

APOCALYPSE

"Puny mortal, you rail against the Tidal wave of inevitable annihilation...I am the New Order".

Power Level: 25 **Concept:** Super Mutant Despot

Occupation: World Conqueror

Str	Dex	Con	Int	Wis	Cha	Melee
16	12	20	16	12	13	+11
+3	+1	+5	+3	+1	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+27	+25	+1	+1	30	+9
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Computers (Int) +7, Craft—Electronics (Int) +13, Craft—Mechanics (Int) +13, Craft—Weapon systems (Int) +11, Intimidate (Cha) +9, Knowledge—History (Int) +7, Repair (Int) +11, Science—Genetics (Int) +7

Initiative

+1

DEX

Dma Bonus

+18 S/L

Fists and Feet

DEFENSE

16/17

Flat Footed

FEATS

Headquarters, Immunity (aging, disease, poison), Leadership, Toughness, durability, Talented (Craft Electronics/Mechanics),

POWERS

Super Strength +5: apocalypse has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 32 times his normal carrying capacity [*Power Stunt Lethal; Source: Mutation; Cost: 4 pp*].

Super Constitution +20: Apocalypse has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source: Mutation; Cost: 4 pp*].

Strike +10: Apocalypse can deliver tremendously powerful blows with his unarmed attacks, adding power rank to his damage bonus with melee attacks. [*Source: Mutation; Cost: 2 pp*].

Molecular Rearrangement +20: Apocalypse has the ability to control every single molecule in his body, allowing him to rearrange and restructure it as he desires. As a free action he can assume any person of similar mass, adding power rank as a bonus to Disguise skill checks. His form remains in place until he wills it otherwise even if knocked out or stunned and is identical to

WEAKNESSES

Apocalypses weakness if any is his total megalomania, he is convinced that he is destined to bring about a new world where he reigns for his chosen mutants. His goal of world domination drives his every action. Apocalypse must also occasionally transfer his consciousness and powers into a succession of host bodies, abandoning each one when it too grows too strained to contain his power

PERSONALITY

Apocalypse's life long dream has driven him insane. He is cruel and vicious, and believes that he is superior to mutantkind as well as mankind. He views his fellow mutants as cannon fodder in his war for world domination. He is convinced that in order to bring in his new era, he must first destroy the old. If he cannot command it he will destroy it.



CHARACTERISTICS

Real Name: En Sabah Nur
Height: 7' 0"
Weight: 249 lb.
Eyes: Red
Hair: Black
Birthplace: Egypt
Group Affiliation: Alliance of Evil
Headquarters: Mobile, Formerly a sentient starship created by the Celestials.
Relatives: Stryfe (adopted son, deceased)
Other Aliases: Too many to mention
Marital Status: Set, Sauru, Kali-Ma
First Appeared: (in shadow) X-FACTOR #5, (fully seen) X-FACTOR #6

HISTORY

Apocalypse was born nearly five thousand years ago in Egypt as a member of the Akkaba clan. Even as an infant, he inspired fear. Ugly and malformed, he was abandoned by the tribe to die in the harsh desert sun. The baby was found by a roving band of feared desert raiders known as the Sandstormers. Most of them, too, thought the infant should die. However, their ruthless leader, Baal, somehow recognized the potential power in the child. He named him En Sabah Nur ("The First One") and raised him as his own son. As En Sabah Nur grew, he surpassed the other tribesmen in intelligence and strength. Everyone in the tribe except for Baal hated and feared him for his inhuman looks and great abilities. Nur did not understand their fear, but hardened his heart against it. Moreover, he believed in the principle that Baal and the tribe lived by, that only the fittest, tested by hardship, would, and should, survive. On the day of his tribal rite of passage into manhood, the seventeen-year-old En Sabah Nur killed three armed warriors of the tribe using only his bare hands. At this time Egypt was ruled by Pharaoh Rama-Tut. On the day of En Sabah Nur's rite of passage, Baal explained to

him that Rama-Tut was no god, as most believed, but a man, who had arrived in a strange vessel. Years ago the tribe had stumbled upon the time-traveler's crashed ship, taken the injured man back to their camp, and nursed the injured and temporarily blinded man back to health. One night he wandered away, taking with him objects the tribesmen had brought from his vessel. Weeks later, his sight restored, Rama-Tut returned, wielding weapons of devastating power and leading the Egyptian army. He massacred the tribe and enslaved the survivors. Although he tortured them, no one revealed the timeship's location. In actuality, Rama-Tut was a time traveller from the far future who would later become known as Kang the Conqueror. Kang knew that Apocalypse, one of the most powerful mutants who ever lived, and the one who was destined to rule the world, had been born in ancient Egypt. Hence, Rama-Tut had gone back in time to find Apocalypse as a child, raise him, and thereby become the master of the most powerful being on the planet. On the day of his rite of passage, Baal brought the young Nur to a sacred cave whose entrance became blocked by a cave-in, trapping them underground. After a week of wandering without food or water, they found the remnants of Rama-Tut's timeship within an underground Egyptian tomb. Baal told Nur that he believed him to be a conqueror whose coming was foretold in ancient prophecies, and that Nur was destined to overthrow Rama-Tut. Then Baal died from lack of nourishment, and Nur, whose mutant physiology kept him alive, vowed to take vengeance on Rama-Tut and claim his destiny. Four weeks later he finally made his way back to the surface. Nur became a slave, but eventually he had a vision of the Egyptian death god Seth, who urged him to become a conqueror. At the time of the Crusades, Apocalypse arranged for the warrior Bennet du Paris to activate his latent mutant powers for the first time. Renaming him Exodus, Apocalypse made him his servant but later cast him into a deathlike trance when Exodus rebelled against him. In 1859, Apocalypse awoke from centuries of hibernation in an underground chamber in London. He later recruited a team he called the horsemen.

Vehicle Type: Space Battleship Size: Colossal Movement: 5 (glide) Hardness: 20
Armour Bonus: 20 Cost: 20 Features: Gun +16, Space Flight

the original on a molecular level, including DNA, retinal patterns, fingertips everything [*Extras*: Continuous, Elongation, Exact, Growth, Protection, Shrinking; *Flaw*: People only forms; *Source*: Mutation; *Cost*: 4 pp].

Elasticity +20: Apocalypse can elongate his limbs and the rest of his body by 5 ft. for every rank as a half action (twice that as a full action). By sacrificing his dodge bonus he can stretch up to four times the normal distance as a full action. Among other things this increases his reach, allowing him to make *melee* attacks at a distance. He can also move his elongation distance by stretching his body and then having his legs follow. He adds his rank to all *Escape Artist* checks as only a half action. [*Source:* Mutation; *Cost:* none].

Growth +20: Apocalypse can also increase his size from Medium (8 ft.) up to Awesome (128 ft. +) each rank he applies of growth gives a rank in Immovability (p. 73), Protection (see below), and Super Strength (see above). He suffers normal size modifiers to Attack rolls and Defence for whichever size he is in. [*Source:* Mutation; *Cost:* none].

Protection +20: Apocalypses ability to alter himself on a molecular level allows him to make his body super tough allowing him to ignore most blows without harm. Effectively this allows him to subtract his power rank from the damage bonus of any attack that affects him before making a Damage saving throw. [*Source:* Mutation; *Cost:* 2 pp].

Shrinking +20: As well as make his body grow, apocalypse can make it shrink, reducing his size category from medium (normal size) down to Infinitesimal (smaller than a dust mote). Smaller forms provide the usual Attack and Defence bonuses and his lifting capacity is reduced also.

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Apocalypse's Headquarters has the following features: Communications, Computer, Concealment, Defence Systems, Garage, Hangar, Infirmary, Isolated location, Laboratory, Library, Living Space (x4), Power System, Reinforced Structure, Security system, Staff, Workshop, Time Travel room (as power), Power Transference room (as power), Serial Reincarnation Chamber (as power), Matter shaping ability (can form rooms/furnishings as required as power), Self Repair capability (base can heal damage as power), Neutralizing Field (as power).

ARCHANGEL

"I have soared high and been cast low, during my time, such is the life of an X man".



Power Level: 12 **Concept:** Winged Mutant **Occupation:** Chairman Worthington Industries

Str	Dex	Con	Int	Wis	Cha	Melee
16	17	20	16	14	11	+8
+3	+3	+5	+3	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+5	+3	+2	30/50	+8
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Acrobatics (Dex) +15/21, Diplomacy (Cha) +11, Gather Information (Cha) +8, Knowledge—Business & Finance (Int) +14, Spot (Wis) +14, Search (Int) +15, Profession—Businessman (Wis) +17

Initiative

+7

DEX

Dma Bonus

+3 s

Fists and Feet

DEFENSE

17/21

Flat Footed

CHARACTERISTICS

Real Name: Warren Kenneth Worthington III
Height: 6' 0"
Weight: 150 lb.
Eyes: Blue **Hair:** Blonde
Birthplace: Centreport, Long Island, New York
Group Affiliation: X-Men
Headquarters: New York City
Relatives: Warren K (grandfather, deceased), Warren K Jr (father, deceased), Kathryn (mother, deceased), Burt (uncle, deceased)
Other Aliases: Angel III, Death III, Avenging angel, Angel of Death, Dark Angel
Marital Status: Single
First Appeared: Uncanny X-Men #1

HISTORY

Warren Worthington III was attending a private school in his adolescence when wings began to grow from his shoulder blade. The wings reached their full adult size within months, but Worthington kept them a secret by strapping them tightly to his back and concealing them under his clothes. At first he thought himself a freak. However, Worthington learned that he could use his wing to fly, and came to enjoy his new ability. Then, one night there was a fire in his dormitory, and he resolved to use his flying power to rescue the people inside. To conceal his identity, Worthington wore a long blond wig and a long nightshirt, so that he looked like an angel. The rescue was successful, and his identity remained a secret. Shortly thereafter Worthington became a costumed crime fighter in New York City under the name of the Avenging Angel. He was then contacted by the X-Men and agreed to join them. Shortly after Professor Charles Xavier, the founder of the X-Men, recruited several new members for the group, the Angel decided to leave the X-Men. After his parents' deaths, Worthington inherited their vast fortune, and he used part of it to found a Los Angeles-based organization of super-human

FEATS

Aerial Combat, Accurate Attack, Attractive, Dodge, Connections, Improved Initiative, Surprise Strike, Skill Focus—Professional

POWERS

Flight (Wings) +10: Archangels white feathered "angelic" wings allow him to fly at 5 .ft base speed per rank or twice that as a full action. He can fly at four times that as a sprint. [*Flaws* Limited—Wings; *Source:* Mutation; *Cost:* 1 pp].

Telescopic Sense (Eyes) +10: Archangels eye sight is as acute as that of a bird of prey allowing him to use his Spot checks as far out as 5,120 .ft. [*Source:* Mutation; *Cost:* 1 pp].

Super Skill (Acrobatics) +6: Archangel adds his power rank to his Acrobatics skill to represent his adapted anatomy when it comes to flying [*Source:* Mutation; *Cost:* 1 pp].

WEAKNESSES

Warren has no weaknesses other than the mental scars he bears of the things he has endured, but he is slowly learning to come to terms with those.

PERSONALITY

Warren tended to be a free spirited individual, in many ways a typical "playboy dilettante". He considered the original X-men his "family" and did not have a very high opinion of the new team. Toward the of his life he was growing extremely disenchanted that the X Factor organization was inciting the very mutant hysteria he was hoping to end. This ended in his apparent suicide after the loss of his wings... of course he did not die and went on to become Death, brainwashed into the service of Apocalypse. Warren is quite brooding at times not quite having gotten over what apocalypse did to him though time with his friends has healed the worst of the mental wounds that time caused. Recently however Warren has had a set back due to the death of his lifes love Betsy Braddock aka "Psylocke".

MORE HISTORY

adventures the Champions. Worthington also publicly revealed that he was the Angel, although he and Xavier managed to keep secret Worthington's connection with Xavier's school, the cover and home base for the X-Men. When the Champions failed as an organization, Worthington decided to devote his time from then on to his business duties and to his renewed romance with longtime girlfriend Candace "Candy" Southern. Worthington also briefly returned to the X-Men. Recently the Angel joined the Defenders and remained with the team after the Beast reorganized the group. The Defenders used the mansion and estate that Worthington and associate Candace Southern jointly owned in the New Mexico Rocky Mountains as their base of operations. When the Defenders disbanded, the Angel helped found X-Factor. The Angel later joined another team of superhuman adventurers, the Defenders, and remained with them after the Beast, another of the original X-Men, reorganized the group. The Defenders used the mansion and estate that Worthington and Southern jointly owned in the Colorado Rocky Mountains as their base of operations. After several of the Defenders seemingly perished in a battle against Moondragon and the Dragon of the Moon, the Angel joined four other original members of the X-Men in founding X-Factor, an organization that would seek out and aid superhuman mutants under the pretense of hunting down "mutant menaces." Worthington brought in a friend from school, Cameron Hodge, to act as X-Factor's public relations director. Unknown to Worthington, Hodge was the leader of an organization called The Right and intended to use X-Factor to exacerbate anti-mutant sentiments in the general public. Mystique, leader of Freedom Force, discovered that Worthington, a known mutant, was secretly the financial backer of X-Factor, which was publicly believed to be a mutant-hunting organization, and leaked this information to the news media, generating great controversy. Subsequently, in a battle with the Marauders during their massacre of the mutant Morlocks, the Angel was caught by Blockbuster. Another Marauder, Harpoon, then impaled the Angel's wings with his weapons. The thunder god Thor rescued the Angel, but the bones of the Angel's wings had been permanently crippled, and his wounds became infected.

VEHICLE

Vehicle Type: _____ Size: _____ Movement: _____ Hardness: _____
 Armour Bonus: _____ Cost: _____ Features: _____

MORE POWERS

DEVICES

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

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DEATH

"I am Death incarnate, given form and I herald the coming Apocalypse".

Power Level: 16 **Concept:** Brainwashed Mutant

Occupation: Horseman of Apocalypse

Str	Dex	Con	Int	Wis	Cha	Melee
16	17	20	16	14	11	+9
+3	+3	+5	+3	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+5	+3	+2	30/25	+9
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Acrobatics (Dex) +23/29, Diplomacy (Cha) +11, Gather Information (Cha) +8, Knowledge—Business & Finance (Int) +14, Spot (Wis) +25, Search (Int) +15, Profession—Businessman (Wis) +17

Initiative

+11

DEX

Dma Bonus

+7s/+10L

Fists and Feet

DEFENSE

18/26

Flat Footed

FEATS

Aerial Combat, Accurate Attack, Attractive, Dodge, Connections, Improved Initiative, Surprise Strike, Skill Focus—Professional

POWERS

Power Suit (Wings) +5: Deaths power suit allows him to fly and is mounted with metallic wings allowing him to fly at 5 .ft base speed per rank or twice that as a full action. He can fly at four times that as a sprint. [*Flaws* Device; *Source:* Super Science; *Cost:* 1 pp].

Armor (Power suit) +6: Deaths power suit allows him to subtract his power rank from the damage bonus of any attacks that affect him before making his Damage saving throw [*Flaws* Device; *Source:* Super Science; *Cost:* 1 pp].

Super Strength +4: Deaths power suit provides him increased strength allowing him to add his rank to his melee damage, all strength based skill checks, strength checks, and also doubles his carrying capacity for each rank [*Flaws* Device; *Source:* Super Science; *Cost:* 1 pp].

WEAKNESSES

Warren as Death has a Disturbing appearance, his blue skin and savage power suit terrify people, a complete departure from his original "angelic" appearance, and hence suffers a -5 penalty to all Diplomacy and Bluff checks.

Death is also prone to Berserk fits of Rage and lose of control, requiring he make a Will save (DC 20) or he succumbs to his rage losing all dodge bonuses to Defence and must take a full attack as often as possible, if all potential hostiles are defeated he must make a further will save or attack an ally or bystander. He is entitled to a further save with a cumulative +1 bonus each round to come out of the state.

DEVICES



CHARACTERISTICS

Real Name: Warren Kenneth Worthington III

Height: 6' 0"

Weight: 150 lb.

Eyes: Blue **Hair:** Blonde

Birthplace: Centerport Long Island, New York City

Group Affiliation: Four Horsemen

Headquarters: Mobile

Relatives: Warren K (grandfather, deceased), Warren K Jr (father, deceased), Kathryn (mother, deceased), Burt (uncle, deceased)

Other Aliases: Angel III, Death III, Avenging angel, Angel of Death, Dark Angel

Marital Status: Single

First Appeared: X-Factor #18-19

HISTORY

During the *Mutant Massacre*, little Artie Maddicks got lost in the tunnels, and with the rest of X-Factor were treating to some wounded Morlocks, Angel alone searched for the little boy. He found him, but they got attacked by a trio of Marauders. Although he knew that in the tunnels he had no real chance to fight, as the limited space hindered his wings, Angel told the boy to run while he kept the villains busy. He lost the fight and the Marauder known as Harpoon pinned Angel to a wall by his wings, severely damaging them, and Blockbuster continued the job started by ripping out many feathers and giving Warren a heavy beating. More dead than alive, Angel was found by Thor, who drove off the Marauders and returned Warren to his teammates. When Angel was brought to the hospital, Hodge planted false evidence that showed that amputation was the only way to save him. With Warren having no living relatives the matter was brought to court and it was decided that the wings had to come off, despite the objections of his teammates. Also, since Angel's injuries were so public, it blew their cover as mutant hunters. Hodge convinced Angel to turn over all of his assets to X-Factor, in case he died, with

MORE HISTORY

Cameron as the beneficiary. He thought Warren would try suicide after the loss of his wings, and he had control over X-Factor's assets, which he used to fund his own agency, the Right, a group of fanatic mutant haters. Distraught after the amputation, Angel escaped from the hospital and went to his private helicopter to "Fly one last time!" In midair, his jet exploded, apparently completing his suicide mission. While Hodge was taking over X-Factor, Warren was, in fact, still alive. At the moment of the plane's explosion, he was teleported away by the immortal mutant Apocalypse. By implanting some of his own shapeshifting techno-organic cells in Angel's body, Apocalypse turned Warren's skin blue and caused him to grow a new, bio-metallic set of wings from his back. These new wings could retract into his back, as well as fire "feather fletchettes," wing darts that paralyzed the nervous system of whoever they hit. Due to brainwashing and his own distraught feelings, Warren was convinced by Apocalypse to become his winged Angel of Death. Along with the anorexic child Famine, the former Morlock Pestilence, and the ex-soldier War, they were the Four Horsemen of the Apocalypse. After X-Factor finally defeated Hodge's Right organization, Apocalypse struck. Death willingly fought his former friends until he was tricked into believing he had killed Iceman. This shocked him back to his senses, and he turned against Apocalypse. While most of X-Factor escaped after defeating the Horsemen, their new member, Caliban, took Warren's place in the Horsemen. Death wouldn't retake his place in X-Factor, however, for he wanted to hunt down and kill Cameron Hodge, who was still on the loose, for all he had done to his family. On his quest to find Hodge, Death found that Hodge had kidnapped Candy Southern. In the final battle between the two, Hodge killed Candy, and, in retaliation, Death sliced Hodge's head off with his wings. Days later, when the *Inferno* struck, Death returned to fight alongside X-Factor. After helping to win the battles against S'ym, Nastir'h, the Goblin Queen, Sinister and the Marauders, Warren came back to the team and after finding the new alias Dark Angel not very fitting, he adopted Archangel as his new moniker.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

Super Dexterity +4: Deaths power suit provides him increased agility allowing him to add his rank to his defence as a dodge bonus, all dexterity based skill checks, dexterity checks, and also initiative for each rank [*Flaws Device; Source: Super Science; Cost: 1 pp*].

Weapon (Razor Sharp Wings) +7: Deaths power suits wings have razor sharp edges that can be used to inflict damage equal to power rank in lethal damage [*Flaws Device; Source: Super Science; Cost: 1 pp*].

Paralysis (Neural Disrupter) +9: Deaths power suits wings can fire feather shaped metallic neural disrupters into a 5 .ft area per rank, which require any in the area to make a Reflex save (DC10+ power rank) failure meaning they must make a Will save (DC10+PR) or be paralysed and unable to move or act, limited only to mental actions. Those who make their Reflex saves still have to make a will save but the DC is only 10+1/2 PR [*Extra: Area; Flaws Device; Source: Super Science; Cost: 2 pp*].

Telescopic Sense (Eyes) +10: Deaths eye sight is as acute as that of a bird of prey allowing him to use his Spot checks as far out as 5,120 .ft. [*Source: Mutation; Cost: 1 pp*].

Super Skill (Acrobatics) +6: Death adds his power rank to his Acrobatics skill to represent his adapted anatomy when it comes to flying [*Source: Mutation; Cost: 1 pp*].

PERSONALITY

Warren tended to be a free spirited individual, in many ways a typical "playboy dilettante". He considered the original X-men his "family" and did not have a very high opinion of the new team. Toward the of his life he was growing extremely disenchanted that the X Factor organization was inciting the very mutant hysteria he was hoping to end. This ended in his apparent suicide after the loss of his wings... of course he did not die and went on to become Death, brainwashed into the service of Apocalypse. Warren is quite brooding at times not quite having gotten over what apocalypse did to him though time with his friends has healed the worst of the mental wounds that time caused. Recently however Warren has had a set back due to the death of his lifes love Betsy Braddock aka "Psylocke".

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HEADQUARTERS

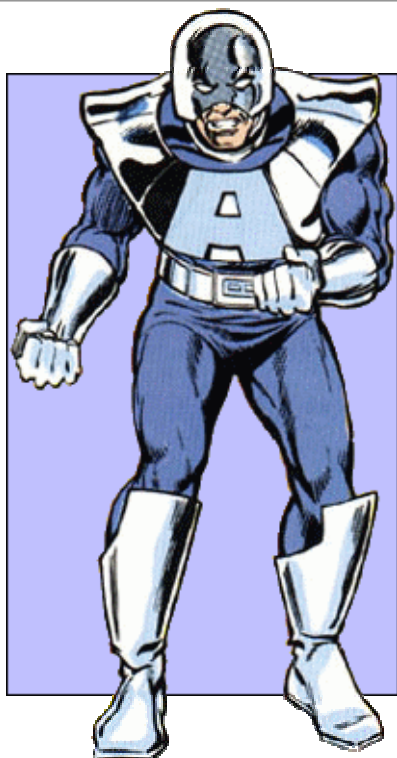
NOTES

VILLAIN POINTS

8

AVALANCHE

"Time to shake things up a little"



Power Level: 10 **Concept:** Vibration power Mutant **Occupation:** Professional Criminal

Str	Dex	Con	Int	Wis	Cha	Melee
16	13	16	15	12	10	+7
+3	+1	+3	+2	+1	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+5	+1	+1	30/50	+5
Save	Save	Save	Save	Walk/Tunnel	Atk Bonus

SKILLS

Balance (Dex) +6, Climb (Str) +6, Concentration (Wis) +6, Demolitions (Int) +5, Intimidate (Cha) +6, Language (English), Listen (Wis) +5, Survival (Wis) +5

Initiative

+1

DEX

Dma Bonus

+3 S/L

Fists and Feet

DEFENSE

14/15

Flat Footed

CHARACTERISTICS

Real Name: Dominic Petros
Height: 5' 7"
Weight: 195 lb.
Eyes: Brown
Hair: Brown
Birthplace: Unknown location in Crete
Group Affiliation: Brotherhood of Evil Mutants 2, Freedom Force
Headquarters: Secret location within Pentagon, Virginia
Relatives: Helen (wife)
Other Aliases: None
Marital Status: Married
First Appeared: X-Men #141

HISTORY

An immigrant from Greece, Dominic Petros' past remains largely unrevealed. The mutant Mystique somehow learned of Petros' mutant powers and recruited him as Avalanche for the second incarnation of the Brotherhood of Evil Mutants. He first publicly appeared with the Brotherhood when they unsuccessfully attempted to assassinate Senator Robert Kelly during his hearings on the menace that mutants allegedly pose to humanity in general.

Petros remained with the Brotherhood for quite some time, only briefly leaving to attempt to blackmail the state of California into paying him an enormous sum to prevent him from using his power to trigger a major earthquake. He returned to the Brotherhood after being stopped by the Hulk.

Petros was among the Brotherhood members when Mystique turned the team over to the government to serve time for their crimes as the government's strike force. Often finding themselves in semi-legitimate covert operations as a member of Freedom Force, Petros clashed with several superhero teams

FEATS

Accurate Attack, Great Fortitude, Power Attack, Toughness

POWERS

Elemental Control - Earth +10: Via the use of his vibration powers Avalanche can control soil, rock, minerals, unrefined metals, glass, concrete and so forth enabling him to move up to 51,200 lb. Within a 50 feet area, this may even be used to move targets on the material being moved by requiring all targets within the area to make a Reflex save (DC10 + PR) or if aimed at an individual target a ranged attack roll must first be made and then if they fail a power check opposed by the targets strength. Additionally the earth can be vibrated to such a point that it essentially liquefies forcing all within the area to make a Reflex save (DC10+PR), those who fail must then make a Fortitude save if they fail they are swallowed by the ground and begin making Constitution checks to avoid suffocation for as long as avalanche concentrates. Avalanche can also use his power to tunnel through the ground, enabling him to move through nonliving substances of up to and including his power rank in hardness. Tunnelling in this way is a half action and he can move 5 feet per power rank (twice that as a full action), he can choose to leave a tunnel behind him or have it collapse behind him as he goes. [*Power Stunts:* Suffocate; *Extras:*

WEAKNESSES

Feedback: Avalanches powers works all good and well against nonliving material, but against living things his powers feedback causing him lethal damage at his power rank as though he had attacked himself. It is unknown why his powers do not work against living things, nor why they feedback. He learned of them himself in a fray with the Hulk that resulted in him receiving two broken arms due to the feedback

PERSONALITY

Dominic is a criminal his lack of patience has led him to wish to take the easy route in life, he wants things and he wants them now. However he is not beyond redemption, he has even tried being a hero for the government for a short time, as well as gone out of his way to save the lives of his fellow criminals. But always the lure of his criminal past pulls him inexorably back.

MORE HISTORY

such as the X-men and the Avengers.

On a mission in Kuwait during the war of Operation: Desert Storm, Petros was forced to abandoned his Freedom Force teammates Blob and Pyro. After this mission, Freedom Force was dissolved, and Petros became a free agent mercenary.

VEHICLE

Vehicle Type: Size: Movement: Hardness:
Armour Bonus: Cost: Features:

MORE POWERS

Elemental Movement, Area; *Source*: Mutation; *Cost*: 4 pp]

Energy Control - Vibration +10: Avalanches primary use of his vibration powers is to shatter or smash objects, reducing them to dust. By making a ranged attack roll against inanimate objects he can reduce an objects hardness by power rank, any object whose hardness is reduced to 0 crumbles to dust. Avalanche can choose to use this power in a 50 feet area, which like a minor earthquake can cause massive structural damage in an area, creatures within the area must make a Reflex save (DC 10+PR) or take power rank damage from debris, [*Extras*: Area; *Source*: Mutation; *Cost*: 3 pp]

DEVICES

Armour +5: Avalanche wears a suit of armour that reduces an attacks damage by its rank before a damage save is made, [*Source*: Super Science; *Cost*: 1 pp]

MAP

MAP FEATURES

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HEADQUARTERS

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VILLAIN POINTS

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BATMAN

"I'm Batman!"



Power Level: 24 **Concept:** Caped Crusader **Occupation:** Millionaire Socialite

Str	Dex	Con	Int	Wis	Cha	Melee
15	18	15	16	18	13	+11*
+2	+4	+2	+3	+4	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+7/+9	+7	+9	+11	30	+11
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +8, Balance (Dex) +6, Bluff (Cha) +11, Climb (Str) +4, Computers (Int) +5, Diplomacy (Cha) +7, Disable Device (Int) +5, Disguise (Cha) +11, Drive (Dex) +8, Escape Artist (Dex) +12, Gather Information (Cha) +9, Hide (Dex) +7, Innuendo (Cha) +6, Intimidate (Cha) +9, Jump (Str) +4, Knowledge - Culture (Int) +5, Listen (Wis) +10, Move Silently (Dex) +7, Open Lock (Dex) +6, Pilot (Dex) +6, Repair (Int) +5, Science - Chemistry (Int) +5, Science - Psychology (Int) +5, Search (Int) +7, Sense Motive (Wis) +10, Sleight of Hand (Dex) +6, Spot (Wis) +12, Survival (Wis) +8, Swim (Str) +4

Initiative

+8

DEX

Dmg Bonus

+6/+6 S/L

Fists & Batarang

DEFENSE

20/16

Flat Footed

CHARACTERISTICS

Real Name: Bruce Wayne
Height: 6' 2"
Weight: 210 lb.
Eyes: Blue
Hair: Black
Birthplace: Gotham City
Group Affiliation: Justice League of America (J.L.A)
Headquarters: Batcave below Wayne Manor, Gotham City
Relatives: Thomas and Martha Wayne (parents, deceased), Philip (uncle)
Other Aliases: none
Marital Status: Single
First Appeared: DETECTIVE #27

FEATS

Accurate Attack, All Out Attack, Arch Nemesis (Joker), Assessment, Attack Finesse*, Attack Focus (Unarmed, Ranged), Blind fight, Combat Driver (Ground), Connected, Dodge, Endurance, Evasion, Expertise, Fame, Farshot, Great Fortitude, Headquarters, Heroic Surge, Heroes Luck (3), Improved Disarm, Improved Initiative, Improved Trip, Indomitable Will, Instant Stand, Iron Will, Leadership, Lightning Reflexes, Move by Attack, Photographic Memory, Point Blank shot, Power Attack, Precise Shot, Quickdraw, Rapid Strike, Rapid Takedown, Ricochet Attack, Sidekick (Robin), Slippery Eel, Startle, Stunning Attack, Surprise Strike, Takedown Attack, Talented (Bluff, Disguise), Talented (Spot, Listen), Skill Focus (Escape Artist), Throwing Mastery, Toughness, Track, Whirlwind Attack

POWERS

Strike +4: Bruce is trained in almost every known fighting style, and in unarmed combat can add his Strike power rank as a bonus to his damage bonus with such attacks. [*Power Stunts:* Dual Damage; *Source:* Training; *Cost:* 2 pp].

Combat Sense +5: Bruce has learned to trust his intuition and gut feelings, such that he is attuned to danger, that whenever he is surprised, flat footed, or otherwise caught in a situation where he would normally lose his dodge bonus to defence, he in fact retains it, up to his power rank maximum. Any combat sense ranks in excess of his normal dodge bonus have no effect [*Source:* Training; *Cost:* 1 pp].

Super Wisdom +2: Bruce has developed incredible awareness and self control allowing him to add his power rank to his Will saves and Wisdom based skill checks [*Source:* Training; *Cost:* 3 pp].

WEAKNESSES

Quirk - Fear of Commitment (Doesn't like to get too close to people in case his secret links them to him and leads to them getting hurt or used to manipulate him).

Quirk - Sworn Defender of Gotham (He is sworn to protect Gotham and its citizens from those who would prey on them. should the commissioner call and the signal go up, he comes running).

PERSONALITY

Bruce Wayne is a hero born of tragic beginnings, he is loyal and devoted to his cause and the lessons he has learnt along the way are the driving force behind him. He cares deeply for his friends and companions and will go to any lengths to save them from coming to harm.

HISTORY

Two terrible moments forever changed the life of Bruce Wayne. The first came at age six, when he roamed the far grounds of Gotham City's Wayne Manor and fell into a deep cavern swarming with bats. Though his father soon rescued him, Bruce never again felt completely secure in his world.

The second came two years later, in an alleyway behind a movie theater in which the Waynes had just seen The Mark of Zorro. There a mugger named Joe Chill shot Thomas and Martha Wayne in cold blood before fleeing into the night.

Though the police eventually showed, they were far too late to help the Waynes; but physician and social worker Leslie Thompkins arrived in time to bring loving comfort to Bruce before his young heart was forever hardened by his trauma.

Together with Philip Wayne, Bruce's uncle and legal guardian, and Alfred Pennyworth, the Wayne family butler, Thompkins gave guidance to Bruce as he passed through his teens. But none of them could erase from Bruce the burning passion to punish all criminals, an oath he avowed on his parents' gravestone. To that end, Bruce grew up training himself to the peak of physical and intellectual perfection and, at age

MORE HISTORY

eighteen, began using his vast fortune to travel the world in search of those who could teach him to fight crime effectively. Years later, Bruce returned to Gotham City, and began his war on crime. Before long, he came to realize that his skills were not enough, that he would need an edge over his opponent—a guise that would strike terror into their hearts. Inspired by the bats that had so horrified him as a boy, Bruce donned a blue and gray costume complete with cape and cowl and renewed his mission. The results were immediate: soon, the criminals of Gotham began speaking in fearful whispers about the creature known only as The Batman. Though The Batman's fight against corruption was a lonely one, he soon found others who shared his passion for justice, chief among them police lieutenant James Gordon, one of Gotham's few honest cops. Their friendship deepened over the years, and today, in his role as Police Commissioner, Gordon frequently uses the Bat-Signal to summon the Dark Knight whenever his policemen are confronted with threats too great for them to overcome.

Batman's final case as a solo agent brought him face to face with Gotham's former protector, the bloodthirsty vigilante called the Reaper. Ironically, hitman Joe Chill helped Batman bring down the Reaper—but not without sacrificing his own life in the fight. Soon after, the Batman's life was changed once more, when he adopted Dick Grayson, a young acrobat whose parents, like Bruce's, had been killed by criminals. Under Bruce's tutelage, Dick adopted the guise of Robin and became Batman's partner, staying with his mentor until reaching adulthood. Eventually, the Robin mantle was passed along to Jason Todd—who died tragically at the hands of the Joker—and finally to Tim Drake, the current Robin.

Batman is unique among those crimefighters who hide their true identity behind a mask and costume in that his Batman guise is the "real" one; his daytime role of bored socialite and philanthropist is actually the disguise. This persona is carefully crafted to divert any suspicion that Bruce Wayne, principal stockholder in Wayne Foundation, an extensive world-wide empire of successful businesses, is, by night, Batman.

HEADQUARTERS

Bruce's Headquarters are the Batcave, which is located beneath the Wayne Manor.

Communications, Computer, Concealment (beneath Wayne Manor), Dock, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Power system (and a secondary back-up), Reinforced Structure, Security systems, Staff (Alfred.. consider it a Sidekick for Headquarter as opposed to minions), Workshop, Trophy Room, Vault (lock is DC 10 +PL), Costume Storage (holds PL number of costumes), Escape Exit, Satellite Uplink (Datalink at PL rank), analytical Computer (Postcognition - Psychometry only at PL rank).

VEHICLE

Vehicle Type: Batmobile **Size:** Medium **Movement:** 7 (128mph) **Hardness:** 15
Armour Bonus: 10 **Cost:** 50pp **Features:** Gun +10, slick (Oil) +4, Boost - Movement +2, Obscure - Sound (self only) +10, Radio Broadcast, Radio Hearing;

MORE POWERS

Super Charisma +4: Bruce is extremely charismatic when he needs to be, with a force of personality and influence. He adds his rank to Charisma checks, Charisma based skill checks and his loyalty score. As Batman His mere presence can frighten others when necessary, once per round as a half action. All opponents within 30 feet of him must make a Will save DC 10 + PR or be shaken for PR in rounds. Targets whose power level is less than his who fail the save by 10 or more flee from him as quickly as possible. A successful save means that the target is unaffected by batman's presence for the remainder of the encounter. [Extras: Intimidating Presence; Flaws: Limited - Intimidating presence only applies as batman; Source: Training; Cost: 2 pp].

Amazing Saves (All) +3: Through training and experience, Bruce adds his power rank to all of his saves [Extras: Other Save (Fort, Ref, Will); Source: Training; Cost: 4 pp].

DEVICES

Armour +5: Batman's costume is produced specifically for his needs, it provides protection while remaining flexible and relatively light reducing damage by power rank before any damage save is made. Its cape can also become rigid allowing Bruce to glide at a speed of 25 feet, but loses 5 feet of altitude for every 10 feet travelled. [Extras: Flight; Flaws: Limited - Gliding; Source: Super Science; Cost: 5 pp].

Weapon (Batarang) +4: Batman's trademark weapon is a bat shaped throwing weapon, which on a successful ranged attack roll can inflict power rank lethal or stun damage. He can also use it to deflect incoming attacks made directly against or anyone else within power 40 feet of him. He must know the attack is coming in order to attempt to deflect it and cannot deflect projectiles heavier than his maximum carrying capacity. To deflect an attack he makes a power check opposed by his opponents attack roll. Add his Dexterity bonus to his power check. If Batman's result is higher, he successfully deflects the attack. He can normally only deflect one attack per round. If he spends the entire round deflecting, taking no other actions however, he can deflect any number of attacks, but is at -2 to his Deflection check per attack beyond the first. [Power Stunt: dual Damage; Extras: Deflection, Deflect Others; Source: Super Science; Cost: 14 pp].

Swinging (Bat Grapple) +6: Batman has a grapple he can detach from his belt and throw, with an extremely strong lightweight cable attached to a bat-like grapple. Using this he can swing from buildings, trees, flagpoles and the like, moving a distance of 30 feet as a half action, twice that as a full action. By sacrificing his Dex bonus to Defence he can swing four times his normal speed as a full round action. Generally speaking he must swing from a height at least equal to the distance he is moving. He can also use the grapple to ascend or descend at his swinging speed. Batman can also use the grapple to via a ranged attack snare an enemy, if successful the victim makes a Ref save (DC16) or become entangled, suffering -2 attack, -4 Dex. If the grapple is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful grapple hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape grapple by damaging it, it has hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (16). [Extras: Swinging; Source: Super Science; Cost: 12 pp].

Gadgets (Utility Belt) +5: Batman has a utility belt that contains many items, pouches and devices that contain items and devices he may need in the field. Effectively this allows Batman to allocate Gadgets power ranks to any power with a cost of 2 or fewer power points per rank simply by taking a Full action to do so as a half action. This causes him to become fatigued unless he spends a Hero point to ignore it. [Source: Super Science; Cost: 5 pp].

Radio Communicator: Batman has a radio communicator from which he can send and receive radio signals. [Effect: Radio Hearing, Radio Broadcast; Flaws: Device; Source: Super Science; Cost: 2 pp]

CAPTAIN AMERICA

"It doesn't have to be this way, we can find another more peaceful resolution".



Power Level: 16 **Concept:** America's Iconic Hero **Occupation:** Former Artist, Crimefighter

Str	Dex	Con	Int	Wis	Cha	Melee
20	18	20	18	20	16	+13/+14
+5	+4	+5	+4	+5	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+12	+12	+6	+12	30	+12
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +9, Diplomacy (Cha) +8, Drive (Dex) +7, Gather Information (Int) +7, Jump (Str) +8, Knowledge—Military (Int) +7, Search (Int) +7, Sense Motive (Wis) +10, Spot (Wis) +8, Listen (Wis) +8

Initiative

+4

DEX

Dma Bonus

+10/+20
S/L

Fists & Shield

DEFENSE

18/22

Flat Footed

CHARACTERISTICS

Real Name: Steve Rogers
Height: 6' 2"
Weight: 240 lb.
Eyes: Blue
Hair: Blonde
Birthplace: New York City
Group Affiliation: Avengers, S.H.I.E.L.D.
Headquarters: Avengers Mansion
Relatives: Joseph (father, deceased), Sara (mother, deceased)
Other Aliases: Nomad, Cap, The Captain
Marital Status: Single
First Appeared: Captain America Comics #1

FEATS

Accurate Attack, All out attack, Attractive, Connected, Attack Focus—Shield, Fame, Great Fortitude, Iron Will, Lightning Reflexes, Heroic Surge, Heroes Luck, Improved Disarm, Expertise, Inspire, Leadership, Point Blank Shot, Precise Shot, Ricochet Attack, Toughness, Sidekick (Bucky, Now Deceased)

POWERS

Super Soldier Serum +5: The Super-Soldier serum. Given part of the compound intravenously and another part orally, The recipient is then bombarded by "vita-rays," a special combination of exotic (in 1941) wavelengths of radiation designed to accelerate and stabilize the serum's effect on the body. The effect of the Serum is to provide Power rank bonus to Melee Damage, Damage, Fortitude and Will saves, all Strength, Wisdom and Constitution skill and ability checks. And also doubles the recipients carrying capacity for each rank. [Effects: Super Strength, Super Constitution, Super Wisdom; Extra: Permanent; Flaws: Triggered—Vita Rays activate Permanency, Device; Source: Super Science; Cost: 8 pp per rank].

WEAKNESSES

Quirk—Patriotism: Captain America is driven by his patriotism, his belief and love of Democracy and Personal Freedom. He always acts in the best interest of his country and those innocents most in need of his help, he will not break the laws of his country, which he upholds to a point, though is not blindly patriotic. Truth, Justice and Liberty for all, the American Dream is what he seeks to idealise. He can however use a hero point to not act this way.

PERSONALITY

Steve Rogers is a patriotic individual who believes in the best ideals of the United States and struggles to protect them. He is not blindly patriotic or willing to obey any government directive; Rogers strives to protect what he believes is the American dream: truth, liberty and justice. Steve Rogers sometimes comes off as old fashioned and stuffy (since his culture was chiefly that of the late 1930's and early 1940's America). Although Cap's turbulent love life and his dedication to his duty along with the sorrow at recent terrorist attacks has required him to come more into line with mainstream modern day American thinking relatively quickly. Captain America announced recently his identity as Steve Rogers also.

HISTORY

Steve Rogers was born during the Depression and grew up a frail youth in a poor family. His father died when he was a child, his mother when he was in his late teens. Horrified by newsreel footage of the Nazis in Europe, Rogers was inspired to try to enlist in the Army. However, because of his frailty and sickness, he was rejected. Overhearing the boy's earnest plea to be accepted, General Chester Phillips of the U.S. Army offered Rogers the opportunity to take part in a special experiment called Operation: Rebirth. Rogers agreed and was taken to a secret laboratory in Washington, D.C. where he was introduced to Dr. Abraham Erskine (code named: Prof. Reinstein), the creator to the Super-Soldier formula. After weeks of tests, Rogers was at last administered the Super-Soldier serum. Given part of the compound intravenously and another part orally, Rogers was then bombarded by "vita-rays," a special combination of exotic (in 1941) wavelengths of radiation designed to accelerate and stabilize the serum's effect on his body. Steve Rogers emerged from the vita-ray chamber with a body as perfect as a body can be and still be human. A Nazi spy who observed the experiment murdered Dr. Erskine mere

MORE HISTORY

minutes after its conclusion. Erskine died without fully committing the Super-Soldier formula to paper, leaving Steve Rogers the Sole beneficiary of his genius. Roger was then put through an intensive physical and tactical training program, teaching him gymnastics, hand-to-hand combat and military strategy. Three months later, he was given his first assignment, to stop the Nazi agent called the Red Skull. To help him become a symbolic counterpart to the Red Skull, Rogers was given the red, white, and blue costume of Captain America. During the war, he served as both a symbol of freedom and America's most effective special operative. Then, during the final days of the war, he was trying to stop a bomb-loaded drone-plane launched by Nazi technician Baron Heinrich Zemo when the plane exploded, killing his partner Bucky; and throwing him unhurt into icy Arctic waters. The Super-Soldier formula prevented crystallization of Captain America's bodily fluid, allowing him to enter a state of suspended animation. Decades later, he was rescued by the newly-formed Avengers and became a cornerstone of the team. His might undiminished. Captain America remains a symbol of liberty and justice.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

DEVICES

Armour (Chain mail) +4: Captain America wears his trademark red, white and blue costume, which is largely made up of blue coloured chain mail, which allows him to reduce any damage by power rank before making a Damage save. [*Source: Super Science; Cost: 1 pp*].

Shield +10: Caps Shield a concave disk 2.5 feet in diameter, weighing 12 pounds. It is made of a unique Vibranium-Adamantium alloy that has never been duplicated. The Shield was cast by American metallurgist Dr. Myron MacLain, who was contracted by the U.S. government to create an impenetrable substance to use for tanks during World War II. During his experiments, MacLain combined Vibranium with an Adamantium-steel alloy he was working with and created the disc-shaped shield. MacLain was never able to duplicate the process due to his inability identify a still unknown factor that played a role in it. The shield was awarded to Captain America by the government several months after the beginning of his career. The shield has great aerodynamic properties: it is able to slice through the air with minimal wind resistance and deflection of path. Its great overall resilience, combined with its natural concentric stiffness, enables it to rebound from objects with minimal loss of angular momentum. It is virtually indestructible: it is resistant to penetration, temperature extremes, and the entire electromagnetic spectrum of radiation. The only way it can be damaged in any way is by tampering with its molecular bonding. The Shield is primarily used to Deflect incoming attacks made against either Cap himself or anyone within reach, effectively allowing him to make a power check (also add Caps Dex modifier) opposed by his opponents attack roll, if the check is equal to or higher than the attack roll he successfully deflects the attack. Cap can deflect even attacks he does not expect (including Surprise attacks) but still needs to make the deflection check. He can only deflect one attack per round, but if he spends his entire round, taking no other actions he can deflect any number of attacks, but is at -2 to his Deflection check per attack beyond the first. Captain America can also use his shield as a weapon either wielded manually or thrown doing power rank damage that can be either Stun or Lethal. [*Power Stunt: Weapon, Dual Damage; Extras: Deflect Others, Automatic; Flaws: Device; Source: Super Science; Cost: 3 pp*].

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

CAPTAIN BRITAIN

"You have only need to call on me and I shall be there".



Power Level: 15 **Concept:** British Iconic Hero

Occupation: Physicist, Adventurer

Str	Dex	Con	Int	Wis	Cha	Melee
17	17	20	15	16	20	+10/+11
+3	+3	+5	+2	+3	+5	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+13	+13	+3	+3	30/50	+10
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Knowledge—Folklore (Int) +6, Listen (Wis) +6, Spot (Wis) +6, Science—Physics (Int) +10, Sense Motive (Wis) +6, Diplomacy (Cha) +9

Initiative

+3

DEX

Dma Bonus

+9/19 L

Fists / Sword

DEFENSE

17/21

Flat Footed

CHARACTERISTICS

Real Name: Brian Braddock
Height: 5' 11"
Weight: 180 lb.
Eyes: Blue
Hair: Blonde
Birthplace: Malden, England
Group Affiliation: Excalibur
Headquarters: Mobile
Relatives: Elizabeth "Betsy" (aka Psylocke, Deceased)
Other Aliases: None
Marital Status: Single
First Appeared: Captain Britain Weekly #1

FEATS

Attack Focus—Melee, Fame, Aerial Combat, Assessment, Connected, Dodge, Expertise, Improved Disarm, Heroic Surge, Leadership, Inspire, Power Attack, Takedown Attack, Rapid Takedown, Identity Change

POWERS

Captain Britain's Uniform

Super Strength +6: Captain Britain's uniform grants him tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity [Source: Mystical; Cost: 4 pp].

Super Constitution +8: Captain Britain's uniform also grants incredible stamina and endurance, allowing him to add his rank to Damage and Fortitude saves, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards. It also increases his Con checks for recovering from damage [Source: Mystical; Cost: 4 pp].

Flight +10: Captain Britain's suit allows him to fly at a base speed of 5 .ft per rank. Twice that as a full round action. He can sprint at four times normal speed, and this sprint movement is

HISTORY

Brian Braddock was a student assistant at the Darkmoor Research Centre when the criminal Reaver attacked the facility to steal its secrets. Attempting to escape, Braddock ran his motorcycle off a cliff and lay near death. In a vision, Merlin the Magician and the Goddess of the Northern Skies appeared to him and bade him choose one of the mystic objects before him: the Amulet of Right or the Sword of Might. Braddock chose the amulet and was bombarded with mystical energy that granted him superhuman strength and stamina. The patron spirits decreed that Braddock would be Britain's champion, and gifted him with a mystic star-scepter to enhance his fighting skills. Through Merlin's tutelage, Brian learned the truth about his family's extra-dimensional origins. He learned of his metaphysical connection to the land and people of Otherworld - a glorious kingdom positioned at the nexus of reality, where science and sorcery exist as one. To safeguard the infinite realities from evil, Merlin had founded an elite cadre of heroes, the Captain Britain Corps. No greater force for good existed in the Omniverse, and no greater hero bore the Corps' legendary standard than Brian's father, Sir James Braddock. Scientist,

WEAKNESSES

Captain Britain has no weakness as such, although his connection to the Otherworld could be considered such, as should the Otherworld suffer he will feel inexorably draw to it, in order to help fend off the threat.

Also although his commitment to his country and to "doing the right thing" could perhaps be considered a weakness, as they often lead him into situations, which may otherwise be prudent to avoid he accepts the risk as such is the life of an Iconic hero, and the nation love him for it.

PERSONALITY

Captain Britain is a stalwart champion of Britain. The only thing more important is his sister Betsy. He would like to be able to live a normal life but his sense of duty obligates him to remain a hero. He is England's foremost champion and would never do anything to harm his homeland or people ever coming to their defence.

Captain Britain is a moral man, dedicated to doing the "right" thing for the "right" reasons, he aids all regardless of station or status in life, he is a champion of the people, for the people.

MORE HISTORY

warrior, philosopher, strategist -- these attributes made Sir James the ideal candidate to embark upon the sacred mission that would shape the future: the quest to sire a savior; to father a king. A genetically compatible mate -- Brian's mother, Elizabeth -- was selected from our Earth, 616. Eventually, Braddock stepped down from the role -- allowing his twin sister, Betsy, to take up the mantle. But Betsy was unprepared to serve as Captain Britain, and lost her eyes in a battle with Slaymaster. Braddock heard his twin's pain through her telepathy and the special bond they share, and rushed back to fight Slaymaster -- whom he killed. Resuming his career as Captain Britain, Braddock joined with the shapeshifter Meggan, Shadowcat, Nightcrawler, Phoenix II to form Excalibur -- England's premier team of heroes. Although continuing his affiliation with Excalibur, Braddock quit the hero's life for a second time to concentrate on science. Later, he and Meggan took a break from the team. During their time away, Braddock proposed. Subsequently, Braddock returned to action in a newly refurbished costume, apparently having reconciled his scientific and super-heroic sides. But during a battle with the Dragons of the Crimson Dawn, Braddock expended all his energy to stop a dimensional portal from opening. He has not regained his powers. Braddock again left the Excalibur, but returned to fulfill his dream of marrying Meggan. During the ceremony on Otherworld, the rest of the team decided to return to the States. The team disbanded. In the wake of Excalibur's dissolution, Brian and Meggan at last were afforded the opportunity to lead "normal" lives. But their peace was shattered when Brian learned that a seemingly insane Roma had decimated Otherworld in a quest to dominate all reality. The Captain Britain Corps rallied to repel Roma's hordes, but even its greatest heroes proved no match for the monsters and their malevolent mistress. Leading a small squad of warriors, Captain Britain rescued Roma from the thrall of the rogue android called Mastermind, a hyper-sentient techno-organic super-computer created by Brian's father. Reclaiming the Sword of Might, Captain Britain united the talismans of power. Brian had finally unleashed his divine spark and fulfilled his destiny as the true monarch of Otherworld and protector of the Omniverse.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

further doubled for every rank in flight. [*Power Stunt: Super Flight; Source: Mystical; Cost: 2 pp*].

Force Field +6: Captain Britain's allows him to surround himself in a protective field, which adds a bonus to damage save equal to his power rank. It also grants him Immunity to (Suffocation, Pressure, Exhaustion, G-Forces, Poisons and Diseases) but only while the field is up [*Extras: Immunity; Source: Mystical; Cost: 2 pp*].

Excalibur "Sword of Might" (Device):

Captain Britain wields Excalibur, the Sword of Might, forged in the fires of creation and tempered by the power of the universe. United with the Amulet of Right, Excalibur possesses the capacity to remake the cosmos. Both talismans of power formerly belonged to the god-wizard Merlin.

Damage: +10L [*Flaws: Device; Source: Mystical; Cost: 10 pp*]

DEVICES

MAP

MAP FEATURES

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HEADQUARTERS

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HERO POINTS

8

CARNAGE

"Don't die tooo quickly....
We hatessss it when they
die too quick.



Power Level: 18 **Concept:** Alien Symbiote offspring **Occupation:** Serial Killer, Patient

Str	Dex	Con	Int	Wis	Cha	Melee
10	18	20	10	14	10	+6
+0	+4	+5	+0	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+15	+15	+12	+2	30/75	+10
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Intimidate (Str) +15, Spot (Wis) +4, Survival (Wis) +4, Gather Information (Cha) +2, Jump (Str) +15, Acrobatics (Dex) +12

Initiative

+16

DEX

Dma Bonus

+18 L

Claw and Bite

DEFENSE

11/22

Flat Footed

CHARACTERISTICS

Real Name: Cletus Kassidy
Height: 6' 1"
Weight: 190 lb.
Eyes: Green
Hair: Red
Birthplace: Brooklyn, New York City
Group Affiliation: None
Headquarters: Ravenscroft Institute
Relatives: Mother (Killed by Father), Venom (Symbiote parent), Father (Deceased), Grandmother (Deceased, killed by cletus)
Other Aliases: None
Marital Status: Single
First Appeared: Amazing Spiderman #344

FEATS

Darkvision, Dodge, Improved Grapple, Power attack, Surprise Strike, Startle, Durability, Identity change (as Cletus non of powers apply), Scent, Improved Initiative, Move by Attack, Takedown Attack

POWERS

Super Strength +10: Carnage has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 1024 times his normal carrying capacity or about 50 tons [Extra: Leaping, Protection; Source: Alien; Cost: 6 pp].

Leaping +10: Due to his Strength Carnage can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself [Source: Alien; Cost: none].

HISTORY

Homicidal maniac Cletus Kasady was serving 11 consecutive prison terms when an opportunity for early parole presented itself in the form of his new cellmate: Eddie Brock, human host to a symbiotic costume once worn by the wisecracking, wall-crawling super hero known as Spider-Man. Monster and man had merged to become the villainous Venom, but Brock was separated from the alien during a battle with the web-slinger. While Brock waited for the symbiote to spring him from prison, Kasady entertained him with his homicidal philosophy on life: Even the average person can commit murder, if only he has the courage.

As anticipated, the Venom symbiote attempted to free Brock by inciting a destructive jailbreak. Unknown to its human host, the alien was pregnant. It gave birth during the disastrous rescue. Left behind in the midst of the riot that ensued, the symbiote's spawn bonded with Kasady. Empowered far beyond the levels of Spider-Man and Venom, he made good his escape -- intent on using his newfound power to disseminate his lethal doctrine.

Embarking on a citywide killing spree, Carnage was confronted

WEAKNESSES

Carnage is extremely susceptible to sonic and Fire effects, needing to make a Fortitude save (DC10 (sonics) 20 (fire) +1 per exposure or minute of exposure) whenever exposed to either. If the save fails then Carnage becomes fatigued. After the next failed save he becomes exhausted and will become unconscious if he fails his next save. If exposed again and fails his save he is Dying, but can become unconscious (not disabled) if removed from exposure before he dies. Carnage also as a symbiote cannot function alone, thus if Cletus is Dying then the symbiote leaves him moving at half speed, it will either hide or seek out another host.

PERSONALITY

Cletus is a complete sociopath, killing any and every person who crosses his path in any but the most mundane way, he kills not for any reason or incitement or even any pleasure he simply kills because he can. Cletus is also quite clinically insane as a result.

When Cletus became bonded to the Carnage symbiote a perfect pairing a completeness if you will was achieved by both, together they could share and experience all their sadistic twisted delights that they both enjoyed, finally they both had someone who understood and enjoyed them just as much as the other.

Carnage hates Spiderman and also its parent Venom with great passion.

MORE HISTORY

by Spider-Man. However, the wall-crawler's amazing arachnid-like abilities were insufficient to subdue the thrice-strong serial killer. Spider-Man was forced to enlist the aid of the Fantastic Four, the greatest team of superhuman adventurers ever assembled. He also sought the assistance of another, more dangerous ally: Venom, his hated foe. But the villain despised its offspring even more, and agreed to help. Facing the combined might of Spider-Man, Venom and the Fantastic Four, Carnage was captured and imprisoned at the Ravencroft Asylum. Perhaps due in part to his insanity, Carnage's strength and abilities far exceed those of his predecessors, Venom and Spider-Man. Once, he even dispatched his symbiote through a phone line by reducing the alien to its cellular level. When an army of symbiotes invaded Earth, Carnage learned to feed on other aliens to increase his own mass. However formidable, almost all his bloodthirsty endeavors have culminated with his return to the Ravencroft Asylum, where the search continues for a cure to his homicidal tendencies.

DEVICES

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

Protection +10: Thanks to his tremendous strength Carnage is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [*Source:* Alien; *Cost:* none].

Super Dexterity +8: Carnage has incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Source:* Alien; *Cost:* 4 pp].

Super Constitution +10: Carnage has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and con checks [*Source:* Alien; *Cost:* 4 pp].

Snare +15: Carnage may fire webbing at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the webbing is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful webbing hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape webbing by damaging it, it has hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) [*Extra:* Swinging; *Source:* Alien; *Cost:* 2 pp].

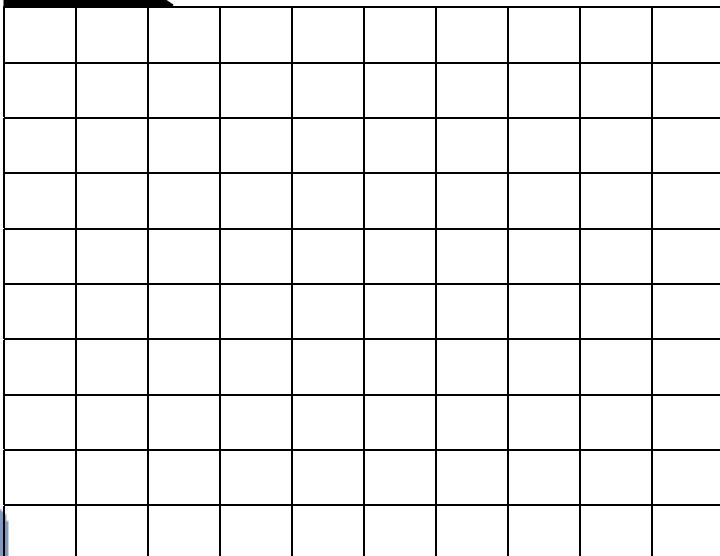
Swinging +15: Via his webbing, Carnage can swing from buildings, trees and other tall objects upto a distance of 75 feet (5 x PR) as a half action. By sacrificing his Dex bonus to Defence he can swing at 4 x normal speed as a full round action. Can use webbing to ascend up or down at swinging speed [*Flaw:* Only usable 1/3 rounds; *Source:* Alien; *Cost:* none].

Natural Weapon—Fangs/Claws +8: Carnage has savage claws and a mouth full of wickedly sharp teeth allowing him to add power rank to damage bonus with them [*Source:* Alien; *Cost:* 2 pp].

Natural Weapon—Bladed Weapons +8: Carnage can form his limbs or any part of his body into razor sharp bladed weapons, even throwing weapons but these dissolve beyond around 30 .ft. However with these bladed weapons he can add power rank to damage bonus with them [*Source:* Alien; *Cost:* 2 pp].

Obscure +12: Carnage doesn't register to anyone with Combat Sense while within power rank x 5 ft. of them. He just doesn't set off their danger sense basically causing them to lose all bonuses from this power against him [*Flaw:* Blinds combat sense only; *Source:* Alien; *Cost:* 1 pp].

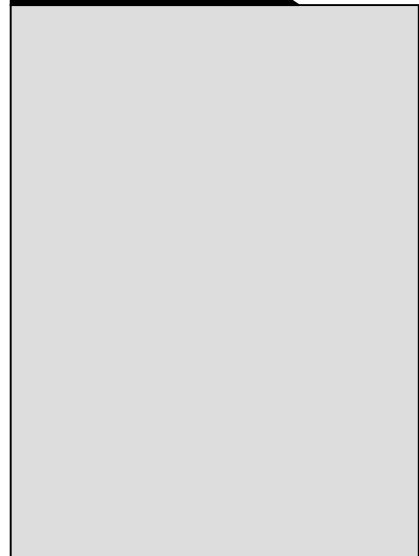
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HEADQUARTERS



NOTES

VILLAIN POINTS

9

DEADPOOL

"Is that your
kidney or Mine?"



Power Level: 11 **Concept:** Afflicted Mercenary **Occupation:** Criminal, Hero, Mercenary

Str	Dex	Con	Int	Wis	Cha	Melee
18	17	20	12	14	10	+10/11
+4	+3	+5	+1	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+5	+3	+2	30	+9/10
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +7 Bluff (Cha) +4, Intimidate (Cha) +5, Listen (Wis) +4, Move Silently (Dex) +5, Taunt (Cha) +5

Initiative

+3

DEX

Dma Bonus

+9/+5 L

Sword & Gun

DEFENSE

17/21

Flat Footed

CHARACTERISTICS

Real Name: Wade Wilson
Height: 6' 2"
Weight: 210 lb.
Eyes: Brown
Hair: None
Birthplace: Canada
Group Affiliation: Britney Spears Fanclub
Headquarters: Mobile or his Apartment
Relatives: Unrevealed
Other Aliases: Stinky, Saviour of the Earth
Marital Status: Single
First Appeared: New Mutants #98

HISTORY

The foul-mouthed mercenary now known as Deadpool was once little more than medical waste, written off as a miscarriage of science and technology by the directors of the Canadian government's enigmatic Weapon X project. Were its name known outside certain highly specialized circles, the black-ops initiative would have boasted a distinguished -- if blood-spattered -- track record. Previously, it's technicians had spawned a number of noteworthy scions -- including the feral Wolverine, maverick mutant adventurer, and the savage Sabretooth, psychotic murder machine. And they had looked forward to an uninterrupted string of successes. Enter Wade Wilson. Diagnosed with cancer, the gun-for-hire left the woman he loved and accepted an unorthodox offer of salvation. Playing upon his hope for a cure, the Weapon X scientists attempted to recreate Wolverine's genetically endowed healing factor through artificial means. Although successful, the Byzantine procedure left Wilson's epidermis and face a horribly callused mess. Considered a failure, he was consigned to a prison laboratory for program rejects. Unable at first to accept his mangled appearance, Wilson slipped into the darkest pit of his

FEATS

Accurate Attack, Ambidexterity, All out Attack, Attack Focus (Unarmed and Ranged), Connected, Dodge, Point Blank shot, Rapid Shot, Multishot, Power Attack, Precise shot, Rapid Healing, Rapid Strike, Startle, Surprise Strike.

POWERS

Regeneration (powers) +10: Deadpool has phenomenal regenerative abilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). He adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his fortitude saves to avoid dying and to his stabilisation checks. Should Deadpool be disabled he gets a Constitution check on the following round to recover, with a bonus equal to his power rank. If this check fails he must wait a day to attempt to recover again, but receives his power rank as a bonus on all recovery checks. Deadpools regeneration is so potent it can bring him back from the brink of death by making a Regeneration check (DC30). He receives only one attempt (although can spend hero points on the effort). If successful he becomes disabled (but stable), if it fails he dies [*Extra:* Back from the Brink; *Source:* Mutation; *Cost:* 3 pp].

WEAKNESSES

Deadpools weakness if it can be called such is his mental state, he is clinically insane or so his therapist Doctor Bong told him, and his actions and words do little to dissuade his unadorned public., such as fighting with the barbarian bunnies in his mind or his extensive dolls head collection. He also has a weakness for women and a near irrational hatred for the Teletubbies. Deadpool also has a Disturbing appearance due to the treatment, which he underwent as part of the Weapon X program to receive left his body malformed and suffers -5 to all Bluff and Diplomacy checks when not wearing his mask or costume.

PERSONALITY

Wade is almost certifiable and certainly sociopathic yet does occasionally have a heart of gold, which shines through. This said however he will kill bad people without pause and hurt most anyone for no good reason than their fluids match the colour of his outfit. He is an extraordinary hand-to-hand combatant and is skilled in several unarmed combat technique. Deadpool employs a number of weapons, including various blades and guns, which he utilizes as

MORE HISTORY

soul. e killed several guards and escaped -- dubbing himself "Deadpool," after the facility. Some time later, he re-emerged as one of the world's foremost mercenaries-for-hire. After cementing his reputation as a soldier of fortune and quasi-super hero, Deadpool signed on the dotted line for the terrorist known as Tolliver. His target: the time-tossed mutant freedom fighter called Cable. Deadpool learned that his former lover -- Vanessa Carlyle, the shapeshifter named Copycat -- was posing as Cable's girlfriend and teammate, the probability-altering Domino. Wilson launched repeated offensives against Cable and his mutant strike team, X-Force -- culminating with a battle in which Tolliver was killed and Vanessa seriously wounded. Deadpool showed mercy on his former flame, diverting a portion of his powers to heal her injuries. Escaping custody in a metal asylum, Deadpool gained the attention of the interdimensional firm of Landau, Luckman & Lake. LL&L believed Deadpool to be the Mithras, one who would usher in a new golden age for the inhabitants of Earth. But the prophecy was a sham: The being destined to bring this era to life actually would transform the planet's inhabitants into mindless, grinning boobs. Deadpool averted disaster, but internal politics within LL&L brought an end to their relationship. His optimism again shattered, Wilson returned to his status as a killer-for-hire.

PERSONALITY CONT.

both a master marksman and swordsman and he enjoys combat and confrontation taunting his foes with annoying and witty retorts. Deadpool is also a womaniser at heart, despite his physical affliction his personality is appealing and women are often attracted to him, which is bad for them as they often end up dead killed by Deadpools enemies. Deadpool is however very loyal to his friends and will do the right thing by them out of looking out for their best interests most of the time, though he does sometimes get it wrong.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

DEVICES

Teleportation Device: This small device allows Deadpool to teleport upto 51,200 .ft away on a half action or upto 102,400 .ft on a full action or finally upto 204,800 .ft as a "sprint", but loses his dodge bonus to Defence due to the disorientation for one round after arrival at his destination. He can carry upto 500 lb of objects or characters with him, unwilling targets receive a Will save. *Range:* Personal; *Effect:* Teleportation +10; *Extras:* Extended Teleport; *Flaws:* Device; *Cost:* 10pp.

Katana (Pair): This is Deadpools favoured sword type, chosen for its strength and sharpened cutting edge. *Damage:* +5 L; *Flaws:* Device; *Points:* 5

Heavy Pistols (Pair): High Caliber pistols are also Deadpools preferred ranged weapon. *Damage:* +5 L; *Flaws:* Device; *Cost:* 5

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HEADQUARTERS

NOTES

HERO POINTS

6

DOCTOR DOOM

"MY Intellect is the key to my success, you cannot beat me because you can NEVER outthink me".



Power Level: 30 **Concept:** Megalomaniac Intellect

Occupation: Monarch of Latveria

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	18	20	20	20	+11
+5	+2	+4	+5	+5	+5	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+2	+7	30/50	+8
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Bluff (Cha) +10, Computer (Int) +19, Concentration (Wis) +11, Craft—Electronics (Int) +22, Craft—Mechanics (Int) +22, Craft—Weapon Systems (Int) +22, Craft—Energy Systems (Int) +22, Disable Device (Int) +19, Intimidate (Cha) +10, Medicine (Wis) +11, Pilot (Dex) +6, Profession—Engineer (Wis) +14, Repair (Int) +19, Science—Robotics (Int) +22, Science—Nuclear Physics (Int) +19

Initiative

+2

DEX

Dma Bonus

+9/+20_L

Fists & Field

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Victor Von Doom
Height: 6' 2"
Weight: 225 lb.
Eyes: Brown
Hair: Brown
Birthplace: Gypsy camp outside of Haasensstadt, Latveria
Group Affiliation: None
Headquarters: Castle Doomstadt, Latveria
Relatives: None living
Other Aliases: Unknown
Marital Status: Single
First Appeared: Fantastic Four Vol.1 #5

FEATS

Skill Focus (Profession-Engineer), Skill Focus (Science-Robotics), Skill Focus (Craft-Weapon systems), Skill Focus (Craft-Energy systems), Skill Focus (Craft-Electrical), Skill Focus (Craft-Mechanics), Immunity (Pressure, Suffocation, Disease, Poison, Critical Hits), Headquarters, Infamy, Iron Will, Ultra Hearing, True Sight, See Invisibility

POWERS

Super Intelligence +10: Victor has a very adept intellect allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Super Science; *Cost:* 2 pp].

Super Wisdom +2: Victor has incredible awareness and self control allowing him to add his power rank to his Will saves and Wisdom based skill checks [*Source:* Alien; *Cost:* 3 pp].

Sorcery (Gypsy Magic) +15: Victor can manipulate the forces of magic to cast spells, he must be able to speak and gesture freely and cannot sustain any spells while casting one and if anything interrupts his concentration his spell may not function. Additionally Victor may only cast the spells he knows, which are as follows:

- Telekinesis:** He may enter cause an object to move through the air with no visible means of support of upto 100 lbs doubling with each power rank. It can be used to lift others if a successful Ranged attack can be made. Make an opposed Telekinesis vs targets Strength

WEAKNESSES

Doom's weakness if any is his Superiority complex, he believes he is superior to everyone, with the possible exception of Reed Richards, whom he considers at times his equal. But other than this Victor believes he is everyone's intellectual superior, he may even be right... but this has nevertheless caused him to underestimate people's capabilities, which has led to his ploys being thwarted

PERSONALITY

Victor is a passionate man, a noble if somewhat ruthless leader at times. He is incredibly brilliant, gifted in science, technology and magic capable of creating devices far beyond the scope and ken of current technology. He is quite reclusive and is known to use decoys or robotic clones who are exact to him in every way, which has led to the belief that Victor cannot be killed. Victor is want to make grandiose schemes and plans he is very brilliant and a creative personality.

HISTORY

Victor Von Doom was raised by gypsies in a small European county called Latveria. He lost both of his parents at a very young age. Swearing revenge, Victor began to increase both his scientific and mystical knowledge with such determination that he was given a full scholarship to Empire State University. It was at ESU that Victor met Reed Richards and Ben Grimm, and where he started his extradimensional research. Doom's vanity prevented him from adjusting the schematics to one of his experiments, and the end result was an explosion that scarred Victor for life. Expelled from school, Victor began to travel the world, eventually stumbling upon a village of Tibetan monks who trained him and crafted him a suit of body armor, complete with face plate. He soon returned to Latveria, overthrew the government and crowned himself King. Ruling with an iron fist, Doom began to turn the resources of his small nation to his plans of world domination.

DEVICES

DOOMS ARMOUR:

Armour +14: Doctor Dooms armoured suit is made of a special alloys that is incredibly strong, flexible allowing its wearer to reduce its power rank from the Damage bonus before the Damage save is made. [*Source: Super Science; Cost: 1 pp*].

Super Strength +4: Victor has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 32 times his normal carrying capacity [*Flaw: Device; Source: Super Science; Cost: 3 pp*].

Super Constitution +5: Victor has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Flaws: Device; Source: Super Science; Cost: 3 pp*].

Energy Blast—Kinetic (Gauntlets) +8: Doctor Dooms suit has powerful blasters built into the gauntlets. These blasters do power rank damage at upto normal range providing the wearer can hit on a ranged attack roll, they are incapable of doing less than power rank damage [*Flaws: Device, Full Power; Source: Super Science; Cost: 1 pp*].

Energy Field—Electricity +20: Dooms Armour can emit an electrical field over its surface, which causes anyone who touches them to take power rank lethal damage. Doom may also use this and intentionally touch someone by making a melee attack. [*Flaw: Device; Source: Super Science; Cost: 1 pp*].

Force Field +18: Doctor Doom's armour allows him to surround himself in a protective field, which adds a bonus to damage save equal to his power rank. [*Flaws: Device; Source: Super Science; Cost: 1 pp*].

Flight (Rockets) +10: Dooms armour provide him flight at a base speed of 5 .ft per rank or twice that as a Full action. He can sprint at four times normal flight movement [*Source: Super Science; Cost: 1 pp*].

Super Sense +14: Dooms armour provide him superior senses granting power rank as a bonus to all Search, Spot and Listen rolls, as well as survival checks for Tracking only [*Flaws: Device; Source: Super Science; Cost: 1 pp*].

Absorption +10: Dooms armour allows him to absorb solar or light energy, reducing its damage by power rank. He can store upto 10 points x power rank of such "Damage" which bleed off at a rate of one point per round (after the first) these points can be used as a half action to increase the rank of any of his armours functions [*Flaws: One energy—Solar/light, Device; Source: Super Science; Cost: 1 pp*].

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

check to tear objects from their grasp of move them.

- **Neutralise:** He can neutralise another's powers, by making a ranger attack roll, if successful make a power check, the target makes a Will save modified by Con or his highest rank, whichever is greater, with a DC equal to the neutralising characters Neutralise rank. If the save fails the targets powers are neutralised instantly.
- **ESP:** He can see distant places and things as if he were actually present. (see pg. 70) for more information.
- **Obscure:** He can cover an area upto power rank x 5 .ft in radius that limits the sight of anyone inside the area or anyone attempting to look into or through the obscured area. (see pg. 77) for more information.
- **Snare:** He can trap a target, limiting his ability to move by making a ranged attack roll, if successful the target must make a Reflex save. If the target fails they are entangled, suffering -2 to attack, -4 to Dex, if the snare is anchored to an immobile object the trapped character cannot move, otherwise it is at half speed. A second successful snare means the entangled character is rendered bound and helpless unable to move and attackers gain +4 bonus to hit them. The target also loses their Dodge bonus to Defence and his Dex score is treated as if it were 0. The target can break free by either harming the snare (has Hardness equal to PL) or by making an Escape Artist roll (DC10+PL).
- **Shape Matter:** He can reshape inanimate matter into new forms as if it were clay. He cannot however change the composition of an object but he can reshape it into any form he desires. He can shape one five-foot cube of material per power rank but can reshape only one object or mass of matter at once. He can shape matter of hardness equal to or less than power rank only.
- **Dimensional Travel:** He has the ability to reach other Dimensions of existence (see .pg 65) for more information.

[*Flaws: Concentration required, Rote; Source: Mystical; Cost: 5 pp*].

Possession +10: He may enter and take over another's body, this is done by making a power check versus the Targets Will save. If he succeeds he retains his Mental scores, skills and powers, but gains the targets physical ability scores, skills and powers. The victim is allowed another will save any time their body is forced to perform an action to which they would ordinarily be strongly opposed to. [*Source: Psionic; Cost: 3 pp*].

Gadgets +20: Victor can come up with the right device for any situation, he can allocate Gadget ranks to any power with a cost of 2 or less per rank simply by taking half an action to do so. This causes him to become fatigued unless he spends a Villain point to allow him to ignore the fatigue. [*Source: Training; Cost: 1 pp*].

HEADQUARTERS

Castle Doomstadt is equipped with the following facilities:- Combat simulator, Communications, Computer, Defence System, Dock, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living space, Pool, Power System, Reinforced Structure, Security Systems, Staff, Workshop, Time Travel Room, and 19 other Super "powered" type rooms.

DREADNOUGHTS

<zzzt> "You*will*
surrender*now"!



Power Level: 10 **Concept:** Robotic Guards **Occupation:** Construct

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	--	8	6	14	+11/+12
+5	+2	--	-1	-2	+2	Atk Bonus

DMG	REF	HARDNESS	Speed	Ranged
+10	+2	10	30	+8
Save	Save	Rating	Walking	Atk Bonus

SKILLS

Listen (Wis) +5, Sense motive (Wis) +4, Spot (Wis) +5

Initiative

+2

DEX

Dma Bonus

+11/+8 L

Fists & Field

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Not Applicable
Height: 8' 0"
Weight: 425 lb.
Eyes: Green
Hair: None
Creator: Unknown HYDRA Technician
Organisation Affiliation: HYDRA or Maggia
Headquarters: Mobile
Model Type: Standard Guard Model
Other Designations: None
First Appeared: Strange Tales #154

HISTORY

The Dreadnought is a robot created by the subversive organization HYDRA for use in various commando operations. The robot is made of titanium alloy steel, stands 8 feet tall, and weighs 2,200 pounds. Its articulated humanoid form simulates the complete range of human movement. Powered by a portable fusion generator, the Dreadnought possesses great strength, able to lift (press) about 10 tons, or smash its way through a six-inch thick steel plate. Its practical reaction time is about two times as fast as an average human being, and it is capable of moving its arms 70 feet per second (about 50 miles per hour) and its entire body at a maximum speed of 35 miles per hour. It is capable of operating at peak capacity for up to 4.5 hours before metal fatigue and motor circuitry failure may impair its functions. It has a computer-aided laser interferometry guidance system that can be telemetrically overridden by its creators and a stand-alone personality-simulation program of 330 kilo-bites of information. It has been programmed to fight like an American boxer.

FEATS

Attack Focus—Unarmed, Improved Grapple, Point Blank Shot, Precise Shot, Darkvision, Talented (Listen & Spot), Skill Focus (Sense motive), Radio Broadcast, Radio Hearing, Immunity (temperature, disease, mind influencing effects, exhaustion, poison, pressure, starvation, suffocation, aging).

CAPABILITIES

Energy Blast—Fire (Flame Throwers) +7: Dreadnoughts have flame throwers built into their gauntlets, which can fire a jet of flame at normal range. This requires a ranged attack roll to hit and if successful does power rank lethal damage [*Flaw:* Uses—8/Day; *Source:* Super Science; *Cost:* 1 pp].

Weapon (Sharpened Spikes) +4: Dreadnoughts may fire sharpened spikes at velocity from their knuckles, they only have 8 in each hand though. They can be fired out to normal range and require a ranged attack roll to hit, if successful they do power rank lethal damage [*Flaw:* Uses—8/Day each hand; *Source:* Super Science; *Cost:* 1 pp].

Energy Field—Electricity +8: Dreadnoughts can emit an electrical field over their bodies, which causes anyone who touches them to take power rank lethal damage. Dreadnoughts may also use this and intentionally touch someone by making a melee attack. [*Source:* Super Science; *Cost:* 1 pp].

Energy Blast—Radiation (Gamma Ray projectors) +7: Dreadnoughts can project rays of

WEAKNESSES

Dreadnoughts as machines are near mindless and lack any form of creativity or individuality that most humans have, they cannot think for themselves and simply perform what their programming dictates.

PERSONALITY

Dreadnought robots are perfect guards, following their orders to perfection. They are totally unimaginative and have no personality, creativity, or interests.

MORE HISTORY

The Dreadnought has a number of special offensive weapons. Its gauntlets have nozzles that shoot hydrazine and liquid oxygen like a flame thrower. Its average temperature is about 6,000 degrees Fahrenheit (sufficient to boil iron) and its range is about twenty feet. Each gauntlet has enough fuel to shoot flames for 3.2 minutes. The Dreadnought's knuckles are studded with spikes which can be shot from his hand like a .30 caliber rifle bullets. Each of the 8 spikes can be fired independently and has a range of 1,200 feet. The Dreadnought's ear modules generate a powerful electrical charge (approximately 100,000 volts: enough to kill a human being instantly) through out its metallic body. Although it cannot project electrical bolts, it can send its electrical charge though any conducting medium it touches. Behind Dreadnought's eyes are gamma ray particle projectors capable of emitting 750 millirems of radiation. The Dreadnought's mouth is connected to a tank of refrigerated Freon gas (-170 f) which it can vent through its mouth to a maximum distance of 10 feet. The gas instantly freezes any thing it comes in contact with. The Dreadnought has enough Freon gas for one 15 second discharge.

The Dreadnought was first used in an attempt to breach the SHEILD heli-carrier and assassinate director Nick Fury. Later the design and specifications for it were sold to the criminal cartel, The Maggia.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE CAPABILITIES

radiation from their eyes, these do power rank lethal damage to anything they hit on a ranged attack roll out to normal range [*Source: Super Science; Cost: 2 pp*].

Energy Control—Cold (Freon Gas Dispenser) +8: Dreadnoughts have a freon gas dispenser built into their mouths which causes everything within a 5 .ft square per power rank to freeze and take power rank damage. The ground within the area freezes over also making it slippery and all within the area must also make a Reflex save DC 10 + power rank to avoid slipping and falling over. This dispenser may only be fired once every third round as it takes time to reload [*Power Stunt: Energy Blast; Flaw: Limited—1/3 rounds; Source: Super Science; Cost: 1 pp*].

Super Strength +6: Dreadnoughts have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, they have [*Power Stunt Lethal; Source: Super Science; Cost: 4 pp*].

Protection +6: Dreadnoughts have titanium bodies, which reduces the damage bonus of any attack before the Damage save is made [*Source: Super Science; Cost: 1 pp*].

DEVICES

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HEADQUARTERS

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NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

HERO POINTS

n/a

FAMINE

"Welcome to my
World!!!"

Power Level: 10 **Concept:** Horseman of Apocalypse **Occupation:** Former Student, Horseman

Str	Dex	Con	Int	Wis	Cha	Melee
8	12	10	15	14	10	+0
-1	+1	+0	+2	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+0	+0	+1	+2	30	+1
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Ride (Dex) +11, Handle Animal (Cha) +6, Spot (Wis) +8, Knowledge—geography (Int) +8

Initiative

+1

DEX

Dma Bonus

-1 s

Fists and Feet

DEFENSE

14/15

Flat Footed

CHARACTERISTICS

Real Name: Autumn Rolfson
Height: 5' 6"
Weight: 121 lb.
Eyes: Brown
Hair: Brown
Birthplace: Cleveland, Ohio
Group Affiliation: Horseman of Apocalypse
Headquarters: Mobile
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: Unknown

HISTORY

Famine as she is now known was a relatively normal child for several years until her early teens where her insecurities that were quite normal that stemmed from her teenage interactions caused her to develop an eating disorder (Anorexia), which not only nearly killed her and caused her to spiral into depression but also caused her latent mutant abilities to awaken with a bang, causing the entire student body to suddenly suffer from symptoms matching extreme food deprivation, being emaciated and so tired and enfeebled as to be barely able to function. Once the crisis was over Autumn had discovered something new about herself, and decided to punish those she held responsible for her own disorder the fat, the thin, the unpopular, she blamed everyone but herself especially those who overate. It was for this spiteful misguided hatred that Apocalypse saw the potential in her to become his horseman "Famine".

FEATS

Skill Focus—Ride, Immunity—Starvation, Penetrating attack—Fatigue

POWERS

Fatigue (Hunger) +8: Famine as her name implies is able to cause intense hunger in people, causing them to seemingly emaciate as their stomachs suddenly crave food. This means if she can hit a foe with an attack that they and any within 35 .ft radius of them must make a Reflex save, those who fail must make a Fortitude save (DC19) or become Fatigued as hunger takes a grip of them. If the target is already fatigued they become exhausted, and exhausted targets become unconscious. There is no effect if the save is made. Famine can remove her Fatigue effects from any target she wills. [*Extra:* Removable, Area; *Source:* Mutation; *Cost:* 4 pp].

Disintegrate (Famine) +7: Famine true to her name can make an attack against any crop or food bearing plant, which must make a Reflex save those who fail must make a Damage save (DC17) or suffer 7 lethal damage per round every round (so long as she concentrates) in a 35 .ft radius circle, those who save take half damage. This allows famine to wither crops and cause mass destruction to a locales ability to provide foodstuffs to its inhabitants. [*Extra:* Continuous, Disruption, Area; *Flaw:* Limited—Foodstuffs only; *Source:* Mutation; *Cost:* 4 pp].

WEAKNESSES

Famines weakness if any would be her naivete as she is technically still only a minor and so quite prone to childish behaviours and approaches to situations, which could lead her into trouble.

PERSONALITY

Famine has an almost pathological hatred of food and anyone who is well fed. This stems from the fact that she is a teen with an eating disorder and has developed the unusual quirk of taking out her self loathing on others, which of course once her Mutation manifested itself led to a very dangerous young woman. With help she could learn to deal with her own problems and stop projecting them onto others, but with the likes of Apocalypse feeding on her insecurities, she seems doomed to a very dark future indeed, filled with hatred and upset.

MORE HISTORY

VEHICLE

Vehicle Type: Atomic Steed **Size:** Large **Movement:** 7 **Hardness:** 10
Armour Bonus: 4 **Cost:** 34 **Features:** Force Field (Degrading, adds rank to Damage save but reduce by 1 each time it is hit) +7, Immunity (Aging, Starvation, Exhaustion, Suffocation, Pressure, Fire, Cold), Extended Teleport (2000 .ft range)

MORE POWERS

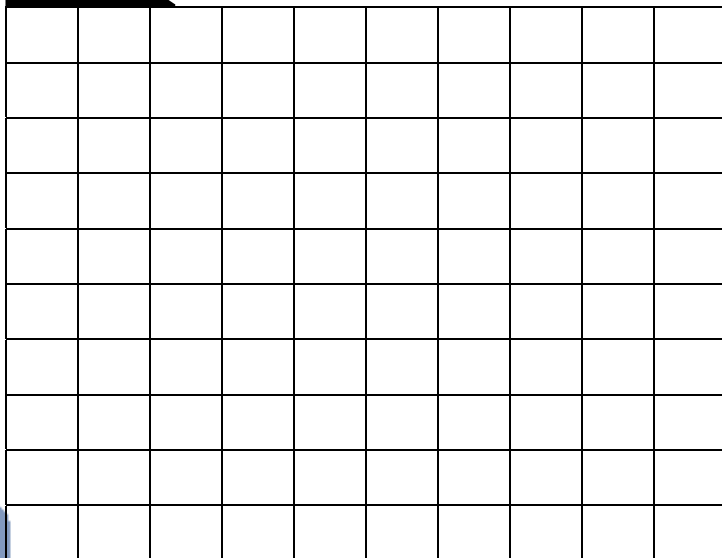
DEVICES

Body Armour (Device): Famine wears body armour, which reduces the damage bonus of any against her by its rating. **Armour Bonus:** +5 **Cost:** 5

Atomic Steed (Device)

The Atomic steed is a metallic horse shaped construct, that flies through the air and protects its rider with a powerful force field. These machines can if necessary teleport back to Apocalypses location. (see above).

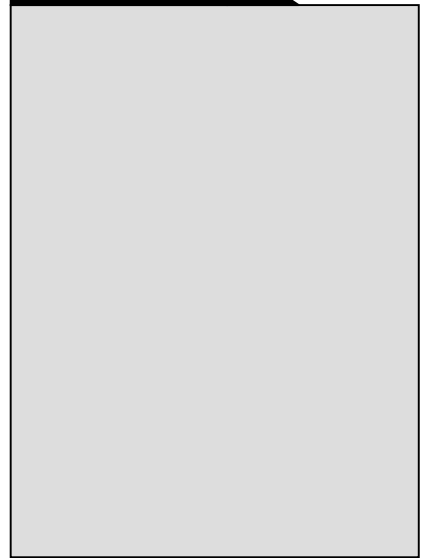
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HEADQUARTERS



NOTES

VILLAIN POINTS

5

PESTILENCE

"All things wither and die, in time I am merely giving the process a helping hand"



Power Level: 12 **Concept:** Horseman of Apocalypse **Occupation:** Horseman

Str	Dex	Con	Int	Wis	Cha	Melee
12	10	20	10	13	10	+4
+1	+0	+5	+0	+1	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+7	+0	+1	30	+3
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Ride (Dex) +4, Handle Animal (Cha) +4, Science—Biochemistry (Int) +3, Spot (Wis) +6, Listen (Wis) +6, Medicine (Wis) +4

Initiative

+0

DEX

Dma Bonus

+1 s

Fists and Feet

DEFENSE

14/14

Flat Footed

CHARACTERISTICS

Real Name: Unknown
Height: 5' 8"
Weight: 118 lb.
Eyes: Brown
Hair: Grey-White
Birthplace: Unknown
Group Affiliation: Horsemen of Apocalypse, Morlocks
Headquarters: Mobile
Relatives: Unknown
Other Aliases: Plague
Marital Status: Single
First Appeared: X-Factor #10 (mentioned) 15 (whole team)

HISTORY

Pestilence or "Plague" as she was also known has a past shrouded in mystery, although it is known that she was once one of the Morlocks. How she came to become one of the Horsemen of Apocalypse is unknown although she seems to have few qualms about carrying out Apocalypse's diabolical plans even if she doesn't trust Apocalypse entirely himself.

Pestilence craves power and seeks to obtain it by any means, most likely this stems from the fear of persecution the Morlocks have, caused by those who prey upon them. But as the saying goes power corrupts, and pestilence seems to be living proof of that, perpetrating hurt and anguish in the name of Apocalypse in exchange for what power he offers.

FEATS

Assessment, Great Fortitude, Immunity—Disease, Penetrating Attack (Drain)

POWERS

Drain (Constitution) +10: Pestilences "Disease" power is the ability to drain the very life of a person racking their bodies with a terrible wasting disease the target must make a Will save (DC21) or lose 9 ranks of Con, which are regained at a rate of 1 point per week by the victim. Any victim successfully infected must make another save a minute (10 rounds) later or again loses 9 ranks of Con. During their infection the targets become highly contagious and anyone who touches them must also make a Will save (DC21) or become infected also. The newly infected victim also becomes infectious and can pass it to any who touch them also and so on... [Extra: Contagious, Delay, Secondary Effect, Slow Recovery (x4); Flaw: Limited—Con only; Source: Mutation; Cost: 8 pp].

WEAKNESSES

Pestilence is an Old woman in her sixties, though her incredible stamina and endurance prevent her age from becoming a weakness.

PERSONALITY

Pestilence is a woman in her sixties who has seen much in her lifetime. She is not particularly impressed by Apocalypse, but is willing to follow his commands in return for power.

MORE HISTORY

VEHICLE

Vehicle Type: Atomic Steed **Size:** Large **Movement:** 7 (flight) **Hardness:** 10
Armour Bonus: 4 **Cost:** 34 **Features:** Force Field (Degrading, adds rank to Damage save but reduce by 1 each time it is hit) +7, Immunity (Aging, Starvation, Exhaustion, Suffocation, Pressure, Fire, Cold), Extended Teleport (2000 .ft range)

MORE POWERS

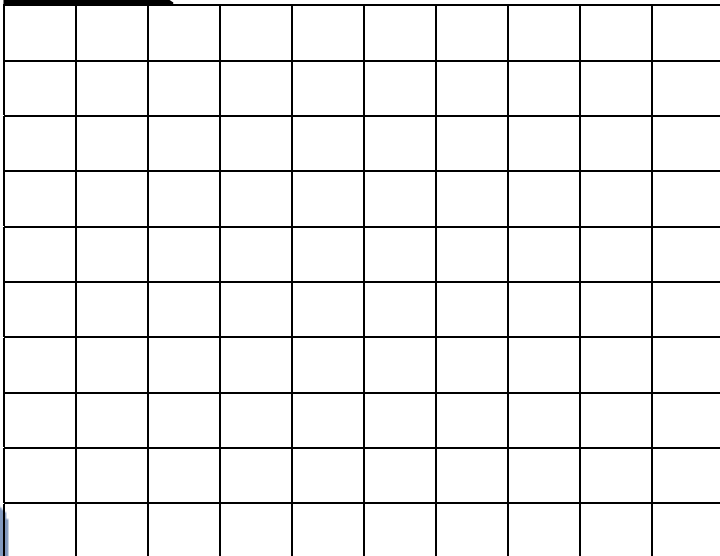
DEVICES

Body Armour (Device): Pestilence wears body armour, which reduces the damage bonus of any against her by its rating. **Armour Bonus:** +5 **Cost:** 5

Atomic Steed (Device)

The Atomic steed is a metallic horse shaped construct, that flies through the air and protects its rider with a powerful force field. These machines can if necessary teleport back to Apocalypses location.

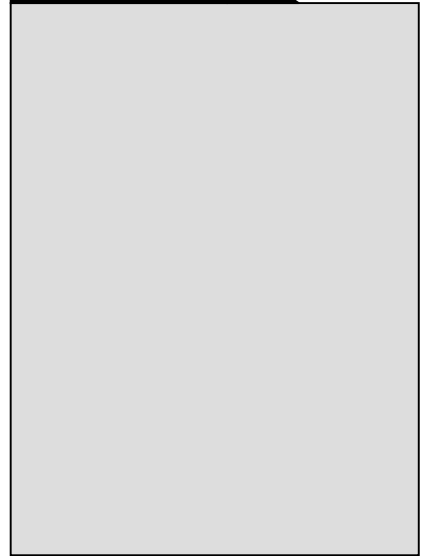
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HEADQUARTERS



NOTES

VILLAIN POINTS

6

WAR

"Once more into the Breaches
dear friends...aaaah lets just
blow something up!!!!"



Power Level: 10 **Concept:** Horseman of Apocalypse **Occupation:** Former Soldier, Horsemen

Str	Dex	Con	Int	Wis	Cha	Melee
9	14	8	12	12	12	+5
-1	+0	-1	+1	+1	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
-1	-1	+2	+1	30	+6/+7
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Handle Animal (Cha) +8, Survival (Wis) +7, Spot (Wis) +7, Ride (Dex) +9
Hide (Dex) +8, Demolitions (Int) +7, Drive (Dex) +8

Initiative

+2

DEX

Dma Bonus

-1s +9L

Fists and Feet

DEFENSE

15/17

Flat Footed

CHARACTERISTICS

Real Name: Abraham Lincoln Kieros
Height: 5' 9"
Weight: 221 lb.
Eyes: Blue
Hair: Sandy Brown
Birthplace: Athens, Georgia
Group Affiliation: US Armed Forces, Horsemen of Apocalypse
Headquarters: Mobile
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: X-Factor #11

HISTORY

Kieros was a law abiding soldier in the U.S army for some years, although during a mission he was cut off from his company and left for dead, the army never sent anyone to find him and he had to slog through miles of enemy infested territory to get to safety. However after that experience not only was he physically never the same (paralysed and left in an Iron lung in fact), but he also blamed the military seeing it as a failing of their responsibilities and hence his countries failing towards him, and he who had previously been a loyal servant of the nation. All he wanted was a public apology but none came and after an incident in which he struck a military official and superior in a fit of rage he was given an honourable discharge rather than have him thrown into the brig. Bitter and angry Kieros disappeared seemingly into anonymity until Apocalypse made him an offer couldn't refuse... a chance to strike back as War, a horseman of Apocalypse.

FEATS

Accurate Attack, Attack Focus—Ranged, Point Blank Shot, Precise Shot, Multishot, Penetrating attack (Energy Blast), Immunity—Fire

POWERS

Energy Blast (Fire) +9: War has the extraordinary ability to cause explosions by clapping his hands, the explosions require him to make a ranged attack roll to hit a target, but if successful his blast does 7 points of lethal damage ALWAYS!, he cannot reduce the amount. Also the blast explodes outwards covering a 35 .ft radius outwards from the target point, so may well catch several enemies. [Extra: Explosive Blast; Flaw: Full Power; Source: Mutation; Cost: 2 pp].

WEAKNESSES

War is devastating thanks to his explosive ability, however if he can be bound to prevent him clapping he can be rendered effectively helpless. Fortunately he is quite physically weak despite his years of Military training so the prospect of physically overpowering him is quite possible.

PERSONALITY

Kieros is a bitter man who believes that his country has deserted him and therefore feels no guilt about striking back as a Horseman of apocalypse. Kieros is very tactically minded and is very capable when it comes to planning effective strategies, although these almost inevitably involve something being blown up or destroyed as he loves the explosive destruction his power affords him and the ensuing carnage it causes.

MORE HISTORY

VEHICLE

Vehicle Type: Atomic Steed **Size:** Large **Movement:** 7 (flight) **Hardness:** 10
Armour Bonus: 4 **Cost:** 34 **Features:** Force Field (Degrading, adds rank to Damage save but reduce by 1 each time it is hit) +7, Immunity (Aging, Starvation, Exhaustion, Suffocation, Pressure, Fire, Cold), Extended Teleport (2000 .ft range)

MORE POWERS

DEVICES

Body Armour (Device): War wears body armour, which reduces the damage bonus of any against him by its rating. **Armour Bonus:** +5 **Cost:** 5

Atomic Steed (Device)
The Atomic steed is a metallic horse shaped construct, that flies through the air and protects its rider with a powerful force field. These machines can if necessary teleport back to Apocalypses location.

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HEADQUARTERS

NOTES

VILLAIN POINTS

5

HULK

*"Hulk SMASH!...
Hulk BASH!!!"*



Power Level: 18 **Concept:** Gamma Irradiated Powerhouse **Occupation:** Nuclear Physicist

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	20	8	15	8	+12
+5	+2	+5	-1	+2	-1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+23	+15	+2	-1	30/45	+9
Save	Save	Save	Save	Walk/Leap	Atk Bonus

SKILLS

Bruce Banner—Computers (Int) +12, Profession—Scientist (Wis) +12, Repair (Int) +12, Science—biology (Int) +14, Science—chemistry (Int) +14, Science—Nuclear physics (Int) +16, Science—physics (Int) +15

Initiative

+2

DEX

Dma Bonus

+0/17 S

Bruce & Hulk

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Robert Bruce Banner
Height: 5' 9" as Bruce Banner, 7' 0" as HULK
Weight: 128 lb. As Bruce Banner, 1,040 lb. As HULK
Eyes: Brown as Bruce, Green as HULK
Hair: Brown as Bruce, Green as HULK
Birthplace: Dayton, Ohio
Group Affiliation: Hulkbusters
Headquarters: Hulkbuster base, New Mexico
Relatives: Betty Ross Talbot (wife, deceased), Brian (father, apparently deceased), Rebecca Walters (mother, deceased), Morris Walters (uncle), Elaine Walters (aunt, deceased), Jennifer Walters (alias She-Hulk, cousin), Thaddeus E. "Thunderbolt" Ross (father-in-law, deceased), Mrs. Drake (aunt, possibly deceased)
Other Aliases: None
Marital Status: Married
First Appeared: HULK #1

FEATS

As Bruce Banner—Skill focus (biology, chemistry, nuclear physics, physics), Identity Change (As Bruce Banner he is Str 10, Dex 10, Con 15, Int 20, Wis 11, Cha 13, see weaknesses for more details of triggers for change).

As HULK—All out attack, Durability, Immunity (cold, fire, disease), Improved Pin, Infamy, Power attack, Rapid Takedown, Takedown Attack.

POWERS

Super Strength +12: The Hulk has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 8,192 times his normal carrying capacity (around 800 tons!). Hulk can also strike the ground, creating a powerful shockwave that radiates out from you in all directions a number of feet equal to five times your Str bonus. Make a Strength check. Anyone within the area of your shockwave must make a Dexterity or Strength check (whichever has the better modifier) against the result of your Strength check, just like a trip attack (see p. 135). A defender fails the check is prone, just as if you'd tripped him. Inanimate objects make

WEAKNESSES

Uncontrolled Alter Ego: His change from Banner to the Hulk is triggered by the release of adrenaline when he became intensely excited, angry or hurt and so forth, no matter what time of day or night it is. Usually the Hulk possesses very little of Banner's memory and intelligence and is easily enraged. Under such circumstances Bruce cannot resist the Hulk transformation from occurring.

Berserker: In combat situations the Hulk goes berserk unless Bruce can make a Will save (DC20) at start of each round, if it fails he loses any dodge bonus to Defence and must take full attack option as often as possible, only taking other actions to get in range of other potential enemies, if non remain he begins to gain a cumulative +1 bonus to saves in following rounds. A successful Diplomacy check (DC20) by an ally who tries to calm the Hulk provides him a +2 bonus on his next Will save, but failure makes the ally the Hulk's next target.

DEVICES

HISTORY

Robert Bruce Banner was the son of Dr. Brian Banner, an atomic scientist, and his wife Rebecca. Although Rebecca deeply loved Bruce, who returned her affection, Brian hated the child. Possibly an alcoholic, Brian Banner was driven by an insane jealousy of Bruce for being an object of Rebecca's love. Brian Banner finally murdered Rebecca and was placed in a mental hospital. Bruce, a highly withdrawn, intellectual youth, was raised by his aunt, Mrs. Drake, and internalized his great pain and rage over his childhood sufferings. Eventually, as an adult and a genius in nuclear physics, Banner went to work at a United States Defense Department nuclear research facility at Desert Base, New Mexico. There Banner met General Thaddeus E. "Thunderbolt" Ross, the Air Force officer in command of the base, and his daughter Betty. Banner and Betty Ross eventually fell in love with each other. Banner designed and oversaw construction of the "gamma bomb" or "G-bomb," a nuclear

MORE HISTORY

weapon that had a high gamma radiation output. Banner was present in the instrumentation bunker at the test site for the first underground test detonation of the gamma bomb. Observing that a civilian had breached security and entered the. Finally, scientist Leonard "Doc" Samson captured the Hulk and succeeded through unknown means in separating Banner's psyche and atomic structure from the larger atomic structure of the Hulk. Hence Banner and the Hulk were now two separate beings. The Hulk, escaped, and no longer having Banner's buried personality to restrain him in the least, became a greater menace than ever before. Banner became leader of a new government task force to capture the Hulk, called the new Hulkbusters. Banner also finally married Betty Ross, believing himself free of the curse of turning into the Hulk. Realizing there was only one way to reign in the Hulk, Banner agreed to merge with the monster. But the stress of the re-integration fractured Banner's subconscious, creating the street-smart gray Hulk. Through hypnosis, Samson created the green but intelligent "Professor" Hulk -- believed at the time to be the integration of Banner's separate personalities, but since revealed as a new persona the psychiatrist crafted to help keep the monster's destructive powers in check. Due to the deteriorating effects of ALS and the chaos ravaging his mindscape, Banner cut a deal with the three dominant Hulk personalities -- the green Hulk, the gray "Joe Fixit" Hulk and the "Professor" Hulk -- essentially to time-share their existence, in return for stabilizing his fractured psyche and providing him with release from his disease. Though never a team player, the Hulk joined forces with the Dr. Strange, Master of the Mystic Arts, and Namor, the Atlantean Sub-Mariner, to defeat the techno-wizard Yandroth and his ultimate computer, the Omegatron. Thereafter, this loose-knit band of Defenders would unite periodically to oppose threats to humanity. The original Defenders reluctantly re-formed when Yandroth surfaced again to menace the world. Though the heroes defeated his plan, Yandroth used his sorcery to levy a deathbed curse upon their heads, binding them to come together in times of crisis.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

Damage saves against the shockwave, just as if you'd struck them, except the damage bonus is -1 per five feet between you and the object. A shockwave can cause considerable cosmetic damage to an area, a shockwave is likely to shatter windows and damage nearby parked vehicles [*Power Stunt* Lifting; *Extras*: Shockwave; *Source*: Mutation; *Cost*: 5 pp].

Super Constitution +10: The Hulk has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source*: Mutation; *Cost*: 4 pp].

Boost (Strength) +8: The Hulk is able to improve his Strength and all checks made with it by up to his boost PL whenever he is hit. This boost wears off at a rate off one point per round until it is gone, starting the round immediately following the initial boost. [*Extras*: Triggered when hit; *Source*: Mutation; *Cost*: 3 pp].

Leaping +9: Due to his Strength the HULK can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself. As a full action the hulk can jump around 4.4 miles in a single bound [*Power Stunt*: Super Leaping; *Source*: Mutation; *Cost*: 1].

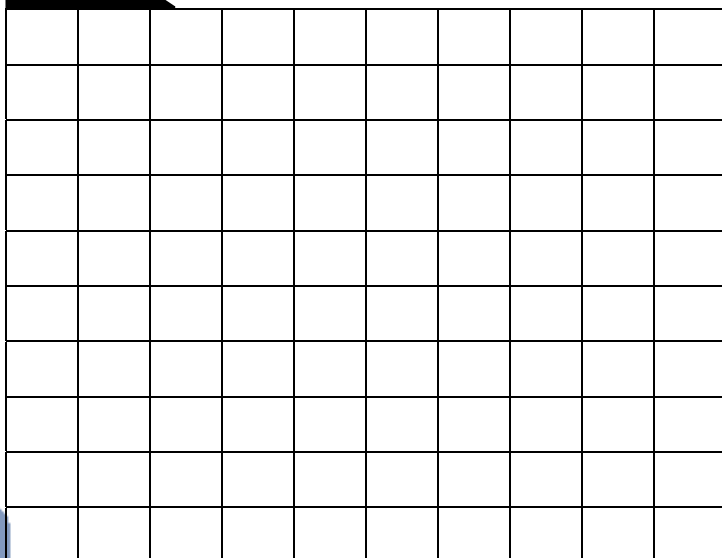
Amazing Save (Damage) +8: Hulk is incredibly resilient and adds his power level as a bonus to his Damage saves [*Source*: Mutation; *Cost*: 1].

PERSONALITY

The Hulk has gone through several different combinations of intelligence and temperament. Most versions of the Hulk have been savage, destructive brawlers with no tolerance for humanity and only vague memories of the Banner-self. One version possessed Banner's mind but the Hulk's temperament. Another version only possessed Banner's mind. The most dangerous version was the one that was physically separate from Banner's body.

Doctor Bruce Banner is a guilt ridden, almost neurotic individual. He worries a great deal about the damage he can do as the Hulk. On the other hand, he rarely worries about the destructive potential of the weapons he designs. He is devoted to Betsy but is often unable to return her affections because of his worries about the Hulk. Currently he spends most of his time wandering the desert looking for safe places to release the Hulk.

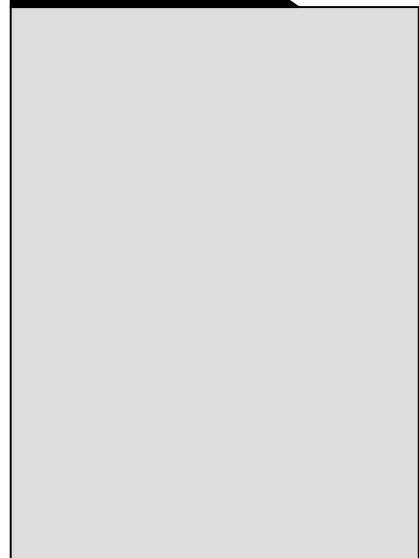
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HEADQUARTERS



NOTES

HERO POINTS

9

IRON MAN

"I'm just one man, doing all he can to keep things sane. If that makes me a Super Hero, I guess I'm one of many".

Power Level: 24 **Concept:** Robotic Power Hero **Occupation:** Industrialist and Inventor



CHARACTERISTICS

Real Name: Anthony "Tony" Stark
Height: 6' 1"
Weight: 185 lb.
Eyes: Blue
Hair: Black
Birthplace: Long Island, New York City
Group Affiliation: Avengers
Headquarters: Seattle, Washington, New York City
Relatives: Howard (father, deceased), Maria (mother, deceased), Morgan (cousin)
Other Aliases: None
Marital Status: Single
First Appeared: Tales of Suspense #39

HISTORY

Anthony Stark, son of industrialist Howard Stark, demonstrated his mechanical aptitude and inventive genius at a very early age, enrolling in college electrical engineering program at the Massachusetts Institute of Technology at the age of 15. When he was 21, he inherited his father's business, Stark Industries, and within a few years turned it into a multimillion-dollar industry complex whose chief contracts were for weaponry and munitions for the U.S. government. Stark was sent to Vietnam to supervise a field test for one of his transistorized weapons. While he was there Stark trip on a booby trap and a piece of shrapnel was lodged in his chest. The gravely injured Stark was taken captive by the Communist leader Wong-Chu, and was informed that within a week the shrapnel would penetrate his heart and kill them. Wong-Chu offered Stark at deal: if he built the Communist a powerful weapon, want to allow Stark to undergo an operation to save his life. Stark agreed, hoping to gain time and access to tools. Stark was given access to a small laboratory in communist territory with another captive, the renowned Oriental physicist Professor Ho Yinsen. With the incense help Stark designed and

Str	Dex	Con	Int	Wis	Cha	Melee
10	15	11	20	10	16	+6
+0	+2	+0	+5	+0	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+15	+15	+5	+0	30	+8
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +6, Bluff (Cha) +4, Computers (Int) +14, Craft—Electronics (Int) +15, Craft—Mechanics (Int) +15, Craft—Weapon Systems (Int) +15, Diplomacy (Cha) +4, Disable Device (Int) +11, Drive (Dex) +3, Gather Information (Cha) +4, Knowledge—Culture (Int) +11, Listen (Wis) +1, Pilot (Dex) +6, Profession—Industrialist (Wis) +3, Repair (Int) +11, Science—Metallurgy (Int) +14, Science—Nuclear Physics (Int) +11, Science—Physics (Int) +11, Science—Robotics (Int) +14, Spot (Wis) +1

Initiative

+5

DEX

Dma Bonus

+10/+15 S/L

Fist/Repulsor

DEFENSE

17/22

Flat Footed

FEATS

Identity Change (The Armour compacts down into a briefcase), Aerial Combat, Accurate Attack, Assessment, Attractive, Connected, Dodge, Fame, Far Shot, Leadership, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Skill Focus (Computer), Skill Focus (Robotics), Skill Focus (Weapon systems), Skill Focus (Metallurgy), Skill Focus (Mechanics), Skill Focus (Electronics), Takedown Attack

POWERS

Super Intelligence +5: Stark has a very adept intellect allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Training: *Cost:* 2 pp].

WEAKNESSES

Artificial Heart: During an incident where Starks old armour gained some sentience, his damaged heart has been replaced entirely with part of his armour. He now has a metallic node in his chest that powers his heart, occasionally needing electrical recharging in order to keep him alive. This basically means he must recharge via a special chamber he has constructed once every few days or he begins to need to make Fortitude (DC 15) saves each hour if he fails once he becomes fatigued, then exhausted, unconscious and then finally dies.

Alcoholism: Basically Tony has faced a very long struggle with his drink problem, but whenever faced with a serious loss, failure, stress, or defeat he must make a Will save (DC 15) or start drinking again.

PERSONALITY

Stark is driven to create new devices, many of which tend to have applications as weapons. However, he scrupulously maintained the standard that all his devices were essentially nonlethal. Sudden distressing events can trigger extreme moodswings, which tend to either drive him into bouts of depression and possibly drinking or savage almost berserk rampages (as in the Anti-armour rampage). Stark is also a socialite and in recent years someone who is trying very hard to come to terms with just who he is and how he fits into the world, and has even managed finally to approach not only his work but his social life in a sensible manner. He may also have found a lasting relationship with Ms Rumiko Fujikawa whom he cares for immensely. Stark also recently publicly announced his identity as Iron Man, ending the myth that iron man was merely his guard.

MORE HISTORY

built an electrically powered suit of armor and equipped with heavy offensive weaponry. The armor also contained pacemaker like device which enables Stark's heart to keep beating after the shrapnel entered it. Donning the suit, Stark connected it to its power source, an electrical generator. Lying on a table Stark was helpless until the suit was fully charged. His captor, Wong-Chu, sensed something was amiss and came to investigate with armed men. Realizing he was sacrificing his life, Professor Ho Yinsen went out to confront Wong-Chu, to give Stark the extra time he needed to charge the armored suit fully. As the Iron Man Stark avenged Yinsen's death and scattered Wong Chu's guerilla troops. Then, still clad in his armor, which was necessary to keep his heart beating, Stark made his way to the jungle, trying to escape communist territory. James Rhodes, a pilot in the United States Marines who was stationed in South East Asia, had been shot down in the jungle nearby Communist rockets while he was on a reconnaissance mission. Rhodes managed to land safely and was attempting to get his helicopter air worthy when he encountered Iron Man. After Iron Man help Rhodes fight off an attack by communist forces, Rhodes allowed him to drain helicopters batteries to recharge his armor. The to attract to the jungle together, finally discovering a hidden Communist rocket base. Stealing an enemy helicopter, they destroyed the base and flew to the nearest American base. Back in the United States, Stark redesigned his chest plate, which contained a pacemaker like device, reducing the chest plates size and wait so he could wear it under his normal clothing. Required to wear the armor is just played at all times to keep his heart beating, Stark decided to put to rest of the armor to regular use as well. After redesigning the entire armored suit to match the letter chest plate, Starks made the existence of the suit public. He concealed the suits true origin, as well as the fact that he himself had to wear the chest plate to live. Stark made it known that he would soon manufacture the arts suit, which he called "the human machine," for sale for the public. Soon afterward, Stark donned one of his battle suits in order to prevent thieves from stealing parts of the other copies of it. This experience made him realize that the suit was too dangerous to me made available to the public. The next day Stark revealed what had happened to him in Southeast Asia to Joanna Nivena, who was then his fiancée. Together they attended a tennis match in Forest Hills, N.Y. that afternoon. Stark brought along his armor, which he was taken to nearby laboratory for tests. The match was invaded by terrorists who threaten to kill everyone present with a bomb. Joanna urge Stark to don the armor to stop terrorist. Stark did sell, captured the terrorist, and save the spectators when the bomb went off by throwing himself atop the bomb. Iron Man thus publicly became a hero, and Stark had a new sense of purpose, having decided to combat evildoers as Iron Man. Wishing to retain some degree of anonymity, Stark established the fiction that Iron Man was is paid bodyguard wearing a suit of armor that he had invented. Only his most trusted aides learned Stark and Iron Man were one and the same. At first Stark used his Iron Man identity only to combat spies and criminals who threaten Stark industries. Later, he expanded the scope of his alter egos activities to battle any force or person who friend the security of America or the world. Stark was instrumental in the organization and are meant of the original World intelligence and law-enforcement agency known as SHIELD, and as Iron Man he became a founding member of the team of super human champions known as the Avengers.

DEVICES

IRON MANS ARMOUR MK IX

Super Strength +10: Iron Man suit grants tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 1024 times his normal carrying capacity [*Power Stunt* Lethal; *Flaws*: Device; *Source*: Super Science; *Cost*: 3 pp].

Super Dexterity +3: Iron Mans suit provides him incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Flaws*: Device; *Source*: Super Science; *Cost*: 3 pp].

Super Constitution +15: Iron Mans suit has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Armour +10: Iron Mans suit is incredibly strong, allowing its wearer to reduce its power rank from the Damage bonus before the Damage save is made. The Armoured shell is also adaptive providing a sealed adapting environment for its wearer, effectively providing a rank number of immunities, currently it provides Immunity to Suffocation, Pressure, Cold, Disease, Poison, Electricity, Radiation, Fire, Corrosion, Critical Hits [*Power Stunt*: Radio Hearing, Radio broadcast, Ultra Hearing, Darksight; *Extra*: Immunity; *Source*: Super Science; *Cost*: 2 pp].

Force Field +10: Iron Mans suit can surround him with a powerful force field that provides a Damage save bonus equal to its power rank, however while the force field is up he can take no other action [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Flight +12 (Rockets): Iron Mans suit allows him to fly up to 60 .ft per round as a base speed, 120 .ft as a full round action or 480 .ft as a Sprint [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Blast +20 (Plasma Bolt Generators): Iron Mans suit can generate these "Torpedoes" of high energy plasma. These plasma charges do no damage at short range, instead picking up power and energy as they travel. Effectively this means that the plasma bolts require a ranged attack roll to hit and only do +1 power rank damage for each 5 .ft of distance between iron man and his target (to a maximum of the powers rank in damage). Upon striking a target the plasma erupts in a 5 .ft x power rank area of effect [*Extras*: Explosive Blast; *Flaws*: Device, Build Up; *Source*: Super Science; *Cost*: 1 pp].

Energy Blast—Kinetic +15 (Repulsors): Iron Mans gauntlets can emit his powerful trademark repulsor blasts capable of doing up to power rank kinetic damage at up to normal range on a ranged attack roll [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Control—Light +10 (Unibeam): Iron Mans suit has a round module in the chest plate which can emit his Unibeam a powerful floodlight capable of illuminating a 5 .ft radius x power rank, it can be narrowed to a beam in order to make a dazzle attack against a target. This requires them to make a Reflex save DC10+PR or be blinded. On each following action after the round blinded the target can attempt a Fortitude save with the same DC as before in order to regain the use of the sight. The target receives a +1 bonus to the save for each round of being blind after the first. A blinded target suffers a -1 penalty on all rolls that involve the sense [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Blast—Heat +8 (Heat beam): Iron Mans suit can fire a heat beam from its palm at up to normal range on a successful ranged attack roll and inflicts up to power rank damage [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Control—Magnetism +5: Iron Mans suit is capable of projecting a magnetic force allowing him to move up to 3,200 .lb. This can be used against other beings but requires a ranged attack roll and must succeed at an opposed magnetism vs. strength check [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Absorption +10: Iron Mans suit can absorb any energy attack, reducing the damage bonus by the power rank. It can even absorb up to a total of 10 points of damage per rank, this extra energy bleeds off at a rate of one point per round after the first and can be used to boost the suits Repulsors by up to its absorption power rank for one round per point [*Flaws*: Device; *Source*: Super Science; *Cost*: 2 pp].

Sensory Protection +10: Iron Mans suit has numerous devices to protect sense from sensory overload reducing any relevant dazzle or sensory attack by this abilities power rank [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Super Sense +8: Iron Mans suit has numerous sensory improvement technologies built in, providing power rank as a bonus to all checks using senses (Search, Spot, Listen, Survival checks for tracking and so forth). [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Invisibility +8 (ECM): Iron Mans suit allows him to render himself invisible to all kinds of electronic surveillance and detection ability, although iron man is still detectable by normal vision. Surveillance devices within 5 feet of him can make out his image by making a successful Spot (or relevant detection roll) with a DC of 10 + PR. Electronic defences attempting to attack Iron Man while his ECM is on must guess the 5 foot square or squares in which iron man is situated each time an attack is made. Assuming the attacker guesses correctly the attack still suffers a 50% miss chance [*Flaws*: Device, Limited—vs Machines only; *Source*: Super Science; *Cost*: 1 pp].

Stun +8 (Electromagnetic Pulse): Iron Mans suit can emit a powerful EMP pulse that can disable or interrupt all electrical devices. All machines within 5 .ft radius per power rank suffer a -5 penalty to any relevant system roll they control. If against a robotic or artificial being then they are allowed a Reflex save DC10 +PR to avoid the effect otherwise suffer the loss of all dodge bonuses to Defence and can take no actions (including free actions). Foes gain +2 bonus to hit the stunned being. This affect lasts for initially for one round but unless the affecting robot can succeed another save roll with the same DC as previously but with a cumulative +1 bonus for each round then they remain stunned [*Flaws*: Device, Limited—Machines only; *Source*: Super Science; *Cost*: 1 pp].

KINGPIN

"Noone says no to me Mr Smith, either I own the property or noone will, are we clear?"



Power Level: 12 **Concept:** Kingpin of Crime **Occupation:** Criminal Organiser & Mastermind

Str	Dex	Con	Int	Wis	Cha	Melee
18	14	16	18	14	16	+8/+9
+4	+2	+3	+4	+2	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+3	+2	+2	30	+6
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Bluff (Cha) +13, Diplomacy (Cha) +13, Gather Information (Cha) +13, Innuendo (Cha) +8, Intimidate (Cha) +8, Knowledge (Int)—Culture +9, Perform (Cha)—Acting +8, Profession (Cha)—Manager +10, Sense Motive (Wis) +10, Sleight of Hand (Dex) +8

Initiative

+2

DEX

Dma Bonus

+4/+8 S/L

Fist/W. Stick

DEFENSE

14/16

Flat Footed

CHARACTERISTICS

Real Name: Wilson Fisk
Height: 6' 7"
Weight: 450 lb.
Eyes: Blue
Hair: Bald
Birthplace: Unknown, possibly New York City
Group Affiliation: Leader of East Coast, non-Maggia Crime syndicates
Headquarters: New York City
Relatives: Vanessa (wife), Richard (son)
Other Aliases: The Brainwasher, Harold Howard
Marital Status: Married
First Appeared: Amazing Spiderman #50

HISTORY

Very little is known about the Kingpin before he first took command of the East Coast mobs. He has described himself, however as having been "an unpopular, blubbery child" before he began his lifelong pursuit of bodybuilding. Wilson Fisk was impoverished as a child, and committed his first murder when he was twelve. From the start Fisk was determined to be the best in whatever he did, and he believed physical strength to be a major factor in building power in the underworld. Hence, he fanatically trained himself in various methods of bodybuilding and personal combat, finally concentrating on the Japanese art of sumo. His sumo training probably led to his interest in the Orient, which would manifest itself in other ways. Fisk educated himself by stealing books from stores and libraries, and became particularly fascinated by political science. He decided that another key to success would be in using political techniques in organizing and directing groups of criminals. It was his adoption of these techniques that caused him to be thought of as a political "kingpin of crime," a description which became his nom de crime. Although Fisk has always taken pleasure in physical combat with his enemies, he has always recognized the necessity never to place himself in a situation in which the law can prove his responsibility for crimes. As a result, it is believed Fisk has never once been convicted. Even when he inexplicably broke his own rule and was jailed for personally stealing an ancient tablet from Empire State University, charges had to be dropped for lack of evidence. Fisk thus never worked as any criminal's henchman, but formed his own small

FEATS

Accurate Attack, All out Attack, Assessment, Attack Focus—Grappling, Chokehold, Connected, Improved Grapple, Improved Pin, Infamy, Leadership, Minions, Power Attack, Stunning Attack, Takedown Attack, Toughness

POWERS

WEAKNESSES

If Mr Fisk has any weaknesses he hides them well, the most obvious source of weakness he would have would be the possibility of a paper trail or witnesses to the many criminal activities he is responsible for undertaking, however he is careful not to leave any such loose ends, and those that do appear he is quick to remove with a pay off or more overt means if necessary.

PERSONALITY

For Wilson Fisk life is all about power and control, every facet of his life is a considered choice, a matter of weighed risk and carefully measured benefit. He is duplicitous and cunning as a fox capable of weaving plots of near-machiavellian intricacy and depth through lies and manipulations, half truths and false trails woven upon each other over and over again. Wilson Fisk is a stern yet kindly business man almost legitimate in nature is not entirely a façade he does indeed have legitimate business interests, though even are just a carefully considered ploy to detract and cover his criminal activities with a legitimate façade. When all is said and done Wilson Fisk is a man who will use whatever means necessary, going to any lengths in order to obtain and control anything on which he has set his sights.

MORE HISTORY

gang right from the start. Fisk's gang rapidly grew in size, influence, power and wealth, thanks to his organizational skills and, when necessary, his prowess in hand-to-hand combat. Fisk was careful to invest his illegal gains in legitimate businesses. The first company which he owned completely was one dealing in spices from the Far East. Today, even though Fisk has built a vast legitimate business empire in various fields, he still professes in public to being merely a "humble dealer in spices." After about a decade of being a criminal leader, Fisk had also achieved enough success in legitimate business to become a prominent member of New York society. It is at this point that he met and soon married Vanessa (maiden name unknown), a beautiful woman not yet 20 years old, and whose love, the Kingpin has stated, gave him the peace he sought after his constant struggle for power. Whether or not Vanessa knew of his criminal activities when she married him is unclear; she did know afterwards. Their son, Richard, was born within a year after their marriage. About two decades later, Fisk, now known as the Kingpin, had become one of the most powerful criminal leaders in both the New York and Las Vegas areas, and had won the respect of many of the other crime bosses. When the costumed crimefighter Spider-Man briefly retired, the Kingpin decided the time had come to fulfill his master plan. For years various major criminals dreamed of forming a coalition of criminal gangs in order to compete with the Maggia, which virtually monopolized organized crime throughout the country. The Big Man (the late Frederick Foswell) had only temporarily succeeded in uniting the independent gangs; others who have tried included the Crime-Master, Doctor Octopus, the first and third Green Goblins, the Mad Thinker, the Owl, Hammerhead, and Silvermane. With Spider-Man apparently gone, the Kingpin now proposed that such a coalition be formed under his leadership, and met with nearly unanimous acceptance. The Kingpin then directed a major crime wave in New York City which came to an end with his first confrontation with the again active Spider-Man. Moreover, the Kingpin's attempt to silence Daily Bugle publisher J. Jonah Jameson backfired when Spider-Man rescued Jameson, who then publicly exposed Fisk as the Kingpin, the crime coalition apparently then fell apart. In the following years the Kingpin suffered a number of reversals. During this time he was offered an opportunity to fully achieve his ambitions for political power when he was recruited to serve as the behind the scenes leader of the Las Vegas area faction of the now fragmented HYDRA. His son, Richard, acted under him as Supreme Hydra of this group. Through HYDRA the Kingpin planned to overthrow the United States government and even achieve world domination, but he turned against HYDRA upon learning that the Las Vegas contingent was actually controlled not by him but by the infamous Nazi war criminal, the Red Skull. Ever since, the Kingpin has pursued more realistic goals than HYDRA's. Eventually, Vanessa, sickened by the Kingpin's life of crime, demanded that Fisk abandon it or else she would desert him. Unwilling to lose Vanessa, Fisk agreed to her terms, and the two retired to Japan. Vanessa even persuaded the reluctant Fisk to turn over his files on the activities of other leaders of organized crime to American legal authorities. To prevent this, the new leaders of the Kingpin's crime syndicate kidnapped Vanessa, who was then apparently killed by a Kingpin aide who correctly saw her as the only obstacle preventing Fisk from returning to crime. The enraged Fisk indeed made a comeback. Not only did he reassume leadership of his former organization, but he also turned over his files on other criminal leaders to the law through the costumed crimefighter Daredevil, now with the motive of ridding himself of any rivals. The ploy worked: as a result of the evidence in the files, many criminal leaders, both inside and outside the Maggia, were convicted. In the ensuing power vacuum the Kingpin rebuilt his coalition, stronger than before. Today he controls the great majority of non-Maggia East Coast gangs dealing in conventional crimes. The Kingpin's organization is now stronger than any single Maggia "family" in the New York area.

The Kingpin again turned his attention to his political goals, and his puppet candidate Randolph Winston Cherryh actually won a New York mayoralty election. However, Daredevil, now the Kingpin's principal opponent among the city's costumed adventurers, found Vanessa alive, though suffering from severe mental problems. Daredevil told the Kingpin he would return Vanessa to him if the Kingpin ordered Cherryh to decline accepting the mayoralty. The Kingpin agreed, and the bargain was carried out. Vanessa was returned to the Kingpin's custody as promised. The Kingpin was angered by Daredevil's various successful attempts at subverting his plans. Finally, Karen Page, Daredevil's former lover who had become a heroin addict, sold the information that Daredevil was lawyer Matthew Murdock to a drug dealer. The information came into the Kingpin's hands, and he seized the opportunity for vengeance. He arranged for Murdock to be rendered virtually penniless and had him framed for bribing a witness to perjure himself. Murdock lost his license to practice law. Already psychologically troubled, Murdock sank into severe paranoia. He confronted the Kingpin, who savagely beat him.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

DEVICES

Weapons (walking stick) +8: The Kingpin sometimes carries a walking stick which may be used on a successful melee attack roll to inflict up to PL damage as either Stun or Lethal damage. The stick also contains a concealed laser beam weapon that fires a short pulse of 300 watts, this is done by making a ranged attack roll, which if successful inflicts power rank heat damage. The walking stick can also be used to fire a concentrated spray of sleeping gas, which can affect a single target by making a ranged attack roll. The target must then make a Fortitude save DC 10+PL or become Fatigue, if already fatigued they become exhausted. If already exhausted they become unconscious.

[*Power Stunt:* Dual Damage, Extra Attack—Energy Blast (heat), Extra Attack—Fatigue *Source:* Super Science; *Cost:* 1 pp].

Fatigue (diamond stickpin) +8: The Kingpin's diamond stickpin also contains a small, highly compressed container of sleeping gas which is effective when fired directly into an opponent's face at close range. The Kingpin uses the stickpin gas as a last resort. This can affect a single target by making a ranged attack roll. The target must then make a Fortitude save DC 10+PL or become Fatigue, if already fatigued they become exhausted. If already exhausted they become unconscious.

[*Flaw:* Device; *Source:* Super Science; *Cost:* 1 pp].

HEADQUARTERS

NOTES

VILLAIN POINTS

0

MAGNETO

"They no longer matter Charles. We are the future now".

Power Level: 35 **Concept:** Magnetic Mutant **Occupation:** Conqueror, Ex-Ruler of Genosha

Str	Dex	Con	Int	Wis	Cha	Melee
16	16	20	20	20	16	+7
+3	+3	+5	+5	+5	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+20	+20	+3	+13	30/105	+7
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Computers (Int) +12, Bluff (Cha) +7, Knowledge—History (Int) +12, Science—Genetics (Int) +16, Science—Metallurgy (Int) +14, Science—Robotics (Int) +14, Craft—Mechanics (Int) +14, Craft—Electronics (Int) +14, Intimidate (Cha) +8, Listen (Wis) +14, Spot (Wis) +14, Repair (Int) +12, Languages +8 (German, Russian, French, Spanish, Japanese, Arabic, Chinese, Slavic)

Initiative

+3

DEX

Dma Bonus

+3s +21 L

Fist & Field

DEFENSE

10/19

Flat Footed

CHARACTERISTICS

Real Name: Eric Magnus Lehnsherr
Height: 6' 2" **Weight:** 190 lb.
Eyes: Blue-Grey **Hair:** White
Birthplace: Somewhere in Europe
Group Affiliation: X-Men
Headquarters: (current) Unrevealed, numerous in past
Relatives: Magda (wife, presumed deceased), Anya (daughter, deceased), Wanda Maximoff (the Scarlet Witch, daughter), Pietro Maximoff (Quicksilver, son), Crystal (daughter-in-law), Luna (granddaughter)
Other Aliases: Xorn, Magnus, The Creator, Michael Xavier, White Pilgrim
Marital Status: Widower
First Appeared: X-Men #1

HISTORY

The man now known as Magnus spent his early teens imprisoned with his family at the Nazi death camp in Auschwitz, Poland. The only member of his family to survive the camp, Magnus here learned how brutally human beings could treat minorities whom they considered different. After World War II Magnus married a woman named Magda and they had a daughter, Anya. When a mob prevented Magnus from rescuing Anya from dying in a fire, he used his powers to destroy them all in revenge. Terrified by her husband's powers and threats of vengeance against humanity, Magda fled, never having revealed to him that she was pregnant. She apparently died soon after giving birth to twins, Wanda and Pietro. Eventually Magnus went to Israel, where he worked as a volunteer orderly at a psychiatric hospital and where he first met and became friends with Charles Xavier. Magnus and Xavier frequently debated the subject of mutants' coexistence with the rest of humanity. After the two men joined forces to rescue their friend Gabrielle Haller from Baron Strucker and his Hydra agents, Magnus left for parts unknown. After being betrayed by the intelligence agents with whom he worked,

FEATS

Assessment, Headquarters, Infamy, Leadership, Iron Will, Indomitable Will, Startle, Talented (Craft—Electronics & Mechanics), Talented (Science—Robotics & Metallurgy), Skill Focus (Science—Genetics), Detect (Magnetism)

POWERS

Super Constitution +15: Magnetos magnetic mutation also granted him incredible stamina and endurance, allowing him to add his rank to Damage and Fortitude saves, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards. It also increases his Con checks for recovering from damage [*Source:* Mutation; *Cost:* 4 pp].

Super Intelligence +2: Magnetos intellect is well renowned allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Mutation; *Cost:* 2 pp].

Super Wisdom +6: Magnetos has incredible awareness and self control allowing him to add his power rank to his Will saves and Wisdom based skill checks [*Source:* Mutation; *Cost:* 3 pp].

Energy Control—Magnetic +21: Magnetos power of Magnetism is near unchartable, however at it's basic level it allows magneto to move upto 104,857,600 .lb of ferrous metals through the air. If it is a target then a ranged attack roll against the target must be made. Make an opposed check between the Magnetism and the targets strength to move the target or tear an object

WEAKNESSES

Magneto's weaknesses have been in the past related to his susceptibility to Mental influences of others such as Charles Xavier, but Magneto has spent a long time developing ways and means including limited mental abilities of his own in order to stave off such assaults.

PERSONALITY

Magneto's chief goal has always been to safeguard mutantkind. As leader of the Brotherhood of Evil mutants, he believed that it was the destiny of mutants to dominate humanity, or even destroy it if that was the only way for mutantkind to survive. But Magneto, despite his coldness and ruthlessness, could not isolate himself from human feelings that he had known earlier in his life. Seeing that the denial of his humanity was not effective toward his goal, he tried another method, security though peaceful coexistence with humanity, the method of Charles Xavier. Still arrogant and authoritarian, Magneto failed once more and returned to his former ways. During a recent crisis he was made leader of the country called Genosha, which became a haven to mutants worldwide, but during its destruction at the hands of Sentinels it is believed that Magneto was killed.

MORE HISTORY

Magnus began planning his campaign against the human race. Years later Magnus re-emerged as Magneto, who was determined to conquer the human race to prevent their oppression of mutants. Xavier's original team of X-Men thwarted his first public move in his war with humanity, the takeover of the Cape Citadel missile base. When they next clashed, Magneto was leading his original Brotherhood of Evil Mutants, which included Wanda and Pietro, now known as the Scarlet Witch and Quicksilver. Not until years later would Magneto learn that they were actually his children. At one point Magneto genetically engineered a being called Alpha the Ultimate Mutant, who rebelled against him and turned Magneto back into an infant. Xavier gave the baby into the care of his colleague Moira MacTaggart, who tampered with the infant's mind in the hope that he would grow up to become a better man. Years later Davan Shakari, alias Eric the Red, an agent of the alien Shi'ar, transformed Magneto back into an adult, albeit one younger than before. Magneto thereafter had a series of battles with Xavier's new team of X-Men.

Eventually, however, MacTaggart's manipulation of his mind had a delayed effect. Magneto underwent a crisis of conscience, gave up his plans of world conquest, and became the X-Men's ally. When he found himself dying, Xavier asked Magneto to take over his School for Gifted Youngsters. Xavier was then taken into outer space to be healed by Shi'ar science, and Magneto became the mentor of Xavier's latest group of students, the New Mutants.

In time, though, Magneto's former personality slowly began to return. He abandoned the New Mutants and allied himself with the X-Men's foes in the Hellfire Club. He and the X-Man Rogue for a time developed a close relationship in the Savage Land. Ultimately, Magneto renewed his war with the human race and the X-Men, and gathered about him a new team of mutant underlings, the Acolytes, who virtually worshipped him.

In his last battle with the X-Men, Magneto used his powers to extract the adamantium molecules from Wolverine's skeleton, causing him tremendous agony. Infuriated, Xavier used his mental powers to shut down Magneto's mind. For a time the Acolytes cared for Magneto at their orbiting base, but when it was destroyed, Magneto returned to Earth.

Subsequently, an amnesiac man appeared who called himself Joseph, possessed powers over magnetism, and looked like Magneto would if he were still in his twenties. He joined the X-Men, who believed him to be Magneto, somehow rejuvenated and reformed. Joseph himself came to believe he was Magneto, until the real Magneto reappeared and began his campaign of terror against the human race anew. Moreover, although the X-Men had come to believe that Magneto was really a man named Erik Magnus Lehnsherr, it was revealed that Lehnsherr was a false identity Magneto had assumed to conceal his true identity. The real identities of both Magneto and Joseph still remain mvsteries at this time.

DEVICES

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

from the targets grasp. Magneto can use his Magnetism to perform the following other functions.

- Magneto can use his ability to Drain away existing sources of Magnetism, heat, light or radiation, reducing them by power rank, the drained source recovers at a rate of one per round until back to normal. If against a target it must make a Will save DC 10 + power rank to resist the drain.
- Magneto can use his magnetism as energy blasts of pure magnetic force doing power rank lethal damage out to normal range.
- Magneto can absorb an incoming Magnetic, Light, Heat or Radioactive attack reducing its damage bonus by his power rank. He can absorb upto a total of 10 points of damage per rank. This stored damage "bleeds" off at a rate of one point per round. This absorbed energy can be used to boost his magnetism by the amount stored.
- Magneto can surround his body with a powerful magnetic field that can damage his enemies, such that anyone who touches him may suffer damage equal to his power rank, unless they make a damage save versus the fields damage.
- Magneto can manipulate the magnetic field around him in order to fly moving at 5 .ft per round for each power rank. He can move twice this speed as a full action, or four times it as a sprint action.
- Magneto can use his magnetism to repel all attacks from him as a Force Field providing him a damage save bonus equal to his power rank.
- Magneto can use his magnetism to form objects out of available metals, objects have a hardness equal to power rank and can occupy upto a 5 .ft cube per power rank. He can create complex objects with moving parts that look exactly like normal items of their type. A created object is treated exactly like a normal object in terms of hardness and damage.
- Magneto can manipulate other forms of Energy, namely Light, Heat or Radiation in this way he can generate and control light illuminating an area upto (rank x 5 feet), or project a beam of light that can blind a subject if magneto can hit on a ranged attack roll, if successful the target must make a Reflex save (DC10+rank) failure means they are blind, the target can make a fortitude save vs the blinding DC to throw off the effects and regain their sight (as per Dazzle p. 64). He can also emit beams of extreme heat or radiation that will do rank damage if he can hit on a ranged attack roll.

[*Power Stunt*: Drain energy, Energy Blast; *Extras*: Energy Absorption, energy Field, Flight, Force Field, Energy Shape, Snare, Disintegration, Extra Type (Heat, Light, Radiation); *Source*: Mutation; *Cost*: 12 pp].

Armour +5: Magnetos wears a suit of body armour, which subtracts power rank from any damage bonus before any damage save is made [*Flaw*: Device; *Source*: Super Science; *Cost*: 1 pp].

Astral Projection +3: Magneto can separate his astral form from his physical body, sinking it into a deep coma allowing his astral form to move about freely. His astral form is invisible and incorporeal, immune to physical harm and the effects of the environment, and able to pass freely through physical objects. In astral form he can move freely in any direction, unaffected by gravity. His speed is equal to (power rank x 5) and his sprint speed doubles for every rank. While in Astral form he can become visible at will and speak telepathically to people, he can use mind affecting powers on others while astral but at no rank higher than his Astral projection power (for more details see Astral projection p. 63) [*Source*: Psionic; *Cost*: 5 pp].

Telepathy +4: Magnetos can read minds and project thoughts into the minds of others (see p. 87) for more information [*Source*: Psionic; *Cost*: 2 pp].

HEADQUARTERS

Magneto's Headquarters have the following facilities: Combat simulator, Communications, Computer, Concealment, Defense System, Fire Prevention system, Garage, Gym, Hangar, Holding Cells, Infirmary, Isolated Location, Laboratory, Library, Living space, Pool, Power system, Reinforced Structure. Security system. Staff. Workshop and 14 Super Power type rooms of the

MR SINISTER

"You don't know it yet, but you are already mine".



Power Level: 21 **Concept:** Mutant Killer

Occupation: Mastermind and Geneticist

Str	Dex	Con	Int	Wis	Cha	Melee
18	16	20	20	20	18	+10
+4	+3	+5	+5	+5	+4	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+13	+13	+3	+22	30	+9
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Bluff (Cha) +9, Computers (Int) +12, Craft—electronics (Int) +12, Intimidate (Cha) +8, Listen (Wis) +21, Profession—Geneticist (Wis) +21, Repair (Int) +12, Science—Psychology (Int) +12, Science—Biochemistry (Int) +15, Science—Genetics (Int) +17, Science—Cloning (Int) +15, Spot (Wis) +21

Initiative

+3

DEX

Dma Bonus

+9/+10 L

Fist & Blast

DEFENSE

17/20

Flat Footed

CHARACTERISTICS

Real Name: Dr. Nathaniel Essex
Height: 6' 5"
Weight: 285 lb.
Eyes: Shining Red with no pupils
Hair: Black
Birthplace: 19th Century London, United Kingdom
Group Affiliation: Marauders Leader
Headquarters: Secret base underneath an Orphanage in Omaha, Nebraska.
Relatives: Unknown
Other Aliases: None
Marital Status: Unknown
First Appeared: Uncanny X-Men #221

HISTORY

Nathaniel Essex was a biologist in Victorian England who developed advanced theories on human evolution. A geneticist of unparalleled genius, he foresaw the coming mutations that would transform mankind. However, his unorthodox experiments resulted in his ouster from the Royal Society and caused his wife to shun him. These rejections led him to ally himself with Apocalypse, an immortal mutant who has witnessed virtually the whole of human history. Apocalypse transformed Essex into the ageless being known as Mr. Sinister. Sinister has conducted numerous experiments in his time. He operated an obstetrics clinic in New York in the late 19th century and performed side research on society's deviants. As Dr. Essex, he influenced the work of Herbert Wyndham, the man who became the High Evolutionary. Sinister plotted the course of certain gene pools for more than a century, discovering that the combination of Scott Summers' and Jean Grey's traits would produce a mutant of incredible power. The future Cyclops was brought to Sinister's orphanage in Nebraska, and the geneticist collected a blood sample from the girl who would come to be known as Phoenix to confirm his

FEATS

Detect (Mutants), Headquarters, Immunity (aging, disease, poison), Leadership, Skill Focus (Science—Genetics), Iron Will, Indomitable Will, Skill focus (Science—Cloning), Skill Focus (Science—Biochemistry), Durability

POWERS

Super Strength +5: Sinister has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity [*Power Stunt:* Lethal; *Source:* Mutation; *Cost:* 4 pp].

Super Constitution +8: Sinister has incredible stamina and endurance, allowing him to add his rank to Damage and Fortitude saves, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards. It also increases his Con checks for recovering from damage [*Source:* Mutation; *Cost:* 4 pp].

Super Intelligence +5: Sinister has a very adept intellect allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Mutation; *Cost:* 2 pp].

Super Wisdom +15: Sinister has incredible awareness and self control allowing him to add his power rank to his Will saves and Wisdom based skill checks [*Source:* Mutation; *Cost:* 3 pp].

Telepathy +10: Sinister has incredible mental abilities, which at their base level allow him to

WEAKNESSES

Sinister is vulnerable to Cyclops eye-beams, and when making any save against them can apply no bonus or modifier to the roll, he simply rolls a d20. Why Sinister is so vulnerable to Cyclops concussion blasts is unknown, although it was once surmised that they may be related in some way and that that was the reason he was so vulnerable.

PERSONALITY

Mister Sinister is a ruthless man who does not mind destroying peoples lives to gain more power. A powerful mutant mastermind, he prefers to work in the background, letting the Marauders do his dirty work. An arrogant and confident villain, he expects complete obedience and perfection from his followers. His main goal seems to be to gain mental control over as many mutants as possible.

MORE HISTORY

findings. Sinister used that sample when Jean died to create a clone, Madelyne Pryor, who later became the evil Goblin Queen. Following up on his genetic pursuits, Sinister set in motion the so-called "Mutant Massacre." A community of mutants who considered themselves outcasts from society, the Morlocks lived in tunnels under New York City. Sinister's Marauders annihilated the Morlocks because he considered them genetically useless.

Sinister first fought the X-Men during the "Inferno" crisis, an invasion of demon mutants he helped create. He sometimes aids Charles Xavier's team, but for his own reasons. Sinister helped Gambit save the savage Sabretooth's life, and assisted the X-Man again when he became trapped in the 19th century; took in the mutant Threnody and provided her with devices to control her energy releases; and returned Courier, a messenger with the ability to control every molecule in his body, to a more human state. In almost every case, however, Sinister exacts a price very costly to the soul. When the High Evolutionary activated a satellite that stripped all Homo superior of their mutations, Essex, who had come to support his student's work, revealed himself as Sinister and modified the beam to mutate every human on Earth, hoping to create an entire planet of lab subjects. Soon after, the mysterious Neo attacked many of Sinister's facilities.

DEVICES

HEADQUARTERS

His Headquarters has the following facilities:- Communications, Computer, Concealment, Defence System, Fire Prevention System, Gym, Holding Cells, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

read minds and project his own thoughts into the minds of others (see .pg 87 for more details). In addition tot his he can also perform the following additional abilities:-

- **Memory Alteration:** Sinister can alter a targets memories, deleting or editing them, even replacing real memories with false ones. It requires a full round action per memory altered and a Telepathy check with a DC of 10. The subject (if unwilling) makes a Will saving throw and adds it to the DC. A failed check means the attempted alteration fails and the subject gains +1 on Will saves to resist further alterations. The DC is the Telepathy check total used to make the alterations. Note if he has a chance to work on someone when they are young, or while they are unconscious for a long period of time, he can put mental restraints on them so that they cannot use their powers against him. This requires a Telepathy check with a base DC of 20, with the subject (if unwilling) adding their Will save to the DC as usual, if successful they cannot then use their powers against sinister unless they can first make a Will save DC 30 to overcome this restraint.
- **Energy Blast—Psionic:** Sinister can mentally project bolts of pure psionic force at his enemies at up to Normal range, this requires a ranged attack roll, which if successful does power rank damage.
- **Force Field:** Sinister can surround himself in a protective field, which adds a bonus to damage save equal to his power rank.
- **Astral Projection:** Sinister can separate his astral form from his physical body, sinking it into a deep coma allowing his astral form to move about freely. His astral form is invisible and incorporeal, immune to physical harm and the effects of the environment, and able to pass freely through physical objects. In astral form he can move freely in any direction, unaffected by gravity. His speed is equal to (power rank x 5) and his sprint speed doubles for every rank. While in Astral form he can become visible at will and speak telepathically to people, he can use mind affecting powers on others while astral but at no rank higher than his Astral projection power (for more details see Astral projection p. 63)
- **Paralysis:** Sinister can mentally render a target paralysed if he can succeed at a normal ranged attack. If successful the target must make a Will save (DC 10+ power rank), if the check fails the target is paralysed. As a half action the target can attempt an additional Will save each round with a cumulative +1 bonus per round. A successful save meaning the target can act normally on the following round. If Sinister concentrates on maintaining the paralysis, the target does not gain a bonus to Will saves to break the paralysis. A paralysed target stands rigid and helpless, unable to move or act physically, but may take purely mental actions.

[Extra: Memory Alteration, Energy Blast, Force Field, Astral Projection, Paralysis; Source: Mutation/Psionic; Cost: 7 pp].

Regeneration +6: Mister sinister is capable of regenerating, thereby allowing him to heal very rapidly, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. Spread this recovery out over the ten rounds. Sinister also adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his Fortitude saves to avoid dying and for stabilising. If disabled Sinister gets a Constitution check on the following round to recover, with a bonus equal to power rank. If this check fails he must wait a day to attempt to recover again, but get his regeneration rank as a bonus on all recovery checks. Sinister can also use his regeneration to regrow lost limbs or organs by making a Regeneration check (DC 20), however he only receive one attempt per organ/limb to do so.

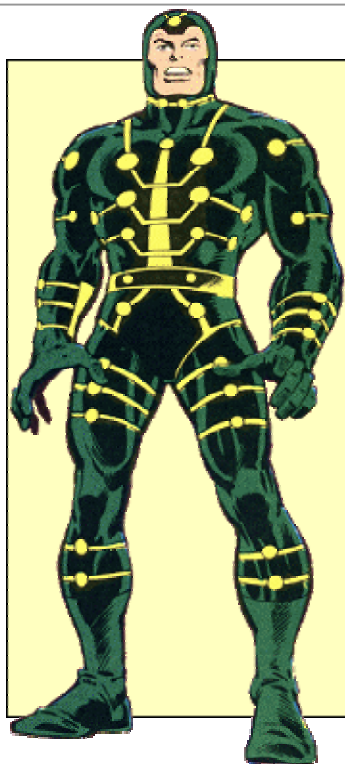
[Flaws: Limited—Does not function vs Cyclops eye beams; Extra: Regrowth; Source: Mutation; Cost: 2 pp].

Shapeshift +4: Sinister can transform his body into different people of roughly the same mass by taking a free action to do so. He adds his power rank as a bonus to Disguise checks when he uses his shapeshift to imitate a particular person. He will only return to his normal form when he wills it, and does not return to normal form when stunned or knocked out.

[Flaws: Limited—People only; Extra: Continuous; Source: Mutation; Cost: 2 pp].

MULTIPLE MAN

"I'm Here, and Here, and here, and here, and here and here, and here and here and here and here and here and here and here"



Power Level: 9 **Concept:** Self Duplicating Hero **Occupation:** Ex-Farmer, Lab Assistant

Str	Dex	Con	Int	Wis	Cha	Melee
14	13	16	16	14	12	+4
+2	+1	+3	+3	+2	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+3	+3	+3	+2	30	+3
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Computer (Int) +6, Medicine (Wis) +5, Profession - Lab Assistant (Wis) +8, Science - Biology (Int) +5, Science - Genetics (Int) +5

Initiative

+5

DEX

Dma Bonus

+2 S/L

Fists and Feet

DEFENSE

13/14

Flat Footed

CHARACTERISTICS

Real Name: James Arthur "Jamie" Madrox
Height: 5' 11"
Weight: 155 lb.
Eyes: Blue
Hair: Brown
Birthplace: Los Alamos, New Mexico
Group Affiliation: None
Headquarters: Muir Island, off coast of Scotland
Relatives: Daniel (father, deceased), Joan (mother, deceased)
Other Aliases: None
Marital Status: Single
First Appeared: GIANT size Fantastic Four #4

HISTORY

James Madrox was the only son of two researchers working at the Los Alamos Research, Center in New Mexico. In the course of their work, his parents were exposed to enough specific radiation to produce subtle alterations in their genetic material. Thus their son was born a mutant. Moments after birth, Madrox's power became evident: when the doctor spanked him, the concussive force caused him to multiply into two identical physical beings. (The second self merged with the first in a few minutes.) Shaken by the bizarre phenomenon, on the advice of Professor Charles Xavier, the Madrox family moved to a farm on Kansas where they could raise the boy in privacy. Dr. Madrox created a special suit for his son which insulated the boy from kinetic forces over the critical threshold point which caused replication, and forced the boy to wear it constantly. As Madrox grew up, he was not aware of his mutant power, but only of the strangeness of his being forced always to wear the same clothes. When he was fifteen, his parents were killed by a tornado. Madrox spent the next few years of his life alone caring for his parents' farm. Then, malfunctioning control elements in the suit caused a power surge that released his inhibited power and caused the suit to begin absorbing ambient electrical energy. Confused and frightened, Madrox set out to find help, eventually arriving in New York City.

FEATS

All Out Attack, Dodge, Improved Initiative, Lightning Reflexes, Move By Attack, Power Attack, Skill Focus - Profession, Takedown Attack

POWERS

Duplication +10, James has the ability to create duplicates of himself, including any devices that have been paid for with power points. All duplicates have the same abilities as he does, though no bonus or rank can be higher than his power rank and no duplicate has the duplication power. All duplicates are considered minions and have no hero points of their own, though may use his for their actions. James can create up to 16 duplicates, though creating one is a half action. He may however reduce his duplication rank (thereby reducing maximum abilities of duplicates) in order to create more, one extra duplicate for each rank reduced in fact. Duplicates think and act just like the original and only disappear when James stops sustaining the power. If James is killed by making a duplication check DC30 one of his duplicates then becomes the "real" James and gains the Duplication power at the originals rank. [*Extras:* Horde (x4), Survival; *Source:* Mutation; *Cost:* 7 pp]

WEAKNESSES

Kinetic Duplication: James suffers from a problem whereby his duplication ability can be triggered by relatively slight physical impacts. Essentially any Stun or Lethal hits he takes cause his duplication to function as if it was creating duplicates over his limit by the amount caused. (*So if he takes 3 stun hits then his duplication creates 3 duplicates with no rank or bonus above +7.*)

PERSONALITY

James is a heroic man, who often finds himself in situations beyond his control, he will on occasion turn to the x-men for help, but otherwise tends to struggle through his own dilemmas himself.

MORE HISTORY

There the Fantastic Four and Professor Xavier found him. Reed Richards of the Fantastic Four helped repair the uniform's components, and Xavier took him into custody for a short time to teach him how to control his replication powers. When asked to join Xavier's mutant adventurers, the X-Men, Madrox declined, preferring to accept Dr. Moira MacTaggart's offer to be a lab assistant at her mutation research complex on Muir Isle off the coast of Scotland. Madrox remained on Muir Island for many years, leaving only once to join mutant heroine Siryn in looking for the missing X-Men protégé's Sunspot and Warlock on behalf of Professor X. This led them into a brief romance and joining with the mutant runaways calling themselves the Fallen Angels. Madrox returned to Muir Island after these brief adventures. During a brief time when the X-Men had disbanded, their villain the Shadow King managed to take mental control over all the mutants and researchers living at Muir Island. Madrox helped the reforming X-Men to defeat the villain and agreed to join Havok and Polaris who formed the government-sponsored mutant team X-Factor, having by this time gained enough control over his powers to avoid wearing his protective suit. Madrox remained a member of X-Factor for many months, until a mission into the mutant-apartheid country Genosha led him to contract the deadly Legacy Virus. Madrox apparently died at the hands of the self-proclaimed mutant healer Haven when she attempted to cure Madrox of the disease. It was later revealed that the infected Madrox had split into duplicates prior to contracting the disease, and Madrox is survived by a duplicate. Madrox helped X-Factor on several missions but never really rejoined the team. After X-Factor later disbanded, Madrox was later seen working with Forge, keeping surveillance on Magneto, then-leader of the nation Genosha, on behalf of the wishes of Professor Xavier. During a civil war that broke out shortly after Magneto assumed power, Madrox intercepted the X-Man Wolverine on a reconnaissance mission to locate and rescue both Madrox and Forge. Together they rescued Forge, a captive of Exodus who was masquerading as Magneto in his absen Presumably, Madrox returned to field work in Genosha.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

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DEVICES

Armour (Kinetic Absorption Suit) +5, Madrox's costume is designed to absorb kinetic energy so that he will not create duplicates through accidental impacts. It could also absorb intense heat. As an armour suit it reduces an attack's damage by its rank before the damage save is made. [Power Stunt: Immunity - Kinetic Duplication, heat; Source: Super Science; Cost: 1 pp]

MAP

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HEADQUARTERS

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NOTES

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HERO POINTS

4

MYSTIQUE

"People like you are the reason I was afraid to go to school as a girl".



Power Level: 13 **Concept:** Mutant Infiltrator **Occupation:** Government Agent and Criminal

Str	Dex	Con	Int	Wis	Cha	Melee
16	15	16	18	16	18	+7/+8
+3	+2	+3	+4	+3	+4	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+8	+8	+2	+5	30	+6/+7
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Disguise (Cha) +9/+21, Jump (Str) +5, Acrobatics (Dex) +7, Gather Information (Cha) +7, Hide (Dex) +6, Move Silently (Dex) +6, Spot (Wis) +8, Search (Int) +6, Bluff (Cha) +14

Initiative

+6

DEX

Dma Bonus

+3 s

Fists and Feet

DEFENSE

16/19

Flat Footed

CHARACTERISTICS

Real Name: Raven Darkholme
Height: 5' 10"
Weight: 149 lb.
Eyes: Yellow **Hair:** Auburn
Birthplace: Unknown
Group Affiliation: Brotherhood of Evil Mutants
Headquarters: Pentagon, Arlington VA
Relatives: ogue (unofficial foster daughter), Ralph Brickman (husband), Gloria Brickman (daughter), Graydon Creed (son, deceased), Kurt Wagner (aka Nightcrawler, son)
Other Aliases: Mallory Brickman
Marital Status: Single (Widowed)
First Appeared: (as Raven Darkholme) MS. MARVEL #16, (as Mystique) MS. MARVEL #18

HISTORY

Little has been revealed about Mystique's past. Indeed, since she can eliminate the outward signs of aging with her shape-changing power, it is not known exactly how old she is. She apparently learned to use her shape-changing power at a very early age, for there is no evidence known to the public or the United States government that Raven Darkholme ever looked like anything but a normal human being. Years ago Mystique had an affair with the mutant Sabretooth and they had a son, Graydon Creed, the recently assassinated presidential candidate. Mystique has also claimed to be the mother of Nightcrawler, a member of the X-Men, as the result of a liaison with another, unnamed man. Mystique is known to be a long time friend of the mutant Destiny who is now deceased. At some point in recent years Mystique became the guardian of the young mutant named Rogue, and looked upon Rogue as a surrogate daughter. At the same time she maintained another identity, that of Mallory Brickman, the wife of U.S. Senator Ralph Brickman. They even had a daughter, Gloria. Mystique had concealed her superhuman powers and criminal intentions so well over the years that, as Darkholme, she was able to rise

FEATS

Attack focus—Unarmed, Attack focus—Ranged, Attractive, Chokehold, Connected, Dodge, Leadership, Point Blank Shot, Precise Shot, Surprise Strike, Improved Initiative

POWERS

Super Constitution +5: Mystique has amazing endurance, which goes beyond that of normal people and adds her rank to her Damage and Fortitude saves, and also for resisting physical harm from disease, poison, and environmental hazards. It also adds to her Constitution checks, such as recovering from damage [*Source:* Mutation; *Cost:* 4 pp].

Super Wisdom +2: Mystique is supremely cunning having a wisdom, which grants her incredible awareness and self control allowing her to add her rank to her Will saves and to Wisdom based skill checks [*Source:* Mutation; *Cost:* 3 pp].

Shapeshift +12: Mystique can change her form, assuming the exact form of any humanoid form even down to DNA and retina etc... Even if stunned or knocked out she retains the form she has assumed until she wills it otherwise. Each rank of her power adds to her disguise checks when used to imitate a particular person [*Extras:* Continuous, Exact; *Flaw:* Limited-People only; *Source:* Mutation; *Cost:* 3 pp].

WEAKNESSES

Mystique has no known weaknesses, although does have a very big soft spot where the X-Man Rogue is concerned who is her unofficial foster daughter.

PERSONALITY

Mystique is a self serving opportunist and master strategist. She wants to use her abilities to infiltrate the halls of power and take over from within. Curiously, she has a soft streak towards Rogue (see above); despite the fact that they are now technically enemies. Mystique has a special love-hate relationship with Nightcrawler who, she once hinted, is related to her in some way (As her son is suspected).

Mystique has a fear of some of the more powerful mutants such as Apocalypse or Magneto, both of whom have called upon her to work for them in the past. Those mutants of this power level terrify her into doing whatever they want, which is not something that can be done easily.

MORE HISTORY

rapidly through the United States Civil Service to the trusted position of Deputy Director of the Defence Advanced Research Planning Agency (DARPA) in the United States Department of Defence. This position gave her access to military secrets and to advanced weaponry, both of which she used for her own criminal and subversive purposes. To help her in her criminal activities, Mystique organized the third incarnation of the Brotherhood of Evil Mutants, which originally consisted of herself, Avalanche, the Blob, Destiny, and Pyro. Mystique named her group after the original Brotherhood of Evil Mutants, a subversive organization founded by Magneto in his criminal days. The third Brotherhood first became notorious when it attempted to intimidate the public by assassinating Senator Robert Kelly, who was investigating what he perceived as the possible menace posed by the existence of superhuman mutants and other superhuman beings. The X-Men thwarted the assassination attempt, and the Brotherhood later clashed with the X-Men on other occasions, as well as with the Avengers and Dazzler. Rogue was a member of the Brotherhood for a time, but finally left to join the X-Men, in order to find help in learning how to deal with her superhuman powers. Recently, anti-mutant sentiment among normal human beings has greatly increased, and the federal government has launched its own covert anti-mutant program, Project Wide awake. Believing that the times had thus become too dangerous for the Brotherhood to continue its criminal activities, Mystique went to Dr. Valerie Cooper, special assistant to the head of the National Security Council, and offered the Brotherhood's services to the government. Following the death of her friend, Destiny, Mystique went slightly insane

VEHICLE

Vehicle Type: Size: Movement: Hardness:
 Armour Bonus: Cost: Features:

MORE POWERS

DEVICES

Mystiques Costume +13: Mystiques costume allows her to absorb any incoming electrical damage, reducing its damage bonus by her rank, if this reduces it to 0 she takes no damage, otherwise she must make a saving throw as normal. She can absorb upto 10x rank points of damage bonus, which are stored, "leeding" off at a rate of 1 point per round. She can redirect stored energy out as an electrical blast as a half action, requiring a ranged attack and doing rank lethal damage if it hits. Mystiques costume also reshapes into any clothing she desires, which works well with her shapeshifting abilities. Finally her costume protects her from unwanted Teleportations, granting her a Will save with the power rank as a bonus to prevent them. [*Power Stunts:* Absorption-electricity, Shape Matter, Neutralise *Extras:* Energy Blast-electricity; ; *Flaw:* Limited-Clothes only, Limited-Teleportation only, Limited-electricity only, Device; *Source:* Super Science; *Cost:* 1 pp].

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HEADQUARTERS

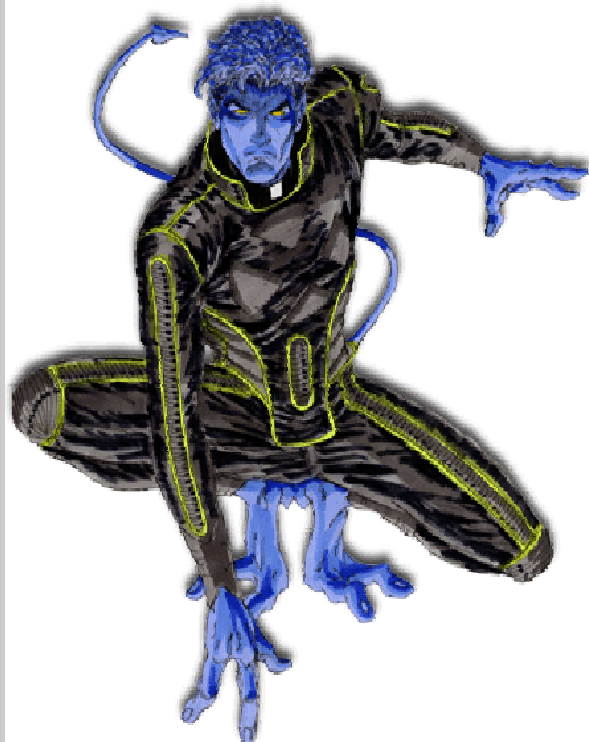
NOTES

VILLAIN POINTS

7

NIGHTCRAWLER

"I did not mean any Harm, I am sorry"



CHARACTERISTICS

Real Name: Kurt Wagner
Height: 5' 9" **Weight:** 195 lb.
Eyes: Shining Yellow (no pupils) **Hair:** Indigo
Birthplace: Somewhere in Bavarian Alps
Group Affiliation: X-Men
Headquarters: Xavier's School for the Gifted
Relatives: Eric Wagner (father, deceased), Margali Szardos (foster mother), Jimaine Szardos (Daytripper, alias Amanda Sefton, foster sister), Stefan Szardos (foster brother, deceased), Mother (Mystique)
Other Aliases: Elf
Marital Status: Single
First Appeared: Giant Size X-Men #1

HISTORY

Kurt Wagner was born with certain unusual physical characteristics, but his power of self-teleportation did not emerge until puberty. Margali Szardos, a sorceress and gypsy queen, found Wagner an hour after his birth, in a small roadside shelter in the Bavarian Alps. She found his father, Eric Wagner, dead of a heart attack on the road outside. Margali is said to have found Wagner's mother lying next to the baby and dying, but this assertion has been called into question, and not even Kurt Wagner knows the truth. Margali took the baby to the small Bavarian circus where she worked as a fortuneteller as a "cover" for her activities as a sorceress. Wagner was never legally adopted by anyone, but was raised by all the members of the circus, who had no prejudices against "freaks." Margali acted as Wagner's unofficial foster mother. Wagner grew up happily in the circus, and his two closest friends were Margali's natural children Stefan and Jimaine. Long before his teleportation power emerged, Wagner had tremendous natural agility, and by his adolescence he had become the circus's star acrobat and aerial artist. Circus audiences assumed that he was a normal-looking human being wearing a demon-like costume.

Power Level: 10 **Concept:** Teleporting Mutant **Occupation:** Ex-Circus Performer, Priest

Str	Dex	Con	Int	Wis	Cha	Melee
15	20	20	16	16	14	+7
+2	+5	+5	+3	+3	+2	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+5	+7	+3	30/25	+10
Save	Save	Save	Save	Walk/Port	Atk Bonus

SKILLS

Acrobatics (Dex) +15, Balance (Dex) +15, Disguise (Cha) +10, Knowledge—Religion (Int) +10, Profession—Priest (Wis) +8, Profession—Circus Performer (Wis) +8, Perform (Cha) +7

Initiative

+5

DEX

Dma Bonus

+2 S/L

Fists and Feet

DEFENSE

19/24

Flat Footed

FEATS

Accurate Attack, Ambidexterity, Dodge, Instant Stand, Leadership, Lightning Reflexes, Surprise Attack, Dark vision, Extra Limb (Prehensile Tail).

POWERS

Teleportation +5: Nightcrawler can move instantly from one place to another without crossing the distance between by entering his own dimension of sorts. As a half action he can "port" 25 ft. or 50 ft. as a Full action. Kurt can also make a "sprint" teleport of up to 3200 ft. (about 5/8ths of a mile), but lose his dodge bonus to Defence due to disorientation for one round after arriving at his destination. He can teleport only to places he can see or knows particularly well. Force fields block teleportation and Kurt must succeed a Teleportation check (DC 10 + Fields rank) to successfully teleport through one, a failed check means he doesn't go anywhere. He can carry around 50 pounds per Power rank of objects or characters with him when he teleports, unwilling creatures receive a Will save opposed by his Teleport check, if they succeed they go nowhere but Kurt still does. Via his Teleportation Kurt can teleport, make a melee attack, and teleport back to his starting position as a full action, provided that the total distance moved does not exceed his normal teleportation distance. Alternatively he can give up his normal actions for the round and make a melee attack against all opponents within a 10 ft. radius area no

WEAKNESSES

Disturbing: Kurt's appearance is very disturbing to those who do not know him such that he suffers a -5 penalty on Bluff and Diplomacy checks. He cannot pass in normal society without drawing stares or comments.

Quirk—Religious: Kurt is intensely true to his religious beliefs (ten commandments) such that he will abide by them all the time. However he can forgo this restriction by using a hero point

PERSONALITY

Nightcrawler is torn between two extremes. Most of the time he is a dashing, flamboyant swashbuckler and ladies man. This disguises a darker side that makes him brood about religion, morality, and his place in the scheme of things. Although level headed when battling most foes (robots, supercriminals, etc.), he becomes almost bestial when confronting sadistic or bigoted foes.

MORE HISTORY

Years later, the Texas millionaire Arnos Jardine, who ran a large circus based in Florida, heard of the circus Wagner worked for and bought it. Jardine intended to move its best acts into his American circus. However, he demanded that Wagner be placed in the circus's freak show. Appalled, Wagner quit and made his way towards Winzeldorf, Germany, where Stefan was. He discovered that Stefan had gone mad and had brutally slain several children. Two nights after leaving the circus, Wagner found Stefan and fought him, hoping to stop his rampage. In the course of the struggle, Wagner unintentionally broke Stefan's neck. Then the villagers of Winzeldorf, who assumed him to be a demon who was responsible for the child killings, discovered Wagner. They were about to kill him when they were all psionically paralyzed by Professor Charles Xavier, who had come to recruit Wagner into the X-Men. Wagner agreed to join the group, but before they left for America, he and Xavier went to the Bavarian circus so that Wagner could explain to Margali about Stefan's death. However, Margali was not there. She held Wagner responsible for murdering Stefan, but years later, she learned the truth and she and Wagner were reconciled. Wagner was also happily reunited with Jimaine, who now lives in the United States under the name of Amanda Sefton. Known as Nightcrawler, Wagner became a member of the X-Men. Nightcrawler remained with the X-Men for years. Eventually, however, he became a founding member of the British-based team Excalibur and is now the team's leader. Wagner has recently been told that his mother is the mutant known as Mystique. To save her own life, she claims she had to toss the newborn child into a waterfall, yet Mystique may have wanted to mislead Wagner and may not actually be his birth mother. Wagner now believes that his mother is Mystique and when and if new information comes to light it is not known how Wagner will react to the news, or to Mystique.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

more than half your teleportation distance away. [*Power Stunt*: Turnabout, Fusillade; *Extra*: Blink, Extended; *Source*: Mutation; *Cost*: 4 pp].

Obscure +1: Nightcrawlers Teleportation causes him to make a loud "BAMF" sound and a puff of acrid brimstone smelling smoke to appear, this smoke fills a 5 ft. x PL radius and provides one quarter concealment to anyone within that area for that round only. [*Extra*: Triggered—When Teleport is used; *Flaws*: Duration—Instant; *Source*: Mutation; *Cost*: 1 pp].

Swinging +1: Nightcrawler can use his tail to swing from buildings, trees and other tall objects allowing him to swing a distance of 5 ft. (per Power Rank) as a half action, 10 ft. as a full action, or by sacrificing his Dexterity bonus to Defence he can swing up to 20 ft. as a full round action. Generally he must swing from a point at least as high as the distance he wants to move. His tail allows him to ascend or descend at swing speeds also. [*Source*: Mutation; *Cost*: 1 pp].

Leaping +2: Nightcrawler is very agile and can leap 5 ft. x Power rank as a standing jump. He takes no damage from jumps or falls of less than his leaping distance, provided he is able to take a free action to brace himself from impact [*Source*: Mutation; *Cost*: 1 pp].

DEVICES

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

5

PUNISHER

"Why are you putting your hands up? I don't take prisoners.....<bang>!"



Power Level: 12 **Concept:** Vigilante

Occupation: Ex Special Forces, Vigilante

Str	Dex	Con	Int	Wis	Cha	Melee
16	14	18	14	16	10	+12
+3	+2	+4	+2	+3	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+6	+6	+4	+3	30	+10
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Climb (Str) +7, Demolitions (Int) +6, Disable Device (Int) +6, Drive (Dex) +6, Gather Information (Cha) +4, Hide (Dex) +6, Intimidate (Cha) +6, Knowledge - Strategy (Int) +5, Listen (Wis) +6, Move Silently (Dex) +6, Open Lock (Dex) +4, Repair (Int) +6, Search (Int) +6, Spot (Wis) +6, Survival (Wis) +6

Initiative

+2

DEX

Dma Bonus

+3/* S/L

Fist/* By Gun

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Frank Castle (Born Castiglione)
Height: 6' 0"
Weight: 200 lb.
Eyes: Blue
Hair: Black
Birthplace: Queens, New York City
Group Affiliation: None
Headquarters: Mobile, usually in New York City
Relatives: Wife and Child (Deceased)
Other Aliases: None
Marital Status: Single (widowed)
First Appeared: Amazing Spiderman #129

FEATS

Assessment, Attack Focus (armed), Attack Focus (unarmed), Chokehold, Endurance, Far Shot, Great Fortitude, Improved Grapple, Improved Pin, Lightning Reflexes, Multishot, Point Blank Shot, Power attack, Precise Shot, Rapid Shot, Stunning Attack, Takedown Attack, Toughness

POWERS

HISTORY

Frank Castle was a career U.S. Marine, who served five years in Vietnam, and worked as a special forces trainer in upstate New York. While picnicking in Central Park, Frank's wife and children were caught and killed in the crossfire between two warring factions of drug dealers. On that day, Frank vowed to use his skills and experience to wage a one-man war on crime. He set out to punish all criminals, and more often than not, that punishment takes a very lethal form indeed.

WEAKNESSES

No weakness as such except maybe what drives you. Your enemies know your coming for them, know you will never give up not until they're all dead. But in that knowledge they know to expect you, which makes it difficult for you to get the drop on them... especially considering most are not content to wait for you to come to them.

PERSONALITY

Sometimes you wonder if your dead already, you feel... numb everything that meant anything to you was taken that day in the park. After that day you were driven by a burning need to have revenge, the justice system didn't help so you decided to help yourself. Now the only thing that means anything to you, is to ensure that those who do wrong get punished... eye for an eye.

MORE HISTORY

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

DEVICES

Weapons: The Punisher constantly employs an arsenal of portable weaponry. His most commonly used personal weapons are the

1. Vietnam era M16 automatic rifle in .223 calibre;
Dmg: +5L **Extras:** Autofire, Multifire; **Flaws:** Uses; **Cost:** 6
2. Sterling Mark 69mm, 34-round clip fed, semiautomatic rifle converted to automatic fire; a
Dmg: +4L **Extras:** Autofire; **Flaws:** Uses; **Cost:** 4
3. 14-round, 9mm Browning Llama automatic pistol;
Dmg: +5L **Extras:** Autofire; **Flaws:** Uses; **Cost:** 6
4. Government issue .45 calibre automatic frame re-chambered for 9mm ammunition with a replaceable barrel to convert it to .223 calibre ammunition;
Dmg: +4L **Extras:** Autofire; **Flaws:** Uses; **Cost:** 5
5. 4-shot derringer in .223 calibre
Dmg: +4L **Extras:** Area; **Flaws:** Uses x2; **Cost:** 3

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

6

SABRETOOTH

"You owe me a
Scream!"



Power Level: 18 **Concept:** Weapon X Test subject **Occupation:** Professional Assassin

Str	Dex	Con	Int	Wis	Cha	Melee
19	17	20	12	20	12	+11/+12
+4	+3	+5	+1	+5	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+7	+7	+5	+5	30	+10
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Listen (Wis) +12, Spot (Wis) +12, Search (Int) +10, Intimidate (Cha) +12, Climb (Str) +10, Jump (Str) +11, Survival (Wis) +13

Initiative

+3

DEX

Dma Bonus

+22 L

Fists & Claws

DEFENSE

17/21

Flat Footed

CHARACTERISTICS

Real Name: Victor Creed
Height: 6' 6"
Weight: 275 lb.
Eyes: No visible pupils, said to be amber
Hair: Blonde
Birthplace: Unknown
Group Affiliation: Weapon X, Marauders, X-Factor, partner of Constrictor
Headquarters: Mobile
Relatives: Graydon Creed (son)
Other Aliases: El Tigre, The Slasher
Marital Status: Unrevealed
First Appeared: Ironfist #14

HISTORY

The full origin of Sabretooth is unknown. However, his real name is believed to be Victor Creed, and he is a superhumanly powerful mutant. Sabretooth is said to be the ultimate warrior and survivor, and for years he has been driven by psychotic needs to hunt, fight, and kill other human beings. Apparently Victor Creed was psychologically abused by his father, who confined him to the dark basement of their home. At one point Victor Creed became the student of the man called the Foreigner, who became the head of the world's leading organization of assassins. At some point over thirty-five years ago Creed had an affair with another superhuman mutant, Mystique, and they had a son, Graydon Creed, who headed the anti-mutant organization called the Friends of Humanity and ran for the presidency of the United States before his recent assassination. In the early 1960s Creed was a special operative for the Central Intelligence Agency, who apparently gave him the code name "Sabretooth." In the CIA Creed frequently worked in partnership with two other superhuman mutant agents, Logan, code-named Wolverine, and David North, code-named Maverick. Other special agents with whom they were

FEATS

Darkvision, All out Attack, Attack Focus—Unarmed, Chokehold, Dodge, Great Fortitude, Improved Grappling, Improved Pin, Lightning Reflexes, Power Attack, Rapid Healing, Rapid Strike, Startle, Toughness, Track, Durability, Scent, True Sight, Immunity (Poison, Disease)

POWERS

Heightened Senses +16: Sabretooth has amazingly acute senses providing him with his power rank as a bonus to any rolls, which involves them such as Search, Spot, Listen, and survival checks for Tracking etc.. [*Source:* Mutation; *Cost:* 2 pp].

Natural Weapons (Claws & Teeth) +18: Sabretooth has savage claws and sharp teeth which inflict lethal damage in combat and add his power rank to his total damage bonus in unarmed combat [*Source:* Mutation; *Cost:* 2 pp].

Regeneration +16: Sabretooth like the others who underwent the Weapon X experimentation has phenomenal regenerative capabilities regaining power rank in stun and lethal hits every minute (10 rounds), in place of the normal stun hit he receives. He also adds his power rank to his Constitution checks to recover from being unconscious and to his fortitude saves to avoid dying and stabilization. If he is disabled he receives a Constitution check the following round to recover with a bonus equal to his power rank, if it fails he must wait a day before attempting to recover again [*Source:* Mutation; *Cost:* 2 pp].

WEAKNESSES

Sabretooth has no known weaknesses other than his lack of colour vision, his only means of seeing is in black and white provided by his Darkvision.

PERSONALITY

Creed is very much the animal his name implies he is he is a savage berserker in combat, resembling the hero named Wolverine but without the self control. He never spends any effort to avoid killing those he fights with instead enjoying the kill, in fact in recent times Sabretooth has adopted many serial killer like qualities killing simply for the joy of it, taking sick satisfaction in the carnage he causes.

MORE HISTORY

associated in "Team X" included John Wraith, Mastodon, and Silver Fox. All had been subjects of the still mysterious "Weapon X" project, a program seemingly run by the United States government to create a team of "super-soldiers." Apparently the Weapon X project scientists introduced an "age suppression" factor into the DNA of Sabretooth and the other Team X members that retarded their aging, as well as having another operative, Aldo Ferro, give them false memory implants for reasons that remain unclear. Hence, Sabretooth cannot trust all of his own memories. Creed had a falling out with Logan and North during a mission in Berlin in the early 1960s. Since then, Sabretooth and Wolverine have been mortal enemies. In Sabretooth's first recorded exploit as a costumed criminal, he held the celebrated lawyer Jeryn Hogarth captive. Hogarth's client Daniel Rand, in his costumed identity of Iron Fist, fought and defeated Sabretooth, thus helping to rescue Hogarth. Later, Sabretooth formed a partnership with another costumed criminal, the Constrictor. However, driven by his psychotic needs, Sabretooth disguised himself and stalked victims in New York City, murdering them with a knife, thus giving rise to newspaper reports of a mysterious "Slasher." Private investigator Misty Knight happened upon one of Sabretooth's attacks and fought him. This led to subsequent battles between Sabretooth and the Constrictor on one side and Knight's friends Iron Fist and Luke Cage, alias Power Man, on the other. Later, Sabretooth sought to join the Foreigner's organization. Sabretooth tracked down the costumed adventurer the Black Cat, who had clashed with some of the Foreigner's men, but Spider-Man saved the Black Cat and defeated Sabretooth. Subsequently, Sabretooth joined the Marauders, a cadre of superhuman assassins who worked for the mysterious Mister Sinister. Mister Sinister assigned the Marauders to massacre the underground community of mutants called the Morlocks. In the course of helping to carry out this massacre, Sabretooth once again encountered and fought Wolverine. This led to a series of subsequent battles between the two longtime enemies. The X-Men finally captured Sabretooth, and their leader, Professor Charles Xavier, undertook trying to help Sabretooth overcome his psychotic impulses, just as the X-Men had aided Wolverine in controlling his own tendency towards berserker rage. Infuriated at discovering Sabretooth at Xavier's mansion, Wolverine battled Sabretooth and seemingly injured Sabretooth's brain with a thrust of one of his claws. Afterwards, Sabretooth seemed unusually passive and peaceful, and Boomer, one of the members of X-Force, developed a fondness for him. However, Sabretooth recovered his true personality while pretending to remain docile, and finally turned against Boomer and the X-Men, mortally wounding Psylocke. Later, the United States government made Sabretooth a member of the second version of X-Factor, the government's team of superhuman mutant operatives. Certain people in the government secretly intended Sabretooth to serve as a "sleeping" agent to kill the other members of X-Factor if the government deemed them to be out of control. However, Sabretooth was forced to wear an electronic restraining collar designed by X-Factor's resident inventor Forge that contained a nerve inhibitor which would administer a severe shock to Sabretooth's nervous system if he turned aggressive towards another person or tried to take off the collar. Eventually, however, thanks to pills he obtained that helped him resist the pain, Sabretooth succeeded in removing the collar. He savagely assaulted several other members of X-Factor and then escaped.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

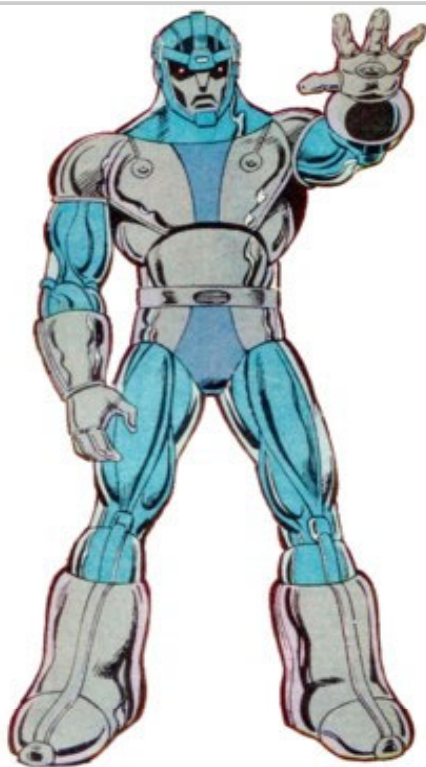
MORE POWERS

DEVICES

HEADQUARTERS

SENTINEL Mk1

"Mutant Surrender! Dead or Alive your coming with me".



Power Level: 13 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
18	12	--	--	16	8	+8
+4	+1	--	--	+3	-1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+17	+1	--	15	30/30	+5
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

Initiative

+1

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity to Fire & Cold, Point Blank Shot

Dma Bonus

+12/+6 L/S

Fists & Blast

DEFENSE

13/14

Flat Footed

CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 1
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +8: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity.

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +12: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made. [Source: Super Science; Cost: 2 pp].

Flight +6: Sentinels can fly via rockets in their feet at up to 30 .ft per round as a base speed,

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. The Mark 1's were given open-ended programming that would allow them to take the best course necessary to protect humanity from mutants.

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans. These sleeper agents were unaware of their programming. Awakened only by

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

60 .ft as a full round action or 30,720 .ft as a Sprint [*Power Stunts: Super Flight; Source: Super Science; Cost: 2 pp.*].
Energy Blast - Fire +6: Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts: dual Damage; Extras: Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; Source: Super Science; Cost: 7 pp.*].
Disintegration +6: Sentinels can fire a beam that reduce an objects hardness by rank each round destroying it if it is reduced to 0 [*Source: Super Science; Cost: 2 pp.*].
Datalink +1: Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Super Science; Cost: 2 pp.*].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

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NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

SENTINEL Mk2

"Mutant Surrender! Dead or Alive your coming with me".



CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 2
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

Power Level: 16 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	--	--	16	10	+9
+5	+2	--	--	+3	+0	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+19	+2	--	17	30/35	+6
Save	Save	Save	Ratina	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire and Cold), Point Blank Shot, Precise Shot

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [*Flaws:* Permanent; *Source:* Super Science; *Cost:* 5 pp].

Super-Strength +15: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, they

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +15: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [*Source:* Super Science; *Cost:* 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

Remote Controlled: The Sentinels Mk 2 can be remote operated by a cybernetic helm, being used in this way they perform all tasks with a -2 penalty and require a Pilot rolls. They may not be used in this way by mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. The Mark 2's, like their predecessors, had open-ended "Protect humanity regardless of the cost" program. They could not attack humans.

Initiative

+2

DEX

Dma Bonus

+20/+8 L/S

Fists & Blast

DEFENSE

14/16

Flat Footed

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

Flight +7: Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].

Energy Blast - Fire +8: Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].

Fatigue (Gas Jets) +6: Sentinels have jets in their hands that let them emit gas in up to a 5 .ft are per power rank, which causes all within it to Fortitude save (DC 10 + PR) or become fatigued, if already fatigued they become exhausted, and exhausted targets become unconscious. If the save succeeds there is no effect. [*Extras:* Area; *Source:* Super Science; *Cost:* 3 pp].

Regeneration (Self Repair) +6: Sentinels hav phenomenal self-regenerative capabilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). [*Source:* Super Science; *Cost:* 2 pp].

Gadgets (Adaptability) +10: Sentinels are able to adapt to any situation form weapons and defences as require to face individual threats, allowing them to allocate Gadgets power ranks to any power with a cost of 2 or fewer power points per rank simply by taking a Full action to do so. This causes them to become fatigued unless they spends a Hero point to ignore it. [*Extras:* Not Device based; *Flaws:* Slow—Full Action *Source:* Super Science; *Cost:* 1 pp].

Datalink +1: Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Super Science; Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

SENTINEL Mk3

"Mutant Surrender! Dead or Alive your coming with me".



CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 3
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

Power Level: 14 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
20	12	--	--	8	8	+8
+5	+1	--	--	-1	-1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+17	+1	--	15	30/30	+4
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire and Cold), Point Blank Shot, Precise Shot, Rapid Shot

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +8: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, they

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +12: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. The Mark 3's, were built from incomplete notes of the first two models and were the worst of all varieties.

Initiative

+1

DEX

Dma Bonus

+13/+6 L/S

Fists & Blast

DEFENSE

13/14

Flat Footed

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

- Flight +6:** Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].
- Energy Blast - Fire +6:** Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].
- Fatigue (Gas Jets) +6:** Sentinels have jets in their hands that let them emit gas in up to a 5 .ft are per power rank, which causes all within it to Fortitude save (DC 10 + PR) or become fatigued, if already fatigued they become exhausted, and exhausted targets become unconscious. If the save succeeds there is no effect. [*Extras:* Area; *Source:* Super Science; *Cost:* 3 pp].
- Force Field +5:** Sentinels are able to surround others it is touching in a protective field, which adds a bonus to damage save equal to his power rank if used on others defensively, although this force field may be formed into complex shapes that can have a hardness of up to power rank and occupy a space of up to 5 cubic feet per power rank. The shapes must be fairly simple geometric shapes like spheres or cubes and are either all one colour or transparent. A creature within the shape entirely has total cover versus attacks, which must break through the force field before being able to affect the target. [*Extras:* Force Shapeable; *Flaws:* Affects others only by touch; *Source:* Super Science; *Cost:* 2 pp].
- Datalink +1:** Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Super Science; Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

SENTINEL Mk4

"Mutant Surrender! Dead or Alive your coming with me".



CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 4
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

Power Level: 17 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	--	--	10	8	+8
+5	+2	--	--	+0	-1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+18	+2	--	16	30/30	+5
Save	Save	Save	Ratina	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

Initiative

+2

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire and Cold), Point Blank Shot, Precise Shot, Rapid Shot

Dma Bonus

+15/+7 L/S

Fists & Blast

DEFENSE

14/16

Flat Footed

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +10: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, they

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +12: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. The Mark 4's , are prohibited against attacking or endangering humans, and have gotten into a deadlocked programming situation on at least one occasion when Mesmero threatened the death of hostages if they attempted to capture him for example. Models do exist, programmed by Shaw without the governments knowledge, that do not have the "avoid endangering humans" program.

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

Flight +6: Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].

Energy Blast - Fire +7: Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].

Fatigue (Gas Jets) +6: Sentinels have jets in their hands that let them emit gas in up to a 5 .ft are per power rank, which causes all within it to Fortitude save (DC 10 + PR) or become fatigued, if already fatigued they become exhausted, and exhausted targets become unconscious. If the save succeeds there is no effect. [*Extras:* Area; *Source:* Super Science; *Cost:* 3 pp].

Snare (Catch Web Cables) +6: Sentinels mat fire strong cables from their wrists at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the cable is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful cable hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape the cables by damaging them, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) . [*Extras:* Removable; *Source:* Super Science; *Cost:* 3 pp].

Energy Control—Light (Searchlights) +5: Sentinels can from their eyes generate and control light, illuminating an area up to (rank x 5 feet) in radius. They can project beams of light that strike an opponent via a ranged attack that may blind them unless they make a successful Reflex saving throw (DC 10 + power rank). If blinded then the target on each of its following actions can make a Fortitude save vs the Dazzle effects DC to throw off the effects and regain their sight. The target gains a +1 bonus on the fortitude save for each round after the first. A successful save returns their sight but they still suffer a -1 penalty on all rolls involving it, however on the following round it returns to normal. [*Source:* Super Science; *Cost:* 2 pp].

Datalink +1: Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Source:* Super Science; *Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

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NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

SENTINEL Mk5

"Mutant Surrender! Dead or Alive your coming with me".



CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 5
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

Power Level: 17 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	--	--	12	8	+8
+5	+2	--	--	+1	-1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+18	+2	--	16	30/30	+5
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +7

Initiative

+2

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire and Cold), Point Blank Shot, Precise Shot, Rapid Shot, Far shot, Multi shot

Dma Bonus

+16/+8 L/S

Fists & Blast

DEFENSE

14/16

Flat Footed

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +11: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, they

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +12: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. The Mark 5's , are prohibited against attacking or endangering humans, and have gotten into a deadlocked programming situation on at least one occasion when Mesmero threatened the death of hostages if they attempted to capture him for example. Models do exist, programmed by Shaw without the governments knowledge, that do not have the "avoid endangering humans" program.

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

Flight +6: Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].

Energy Blast - Fire +8: Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].

Fatigue (Gas Jets) +6: Sentinels have jets in their hands that let them emit gas in up to a 5 .ft are per power rank, which causes all within it to Fortitude save (DC 10 + PR) or become fatigued, if already fatigued they become exhausted, and exhausted targets become unconscious. If the save succeeds there is no effect. [*Extras:* Area; *Source:* Super Science; *Cost:* 3 pp].

Snare (Cold Beams) +6: Sentinels mat fire a spray of liquid nitrogen from their eyes at foes in order to snare them via a ranged attack encasing them in ice, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the ice is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful liquid nitrogen hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape the ice by damaging it, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) . [*Extras:* Removable; *Source:* Super Science; *Cost:* 3 pp].

Datalink +1: Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Source:* Super Science; *Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

SENTINEL Mk6

"Mutant Surrender! Dead or Alive your coming with me".



CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 6
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

Power Level: 17 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	--	--	14	8	+9
+5	+2	--	--	+2	-1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+18	+2	--	16	30/30	+6
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

Initiative

+2

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire and Cold), Point Blank Shot, Precise Shot, Far shot

Dma Bonus

+17/+7 L/S

Fists & Blast

DEFENSE

14/16

Flat Footed

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +12: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity.

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +12: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

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MORE HISTORY

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VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

Flight +6: Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].

Energy Blast - Fire +7: Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].

Fatigue (Gas Jets) +6: Sentinels have jets in their hands that let them emit gas in up to a 5 .ft are per power rank, which causes all within it to Fortitude save (DC 10 + PR) or become fatigued, if already fatigued they become exhausted, and exhausted targets become unconscious. If the save succeeds there is no effect. [*Extras:* Area; *Source:* Super Science; *Cost:* 3 pp].

Invisibility (Liquid Crystal Implants) +5: Sentinels have the ability to become invisible to normal sight and Radar along with anything carried. They still make a noise however. Characters within 5 feet of them can make out their image by making a successful Spot check, with a DC equal to 10 + Invisibility rank. The Sentinels receive a +2 bonus on melee attack rolls against targets unaware of their presence, and such targets lose any Dodge bonus to their Defence. Characters attempting to attack the invisible Sentinels must guess the 5 foot square or squares in which they are situated each time an attack is made. Assuming the character guesses correctly, his attack roll still suffer a 50% miss chance. Characters able to sense invisible characters suffer no miss chance, and combat is resolved normally. [*Power Stunt:* Extra Sense—Radar; *Source:* Super Science; *Cost:* 2 pp].

Datalink +1: Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Source:* Super Science; *Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

NOTES

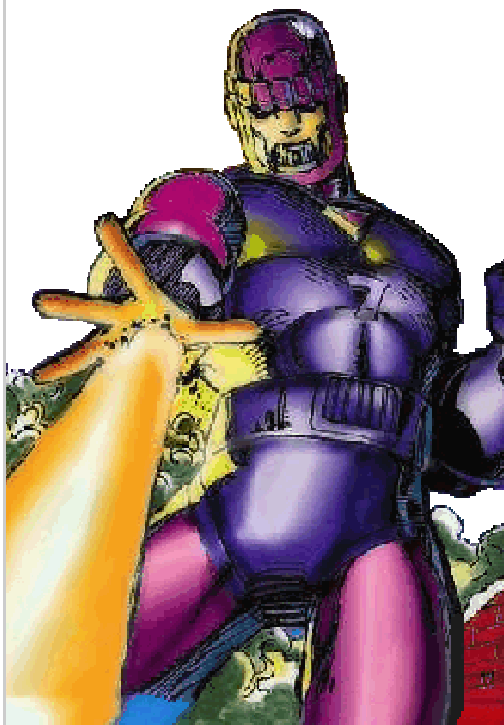
As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

OMEGA EXECUTIVE

"Mutant Surrender! Dead or Alive your coming with me".



Power Level: 21 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter Killer

Str	Dex	Con	Int	Wis	Cha	Melee
20	18	--	--	20	12	+11
+5	+4	--	--	+5	+1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+19	+4	--	17	30/35	+10
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

Initiative

+4

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire, Electricity and Cold), Point Blank Shot, Precise Shot

Dma Bonus

+17/+8 L/S

Fists & Blast

DEFENSE

16/20

Flat Footed

CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: OMEGA Executive Sentinel
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

CAPABILITIES

Growth +8: OMEGA Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +12: OMEGA Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity.

Immovability +8 : OMEGA Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +14: OMEGA Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. By the 21st Century, the Sentinels have taken their programming to the ultimate extreme. Anyone who fails to fit in with their ideas of conformity and puts up any opposition is immediately obliterated.

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

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Weapon (Darts) +5: OMEGA Sentinels have a number of javelin sized steel darts in their trunk which may be fired at targets up to normal range away on a successful ranged attack roll and do power rank damage. It may only fire eight per day. [*Flaws:* Uses; *Source:* Super Science; *Cost:* 1 pp].

Snare (Catch Webs) +6: OMEGA Sentinels may fire strong non-metallic webs from their fingers at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the web is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful web hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses Dodge and Dex bonus to defence. Targets may escape the webs by damaging them, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR). [*Extras:* Removable; *Source:* Super Science; *Cost:* 3 pp].

Regeneration (Self Repair) +6: OMEGA Sentinels have phenomenal self-regenerative capabilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). [*Source:* Super Science; *Cost:* 2 pp].

Gadgets (Adaptability) +8: OMEGA Sentinels are able to adapt to any situation from weapons and defences as require to face individual threats, allowing them to allocate Gadgets power ranks to any power with a cost of 2 or fewer power points per rank simply by taking a Full action to do so. This causes them to become fatigued unless they spend a Hero point to ignore it. [*Extras:* Not Device based; *Flaws:* Slow—Full Action *Source:* Super Science; *Cost:* 1 pp].

Datalink +1: OMEGA Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Source:* Super Science; *Cost:* 2 pp].

Telepathy (Encephalo Scan) +2: OMEGA Sentinels can read minds and project their own thoughts into the minds of others. To use Telepathy, make a power check, with the DC based on the desired level of contact. (DC0 read surface thoughts and transmit thoughts to the subject only), unwilling targets add their Will saving throw bonus to the DC and can make a Will save to force you out of their mind immediately after you make contact. They can choose to re-roll her Telepathy check in order to get a higher result, but each re-roll grants the target a new Will save. A failed check or a successful save breaks the contact. [*Flaws:* Limited—surface thoughts only; *Source:* Super Science/Psionic; *Cost:* 1 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

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VILLAIN POINTS

n/a

OMEGA HUNTER

"Mutant Surrender! Dead or Alive your coming with me".



Power Level: 21 **Concept:** Anti Mutant Robot **Occupation:** Mutant Hunter Killer

Str	Dex	Con	Int	Wis	Cha	Melee
20	18	--	--	18	12	+11
+5	+4	--	--	+4	+1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+19	+4	--	17	30/35	+10
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

Initiative

+4

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire, Electricity and Cold), Point Blank Shot, Precise Shot, Far Shot

Dma Bonus

+17/+8 L/S

Fists & Blast

DEFENSE

16/20

Flat Footed

CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: OMEGA Hunter Killer Sentinel
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

CAPABILITIES

Growth +8: OMEGA Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +12: OMEGA Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity.

Immovability +8 : OMEGA Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +14: OMEGA Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. By the 21st Century, the Sentinels have taken their programming to the ultimate extreme. Anyone who fails to fit in with their ideas of conformity and puts up any opposition is immediately obliterated.

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE CAPABILITIES

Flight +7: OMEGA Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].

Energy Blast - Fire +8: OMEGA Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].

Weapon (Darts) +5: OMEGA Sentinels have a number of javelin sized steel darts in their trunk which may be fired at targets up to normal range away on a successful ranged attack roll and do power rank damage. It may only fire eight per day. [*Flaws:* Uses; *Source:* Super Science; *Cost:* 1 pp].

Snare (Catch Webs) +6: OMEGA Sentinels mat fire strong non metallic webs from their fingers at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the web is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful web hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape the webs by damaging them, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) . [*Extras:* Removable; *Source:* Super Science; *Cost:* 3 pp].

Regeneration (Self Repair) +6: OMEGA Sentinels have phenomenal self-regenerative capabilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). [*Source:* Super Science; *Cost:* 2 pp].

Gadgets (Adaptability) +10: OMEGA Sentinels are able to adapt to any situation form weapons and defences as require to face individual threats, allowing them to allocate Gadgets power ranks to any power with a cost of 2 or fewer power points per rank simply by taking a Full action to do so. This causes them to become fatigued unless they spends a Hero point to ignore it. [*Extras:* Not Device based; *Flaws:* Slow—Full Action *Source:* Super Science; *Cost:* 1 pp].

Datalink +1: OMEGA Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Source:* Super Science; *Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

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NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a

SPAWN

"Hell isn't just a place you can go if your bad... it can also reach out and take you".



Power Level: 19 **Concept:** Redeemed Hellspawn **Occupation:** Ex Assassin, Agent of Good

Str	Dex	Con	Int	Wis	Cha	Melee
18	14	20	12	10	6	+10
+4	+2	+5	+1	+0	-2	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+10	+10	+2	+2	30/40	+8
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Acrobatics (Dex) +4, Bluff (Cha) +2, Climb (Str) +10, Demolitions (Int) +5, Disable Device (Int) +4, Drive (Dex) +3, Escape Artist (Dex) +3, Hide (Dex) +4, Intimidate (Str) +14, Listen (Wis) +2, Move Silently (Dex) +4, Spot (Wis) +2, Survival (Wis) +2

Initiative

+2

DEX

Dma Bonus

+9/+14 S/L

Fists & Armor

DEFENSE

10/12

Flat Footed

CHARACTERISTICS

Real Name: Al Simmons
Height: 6' 4"
Weight: 225 lb.
Eyes: Glowing Green
Hair: None
Birthplace: Unknown
Group Affiliation: None
Headquarters: Mobile
Relatives: Wanda Simmons (Wife, now widow), Cyan (Daughter)
Other Aliases: None
Marital Status: Single
First Appeared: Spawn #1

FEATS

Accurate Attack, Point Blank Shot, Precise Shot, Far Shot, Iron Will, Infamy, Move by Attack, Power Attack, Startle, Takedown Attack, Durability

POWERS

Super Strength +5: Spawns Necroplasmic Hellspawn form grants tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 32 times his normal carrying capacity [*Power Stunt* Lethal; *Source:* Mystical; *Cost:* 4 pp].

Super Constitution +5: Spawns Necroplasmic Hellspawn form also provides phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source:* Mystical; *Cost:* 4 pp].

Armour +10: The Necroplasmic form is tough, allowing Spawn to reduce its power rank from the Damage bonus before the Damage save is made. The Necroplasmic form also provides a rank number of immunities, currently it provides Immunity to Suffocation, Pressure, Cold, Disease, Poison, Electricity, Radiation, Fire, Corrosion, Critical Hits [*Power Stunt:* Penetration vision, Darksight; *Extra:* Immunity; *Source:* Mystical; *Cost:* 2 pp].

Disintegration +8 (Necroplasmic Blasts): Spawns is capable of emitting powerful Necroplasmic

WEAKNESSES

Disturbing: As a Hellspawn his appearance is so strange that he suffers a -5 penalty on all Bluff and Diplomacy checks. He also cannot pass in normal society without causing panic.

Hunted: As a Hellspawn who turned away from evil to become an Agent for good, he has thereby declared himself an enemy to the demonic hordes who will all attack him on sight and also hunt for him

PERSONALITY

Spawn is something of a tragic hero, a man who believed he was doing good in life by killing the bad guys for his country only to discover he had been used to kill the good and then tricked into being killed by the minions of Malbolgea and A-6 causing him to be cast into Hell and lose his family. He was played and he knows it, now an Agent for good he seeks to do the right thing and thwart and destroy the forces of hell from succeeding in their battle with heaven.

HISTORY

Al was born to loving middle class parents who lived in a quiet neighborhood outside of Pittsburgh. he grew up like any other kid, going to school, and playing a few sports. However, his competitive nature set him apart. He was always driven to win and accepted no less than total victory in everything he did, whether it was on the ball field, or just having a conversation. He would never start a debate unless he could get his point across. To Al, there was no pint in starting anything if there was no way he could win. Al went from High School straight to College where he was first noticed and then recruited to the CIA. As part of his new job, he joined the military, rapidly going up through the ranks, and gaining a place on a special elite unit set to guard the president. While on duty with this unit, he saved the President from an assassin's bullet for which he was rewarded a huge promotion to Lieutenant Colonial. His combat skills and aptitude for quick learning brought him to the attention of Jason Wynn who became his personal mentor, drawing him publicly into the intelligence community. Jason Wynn was a master of manipulation, and led Al Simmons into believing, at least at first, that everything they did had a

MORE HISTORY

purpose and was for the good of American Security. The missions became bloodier with fewer rational explanations, some even causing civil wars. What was once a strong friendship, or so it appeared to naive Al, rapidly deteriorated as Simmons began to question his commander Wynn and his motives. This continuous butting of heads would not be tolerated by the likes of Jason Wynn, nor would it go unpunished. It was a mission just like the eight previous, where Al was going to kill in the name of his government when he was turned on by two of his fellow agents, Chapel and Priest, ironic names at best. The two agents opened fire on Al with laser weapons, burning him beyond recognition. Al had been set up by Jason Wynn because he'd become a thorn in the man's side. Al Simmons was buried with great media fanfare because he'd been their darling ever since his televised rescue of the president many months before. He was a hero, his coffin draped in an American flag that was given to his widow Wanda Blake while the country watched. Stories ran for days of the lad buried in Arlington National Cemetery who'd risked and lost his life, all in the name of his country. But existence didn't end for Al when his treacherous comrades burned him. At the moment of his death, he made a pact that he'd later barely recall. Al had always had an Achilles' heel, ill afforded to a killer in his position. Al loved his wife beyond bearing and the deal hinged upon this. Though he was an atheist at the time of his death, Al would do anything to see his wife again and the Malebolgia took him at his word. In a split-second, or so it seemed, he was returned to earth. Al Simmons had now become an officer in training, one of Malebolgia's handpicked Hellspawn for this century, bound to a symbiotic uniform and infused with hell-born energy. Al was able to follow orders, had killer instinct, and was willing to make the bargain; all of the Malebolgia's requirements. At first, Al was disoriented which was part of the Malebolgia's training plan. What had seemed only a second was actually five years. Soon, was beginning to learn however, taught both by a demon chaperone, and with some knowledge from the Malebolgia himself Al was faced with the choice of doing nothing with his new powers or using them, for good or for ill. If he did nothing, he would be allowing evil to continue and that would help serve hell. But he also knew that if he became a force for good and killed those that were evil with his hell-born energy, as his instincts told him to, he would just increase the population on the armies in Hell readying for battle with Heaven. And even if he became evil, and used the power, accepting what he had become, he became that much more valuable to hell. Worst of all for Al, Hell is not content to wait for him to make his decision. His Guardian demon, the Clown, is there to dog his steps and push and prod him. This demon, who transforms into the hideously disfigured Violator, a creature born in the pits of hell, has chosen to target the loved ones from Al's life, and to put Al at odds with law enforcement and humanity in general. Spawn is hounded by them now, as the mob, the government and the cops all seek to stop this "cloaked enemy of society". It is this harassment that Hell hopes will drop the Hellspawn back to his instincts, those of a government-trained assassin, who would kill without questioning and act without thinking. But it turns out that Al's Achilles' heel is Hell's as well. He loved his wife and came back to see her. He has discovered that she is remarried, to his best friend, Terry Fitzgerald who was able to give her the child he never could. Although frustrated, he realizes that she is happy and so he's moved on to search for a new identity and a way to come to terms with his new condition. His love for her was so deep that it actually helped salve some of his wounds and he's begun to heal spiritually. He now has to find a way to go on, because this game too, must have a way to win. The easiest and most immediate purpose he sees is to exact revenge on Jason Wynn, whom he discovered, ordered his death.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

blasts from his eyes, hands and body, which on a successful ranged attack roll reduce the hardness of an object by power rank or do lethal damage vs a living target equal to power rank [*Extras*: Disruption; *Source*: Mystical; *Cost*: 3 pp].

Flight +8: Spawns Cloak allows him to fly without any visible means of support, it writhes and flutters around him as he moves. He can fly at 5 .ft per rank base speed, twice that as a full round action and four times that as a Sprint action [*Source*: Mystical; *Cost*: 2 pp].

Healing +10 (Resurrection): Spawns Necroplasmic nature can be used to return people to life, who have been dead only a short time. As a half action he can make a healing check (DC 30) on anyone who has been dead for not more than (power rank) minutes. If successful the person is alive and disabled, but stabilised. If failed they are gone, dead for good [*Extras*: Resurrection; *Flaws*: Limited—Resurrection Only, Others only; *Source*: Mystical; *Cost*: 2 pp].

Invisibility +5: Spawns Cloak can form shapes over and around him and take on the textures and appearance of those things, effectively allowing him to become invisible, blending with his surroundings. Characters within 5 feet can attempt a Spot check DC10 + PR to detect Spawn. Spawn receives a +2 bonus to attacks against those unaware he is there and they lose all Dodge bonus to Defence. People attempting to attack him while hidden must guess his location and even if correct still miss 50% of the time [*Flaws*: Limited—Must be stationary; *Source*: Mystical; *Cost*: 1 pp].

Natural Weapon—Spikes/Claws +5: Spawns Necroplasmic form can have spikes extend from any part of it with a mere thought. These spikes inflict a power rank lethal damage bonus, anyone striking spawn while his spikes are extended must immediately make a DC15 + PR Damage save or take damage [*Extras*: Quills; *Source*: Mystical; *Cost*: 3 pp].

Regeneration +5: Spawns Necroplasmic form regenerates damage extremely quickly allowing Spawn phenomenal regenerative abilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). He adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his fortitude saves to avoid dying and to his stabilisation checks. Should Spawn be disabled he gets a Constitution check on the following round to recover, with a bonus equal to his power rank. If this check fails he must wait a day to attempt to recover again, but receives his power rank as a bonus on all recovery checks. Spawns regeneration is so potent it can bring him back from the brink of death by making a Regeneration check (DC30). He receives only one attempt (although can spend hero points on the effort). If successful he becomes disabled (but stable), if it fails he dies [*Extra*: Back from the Brink; *Source*: Mystical; *Cost*: 3 pp].

Shape Matter +10: Spawns Necroplasmic cloak can reshape at Spawns whim into any form he desires, its composition however does not alter, although it may appear like steel it still only has the same strength as the Necroplasmic form normally has, meaning its Hardness remains equal to its power rank [*Flaws*: Limited—Cloak only; *Source*: Mystical; *Cost*: 1 pp].

Teleportation +5: Spawns can use his Hellspawn power to move him instantly from one place to another up to 5 .ft per rank as a half action, twice that as a full action and 16 times that as a Sprint action, but he loses his dodge bonus to defence due to disorientation the round after and may only teleport to places seen or known well. He may carry up to 50 .lbs per power rank of objects or a character with him when he teleports [*Extras*: Extended Teleport x 2; *Source*: Mystical; *Cost*: 4 pp].

Weapon—Chains +5: Spawns Necroplasmic form can extend grasping/piercing chains from his body, which on a successful ranged attack roll can do rank lethal damage at up to normal range. They can also be used on a ranged attack roll, which if successful requires the target to make a Reflex save (DC10+PR), failure meaning they are considered entangled suffering a -2 penalty to attack rolls and a -4 penalty to Dexterity, the target cannot move either. A second successful snare attack with the chains renders the entangled creature bound and helpless. The target is completely unable to move and attackers gain a +4 bonus to hit them and they lose all dodge bonus to Defence and their Dexterity is treated as if it were 0. A target can break the chains by damaging them, they make Damage saves like inanimate objects and have a hardness equal to power rank [*Extras*: Snare; *Source*: Mystical; *Cost*: 2 pp].

NOTES

HERO POINTS

10

SPIDERMAN

"With Great Power
comes Great".



Power Level: 16 **Concept:** Troubled Hero **Occupation:** Chemistry Teacher, Photographer

Str	Dex	Con	Int	Wis	Cha	Melee
18	20	18	18	20	12	+10
+4	+5	+4	+4	+5	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+7	+12	30/50	+11
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Acrobatics (Dex) +10, Balance (Dex) +8, Craft—Mechanics (Int) +7, Listen (Wis) +12, Profession—Photographer (Wis) +12, Repair (Int) +6, Science—Chemistry (Int) +9, Science—Physics (Int) +5, Search (Int) +6, Spot (Wis) +11, Taunt (Cha) +8

Initiative

+5

DEX

Dma Bonus

+11 s

Fists and Feet

DEFENSE

19/24

Flat Footed

CHARACTERISTICS

Real Name: Peter Parker
Height: 5' 10"
Weight: 165 lb.
Eyes: Hazel **Hair:** Brown
Birthplace: New York City
Group Affiliation: None
Headquarters: New York City
Relatives: Richard Parker (father, deceased), Mary Parker (mother, deceased), Benjamin Parker (uncle, deceased), May Parker (aunt), Mary Jane Watson-Parker (wife), May Parker (daughter, presumed dead).
Other Aliases: Dusk
Marital Status: Married
First Appeared: Amazing Fantasy #15

HISTORY

Peter Parker was orphaned at the age of 6 when his parents were killed in an airplane crash overseas. He went to live with his uncle and aunt, Ben and May Parker, in Forest Hills, New York. Parker was extremely bright and became a high honors student at Midtown High School. Parker's shyness and scholastic interest often made him a social outcast. One evening Parker attended a public exhibition demonstrating the safe handling of nuclear laboratory waste materials sponsored by the General Techtronics Corporation. During the demonstration, a small Common House Spider happened to be in the path of a particle accelerator's beam and was massively irradiated. The stricken spider fell on to Parker's hand, broke his skin with its fangs, and died. His hand burning from the bite, Parker left the exhibition. Parker made his way home and passed through an unfamiliar section of the city where he was accosted by a gang of hoodlums. Tossing the gang members aside, Parker was shocked by his own display of strength. As he fled from them, he ran into the path of a speeding car, and leaped to safety about 30 feet up onto a nearby wall. To his growing surprise, he discovered that he was able to stick to the wall with his fingertips. As he easily walked down a guy wire to the street below, he realized that he now possessed a superb sense of balance. Parker quickly associated these spider-like abilities with the bite from the irradiated spider. Parker went home, where his Aunt May sent him on an errand to deliver clothing to a charity driver located in a nearby National Guard Armoury. There he saw a wrestling match with offered a prize for

FEATS

All out attack, Dodge, Indomitable Will, Infamous (as Spidey), Iron Will, Lightning Reflexes, Move by Attack, Stunning Attack

POWERS

Super Strength +7: Spiderman has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 128 times his normal carrying capacity or about 12 tons [Extra: Leaping, Protection; Source: Mutation; Cost: 6 pp].

Leaping +7: Due to his Strength Spidey can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself [Source: Mutation; Cost: none].

Protection +7: Thanks to his tremendous strength Spidey is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [Source: Mutation; Cost: none].

Super Constitution +5: Spidey has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and con checks [Source: Mutation; Cost: 4 pp].

WEAKNESSES

Quirk—"With Great Power Comes great Responsibility": Spiderman learnt the hard way that with his power came great responsibility, something he now never puts aside believing it is his duty to use his abilities for good and that to not do so would be selfish and wrong. He wants no one else to ever be hurt because of his inaction. Because of this Spiderman will go out to face any foe big or small, in any conditions and give his all whenever such a situation where someone is in need comes to his attention. Should spiderman wish to not go and help he must make a Will save (DC15) to resist the urge, failure means he makes straight for the scene to do what he can and one way or another will see the bad guy gets what's due.

PERSONALITY

Hero in the truest sense Parker will give his all to help those in need and to protect the innocent, especially his family and friends.

MORE HISTORY

anyone who could remain in the ring at least 3 minutes with a professional wrestler. Interested in testing his new-found powers, Parker decided to accept the wrestler's challenge. Wearing a mask to conceal his features to avoid embarrassment in case he lost, he easily defeated his opponent. A television producer's talent agent spotted him and promised him a segment on a network variety show. Parker, calling himself the Amazing Spider-Man, accepted the offer and decided to use it as a springboard to a show business career as a spectacular stunt performer. Over the next several evenings, Parker used equipment borrowed from his high school to fabricate a fluid that imitated a spider's silk web, and spinneret devices to project that fluid from his wrists in the form of a web strand. He also silkscreened his original design for a costume onto a body stocking and full-head mask. Thus prepared, Peter Parker appeared as Spider-Man on national television and was an immediate media sensation. Just after the conclusion of the television show, a burglar, being pursued by a security guard, ran by Parker who impetuously allowed him to pass although he could have easily stopped him. When reprimanded by the guard, Parker arrogantly replied he was a professional performer and that chasing criminals was the guard's job. Parker promptly forgot the incident. A few days later, Parker returned home to find that his Uncle Ben had been murdered by a burglar. A police officer informed him that the burglar had been trailed to a nearby abandoned warehouse where the police had him trapped. Grief-stricken, Parker rushed to the warehouse to seek vengeance. At the warehouse Parker, as Spider-Man, easily captured the burglar and realized that he was the same person that he had allowed to run past him earlier that day in the TV studio. He realized that if he had acted responsibly earlier, he might have prevented the death of his uncle. Filled with remorse, he realized that with power comes responsibility, and he vowed to never shirk that responsibility again. Peter began to use his powers to fight crime. He also tried to join the hero team Fantastic Four in their formative stages but was dismissed. As a solo hero, Parker took pictures of his fights as Spider-Man using an automatic camera, and then sold the pictures to the Daily Bugle. Spider-Man rapidly became one of the most well-known citizens in New York City, although, unfortunately, many people think of him as a menace due to the editorials of Bugle's editor J. Jonah Jameson. Parker's main concern about Aunt May was that, if she ever found out his secret identity as Spider-Man, it would aggravate her weak heart condition. During this time, Parker dated Betty Brant of the Daily Bugle, although Liz Allen had a crush on him. At the same time, both Aunt May and her neighbour, Aunt Anna, were encouraging Parker to date Anna's niece, Mary Jane Watson, whom he would not meet until months later. After high school, Parker enrolled in Empire State University, and divided his time as a hero, a student, and photographer.

MORE POWERS

Super Wisdom +5: Spidey has incredible awareness and self control adding his power rank to his Will saving throws and to Wisdom based skill checks [*Source:* Training; *Cost:* 3 pp].

Combat Sense (Spider Sense) +8: Spiderman is gifted with a "Spider Sense" that makes him attuned to danger that whenever he is surprised, flat footed, or otherwise caught in a situation where he would normally lose his dodge bonus to defence, he in fact retains it, up to his power rank maximum. Any combat sense ranks in excess of his normal dodge bonus have no effect [*Source:* Mutation; *Cost:* 1 pp].

Clinging +8: Spiderman's unusual physiology allows him to cling to any surface, moving at a speed of 5 ft/ x PL with no chance of falling. Any attempt to pull him away from the surface he is clinging to requires an opposed strength check, he gains a +1 bonus on the check for his PL in this power and as a bonus to avoid being tripped. [*Source:* Mutation; *Cost:* 1 pp].

DEVICES

Webcasters +10: Spidey may fire webbing at foes in order to snare them via a ranged attack or if necessary fill an area of 5 ft x PL to snare multiple enemies, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the webbing is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful webbing hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape webbing by damaging it, it has hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR). Via his webbing, Spidey can also swing from buildings, trees and other tall objects upto a distance of 50 feet (5 x PR) as a half action. By sacrificing his Dex bonus to Defence he can swing at 4 x normal speed as a full round action. Can use webbing to ascend up or down at swinging speed [*Flaw:* Only usable 8 times per cartridge, *Device;* *Source:* Super science; *Cost:* 10 pp].

Spider Light +4: Spiderman has a light he has created, which provides illumination in a 20 ft. radius. The beam can be focused in order to dazzle someone on a ranged attack roll at upto normal range unless they make a Reflex save (DC15), if they fail they are blinded and must make a Fortitude save (DC15) with a cumulative +1 bonus to their save each round, with success meaning their sight has returned. [*Flaw:* Device; *Source:* Super science; *Cost:* 4 pp].

Spider Tracers +4: Spiderman has produced these small devices to emit a tracking signal, which he can in turn track to their source these small devices. [*Flaw:* Device; *Source:* Super science; *Cost:* 1 pp each, carries 12].

MAP

MAP FEATURES

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HEADQUARTERS

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HERO POINTS

8

SYMBIOTE SPIDERMAN

*"With Great Power
comes Great*



CHARACTERISTICS

Real Name: Peter Parker
Height: 5' 10"
Weight: 165 lb.
Eyes: Hazel
Hair: Brown
Birthplace: New York City
Group Affiliation: None
Headquarters: New York City
Relatives: Richard Parker (father, deceased), Mary Parker (mother, deceased), Benjamin Parker (uncle, deceased), May Parker (aunt),
Other Aliases: None
Marital Status: Single
First Appeared: Amazing Fantasy #15

HISTORY

Peter Parker was orphaned at the age of 6 when his parents were killed in an airplane crash overseas. He went to live with his uncle and aunt, Ben and May Parker, in Forest Hills, New York. Parker was extremely bright and became a high honors student at Midtown High School. Parker's shyness and scholastic interest often made him a social outcast. One evening Parker attended a public exhibition demonstrating the safe handling of nuclear laboratory waste materials sponsored by the General Techtronics Corporation. During the demonstration, a small Common House Spider happened to be in the path of a particle accelerator's beam and was massively irradiated. The stricken spider fell on to Parker's hand, broke his skin with its fangs, and died. His hand burning from the bite, Parker left the exhibition. Parker made his way home and passed through an unfamiliar section of the city where he was accosted by a gang of hoodlums. Tossing the gang members aside, Parker was shocked by his own display of strength. As he fled from them, he ran into the path of a speeding car, and leaped to safety about 30 feet up onto a nearby wall. To his growing surprise, he discovered that he was able to stick to the wall with his fingertips. As he easily walked down a guy wire to the street below, he realized that he now possessed a superb sense of balance. Parker quickly associated these spider-like abilities with the bite from the irradiated spider. Parker went home, where his Aunt May sent him on an errand to deliver clothing to a charity driver located in a nearby National Guard Armory. There he saw a wrestling match with offered a prize for anyone who could remain in the ring at least 3 minutes with a professional wrestler. Interested in testing his new-found powers, Parker decided to accept the wrestler's challenge. Wearing a mask to conceal his features to avoid embarrassment in case he lost, he easily defeated his opponent. A television

Power Level: 17 **Concept:** Troubled Hero **Occupation:** Freelance Photographer

Str	Dex	Con	Int	Wis	Cha	Melee
18	20	20	18	20	12	+10
+4	+5	+5	+4	+5	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+12	+12	+11	+12	30/50	+11
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Acrobatics (Dex) +14, Balance (Dex) +10, Craft—Mechanics (Int) +7, Listen (Wis) +12, Profession—Photographer (Wis) +12, Repair (Int) +6, Science—Chemistry (Int) +8, Science—Physics (Int) +8, Search (Int) +6, Spot (Wis) +11, Taunt (Cha) +8

Initiative

+9

DEX

Dma Bonus

+13 S/L

Fists and Feet

DEFENSE

19/28

Flat Footed

FEATS

All out attack, Dodge, Indomitable Will, Infamous (as Spidey), Iron Will, Lightning Reflexes, Move by Attack, Stunning Attack

POWERS

Super Strength +9: Spiderman has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 512 times his normal carrying capacity or about 100 tons [Extra: Leaping, Protection; Source: Mutation/Alien; Cost: 6 pp].

Leaping +9: Due to his Strength Spidey can leap 5 times his power rank in feet from a

WEAKNESSES

Quirk—"With Great Power Comes great Responsibility": Spiderman learnt the hard way that with his power came great responsibility. He wants no one else to ever be hurt because of his inaction. Because of this Spiderman will go out to face any foe big or small, in any conditions and give his all whenever such an situation where someone is in need comes to his attention. Should spiderman wish to not go and help he must make a Will save (DC15) to resist the urge, failure means he makes straight for the scene to do what he can and one way or another will see the bad guy gets what's due.

Spidermans Symbiote: Costume is extremely susceptible to sonic and Fire effects, needing to make a Fortitude save (DC15 +1 per exposure or minute of exposure) whenever exposed to either. If the save fails then the Symbiote becomes fatigued. After the next failed save he becomes exhausted and will become unconscious if he fails his next save. If exposed again and fails his save he is Dying, but can become unconscious (not disabled) if removed from exposure before he dies. Because of how the symbiote feeds Spiderman begins every day fatigued, he can however avoid this by spending a Hero point.

Symbiote: It cannot function alone, thus if Peter is Dying then the symbiote leaves him moving at half speed, it will either hide or seek out another host.

PERSONALITY

When his uncle died, Peter Parker learned that with great power comes great responsibility. That philosophy has been his main motivation in his career as Spiderman. Peter's personal life has always been filled with misfortune and tragedies. Peter has always been worried about mortally wounding an opponent. With the symbiote on him Peter is more aggressive and weary as if driven by urges other than his own, his suit seems to react to his wants and desires.

MORE HISTORY

producer's talent agent spotted him and promised him a segment on a network variety show. Parker, calling himself the Amazing Spider-Man, accepted the offer and decided to use it as a springboard to a show business career as a spectacular stunt performer. Over the next several evenings, Parker used equipment borrowed from his high school to fabricate a fluid that imitated a spider's silk web, and spinneret devices to project that fluid from his wrists in the form of a web strand. He also silkscreened his original design for a costume onto a body stocking and full-head mask. Thus prepared, Peter Parker appeared as Spider-Man on national television and was an immediate media sensation. Just after the conclusion of the television show, a buglar, being pursued by a security guard, ran by Parker who impetuously allowed him to pass although he could have easily stopped him. When reprimanded by the guard, Parker arrogantly replied he was a professional performer and that chasing criminals was the guard's job. Parker promptly forgot the incident. A few days later, Parker returned home to find that his Uncle Ben had been murdered by a burglar. A police officer informed him that the burglar had been trailed to a nearby abandoned warehouse where the police had him trapped. Grief-stricken, Parker rushed to the warehouse to seek vengeance. At the warehouse Parker, as Spider-Man, easily captured the burglar and realized that he was the same person that he had allowed to run past him earlier that day in the TV studio. He realized that if he had acted responsibly earlier, he might have prevented the death of his uncle. Filled with remorse, he realized that with power comes responsibility, and he vowed to never shirk that responsibility again. Peter began to use his powers to fight crime. He also tried to join the hero team Fantastic Four in their formative stages but was dismissed. As a solo hero, Parker took pictures of his fights as Spider-Man using an automatic camera, and then sold the pictures to the Daily Bugle. Spider-Man rapidly became one of the most well-known citizens in New York City, although, unfortunately, many people think of him as a menace due to the editorials of Bugle's editor J. Jonah Jameson. Parker's main concern about Aunt May was that, if she ever found out his secret identity as Spider-Man, it would aggravate her weak heart condition. During this time, Parker dated Betty Brant of the Daily Bugle, although Liz Allen had a crush on him. At the same time, both Aunt May and her neighbour, Aunt Anna, were encouraging Parker to date Anna's niece, Mary Jane Watson, whom he would not meet until months later. After high school, Parker enrolled in Empire State University, and divided his time as a hero, a student, and photographer. Eventually, Parker moved into his own apartment. During this time, he developed a relationship with Gwen Stacy. Unfortunately, during Spider-Man's conflict with the original Green Goblin, Stacy was killed. Some time later, Parker developed a steady relationship with Mary Jane. Parker proposed marriage, although Mary Jane declined, and soon left Parker's life for many months. Eventually, Parker graduated from ESU, and pursued his career as a hero and photographer. As he continued to live on his own, as his Aunt May decided to transform her house into a senior citizens' boarding house. At one point Parker began a romantic relationship and heroic partnership with the Black Cat, although Parker later broke it off due to the Black Cat's disdain for Parker's life apart from being Spider-Man. Prior to this, Spider-Man was among the heroes kidnapped by the powerful Beyonder to fight in his so-called "Secret Wars." When his costume was damaged, Parker tried using the futuristic technology on the Beyonder's planet to repair it, and instead, replaced it with an alien "symbiote" which transformed into a black version of Spider-Man's costume, perhaps based on the newly appeared Spider-Woman. Parker used the symbiote for his costume, which was capable of transforming into street clothing as well as generate webs. When the costume behaves strangely, Parker sought help from the Fantastic Four's Mister Fantastic, who first discovered the costume was a living organism. He helped remove the costume by force, and kept it in the Fantastic Four headquarters for captivity. The symbiote would later escape, plaguing the life of Parker again and ultimately merging with Parker's enemy Eddie Brock, creating the villain Venom. As Spider-Man, Parker has met and fought alongside nearly every hero in Manhattan, if not the world. Although he had fought with the hero team Avengers many previous times, he tried to join their number when he learned of the financial stipend their members received. Parker helped them stop an invasion and subsequent breakout of the energy research and villain interment facility, Project Pegasus. Spider-Man was deemed, however, to disrupt the team's cohesiveness, and was denied membership. Later, however, Parker would meet the international mercenary Silver Sable, and Spider-Man would often work on her behalf. Later still, Mary Jane returned to Parker's life, and, after a battle between Spider-Man and the Puma, she revealed that she had known (or at least suspected) Peter Parker's secret identity from almost the beginning of his career. Soon after, the two were married. Peter's old friend Harry Osborn leased the couple a loft in the building that Harry and his family are also living in. Mary Jane's niece Kristie temporarily moved in with the Parkers at one point. Eventually, however, the Parkers had to move into a room in Aunt May's house due to financial problems. Once again Spider-Man allied with the Avengers to stop the alien Nebula from destroying reality with her Infinity Union. An increasingly unnerved Spider-Man, unaccustomed to dealing with cosmic-scale menaces, accidentally allowed Nebula to absorb the power of the Infinity Union, although the Avengers, Spider-Man, and the alien Stranger thwarted her regardless. Parker was told again that Spider-Man may not be suited for Avengers membership, although later he was inducted into their number on a provisional basis. Parker later returned to his studies and postgraduate work as a lab assistant at Empire State University. During this time, Parker was briefly endowed with the powers of Captain Universe, in order to stop a series of robots, including the mutant-killing Sentinels. Once the menace was defeated, the extra powers left Parker. Later still, Aunt May suffered a debilitating heart attack and died. This also led to Parkers meeting Ben Reilly, whom he had fought earlier as a clone of himself. Reilly created a similar spider-costume, dubbed the Scarlet Spider by the Daily Bugle, and helped

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself [*Source: Mutation/Alien; Cost: none*].

Protection +9: Thanks to his tremendous strength Spidey is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [*Source: Mutation/Alien; Cost: none*].

Super Constitution +7: Spidey has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and con checks [*Source: Mutation/Alien; Cost: 4 pp*].

Super Wisdom +5: Spidey has incredible awareness and self control adding his power rank to his Will saving throws and to Wisdom based skill checks [*Source: Training; Cost: 3 pp*].

Super Dexterity +4: Spiderman has incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Source: Alien; Cost: 4 pp*].

Combat Sense (Spider Sense) +8: Spiderman is gifted with a "Spider Sense" that makes him attuned to danger that whenever he is surprised, flat footed, or otherwise caught in a situation where he would normally lose his dodge bonus to defence, he in fact retains it, up to his power rank maximum. Any combat sense ranks in excess of his normal dodge bonus have no effect [*Source: Mutation; Cost: 1 pp*].

Clinging +10: Spiderman's unusual physiology allows him to cling to any surface, moving at a speed of 5 ft/ x PL with no chance of falling. Any attempt to pull him away from the surface he is clinging to requires an opposed strength check, he gains a +1 bonus on the check for his PL in this power and as a bonus to avoid being tripped. [*Source: Mutation/Alien; Cost: 1 pp*].

Snare +10: Spiderman may fire webbing at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the webbing is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful webbing hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape webbing by damaging it, it has hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) [*Extra: Swinging; Source: Alien; Cost: 2 pp*].

Swinging +10: Via his webbing, Spiderman can swing from buildings, trees and other tall objects up to a distance of 70 feet (5 x PR) as a half action. By sacrificing his Dex bonus to Defence he can swing at 4 x normal speed as a full round action. Can use webbing to ascend up or down at swinging speed [*Flaw: Only usable 1/3 rounds; Source: Alien; Cost: none*].

HISTORY CONTINUED

Parker once more, saying that she needed time to adjust by herself.

ave

NOTES

HERO POINTS

9

SUPERMAN

"It's really very simple. In this world, there is right and there is wrong ... and that distinction is not difficult to make"



Power Level: 37 **Concept:** The Man of Steel **Occupation:** Journalist, Novelist

Str	Dex	Con	Int	Wis	Cha	Melee
15	13	18	15	16	16	+10
+2	+1	+4	+2	+3	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+16	+14	+19	+3	120	+9
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Bluff (Cha) +8, Diplomacy (Cha) +9, Disable Device (Int) +5, Disguise (Cha) +8, Gather Information (Cha) +8, Language 4, Knowledge - Geography (Int) +7, Profession - Journalist (Wis) +9, Sense Motive (Wis) +9, Listen (Wis) +7, Spot (Wis) +8;

Initiative

+19

DEX

Dma Bonus

+15/+16 s/L

Fists and Eyes

DEFENSE

34/15

Flat Footed

CHARACTERISTICS

Real Name: Clark Kent (real name is Kal-El)
Height: 6' 3"
Weight: 225 lb.
Eyes: Blue
Hair: Black
Birthplace: Krypton (though grew up in Smallville)
Group Affiliation: Justice League of America (J.L.A.)
Headquarters: Metropolis
Relatives: Jonathon and Martha Kent (adopted parents), Jor-El (father, deceased), Lara (Mother, deceased), Lois Lane (wife)
Other Aliases: None
Marital Status: Married
First Appeared: ACTION COMICS #1

HISTORY

Conceived on the doomed planet Krypton, scientist Jor-El had his unborn son Kal-El, still within his birthing matrix, placed on a hyperlight drive rocket. Then with his wife Lara, Jor-El watched the ship's launch as a simmering nuclear chain reaction tore the planet apart. Jor-El targeted his son's rocket to reach the planet Earth through hyperspace, where Jor-El hoped his son would find a good life.

The tiny rocket was found by a Kansas farming couple, Jonathan and Martha Kent. They found the infant within the rocket and, being childless, Martha persuaded Jonathan that they should adopt him. Named Clark Kent, the child grew up in Smallville, Kansas never knowing how his parents found him.

The Kents began realizing Clark's special abilities at age 8 when he was unhurt after being trampled by a bull. Clark demonstrated more abilities as he grew, even being able to fly at age 17.

The following year, after using his abilities to excel in a football game, Jonathan Kent revealed the remains of the rocket and how his adoptive parents had found him. Clark now understood his special powers came with responsibilities.

FEATS

Aerial combat, Accurate Attack, Connected, Darkvision, Detect (electromagnetic energy), Durability, Endurance, Fame, Heroic Surge, Identity Change (clothes to Clark Kent), Inspire, Indomitable Will, Leadership, Move by Attack, Penetrating vision (ineffective against lead), Penetrating Attack (Super Strength), Power Attack, Take the Fall, Toughness

POWERS

Super Strength +13: Superman has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 4,096 times his normal carrying capacity (around 400 tons!), he can through the use of a hero point lift even greater amounts up to x32,768 his normal carrying capacity. Superman is also incredibly resilient; allowing him to reduce any damage taken before he makes a Damage save is made by his Super Strength's power rank.

Due to his Strength Superman can also leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself. As a full action the Superman can jump 4 times his usual jump distance in a single bound. Superman can also strike the ground, creating a powerful shockwave that radiates out from you in all directions a number of feet equal to five times your Str bonus. Make a Strength check. Anyone within the area of your shockwave must make a Dexterity or Strength check (whichever has the better modifier) against the result of your Strength check, just like a trip attack (see p. 135). A defender fails the check is prone, just as if you'd tripped him. Inanimate objects make Damage saves against the

WEAKNESSES

Transformation (Yellow Sun): When under the prolonged exposure to the radiation of a yellow sun, he is imbued with his Super Powers. When he is denied exposure to a yellow sun for prolonged periods of time he loses all his super powers and is effectively just a normal human.
Vulnerable and Susceptible (Kryptonite): When exposed the the green glowing stone known as

PERSONALITY

Kal-El is a hero in the truest sense of the word, he is brave, resourceful, selfless, honest and willing to go to any lengths to protect those he cares about or has sworn to protect. He is the truest embodiment of Truth, Justice and the American way.

MORE HISTORY

That night, Clark revealed his secret to his closest friend, Lana Lang. He also told her he would be leaving Smallville the following day. Thus at age 18, Clark Kent began to travel around the world to learn about his powers, become better educated, and secretly help people. Places he went to include India, the High Sierras, China, Bangkok, and Sudan.

After about four years Clark enrolled in the University of Metropolis and majored in journalism. Seven years after leaving Smallville, Clark witnessed an experimental NASA space plane about to crash. He saved the plane and there first met *Daily Planet* reporter Lois Lane. It was Lois' newspaper account of the rescue that gave Clark the superhero name of Superman.

Although Clark managed to hide his identity during that incident, he realized he must adopt a superhero identity if he was to continue a public career of superheroics. With his parents' help Clark developed a superhero costume with a distinctive chest emblem. He also practiced mannerisms and began wearing glasses to distinguish Clark Kent's appearance from that of Superman.

Returning to Metropolis, Clark began his superhero career as Superman, and his journalism career at the *Daily Planet* by getting the first exclusive interview with Superman.

Superman's appearance began a new age of heroes, with other heroes like Batman (Bruce Wayne) in Gotham, Green Lantern (Hal Jordan) in Coast City, and Flash (Barry Allen) in Central City appearing.

At age 28, Clark learned about his Kryptonian heritage from an electro-psionic recording created by Jor-El and stored in Clark's birthing matrix (i.e. rocketship). Learning of Krypton's fate, Clark was further determined to protect his adopted home planet, Earth.

WEAKNESS CONTINUED

Kryptonite he must roll a d20 with no bonuses, against a DC15 +1 for each exposure (or minute of exposure). If this check fails, he becomes fatigued, after failing a second time he becomes exhausted, becoming unconscious after another failed check. If he fails again beyond that point he is dying.

Vulnerable (Magic): Superman is particularly vulnerable to magic, and as such against it when making saves to avoid its effects he can only roll a d20, without any bonuses from stats, feats, powers etc..

MORE POWERS

shockwave, just as if you'd struck them, except the damage bonus is -1 per five feet between you and the object. A shockwave can cause considerable cosmetic damage to an area, a shockwave is likely to shatter windows and damage nearby parked vehicles.

Superman can exhale a powerful blast of air in a cone with a length equal to twice his strength bonus in feet and as wide at the far end as long. Make a strength check. Anyone within this area must make a Dexterity or Strength check (whichever is better) against the result of the Strength check, just like a trip attack. Victims gain a +1 to the check for every five feet that separates them from him. His super breath can also blow out fires with a Damage save DC equal to or less than his Strength check total.

Finally by clapping his hands together, superman can create a tremendous blast of air pressure. This is an area attack extending outwards by 5 feet in a radius centred upon him. Targets within the area can make a Reflex save DC 10 + Str bonus to halve the damage bonus of the thunderclap. They then make a normal damage save against the thunderclap, which inflicts stun damage. [*Power Stunt* Lifting (4); *Extras:* Leaping, Protection, Shockwave, Super breath, thunderclap; *Flaws:* Limited - To utilise lifting must expend a hero point; *Source:* Alien; *Cost:* 5 pp].

Super Speed +18: Superman can move with superhuman speed increasing his base speed by 5 feet per rank, and increasing his sprint speed to 262,144 times his base speed. He also gains an initiative bonus equal to his power rank, and gains a dodge bonus to his Defence, and a bonus to his Reflex saves. He also halves the time it takes to perform routine tasks for each rank.

Superman can strike in such a way that he builds up a shockwave of air in front of his fist, allowing him to add his power rank to his Strength bonus when determining damage in unarmed combat. When zipping past targets at superhuman speed hitting them with a sonic boom that affects all within five feet per power rank with a stun attack at half their power rank unless they make a Reflex save to avoid the attack. If targets fail they must make a damage save as normal.

Superman can also use his speed to spin at superhuman speed giving him a bonus to avoid Snare and grappling attacks equal to power rank. Secondly spinning in this way can give him a bonus to his Damage save equal to power rank. Also while spinning he can drill through materials with a hardness up to his power rank. He moves at five feet per rank as a half action drilling in this way.

Finally Superman can fly at his superhuman speeds moving at five feet per round as a base speed for each power rank, twice that as a full round action of x262,144 his base speed as a full round action (about 2,360,592 mph). [*Power Stunt:* Flight, Super Flight, Immunity (heat, Pressure), Spinning, Tunnelling; *Extras:* Mach One Punch, Sonic Boom; *Source:* Alien; *Cost:* 8 pp]

Super Constitution +10: The Superman has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source:* Alien; *Cost:* 4 pp].

Immovability +16: Superman is particularly difficult to move if he doesn't wish to be. He gains a bonus equal to his power rank against all attempts to bull rush, trip, or throw him, and subtract his power rank from an attackers damage bonus before determining how far he is knocked back by an attack. In order to use his immovability he must be reasonably well braced. [*Source:* Alien; *Cost:* 1].

Microscopic Vision +15: Superman is able to use his vision to see extremely small things up close, effectively magnifying objects examined by 2,048 times, allowing him to see things in extremely close detail, though not quite to a molecular or atomic level. While using his microscopic vision he cannot use his normal vision and is effectively blind to things outside the area he is scanning. [*Source:* Alien; *Cost:* 1].

Telescopic Vision (Sight & Hearing) +6: Superman can see and hear things at especially long ranges. As such the normal range increment for Spot and Listen checks for him is 640 feet. This works in conjunction with his Dark vision, Ultra hearing and Penetration vision feats also. [*Extras:* Extras Sense - Hearing; *Source:* Alien; *Cost:* 2].

Energy Blast - Heat (eyes) +16: Superman can emit beam of heat from his eyes that can do either Stun or Lethal damage to attack up to the power rank in damage on a ranged attack roll. These beams have a range of Normal and are not visible to the naked eye, requiring an appropriate device or detect ability in order to see it being used.

Superman's control of these beams is such that he can actually use them to deflect incoming attacks made directly against or anyone else within power rank x 10 feet of him. He must know the attack is coming in order to attempt to deflect it and cannot deflect projectiles heavier than his maximum carrying capacity. To deflect an attack he makes a power check opposed by his opponents attack roll. Add his Dexterity bonus to his power check. If Superman's result is higher, he successfully deflects the attack. He can normally only deflect one attack per round. If he spends the entire round deflecting, taking no other actions however, he can deflect any number of attacks, but is at -2 to his Deflection check per attack beyond the first. [*Power Stunts:* dual Damage; *Extras:* Subtle (not visible to naked eye), Deflection, Deflect Other's; *Source:* Alien; *Cost:* 5].

Thanks to his Durability Feat, any lethal damage with a damage bonus equal to or less than Superman's Damage save bonus is considered Stun damage instead.

TASKMASTER

"I have studied you, I know all your moves intimately... you are no longer a threat"



Power Level: 18 **Concept:** Trainer

Occupation: Professional criminal and Trainer

Str	Dex	Con	Int	Wis	Cha	Melee
18	20	20	16	18	13	+13
+4	+5	+5	+3	+4	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+7	+5	+7	+4	30	+14
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +7, Balance (Dex) +7, Bluff (Cha) +3, Climb (Str) +5, Disguise (Cha) +3, Drive (Dex) +6, Escape Artist (Dex) +6, Gather Information (Cha) +3, Innuendo (Cha) +3, Intimidate (Cha) +5, Jump (Str) +5, Listen (Wis) +5, Pilot (Dex) +6, Profession - Teacher (Wis) +6, Repair (Int) +4, Science - Criminology (Int) +6, Search (Int) +5, Sense Motive (Wis) +5, Spot (Wis) +6, Survival (Wis) +5

Initiative

+9

DEX

Dma Bonus

+4 S/L

Fists and Feet

DEFENSE

19/24

Flat Footed

CHARACTERISTICS

Real Name: Unknown
Height: 6' 2"
Weight: 220 lb.
Eyes: Brown
Hair: Brown
Birthplace: Bronx, New York City
Group Affiliation: Former member of Frightful Four
Headquarters: Mobile
Relatives: None
Other Aliases: None
Marital Status: Single
First Appeared: Avengers Vol 1. #195

HISTORY

The man who would become the Taskmaster first demonstrated unusual abilities during childhood. After watching a cowboy show on television, he found himself able to duplicate the sophisticated rope tricks he had just watched the cowboy perform. Psychiatrists, called in at the mother's request, termed the boy's rare ability "Photographic Reflexes". He employed his talent several times during his youth for professional gain, most notably when he became a star quarterback of his high school football team after watching one pro football game. Upon graduation, he briefly considered a career as a crimefighter, but opted for becoming a criminal, which he perceived to be more lucrative.

Taskmaster then began a program of observing the fighting techniques of a large number of superhumanly powered adventurers through archival television news broadcasts. He initially used his fighting skills to execute several successful grand larcenies, but he had not properly anticipated the dangers involved. He decided to use his stolen capital to establish a center for training aspiring criminals to become polished professionals. His goal was to become a supplier for

FEATS

Accurate Attack, Assessment, Attack Focus (Unarmed), Attack Focus (grappling), Attack Focus (armed), Attack Focus (Ranged), Blind Fight, Chokehold, Dodge, Expertise, Improved Grapple, Improved initiative, Improved Pin, Improved Trip, Infamy, Leadership, Lightning Reflexes, Move by Attack, Point blank Shot, Precise Shot, Power Attack, Startle, Stunning Attack, Surprise Strike, Throwing Mastery, Toughness, Whirlwind Attack

POWERS

Combat Sense +10: Taskmaster has such super humanly attuned reflexes that help warn him of impending danger and second-guess his opponent's moves. When he is surprised, flat-footed, or otherwise in a situation in which he would normally lose his dodge bonus to Defence, he can retain a dodge bonus equal to his Combat Sense rank up to his normal dodge bonus. [Source: Training; Cost: 1 pp]

Mimic (Photographic Reflexes) +10: Taskmaster has the ability to study his opponents for three consecutive rounds and duplicate the targets physical statistics (Str, Dex and Con) up to his power rank in ability bonuses (including any super ability tanks) and any combat feats they may have (a number up to power rank) by making a power check opposed by the targets Will saves to learn the intricacies of their moves. The knowledge gained is retained indefinitely once learned without need to re-study an opponent, though only one subjects moves (stats and feats) can be mimicked at any one time. [Extras: Continuous, Ranged - Sight, Retained Knowledge - Permanent, Additional Attribute - Feats and Powers (combat related only); flaws: Limited - Must

WEAKNESSES

PERSONALITY

Taskmaster is normally never directly encountered by heroes. He prefers to make his profit by the relatively safe means of training thugs and assistants for more activist supervillains. Taskmaster only fights when super heroes discover one of his training schools. Even then, he will attempt to flee as soon as the battle turns against him.

MORE HISTORY

criminal organizations around the world. Designing a costume, he took the name Taskmaster and began to train a large number of thugs at this criminal academy located near the town of Southampton on New York State's Long Island.

This crime college was forced to cease operations when its front organization, the Solomon Institute for the Criminally Insane, was exposed by the Avengers (AVENGERS VOL 1 # 194-196). Taskmaster's chief business administrator, Dr. Pernel Solomon, afflicted with a serious heart condition, had forced the academy's scientific staff to generate a clone of himself, with the purpose of using its heart for a compatible transplant. The clone, artificially aged to adulthood, escaped and alerted the Avengers to the existence of the criminal institute. Although the Avengers apprehended most of the Solomon Institute's personnel, Taskmaster escaped.

Taskmaster established a new academy in a warehouse on Manhattan's lower west side, but the crimefighters Spider-man I and Ant-Man II, following separate leads, discovered the place and thwarted Taskmaster's plan to rob nuclear material from a scientific supply house (MARVEL TEAM-UP VOL 1 # 103). Taskmaster was again forced to flee. Claiming to have established technical institutes for criminals across the country.

Taskmaster was next observed at the Carson Carnival of Traveling Wonders, a small company that happened to have given Hawkeye I his first job as an archer as a youth. Taskmaster was using the carnival as a traveling front for his operations until Hawkeye I and Ant-Man II compromised it (AVENGERS VOL 1 # 223). Again, the Taskmaster managed to escape custody.

Deciding to further explore the use of a circus as a front for his academy, Taskmaster took over yet another small outfit, and used it for many months to great success. However, while it was playing a small town in Ohio, the Thing and Vance Astrovik, currently known as Justice, assisted a government agent in foiling Taskmaster's activities (THING # 26). The agent took Taskmaster into custody, but there is reason to believe that it was one of Taskmaster's men wearing his costume they captured, not the real Taskmaster.

VEHICLE

Vehicle Type: Size: Movement: Hardness:
Armour Bonus: Cost: Features:

MORE POWERS

study an opponent fighting, Limited - Only physical attributes; Limited - only combat feats;
Source: Mutation/Training; Cost: 6 pp]

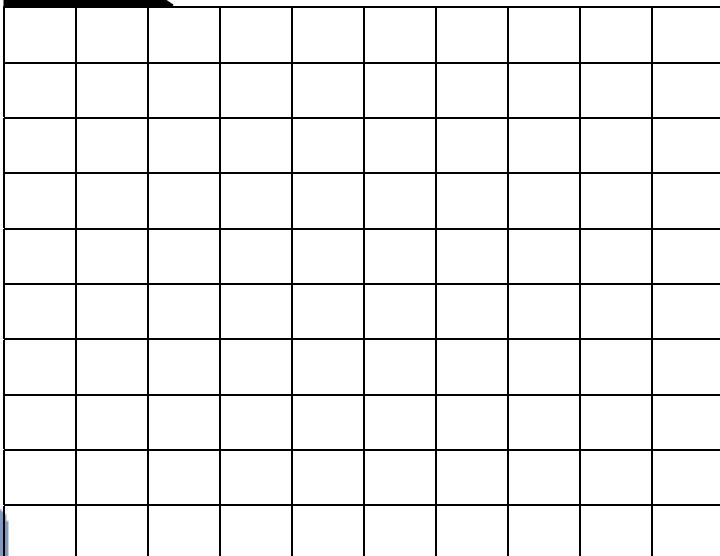
**GM's Note:* retained knowledge extra was effectively treated as a second duration, which was then raised to Permanent from the base sustained.

Also Taskmaster is recorded as having learnt the fighting styles of: **Ant-Man II, Batroc, Boomerang, Bushwacker, Captain America I, Blacklash, Black Knight III, Captain Marvel III, Daredevil, Deadpool, Elektra, Falcon, Fatale, Firestar, Hawkeye I, Justice, Iron Fist I, Machete, Oddball, Puma, Punisher, Silverclaw, Spider-man I, Shatterhead, Swordsman I, Tigra, USAgent, Warbird, Wolverine, and Zaran**

DEVICES

1. Sword;
Dmg: +3L Cost: 3
2. Shield;
Dmg: +5L Effect: Deflection +4 Cost: 9
3. Billy Club;
Dmg: +2S Cost: 2
4. Pistol;
Dmg: +5L Cost: 5
5. Grenades (frag);
Dmg: +6L Extras: Area; Flaws: Uses; Cost: 6

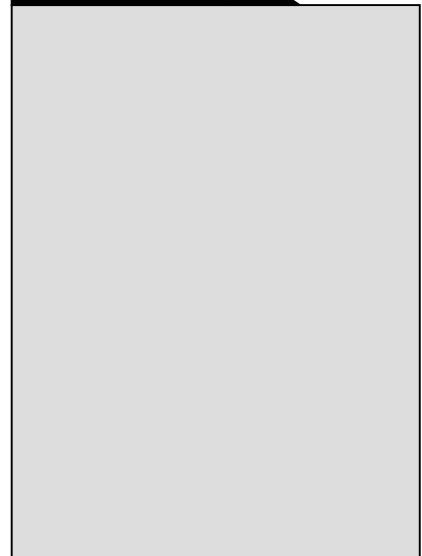
MAP



MAP FEATURES

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20. _____

HEADQUARTERS



NOTES

Notes area for character details.

VILLAIN POINTS

9

VENOM

"I'm gonna pull off your limbs and suck on your bonesssss".



Power Level: 15 **Concept:** Alien Symbiote **Occupation:** Former Reporter, Criminal

Str	Dex	Con	Int	Wis	Cha	Melee
19	16	16	12	14	10	+7
+4	+3	+3	+1	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+9	+2	30/70	+6
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Intimidate +9, Spot +7, Survival +6, Gather Information +5, Jump +16, Acrobatics +16

Initiative

+3

DEX

Dma Bonus

+19 L

Claw & Tooth

DEFENSE

13/22

Flat Footed

CHARACTERISTICS

Real Name: Edward "Eddie" Brock
Height: 6' 3" as Eddie, 8' 0" as Venom
Weight: 285 lb.
Eyes: Brown (White as Venom)
Hair: Brown (None as Venom)
Birthplace: Unrevealed
Group Affiliation: None
Headquarters: Mobile
Relatives: Unknown
Other Aliases: The Vampire Killer
Marital Status: Single
First Appeared: (as alien costume) SECRET WARS #8, (behind the scenes) WEB OF SPIDER-MAN #18, (actual appearance) AMAZING SPIDER-MAN #300

FEATS

Connected, Darkvision, Dodge, Improved Grapple, Power attack, Surprise Strike, Startle, Durability, Identity change (as Eddie non of powers apply), Scent

POWERS

Super Strength +10: Venom has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 1,024 times his normal carrying capacity [*Extra:* Leaping, Protection; *Source:* Alien; *Cost:* 6 pp].

Leaping +10: Due to his Strength Venom can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance,

HISTORY

On Battleworld, a planet created by a being calling himself the Beyonder, the crime fighter known as Spider-Man obtained a sleek, black costume when his familiar red-and-blue one was ripped into tatters. After the Asgardian thunder god, Thor had acquired a new cape and helmet from a bizarre machine that replicated fabric, Spider-Man attempted the same feat, but mistakenly reached into a machine that housed a strange symbiote, one of the many odd life forms encountered on Battleworld. When Spider-Man grabbed the little black ball, it instantly slithered over his body, covering him from head to toe. But it did not pattern itself after his red-and-blue costume. Rather, it took on the appearance of the garment worn by the new superhuman adventurer on Battleworld and Spider-Woman, whom Spider-Man had been admiring. The web spinner was amazed at the properties of his new suit, but never question the mechanism behind them. For instance, it could mimic any type of clothing whatsoever, making Spider-Man's need for spare clothing obsolete. It also contained a "dimensional aperture" where he could place his camera, spare change, and other items without adding to the bulk of the

WEAKNESSES

Venom is extremely susceptible to sonic and Fire effects, needing to make a Fortitude save (DC15 +1 per exposure or minute of exposure) whenever exposed to either. If the save fails then Venom becomes fatigued. After the next failed save he becomes exhausted and will become unconscious if he fails his next save. If exposed again and fails his save he is Dying, but can become unconscious (not disabled) if removed from exposure before he dies.

Venom also as a symbiote cannot function alone, thus if Brock is Dying then the symbiote leaves him moving at half speed, it will either hide or seek out another host.

PERSONALITY

Venom really hates Spider man! He would go to any lengths to kill Spider man, but wants to deliver the killing blow himself. Brock and the symbiote have formed a partnership of sorts, and Brock spends much of his time talking to his costume. Although he is certifiably insane, Brock is very intelligent. He has a great deal of information at his fingertips, and he is quick to make accurate deductions.

Venom was and still is to a degree in love with spider Man and his hatred stems from his feelings of being spurned by Parker. Venom is also not above playing games while trying to draw out a kill, savouring his preys fear and adrenaline when they know they will die shortly, which exhilarates Venom intensely.

MORE HISTORY

costume. The costume was also equipped with its own web-shooter and seemingly contained an unlimited supply of webbing. Once Spider-Man returned to Earth, the alien costume could not tolerate being separated from its host for long periods of time. At night, when Spider-Man's alter ego, Peter Parker, slept, the symbiote would engulf him and send the somnambulator to battle evil. Late, Spider-Man battled the Puma, who perceived that the wall-crawler's webs were organic. Startled by this revelation, Spider-Man accepted Reed Richards' offer to study the costume. Richards learned that the costume was actually a living alien symbiote, a parasite trying to graft itself permanently to Spider-Man both mentally and physically. Richards succeeded in separating the alien costume from its host by shooting it with a "sonic blaster." He then contained the being in a special environmental cell. But the alien was much more intelligent than anyone perceived. It escaped from its cell and made its way to Peter Parker's closet where it waited, disguised as a spare red-and-blue costume. Spider-Man unwittingly donned the costume, which immediately made itself apparent. He brought it to the tower at Our Lady of Saints Church gambling the intense sound of its bells would destroy it. Spider-Man lost the gamble, and he succumbed to the bells before the costume did. However, the empathic parasite had preyed upon the emotions of Spider-Man long enough to learn how to feel, and in feeling, to act. Sacrificing itself, the alien costume save Spider-Man, who assumed it then, crawled away to die. Actually, the symbiote, weak and dying, slithered down into the church where Eddie Brock knelt in prayer at the altar.

DEVICES

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

provided he can take a free action to brace himself [*Source: Alien; Cost: none*].

Protection +14: Thanks to his tremendous strength Venom is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [*Source: Alien; Cost: none*].

Super Dexterity +6: Venom has incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Source: Alien; Cost: 4 pp*].

Super Constitution +6: Venom has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and con checks [*Source: Alien; Cost: 4 pp*].

Snare +14: Venom may fire webbing at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the webbing is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful webbing hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape webbing by damaging it, it has hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) [*Extra: Swinging; Source: Alien; Cost: 2 pp*].

Swinging +14: Via his webbing, Venom can swing from buildings, trees and other tall objects upto a distance of 70 feet (5 x PR) as a half action. By sacrificing his Dex bonus to Defence he can swing at 4 x normal speed as a full round action. Can use webbing to ascend up or down at swinging speed [*Flaw: Only usable 1/3 rounds; Source: Alien; Cost: none*].

Natural Weapon—Fangs/Claws +8: Venom has savage claws and a mouth full of wickedly sharp teeth allowing him to add power rank to damage bonus with them [*Source: Alien; Cost: 2 pp*].—only benefiting from +5 worth

Growth +4: As Venom Eddie Brock is a little over 8 feet tall a mass of bulging muscles -1 Att/Def, however this also grants him power rank in *Super Strength, Immovability* and *Protection* [*Source: Alien; Cost: 7 pp*].

Immovability +4: Thanks to Venoms size he is very difficult to be moved if he doesn't want to be gaining his power rank as a bonus against all attempts to Bull Rush, trip or throw him, and subtracted from an attackers damage bonus before determining how far he is knocked back by an attack [*Source: Alien; Cost: none*].

Obscure +10: Venom doesn't register to anyone with Combat Sense while within power rank x 5 ft. of them. He just doesn't set off their danger sense basically causing them to lose all bonuses from this power against him [*Flaw: Blinds combat sense only; Source: Alien; Cost: 1 pp*].

HEADQUARTERS



"Sometimes I wonder myself,
whether I use the
Witchblade or it uses me".



Power Level: 13 **Concept:** Ancient Weapon **Occupation:** NYPD Homicide Detective

Str	Dex	Con	Int	Wis	Cha	Melee
14	14	12	14	16	18	+6
+2	+2	+1	+2	+3	+4	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+3	+1	+4	+5	30	+6
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +3, Bluff (Cha) +11, Computers (Int) +3, Diplomacy (Cha) +10, Drive (Dex) +4, Gather Information (Cha) +10, Hide (Dex) +5, Innuendo (Cha) +6, Intimidate (Cha) +8, Knowledge—Geography (Int) +4, Listen (Wis) +5, Open Lock (Dex) +4, Profession—Police Officer (Wis) +7, Search (Int) +6, Sense Motive (Wis) +6, Spot (Wis) +5

Initiative

+6

DEX

Dma Bonus

+2/+12 S/L

Fist/Witchblade

DEFENSE

14/17

Flat Footed

CHARACTERISTICS

Real Name: Sarah Pezzini
Height: 5' 9"
Weight: 134 lb.
Eyes: Brown
Hair: Brown
Birthplace: New York City (November 18th 1970)
Group Affiliation: New York Police Department
Headquarters: New York City
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: Witchblade #0

FEATS

All Out Attack, Assessment, Attractive, Connected, Dodge, Improved Initiative, Iron Will, Indomitable Will, Lightning Reflexes, Move By Attack, Point Blank Shot, Precise Shot, Rapid Shot, Startle, Toughness

POWERS

Armour +8: Sarah can as a free action invoke the Witchblade, which then covers parts of her body (or indeed the whole of it if needs be) with an organic look barbed metal. This armour reduces all damage received by power rank before making a Damage saving throw. [*Power Stunt:* Identity Chance; *Source:* Mystical; *Cost:* 1 pp].

Snare +8: Sarah may cause the Witchblade to extend tendril like pseudo-pods from any part of her at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the cable is anchored to an

HISTORY

For thousands of years it has existed. An intelligent, symbiotic weapon of incredible power. A living gauntlet that becomes one with its wearer. The Witchblade: Only women of unmatched strength of mind, body and will have ever successfully worn it. Its legacy has created a warrior bloodline back through time and forward into the future. Joan of Arc wielded the blade as did other great warrior women throughout the ages. But to wear the Witchblade is to be both its master and its servant, as this mysterious weapon draws to it what it needs and casts aside what it does not. Stirring to life at times of crisis -- during wars, famines, pestilence -- the Witchblade has been used to cut a swath of blood and viscera through the ranks of previously insurmountable evil. For decades it has lain dormant, but now in the early days of the 21st century, the Witchblade has chosen a new bearer of its power.... and its curse.

The origins of the Witchblade are shrouded in myth and speculation, obscured further by the veil of prehistory. Where did the Blade come from? No one has examined the Witchblade in its extended, deadly form and lived to tell about it, but those who have had the opportunity to examine the bracelet, say that it is made of a synthesized metal, some elements of which are unidentifiable as Earthly materials. Others say that the Blade was undoubtedly hammered from a type of iron found in the weapons of ancient Iran. In Avesta, the prayer book of the ancient Persian Zoroastrians, a kind of iron-alloy, similar to that of the Blade, is mentioned.

WEAKNESSES

Living Weapon: The Witchblade is more than a weapon, it is a sentient thing, with aims and goals of its own. The Witchblade is dedicated to destroying evil, though does so on its own terms, such that when danger threatens it will attack all in a swathe of bloodletting, and then when perhaps most sought by its wielder remain inactive. In effect for the bearer to use any of the above powers she must call upon the Witchblade, requiring a Will save DC15, if successful the powers work, if the save fails then the Witchblade refuses and a battle of wills in future rounds can commence between bearer and Witchblade in order to get the desired result. Note however a GM can rule at any time that the Witchblades powers do not function if the situation pertaining to their use is contrary to the Ancient Weapons goals. Otherwise in all other situations the hero may expend a Hero point in order to forgo the Will save and have the power work automatically.

PERSONALITY

New York police detective Sara Pezzini was just doing her job: saving her partner's life. Too bad in doing so she was forced to bond with the Witchblade: an ancient weapon of immense power. Now even as Sara possesses the Witchblade, the Witchblade possesses her. So she continues solving New York's strangest crimes. All of which seem to lead somehow to the Witchblade.

MORE HISTORY

*"Blend on's edge with the sun of gold.
Could gold alloyed or admixt be...
Fired-white and chilled in wine-dark blood,
Thus is born the thirsty Blade, never dulled."*

But this theory was questioned by Vatican scholars in the 30s, who found that design work on the bracelet predated the use of iron in the Persian region by nearly 1000 years. Tales of weaponry endowed with supernatural powers have cropped up throughout history. Some of the oldest known Celtic writings tell of an army of Witchblade Wielders, men and women, chosen in ancient times while in their mother's womb for their warrior destiny. The legend goes on to say that a Wielder Banrighinn, known only as Mistress of the Blade, who taught the ancient ways of battle to this chosen army, grew angry with her lover, one of the Wielder Knights, and henceforth, men were prohibited from handling the Blade. According to this ancient tale, from which sections are missing, a great darkness visited the Earth, from which the Wielders disappeared, and their line was seen no more. A similar legend appeared in the ruins of Troy, where Queen Myrene, the first known Wielder was buried. In it, this same army of warriors is said to have been from the city of Atlantis, and that they disappeared at the time that fabled city met its uncertain end.

Although the origins of the Witchblade remain under speculation, Witchblade Watchers have traced its use back through ancient history. Most certainly its first great wielder was the Gorgon Amazons' mightiest queen, Myrene. Myrene succeeded in raising a cavalry of 30,000 women and conquered a stupendous amount of territory, including parts of Syria and Egypt. Depending upon the source, she is described as a benevolent conqueror or an incredibly vicious warlord -- which is consistent with a Wielder who may not be able to control the Witchblade's penchant for blood lust. When Myrene died, she was buried near Troy with the Witchblade still on her wrist.

80 B.C. Artemisia

It is believed that the Witchblade was later exhumed by Artemisia I, the female advisor to Xerxes, ruler of the Persian empire. With the help of the Witchblade, Artemisia lead successful naval attacks on the Greeks in 480 B.C.

45 B.C. Cleopatra

The Witchblade was next attained by the Romans, where it resided until Caesar deigned to present it to the Egyptian Queen Cleopatra VII around 45 B.C. And though she wore the Witchblade with great success, making her irresistible to men and invincible as Queen, the fickle weapon betrayed Cleopatra in the end and fell from her wrist in her greatest time of need, just as Octavian demanded her surrender. For the next 100 years, the Witchblade was most likely on display in Rome along the many of Cleopatra's treasures. But as the Roman Empire expanded under Claudius, surely the Witchblade played its part, though no "true" wielders have been identified during this period. It is thought that Claudius himself may have tried to wield the Blade, and we know that it traveled in his possession on his conquests in Britain.

61 A.D. Boudicca

It was in ancient London where the Celtic warrior Queen Boudicca acquired the Witchblade when she sacked the city in 61 A.D. Queen Boudicca tried and failed to wield the Witchblade, but understanding its powers -- at least in part -- she resolved to keep the strange gauntlet in her possession until the time when the rightful wearer would appear.

1959 A.D. Dominique Boucher

By the early '50s, Kenneth Irons was in possession of the Witchblade and searching for a Wielder whom he could control. While living in France, Irons moved in the upper echelon of Parisian society and consorted with the crème of money, power and beauty. One member of this desirable pack, an ambitious former model named Dominique Boucher, was especially intriguing to him. Irons promised her wealth and power beyond her wildest dreams if she would wear a piece of jewelry for him. Dominique put the bracelet on and tasted its mystical gifts and - because she was chosen by Irons as a Wielder and not the Blade itself - its horrors. She wore it anyway, addicted to the power it gave her and believing that Irons would love her as long as it was on her arm. It is no secret that Irons amassed tremendous wealth during the period Boucher wore the Blade, and they traveled the world together, tasting its rarest riches. But Boucher suffered unknown torment while she and the Blade were one. At last, the Witchblade discarded her as a pretender - in Irons' words, "like a damaged doll." By then, she and Irons were through, and he took the Blade back from her, determined to find and control a "real" Wielder.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful cable hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses Dodge and Dex bonus to defence. Targets may escape the tendrils by damaging them, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR), Sarah may release all victims trapped with a free action. [Extras: Removable; Source: Mystical; Cost: 3 pp].

Natural Weapon +10: The Witchblade in its base form is a clawed gauntlet with jewelled stones set into it, however it can extend spines and barbs and spear-like knife edge tendrils in all directions. Sarah can on a successful melee attack do power rank lethal damage. The Witchblade can also attack foes at range with these barbs instead requiring a Ranged attack roll. When Sarah is severely pressed or many targets present themselves the Witchblade is capable of extending as many barbs as necessary within a 5 ft per power rank area, doing power rank damage on all she chooses only unless they make a successful Reflex saving throw (DC10 +PR). The Witchblades claws and tendrils can be used to help climb, providing a bonus to climb equal to the power rank. [Extras: Area, Climbing, Selective; Source: Mystical; Cost: 5 pp].

DEVICES

HEADQUARTERS

WOLVERINE

"Go ahead Bub, make my day"



Power Level: 18 **Concept:** Weapon X Test Subject **Occupation:** Adventurer, X-Man

Str	Dex	Con	Int	Wis	Cha	Melee
20	16	20	12	20	16	+12/13
+5	+3	+5	+1	+5	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+16	+7	+3	+17	30	+10
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +8, Climb (Str) +9, Drive (Dex) +5, Escape Artist (Dex) +5, Handle Animal (Cha) +8, Hide (Dex) +7, Intimidate (Cha) +12, Jump (Str) +9, Knowledge—military (Int) +3, Language +2(Japanese, Russian), Listen (Wis) +18, Move Silently (Dex) +7, Search (Int) +4, Spot (Wis) +18, Survival (Wis) +21

Initiative

+3

DEX

Dma Bonus

+7/16 *s/l*

Fists & Claws

DEFENSE

17/20

Flat Footed

CHARACTERISTICS

Real Name: James Howlett, now goes by Logan
Height: 5' 3"
Weight: 300 lb. (100 lb. is adamantium)
Eyes: Blue
Hair: Black
Birthplace: Presumed Canada
Group Affiliation: X-Men
Headquarters: Xavier Institute
Relatives: John Howlett (father, deceased), Elizabeth Howlett (mother, presumed deceased) "The Old Man" (unnamed grandfather, presumed deceased) Windsong (wife, deceased)
Other Aliases: Weapon X, Patch
Marital Status: Single
First Appeared: Incredible HULK #181

HISTORY

In the late 1880's a child by the name of James Howlett was born. As a child James was a frail and sick boy. His allergies didn't allow him to go out and play much. His father had requested that a twelve year old girl be brought to their estate. That girl was named Rose and she was to be a friend and play mate to James. She read to him and looked after him. Along with the grounds keeper's son, Dog, James and Rose were the only children on the hill where the estate was. They had become close friends and played together as much as possible but Dog slowly grew away from them. Dog's father, the grounds keeper was named Thomas Logan, he was an alcoholic and abuse his son. Over the next few years Dog started to follow in his father footsteps, becoming cruel and heartless. James was given more responsibilities by his father and grandfather. After a big fight, Dog killed James's K-9 companion which resulted in the Logans getting kicked off the Howlett estate. In a fit of rage and anger Thomas Logan and his son entered the estate armed. They then took Rose hostage and demanded that she take them to the masters' bedroom. There the elder Logan tried to persuade James's mother, Elizabeth, to leave

FEATS

All out Attack, Attack Focus (melee), Blind Fight, Endurance, Great Fortitude, Point blank Shot, Power Attack, Rapid Strike, Toughness, Takedown Attack, Track, Immunity (Disease, Poison, Aging), Durability, Scent

POWERS

Super Strength +2: Wolverine has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 4 times his normal carrying capacity or about 1,600 lb. His Super strength also provides him a greater ability to deal with damage allowing him to reduce his power rank from damage before a damage save is made [*Extra:* Protection; *Source:* Mutation; *Cost:* 5 pp].

Super Wisdom +12: Wolverine has incredible awareness and self control adding his power rank to his Will saving throws and to Wisdom based skill checks [*Source:* Training; *Cost:* 3 pp].

Adamantium Skeleton +9: Wolverines skeleton is laced with Adamantium grafts making him incredibly difficult to hurt reducing damage from cuts and impact alike, making his bones almost impervious to harm. Thanks to his skeletal improvements Logan adds his Power level as a bonus to his damage save. In addition Logan can extend/retract some adamantium claws from between his knuckles, these claws are capable of doing PL lethal damage on a strike. [amazing Save (Damage), Weapon (Claws); *Extras:* Impervious; *Flaws:* Device; *Cost:* 3 pp].

Super Senses +9: Wolverine has amazingly acute senses providing him with his power rank as a bonus to any rolls, which involves them such as Search, Spot, Listen, and survival checks for

WEAKNESSES

Berserker: In combat situations the Logan goes berserk unless he can make a Will save (DC20) at start of each round, if it fails he loses any dodge bonus to Defence and must take full attack option as often as possible, only taking other actions to get in range of other potential enemies, if non remain he begins to gain a cumulative +1 bonus to saves in following rounds. A successful Diplomacy check (DC20) by an ally who tries to calm Logan provides him a +2 bonus on his next Will save, but failure makes the ally the Wolverines next target.

Quirk—Code of Honour (Bushido): Logan follows a form of the Samurai Code of honour known as the Bushido, he must act in accordance with it all the time, though can if necessary expend a Hero point in order to ignore it.

MORE HISTORY

with them. Before they could leave John entered the room and discovered them together. In a rage of hate and dislike Thomas shot John as James walked into the room. Seeing his father shot and killed shocked him so much that it triggered his latent mutant abilities. His claws extended and continued through Thomas. After his mother shunned him for his unusual abilities he fled the house. Rose followed to see what she could do. She found James outside the house on the ground and cold. She brought him to the barn in order to try and warm him up. Not knowing what to do Rose brought James to his grandfather house. He ended up giving them cash and told them never to come back again. Rose took James and went to British Columbia looking for a place that they could live in peace. Rose remembered her father talking of quarries in the Northern frontiers and she figured that would be a good place for them to start looking. Making it to a quarry, they met a man named Smitty who was the foreman. That is when Rose gave James the name Logan to hide his true identity. By the second summer there Logan was providing for both Rose and himself. He had trained himself to be a fine hunter and he also worked hard at the quarry. Smitty even gave him a new job in demolitions. Shortly after that Smitty asked Rose to marry him. The proposal upset Logan but he finally realized that Smitty did indeed love Rose. Logan then helped Smitty get money for tickets away from the quarry. Before Smitty and Rose could leave Dog showed up. At the request of Logans grandfather he was to kill Logan and Rose for what he believed they did. In the fight that followed Rose tried to break it up but was struck by Logans claws and died. After that, not being able to live among people for what he did he left the camp and went off into the wilderness to live alone. It wasn't until his first recorded encounter with the Hulk, as an agent of Canada's Department H, that anyone had heard of him or knew that he was interacting with people again. Logan possesses memories of being a Samurai in Japan, a mercenary operative for the Central Intelligence Agency, and a "wild man" in the Canadian wilderness.

VEHICLE

Vehicle Type: _____ Size: _____ Movement: _____ Hardness: _____
 Armour Bonus: _____ Cost: _____ Features: _____

MORE POWERS

Tracking etc.. [Source: Mutation; Cost: 2 pp].

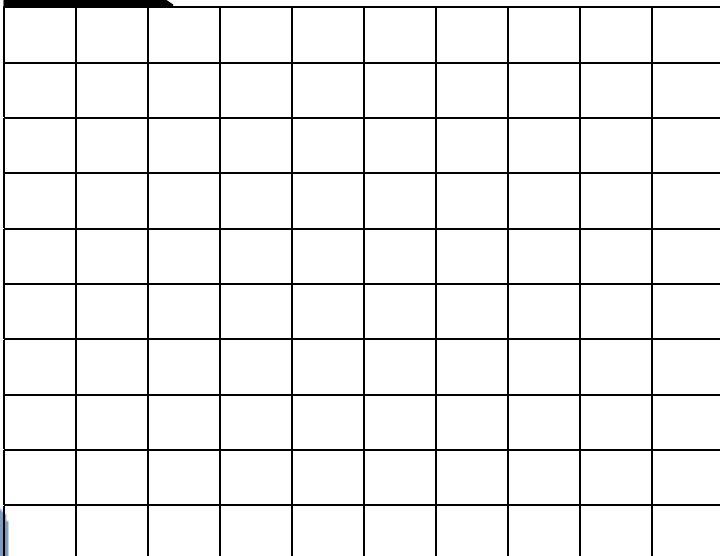
Regeneration (powers) +10: Wolverine has phenomenal regenerative abilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). He adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his fortitude saves to avoid dying and to his stabilisation checks. Should Logan be disabled he gets a Constitution check on the following round to recover, with a bonus equal to his power rank. If this check fails he must wait a day to attempt to recover again, but receives his power rank as a bonus on all recovery checks. Logan's regeneration is so potent it can bring him back from the brink of death by making a Regeneration check (DC30). He receives only one attempt (although can spend hero points on the effort). If successful he becomes disabled (but stable), if it fails he dies [Extra: Back from the Brink; Source: Mutation; Cost: 3 pp].

Invisibility +5: Wolverine is invisible to machines (though still makes noise), any Machine within 5 feet of him can make a Spot roll DC 10 + PL to detect him. He receives a +2 bonus on melee attacks against unaware machines and such targets lose their dodge bonus to Defence (if any). Machines attempting to attack Logan must guess the 5 foot square(s) in which he is situated each time they make an attack. Assuming they guess correctly their attack still has 50% miss chance. [Flaws: Limited—Machines only; Extras: Duration—Continuous; Source: Alien; Cost: 2 pp].

PERSONALITY

At one time a brutal, ruthless fighter, Wolverine has mellowed somewhat over the years. He has made a definite effort to subdue the "beast" side of his mind, although he can call on it when necessary. Wolverine possesses a high degree of honour, derived from the samurai code of bushido. Despite his many years with the X-men, Wolverine is still essentially a loner and if a personal problem comes up, he will almost always deal with it himself rather than turn to his comrades for help.

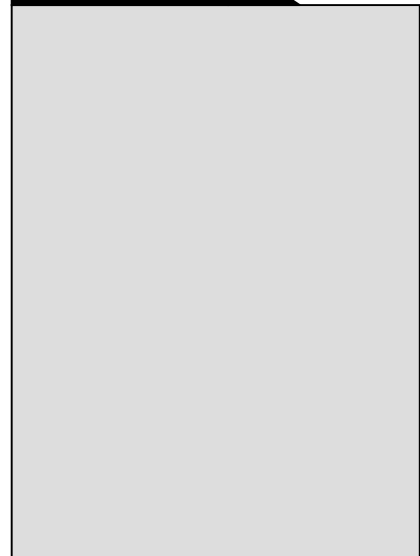
MAP



MAP FEATURES

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HEADQUARTERS



NOTES

HERO POINTS

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