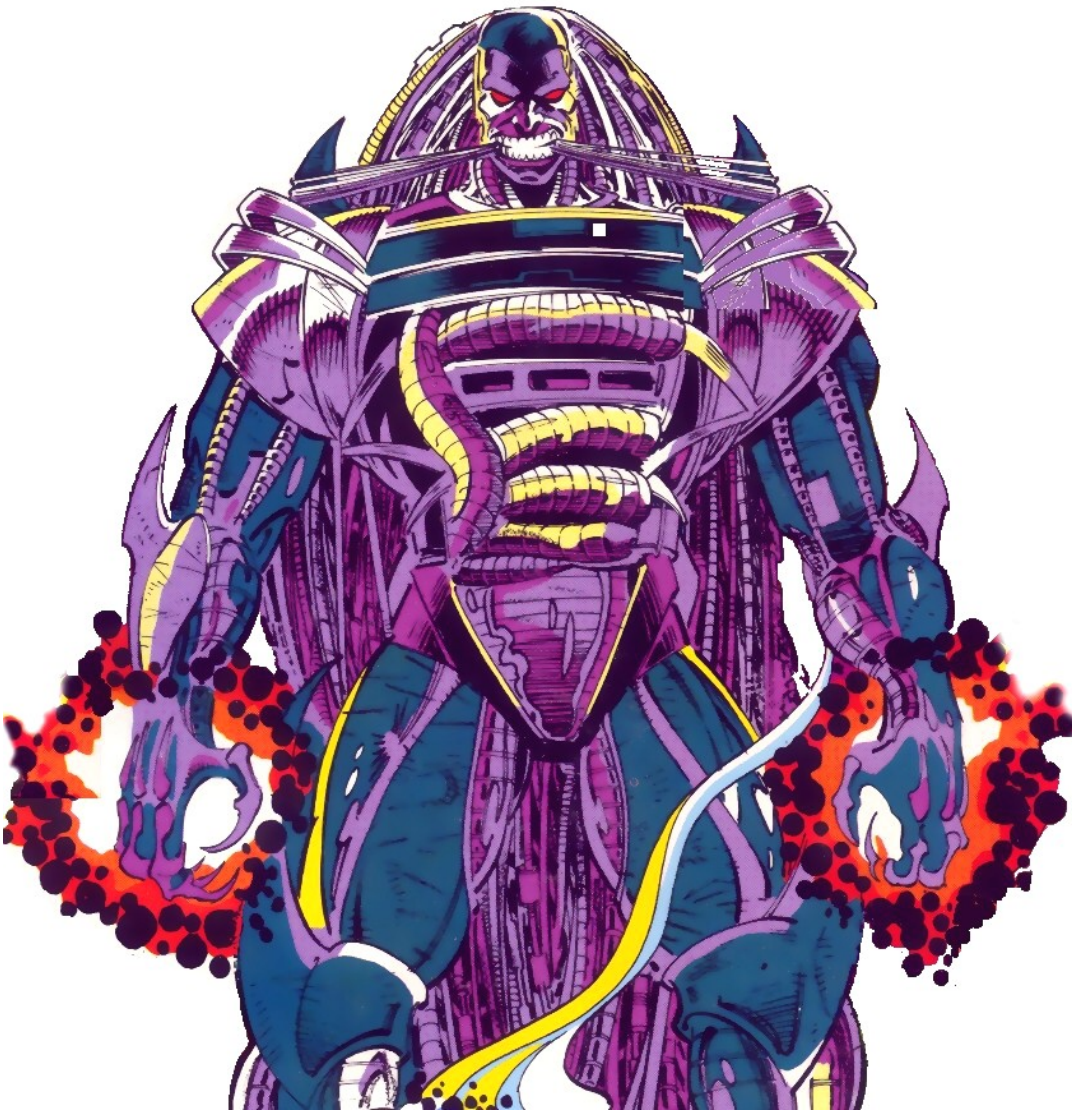
T. rex' relative youth in the fossil beds has also preserved a significant amount of DNA material, which has facilitated efforts at modern-day cloning.

Despite the recent discovery of larger theropods – Giganotosaurus, and possibly Carcharodontosaurus and Spinosaurus, the mighty T. rex remains the single most destructive predatory force that ever evolved on land. In spite of its great size, Tyrannosaurus retained adaptations for speed similar to its ostrich-mimic relatives. It also developed forward-facing eyes, giving it advanced binocular vision, and was the largest-brained of all dinosaurs, so it had an intellectual edge over the competition as well.

It was its jaws, however, that truly separated the T. rex from the field.

The extreme skull strength of T. rex far outclassed any of the other contenders, its wide, heavily reinforced skull boasting jaw muscles nearly as powerful as its legs. And as opposed to the slashing blades of the narrow-skulled, allosaurian Giganotosaurus, T. rex' banana-thick teeth, arranged like a sharpened ice-cream scoop that actually bit OUT huge chunks of flesh, combined with its thick, muscular neck, gave the Tyrannosaurus an attack similar to a charging Great White Shark – a massively destructive first strike - an especially devilish variation of the theropod attack and retreat strategy that left T. rex' prey completely incapacitated or dead – a necessary adaptation considering the large and dangerous horned dinosaurs that comprised the bulk of its prey..

TYRANT



STATISTICS:

F MN(75)
A IN(40)
S ShZ(500)
E CL1000
R ShZ(500)
I ShZ(500)
P ShZ(500)
Health: 1615 **Str:** 500
Karma: 1500
Resources: CL1000
Popularity: -100
Height: Unrevealed (variable)
Weight: Unrevealed (variable)
Eyes: Red
Hair: None

BACKGROUND
Real Name: Tyrant
Occupation: Would be Galactic Despot
Legal Status: Inapplicable
Identity: Formerly known and feared throughout the Universe. Few surviving today remember him
Place of Birth: Unknown
Marital Status: Presumably single, perhaps inapplicable
Known Relatives: Galactus (Father/Creator), Heralds ('siblings')
Base of Operations: Formerly exiled to the far reaches of the Universe. Presently mobile
Present Group Affiliation: None

KNOWN POWERS:
Invulnerability: Shift X protection against Physical and Energy attacks. Class 1000 versus heat, cold, toxins, corrosives, disease, and radiation
Energy Manipulation: Tyrant has the Class 1000 ability to manipulate cosmic energy. He may duplicate any superhuman power.
Absorption: Class 1000
Energy Reflection Class 1000
Claws: Shift Z Edged damage
Biotechnological Mastery: Class 1000 ability to manipulate all forms of technology
Flight: Class 5000
Self-sustenance: Tyrant may survive indefinitely in open space

Limitation: Tyrant's energy must occasionally be replenished. He is not plagued by a Hunger as debilitating as Galactus', but he may considered to drop one power-level if he fails an Endurance FEAT after any Power FEAT of yellow-intensity or above.
Tyrant keeps a store of energy-spheres with a minimum of Shift Z energy storage on hand at all times.

EQUIPMENT: Tyrant has amassed a nearly unlimited array of technological devices, and weapons He may utilize these devices for virtually any purpose at a base rank Class 1000.
Starship-Fortress: Tyrant's transport has a Class 5000 stardrive and Shift Z Armor. It is armed with a multitude of weapons and is where Tyrant keeps his store of Energy Spheres.
Energy Spheres: Tyrant's Energy Spheres are made of Unearthly material and contain an energy store of up to Unearthly intensity.

ROLE-PLAYING NOTES

Tyrant is obsessed with conquest and with vengeance against Galactus. Because of his own bio-technological nature, Tyrant has a special talent for manipulating technology and mechanical constructs of all kinds. He can possess computers, and control any machine he makes physical contact with, even technology as advanced as Galactus' planet-devouring machinery.

Before being banished by Galactus, Tyrant was also opposed by the Spinsterhood.

HISTORY:

In the distant past, the Devourer of Worlds, Galactus, created an immensely powerful cosmic being in his own image: Tyrant. However, Tyrant grew jealous of his creator. Where Galactus was satisfied simply to survive, Tyrant wished to conquer, to rule, carving out a vast empire for himself. He betrayed Galactus, and attempted to wrest the universe from Galactus grasp, in a conflict that shattered entire galaxies.

But in the end, it was Galactus who triumphed, and stripped Tyrant of the bulk of his power, reducing him to his current stature, and banished him to the farthest corners of the universe.

Tyrant finally returned, eons later, with a vast arsenal he built during his exile to resume his conquest. He kidnapped several space-faring cosmic beings, including Silver Surfer, Terrax, Morg, Beta Ray Bill, Gladiator, Jack of Hearts and Ganymede. Jack of Hearts, in order to harness their combined powers for his renewed war against Galactus. Although the prisoners escaped, Tyrant easily defeated them all, and would have killed them if not, once again, for the intervention of Galactus. Although Tyrant was forced to withdraw, in order to delay the costly conflict, Galactus grudgingly allowed Tyrant to retain Morg as his prisoner, although Morg was eventually, somewhat inadvertently freed due to the schemes of Thanos, who managed to pilfer one of Tyrant's cosmic orbs, as well as actually surviving a brief hand-to-hand exchange with Tyrant himself.

Tyrant eventually brought his war to Galactus, a battle he appeared to be losing until the World Devourer made the tactical error of attempting to use his ship's machinery to siphon Tyrant's energies, rather than simply doing it himself. Tyrant, being a bio-mechanical being himself, was able to reverse Galactus' machines, siphoning all of the Devourer's energy away, leaving Galactus starved and helpless. Tyrant's final victory was interrupted, however, by Morg, who activated the Ultimate Nullifier. Tyrant was nullified, although Galactus managed to contain the Nullifier's blast within his ship and escaping inter-dimensionally.

ULTRAMAN

STATISTICS:

F MN(75)
A MN(75)
S ShX(150)
E ShX(150)
R EX(20)
I EX(20)
P RM(30)
Health: 450 **Str:** 120/350
Karma: 70
Resources: Monstrous (75)
Popularity: -100
Height: 6'3"
Weight: 225 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Clark Kent
Occupation: Criminal, Dictator of Earth-3, former Astronaut
Legal Status: Head of Crime Syndicate
Identity: Secret
Place of Birth: Earth-3
Marital Status: Married
Known Relatives: Lois Lane (Superwoman, wife)
Base of Operations: Satellite Fortress, Earth 3
Present Group Affiliation: Crime Syndicate of America

KNOWN POWERS:
Kryptonian Physiology: An Earthman experimented upon by Earth-3 dimension Kryptonians, Ultraman's powers are based on his Shift-Z ability to absorb, process and store Anti-Kryptonite radiation native to the Earth-3 universe, similar to Superman's ability to absorb solar energy. And just like Superman, this ability allows him to recover lost Endurance ranks, even after death, making it virtually impossible to kill him. This physiology also gives him the following powers:
**Power Boost*: Ultraman can direct his stored-up energies into his Strength, Endurance, Flight, Heat Vision, or Speed, raising them up as high as +2CS (Shift Z [350] Strength) for 10-20 rounds. (After this Boost, Ultraman's Endurance is reduced by –2CS for 1-10 rounds, and his Invulnerability is reduced to Monstrous).
**Heat Vision:* Monstrous
**Invulnerability:* Unearthly resistance to Physical and Energy attacks, and Class 1000 to Heat, Cold, Disease, Corrosives, Toxins, and Radiation
*Flight: Unearthly speed in atmosphere, CL 3000 in space
*Hyper Speed: Amazing
*Hyper Breath: Amazing Cold in 1 area
Superhuman Senses: Ultraman possesses the following sensory powers:
**Enhanced Hearing*: Unearthly
**Microscopic Vision:* Amazing
**Telescopic Vision:* Good
**X-Ray Vision:* Unearthly

NOTE: If exposed to intense amounts of Anti-Kryptonite radiation, Ultraman's physical abilities are raised to their maximums, and all his powers are increased +2CS. The increase lasts as long as he remains exposed to the increased energy, or up to three days afterwards. If he continues using his powers, this duration is shortened by one day per instance. His enhanced stats are:
F UN(100)
A UN(100)
S ShZ(350)
E ShZ(500)
R EX(20)
I EX(20)
P EX(20)
Health: 1050 **Str:** 350
Karma: 60

ULTRAMAN

LIMITATIONS:
White Dwarf Matter: Exposure to White Dwarf Matter causes excruciating pain and loss of all powers at –1CS per round. He also loses –1CS of Strength and Endurance (and Health), per round until death at Shift-0 Endurance.
Anti-Kryptonite Depravation: If Ultraman is cut off from Anti-Kryptonite radiation, he begins to lose Powers and Ability scores like Superman does, albeit at a slower rate – approximately –1CS for every 3 weeks he receives no exposure at all to Anti-Kryptonite radiation. If he is using his abilities at full strength, the rate of loss may increase. If his abilities are allowed to completely bottom out, all of his powers, except Energy Absorption, are reduced to 0, and his Primary Abilities are as follows:

F EX(20)
A RM(30)
S GD(10)
E EX(20)
R EX(20)
I EX(20)
P EX(20)
Health: 60 **Str:** 10
Karma: 120
At this level, Ultraman is more or less human; however, his Energy Absorption abilities remain, and upon exposure to Anti-Kryptonite radiation from a yellow sun, his abilities immediately return to their normal levels (Ultraman carries capsules of Anti-Kryptonite Radiation in his belt for just such occasions)
Magic: Ultraman is specifically vulnerable to magic. Against attacks of a truly magical nature (including many Mystical Powers and most Mystic-linked Powers), Ultraman's powers are automatically considered to be at his lowest energy-depravation levels. He is also unable to use his Powers or abilities to affect constructs of a magical nature (He cannot smash a magical wall, or use his great strength to break enchanted chains).

NOTE: Ultraman and Super-man both are affected by the polar nature of their universes. When facing Superman in his home dimension of Earth-3, Ultraman receives a +1CS to all Fighting FEATS. In the Earth-1 dimension, Ultraman receives a –1CS to all Fighting FEATs when facing Superman

ROLE-PLAYING NOTES
The Antimatter counterpart to Superman lashes out whenever annoyed or frustrated. He has no qualms about committing mass murder or destruction for trivial reasons. He amuses himself by randomly causing different forms of havoc on the planet he rules. He is highly intelligent, but bad-tempered, jealous, and insecure. Ultraman is obsessed with Superwoman (Lois Lane), despite her disgust with him. Though she apparently hates him, Ultraman either convinced or coerced her into marriage. Superwoman carries out an affair with Owlman to show her contempt. As Ultraman and Owlman are rivals for the leadership of the Crime Syndicate, the illicit relationship between the pair has only heightened Ultraman's simmering hatred for Owlman. This explosive triangle has continued for years, though the three continue to work well together.

HISTORY:
Born an ordinary human, Lt. Clark Kent of the Antimatter Earth space program gained his tremendous superhuman abilities when his spacecraft was destroyed and his body subsequently reconstructed by an alien race (perhaps the Anti-Universe's Kryptonians). But while his physical abilities were enhanced, he was left mentally unstable, prone to psychotic behavior. His sheer power allowed him to become the top super-villain on Anti-Earth, leader of the CSA, and de facto ruler of the world. Though undeniably strong-willed, Ultraman rules the Crime Syndicate more through sheer power and intimidation than any skill at leadership. He routinely terrorizes citizens of Antimatter Earth.

VALIDUS

STATISTICS:

F IN(40)
A RM(30)
S ShY(300)
E ShY(250)
R FB(2)
I GD(10)
P RM(30)
Health: 620 **Str:** 300
Karma: 52
Resources: Inapplicable
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: None
Hair: None

BACKGROUND
Real Name: Validus
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Lightning Lad and Saturn Girl (possible parents).
Base of Operations: Mobile throughout the cosmos
Present Group Affiliation: The Fatal Five, Agent of Darkseid

KNOWN POWERS:
Invulnerability: Validus has Monstrous Resistance to both Physical and Energy attacks.
Psychic Shield: Unearthly Resistance to all Mental Attacks except for Mind Control, for which his Resistance is reduced to Feeble – thus Validus is usually encountered while being controlled by some outside agency. Mind Control attacks against Validus in this case are directed against the mental abilities and stats of whoever is controlling him.
Flight: Shift Z Flight, reduced to Unearthly within a planet's atmosphere
Mental Blast: Validus can fire a Monstrous Mental Blast
Self-Sustenance: Validus has no need to eat, drink, or breathe, and may survive in space for indefinite periods.

ROLE-PLAYING NOTES:
Validus has very little true personality – he is nearly mindless, a creature prone to violent, raging tantrums rather than deliberately evil acts. That does not, however, diminish the sheer destruction of which he is capable.

VALIDUS

HISTORY:
The monster known as Validus is one of the dangerous oddities of the galaxy. His origins are unknown to the general public, but his destructive power, whether brute strength or the “mental lightning” he projects from his brain, are infamous. Efforts were underway to find a means of destroying the captured creature when the Legion recruited him against the Sun-Eater. Since then, Tharok has exerted influence over Validus, using the and monster as his strong-arm enforcer to control the Fatal Five.
In truth, Validus is the son of Garth Ranzz (Lightning Lad) and Imra Ardeen (Saturn Girl), taken from the future by Darkseid at the moment of his birth, and transformed into a monster. Send backwards in time, Validus menaces his own parents-to-be. Eventually released from Darkseid’s “curse,” his true future remains to be seen

VALIDUS (PRE-CRISIS)

STATISTICS:

F MN(75)
A RM(30)
S CL1000
E CL1000
R FB(2)
I GD(10)
P ShZ(500)
Health: 2105 **Str:** 900
Karma: 512
Resources: Inapplicable
Popularity: 0
Height: Unrevealed
Weight: Unrevealed
Eyes: None
Hair: None

BACKGROUND
Real Name: Validus (formerly Garridan Ranzz)
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Lightning Lad and Saturn Girl (parents).
Base of Operations: Mobile throughout the cosmos
Present Group Affiliation: The Fatal Five, Agent of Darkseid

KNOWN POWERS:
Invulnerability: Validus has Shift Z Resistance to both Physical and Energy attacks.
Psychic Shield: Shift Z Resistance to all Mental Attacks except for Mind Control, for which his Resistance is reduced to Feeble – thus Validus is usually encountered while being controlled by some outside agency. Mind Control attacks against Validus in this case are directed against the mental abilities and stats of whoever is controlling him.

Flight: Class 3000, reduced to Unearthly within a planet's atmosphere
Mental Blast: Validus can fire a Shift X Mental Blast

Self-Sustenance: Validus has no need to eat, drink, or breathe, and may survive in space for indefinite periods.

VALIDUS (PRE-CRISIS)

ROLE-PLAYING NOTES:
Validus has very little true personality – he is nearly mindless, a creature prone to violent, raging tantrums rather than deliberately evil acts. That does not, however, diminish the sheer destruction of which he is capable.

HISTORY:
The Pre-Crisis version of Validus was even more powerful – in fact, he is considered the third most powerful entity in the known universe, with his power surpassed only by the Sun-Eater and Omega. Validus is certainly more powerful than any individual Legionnaire, and it would take, at a bare minimum, the combined strength of Mon-El, Superboy, and Ultra-Boy to even hope to be able to subdue him

VALKYRIE

STATISTICS:

F MN(75)
A RM(30)
S AM(50)
E AM(50)
R GD(10)
I EX(20)
P GD(10)
Health: 205 **Str:** 45
Karma: 40
Resources: None
Popularity: -35
Height: 6'3"
Weight: 475 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Brunnhilda
Occupation: Chooser of the Slain, Adventurer
Legal Status: Citizen of Asgard
Identity: The Valkyrie's godhood is not acknowledged by the general populace of modern-day Earth
Place of Birth: Presumably Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Asgard, later New York City area, later Defenders Mansion, Colorado
Present Group Affiliation: The Defenders, Gods of Asgard, The Valkyrior

KNOWN POWERS:
Body Armor: Valkyrie's dense skin provides her with Good protection from all physical attacks
Death Sense: Like all Valkyrior, Valkyrie has the Unearthly ability to sense a being's approaching death At the Gamemaster's option, he or she may have Valkyrie attempt a FEAT roll to determine if she has detected a death glow. If she does, one character, randomly chosen, will be placed in a deadly situation. This character will attack attacks and is unable to spend any Karma on Endurance FEAT rolls for the duration of the adventure
Talents: The Valkyrie is trained in Martial Arts A. She has the Sharp and Thrown Weapons skills

Equipment:
Dragonfang: Enchanted sword of Unearthly material. It does Monstrous Edged damage or Amazing Blunt damage when the flat of the blade is used
Iron Spear: Stabs with Amazing Edged damage and can be thrown up to 10 areas to do Incredible Edged damage. The spear is made of Incredible strength material.
Aragorn: The Valkyrie's mount has Excellent ground speed (5 areas/round) and Excellent air speed (10 areas/round). Aragorn has the following statistics:
F: GD **A:** EX **S:** RM **E:** IN

ROLE-PLAYING NOTES:
Since the Valkyrie's spirit was united with her true body, she has acted quite haughty and extremely proud and arrogant. She has a lust for adventure that drove her to leave Asgard. The Valkyrie has all of a warrior's virtues, and will do almost anything for those who have helped her.

VALKYRIE

HISTORY:

Brunnhilde was selected by Odin, monarch of the gods of Asgard, to lead the Valkyrior, the Choosers of the Slain, a group of warrior-goddesses who would appear over the battlefields of mortal worshipers of the Asgardian gods, and choose which of the fallen were worthy to be taken to Valhalla, the land of the honored dead within the dimension of Asgard. Brunnhilde served Asgard as the most honored of the Valkyrior for centuries.

Brunnhilde and her fellow Valkyries continued to gather heroic mortal warriors for Valhalla until roughly a millennium ago, when Odin was forced to cease virtually all contact with the Earth in accordance with a pact he and the leaders of Earth's other godly pantheons had made with the nearly-omnipotent extraterrestrial Celestials. From then onward, the Valkyries could only choose honored dead from fallen Asgardian warriors.

Unfortunately, in a tavern on the outskirts of Marmoragard, Brunnhilde encountered the Amora, the evil Enchantress, who by tempting the Valkyrie with a life of adventure, entrapped her within a mystic crystal of souls.

While Brunnhilde's body remained in suspended animation, her immortal soul became Amora's play thing, and she sued Brunnhilde's spiritual essence to give the Valkyrie's powers to herself or anyone she chose, usually altering the recipient's appearance to match that of Brunnhilda herself. Among the recipients of Brunnhilde's power, who acted under the heroic name of the 'Valkyrie' are Barbara Norries, and socialite Samantha Parrington.

When Barbara Norris' body was murdered while in the possession of the Valkyrie's power, Brunnhilde's spirit was finally freed. With the help of Doctor Strange, she regained her true body and full memory. Brunnhilde then battled Amora, banishing her into the crystal of skulls in which she herself had been trapped for so long. Then, feeling estranged from Asgard and Odin in particular, Brunnhilde chose to return to Earth with her mortal friends, the Defenders.

Brunnhilde has since had further brushes with death, including Ragnarok itself, and her power has also once again manifested with her former host, Samantha Parrington. On the other hand, death is never certain for the Valkyrie.

VAMPIRELLA

STATISTICS:

F RM(30)
A RM(30)
S EX(20)
E EX(40)
R EX(20)
I EX(20)
P IN(40)
Health: 120 **Str:** 18
Karma: 80
Resources: GD
Popularity: GD
Height: 6'
Weight: 125 lbs.
Eyes: Green
Hair: Black

BACKGROUND
Real Name: Vampirella
Occupation: Vampire Slayer
Legal Status: None
Identity: Secret
Place of Birth: Drakulon, a realm in Hell
Marital Status: Single
Known Relatives: Lilith (mother), Madek (brother), Magdalene (sister)
Base of Operations: Mobile, Formerly Drakulon
Present Group Affiliation: None

KNOWN POWERS:
Pseudo-Vampire: Vampirella is a member of a race of beings, possibly alien, more likely demonic in origin, that possess the following powers:
**Immortality:* Vampirella does not age.
**Shape-Changing:* Vampirella may grow wings or assume the shape of a giant bat and achieve Typical Flight
**Claws:* Vampirella's claws can do Good Edged damage
**Regeneration:* Her vampiric nature gives Vampirella Good Regeneration
**Resistances:* Vampirella is immune to non-silver Edged and Shooting weapons of less than Excellent intensity, although Stuns and slams still affect her

Limitations: Vampirella shares a common vampire's dependence upon blood to survive. If deprived, she will begin to suffer Typical starvation for each successive day in which she does not feed

ROLE-PLAYING NOTES:
Although a 'good' vampire, and a force dedicated against true darkness, Vampirella still fits very much into the mold of femme fatale – highly seductive – iconically so – as well as highly lethal. She is dedicated to her mission to rid the world of 'evil' vampires, and she tends to see things in terms of black and white.

VAMPIRELLA

HISTORY:

Vampirella is a sexy female vampire from ‘Drakulon’. In this dark realm of Hell, blood flowed like water in huge rivers and Vampirella depended on this blood for sustenance. When she first came to Earth, she was forced to drink the blood of humans to survive.

Vampirella was originally presented as an inhabitant of the ‘planet’ Draculon, a world where people lived on blood and where blood flowed in rivers. Draculon orbited two twin suns that were causing droughts across the planet, marking certain doom for Vampirella and her race. The race of which Vampirella was born, the Vampiri, were able to transform themselves into bats at will, sprout wings when required.

But the Vampri were dying slowly due to the drying up of Draculon’s blood. The last few of their race lay dying when a spaceship from Earth crashed on the planet. Vampirella, sent to investigate, was instead attacked b the Earthmen. Upon retaliating, she discovers that the astronauts had blood in their veins. Searching for a way to allow her race to survive, she managed to pilot the ship back to Earth where her adventures began.

This origin, however was rewritten, when it was established Vampirella had been brainwashed by her sister and brother. She learned that she was, in fact, the daughter of Lilith, whom popular medieval Jewish lore depicts as the first wife of Adam.

Lilith would not submit before Adam and was cast out of Eden. She mated with demons in hell, giving birth to vampires who would kill the offspring of Adam and Eve on Earth. Later, she sought redemption from God and gave birth to Vampirella, whom she sent to Earth to kill all evil vampires. According to this account, Drakulon was a part of Hell where Lilith lived and ruled.

Once on Earth, Vampirella was given a sacred mission – to rid the Earth of all vampires, the evil offspring of her own mother Lilith! In this quest, she has faced off against a number of powerful enemies, including the Blood Red Queen, Hemorrhage and even the legendary Dracula himself.

In a quest to discover her true origins, Vampirella found that she is the first of a new breed of vampire, evolved for the new millennium – a "good" vampire, who now specifically devotes her energies to eradicating the world of the homegrown "evil" kind.

VAMPIRES

STATISTICS:

F GD(10)
A AM(50)
S EX(20)
E RM(30)
R TY(6)
I FB(2)
P PR(4)
Health: 110 **Str:** 20
Karma: 12
Resources: Varies
Popularity: -10
Height: Varies
Weight: Varies
Eyes: Red
Hair: Varies

KNOWN POWERS:

Resistances: Vampires ignore most physical attacks but not Stuns and slams. They have Excellent regenerative abilities

Transformation: Vampires can transform themselves into the following:

*A mist-like cloud which allows them passage through tight spaces and Feeble Flight

*A bat, having bite attacks (Good damage) and Typical Flight

*A Wolf, having the ability to bite (Remarkable damage), move at 3 areas, and use Monstrous Intuition

Summoning and Controlling: Vampires are able to command the meaner animals (bats and wolves), lesser vampires and humans at Excellent rank.

Vampire Bite: A vampire's bite inflicts Typical damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATs) until a weekly Endurance FEAT is made, and subject to The Vampire's telepathic commands.

Vampiric Limitations: A number of attack forms and weaknesses inflict damage to a vampire:

**Blood Dependency*: Deprivation of blood results in weakness(-1CS on all stats every two days) and an overwhelming desire for blood. Upon seeing blood, a vampire failing a Psyche FEAT roll automatically attacks

**Direct Sunlight:* The rays of the sun or attacks which duplicate solar radiation cause Amazing damage to vampires. If reduced to 0 Health, a vampire turns to powder

**Religious Objects*

**Mirrors:* A vampire must make a Psyche FEAT roll to avoid smashing a mirror.

**Houses:* Vampires are bond from entering a dwelling unless freely invited

**Silver:* silver weapons inflict normal damage on a vampire

*Wood: a wood stake or blade produces an automatic Kill against a vampire on a red result

**Permanent Destruction*: Three

methods of slaying a vampire are known to 'kill' it forever: exposure to sunlight, piercing the vampire's heart, beheading, burning, and then scattering the ashes; or using the Montesi Formula.

TALENTS
Those that a particular vampire possessed in life.

ROLE-PLAYING NOTES:

HISTORY:
A vampire is an undead creature who feeds upon living human blood. Standard vampires are out-and-out monsters who take human guises in order to bait their victims. Newly-raised vampires are usually little more than animalistic predators, but will regain bits of their living personality as they emerge from death into their unlife. Very old vampires may gain more powerful abilities, some even approaching Dracula himself. Many modern treatments emphasize the sexual nature of the vampire – the 'good guy' vampire popular in modern gothic teen-fiction – but traditionally, any sexuality exhibited by a vampire was purely predatory in nature – simply a ruse to get their victim to drop their guard. Newly-raised vampires often target family members and people they knew in life. The evil nature of vampires is exhibited in their inability gaze on religious symbols.

VASTATOSAURUS REX

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E UN(100)
R FB(2)
I FB(2)
P GD(10
Health: 180 **Str:** 40
Karma: 14
Resources: Not Applicable
Popularity: -20
Height: 25' (average)
Length: 50' (average)
Weight: 12 to 16 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Vastatosaurus rex* is the genus-species name
Occupation: Top Predator
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Skull Island
Marital Status: Inapplicable
Base of Operations: Skull Island
Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Amazing edged damage. The *Vastatosaurus rex* is a direct evolutionary descendant of the Cretaceous *Tyrannosaurus rex*, and it retains the exceptionally strong jaws that are characteristic of the tyrannosaurs. Any Kill result will result in the target suffering a –1CS to their Endurance roll. Also, any target in a Vastatosaurus' jaws is considered held with Amazing Grappling ability
Tail: The Vastatosaurus rex' tail can strike for Amazing blunt damage
Stomp: *Vastatosaurus rex* can stomp for Amazing blunt damage
Tracking: Vastatosaurus rex big nose give it Amazing Tracking ability

ROLE-PLAYING NOTES:
Vastatosaurus rex was the apex predator of Skull Island. Extremely heavily built descendants of Cretaceous tyrannosaurs, the *V. rex* were pack hunters that traveled in family groups, and were very territorial, with both the raptor-like Venatosaurus and the giant Megaprimatus kong apes. Like another remnant species, Gwangi of Lost Valley, the teen-aged juvenile *V. rex* demonstrated a tendency to charge literally anything that moved, not even waiting to swallow it's current mouthful, before chasing off after something else – possibly suggesting that the slightly under-sized Gwangi, might have also been a fast-growing juvenile.
The Vastatosaurus also seemed to really like the smell of human beings, chasing them, Hail Mary, right off the edges of cliffs

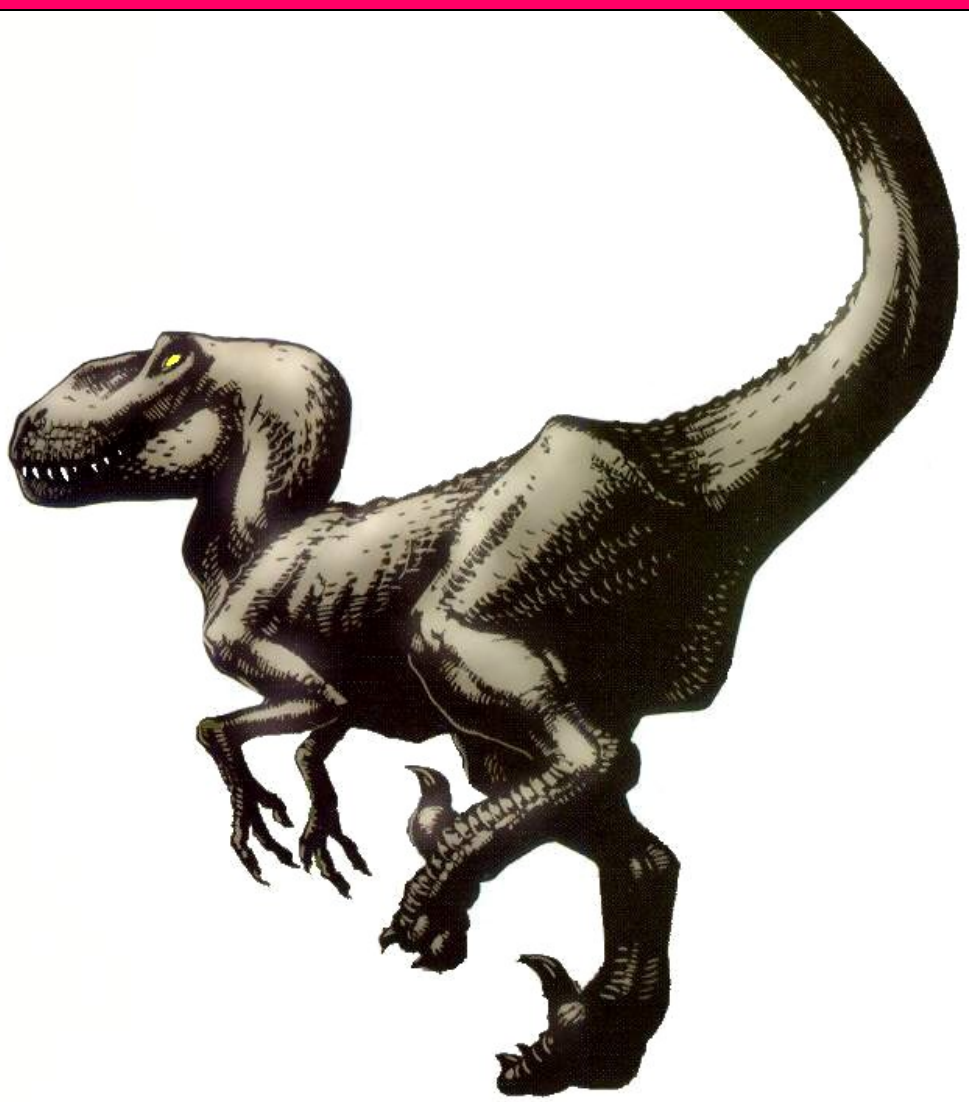
VASTATOSAURUS REX

HISTORY:
Vastatosaurus rex is a modern remnant dinosaur species descended from the prehistoric *Tyrannosaurus rex*, and has been discovered inhabiting any of a series of islands along the pacific chain. Most famous of these was the notorious 'Skull Island' – home of the mighty giant gorilla, known as 'King Kong.' Skull Island is believed to be the primary source of most of the prehistoric throwback species in evidence today; protected by volcanic gases from the climate change that killed the rest of the dinosaurs, the island had become a literal Lost World, a place where Mesozoic evolution had continued unabated.

Because of its isolation, there was little infiltration from invasive modern animals, save for the 'Kong' ape-species, which was apparently introduced, several million years ago. On Skull Island, the giant gorillas and the Vastatosaurus were deadly enemies – fact, the *V. rex* species seemed to have won the ages-long rivalry as Kong himself was apparently the last surviving member of his species. Skull Island eventually sank into the sea, but remnant animals have been discovered on other islands – particularly those near the isles of Japan…. where the nuclear testing was done during the fifties

NOTE: *V. rex* also retains the characteristic forward-oriented eye of the Charles R. Knight painting, consistent with both Gwangi and the original Kong rex.

VENATOSAURUS



STATISTICS:

F RM(30)
A EX(20)
S RM(30)
E IN(40)
R FB(2)
I FB(2)
P FB(2)
Health: 90 **Str:** 25
Karma: 6
Resources: Not Applicable
Popularity: 0
Height: 12' (average)
Length: 24' (average)
Weight: Up to 1 ton
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: Not Applicable – *Venatosaurus sacividicus* the genus-species name
Occupation: Predator, occasionally rampaging monster
Legal Status: Inapplicable
Identity: Inapplicable
Place of Birth: Skull Island
Marital Status: Inapplicable
Base of Operations: Skull Island
Present Group Affiliation: None, although this species is known to run in packs.

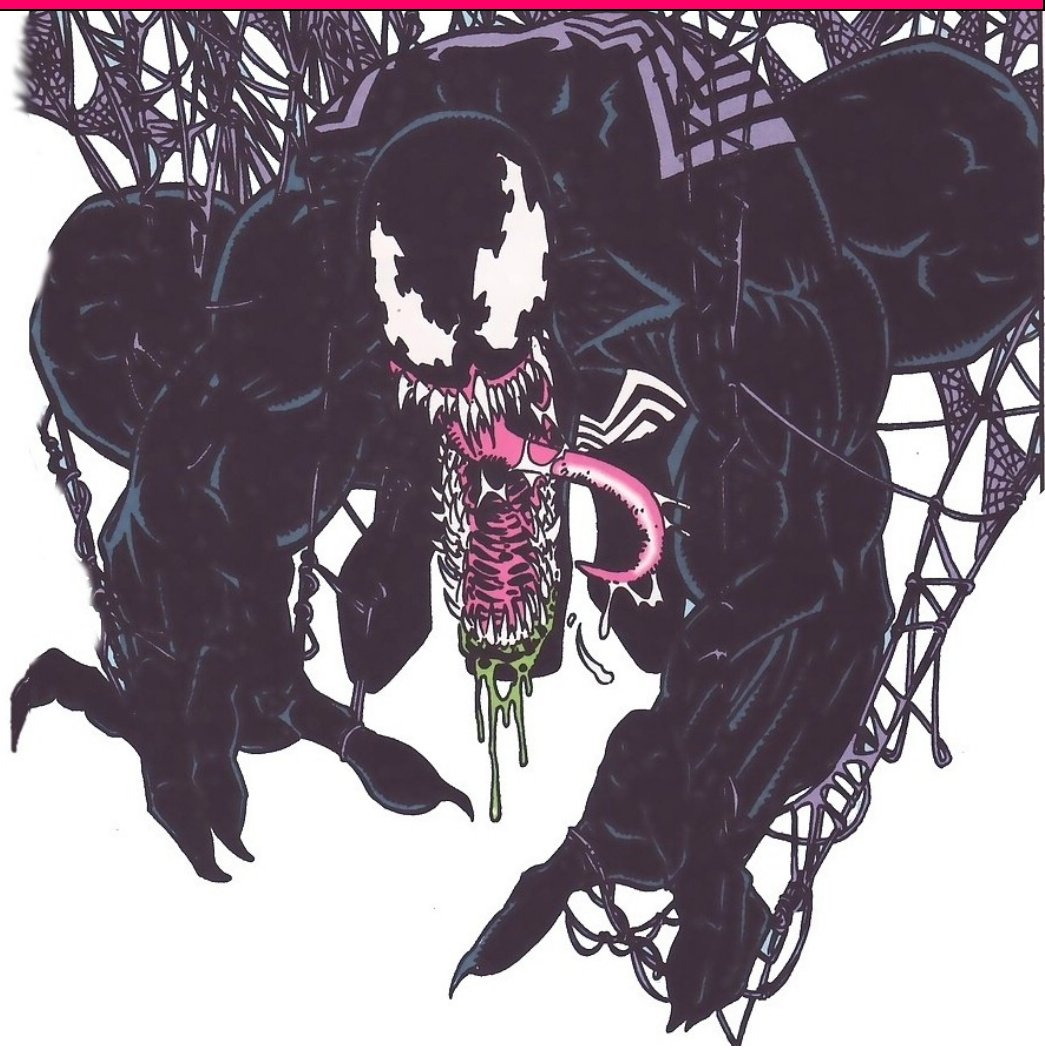
KNOWN POWERS:
Body Armor: Typical protection against Physical and Energy attacks.
Claws: Venatosaurus' claws can do Incredible edged damage
Teeth: Excellent edged damage.
Tail: Remarkable blunt damage
Leaping: Venatosaurus may leap at Excellent ability
Running: Venatosaurus can run at Excellent speed
Tracking: Amazing

ROLE-PLAYING NOTES:

VENATOSAURUS

HISTORY:
A remnant dromaeosaur species was discovered on the infamous Skull Island in modern times. 'Venatosaurus' was much larger than any other known dromaeosaur, and competed with the juvenile tyrannosaurs native to the island.

VENOM



STATISTICS:

F IN(40)
A IN(40)
S AM(50)
E IN(40)
R GD(10)
I RM(30)
P TY(6)
Health: 170 **Str:** 42
Karma: 46
Resources: TY
Popularity: -15
Height: 6'7"
Weight: 250 lbs.
Eyes: Blue
Hair: Reddish-blond

BACKGROUND
Real Name: Edward Brock
Occupation: Former newspaper reporter, criminal
Legal Status: Citizen of the United States with a criminal record.
Identity: Publicly known
Place of Birth: New York City, New York
Marital Status: Single
Known Relatives: None
Base of Operations: New York City, Mobile
Present Group Affiliation: None

KNOWN POWERS:
Webbing: Brock's living costume provides him with a renewable source of material which he can use as webbing. He can fire Amazing strength webbing which clings to targets with Incredible rank. As long as the webbing is still connected to Brock's costume, he can manipulate the strands as if they were part of his body. Once Separated from Brock, the webbing dissolves in 5 -50 minutes. The costume can supply enough webbing for an attack every third round (it reabsorbs web-strands when Brock is traveling by swing-lines and hence can travel indefinitely in such a manner). If the costume is taxed beyond this limit, it takes Good damage. See below for the effects of this damage.
Fangs: Venom manifests a wicked row of two-inch teeth. If he wished to bite someone, Venom would deliver Excellent Edged damage
Spider-Sense Immunity: Brock's costume cancels Spider-man's Combat Sense. Not only does this allow Brock to blindside Spider-Man, but it penalizes Spider-Man –2CS on Dodge and Evasion maneuvers.
Skin Armor: although it is not known how, Brock's costume cushions some of the damage directed against him. He is considered to have Typical protection against blunt physical damage.
Symbiote: Most of Venom's powers come from the symbiote that Brock wears as a costume. The costume can alter its size and color at Brock's desire, dressing him in any style he prefers. Characters adjacent to Venom may attempt to target the costume itself at –4CS. The costume has Remarkable resistance to both blunt and edged physical attacks, but none against energy attacks. It has 30 points of Health and automatically recovers 6 points of Health each round it is injured. If it is taken below 0 Health, the costume is 'unconscious' for 1-10 hours. The costume is psionically bound to Brock, but if he is deprived of it, he has the following statistics:

F(GD) A(GD) S(GD) E(EX)
Health: 50

Weaknesses: The symbiote is vulnerable to certain attack forms. It suffers +2CS of damage when attacked by sonics, and +1CS when confronted with fire. If someone attempts to psionically sever the bond between Brock and the symbiote, it would be difficult (Amazing bond) but any damage to the bond is taken by Brock

VENOM

ROLE-PLAYING NOTES:
Venom really hates Spider-Man! Fueled by Peter Parker's rejection of the alien symbiote and Brock's hatred of Spider-Man because of the fact that he had written stories claiming that the Sin-Eater was one particular person when Spider-Man revealed him to be another, Venom's main goal in life is to kill Spider-Man. Strangely enough, however, Venom holds innocence in high regard and will go out of his way to protect what he deems as danger to any innocent beings.

HISTORY:
Eddie Brock was reported for The Daily, Globe, traditional rival of The Daily Bugle. Brock was known as an outstanding reporter, uncovering obscure information where no one else could. As his reputation grew, Brock fond it harder and harder to live up it. Eventually, he began fabricating small details, and then entire stories. One of these fabrications was discovered by Peter Parker, a freelance photographer working for the Bugle.
The Bugle exposed the story, effectively embarrassing the Globe, and ending Brock's career as a newspaper reporter
Some days earlier, a device of Doctor Doom's had penetrated the Baxter Building, home of the Fantastic Four. The device released from captivity, the alien costume that Spider-Man had discovered during the first 'Secret War'. Spider-Man had since abandoned the symbiotic costume, as it was draining his vitality, and asked the Fantastic Four to keep it safe, as it was somehow 'in love' with Spider-Man and wished to rejoin with him. The costume escaped and, while hunting for Spider-Man, found Eddie Brock about to commit suicide. It sensed Brock's hatred of Parker, and Bonded with him, hoping to gain vengeance on Spider-Man for spurning it. It gave Brock superhuman powers, with which the pair hunted down Spider-Man (Knowing Parker's duel identity) and nearly killed him. Spider-Man foiled their attempt by remembering the symbiote was vulnerable to loud noise. Venom was arrested and sent to the Vault, a maximum-security prison for super-powered felons.
Venom escaped and pursed vengeance. Parker's wife, Mary Jane, encountered Venom at their apartment and alerted her husband to the danger. Venom threatened to harm Parker's friends and family unless Spider-Man met him for a showdown on the tip of Montauk. During the encounter, Parker offered himself to the symbiote, who still loved him, and the alien tried to sever its bond with Brock – against Brock's wishes. The strain proved to be too much and the pain of the attempt knocked both the symbiote and Brock unconscious. Venom was taken into custody once again, although he has returned to plague Spider-Man on many occasions since

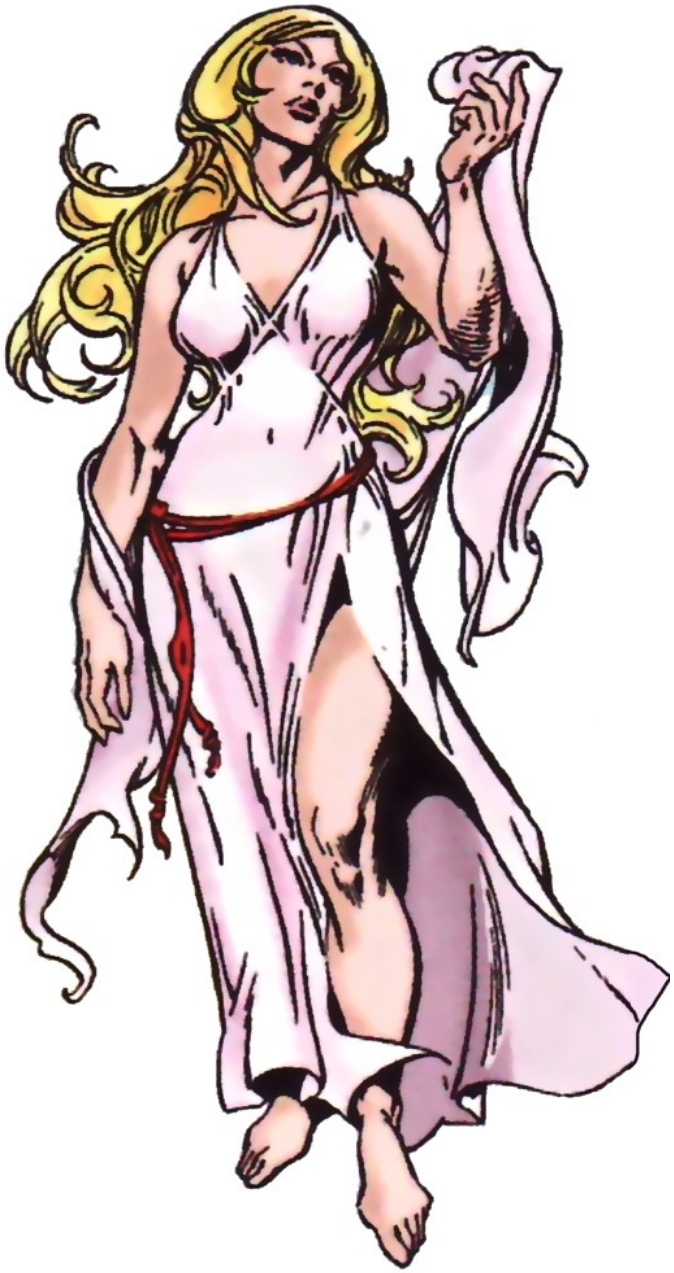
VENUS (MARVEL)

STATISTICS:

F TY(6)
A IN(40)
S AM(50)
E IN(40)
R TY(6)
I AM(50)
P AM(50)
Health: 136 **Str:** 42
Karma: 106
Resources: UN
Popularity: 100
Height: 5'6"
Weight: 280 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Aphrodite Ourania
Occupation: Goddess of Love and Beauty, Adventurer, Professor of Humanities, Magazine writer/editor
Legal Status: Citizen of Olympus
Identity: The general public believes Venus to be a myth
Place of Birth: Olympus
Marital Status: Twice Divorced
Known Relatives: Zeus (father), Dione (mother), Hephaestus (half-brother, former husband), Ares (half-brother/former husband), Cupid (son)
Base of Operations: Olympus, formerly Los Angeles, CA
Present Group Affiliation: Pantheon of Olympus

KNOWN POWERS:
Immortality: CL1000 resistance to aging, disease, and toxins. She cannot die even if reduced to 0 Health and Endurance
Invulnerability: Incredible resistance to physical and energy attacks
Emotion Control: Venus is the Goddess of Love and can arouse feelings of love and passion in others with Monstrous ability
Sorcery: Venus can manipulate Magical energies with Amazing ability for a variety of effects, including magical blasts of energy
Dimensional Travel: Venus has the Monstrous ability to traverse dimensions



Equipment:
The Cestus: This enchanted girdle grants Venus the following powers:
*Emotion Control: The Cestus raises Venus own natural ability to arouse love and passion to Unearthly
*Molding: The Cestus has the Monstrous rank ability to transmute weapons into peaceful items.

Talents:
Venus has Unearthly rank knowledge of every mortal work about love, whether it is literary, artistic, cultural, or chemical

ROLE-PLAYING NOTES:
Venus – or more properly, Aphrodite - is the daughter of Zeus and had had numerous – sometimes incestuous – liaisons with many Olympian gods. On Earth, she had an affair with publisher, W. P. Hammond.
Venus is a hedonist who prefers to be fawned over, but she will take an interest in helping forlorn lovers find happiness. Venus is not a woman to scorn

VENUS (MARVEL)

HISTORY:
One of the world's most powerful, influential and enduringly celebrated love goddesses, Venus was originally known as Aphrodite by her earliest worshipers, the ancient Greeks. When the generation of proto-Olympian gods known as the Titans first seized power, their leader Cronus defeated and castrated their peoples previous ruler Ouranos (aka Uranus) and hurled the elder god's severed gonads into the sea, where the foam that rose around them and took the form of a beautiful grown goddess Aphrodite, who floated to the shore atop of a huge scallop shell.

VISHANTI

STATISTICS:

F ShZ(500)/CL1000
A ShZ(500)/CL1000
S ShZ(500)/CL1000
E ShZ(500)/CL1000
R ShZ(500)/CL1000
I ShZ(500)/CL1000
P CL1000/CL3000
Health: 2000/4000 **St:** 500/650
Karma: 2000/5000
Resources: CL1000
Popularity: 0
Height: Unrevealed (possibly inapplicable)
Weight: Unrevealed (possibly inapplicable)
Eyes: (Hoggoth) Blue, multi-faceted; (Oshtur) blue-white, resembling stars; (Agamotto as lion or tiger) Red, resembling flames, (Agamotto as a caterpillar) Hazel
Hair: (Hoggoth) Sometimes silver, sometimes bald; (Oshtur) Usually auburn; (Agamotto as a lion) Golden-brown, (Agamotto as a tiger) Orange with black markings, (Agamotto as a caterpillar) None

BACKGROUND
Alias: Hoggoth, Oshtur, and Agamotto
Occupation: Mystical Deities
Legal Status: Inapplicable
Identity: The general public is unaware of the Vishanti's existence.
Place of Birth: Unknown, possibly inapplicable
Marital Status: Unknown, possibly inapplicable
Known Relatives: Unknown, possibly inapplicable
Base of Operations: Unknown extra-dimensional realms
Present Group Affiliation: The Vishanti utilize agents such as Dr. Strange

KNOWN POWERS:
Magic: The Vishanti are among the most powerful magical entities known. Acting together, the Vishanti, Hoggoth, Oshtur, and Agamotto, may manipulate magical energies to duplicate any power at CL1000 ability.
Limitations: When acting independently, the Vishanti's powers and stats are reduced to Shift Z (500), and a Psyche FEAT is required for any for all three of the Vishanti for a Stunt above Shift Z to insure that all three aspects are in agreement.

NOTE: The Vishanti are no longer physical beings - if their physical form is destroyed, they may reform the next round unless destroyed with psychic damage

Equipment: The Vishanti have manifested many magical objects available for mortal use: (See entry for Dr Strange)

ROLE-PLAYING NOTES:
When acting together as the Vishanti, all three members appear as solemn, aloof, and detached. Individually, the Vishanti do display different personality characteristics, such as Oshtur's 'Gracious Lady' persona. Agamotto is the most erratic of the three; he may be disinterested or protective; behaving kindly one moment and then cruelly the next, much of his behavior may be role-playing to test mortals.

VISHANTI

HISTORY:

The Vishanti is a union of principalities - magical beings that may share characteristics of gods and/or demons and who typically grant power to beings who invoke them - that is ancient, very powerful and has protected Earth's dimension for untold eons. The Vishanti is either a single entity with three distinct aspects or personalities or it is composed of three separate entities. Though beings such as these transcend physical genders, Oshtur is consistently referred to as a feminine entity. She is also known as "omnipotent Oshtur", though since she requested aid from Strange, she is presumably not omnipotent; however, the title may indicate that she is the most powerful of the Vishanti. Oshtur is also called the 'gracious lady', (perhaps indicating that she has an especially kindly and noble nature) and as the Lady of the Skies. When she has appeared

Before lesser beings, Oshtur Appears as a green or golden-skinned woman, either bald, or with long blue hair or with long strands of ivy-like leaves on her head. Hoggoth is often called "hoary Hoggoth", presumably indicating that he is of great age; and as the "Lord of Hosts". Sorcerers speak of "the hoary hosts of Hoggoth", sometimes invoking the hosts themselves in casting spells. Agamotto usually appears as a tiger or lion with burning eyes.

Working in unison, the Vishanti were apparently responsible for the creation of the office of Sorcerer Supreme, the being possessing the greatest mystic skill and power in the universe. Thousands of years ago, the human now known as the Aged Genghis sought out the Vishanti, asking for knowledge and mystical power. The Vishanti complied, requiring in return the Aged Genghis would gather the most powerful mages on Earth every century to test them for the title of Earth Dimension's Sorcerer Supreme who would be assigned to protect the Earth and its inhabitants from all mystic threats.

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E RM(30)
R GD(10)
I EX(20)
P IN(40)
Health: 100 **Str:** 10
Karma: 90
Resources: GD (IN as King)
Popularity: 20 (40 as King)
Height: 6'
Weight: 188 lbs.
Eyes: Blue
Hair: White

BACKGROUND
Real Name: Travis Morgan
Occupation: King of Shamballah, Warlord, Adventurer, Former Air Force Pilot
Legal Status: Citizen of the United States with no Criminal Record, King of Shamballah,
Identity: Known to the general public
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Tara (wife), Joshua (son), Jennifer (daughter), Rachel (first wife, deceased)
Base of Operations: Shamballah, Skartaris
Present Group Affiliation: King of Shamballah, Skartaris

KNOWN POWERS:
Morgan has no superhuman powers; his abilities all derive from skill and his natural strength and endurance.
Talents: Weapons Specialist (Sword), Axes, Brawling, Wrestling, Archery, Equestrian Military Specialist, Pilot, Animal Handling, Thief
EQUIPMENT:
Sword 'Hellfire': Hellfire is composed of Amazing strength material and does Incredible edged damage. The sword is also semi-sentient with the following powers and stats:
R PR(4)
P EX(20)
Karma: 24

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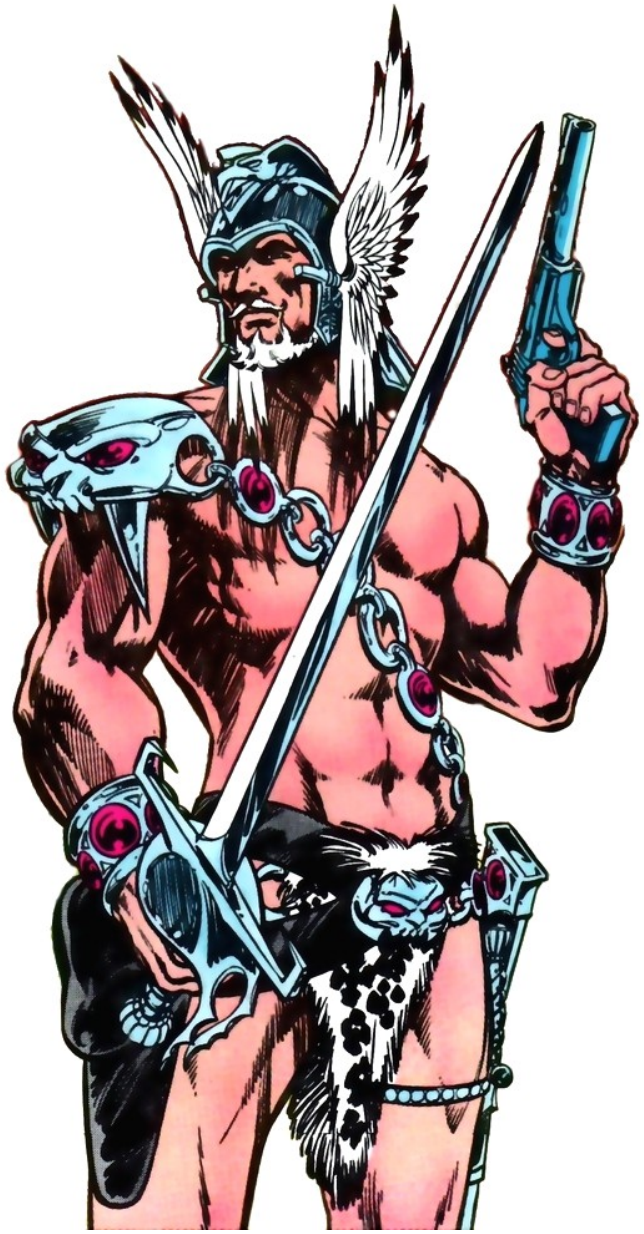


Powers:
Magical Enchantment: Hellfire may only be wielded by Morgan or one of his blood relatives - anyone else who tries to unsheathe the sword is subject to a Psyche attack; wit failure indicating that the wielder is now possessed by the sword, and will be stricken with a killing rage. Hellfire must also draw blood every time it is unsheathed, or it attacks its wielder as above.
44-caliber Magnum: Excellent shooting damage
Chain Mail: Excellent protection from Physical and Edged attacks

ROLE-PLAYING NOTES:
First and foremost, Travis Morgan is a warrior and a hero. He cares about the welfare of his friends and companions, tries to aid those in need, and is willing to defend Skartaris from those who would subjugate and destroy it. However, he's not perfect. As an eighty-three-year old ex-fighter jock stuck in a younger body, some of Morgan's ideals and habits seem a bit out of date. That said, the Warlord is not a bigot or a fool, he just sometimes seems like a hero from an earlier age.

HISTORY:
Years ago, Vietnam veteran Travis Morgan was shot down while flying an espionage mission over the U.S.S.R. Morgan's plane passed over the North Pole and came down in Skartaris, a strange realm of swords, ancient science and sorcery.
In Skartaris, Morgan met the beautiful Princess Tara of Shamballah before being enslaved by men in the service of the tyrannical sorcerer, Deimos. Escaping, Morgan led an army of freed prisoners, slaves and rebels against Deimos.
During this time, he met several denizens of the Skartaris, including his friend King Machiste and the beautiful Russian archeologist, Mariah Romanov. Eventually, he freed the people of Skartaris and was declared their hero, the Warlord. Along with his queen, Tara, Morgan now rules over the city-state of Shamballah.
Since that time Travis Morgan has had numerous adventures in his adopted home. Deimos has returned from death multiple times and other threats have arisen to plague the land. The bizarre way in which time works in the realm has kept him young - he remains much as he was when he arrived in Skartaris years ago. Morgan has returned to "civilization" on several occasions, but he always finds himself drawn back to the strange, mystical land he now calls his home.
Recently, Morgan supposedly died and was replaced as Warlord by his son, Joshua (see Tinder). How this affects one possible future where he returns to the United States to become president is unknown, but it is highly unlikely the world has seen the last of Travis Morgan.

WASP

STATISTICS:

F GD(10)
A EX(20)
S PR(4)
E GD(10)
R EX(20)
I EX(20)
P GD(10)
Health: 44 **Str:** 4
Karma: 50
Resources: RM
Popularity: 50
Height: 5'4" (variable)
Weight: 110 lbs. (variable)
Eyes: Blue
Hair: Auburn

BACKGROUND
Real Name: Janet Van Dyne
Occupation: Adventurer, fashion designer, independently wealthy socialite
Legal Status: Citizen of the United States with no Criminal Record
Identity: Publicly known
Place of Birth: Cresskill, NJ
Marital Status: Divorced
Known Relatives: Vernon Van Dyne (father, deceased), Dr. Henry Pym (Yellow-Jacket, Ant-Man, Giant-Man, ex-husband)
Base of Operations: New York City area. While on active service with the Avengers, Janet is based at Avengers Mansion, Hydrobase. She also maintains an apartment in Manhattan and owns an state in Cresskill New Jersey
Present Group Affiliation: Avengers

KNOWN POWERS:
Shrinking: The Wasp can shrink with Incredible ability, reaching a minimum size of ½ inch. At minimum size she can attack for normal damage at +2CS to hit, but normal-size or larger opponents are at –2CS to hit her. She can vary her height at any level up to Incredible
Flight: When the Wasp is shrinking, wings extrude from her back, allowing her to fly at Poor airspeed (4 areas/round). The Wasp can use her wings at any size except her normal level of growth, and cannot fly with any extra weight
Insect Communication: The Wasp has antennas implanted in her forehead that allow her to communicate and command all forms of insect life at Typical ability. The Wasp rarely uses this power, so it has atrophied and so requires a Yellow FEAT roll in order to use it
Wasp Sting: The Wasp can generate bioelectric bolts of Remarkable intensity Energy from her hands, at a range of 1 area.

ROLE-PLAYING NOTES:
Janet Van Dyne has a long-term on-again/off-again relationship with Dr. Henry Pym (Giant Man, Ant-Man, Yellowjacket). As the Wasp, she is also a long-time and founding member of the Avengers and may be considered to have high-level contacts across the super-heroic community. Janet is member of the wealthy jet set, a mogul in the fashion industry, and very interested in high society. Janet enjoys her accessories.

WASP

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

In her persona as the Wasp, Jan has been in a member of the Avengers for long stretches at a time. The Wasp even served a lengthy term as the team's leader, through a long a difficult time, an experience that confirmed Jan's well-deserved place among the world's mightiest heroes.

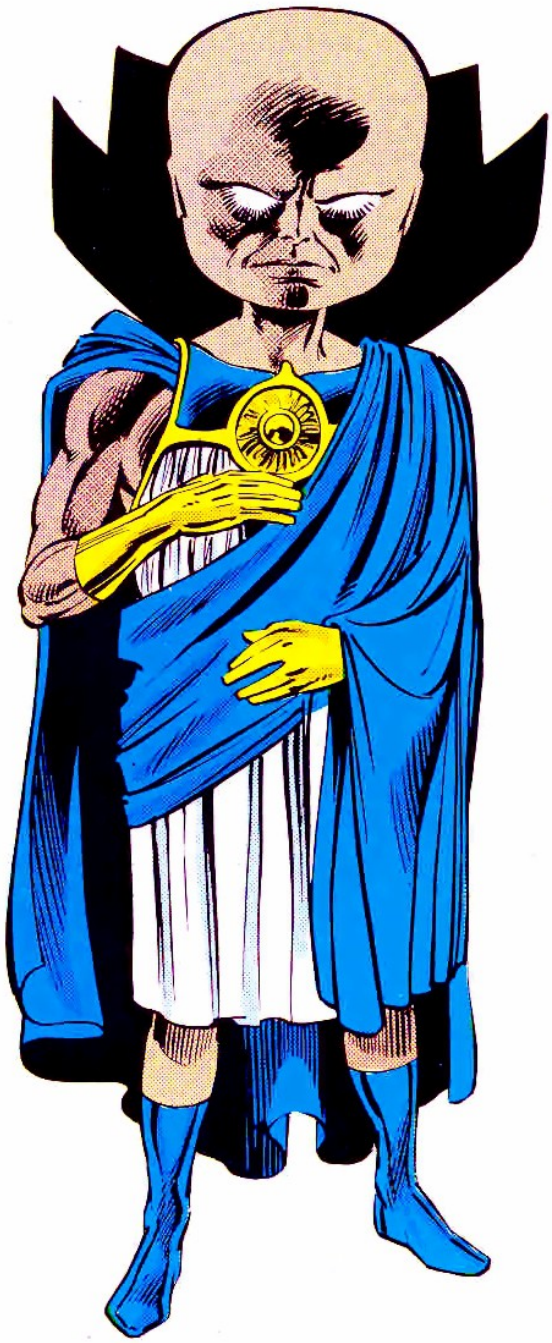
She briefly transformed into a truly insect-like woman, sprouting full butterfly wings even at a normal size, but has become human again.

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

WATCHER

STATISTICS:

F AM(50)
A AM(50)
S MN(75)
E UN(100)
R UN(100)
I UN(100)
P UN(100)
Health: 275 **Str:** 75
Karma: 300
Resources: UN
Popularity: 0
Height: Variable
Weight: Variable
Eyes: No visible irises
Hair: None



BACKGROUND
Real Name: Uatu
Occupation: Observer
Legal Status: Inapplicable
Identity: Uatu's existence is not known to the general public
Place of Birth: Watcher's Homeworld
Marital Status: Unknown
Known Relatives: None
Base of Operations: Blue Area of the Earth's moon
Present Group Affiliation: The Race of Watchers

KNOWN POWERS:
Clairaudience: He has Unearthly range (2.5 Billion Miles)
Clairvoyance: Unearthly range
Communicate with Animals: Unearthly ability to speak with animals
Communicate with Cybernetics: Unearthly ability to speak with intelligent machines.
Communicate with Plants: Unearthly ability to speak with the higher forms of plant life
Cosmic Awareness: CL1000 awareness of this universe and several others that exist as alternates of this one
Empathy: Unearthly ability to read emotions
Force Field Generation: CL1000
Force Field Versus Psionics: CL1000 rank
Gateway: He has a CL5000 range that can reach distances of up to 500 light years at a jump
Immortality: Uatu may be several million years old
Kinetic Bolt: Uatu can fire bolts of Unearthly intensity
Linguistics: CL1000 ability to understand any language
Mental Invisibility: CL1000 ability to render himself and anyone he chooses invisible by Psionic means
Mind Probe: Unearthly rank probes of minds and psionic phenomena. His use of Telepathy also provides Unearthly protection against any other entity's attempt to likewise on the same subject
Remote Sensing: Unearthly ability to extend the range of his senses do
Self-Sustenance: Uatu has never been known to eat, drink, or be required to breathe. However, all

members of his race must occasionally bathe in particular radiations
Shapeshifting: To aid their covert surveillance of the universe, all Watchers have the Unearthly ability to mimic whatever lifeform they are observing
Telekinesis: Unearthly rank
Telelocation: CL5000 ability to locate anyone in the universe
Telepathy: CL5000 ability to communicate with Entities and other Watchers. He decreases this ability to Unearthly when dealing with mortals
Teleportation: CL5000 range (500 light years)
Total Memory: Uatu has CL5000 recall of everything he has ever experienced.
Levitation: Unearthly rank
True Invulnerability: Unearthly resistance to all attacks

ROLE-PLAYING NOTES:
As a Watcher, Uatu is deliberately aloof and mysterious. Among his own people, however, he is considered the Watcher's equivalent of a juvenile delinquent. His years of observing the Earth have given him a special fondness for humans, especially the Fantastic Four. While he is careful to never directly aid them, he will suggest where they might find solutions among his possessions or powers. Occasionally he will add himself to a party as "an observer', although he will not directly participate.

HISTORY:
The Watchers were one of the first races to evolve in our Universe. Originally, the Watchers decided to assist the races around them to attain high levels of technology and civilization. Unfortunately, their good intentions were lost on some of their charges. One race to whom they gave nuclear technology created genocidal weapons, destroying two civilizations. Shocked by the results of their interference, the Watchers decided that they would only observe the universe and never again interfere. They hold to this pledge even when they are aware that incredible disaster results from their inactivity. For example, a Watcher had the chance to destroy a still-forming Galactus, fully aware of the Devourer's potential threat, but did nothing, allowing Galactus to be unleashed upon the universe.
Adult Watchers are assigned a star system to monitor for developing life. A Watcher named 'Uatu' is stationed on Earth's moon. During his tenure, Uatu developed a fascination and fondness for the boisterous human race and began subtly – and then overtly - warning them of menaces to Earth – violating his people's oath of non-interference.
Uatu's most serious transgression, however, was when the World-Eater, Galactus, came to Earth. Uatu tried to hide the planet from Galactus surveillance, and actually debate Galactus why the Earth should be spared. In the end, it was directly because of Uatu's interference that the planet survived when he sent the Human Torch to Galactus' home base to acquire the 'Ultimate Nullifier', the only weapon capable of destroying the planet eater.
Uatu was eventually put on trial by the other Watchers for his many transgressions, although he was released under his own cognizance,. And while he has not committed any overt violations since then, Uatu has made his presence known in several critical situations, thereby arguably affecting these incidents' outcomes.

WATCHER (ARON)

STATISTICS:

F AM(50)
A AM(50)
S AM(50)
E UN(100)
R MN(75)
I UN(100)
P UN(100)
Health: 250 **Str:** 45
Karma: 275
Resources: UN
Popularity: 0
Height: Variable
Weight: Variable
Eyes: No visible irises
Hair: None

BACKGROUND
Real Name: Aron
Occupation: Watcher
Legal Status: Inapplicable
Identity: Aron's existence is not known to the general public
Place of Birth: Watcher's Homeworld
Marital Status: Unknown
Known Relatives: None
Base of Operations: Mobile; past bases include Four Freedoms Plaza, Jasper's National Park (Canada)
Present Group Affiliation: None (Rogue Watcher)

KNOWN POWERS:
Clairaudience: He has Unearthly range (2.5 Billion Miles)
Clairvoyance: Unearthly range
Communicate with Animals: Unearthly ability to speak with animals
Communicate with Cybernetics: Unearthly ability to speak with intelligent machines.
Communicate with Plants: Unearthly ability to speak with the higher forms of plant life
Cosmic Awareness: CL1000 awareness of this universe and several others that exist as alternates of this one
Empathy: Unearthly ability to read emotions
Force Field Generation: CL1000
Force Field Versus Psionics: CL1000 rank
Gateway: He has a CL5000 range that can reach distances of up to 500 light years at a jump
Immortality: Aron may be several million years old
Kinetic Bolt: Aron can fire bolts of Unearthly intensity
Linguistics: CL1000 ability to understand any language
Mental Invisibility: CL1000 ability to render himself and anyone he chooses invisible by Psionic means
Mind Probe: Unearthly rank probes of minds and psionic phenomena. His use of Telepathy also provides Unearthly protection against any other entity's attempt to likewise on the same subject
Remote Sensing: Unearthly ability to extend the range of his senses do
Self-Sustenance: Aron does not need to eat, drink, or be required to breathe. However, all members of his race must occasionally bathe in particular radiations
Shapeshifting: To aid their covert surveillance of the universe, all Watchers have the Unearthly ability to mimic whatever lifeform they are observing

WATCHER (ARON)

Telekinesis: Unearthly rank
Telelocation: CL5000 ability to locate anyone in the universe
Telepathy: CL5000 ability to communicate with Entities and other Watchers. He decreases this ability to Unearthly when dealing with mortals
Teleportation: CL5000 range (500 light years)
Total Memory: Aron has CL5000 recall of everything he has ever experienced.
Levitation: Unearthly rank
True Invulnerability: Unearthly resistance to all attacks

ROLE-PLAYING NOTES:
Aron was once a curious, if over-bearing fellow, but all his transgressions eventually tapped into his baser nature, and he became petty, arrogant and downright mean.

HISTORY:
The young Watcher, Aron was the protégé of Earth's Watcher, Uatu, although Aron's own actions left them estranged. Aron saw, as did Uatu, that there was something interesting about these humans, so the young Watcher decided to take an active hand in events on Earth.

At first, he was satisfied with simply simulating human conflicts, but eventually he actually began to interfere with Earth's destiny. He secretly altered the lives of mortals, setting up conflicts among them and observing the results.

Having abandoned his race's creed of non-interference, by openly performing experiments on lesser species, Aron is considered a criminal among the Watchers, and his malicious actions were eventually halted by his own brethren.

WENDIGO

STATISTICS:

F RM(30)
A EX(20)
S MN(80)
E UN(100)
R FB(2)
I GD(10)
P IN(40)
Health: 230 **Str:** 80
Karma: 52
Resources: None
Popularity: -80
Height: 9'7"
Weight: 1,800 lbs.
Eyes: Red
Hair: White

BACKGROUND
Real Name: Variable
Occupation: Berserker
Legal Status: Inapplicable
Identity: The general populace of Earth does not believe the Wendigo is the result of a supernatural curse
Place of Birth: Inapplicable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: The Canadian North Woods
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: The Wendigo's skin is thick enough to withstand Amazing physical or energy damage
Invulnerability: Invulnerable to cold and disease
Claws: Monstrous Edged Attack damage, made of Amazing strength material
Running: Excellent Land Speed (5 areas/round)
Tracking: Excellent in the wilderness
Regeneration: Remarkable rank
Curse of the Wendigo: Anyone who resorts to cannibalism while in the Canadian wilderness is transformed into the Wendigo (although there cannot be more than one Wendigo at a time). That person is forced to go on a mindless rampage, killing and eating anyone he or she comes across.
The Curse of the Wendigo is mystical in origin. Under certain circumstances someone versed in the mystic arts can transfer the curse from its current victim to another. A sorcerer with a Psyche of Amazing or better can remove the curse entirely until the next time someone invokes the curse.
NOTE: Recently a pack of several Wendigo was encountered, who were apparently passing along the curse through their bites – similar to Lycanthropy. The reasons for this anomaly have yet to be revealed.

ROLE-PLAYING NOTES:
Regardless of the personality of the curse victim, the Wendigo has but one thought – to consume and eat human beings. A mindless berserker, the Wendigo will invariably attack any creature that crosses its path.

WENDIGO

HISTORY:
The Wendigo is the result of an ancient curse laid down by Elder Gods of Canadian folklore that transforms any person who eats the flesh of another human being in the Canadian wilderness into a massive, fur-covered humanoid beast with fangs and razor sharp claws. Recently, it has been revealed that a person can inherit the curse of the Wendigo if he or she is bitten by the beast and survives. All Wendigos possess sufficient superhuman strength to lift up to 100 tons. Wendigos have proven to stalemate an enraged Hulk. Wendigos, in spite of their great size, also possess super-human speed and stamina, capable of exerting them-selves for several days before becoming tired. The Wendigo also has an advanced healing factor that is capable of fully healing almost any injury. The only known method of killing a Wendigo is to remove the curse by sacrificing a heart to the Elder Gods, whilst in Canada.

NOTE: The Red Hulk killed a Wendigo by decapitation while in the Canadian wilderness, although this was a member of the unique 'Pack of Wendigos' that manifested simultaneously, so it is unknown if this was unique to that particular manifestation of the curse.

WEREWOLF

STATISTICS:

F RM(30)
A IN(40)
S RM(30)
E AM(50)
R PR(4)
I AM(50)
P AM(50)
Health: 150 **Str:** 25
Karma: 104
Resources: Varies
Popularity: -10
Height: 6'8" (Varies)
Weight: 300 lbs (Varies).
Eyes: Red
Hair: Black (Varies)

KNOWN POWERS:

Lycanthropy: A victim of Lycanthropy transforms into a Werewolf during the three nights of the Full Moon. All of the powers listed below derive from this transformation. Some Werewolves may transform at other times as well, even retaining their normal intelligence. On nights of the Full Moon, however, the transformation is spontaneous with the rise of the moon and their mental stats are as listed above.

Claws: A Werewolf has razor-sharp claws and teeth which inflict Remarkable Edged damage. The claws are of Good Material Strength.

Night Vision: Sees in the dark with Excellent ability

Enhanced Senses: Amazing rank senses of smell and hearing. Some werewolves retain this power in their human form at Typical rank

Running and Jumping: Poor ground speed (2 areas/round) for up to half an hour. He can jump up to two stories straight up or across

Invulnerability: Amazing resistance to all forms of physical damage unless caused by silver weapons. If injured, a Werewolf cannot have his Endurance reduced below Feeble except by Silver Weapons

Silver Vulnerability: A hit by a Silver Weapon requires an Endurance FEAT roll. A Red or Yellow result is treated as a 'Kill'

ROLE-PLAYING NOTES:

WEREWOLF

HISTORY:

A werewolf is a person that is transformed via an ancient curse into a bloodthirsty wolf – usually an anthromorphic wolf-hybrid. In most cases, the werewolf is a victim, with no control over his transformations, who continually suffers with the knowledge that he is an inhuman killer – a monster.

The werewolf is usually afflicted with this curse through the bite of another werewolf (or sometimes by the blooming of Wolf's Bane – which can all be traced back to a witch's curse, which is believed to be the original source of Lycanthropy). Surviving the attack, the innocent victim might proceed with a normal life, but with the next full moon, they will transform into a savage monster, forced to hunt for human flesh. In some cases, werewolves gain control over their transformations – embracing the wolf, and by doing so, may maintain their normal intelligence in wolf form. Certain charms and spells have been known to free werewolves from their curse, but in most cases, the only freedom for the victim of Lycanthropy usually lies in death. Traditionally, the only way a werewolf can die is by a wound from a pure silver weapon

WHALE (SPERM WHALE)

STATISTICS:

F RM(30)
A EX(20)
S AM(50)
E UN(100)
R PR(4)
I TY(6)
P TY(6)
Health: 200 **Str:** 42
Karma: 26
Resources: N/A
Popularity: -40
Length: 65'
Weight: 35 tons
Eyes: Black
Hair: None

BACKGROUND
Real Name: N/A sperm whale (common name), *Physeter macrocephalus* (scientific name)
Occupation: Apex predator, occasionally sea monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Breeds worldwide.
Marital Status: N/A although known to mate for life
Known Relatives: Pod-members
Base of Operations: Mobile in oceans world-wide
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: A Sperm Whale's thick blubber provides it with Excellent protection from Physical and Energy attacks.
Water-Freedom
Tail-Smash: A Sperm Whale's massive tail can strike his tail for up to Monstrous blunt damage
Teeth: A Sperm Whale's teeth can cause Incredible Edged damage.
Sonar: Sperm Whales have Remarkable Sonar

ROLE-PLAYING NOTES:

WHALE (SPERM WHALE)

HISTORY:

The sperm whale (*Physeter macrocephalus*) is the largest of the toothed whales. It is the only living member of genus *Physeter*, and one of three extant species in the family, along with the pygmy and dwarf sperm whales of the genus *Kogia*. Mature males can reach 20.5 m (67 ft), with the head representing up to a third of its length. The sperm whale feeds primarily on giant squid. Plunging to 3 km (9,800 ft) for prey, it is the deepest diving mammal. Its clicking vocalization, a form of echolocation and communication, can be as loud as 230 decibels. underwater. It has the largest brain of any animal on Earth, five times heavier than a man's.

WHITE QUEEN

STATISTICS:

F GD(10)
A GD(10)
S PR(4)/RM(30)
E GD(10)/AM(50)
R RM(30)
I IN(40)
P MN(75)
Health: 34/100 **Str:** 3/30
Karma: 145
Resources: IN
Popularity: 50
Height: 5'10"
Weight: 144 lbs.
Eyes: Blue
Hair: Ash Blond

BACKGROUND
Real Name: Emma Grace Frost
Occupation: Adventurer, CEO of Frost International, Former Headmaster of Xavier Institute for Higher Learning, Sex Therapist, Former Criminal
Legal Status: United States citizen with no Criminal Record
Identity: Publicly known
Place of Birth: Boston, Massachusetts
Marital Status: Single
Known Relatives: Winston and Hazel Frost (parents), Cordelia Frost (sister) Adrienne Frost (sister, deceased), Christian Frost (brother)
Base of Operations: New York City, Massachusetts
Present Group Affiliation: X-Men, Frost Industries Generation X, Hellions, Hellfire Club

KNOWN POWERS:
Telepathy: Emma Frost has Monstrous intensity Telepathy, and has developed the following Power Stunts:
*Monstrous ability to read minds within 200 miles.
*Monstrous ability to project illusions in a target's mind
*Stun Bolts of Monstrous intensity mental strength, four-area range – ignores Body Armor
*Monstrous ability to sense individuals on the astral planes
*Amazing intensity psionic rapport, placed within 10 areas initially
*Amazing Psionic Control which also suppresses mental powers of others (including Telepathy, Empathy, Mind Control, and Illusion Generation)
*Generate Monstrous intensity pain on touch (although no physical damage is done
*Monstrous ability to keep unconscious characters unconscious for as long as she concentrates.

Diamond Form: Emma's continued mutation now allows her to convert her entire body into an organic diamond hard form, giving her Monstrous resistance to physical and energy attacks, as well as raising her Strength to Remarkable. While in her Diamond Form, Emma can use her fingernails to cause Excellent edged damage. Emma cannot use any of her Telepathic powers while in her Diamond Form.

WHITE QUEEN

ROLE-PLAYING NOTES:

While Emma might not be bone-deep evil, and has recently dallied more with the good side than the bad, she maintains all the qualities of the villainess, she is an arrogant, elitist, manipulative sex-pot.

Emma has a love interest in Scott Summers (Cyclops), and has taken on a mentor relationship with a number of younger mutants, such as the Stepford Cuckoos. In the past she was involved with Sebastian Shaw (The Black King), although her betrayal of the Hellions has left this contact frayed, or possibly an enemy status.

Emma's one incorruptible belief is that everyone has a right to privacy, particularly in their mind.

HISTORY:

Emma Frost comes from an old-money Boston family. Her parents committed the teenager when she heard voices in her head. She used her powers to kill abusive orderlies – and maybe even her parents. Emma parlayed her family fortune into great wealth, becoming chief stockholder and chairperson of Frost International, a multi-billion dollar conglomerate. She then took over a Massachusetts private school, creating her version of Xavier's Institute of Higher Learning.

Emma's beauty and talents brought her to the attention of the Hellfire Club. She was admitted to the Council of Chosen, a secret cabal which conspired to achieve world domination. She and the Black King seized control of the Council and renamed it the Inner Circle. This elite group soon became a secret body of mutant power-mongers.

At her school, Emma began to train young mutants. She viewed her young Hellions as her trump card should her power in the Hellfire Club ever be challenged. Although Xavier and Emma initially viewed each other as enemies, their students started to form friendships, and the enemies became allies.

Emma's life and school nearly collapsed when struggles within the Inner Circle claimed the lives of the Hellions. When the alien Phalanx attacked, she stood with the X-Men who accepted her as a hero.

She renamed her school the Xavier School for Gifted Youngsters and she begin to train X-teams there. She has also began a relationship with Cyclops – a situation which created turmoil upon the resurrection of Jean Grey and the Phoenix.

WILMA DEERING

STATISTICS:

F GD(10)
A GD(10)
S TY(6)
E GD(10)
R EX(20)
I RM(30)
P EX(20)
Health: 36 **Str:** 5
Karma: 80
Resources: IN
Popularity: 10
Height: Unrevealed
Weight: Unrevealed
Eyes: Brown
Hair: Brown

BACKGROUND
Real Name: Colonel Wilma Deering
Occupation: Fighter pilot
Legal Status: Citizen of New Chicago with no criminal record
Identity: Publicly known
Place of Birth: New Chicago
Marital Status: Single
Known Relatives: Nome
Base of Operations: New Chicago, 25th Century Earth
Present Group Affiliation: The Earth Defense Directorate

KNOWN POWERS:
Wilma Deering has no super-human powers
Talents: Martial Arts A, Pilot, Marksmanship, Military
Equipment:
Energy Pistol: Incredible energy damage
Note: Wilma has access to advanced scientific devices and can accessorize accordingly for any specific mission. Her scientific Resources are considered Monstrous

ROLE-PLAYING NOTES:
Wilma's closest relationship is her not-quite romance with Buck Rogers. She also has close contacts with Dr. Elias Huer, and the androids, Twiki and Dr. Theopolis Wilma is dedicated to the defense of Earth, and is a Colonel in the Earth Defense Directorate

WILMA DEERING

HISTORY:
Wilma Deering rose to the rank of Colonel within the Earth Defense Directorate, and was the finest pilot in the fleet until the arrival of Buck Rogers. While life in the 25th Century is fraught with danger and has many drawbacks, women's lib apparently isn't one of them, because Wilma Deering is one of the most respected military officers in the Directorate.
Nevertheless, when Buck Rogers entered the picture, this high-ranking Colonel, fell promptly into competitive gender roles with the good-natured and ever-so- slightly chauvinistic Buck, exacerbated by a schoolgirl crush, as well as a hot jealousy over Buck's dalliances with Princess Ardala. This was played down once the series started, and the romance between Buck and Wilma was only hinted at – usually only re-emerging in episodes that featured Princess Ardala, recreating the dynamic of the theatrical version's love-triangle.
In all versions, of course, Wilma is a capable, stalwart ally of Buck, and one of the most important people in his new 25th Century life.

WITCHBLADE

STATISTICS:

F EX(20)
A EX(20)/AM(50)
S TY(6)/IN(40)
E GD(10)
R EX(20)
I EX(20)
P RM(30)
Health: 56/130 **Str:** 6/35
Karma: 70
Resources: TY
Popularity: PR
Height: 5'9"
Weight: 125 lbs.
Eyes: Blue
Hair: Brown

BACKGROUND
Real Name: Sara Pezzini
Occupation: Wielder of the Witchblade, NYPD Homicide Detective
Legal Status: Citizen of the United States with no Criminal Record
Identity: Secret
Place of Birth: Manhattan, NY
Marital Status: Single
Known Relatives: Officer Perzani (father, deceased)
Base of Operations: New York City area.
Group Affiliation: NYPD

KNOWN POWERS:
The Witchblade: The Witch-blade is a mysterious semi-sentient, living gauntlet that chooses one wielder in each generation for the purpose of battling evil. The blade bonds itself to the wearer and may manifest at the wielder's will. The blade is composed of Class 1000 material and it provides its wielder the following powers:
**Body Armor:* With the Witchblade active, Sara gains Excellent defense against Physical attacks and Remarkable protection against Energy attacks
**Strength Boost:* The Witch-blade boosts its wielder's Strength to a minimum of Incredible. Super-powered individuals with Strength in excess of Incredible or better receive +1CS to their natural Strength
**Energy Blade*: The Witchblade generates an Energy Blade of Incredible intensity. This blade is magical in nature and ignores most forms of Body Armor or Invulnerability except mystic. Mages may attempt a Psyche FEAT to avoid damage.
**Finger-Blades:* The blades extend through Sara's fingers, are composed of Class 1000 material and inflict Incredible Edged. Like the Energy Blade, these knives ignore most forms of Body Armor.
**Evil Detection:* Unearthly ability to detect evil
**Regeneration:* Excellent ability to Regenerate.
**Reality Manipulation:* The Witchblade has vast Reality Manipulation powers, which Sara has only just begun to tap. The upward potential of this ability is unknown, but is practically limited to the wielder's Psyche (in Sara's case Remarkable (30). Any FEAT Sara might attempt should be treated as first-time Stunts.

TALENTS:
Detective/Espionage Martial Arts B, Law-Enforcement

ROLE-PLAYING NOTES:
Sara is impulsive and hotheaded, but reliable. She possesses an air of purity, which belies her more dangerous, sensual nature, which only becomes obvious when she activates the Wtichblade.
Before acquiring the Witchblade, Sara Pezzini was already a tough, competent, New York City cop and Homicide detective. She is a capable hand-to-hand combatant, as well as being skilled with handguns.

HISTORY:
The Witchblade has existed for thousands of years – an intelligent symbiotic weapon of incredible power. A living gauntlet that becomes one with its wearer, only women of unmatched strength of mind, body and will, have ever successfully worn the Witchblade. Joan of Arc was one. Others have been both its master and its servant. But in all cases, the Witchblade has been used to cut a swath of blood and viscera through the ranks of previously insurmountable evil. In the latter days of the 20th century, the Witchblade sought out a new bearer of its power and its curse. Sara Pezzini was a tough young, NYPD homicide cop, possessed of a razor-sharp beauty, brandished like a sword. Driven to live up to the legacy of her own cop-father, she had often seen the system working more to protect the guilty than the innocent, she often pushed the line herself. But while investigating her best friend's death, Sara's life, and what she believed about her world and the forces within it, was radically changed forever, as fate brought her into contact with the Witchblade.
Unable to free herself from the Witchblade, Sara was forced to govern its power while simultaneously balancing her life and career as a police detective. But now her eyes were opened to a world of evil that went far beyond just crime on the street, and Sara had no choice but to confront it, employing her skills as a police detective to fight crime, and using the Witchblade to combat a much greater and frighteningly organized conspiracy of evil that threatened the very soul of humanity. And often, as Sara tried to keep her secret, do her job and have some semblance of a life, she would find that her most formidable adversary was the Witchblade itself.

WOLVERINE

STATISTICS:

F IN(40)
A IN(40)
S GD(10)/EX(20)
E RM(30)
R GD(10)
I MN(75)
P IN(40)
Health: 120/130 **Str:** 10/16
Karma: 125
Resources: EX
Popularity: 0
Height: 5'3"
Weight: 195 lbs. (without Adamantium skeleton), 300 lbs. (with Adamantium skeleton)
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Logan (born James Howlett
Occupation: Adventurer, Former Soldier, Secret Agent, Operative for Canadian Government's Department H
Legal Status: Citizen of Canada, now permanent resident of the U.S.; no criminal record
Identity: Secret
Place of Birth: Alberta, Canada
Marital Status: Single
Known Relatives: None known
Base of Operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York, The Princess Bar, Madripoor
Present Group Affiliation: The X-Men

KNOWN POWERS:
Adamantium Skeleton: Strips of Adamantium have been bonded to Wolverine's skeleton, giving him Excellent body armor against Blunt physical attacks and Typical protection against Edged damage. He can do Excellent damage with his fists. An opponent striking a hard part of Wolverine's body (such as the jaw) with bare hands would take Typical Blunt damage. Nothing can cut through Wolverine's bones Wolverine's Adamantium skeleton also enables him to withstand high levels of physical pressure, giving his muscles sufficient force to left/press in the region of 800 lbs, raising his natural Strength to Excellent (see Stats above)
Claws: the three claws mounted on the back of each hand can be used to do up to Monstrous damage on the Edged attack column. Unless he wishes to kill his opponent, Wolverine normally strikes for no more than Excellent damage.
Regeneration: Wolverine regains 10 health points per hour, or 1 every 6 minutes. He has Unearthly Endurance for FEAT rolls against poison, gases, drugs (including alcohol), and disease.
Animal Empathy: communicates with mammalian carnivores (wolves, wild dogs, etc.) at Amazing rank. He cannot control their actions, but he can usually get them to act in a friendly way toward him.
Heightened Senses: Monstrous sense of smell and Incredible hearing.
Berserker: Wolverine has the ability to "go berserk" in combat. He prefers not to do so, but if he must, he can enter the state at will. When berserk, Wolverine ignores all Stun results, and his Psyche is considered Unearthly for resisting the Effects of Mind Control. He must make a Yellow Psyche FEAT to come out of this state and may only do so when no danger is present. If someone Wolverine trusts is present to help him, he only needs a Green FEAT roll.

WOLVERINE

TALENTS

Wolverine is skilled with Guns, Thrown Weapons, Sharp Weapons, and Oriental Weapons. He is trained in Martial Arts A, B, and E, and has the Tumbling ability. He has had extensive Military and Espionage training. He has been trained in Ninja skills which allow him to hide in shadows with Incredible ability, and allow him to see at night (but not in total darkness) with Remarkable ability. Wolverine speaks fluent Japanese and understands Russian.

ROLE-PLAYING NOTES:

Wolverine is a fierce, ruthless fighter, struggling to keep his bestial nature in check. Although brutal and humorless with both friends and enemies, Logan has an old-fashioned chivalrous streak when it comes to women. His is a loner at heart, even going so far as to establish a new identity as 'Patch' in the Far East principality of Madripoor. He is much older than he appears as his healing factor retards his aging.

HISTORY:

Logan was born James Howlett, to a life of privilege in Alberta, Canada, during the late 19th Century, the son of John and Elizabeth Howlett. Growing up sickly, James competed with 'Dog', son of their cruel groundskeeper, Thomas Logan, over the attentions of James' tutor, Rose. Dog's obsession with Rose, caused him to attack her, and James' father fired Dog's father – who had been having an affair with Elizabeth Howlett, and he shot John Howlett. Seeing his father murdered caused James' latent mutation to manifest, sprouting bone claws from his hands, attacking and wounding Thomas Logan before retreating into the woods with Rose.

Taking the name 'Logan', the frail boy grew into a strapping young man, who was given the nickname 'Wolverine' due to his tenacious ferocity and his affinity with wild animals. Eventually, however, Dog tracked them down, and during a vicious battle, Logan accidentally impaled Rose on his own claws, killing her. Grief-stricken, Logan fled into the woods, and his life since then remains shrouded in mystery.

In the later half of the 20th Century, the Canadian government subjected Logan to a battery of experiments intended to forge the ultimate killing machine. Weapon X scientists grafted the indestructible metal, Adamantium, to Logan's skeleton and bone claws, and introduced memory implants that shaped his past to suit their ends. These false memories have made it impossible for Logan to discern facts from fiction in his past life. Wolverine was working as an operative for the Canadian government when he accepted an offer from Professor X to join the X-Men – joining partly for Xavier's vision for mutant's rights, and partly because of his attraction to Jean Gray. During his time with the X-Men, Logan has worked to regain his lost memories, but virtually every answer leads him to new questions

WONDER GIRL

STATISTICS:

F RM(30)
A AM(50)
S MN(75)
E IN(40)
R GD(10)
I EX(20)
P RM(30)
Health: 195 **Str:** 55
Karma: 60
Resources: PR
Popularity: TY
Height: 5'2"
Weight: 124 lbs.
Eyes: Blue
Hair: Blond

BACKGROUND
Real Name: Cassandra 'Cassie' Elizabeth Sandsmark
Occupation: Student, Crime-fighter
Legal Status: Citizen of the United States with no criminal record, still a minor
Identity: Secret
Place of Birth: Gateway City
Marital Status: Single
Known Relatives: Helena Sandsmark (mother)
Base of Operations: San Francisco, CA
Present Group Affiliation: Current Member of the Teen Titans, former member of Young Justice

KNOWN POWERS:
Flight: Wonder Girl can fly at Incredible speed
Body Armor: Cassie has Good protection against blunt physical attacks, Typical protection against energy attacks, but Edged attacks will affect her normally
Weakness:
For some unknown reason, possibly by some decree of Zeus, who gave Cassie her powers, any contact with her mother causes a –2CS to all Powers and Abilities for ten to twenty rounds

Equipment:
Golden Lasso: Cassie carries an enchanted Lasso similar to Wonder Woman's. The lasso is made of Unearthly material, and may channel a blast of energy of up to Amazing intensity with a Psyche FEAT roll
Bracelets: Cassie's Amazonian Bracelets are composed of Shift Z (500) strength material, that may absorb up to Unearthly damage, although in Cassie's case, this would take a red Fighting FEAT, with normal protection of Amazing

ROLE-PLAYING NOTES:

WONDER GIRL

HISTORY:

Cassandra Sandsmark's mother, noted archeologist Dr. Helena Sandsmark, worked with Wonder Woman for a time in Gateway City. The young Cassie idolized Wonder Woman, and borrowed magical artifacts (the Gauntlet of Atlas and the Sandals of Hermes) to aid her on several occasions, disguising herself as "Wonder Girl."

Cassie later received a boon from Zeus and asked for powers of her own, which the Lord of Olympus granted. She eventually learned Zeus was her real father and that she was a demigod.

Wonder Girl joined Young Justice, and then a later incarnation of the Teen Titans. Her feelings for her teammate Superboy developed from a crush to a romantic relationship.

During her time with the Titans, Wonder Girl gained the attention of the war-god Ares, who gave her the magic lasso. She was also forced by circumstance to reveal her true identity to the world.

Wonder Girl has changed from a hero-worshipping youngster into a serious and determined young woman. She has developed independence and leadership skills while retaining some of her carefree teenage qualities. Wonder Girl's "big sisters" are Donna Troy and Diana Prince (Wonder Woman). She is also good friends with the members of the Teen Titans, particularly those who were members with her of Young Justice.

WONDER MAN

STATISTICS:

F EX(20)
A RM(30)
S UN(100)
E MN(75)
R GD(10)
I TY(6)
P TY(6)
Health: 225 **Str:** 85
Karma: 18
Resources: None
Popularity: -80
Height: 6'2"
Weight: 380 lbs.
Eyes: Red
Hair: Black

BACKGROUND
Real Name: Simon Williams
Occupation: Former Industrialist, security consultant for Cordco Incorporated, now stuntman, actor, adventurer
Legal Status: Citizen of the United States with a Criminal Record
Identity: Publicly known
Place of Birth: Paterson, New Jersey
Marital Status: Single
Known Relatives: Sanford (father, deceased), Martha (mother), Eric (the Grim Reaper, brother), Vision ("brother")
Base of Operations: New York City, formerly Los Angeles, CA
Present Group Affiliation: Avengers, West Coast Avengers, formerly the Masters of Evil

KNOWN POWERS:
Ionic Energy Body: Simon's body is composed entirely of ionic energy in solid form, giving him the following powers:
**Body Armor:* Wonder Man's super-hard skin gives him with Unearthly protection against all forms of damage. Mental attacks are resolved normally.
**Invulnerability:* Class 1000 Resistance to heat and cold.
**Life Support*: Wonder Man does not require food, water, or air to survive, and is considered to have CL1000 Life Support for this reason. He can survive in deep space for short periods with no ill effect.
Flight: Wonder Man can fly at Excellent air speed

ROLE-PLAYING NOTES:
Simon is a famous actor, and is likely to be recognized in public. Simon has a death phobia, although his numerous deaths have alleviated this anxiety to some degree. Wonder Man has had a number of flings with various superheroines and has a particular soft spot for the Scarlet Witch.

WONDER MAN

HISTORY:

In jail on embezzlement charges, a young and inexperienced Simon Williams went along with the Enchantress when she paid his bail. She took him to South America, where Baron Heinrich Zemo used him as test subject for anionic ray. The ray gave Simon incredible super powers. Then Zemo gave him a costume and the improbable name of Wonder Man. Only then did Baron Zemo reveal that Simon would die if he did not receive weekly treatments. Simon had to follow Zemo's orders to infiltrate and betray the Avengers. After gulling the heroes, Wonder Man turned on Zemo just as he was about to kill the helpless Avengers, sacrificing his on life in the bargain. Simon Williams died a hero.

No one knew that the experiment had turned Simon into a superhuman being fed by ionic energy. No longer subject to the same causes of death as a normal person, he regained his senses and volition when his brother, the evil Grim Reaper, animated his form. Back from the dead, Wonder Man became an extraordinary Avenger.

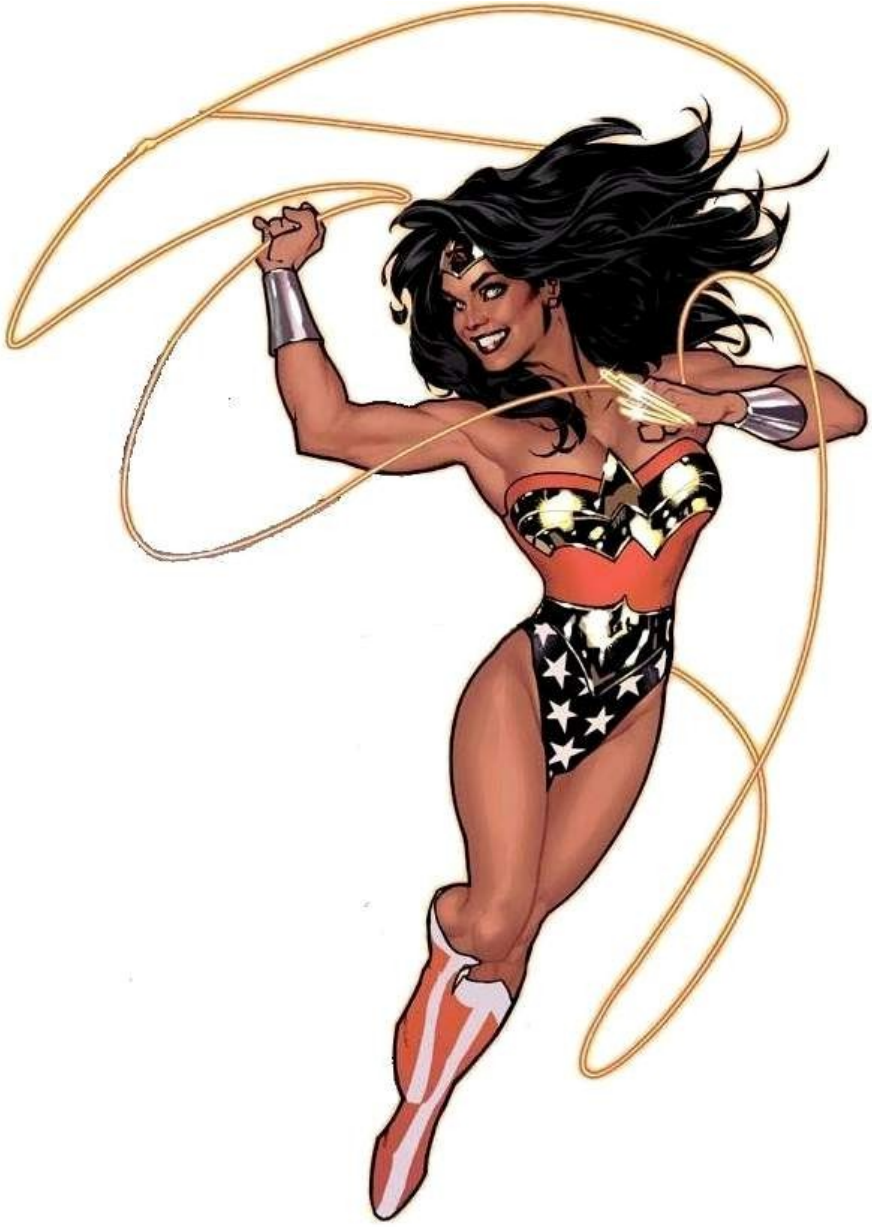
He had his problems, sure – a checkered history, and recurring boats of cowardice. The Vision was based on his personality, and when the Vision loved the Scarlet Witch, Simon had a thing for her too. But as she was a married woman, Simon kept his feelings to himself.

At one point, he even got into acting and stunt work.

Off and on, he worked with the West Coast Avengers, did acting and stunts, and joined the short-lived Force Works. There Wondy's career was even shorter-lived – he was blasted apart by a Kree ion cannon on the team's first mission. This was more than normal dead – this was obliterated dead.

Yet, after the Avengers' return from the Onslaught debacle, Simon showed up again. The Scarlet Witch's probability-altering powers returned Simon to life, as if he were a genie in a bottle. Unbeknownst to Wanda, Simon kept a watchful eye over her, before his condition stabilized and he returned to active duty on the team.

WONDER WOMAN



STATISTICS:

F MN(75)
A AM(50)
S MN(80)
E MN(75)
R RM(30)
I RM(30)
P IN(40)
Health: 280 **Str:** 80/95/175
Karma: 100
Resources: 40
Popularity: 75
Height: 5'11"
Weight: 165 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Princess Diana, Diana Prince (alias)
Occupation: Ambassador, Agent of DMA
Legal Status: Citizen of Themyscira
Identity: Publicly known as Diana, Diana Prince identity is secret
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Hippolyta (mother), Antiope (aunt)
Base of Operations: Themyscira, Washington DC
Present Group Affiliation: Justice League of America, Department of Metahuman Affairs

KNOWN POWERS:
Body Armor: Excellent resistance to Physical and Good resistance to Energy attacks
Flight: Amazing
Speed: Remarkable running
Strength of the Earth: Diana can draw upon the power of Gaea, to raise her Strength Unearthly (95) for one to ten rounds
Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Animal Empathy: Good ability to communicate with animals
Godwave: Diana has shown the ability to channel the energy of the 'Godwave' – the mystical energy generated by the creation of the universe, responsible for empowering the gods. This is an extremely potent and dangerous power that boosts Diana's physical stats +1CS per round, and gives her the ability to manipulate energy and matter on a cosmic scale. This power begins at Unearthly, escalating +1CS each round; if Diana has not released this power by the time it reaches Shift Z(500), her body is destroyed and the Godwave is released in a CL 1000 blast in every direction. In order to access the Godwave, Diana must petition the gods through prayer – a red Psyche FEAT, that costs her Monstrous physical damage and the loss of all of her Karma.

Equipment:
**Lasso of Truth*: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150' long and controlled telekinetically.
**Bracelets*: Diana's Bracelets are made of Shift X material and absorb up to 90 points damage.
**Gauntlet of Atlas*: The Gauntlet of Atlas provides a boost of up to +2CS to Strength. If Diana is already boosting her strength, the Gauntlet can raise her strength as high as ShiftY.

**Sandals of Hermes*: Excellent airspeed.
**Tiara*: Diana's Tiara is composed of Unearthly material, and capable of inflicting Incredible edged damage as a thrown weapon.
Talents: Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership
Weaknesses:
Dependency on Earth: Wonder Woman draws her power from Gaea, giving her the 'Strength of the Earth' Consequently, her powers are tied to the Earth, and any prolonged time in space diminishes her powers, and physical abilities –1CS per day.
NOTE: Due to a spell cast upon her by her foe, Circe, Wonder Woman is entirely human in her Diana Prince identity, has no powers and the abilities of an ordinary (if athletic and skilled) woman. Her Stats are as follows:

F EX(30)
A RM(30)
S GD(10)
E EX(20)
R RM(30)
I RM(30)
P IN(40)
Health: 90 **Str:** 8
Karma: 100

ROLE-PLAYING NOTES:
Diana is best known for her loving and compassionate heart. Still, anyone who mistakes her kindness for weakness is sorely mistaken, as Wonder Woman has demonstrated on many occasions. She is a fierce warrior, willing to do whatever needs to be done, but she prefers negotiation and peaceful solutions to violence.

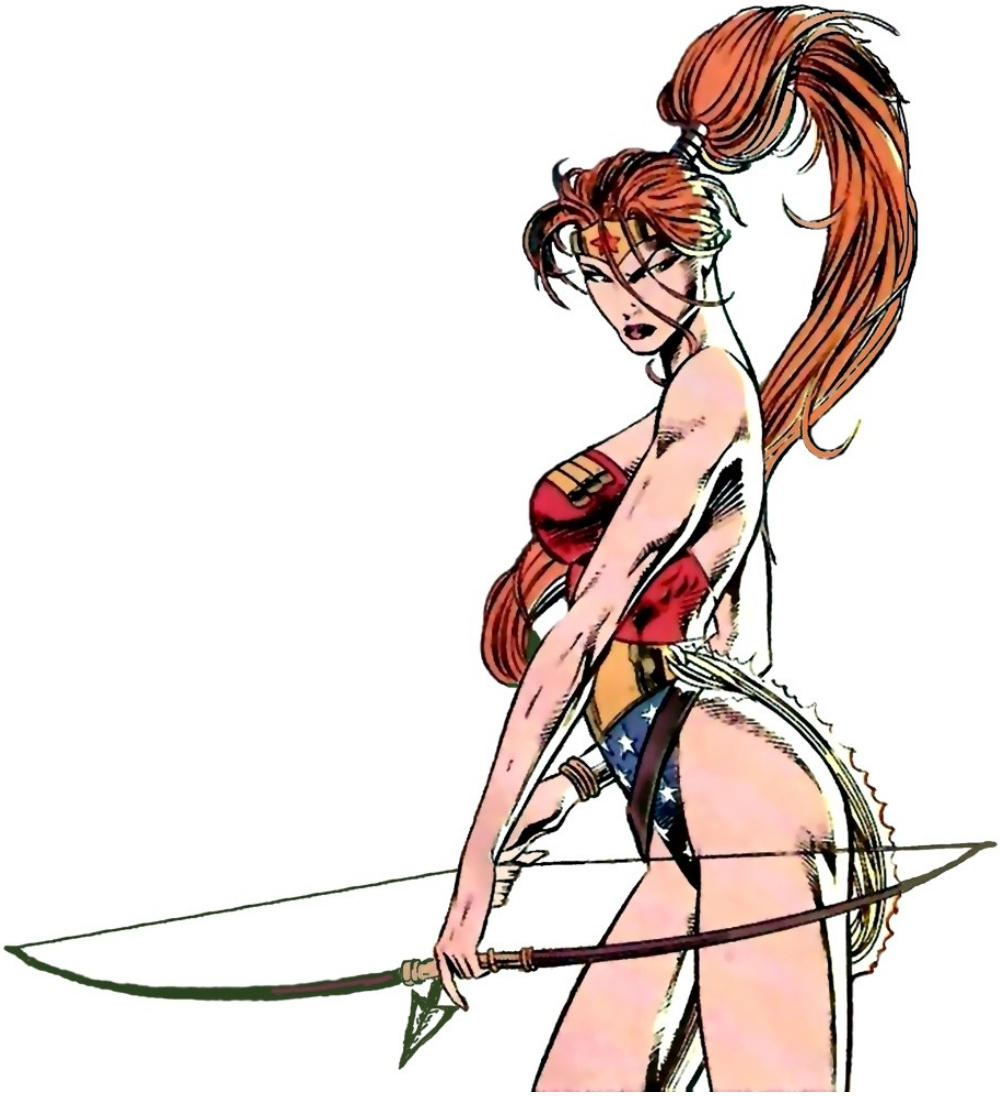
HISTORY:
The goddesses of the Greek pantheon, led by Athena, resurrected the spirits of women who died by violence at the hands of men as the Amazons, a society of warrior women devoted to the ideals of peace. After the Amazons were betrayed and abused by the demigod Hercules, the goddesses created a new home for them on the hidden island of Themyscira, also known as "Paradise Island."
Hippolyta, queen of the Amazons, longed for a child, not aware that her spirit was a woman who died while pregnant. She prayed to the goddesses and received a vision to go to the shore of Themyscira and fashion a child out of clay. Then the goddesses infused the clay with the spirit of Hippolyta's unborn child, blessing her with special powers and abilities. Hippolyta named her daughter in honor of Diana Trevor, a heroine from the outside world who aided Themyscira. When the mad god Ares wished to plunge the world into war, he began by attempting to destroy Themyscira using a diverted U.S. Air Force plane piloted by Colonel Steve Trevor, Diana Trevor's son. When Col. Trevor managed to eject from his plane, Princess Diana rescued him, making him the first man on Themyscira.
Hippolyta announced a tournament to choose the most skilled Amazon to bring Trevor back to Patriarch's World, but forbade Diana from entering. Diana disobeyed, entering the tournament in disguise. When Diana won and revealed her true identity, Hippolyta had no choice but to bow to Amazon tradition and the will of the gods. Dressed in ceremonial armor based on Diana Trevor's W.A.C. emblems, and bearing the Lasso of Truth forged by Hephaestus from the Girdle of Gaea, Diana left Themyscira and brought Col. Trevor back to the outside world. There she thwarted Ares' plans to spark a new world war and became known as "Wonder Woman."

WONDER WOMAN (ARTEMIS)

STATISTICS:

F AM(50)/MN(75)
A AM(50)
S IN(40)/MN(75)
E AM(50)
R TY(6)
I EX(20)
P RM(30)
Health: 190 **Str:** 37/55
Karma: 56
Resources: 40
Popularity: 75
Height: 6'
Weight: 140 lbs.
Eyes: Green
Hair: Red

BACKGROUND
Real Name: Artemis
Occupation: Warrior
Legal Status: Citizen of Themyscira
Identity: Known to the general public
Place of Birth: Bana-Mighdal, Egypt
Marital Status: Freed from forced marriage
Known Relatives: Dalkriig Hath (ex-husband)
Base of Operations: Themscira, Gateway City, California
Present Group Affiliation: Amazons, former member of the Justice League of America, formerly the Hellenders



KNOWN POWERS:
Amazonian Physique: As an Amazon, Artemis is gifted with enhanced physical abilities, reflected in the stats above. The higher, secondary stats indicate her abilities augmented by the magical items given to whoever carries the banner of Wonder Woman

Equipment:
Lasso of Truth: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150 feet long and is controlled tele-kinetically.

Gauntlet of Atlas: The Gauntlet of Atlas provides Artemis up to +2CS to Strength. With her Strength Boosted, Artemis also gains +1CS to her Fighting score
Sandals of Hermes: Excellent airspeed.
Bow: Artemis' Bow, fires arrows of Incredible damage. She is a Weapon's Specialist with the bow for +2CS to hit
Tiara: Unearthly material, capable of inflicting Incredible damage as a thrown weapon.
Talents: Artemis has Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Horsemanship, Marks-manship, Swordsmanship, Weapons Specialist (Bow), Leadership

ROLE-PLAYING NOTES:
Artemis is a trained warrior and directs her fury into combat. Sometimes her temper gets away from her

WONDER WOMAN (ARTEMIS)

HISTORY:
Artemis was born to the Bana-Migdhall tribe of Amazons. Even as a very young woman she protested her tribe's plan to go to war with the Amazons of Themyscira, a plan made under the influence of the sorceress Circe. After years of exile in a demon dimension as a result of Circe's machinations, the Amazons were returned home. Having seen a vision of Wonder Woman's death, Hippolyta declared a new contest for the role, and rigged it so Artemis would win. Artemis served as Wonder Woman and Themyscira's emissary until a conflict with the White Magician resulted in her death, as Hippolyta had foreseen.
Artemis fought her way out of hell to return to the world of the living, where she eventually became an ally of Princess Diana, and mentor and teacher to Cassie Sandsmark (Wonder Girl). She remains a high-ranking and influential Amazon and one of their greatest warriors.

WONDER WOMAN (HIPPOLYTA)

STATISTICS:

F AM(50)/MN(75)
A RM(30)
S IN(40)/MN(75)
E AM(50)
R RM(30)
I RM(30)
P IN(40)
Health: 170 **Str:** 35/55
Karma: 100
Resources: 50
Popularity: 50
Height: 5'9"
Weight: 126 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Hippolyta
Occupation: Queen of Themyscira
Legal Status: Citizen of Themyscira
Identity: Known to the general public
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Diana (Wonder Woman II, daughter), Antiope (sister)
Base of Operations: Themyscira, Formerly New York
Present Group Affiliation: Justice Society of America, Justice League of America, Amazons of Themyscira

KNOWN POWERS:
Speed: Excellent
Enhanced Senses: Excellent Sight and Hearing
NOTE: Hippolyta has at times assumed the identity of Wonder Woman. If fact, she is chronologically the first historical Wonder Woman, when she traveled back through time and joined the JSA, becoming active during the Second World War. As Wonder Woman Hippolyta utilized the Lasso of Truth, the Sandals of Hermes, and the Gauntlet of Atlas to amplify her powers.
Equipment:
Lasso of Truth: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150' long and is controlled telekinetically.
Bracelets: Shift Z material. Absorbs Unearthly damage.
Gauntlet of Atlas: +2CS to Strength.
Sandals of Hermes: Provide wearer with Excellent airspeed.
Shield: Hippolyta's shield is made of Shift Z material, and absorbs up to Unearthly damage
Sword: Shift X material that strikes for Monstrous edged damage.
Tiara: Unearthly material, capable of inflicting Incredible damage as a thrown weapon.
Talents: Acrobatics, Martial Arts A, B, C, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership.

WONDER WOMAN (HIPPOLYTA)

ROLE-PLAYING NOTES:

HISTORY:

The Queen of the Amazons was born, like her sisters, from the Womb of Gaea, bearing the souls of women who died violently at the hands of men. Unlike her sisters, Hippolyta was the only Amazon who was pregnant upon her mortal death.

Long after their departure from "Patriarch's World" and settlement on the island of Themyscira (see pages 203–204 of the *DC Adventures Hero's Handbook*), Hippolyta felt the calling of her unborn child's spirit. Going to the shore of Themyscira, she fashioned the image of an infant out of clay, which the gods quickened to life. She named her daughter Diana.

Hippolyta has always sought to protect her daughter. She initially opposed the idea of Diana leaving the safety of Themyscira to go to Patriarch's World until it was clear that it was the will of the gods that she do so. She likewise arranged for Artemis to take Diana's place as Wonder Woman when she had a vision of a future in which Wonder Woman would die.

Diana and her mother have had their differences, but they feel a deep and abiding love for each other.

WONDER WOMAN (LYNDA CARTER)

STATISTICS:

F RM(30)
A RM(30)
S GD(10)/RM(30)
E EX/20)/RM(40)
R RM(30)
I RM(30)
P RM(30)
Health: 90/130 **Str:** 7/30
Karma: 100
Resources: 40
Popularity: 75
Height: 5'11"
Weight: 135 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Princess Diana
Occupation: Navy Officer
Legal Status: Citizen of Paradise Island
Identity: Secret
Place of Birth: Paradise Island
Marital Status: Single
Known Relatives: Hippolyta (mother), Donna (Wonder Girl, sister)
Base of Operations: Paradise Island, Washington DC
Present Group Affiliation: United States Navy

KNOWN POWERS:
Diana has no superhuman powers; all of her abilities come through her equipment and the fact that she is an Olympic-level Amazonian athlete
Equipment:
Magic Belt: Diana's Magic Belt raises her Strength and Endurance +2CS each
Lasso of Truth: Diana's lasso if made of Monstrous material. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder.
Bracelets: Monstrous material. Absorbs up to Amazing damage.
Tiara: Amazing material, capable of inflicting Excellent damage as a thrown weapon.

ROLE-PLAYING NOTES:
In both identities, she is close friends with Major Steve Trevor. She also partners with her little sister, Wonder Girl. On Paradise Island, She has contacts with her mother, Hippolyta and the Amazons.

WONDER WOMAN (LYNDA CARTER)

HISTORY:
Wonder Woman was a popular show in the seventies, catapulting the actress in the title role – a buxom brunette beauty named Lynda Carter – into iconic stardom, forever to be associated with the role. The show is fairly light-hearted 70's fare – it never deteriorates to the burlesque level of the 60's Adam West Batman series, but is at least up there with Charlie's Angles. The first season is set in World War II, and begins with pilot, Major Steve Trevor, who crashes on Paradise Island, to be rescued by the Amazon Princess Diana. Queen Hippolyta (played by Cloris Leachman) initiates the contest among the Amazons over who will accompany Trevor back to 'man's world'. The matter is decided through a 'bullets and bracelets' ritual, which Princess Diana (competing in disguise after being forbidden to enter the contest by her mother), earning the right to become Wonder Woman. She is presented with a magic Lasso of Truth and a Belt of Strength (TV Amazons are of normal human strength), as well as invulnerable bracelets, and she joins Steve Trevor fighting the Nazi's (operating in secret under the identity of Yeoman Diana Prince. The series eventually faded as later episodes brought the series to modern times, with modern counterparts of the previous seasons' characters (such as Steve Trevor Jr.).

WONDER WOMAN (POST-CRISIS)

STATISTICS:

F MN(75)
A AM(50)
S MN(75)
E AM(50)
R RM(30)
I RM(30)
P IN(40)
Health: 250 **Str:** 60/90
Karma: 100
Resources: 40
Popularity: 75
Height: 5'11"
Weight: 135 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Princess Diana
Occupation: Ambassador
Legal Status: Citizen of Themyscira
Identity: Known to the general public
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Hippolyta (mother), Antiope (aunt)
Base of Operations: Themyscira, Boston
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Body Armor: Excellent resistance to Physical and Good resistance to Energy attacks
Flight: Amazing
Speed: Remarkable
Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Animal Empathy: Good

Equipment:
Lasso of Truth: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150 feet long and is controlled telekinetically.
Bracelets: Shift Z material. Absorbs up to Unearthly damage.
Gauntlet of Atlas: The Gauntlet may raise Diana's strength +2CS up to Shift X(150)
Sandals of Hermes: Excellent airspeed.
Tiara: Unearthly material, capable of inflicting Incredible damage as a thrown weapon.
Weaknesses:
Dependency on Earth: Due to Wonder Woman's origin, her powers are tied to the Earth. Consequently, any prolonged time in space diminishes her powers, and physical abilities by –1CS per day.

NOTE: For various reasons, at this stage of her career, Diana had not yet tapped into the full potential of her godly powers (see primary entry for 'Wonder Woman'). Although over time she learned to tap into the power of Gaea ('The Strength of the Earth'; raises Strength +1CS for 1 to 10 rounds), and even the Godwave, it was not until after her ascension to 'Goddess of Truth' that she displayed the full range of her modern abilities.

WONDER WOMAN (POST-CRISIS)

ROLE-PLAYING NOTES:
At this early stage of her career, Diana is somewhat innocent of the ways of the 'Patriarch's' world. This could extend to both being too gentle or being too rough.

HISTORY:
At the beginning of her career, Diana had not yet tapped into the full potential of her godly powers, and it was not until after her ascension to 'Goddess of Truth' that she displayed the full range of her modern abilities – her strength did not yet approach Kryptonian-levels, for example. Even before attaining godhood, however, Diana had learned to tap into the Strength of Gaea,

WONDER WOMAN (POWER OF THOR)

STATISTICS:

F UN(100)
A AM(50)
S UN(100)
E UN(100)
R RM(30)
I RM(30)
P IN(40)
Health: 350 **Str:** 90/160
Karma: 100
Resources: 40
Popularity: 75
Height: 5'11"
Weight: 135 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Princess Diana
Occupation: Ambassador
Legal Status: Citizen of Themyscira
Identity: Known to the general public
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Hippolyta (mother), Antiope (aunt)
Base of Operations: Themyscira, Boston
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Body Armor: Diana has Excellent resistance to Physical and Good resistance to Energy attacks. Empowered by Thor's Hammer, this increases to Incredible and Remarkable respectively
Flight: Amazing
Speed: Diana may run at Remarkable Speed.
Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Animal Empathy: Good ability to communicate with animals.
Godwave: Diana has the ability to channel the energy of the 'Godwave' – a mystical energy generated by the creation of the universe, which was responsible for empowering the gods. This is an extremely potent and dangerous power that instantly boosts Diana's physical stats +1CS per round, and grants her the ability to manipulate energy and matter on a cosmic scale. This power begins at Unearthly, escalating +1CS each round; if Diana has not released this power by the time it reaches Shift Z(500), her body is destroyed and the Godwave is released in a Class 1000 blast in every direction. In order to access the Godwave, Diana must petition the gods through prayer – a red Psyche FEAT, which costs her Monstrous physical damage and the loss of all of her Karma. While empowered by Mjolnir, Diana receives a +1CS to her Psyche for this role, although she still may not use Karma.

Equipment:
Mjolnir: (Unique Weapon): Wonder Woman has proven herself worthy to carry Thor's Hammer, Mjolnir. While she is in possession of the hammer, Diana's stats are boosted to the above levels and she gains all of Thor's traditional powers in compliment to her own. Mjolnir also allows Wonder Woman to fly, traverse dimensional barriers, control weather, and project energy bolts.
The hammer Mjolnir, is made of Uru metal (CL1000 material), and automatically returns to her hands when she hurls it.
Wonder Woman's Fighting rank is

WONDER WOMAN (POWER OF THOR)

Shift X when using the hammer. The Hammer does +1CS blunt damage and she can use Mjolnir for the following Power Stunts:

**Dimension Travel:* Unearthly rank power to travel between Earth and Asgard.

**Dimensional Rift:* By focusing all of Mjolnir's energy, Wonder Woman can create a rift in the fabric of the universe, breaking the barriers between dimensions. Anyone or anything caught nearby will be forced into the rift by a Shift Z energy backlash. Wonder Woman can determine which dimension the victims arrive in. This power costs Wonder Woman all her remaining Karma points

**Flight*: Diana can fly at Amazing air speed

**Deflection:* Remarkable protection against Physical, energy, and magical attacks; by spinning the hammer in front of her

*Weather Control: Unearthly control, including Monstrous bolts of Lightening

**Air control:* Winds of up to Monstrous intensity

**Worthiness:* Only a pure and noble person can pick up Mjolnir and use it. This person must have at least Excellent Strength and positive popularity and at least 100 Karma

**Power Absorption/Reflection:* Mjolnir can absorb energy and visual psychic attacks up to CL1000 intensity. Diana must then release the energy from the hammer the next round. She can release it in any direction she wants and can send the energy back to its source at Excellent Agility

**Light Emission:* Blinding light of Incredible intensity

**Magic Detection:* Can sense Asgardian magic with Good intensity.

**Unfettered Might:* The Unfettered Might attack is usually only available to Thor himself, due to his godly lineage. However, Diana's ability to tap into the Godwave, also allows her to utilize special attack does Shift Z damage. Diana is reluctant to use this attack as it causes her to lose one half of his Karma points and unless she is wearing her Bracers. She suffers Incredible damage when she uses this attack.

Traditional Equipment:

In addition to the Hammer of Thor, Wonder Woman also still carries her traditional equipment, listed below:

Lasso of Truth: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150 feet long and is controlled telekinetically.

Bracelets: Shift X material. Absorbs up to 90 points damage.

Gauntlet of Atlas: Up to +2CS to Strength, raising Diana's strength as high as Shift Y.

Sandals of Hermes: Excellent airspeed.

Tiara: Unearthly material, capable of inflicting Incredible damage as a thrown weapon.

Weaknesses:

Dependency on Earth: Due to Wonder Woman's origin, her powers are tied to the Earth Consequently, any prolonged time in space diminishes her powers, and physical abilities by –1CS per day.

Talents: Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership

HISTORY:

During the War of the Brothers (omnipotent guardians of the DC/Marvel Megaverses) the super-beings of the two realities were pitted against each other. While the realities overlapped, Diana came upon Mjolnir, (lost by the Thor in his battle with Captain Marvel) and was granted the Power of Thor. She did not keep this power long, however, relinquishing it in the spirit of fairness for her own cross-universal battle with Storm – which Diana, ironically, ended up losing - after giving up the power of the Thunder God, she was defeated by Storm's lightning bolts.

WONDER WOMAN (PRE-CRISIS)

STATISTICS:

F AM(50)
A IN(40)
S ShY(225)
E UN(100)
R RM(30)
I RM(30)
P EX(20)
Health: 415 **Str:** 225
Karma: 80
Resources: 40
Popularity: 75
Height: 5'11"
Weight: 135 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Princess Diana (Diana Prince alias)
Occupation: Air Force officer
Legal Status: Citizen of Themyscira
Identity: Secret
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Hippolyta (mother), Antiope (aunt)
Base of Operations: Themyscira, Boston
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Body Armor: Diana has Excellent resistance to Physical and Good resistance to Energy attacks
Flight: Diana may fly at Amazing Speed.
Speed: Diana may run at Monstrous Speed.
Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Animal Empathy: Good ability to communicate with animals
Talents: Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership.
Equipment:
Lasso of Truth: Class 1000 material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Incredible Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150 feet long and is controlled telekinetically.
Bracelets: Diana's Bracelets are made of Shift Z material and absorb up to 90 points damage.
Tiara: Diana's Tiara is composed of Unearthly material, and capable of inflicting Incredible damage as a thrown weapon.
Invisible Plane: Diana's robot plane has Amazing intensity Invisibility, Amazing Flight, and made of Amazing material. The plane is controlled telepathically, and may operate independently as if with Good Intelligence
Weaknesses:
If Wonder Woman's wrists are bound by a man, she is helpless to free them, losing all her powers, and dropping her FASE scores to Good.

Talents:
Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership.

WONDER WOMAN (PRE-CRISIS)

ROLE-PLAYING NOTES:

HISTORY:

This is Wonder Woman as she was in prior to the reality-changing events of the Crisis on Infinite Earth. Pre-Crisis powerhouses were far and away more powerful than their modern incarnations (Pre-Crisis Superman has a Strength score of 25!), so the Pre-Crisis Wonder Woman is represented by suitably high physical stats. On the other hand, she has not the stature among her peers as the modern Wonder Woman. Pre-Crisis Diana is nowhere near as strong as PC Superman or Supergirl, while her present-day depiction is a near-rival of modern Kryptonians. Pre-Crisis Wonder Woman also does not have as many skills or powers as her modern-day counterpart. She also has a more traditional Diana Prince 'secret identity' than today's Wonder Woman, who adapted that identity only recently.

WONDER WOMAN (WITCHBLADE)

STATISTICS:

F MN(75)/UN(100)
A AM(50)/MN(75)
S MN(80)/ UN(100)
E MN(75)/UN(100)
R RM(30)
I RM(30)
P IN(40)
Health: 280/375
S: 80/100/150/325
Karma: 100
Resources: 40
Popularity: 75
Height: 5'11"
Weight: 135 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Princess Diana
Occupation: Ambassador
Legal Status: Citizen of Themyscira
Identity: Publicly Known
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Hippolyta (mother), Antiope (aunt)
Base of Operations: Themyscira, Boston
Present Group Affiliation: Justice League of America

KNOWN POWERS:
Body Armor: Diana has Excellent resistance to Physical and Good resistance to Energy attacks. (With the Witchblade, she gains +1CS)
Flight: Amazing Speed: Diana may run at Remarkable Speed.
Strength of the Earth: Diana can draw upon the power of Gaea, to raise her Strength up to Unearthly (95) for 1-10 rounds
While empowered by the Witchblade, Diana's Strength is Unearthly (100) and may raise it to Shift X (150) for 1 to 10 rounds.
Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Animal Empathy: Good ability to communicate with animals.
Godwave: Diana can access the 'Godwave' – a mystical energy generated by the creation of the universe, which was responsible for empowering the gods. This is an extremely potent and dangerous power that instantly boosts Diana's physical stats +1CS per round, and grants her the ability to manipulate energy and matter on a cosmic scale. This power begins at Unearthly, escalating +1CS each round; if Diana has not released this power by the time it reaches Shift Z(500), her body is destroyed and the Godwave is released in a Class 1000 blast in every direction. In order to access the Godwave, Diana must petition the gods through prayer – a red Psyche FEAT, which costs her Monstrous physical damage and the loss of all of her Karma. While empowered by The Witchblade, Diana receives a +1CS to her Psyche for this roll, although she still may not use Karma.

Equipment:
The Witchblade: The Witch-blade is a mysterious semi-sentient, living gauntlet that chooses one wielder in each generation for the purpose of battling evil. The blade bonds itself to the wearer and may manifest at the wielder's will. The blade is composed of Class 1000 material and it provides its wielder the following powers:

WONDER WOMAN (WITCHBLADE)

**Body Armor:* With the Witch-blade active, Diana gains Incredible defense against Physical attacks and Remarkable protection against Energy attacks

**Strength Boost*: The Witchblade boosts Diana's Strength +1CS to Shift X (100).

**Energy Blade*: The Witchblade generates an Energy Blade of Incredible intensity. This blade is magical in nature and ignores most forms of Body Armor or Invulnerability except mystic. Mages may attempt a Psyche FEAT to avoid damage.

**Finger-Blades*: The blades extend through Diana's fingers, are composed of Class 1000 material and inflict Incredible Edged. Like the Energy Blade, these knives ignore most forms of Body Armor.

**Evil Detection:* Unearthly ability to detect evil

**Regeneration:* Excellent ability to Regenerate.

**Reality Manipulation:* The Witchblade has vast Reality Manipulation powers, which the upward potential of this ability is unknown, but is practically limited to the wielder's Psyche (in Diana's case Incredible (40). Any FEAT Diana might attempt should be treated as first-time Stunts.

Traditional Equipment:

In addition to the Hammer of Thor, Wonder Woman also still carries her traditional equipment, listed below:

Lasso of Truth: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150 feet long and is controlled telekinetically.

Bracelets: Shift X material. Absorbs up to 90 points damage.

Gauntlet of Atlas: Up to +2CS to Strength, raising Diana's strength as high as Shift Y.

Sandals of Hermes: Excellent airspeed.

Tiara: Unearthly material, capable of inflicting Incredible damage as a thrown weapon.

Weaknesses:

Dependency on Earth: Due to Wonder Woman's origin, her powers are tied to the Earth. Consequently, any prolonged time in space diminishes her powers, and physical abilities by –1CS per day.

Talents: Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership

HISTORY:

The Witchblade is a mysterious semi-sentient, living gauntlet that chooses one wielder in each generation for the purpose of battling evil. The blade bonds itself to the wearer and may manifest at the wielder's will. The Gauntlet is a powerful weapon whose full abilities have not yet manifested and may only be used by women of unmatched strength of mind, body and will – the blade is semi-sentient and has been known to overwhelm its host, and 'possess' them.

YMIR

STATISTICS:

F AM(50)
A TY(6)
S ShY(200)
E ShX(150)
R PR(4)
I GD(10)
P GD(10)
Health: 406 **Str:** 200
Karma: 24
Resources: Inapplicable
Popularity: -10
Height: 1000' (variable)
Weight: Unrevealed (variable)
Eyes: White
Hair: None

BACKGROUND
Alias: Ymir
Occupation: Inapplicable
Legal Status: Inapplicable
Identity: The general population of Earth believes Ymir to be a mythological being
Place of Creation: Niffleheim
Marital Status: Inapplicable
Known Relatives: Utgard-loki, Loki, the race of Frost Giants (descendants)
Base of Operations: Niffleheim
Present Group Affiliation: None

KNOWN POWERS:
Growth: Ymir is big. He has CL1000 Growth, giving him a stature of 1000 feet in height and a corresponding +6 CS to be hit.
Defenses: Ymir's icy hide acts as Shift X Body Armor. Moreover, Ymir is absolutely immune to cold-based attacks. He has CL1000 resistance to Toxins, Mental Attacks of all types, and Disease. Ymir also possesses Life Support at Shift Z rank, and the powers of Regeneration and Immortality.
Ice Generation: Through magical means, Ymir can radiate waves of cold, as if he had Ice Generation of Unearthly rank. As his imagination is limited, Ymir has only bothered to develop power stunts that allow him to radiate ice instead of cold, and entrap his opponents.

Weapon: Ymir wields a great ice club (Amazing Material Strength) with which he gains +1CS to his and damage. While only characters with Unearthly Strength or better can even lift the club, Ymir can throw it (with Incredible skill), striking targets up to 4 areas away, but must manually retrieve the club.

ROLE-PLAYING NOTES:

YMIR

HISTORY:

Except for the fire demon Surtur, Ymir is the oldest known being in the Nine Worlds. Asgardians believe that millennia ago warm air from the realm of fire, Muspelheim, crossed a dimensional barrier into the location of the magical Well of Life. Tons of ice from Niffleheim, the realm of ice and cold, formed above the well. The Well of Life transformed these tons of ice into the living, sentient Ice Giant Ymir.

Ymir then populated Nihieheim with the race of Ice Giants. The young god Odin and his brothers Viii and Ve fought a war against the Ice Giants and slew Ymir for the first time. He managed to draw his body back together and resurrect himself. Meanwhile, the surviving Ice Giants scattered and created a race of descendants, which eventually became the Frost Giants. Ymir and the Asgardians have conflicted many times since then.

Each time, the Asgardians have apparently defeated the Ice Giant for good only to have him return to menace them once more. Fortunately for Asgard, Ymir is not particularly cunning and usually attempts to win his battles through brute force.

YMIR (HARRYHAUSEN)

STATISTICS:

F RM(30)
A GD(10)
S IN(40)
E MN(75)
R PR(4)
I PR(4)
P PR(4)
Health: 155 **Str:** 38
Karma: 16
Resources: Not Applicable
Popularity: -20
Height: 18'
Length: 35'
Weight: 6 tons
Eyes: Yellow
Hair: None

BACKGROUND
Real Name: None, "Ymir' was the name given it by Earth scientists
Occupation: Giant rampaging monster
Legal Status: Inapplicable
Identity: Publicly known
Place of Birth: Planet Venus
Marital Status: Inapplicable
Base of Operations: Rome, Italy
Present Group Affiliation: None.

KNOWN POWERS:
Body Armor: Excellent protection against Physical and Energy attacks.
Teeth: Remarkable edged damage.
Claws: Remarkable edged damage.
Tail: The Ymir's tail can strike for Amazing blunt damage
Stomp: The Ymir can stomp for Amazing blunt damage with one foot. With both feet, the damage increase to Monstrous
Growth: The Ymir has Monstrous ability to grow when exposed to an oxygen-rich atmosphere. The Ymir starts life as a hatchling 12" tall, but begins to grow at a rate of one foot per day. It is unknown the maximum size the Ymir might attain, but the above stats reflect its largest recorded size.

ROLE-PLAYING NOTES:

YMIR (HARRYHAUSEN)

HISTORY:
The Yimr from *20, 000, 000 Miles To Earth*, was another Ray Harryhausen creatiom – a creature brought to Earth, crashlanding in a rocket returning from the first manned space ship to Venus. The creature – a bizzare hybrid of a tyrannosaur's legs, a human torso, and the head of – well, a scaly walrus –hatches from a small gelentinous egg, and escapes. Although only two foot tall at hatching, exposure to Earth's oxygen-rich atmosphere causes it to quickly grow to dinosaurian proportions. After efforts to capture the creature fail, the Ymir rampages through the city of Rome – battling army forces (and a pretty good-sized elephant) on the way to a Kong-like showdown from the towers of the Coliseium, where the creture is killed with bazookas.

NOTE: Trivia point – the Ymir's ball-and-socket skeleton was salvaged to serve as the skeleton for Harryhause's Cyclops in the *7th Voyage of Sinbad*

YODA

STATISTICS:

F AM(50)
A RM(30)
S PR(4)
E TY(6)
R RM(30)
I AM(50)
P AM(50)
Health: 90 **Str:** 3
Karma: 130
Resources: PR (MN on Jedi Council)
Popularity: GD (AM before exile)
Height: 2'1"
Weight: 35 lbs.
Eyes: Green
Hair: White

BACKGROUND
Real Name: Yoda
Occupation: Jedi Master
Legal Status: Exiled
Identity: Publicly known, former public figure
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: The swamp planet Degabah
Present Group Affiliation: The Jedi Order

KNOWN POWERS:
The Force: Yoda has Amazing ability to manipulate the Force, amplified by 900 years of study, making him a Jedi Grand Master, which gives him the following abilities:
**Telekinesis:* Amazing
**Precognition:* Monstrous
**Leaping:* Remarkable
**Fighting Bonus:* +2CS to Fighting with a successful Psyche FEAT
**Deflection* ('Sith Lightning): As a Supreme Jedi Master, Yoda may deflect 'Sith Lightning' and reflect it back with Incredible ability
**Strangulation:* Incredible ability to cut off an opponent's breathing.
**Jedi Mind Trick*: Yoda has the Amazing ability to influence a target's thoughts

**Healing:* Yoda has the ability to use the Force to Heal himself with Incredible ability or others with Excellent ability

EQUIPMENT:
Lightsaber: Yoda's Lightsaber can strike for Amazing energy damage.

TALENTS:
Weapons Specialist: Lightsaber, +2C to Fighting. Martial Arts D

ROLE-PLAYING NOTES:
Yoda's relationships are mostly within the Jedi community, particularly Obi Wan Kenobi, Mace Windu, and later, Luke Skywalker. He is also on good terms with the Wookies.

YODA

HISTORY:

Grand Master of the Jedi Council, Yoda trained Jedi for over 800 years. He is wise in the ways of the Force, though his small size causes many to underestimate him. Yoda prefers meditation and reflection, spending his time pondering the mysteries of the Force. In his long life, he witnessed the decay of the Galactic Republic, and saw the Jedi Order transform from peacekeepers to battlefield commanders in the Clone Wars. Despite his pacifist nature, when needed, Yoda wields a lightsaber like a spinning, whirling dervish. A stern instructor, Yoda nonetheless has a mischievous sense of humor.

At the moment of the coup that destroyed the Jedi, Yoda engaged the Emperor in an epic battle of the two most experienced and powerful Force-wilders alive – a conflict which he ultimately lost. With the rise of the Emperor and Galactic Empire, Yoda fled into exile on the swamp-planet, Degabah, end awaited the arrival of a new Jedi to rekindle a new hope in the galaxy.

This 'New Hope' eventually appeared – ironically in the person of Anakin Skywalker's own son, Luke. After the death of Obi-Wan Kenobi, who had taken Luke as his student, Yoda took over his training, teaching Luke the ways of the Force and preparing the young man for his final confrontation with his father – now Darth Vader - and the evil Emperor. Yoda died shortly after completing Luke's training.

YUGA KAHN

STATISTICS:

F UN(100)
A AM(50)
S UN(100)
E ShZ(500)
R MN(75)
I MN(75)
P UN(100)
Health: 750 **Str:** 100
Karma: 350
Resources: CL1000
Popularity: -100
Height: 8'
Weight: 550 lbs.
Eyes: Red
Hair: Black

BACKGROUND
Real Name: Yuga Khan
Occupation: World Conqueror
Legal Status: Universal Terrorist
Identity: known and feared throughout the universe
Place of Birth: Apokolips
Marital Status: Widowed
Known Relatives: Heggra (wife, deceased), Darkseid (son) Orion and Kalibak (grandsons),
Base of Operations: Apokolips
Present Group Affiliation: None

KNOWN POWERS:
Omega Effect: Class 1000. Like his son Darkseid, Yuga Kahn's most terrifying power is his Omega Effect, which gives him the following powers:
**Bio-Vampirism* Yuga Khan may absorb the life from every living being on a planet. He can actually draw the energy out of a world, leaving it a smoldering husk. He may apply this power at full intensity (Class 1000) against the planet itself or, with a green Power FEAT, he may attack every living being on the planet with a simultaneous attack of Incredible intensity. It takes approximately eight minutes to complete this process.

**Electrical Generation*
**Damage Transferal*
**Disruption*
**Omega Beams:* Class 1000 damage or disintegration **Time Travel*
**Teleportation*
**Regathering*
Invulnerability: Unearthly protection against Physical and Energy attacks.

ROLE-PLAYING NOTES:
Yuga Kahn is the most fearsome and awe-inspiring of the New Gods. His might dwarfs the other New Gods, even Darkseid, and all seem to fear his horrifying wrath and insatiable desire for power. However, his judgment is often directed by his single-minded drive towards the Source, and arrogance that leads him to his own ruin.

YUGA KAHN

HISTORY:

Yuga Khan was the most powerful New God and the ruler of Apokolips for a long time. Yuga Khan was the former patriarch of Apokolips and its first ruler, whose misguided attempt to unravel the unknowable mystery of the Source left him a helpless captive for countless thousands of years. Yuga Khan's wife Heggra later died by the machinations of their son Uxas, known more prominently by the name Darkseid, who took control of Apokolips, gaining the throne for himself in the process.

In the Promethean Galaxy Yuga Khan broke his bonds, and consumed the planet Velos. His return to living existence constituted a greater threat to life than even his son Darkseid. Khan next destroyed a Thanagarian probe station, which attracted the attention of Lar Gand, who managed to save the lives of a few Thanagarians. After draining another world and gaining more strength, Khan came to Apokolips.

For the first time in his life, Darkseid knew fear despite his bravado of claiming Khan was the past and he was the future. Khan restrained him and sarcastically asked if he was going to hug his father. Khan reclaimed his rulership over Apokolips, making life twice as hard on the populace. Desaad pledged his loyalty to him, telling him his service to Darkseid had been a lie. Khan reminded him that he'd poisoned his beloved wife Heggra and disintegrated him there. Khan cut off the Source, rendering Boom Tubes and Mother Box inoperative. He would continue his quest to find the nature of the Source, no matter the casualties. Commander Gideon launched an invasion of Apokolips, however Khan devastated his New Genesis soldiers and killed Gideon. Yuga Khan once again turned his attention to the Source Wall, where Highfather tried to stop him, warning him of the limits of godhood. Khan ignored him, subsequently transforming his body into primal energy so he could enter the Source. His second attempt was no more successful than his first, he was once again imprisoned in the Promethean Galaxy.

ZABU

STATISTICS:

F IN(40)
A RM(30)
S RM(30)
E RM(30)
R PR(4)
I EX(20)
P TY(6)
Health: 130 **Str:** 24
Karma: 30
Resources: None
Popularity: 0
Height: 4' at the shoulder
Length: Unrevealed
Weight: 800 lbs
Eyes: Green
Hair: Tan

BACKGROUND
Real Name: Zabu
Occupation: Pet
Legal Status: Inapplicable
Identity: Zabu's existence as a true prehistoric saber-tooth tiger is not given credence by the general populace of Earth
Place of Birth: The Savage Land
Marital Status: Inapplicable
Known Relatives: None
Base of Operations: The Savage Land
Present Group Affiliation: Loyal companion to Ka-Zar and Shanna the She-Devil

KNOWN POWERS:
Fangs: Incredible Edged damage
Claws: Remarkable Edged damage
Running: Good land speed (4 areas/round) for up to 5 rounds before he must slow for at least 10 rounds to recover
Heightened Senses: Zabu is capable of following a scent with Amazing ability. His hearing, at Remarkable rank, is keen enough to sense a footstep in a 3-area radius. Zabu does not possess true infravision, but he possesses night sight sufficient to allow him to take no penalties in normal darkness

ROLE-PLAYING NOTES:
Zabu is the faithful companion of Ka-Zar the Savage and Shanna the She-Devil. He will fight to the death on their behalf.

ZABU

HISTORY:
Zabu is one of the last of a species of saber-toothed cats indigenous to the Savage Land. Zabu resembles the extinct Smilodon of Prehistoric North America, although he is much larger and more massive than any known specimen of Smilodon. Zabu was orphaned as a cub when his mother and family were killed by the savage tribe of Maa-Gor who hunted the big cats nearly to extinction.

Zabu grew to adulthood with a deep hatred of the human tribes.
Zabu eventually found a mate, one of the last female saber-tooth cats in the Savage Land, rescuing her from one of Maa-Gor's traps, and he fathered a litter of cubs. But his happiness was short-lived, as he returned from hunting one day to find that Maa-Gor had killed his wife and entire family.
Enraged, Zabu backtracked Maa-Gor's hunting party where he found them in the process of murdering Lord Robert Plunder, and about to kill his young son Kevin. Zabu attacked Maa-Gor's people, saving the youngboy who, in turn, saved Zabu by shooting Maa-Gor before he could plant his spear in Zabu's back. The two adopted each other and are inseparable to this day.

ZATANNA

STATISTICS:

F GD(10)
A GD(10)
S TY(6))
E GD(10)
R RM(30)
I IN(40)
P IN(40)
Health: 36 **Str:** 5
Karma: 110
Resources: GD
Popularity: 16
Height: 5'7"
Weight: 137 lbs.
Eyes: Blue
Hair: Black

BACKGROUND
Real Name: Zatanna Zatara
Occupation: Stage Magician, Adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: John Zatara (father, deceased), Sindella (mother, deceased)
Base of Operations: San Francisco, CA
Present Group Affiliation: Member of the Justice League of America
KNOWN POWERS:
Magic: Zatanna's mother Sindella was a member of the mystically-powered Homo-magi offshoot of humanity and, as such, she has inherited formidable magical powers. Her base power level is Amazing, although she may amplify these abilities up to Monstrous with a Red Psyche FEAT. Zatanna may duplicate nearly any superhuman power, although, in particular, these abilities allow her to affect the elements and she has developed the following Power Stunts:
**Air-Control:* Zatanna may manipulate the molecules of the air to create gale-force winds of up to Incredible intensity
**Earth-Control:* Zatanna may manipulate the Earth for a variety of effects, up to and including Earthquakes of Incredible intensity
**Flame-Control:* Zatanna may summon Incredible intensity Flame
**Ice-Control:* Incredible
**Plant-Control:* Zatanna has the Incredible ability to manipulate plant life, stimulating growth, or animating tendrils for grappling attacks of Power-rank Strength
**Water-Control:* Incredible ability to manipulate water, including the generation of tidal waves
**Weather-Control:* Zatanna can manipulate the Weather with Incredible ability
Limitations:
Miscellaneous: Zatanna must speak all of her spells aloud and backwards. She cannot use any of her Powers if she is unable to fulfill this condition
Talents: Occult lore, Chronicler of Magic, Mystic Background, Resist Domination, Performer, Martial Arts E, Sleight of Hand, Hypnosis
Contacts: Justice League, Titans, John Constantine, Magical Community

ZATANNA

ROLE-PLAYING NOTES:
Zatanna may be the most well-adjusted member of the world's mystical community. Despite various tragedies and setbacks, she retains both a sense of humor and a zest for life that's rare among magic-wielders. Her performance career helps Zee keep things in perspective and she genuinely enjoys showing off before an audience. She is no-nonsense when dealing with mystical threats, however, and quick to remind them she has more than just card tricks up her sleeve.

HISTORY:
Zatanna is the daughter of the stage magician Giovanni (John) Zatara and Sindella, a sorceress of the *Homo magi* offshoot of humanity. She is a direct descendant of Leonardo da Vinci and related to many of the great magicians of history. Raised by her father after her mother's disappearance, Zatanna learned from him the craft of stage magic, becoming a capable illusionist. She also befriended the young Bruce Wayne, who studied stage magic and escapology with her father in his years of training to become Batman.

Zatanna eventually awakened to her inherited mystic potential. She learned to cast spells by speaking incantations backwards, like her father. She initially used her powers to investigate her father's disappearance. This brought her into contact with several heroes, including Batman and Robin, Hawkman and Hawkwoman, the Atom, Elongated Man and Green Lantern. After assisting the Justice League on several cases, Zatanna joined the team as a full member.

During her time with the League, Zatanna used her magic on several occasions to erase the memories of criminals with dangerous knowledge about the team and its members, particularly their civilian identities. This eventually led to a confrontation with Batman, and Zatanna erased his memory of the incident, a choice that nearly destroyed their friendship.

Zatanna has suffered a number of personal tragedies, including the death of her father, who sacrificed himself to save Zatanna's life from the demonic Great Beast. His soul was trapped in Hell, and later Zatanna had to consign it to the oblivion of the abyss rather than allow the forces of Hell to use Zatara's soul as a resource. She suffered a loss of confidence and with it her magical abilities. It took some time and effort for her to recover them both.

ZAURIEL

STATISTICS:

F RM(30)
A IN(40)
S RM(30)
E IN(40)
R EX(20)
I RM(30)
P RM(30)
Health: 140 **Str:** 25
Karma: 80
Resources: GD
Popularity: +40
Height: 6'1"
Weight: 180 lbs.
Eyes: Purple and red
Hair: Silver

BACKGROUND
Real Name: Zauriel
Occupation: Guardian Angel of the Eagle Host
Legal Status: Not Applicable
Identity: Zauriel's identity is publicly known although he is not widely believed to be a true angel by the general population of Earth
Place of Birth: Heaven
Marital Status: Single
Known Relatives: None
Base of Operations: Los Angeles, Formerly Heaven
Present Group Affiliation: Justice League of America, Formerly the Eagle Host of Heaven

KNOWN POWERS:
Sorcery: Zauriel is a Guardian Angel of the Eagle Host and as such may use any power with Incredible intensity
Angelic Senses/Tracking: Remarkable
Comprehend Languages: Incredible
Detect Evil: Amazing
Directional Hearing: Incredible
Flight: Incredible
Sealed Systems: Incredible
Sonic Blast: Incredible
Telescopic Vision: Incredible

Equipment:
Golden Armor: This suit of Unearthly material armor provides its wearer +1CS to Strength and Endurance, along with Monstrous protection from physical and energy damage
Flame Sword: This sword is made of Unearthly material and ignites into flame in Zauriel's hand, causing Incredible Edged damage and Unearthly intensity flame damage

ROLE-PLAYING NOTES:
Zauriel is neither human nor mortal, and is sometimes torn between his angelic nature and his admiration and sympathy for humanity. Zauriel's connections with the Eagle Host of angels have led to his exile and reinstatement, and have resulted in a wide variety of orders issued to him by the Heavenly Host.

ZAURIEL

HISTORY:

A guardian angel of the Eagle Host, **Zauriel** spent millennia watching and protecting various women throughout history until he chanced to fall in love with his charge. He also learned of a plot, led by the King Angel Asmodel of the Bull Host, to overthrow the Presence. So he petitioned to be allowed to be with his mortal beloved and was cast out of Heaven, falling to Earth near San Francisco. This allowed him the opportunity to escape and warn others of Asmodel's plot.

Pursued by angels of the Bull Host, Zauriel found allies with the Justice League, and helped them to repel the angelic invasion of Earth. When things didn't work out with the woman he loved, Zauriel accepted an invitation to join the League and served as a regular member, and regained the favor of Heaven, being appointed their ambassador to the Earthly realm to help guide and inspire. They granted him heavenly armor and weaponry, and his headquarters, the Aerie, floating above Los Angeles (the City of Angels).

Zauriel has remained an active defender against demonic and mystical threats to humanity (including his old foe Asmodel) and sometime spiritual counselor to the heroic community.

His guardian angel experience makes him both a staunch defender and a sympathetic listener. True to his guardian-angel role, Zauriel is a protector at heart. He is kind and sympathetic, though he also has a keen wit and a unique point of view on human foibles.

An embodied angel, Zauriel is stronger, tougher and faster than a human. He is a skilled warrior, and possesses angelic armor and a flaming sword forged in the foundries of the Fifth Heaven. His sword can damage spiritual and immaterial entities, cut through virtually anything and banish darkness and shadows. Zauriel retains the "sonic flash" of the Eagle Host, a hypersonic scream which can disrupt the manifestation of angelic entities. His angelic mind can also perceive more than an ordinary mortal's senses.

ZEUS (DC)

STATISTICS:

F ShY(250)
A AM(50)
S UN(100)
E ShZ(500)
R MN(75)
I UN(100)
P ShX(150)
Health: 900 **Str:** 90
Karma: 325
Resources: UN (100)
Popularity: 100
Height: Unrevealed (variable)
Weight: Unrevealed (variable)
Eyes: Blue
Hair: White

BACKGROUND
Real Name: Zeus
Occupation: Ruler of Olympus
Legal Status: Citizen of Olympus
Identity: Publicly known but believed to be a mythical character
Place of Birth: Mount Lycaem, Arcadia
Marital Status: Married
Known Relatives: Ouranos (grandfather, deceased), Gaea (grandmother), Cronus (father), Rhea (mother), Hera (wife/sister), Vesta (sister), Apollo, Ares, Artemis, Athena, Dionysus, Hebe, Helen of Troy, Hephaestus, Heracles, Hermes, Venus, (children), Hippolyta (granddaughter), Diana (Wonder Woman, great-grand-daughter)
Base of Operations: Olympus
Present Group Affiliation: Gods of Olympus, Quintessence

KNOWN POWERS:
Body Armor: Amazing. Zeus' dense flesh protects him from all forms of physical injury, including blunt, edged, energy, and force attacks
Invulnerabilities: Class 1000. Zeus is immune to toxins, disease, and aging
Immortality: Class 3000. Zeus is immortal and does not die if reduced to 0 Health and Shift 0 Endurance. Only an injury which disperses a majority of his body molecules can cause him physical death. Even then, another god of equal stature or several Olympian gods working together might revive him
Regeneration: Good. Zeus heals at ten times the rate of a human
Energy Mastery: Shift Z. Zeus has complete mastery over energy, giving him the following powers at Shift Z rank:
**Fire Control*
**Manipulation:* Darkforce, Electrical, Gravity, Light, Magic, Radiation
**Generation:* Darkforce, electrical, Energy, Fire, Magic, Radiation
**Force Fields:* Energy, Magic, Mental, Physical, Power Manipulation
Raise Ability: Shift Z. Zeus can temporarily raise his own or someone else's Strength or Endurance to Shift Z. A white FEAT roll indicates the attempt was a failure; a green result indicates that the increase lasts one turn; yellow indicates it lasts ten turns; red indicates it lasts 100 turns
Enchantment: Unearthly. Zeus can increase the effectiveness of any item to Unearthly Intensity

ZEUS (DC)

Dimensional Travel: Class 1000. Zeus can transport himself or others across space or into any dimension.
Projection: Unearthly. Zeus can project his voice, image, and his electrical bolts into Earth's dimension
Precognition: Shift Z. Zeus sometimes 'remembers' the future. He has little control over these memories and in general finds them a hindrance.

ROLE-PLAYING NOTES:
Zeus is the very definition of the Olympian god, powerful, passionate, and full of human vices and imperfections. He is noble and proud but his wrath can be terrifying. Zeus is prone to drink, food, and revelry, and has a notorious penchant for philandering.
As in classical myth, Zeus frequently cheats on his wife Hera and couples with mortals to produce demi-god offspring. Zeus has been revealed as the father of Wonder Girl (Cassie Sandsmark) and shares a complicated relationship with his daughter, who resents his absence from most of her life.

HISTORY:
Zeus' origins and early history mostly conform to the way they are presented in classical mythology. He is a child of the Titans Cronus and Rhea and leader of the twelve Olympian Gods. During a war between the Titans and Olympians, Zeus slew his father and assumed his place as King of the Gods, ruling from Mount Olympus with his sister-wife Hera. He is the father of numerous gods and heroes.
In the DC Universe, the machinations of the alien god Darkseid, when he spread tales of the Roman Gods caused the Olympians to split into multiple aspects, with the Roman gods existing for a time as separate entities. Zeus' counterpart, Jupiter ruled his own Olympus in a separate dimension until the War of the Gods, when Zeus led the Olympians in a conflict with their Roman counterparts, and the two pantheons were merged into single entities.
In present day, Zeus has been a benefactor of the Amazons, the last remaining people that still worship the Olympians. However, his patriarchal attitudes, disregard for mortals, and unreasonable demands have sometimes led to conflict with his followers, most particularly their champion Wonder Woman.
After Wonder Woman's defeat of Ares, which caused the latter to go into self-exile, Zeus became interested in Diana and wanted her virginity, offering to make her a goddess. Diana became the first woman ever to refuse his advances while still professing love for him as god and father. As punishment, Zeus demanded that Diana undertake the Challenge of the Gods. She freed Heracles, who had been turned to stone and was supporting the Island.
After Darkseid destroyed the glory of Olympus, Zeus convinced the other gods to abandon both it and Earth,. The gods later returned to Olympus but have occasionally been forced to defend or relocate it.

ZEUS (MARVEL)

STATISTICS:

F ShY(250)
A AM(50)
S UN(100)
E ShZ(500)
R MN(75)
I UN(100)
P ShX(150)
Health: 900 **Str:** 90
Karma: 325
Resources: UN (100)
Popularity: 100
Height: 6'7"
Weight: 560 lbs.
Eyes: Blue
Hair: Red

BACKGROUND
Real Name: Zeus
Occupation: Ruler of Olympus
Legal Status: Citizen of Olympus
Identity: Publicly known but believed to be a mythical character
Place of Birth: Mount Lycaem, Arcadia
Marital Status: Married
Known Relatives: Ouranos (grandfather, deceased), Gaea (grandmother), Cronus (father), Rhea (mother), Hera (wife/sister), Vesta (sister), Persephone (sister-in-law), Apollo, Ares, Artemis, Athena, Dionysus, Hebe, Helen of Troy, Hephaestus, Hercules, Hermes, Venus, and other (children)
Base of Operations: Olympus
Present Group Affiliation: Gods of Olympus, Council of Sky Fathers

KNOWN POWERS:
Body Armor: Amazing. Zeus' dense flesh protects him from all forms of physical injury, including blunt, edged, energy, and force attacks
Invulnerabilities: Class 1000. Zeus is immune to toxins, disease, and aging
Immortality: Class 3000. Zeus is immortal and does not die if reduced to 0 Health and Shift 0 Endurance. Only an injury which disperses a majority of his body molecules can cause him physical death. Even then, another god of equal stature or several Olympian gods working together might revive him
Regeneration: Good. Zeus heals at ten times the rate of a human
Energy Mastery: Shift Z. Zeus has complete mastery over energy, giving him the following powers at Shift Z rank:
**Fire Control*
**Manipulation:* Darkforce, Electrical, Gravity, Light, Magic, Radiation
**Generation:* Darkforce, Electrical, Energy, Fire, Magic, Radiation
**Force Fields*: Energy, magic, Mental, Physical, Power Manipulation
Raise Ability: Shift Z. Zeus can temporarily raise his own or someone else's Strength or Endurance to Shift Z. A white FEAT roll indicates the attempt was a failure; a green result indicates that the increase lasts one turn; yellow indicates it lasts ten turns; red indicates the Strength boost lasts 100 turns
Enchantment: Unearthly. Zeus can

magically increase the effectiveness of any item to Unearthly Intensity
Dimensional Travel: Class 1000. Zeus can transport himself or others across space or into any dimension. In the past, he has transported the entire Olympian army
Projection: Unearthly. Zeus can project his voice, image, and his electrical bolts into Earth's dimension
Precognition: Shift Z. Zeus sometimes 'remembers' the future. He has little control over these memories and in general finds them a hindrance.

TALENTS:
Zeus has a mystic background and the Leadership Talent. He is also skilled in Wrestling and all weapons of Ancient Greece (+1CS to Fighting). He his also a skilled politician – besides bang the supreme ruler of the Olympian Gods, he has forged pacts with the leaders of most other godly pantheons, as well as the Eternals.

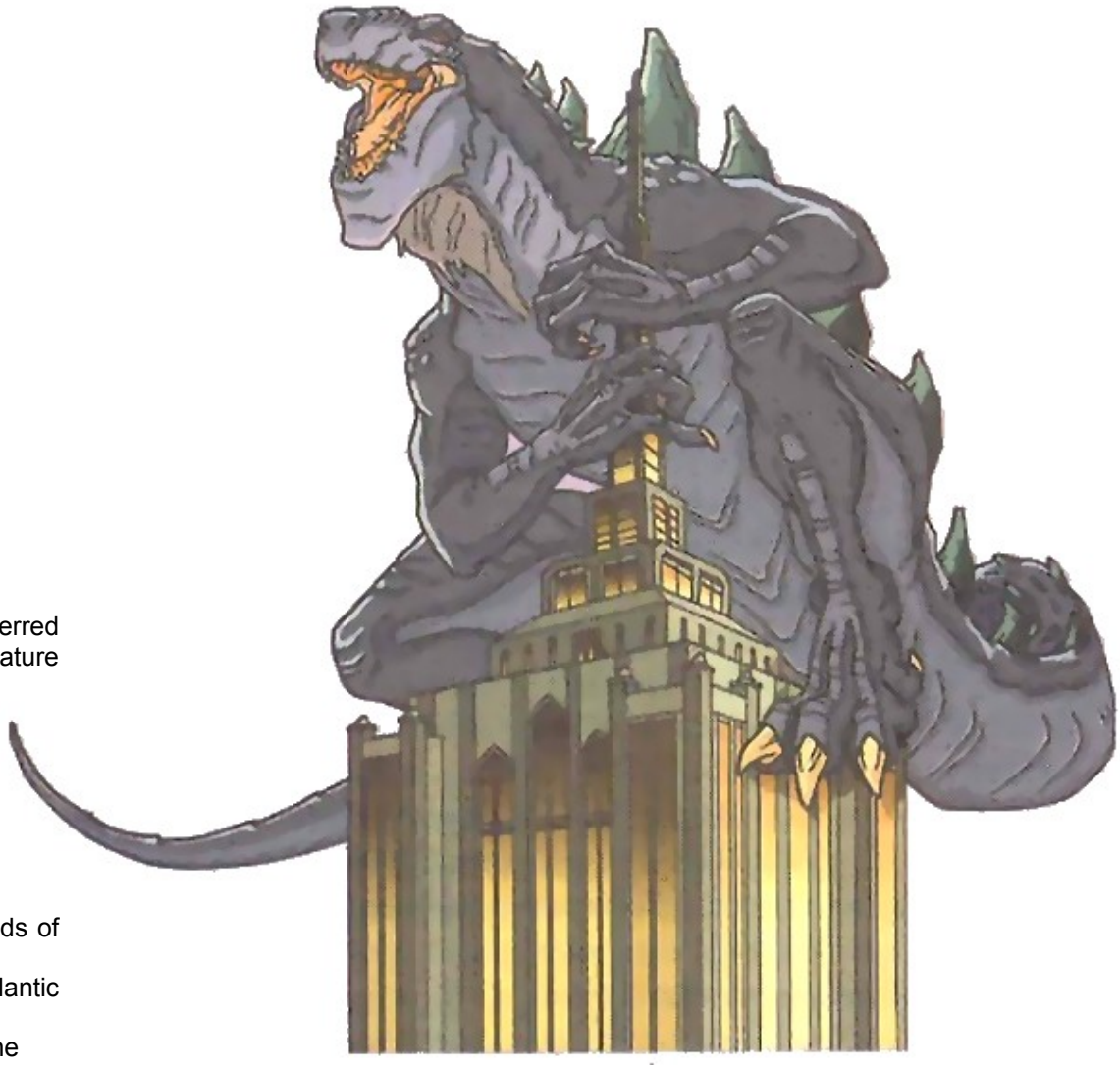
ROLE-PLAYING NOTES:
Zeus is the very definition of the Olympian god, powerful, passionate, and full of human vices and imperfections. He is noble and proud but his wrath can be terrifying. An unrepentant hedonist (like his son Hercules), Zeus is prone to drink, food, and revelry, and has a notorious penchant for philandering

HISTORY:
Zeus was the youngest son of Cronus, ruler of the superhuman extra-dimensional race of Titans, and his wife, the Titaness Rhea. Cronus and Rhea were the offspring of the Sky god Ouranos and the primeval Earth goddess Gaea. (Ouranos and Cronus are not to be confused with the Eternals Uranos and Kronos). Cronus overthrew his father's rule by fatally wounding him. The dying Ouranos prophesied that Cronus would likewise be over-thrown by one of his own children. As a result, upon the birth of each of his own children, Cronus had the infant imprisoned in Tartarus, the most dismal sector of the extra-dimensional underworld known as Hades. The offspring he sent there were Pluto, Neptune, Hera, Demeter, and Vesta.
Appalled at the mistreatment of their children, Cronus's wife, Rhea concealed her sixth pregnancy
From him and secretly gave birth to Zeus on Mount Lyceum in Arcadia, an area of the land now known as Greece. Rhea gave the infant Zeus to the safekeeping of Gaea, who hid the baby in the cave on Aegean Hill on the isle of Crete.
Zeus grew to adulthood among the Shepard's of Mount Ida, Crete, and then set about taking revenge on Cronus. Zeus went down into Tartarus and freed his siblings, who had all now grown to adulthood, Zeus also freed the three one-eyed giants called Cyclopes and the three hundred-handed giants called Hekatonchieres, all six of whom Cronus had imprisoned there for fear they would help overthrow him. The grateful Cyclopes taught Zeus to wield his powers in battle. Zeus and his allies fought a ten-year war with the Titans, which ended with Zeus's victory. Today Zeus remains the ruler of the Olympian gods and of Olympus itself, and is a staunch ally of the Asgardians. He has set up the Olympia Corporation to maintain a small presence on Earth.

ZILLA

STATISTICS:

F AM(50)
A RM(30)
S ShX(150)
E ShX(150)
R PR(4)
I PR(4)
P PR(4)
Health: 380 **Str:** 145
Karma: 12
Resources: N/A
Popularity: -50
Height: 200'
Length: 400'
Weight: Unrevealed
Eyes: Yellow
Hair: None



BACKGROUND
Real Name: 'Zilla' (originally referred to as 'Godzilla' when the creature first appeared in Manhattan
Occupation: Giant monster
Legal Status: Inapplicable
Identity: Known to the general public
Place of Birth: French Islands
Marital Status: Not applicable
Known Relatives: Had hundreds of offspring
Base of Operations: Atlantic Ocean, New York City
Present Group Affiliation: None

KNOWN POWERS:
Body Armor: Amazing resistance to Physical and Energy attacks
Growth: Shift Z. Zilla is +4CS to be hit and –4CS to hit unless facing similar-sized opponents. Against smaller targets he may cause Shift Z damage when attacking
Water-Freedom
Tail-Smash: Shift Y (200) blunt damage
Claws: Shift X Edged damage
Teeth: Shift X Edged damage
Stomp: Shift X Blunt damage. Both feet together cause Shift Z damage.
Hyper-Swimming: Remarkable
Hyper-Speed: Zilla may run at Amazing speed
NOTE: The original Zilla demonstrated the ability to procreate asexually, laying approximately 200 eggs at a single time. It is unknown whether this creature was capable of laying more than a single batch of eggs or would have periodically continued to produce additional broods. At the time it was speculated that each of these offspring would also retain a similar asexual reproductive ability (which would have likely caused a worldwide crisis resulting from a mass population of these giant creatures), although the one survivor of this brood apparently did not – perhaps being the equivalent of a drone. This lone survivor also demonstrated the ability to breathe atomic fire of Monstrous intensity.

ROLE-PLAYING NOTES:
Animal intelligence, greater than normal for a reptile, comparable to a dog.

ZILLA

HISTORY:
In 1998, a bizarre giant creature, apparently a giant mutated iguana, attacked New York City. The Americans referred to this creature as 'Godzilla', even though it was clearly a different species, and the Japanese have since given the creature the moniker, 'Zilla.' This beast's origin stems from French nuclear testing, and it made it's presence known by attacking commerical fishing boats on rout to Manhattan Island, where it caused havoc simply from its great size as it wandered throughout the city.
The creature's real threat, however, turned out to be the fact that it reproduced asexually, burrowing under the city and laying over two-hundred eggs. These eggs actually managed to hatch, prodcing hudreds of voracious six-foot offspring, but the nest was destroyed before it could be ascertained if each of these hatchlings would have likewise reproduced in similar numbers.
The parent Zilla was killed shortly after its brood by fighter jets, but one hatchling survived – a creature that bonded with the first creature it cotnacted – in this case the scientist Nicholas Tatopolus, and after it quickly grew to adulthood, behaved like a giant guard dog for Tatopolus and his team.

ZOMBIES

STATISTICS:

F TY(6)
A TY(6)
S TY(6)
E RM(30)
R Sh0 (0)
I Sh0 (0)
P Sh0 (0)
Health: 48 **Str:** 6
Karma: 0
Resources: 0
Popularity: -10
Height: Varies with individual
Weight: Varies with individual
Eyes: Varies with individual
Hair: Varies with individual

BACKGROUND
Real Name: Variable
Occupation: Inapplicable
Legal Status: Dead
Identity: Known to the general public
Place of Birth: Variable
Marital Status: Inapplicable
Known Relatives: Inapplicable
Base of Operations: Zombies have spread all over the world
Present Group Affiliation: None

KNOWN POWERS:
Animated Corpse: Zombies are animated corpses and as such are immune to Stun or Kill results. Only a Kill shot that disrupts the brain in some way (like a bullet to the head) can permanently destroy a Zombie.
Cannibalistic Hunger: For some unknown reason, Zombies are motivated solely by a Monstrous hunger for living human flesh. If a living human present, a Zombie will attack unrelentingly until destroyed.
Infectious Bite: Anyone bitten by a Zombie will die within days against Amazing Infection. Anyone that dies from the bite of a Zombie will become one after death.
NOTE: A Zombie's physical stats vary with the individual, more or less taking their physical stats in life into their reanimated afterlife.

The above stats simply represent a typical individual. All mental stats are reduced to Zero with Unearthly intensity; although there are a very few Zombies who retain some residual intelligence after death, none have ever shown any mental abilities higher than Feeble.

ROLE-PLAYING NOTES:
Zombies are driven solely by the desire to consume living human flesh. There's literally nothing else to them. The very odd individual zombie will occasionally demonstrate certain levels of awareness, and they have been known to act in groups, but even these individuals are still little more than flesh-hungry monsters.

ZOMBIES

HISTORY:
Zombies are animated corpses, traditionally brought to life through voodoo, for use as minions. Modern zombies, however, are primarily based on the George Romero's Night of the Living Dead series, where the original cause was a virus brought back with space wreckage. Romero's zombies were cannibalistic flesh-eaters, single-mindedly preying upon living humans, in a world where the zombie-virus seemed to have spread to all humans, so that anybody that died, regardless of cause, became a zombie after death unless destroyed. In Zach Snyder's remake, the virus had to be transmitted via a zombie bite. In either case, a zombie bite is lethal within a very short period – either through infection or the work of the virus. Zach Snyder's zombies also retain more hand-eye coordination, able to actively run down victims, as opposed to Romero's slow, shambling invalids. In both cases, the worst threat zombies pose is how quickly the infection spreads, with whole cities, and even countries, transformed into mindless, undead cannibals in a frighteningly short time. Because zombies are already dead, they have few vulnerable spots, but Romero established that rupturing the brain would permanently destroy them (although the Return of the Living Dead copy-cat series featured zombies without this weakness). Decapitation that left the brain intact would leave the head alive, but not the body.

ZORRO

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E EX(20)
R RM(30)
I RM(30)
P IN(40)
Health: 100 **Str:** 8
Karma: 100
Resources: IN
Popularity: 10
Height: Unrevealed
Weight: Unrevealed.
Eyes: Black
Hair: Black

BACKGROUND
Real Name: Don Diego de la Vega
Occupation: Spanish Noble-man, Vigilante
Legal Status: Citizen of the Spain with no criminal record, wanted in Mexico as Zorro
Identity: Secret
Place of Birth: Spain
Marital Status: Single
Known Relatives: Don Alejandro Vega (father)
Base of Operations: Los Angeles, California, Spanish Colonial Era
Present Group Affiliation: None

KNOWN POWERS:
Zorro has no superhuman powers; he relies solely on his weapons and natural skills
Talents: Zorro is a Weapons Specialist with both whip and sword, gaining +2CS. He has. Martial Arts A, B, Acrobatics, Animal Handling, Detective, Tracking, and he is fluent in English and Spanish
Equipment:
Sword: Excellent edged damage
Whip: Good damage
Tornado: Zorro's mount has Good ground speed (4 areas/round). Tornado has the following statistics:

F	A	S	E	R	I	P
GD	GD	RM	RM	PR	TY	TY

Health: 80 **Karma:** 16

ROLE-PLAYING NOTES:
Zorro is the quintessential swash-bucking adventurer, prone to acrobatic theatrics, daredevil heroics, and taunting enemies. He is dedicated to the protection of the weak. In his Don Diego de la Vega identity he feigns shallow cowardice.

ZORRO

HISTORY:

Don Diego de la Vega was born and raised in the presidio of Los Angeles, California in the early 1800's. During Diego's lifetime, the powerful Catholic missions that once ruled the community were in decline, while powerful ranchers such as Diego's father, Don Alejandro Vega, gained more economic and cultural influence.

Don Alejandro raised Diego to be compassionate toward all people no matter their class or station. He later sent his young son to university in Madrid with the expectation that he would become an educated gentleman of the Spanish court. Diego thrived in Madrid as a talented scholar and fencing champion until he received an urgent letter from his father calling him home.

During the voyage to California, Diego learned that a despicable tyrant had declared military rule over Los Angeles. The tyrant's poor leadership resulted in increased lawlessness, poverty and oppression. Powerful men like Don Alejandro were actively trying to resist the tyrant, but their efforts were proving ineffective. Diego knew his father expected him to join the fight, but he suspected the enemy would know this as well. Convinced he would be more useful as a vigilante, Diego decided to disguise himself as El Zorro (The Fox), a mysterious masked avenger who rides by night, while pretending to be a helpless, naive young fop during the day. Diego decided no one - not even his father - would know the truth except for his trusty servant and accomplice Bernado, who pretended to be a deaf mute.

Arriving in California, Diego deliberately established a reputation for being weak and cowardly. He appeared more interested in fashion and poetry than fencing or politics, to the great disappointment of his father. The citizens of Los Angeles came to view Diego as a harmless yet rather exasperating dandy who spent his days drinking at the tavern. Meanwhile, his alter-ego Zorro struck fear into the hearts of criminals and soldiers throughout the land, laughing zestfully while engaged in swordplay, and slashing the letter Z into the flesh of those he defeated. Zorro soon became famous as a champion of the poor and persecuted.

As the myth of Zorro spread, the military targeted Zorro as a dangerous outlaw and put a price on his head. Diego and Bernardo found themselves going to great lengths to protect Zorro's secret identity, including utilization of secret passages and a subterranean cave hidden within the Vega hacienda. To further ensure that no one would suspect the truth, Diego befriended the military officers at the tavern and often joined them in discussing strategies to defeat Zorro. Diego was able to maintain this charade for many years, though he did eventually share his secret with those closest to him.

Universal Table

	Blunt Attacks BA Fighting	Edged Attacks EA Fighting	Shooting Attacks Sh Agility	Throwing Edged TE Agility	Throwing Blunt TB Agility	Energy En Agility	Forcepling Fo Agility	Grappling Gp Strength	Grabbing Gb Strength	Escaping Es Strength	Charging Ch Endurance	Dodging Do Agility	Evading Ev Fighting	Blocking Bl Strength	Catching Ca Agility	Stun? St Endurance	Slam? Sl Endurance	Kill? Ki Endurance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	Autohit	1-10	GrSlam	En.Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	-2 CS	Evasion	-4 CS	Miss	1	1area	E/S
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	Damage	No	Stagger	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No

	0 Shift 0	Fe Feeble 2	Pr Poor 4	Ty Typical 6	Gd Good 10	Ex Excellent 20	Rm Remarkable 30	In Incredible 40	Am Amazing 50	Mn Monstrous 75	Un Unearthly 100	X Shift 150	Y Shift 200	Z Shift 500	1000 Class 1000	3000 Class 3000	5000 Class 5000	B Beyond ∞
	0	1-2	3-4	5-7	8-15	16-25	26-36	37-45	46-62	63-87	88-125	126-175	176-350	351+				
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