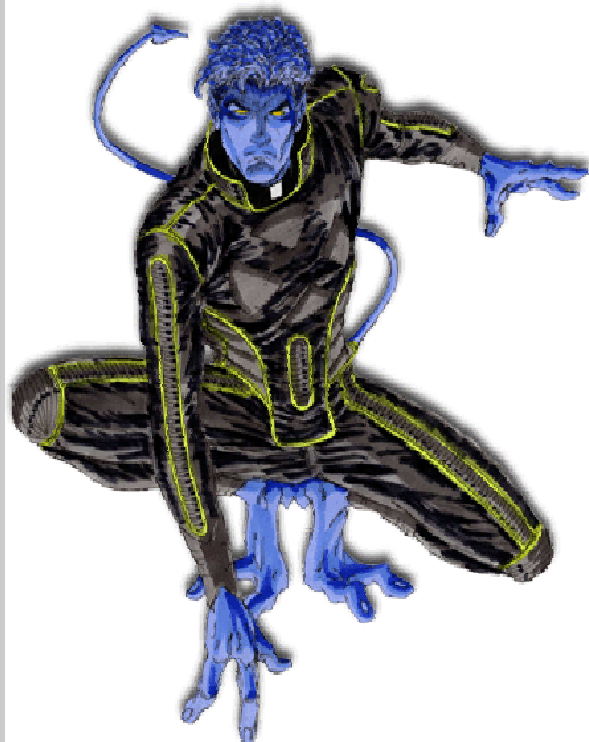


NIGHTCRAWLER

"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

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