



Unofficial Handbook
of the

MARVEL
UNIVERSE

REBOOT
EDITION

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ABOMINATION

Villain

Real Name: Emil Blonsky.

Occupation: Former spy and research scientist.

Identity: Secret.

Legal Status: Naturalized citizen of the United States with no criminal record; secretly maintains his Slovakian citizenship.

Other Aliases: None.

Place of Birth: Bratislava, Slovakia.

Marital Status: Single.

Known Relatives: None

Group Affiliation: None.

Base of Operations: Mobile, formerly a research facility in Phoenix, Arizona.

First Post-Reboot Appearance: (as Blonsky) INCREDIBLE HULK #1; (as Abomination) INCREDIBLE HULK #2.

History: An immigrant from Slovakia (formerly part of Czechoslovakia) with a Western education in nuclear physics, Emil Blonsky was also secretly a spy for his native government. In this capacity, he was responsible for collecting information on classified projects and sending that information back to his native country.

Blonsky was working as a researcher at the same institution as Dr. Banner when the latter first became the Hulk (see *Hulk*). Ironically, Blonsky was one of those whom Banner first confided in regarding his condition. Intrigued that such an intense dose of radiation had not killed Banner, Blonsky used an electron microscope to scan both Banner's DNA, the "genetic blueprint" encoded in a person's cells, and his own, ultimately determining that both Banner and himself had a gene sequence which permitted such a transformation to occur.

A few days after discovering this, Blonsky increased the dosage of the gamma irradiator Banner had used to inadvertently trigger the mutation, and then turned it on himself, perhaps ironically unaware that the dosage Banner received had already exceeded the irradiator's design specifications. Blonsky was then transformed into a green-scaled creature which some people called an "abomination". Taking the name for himself, he rampaged through the facility, destroying months of research, before engaging in a battle with the Hulk.

Despite being stronger than the Hulk in his "calm" state, the Abomination was overpowered by an enraged Hulk. The Abomination fled the scene, only to be followed by both Banner and by the United States Army, after the path of destruction he left in his wake tore through a nearby military base.

At present, Blonsky is not known to be the Abomination. Banner suspects that Emil Blonsky and the Abomination are the same person, but is unaware of Blonsky's espionage activities.

Height: 6' 6".

Weight: 980 lbs.

Eyes: Green.

Hair: None.

Skin: Green.

Other Distinguishing Features: The Abomination has two toes on each foot, scaly skin, webbed ears, and a ridged brow.

Uniform: None.

Strength Level: The Abomination possesses superhuman strength, enabling him to lift (press) approximately 100 tons under optimal conditions.

Known Superhuman Powers: The Abomination possesses superhuman strength that surpasses that of the Hulk at the Hulk's normal "calm" functional level. However, where the Hulk's strength is tied to his adrenal gland, with his strength fluctuating with the amount of adrenaline in his system, the Abomination's strength is "fixed".



Also unlike the Hulk, the Abomination's gamma radiation induced mutation has proven stable; while the Hulk is able to return to his non-mutated human state, the Abomination cannot.

In addition to his strength, the Abomination's body possesses a high degree of resistance to injury, pain, and disease. His skin is capable of withstanding tremendous heat without blistering (up to 3,500°F), great cold without freezing (down to -175°F), and great impacts without injury; he has survived direct hits from 120mm tank cannon and explosive rockets without significant injury. His physiology renders him immune to all terrestrial diseases, and he is probably resistant or immune to most if not all alien diseases as well.

Like the Hulk, the Abomination can use his superhumanly strong leg muscles to leap great distances. He has been observed covering close to 2 miles in a single bound.

Other Abilities: Emil Blonsky was trained in a number of espionage arts, and has proven to be a skilled if unsuited hand to hand combatant. He is also knowledgeable in physics and biology.

1,375 points

Attributes: ST 33/320 (Size, -10%) [90*]; DX 12 [40]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: SM +1; Dmg 3d+2/6d (33d/35d); BL 218 (21,780) lbs; HP 33/320 [0]; Will 11 [0]; Per 11 [0]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Accented) [4]; Slovakian (Native) (Native Language) [0].

Cultural Familiarities: Eastern European (Native) [0]; Western [1].

Advantages: Damage Resistance 50 (Can't Wear Armor, -40%) [150]; Flight (Accessibility: Cannot Maneuver Without Landing, -10%; Cannot Hover, -15%; Requires Surface, -20%; Passive Biological, -5%) [18]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Passive Biological, -5%) [22]; Immunity to Disease [10]; Immunity to Poisons [15]; Injury Tolerance (Damage Reduction, /100) (Passive Biological, -5%) [285]; Super ST +13/+300 (Size, -10%; Passive Biological, -5%) [501]; Temperature Tolerance 260 [260].

Perks: Citizenship (Slovakia) [1]; Dirty Fighting [1]; Fearsome Stare [1]; Nonprotective Clothing [1].

Disadvantages: Appearance (Monstrous) [-20]; Bad Temper (9) [-15]; Disturbing Voice [-10]; Enemy (Hulk) (Equal in Power; 9 or less) [-10]; Enemy (US Army) (Large Group, 21-1000 at a time; 9 or less) [-30]; Ham-Fisted -1 [-5]; Loner (12) [-5]; On the Edge (9) [-22]; Overconfidence (9) [-7]; Secret: Spy for Slovakia (Imprisonment) [-20]; Secret Identity (Imprisonment) [-20]; Wealth (Poor) [-15].

Quirks: Cannot Float [-1]; Infatuated With His Powers [-1].

Skills: Acting (A) IQ+1 [4] - 12; Biology/TL8 (VH) IQ+1 [12] - 12; Brawling (E) DX+4 [12] - 16; Electronics Operation (Scientific) (A) IQ+1 [4] - 12; Forceful Blow (Unarmed) (VH) DX+1 [12] - 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] - 10; Observation (A) Per+1 [4] - 12; Penetrating Strike (Unarmed) (VH) DX+1 [12] - 13; Photography/TL8 (A) IQ+1 [4] - 12; Physics/TL8 (VH) IQ+1 [12] - 12; Research/TL8 (A) IQ+1 [4] - 12; Scrounging (E) Per+0 [1] - 11; Shockwave (Unarmed) (VH) DX+1 [12] - 13; Wrestling (A) DX-1 [1] - 11.

Starting Spending Money: \$4,000 (100% of Starting Wealth)

* Includes +13/+300 from Super ST

ABSORBING MAN

Villain

Real Name: Carl "Crusher" Creel

Occupation: Professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

History: Crusher Creel was a small-time criminal serving a prison sentence for aggravated assault when he was made an unwitting pawn in one of the schemes cooked up by the Norse trickster god, Loki (see *Loki*). Posing as one of the inmates assigned to work the prison cafeteria, Loki laced Creel's food with a rare Asgardian herb, granting him superhuman powers. Creel used these new powers to break out of prison, after which he was manipulated into combat with the Norse thunder god, Thor (see *Thor*). He has since clashed with the thunder god on a second occasion.

It has recently come to light that the idea to transform Creel into the Absorbing Man was Sif's; Loki simply implemented it (see *Sif*).

Height: 6' 4"

Weight: 265 lbs.

Eyes: Brown

Hair: Bald; has brown facial hair.

Uniform: None.

Strength Level: Without changing his body, the Absorbing Man has the normal human strength of a man his age, height, and build who engages in intensive regular exercises. When using his powers, he can increase his strength to many times that, ultimately possessing the ability to lift (press) over 50 tons.

Known Superhuman Powers: By touching an item, the Absorbing Man can take on its physical properties. For example, by touching a steel bar, he can transform himself into solid steel.

Creel has also proven to be able to reattach limbs which are severed while in his transformed state by holding the limb in place and changing back to human. Whether or not he would be able to reassemble himself following a massive dispersal of his transformed body – such as if he was to be shattered while in a state resembling crystal or glass – is currently unknown.

Weapons: Creel wields his prison ball and chain, which he was wearing at the time of his first transformation, as a kind of flail. The ball and chain changes as he does, taking on the physical properties of whatever he touches, enabling him to wield it at his full enhanced strength.



930 points

Attributes: ST 13 (25/213*) [30]; DX 11 [20]; IQ 9 [-20]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1 (2d+2/5d-1; 22d/24d); BL 34 lbs (125 lbs/9,074 lbs); HP 13 (25/213) [0]; Will 12 [15]; Per 12 [15]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 5 [-5]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10) (Accessibility: Only In Altered Body Form, -10%; Magical, -10%) [120]; Injury Tolerance (Independent Body Parts) (Accessibility: Only In Altered Body Form, -10%; Reattachment Only, -50%; Magical, -10%) [10]; Morph (Extra Morphing Capacity: +175; Accessibility: Body of... Meta-Traits Only, -10%; Cannot Memorize Forms, -50%; Needs Sample (Must Touch Subject), -5%; Retains Shape, -20%; Magical, -10%) [195]; Resistant to Disease (+8 to HT rolls) [5]; Resistant to Poisons (+3 to HT rolls) [5]; Signature Gear 3 (Magical Ball and Chain) [3]; Super ST +12/+200 (Accessibility: Only In Altered Body Form, -10%; Magical, -10%) [456]; Very Fit [15].

Perks: Improvised Weapons (Flail) [1]; Supersuit [1].

Disadvantages: Code of Honor (Criminal's) [-5]; Greed (12) [-15]; Ham-Fisted -1 [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Truthfulness (9) [-7]; Wealth (Poor) [-15].

Quirks: Alcohol Intolerance [-1]; Dual Identity [-1]; Likes Fighting [-1].

Skills: Brawling (E) DX+3 [8] – 14; Climbing (A) DX+1 [4] – 12; Flail (H) DX+3 [16] – 14; Forced Entry (E) DX+1 [2] – 12; Intimidation (A) Will+1 [4] – 13; Musical Instrument (Drum Set) (H) IQ+1 [8] – 10; Running (A) HT+0 [2] – 12; Search (A) Per+0 [2] – 12; Streetwise (A) IQ+4 [16] – 13; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +12/+200 from Super ST.

Absorbing Man's Ball and Chain

FLAIL

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
2	Ball and Chain	2d+2 cr	1	11U	\$30K	6	12	[1, 2]
	<i>Enhanced ST</i>	5d+2 cr						
	<i>Super ST</i>	24d+3 cr						

Notes:

[1] Attempts to parry the ball and chain are at -4; attempts to Block it are at -2.

[2] Ball and chain enchanted to adapt to Absorbing Man's physical changes, including the ability to take full advantage of his Super ST damage.

AIM (Advanced Idea Mechanics) is a subversive organization dedicated to creating a worldwide technocracy – or rule by scientists. As far as the public at large is concerned, AIM is a legitimate munitions corporation with a sizable research and development department for advanced experimental technology, albeit one that has a shady reputation for questionable ethics. In fact, the United States government agency SHIELD is a known client of theirs (see *SHIELD*).

Secretly, AIM is the number one supplier of advanced technology to the criminal element. A number of costumed villains have purchased technology from them.

First Appearance: SECRET AGENT NICK FURY #

Game-Mechanic Details

AIM is the primary supplier of TL 9 and 10 weaponry for a number of other subversive organizations and villains – and the occasional anti-hero. The average TL of the equipment used by AIM's soldiers is TL 9 with some TL 10 equipment (particularly weaponry), with the occasional TL 11 or even TL 12 experimental device. As such, the TL of AIM's personnel is TL 9.

Typical AIM Soldier

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Typical AIM Scientist

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



ALLEN, LIZ

Supporting Cast

Real Name: Elizabeth "Liz" Allen.

Occupation: College student, no clear major.

Identity: Liz Allen does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Mark Raxton (alias Molten Man, stepbrother).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Liz Allen is a young woman attending Empire State University. Liz is on the school's cheerleading squad, and is enamored with Flash Thompson, who is one of the school's star athletes (see *Thompson, Flash*). She has also found herself involved in several of Spider-Man's escapades, and in fact once held her own against the Rhino, relying on her wits and gymnastic skills to avoid his blows while maneuvering him into a trap Spider-Man was laying (see *Rhino; Spider-Man*).

Of all of her circle of friends, who seem to encounter Spider-Man on a regular basis, Liz has perhaps the most personal experience dealing with the superhuman: her stepbrother, Mark Raxton, is the criminal Molten Man (see *Molten Man*).

Height: 5' 7".

Weight: 115 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Liz Allen possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Liz Allen is a skilled gymnast and cheerleader.



65 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Fit [5]; Hard to Subdue 2 [4]; Intuition [15]; Perfect Balance [15].

Disadvantages: Compulsive Carousing (12) [-5]; Honesty (12) [-10]; Pacifism (Reluctant Killer) [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Enamored of Flash Thompson [-1]; Proud [-1].

Skills: Acrobatics (H) DX+2 [8] – 13*; Area Knowledge (Manhattan) (E) IQ+0 [1] – 10; Breath Control (H) HT-1 [2] – 10; Connoisseur (Music) (A) IQ-1 [1] – 9; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 10; Dancing (A) DX-1 [1] – 10; Professional Skill (Cheerleading) (A) DX+1 [4] – 12; Skating (H) HT-2 [1] – 9.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +1 from Perfect Balance.

AMPHIBIUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Amphibius's existence is unknown to the general public.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the creature known as Amphibius are currently a mystery. He is – or was – apparently a human who was born in the Savage Land, a hidden "lost world" in Antarctica, who was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Amphibius has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Of all the Mutates, Amphibius is perhaps the most angry and short-tempered, probably because he resents the inhuman form he has been given.

Height: 6' (normally appears as smaller due to his stance).

Weight: 145 lbs.

Eyes: Black.

Hair: None.

Skin: Green with black spots.

Other Distinguishing Features: Amphibius has the form of a humanoid frog.

Uniform: White chest piece with water circulation tubes running to a water tank on the back; water tank is also held by a black belt around his waist.

Strength Level: Amphibius has the normal human strength of a man of his apparent age, height, and build who engages in regular exercise. His leg muscles are stronger than his build would suggest, giving him superhuman leaping and kicking ability.

Known Superhuman Powers: Amphibius possesses superhuman strength in his legs, enabling him to leap incredible distances and to kick with greater than human strength. In addition, his fingers and toes end in suction cups, enabling him to cling to most surfaces. His eyes have been adapted to see into the ultraviolet spectrum as well as the visual spectrum, enabling him to see fairly clearly underwater. His mutated form enables him to swim at speeds up to 30 miles per hour.

Limitations: Amphibius requires near-constant contact with water to avoid dehydrating; his uniform enables him to exist in most environments by supplying excess water. Under normal circumstances, his uniform's water tank will enable him to be active for up to twelve hours before needing to be refilled.



330 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 12 [10]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Water Move 7 [5]; Dodge 13.

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Amphibious [10]; Catfall [10]; Clinging [20]; Combat Reflexes [15]; Enhanced Dodge 3 [45]; Enhanced Move (Water) 1 (Water Move 14/28 mph) [20]; Fit [5]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Natural Diver 2 [10]; Night

Vision 5 [5]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Peripheral Vision [15]; Striking ST +9 (One Attack Only: Kicks, -60%) [18]; Super Jump 4 [40]; Ultravision [10].

Perks: Acrobatic Kicks [1]; Sanitized Metabolism [1]; Sea Legs [1]; Sure-Footed (Uneven) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Back (Mild) [-15]; Bad Temper (9) [-15]; Code of Honor (Pirate's) [-5]; Dependency (Water; Very Common; Hourly) [-20]; Disturbing Voice [-10]; Duty (to Patron) (12) [-10]; Hidebound [-5]; Jealousy [-10]; Low TL -8 [-40]; Selfish (12) [-5]; Semi-Upright [-5]; Sense of Duty (Fellow Mutates) [-5]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Attentive [-1]; Bowlegged [-1]; Yes-Man [-1].

Skills: Acrobatics (H) DX+3 [16] – 16; Area Knowledge (Savage Land) (E) IQ+2 [4] – 12; Armoury/TL0 (Melee Weapons) (A) IQ+0 [2] – 10; Astronomy/TL0 (Observational) (A) IQ+0 [2] – 10; Blowpipe (H) DX+0 [4] – 13; Boating/TL0 (Unpowered) (A) DX+0 [2] – 13; Brawling (E) DX+2 [4] – 15; Camouflage (E) IQ+4 [3] – 14*; Climbing (A) DX+2 [1] – 15†; Fast-Draw (Knife) (E) DX+1 [1] – 14‡; First Aid/TL0 (E) IQ+2 [4] – 12; Fishing (E) Per+2 [4] – 14#; Jumping (E) DX+3 [8] – 16; Knife (E) DX+0 [1] – 13; Mimicry (Animal Sounds) (H) IQ+2 [4] – 12#; Naturalist (Savage Land) (H) IQ+2 [4] – 12#; Navigation/TL0 (Land) (A) IQ+1 [1] – 11#; Observation (A) Per+0 [2] – 12; Running (A) HT+1 [4] – 12; Spear (A) DX+2 [8] – 15; Stealth (A) DX+1 [4] – 14; Survival (Jungle) (A) Per+2 [2] – 14#; Swimming (E) HT+5 [8] – 16§; Tactics (H) IQ+1 [8] – 11; Thrown Weapon (Spear) (E) DX+2 [4] – 15; Tracking (A) Per+2 [1] – 13#; Traps/TL0 (A) IQ+2 [8] – 12; Weather Sense (A) IQ+1 [4] – 11; Wrestling (A) DX+1 [4] – 14.

Features: High-Pressure Lungs [0].

Starting Spending Money: \$800 (20% of Starting Wealth).

* Defaulted from Survival (Jungle).

† Includes +3 from Flexibility.

‡ Includes +1 from Combat Reflexes.

Includes +2 from Outdoorsman.

§ Includes +2 from Natural Diver

Design Notes:

1. Amphibius, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

ANCIENT ONE

Supporting Cast

Real Name: Unrevealed.

Occupation: Sorcerer, former warrior monk.

Identity: The general populace of Earth is unaware of the Ancient One's existence.

Legal Status: Citizen of China with no known criminal record.

Other Aliases: Sorcerer Supreme (former).

Place of Birth: A small village in Tibet, China.

Marital Status: Unrevealed, but presumably either single or widower (possibly several times over).

Known Relatives: None.

Group Affiliation: Mentor to Baron Mordo and Doctor Strange, member and later leader of an unnamed order of Buddhist sorcerer monks.

Base of Operations: Tibet, China.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

History: The origins of the sorcerer now known as the Ancient One are presently unknown. It is known that he has lived for several centuries, apparently since the time of Kublai Khan, whom he claims to have personally met as a youth. What is known is that he used a spell in his youth to greatly extend his lifespan, although he claims the cost was not worth it. So far, he has not given any details.

In his youth, the man who would become the Ancient One sought out an order of mystic monks in order to learn from them. This order was dedicated to preventing the invasion of the Earth by the extradimensional being Dormammu, the evil tyrant of the so-called Dark Dimension who is composed of pure magical energy (see *Dormammu*; *Appendix: Other Dimensions: Dark Dimension*). The future Ancient One graduated after a century and a half to being the leader of the order, in recognition of his formidable magical prowess and his age. Over the centuries, however, the order dwindled until only a handful of monks were left.

Now an ancient, wizened old man, the Ancient One started looking for an heir, and surreptitiously cast a spell that would draw those with great potential for wielding magic but who were untrained in the mystic arts to him. The first was Baron Karl Mordo, an ambitious Austrian nobleman who sought power for its own sake (see *Baron Mordo*). The Ancient One accepted Mordo as a disciple in order to rehabilitate or at worst restrain him. The second to arrive, a few years later, was Dr. Stephen Strange, an American neurosurgeon who had recently lost fine motor control in his hands, preventing him from wielding a scalpel (see *Doctor Strange*). Mordo had at this point planned to kill the Ancient One, and Dr. Strange's arrival at the Ancient One's abode had given him what he felt was the perfect scapegoat. The Ancient One, well aware of Mordo's ambition, was able to turn Mordo's plan against him and immobilize the younger man by the time Strange came to warn him. The Ancient One then accepted Strange as a disciple, and Mordo left the Ancient One that same day.

The Ancient One has recently passed his position of Sorcerer Supreme of Earth to Doctor Strange and gone into what Strange has referred to as "retirement". He (probably rightfully) believes he has less than a century left to live, and is content to live those years in peace. He will occasionally consent to give advanced magical training to those he feels are worthy, usually those who have shown to have pure (or at least good-intentioned) hearts and some skill at wielding magical forces already. He has recently turned away Doctor Doom when the latter sought to increase his own magical knowledge (see *Doctor Doom*).

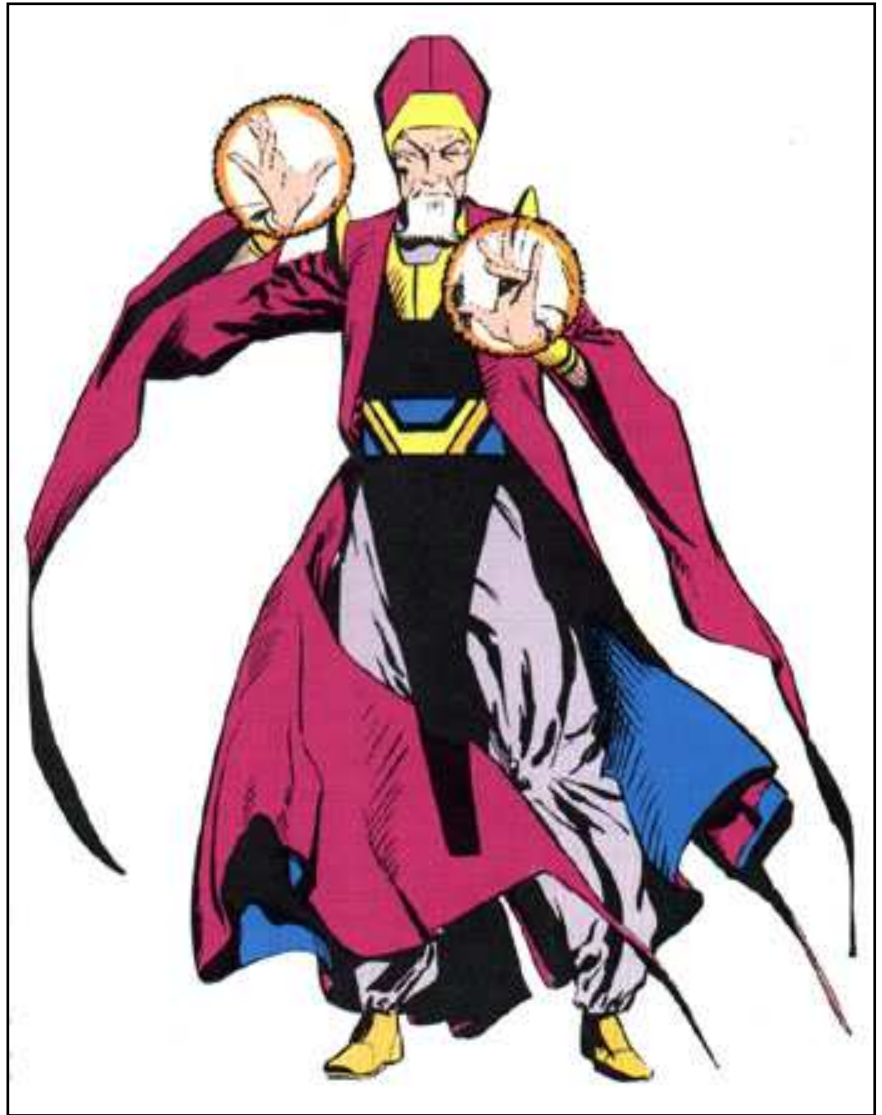
Height: 4' 10"

Weight: 95 lbs.

Eyes: Brown.

Hair: White, formerly black.

Uniform: Loose brown robes.



Strength Level: In his prime, the Ancient One possessed the normal human strength of a man his age, height, and build who engaged in intensive regular exercise. In his present state, he possesses the normal human strength of a man his age, height, and build who engages in very little exercise.

Known Superhuman Powers: The Ancient One is one of the world's foremost wielders of arcane magics. Strictly speaking, the Ancient One and other human sorcerers do not have superhuman powers; only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. As the former Sorcerer Supreme of Earth, the Ancient One possesses a greater knowledge and mastery of the arts than almost anyone else on Earth; it is believed he passed almost all of his knowledge to his latest disciple, Doctor Strange. He was born with a great talent for sorcery, and he has fulfilled that potential through long years of study and training.

The Ancient One's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells; either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. In his prime, he also employed a number of occult power objects which he wields by mental control; most of these artifacts he has either destroyed or passed on to Doctor Strange.

To begin with his personal powers, the Ancient One has mastered the art of astral projection, the mental ability to separate the astral self – the sheath of the soul, or the life essence – from his physical self, and in this form traverse through space unbounded by the physical laws but fully retaining human consciousness. This form is invisible, intangible, and incapable of being harmed except through the most rigorous of mystical means. The astral form only possesses those magical powers residing in the sorcerer's mind: thought-casting, psychokinesis, etc. The Ancient One is of such mastery that in his prime he could remain in his astral form for up to 48 hours before there is corporeal deterioration of his physical body; his current limit is probably a lot less. The physical form is quite vulnerable to attack when the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in the wraith-like state. While the astral form is absent, the physical form remains in an inert, death-like trance.

Although the Ancient One also has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his master over others' wills in so direct a way. He can cast his thoughts over short or vast distances in a manner virtually identical to telepathy. The entire Earth is within the reach of his mind, provided he knows where to contact the specific mind he is seeking. He can simultaneously communicate with up to a dozen minds at a time.

The Ancient One is also able to tap this universe's store of ambient magical energy and manipulate it for a variety of effects. He is able to form and hurl magical energy bolts with a high degree of potency and control. He is able to erect energy shields or screens with a high degree of imperviousness to both physical and magical damage. He is able to use local magical energy for the conjuration of small physical objects like money or rabbits, or for unusual luminescent effects. He is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Due to his centuries of activity as Earth's Sorcerer Supreme, the Ancient One has knowledge of a host of sorcerous spells and incantations invoking various extra-dimensional objects and beings of power. He is able to call upon these extra-dimensional power sources for very specific effects without taxing his own personal abilities.

Other Abilities: In his prime, the Ancient One was skilled at Shaolin Kung Fu. He retains much of the knowledge today, although he rarely utilizes it due to his failing health.

Paraphernalia: In the past, the Ancient One used the Amulet of Agamotto, which he has passed on to Doctor Strange (see *Doctor Strange: Paraphernalia*).

Dr. Strange: How am I supposed to hold the brushes?

Ancient One: That is between you and the brushes.

– *Doctor Strange: Sorcerer Supreme (animated movie)*

1,010 points

Attributes: ST 8 [-20]; DX 10 [0]; IQ 14 [80]; HT 8 [-20].

Secondary Characteristics: Dmg 1d-3/1d-2; BL 13 lbs, HP 8 [0]; Will 14 [0]; Per 14 [0]; FP 8 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: Tibetan Chinese (Native) (Native Language) [0].

Cultural Familiarities: Asian (Native) [0].

Advantages: Appearance (Attractive) (Impressive, +0%) [4]; Charisma 4 [20]; Claim to Hospitality (Other "White" Magicians) 2 [2]; Danger Sense [15]; Empathy [15]; Energy/3 [60]; Energy Reserve (Magical) 30 [90]; Extended Lifespan 3 (x8) [6]; Inner Balance 4 [60]; Magery 3 (Solitary Ceremonial, +10%) [38]; Matter/3 [60]; Mind/3 [60]; Pitiable [5]; Reputation (Former Sorcerer Supreme) 4 (All the Time; Small Class: Other Sorcerers) [6]; Social Regard (Venerated) 3 [15]; Space/3 [60]; Spirit/3 [60]; Time/3 [60]; Trained By A Master [30].

Perks: Autotrance [1]; Covenant of Rest [1]; Honest Face [1]; Style Familiarity (Shaolin Kung Fu) [1].

Disadvantages: Bad Back (Mild) [-15]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Charitable (12) [-15]; Chronic Pain (Mild) (Freq: 9 or less; Interval: 1 hour) [-2]; Discipline of Faith (Mysticism) [-10]; Hidebound [-5]; Low TL -4 [-20]; Pacifism (Cannot Harm Innocents) [-10]; Post-Combat Shakes (6) [-10]; Wealth (Poor) [-15].

Quirks: Always Gives the Vaguest Possible Answer to Questions [-1]; Ethnic Diet [-1]; Likes Tea [-1].

Skills: Acrobatics (H) DX+0 [4] – 10; Animal Handling (Equines) (A) IQ-1 [1] – 13; Artist (Calligraphy) (H) IQ+2 [12] – 16; Artist (Illusion) (H) IQ-2 [1] – 12; Autohypnosis (H) Will+5 [8] – 19*; Body Control (VH) HT+4 [8] – 12*; Breath Control (H) HT+6 [12] – 14*; Broadsword (A) DX+2 [8] – 12; Esoteric Medicine (H) Per+1 [8] – 15; Exorcism (H) Will+2 [8] – 16†; First Aid/TL4 (E) IQ+1 [1] – 15‡; Hypnotic Hands (H) IQ+1 [8] – 15; Hypnotism (H) IQ+1 [8] – 15; Immovable Stance (H) DX+5 [8] – 15*; Judo (H) DX+0 [4] – 10; Karate (H) DX+0 [4] – 10; Kiai (H) HT+1 [8] – 9; Meditation (H) Will+5 [8] – 19*; Mental Strength (E) Will+7 [8] – 21*; Occultism (A) IQ+6 [24] – 20; Packing (A) IQ-1 [1] – 13; Philosophy (Buddhism) (H) IQ+0 [4] – 14; Poetry (A) IQ-1 [1] – 13; Polearm (A) DX+2 [6] – 12#; Pressure Points (Human) (H) IQ+4 [20] – 18; Pressure Secrets (Human) (VH) IQ+4 [20] – 18; Pressure Secrets (Human) (VH) IQ+0 [8] – 14; Ritual Magic (Sorcery) (VH) IQ+6 [20] – 20§; Savoir-Faire (Dojo) (E) IQ+0 [1] – 14; Spear (A) DX+2 [1] – 12#; Staff (A) DX+4 [16] – 14; Survival (Mountain) (A) Per-1 [1] – 13; Teaching (A) IQ+5 [20] – 19; Teamster (Equines) (A) IQ-1 [1] – 13; Thaumatology (VH) IQ+11 [40] – 25§; Veterinary/TL4 (H) IQ-2 [1] – 12; Weather Sense (A) IQ+1 [4] – 15.

Magical Realm Skills: Energy (VH) IQ+6 [20] – 20§; Matter (VH) IQ+6 [20] – 20§; Mind (VH) IQ+6 [20] – 20§; Space (VH) IQ+6 [20] – 20§; Spirit (VH) IQ+6 [20] – 20§; Time (VH) IQ+6 [20] – 20§.

Starting Spending Money: \$800 (20% of Starting Wealth)

* Includes +4 from Inner Balance

† Defaulted from Ritual Magic (Sorcery)

‡ Defaulted from Esoteric Medicine

Defaulted from Staff

§ Includes +3 from Magery

Design Notes:

1. The Ancient One's Magery as listed above is intentionally lessened when compared to Doctor Strange. This reflects his decreasing raw power due to advanced old age and a lack of practical skill; he still retains the knowledge, reflected in the points spent in the magical realm skills, but his highly advanced age makes it increasingly more difficult to actually cast advanced spells.
2. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 3 (Solitary Ceremonial, +10%) [33]. It just looked wrong when placing the two on the sheet together.

ANDROMEDA

Hero

Real Name: Andromeda Attumassen.

Occupation: Warrior.

Identity: Andromeda does not use a dual identity.

Legal Status: Citizen of Atlantis with no criminal record.

Other Aliases: Lady Andromeda, "Andi", "Rommey."

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Attuma (father), Lady Gelva (mother).

Group Affiliation: Atlantean Royal Guard.

Base of Operations: Atlantis.

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1

History: Andromeda is the illegitimate daughter of the barbarian Atlantean warlord Attuma and the refined Lady Gelva, who had once been the barbarian's captive briefly two decades ago before being rescued by King Namor (see *Atlanteans*; *Attuma*; *Namor*). As Attuma's daughter, she was born with a portion of his enhanced strength. For years, however, Lady Gelva kept the fact that Attuma was Andromeda's father from her, stating that Andromeda's father died in action years ago. (Lady Gelva's husband had, in fact, died in combat with Attuma's forces trying to rescue her.)

A woman of action and far stronger than her male counterparts, Andromeda entered the Atlantean military, and distinguished herself in many battles against her father's forces. This has brought her to the attention of King Namor, who inducted her as the only female member of the Atlantean Royal Guard.

Recent events, however, have revealed Andromeda's true parentage to both herself and her father. Attuma has since tried to kill her, without success. Andromeda is currently seeking to keep her heritage from becoming public knowledge; only Namor suspects the truth.

Height: 5' 8"

Weight: 180 lbs.

Eyes: Green.

Hair: Auburn.

Skin: Blue.

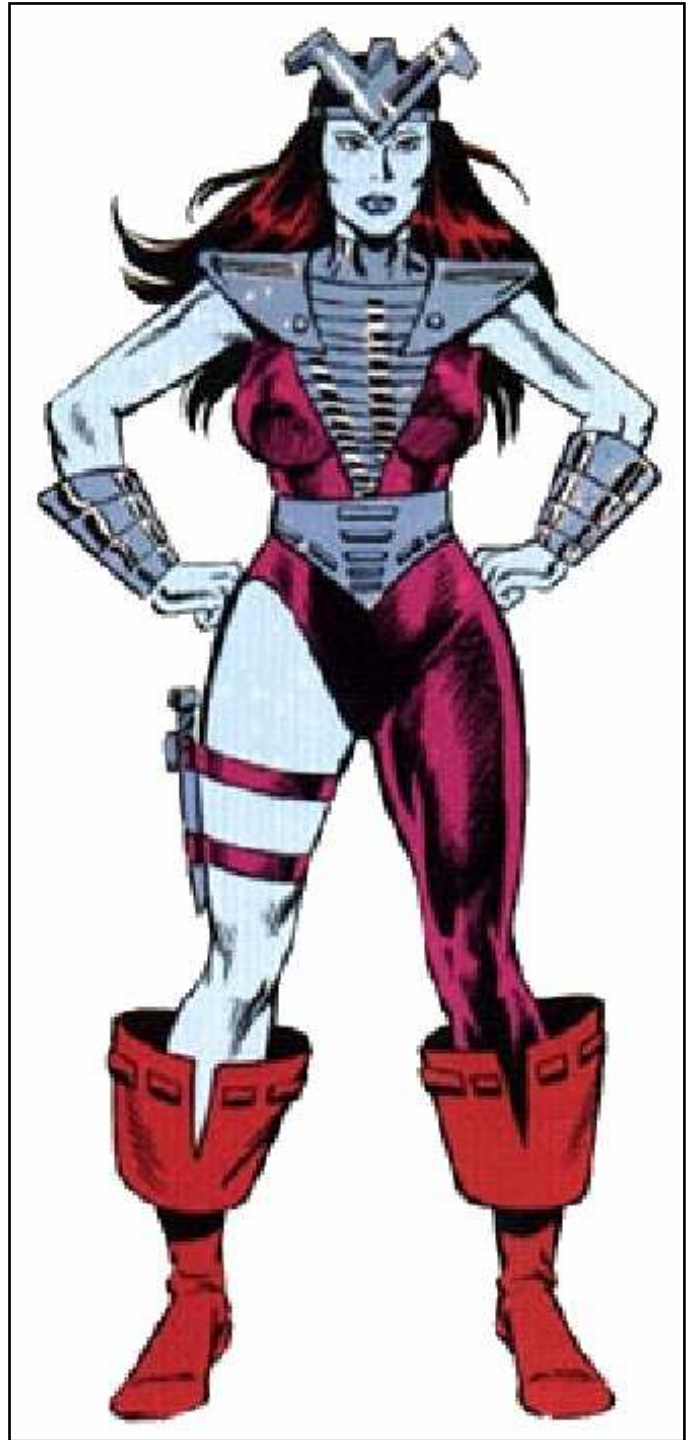
Uniform:

Strength Level: Andromeda possesses superhuman strength, enabling her to lift (press) around 25 tons in air.

Known Superhuman Powers: In addition to her superhuman strength, which is a mutation inherited from her father, Andromeda possesses the normal attributes of a member of the offshoot human subspecies known as *Homo sapiens mermanus*, better known on the surface world as Atlanteans. She is able to breathe underwater indefinitely, although she is unable to live on the surface for more than ten minutes before suffocating to death.

Other Abilities: Andromeda is a highly skilled warrior who has been trained since birth in Atlantean martial arts, both armed and unarmed.

Weapons: Andromeda wields a bronze-headed spear of Phoenician design that has been passed down through her mother's family for millennia.



921 points

Attributes: ST 31/170 [0*†]; DX 13 [60]; IQ 11 [20]; HT 13 [10†].

Secondary Characteristics: Dmg 3d+1/6d-1 (18d/20d); BL 192 (5780) lbs; HP 31/170 [0]; Will 13 [10]; Per 14 [15]; FP 18 [15]; Basic Speed 6.50 [0]; Basic Ground Move 6 [0]; Basic Water Move 6 [0]; Water Move 18 (36 mph); Dodge 10.

Languages: Atlantean (Native) (Native Language) [0].

Cultural Familiarities: Atlantis (Native) [0].

Advantages: Appearance (Beautiful) [12]; Atlantean [155]; Combat Reflexes [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [15]; Injury Tolerance (Damage Reduction, /4) (Passive Biological, -5%) [95]; Super ST +11/+150 (Mutant, -10%) [429]; Weapon Master: Spear [20].

Perks: Grip Mastery (Spear) [1]; Power Grappling [1]; Reach Mastery (Spear) [1]; Schtick: Weapon Twirl [1]; Weapon Adaptation (Spear to Staff) [1]; Weapon Bond (Spear) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty to Atlantis (15) [-15]; Enemy: Attuma (More Powerful Individual; Hunter) (9) [-20]; Impulsiveness (12) [-10]; Intolerance (Atlantean Barbarians) [-5]; On The Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Secret (Daughter of Attuma) (Utter Rejection) [-10]; Sense of Duty to Namor [-2]; Social Stigma (Minority Group) [-10].

Quirks: Horrible Hangovers [-1]; Proud [-1]; Unrequited Love for Namor [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+0 [2] – 11; Area Knowledge (North Atlantic) (E) IQ+1 [2] – 12; Camouflage (E) IQ+1 [1] – 12†; First Aid/TL1 (Atlantean) (E) IQ+0 [1] – 11; Judo (H) DX+3 [16] – 16; Karate (H) DX+3 [16] – 16; Leadership (A) IQ+1 [4] – 12; Power Blow (H) Will+2 [12] – 15; Riding (Giant Sea Horses) (A) DX+1 [4] – 14; Soldier/TL1 (A) IQ+1 [4] – 12; Spear (A) DX+3 [12] – 16; Staff (A) DX+3 [8] – 16#; Survival (Open Ocean) (A) Per+0 [2] – 14; Swimming (E) HT+1 [2] – 14; Tactics (H) IQ+2 [12] – 13; Thrown Weapon (Spear) (E) DX+2 [4] – 15.

Techniques: Arm Lock (Judo) (A) def+4 [4] – 20; Armed Grapple (Spear) (H) def+2 [3] – 16; Cavalry Training (Spear) (H) def+2 [3] – 16; Combat Riding (Riding (Giant Sea Horses)) (H) def+4 [5] – 18; Counterattack (Spear) (H) def+5 [6] – 16; Disarming (Judo) (H) def+5 [6] – 21; Disarming (Spear) (H) def+5 [6] – 21; Evade (Judo) (A) def+5 [5] – 21; Kicking (Karate) (H) def+2 [3] – 16; Sweep (Spear) (H) def+3 [4] – 16.

Starting Spending Money: \$3,880 (20% of Starting Wealth, minus cost of spear)

* Includes +17/+150 from Super ST

† Includes +10 to ST and +2 to HT from Atlantean.

‡ Defaulted from Survival (Open Ocean)

Defaulted from Spear

Andromeda's Spear

SPEAR

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Phoenician Spear	3d+9 imp	1*	12	\$120	4	9	[1]
	<i>two-handed</i>	3d+10 imp	1, 2*	12			9†	
	<i>one-handed Super ST</i>	18d+38 imp						
	<i>two-handed Super ST</i>	18d+39 imp						

STAFF

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Spear Pole: swung	6d-13 cr	1, 2	14	\$120	4	7†	[1]
	<i>Super ST</i>	20d+42 cr						
	Spear Pole: thrust	3d+9 cr	1, 2	14			7†	
	<i>Super ST</i>	18d+38 cr						

THROWN WEAPON (SPEAR)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
1	Phoenician Spear	3d+11 imp	2	31/46.5	4	1	T(1)	\$120	9	-6	[1]
	<i>Super ST</i>	18+39 imp		170/255							

Notes:

[1] Fine Quality.

ANGEL

Hero

Real Name: Warren Kenneth Worthington III.

Occupation: College student with a business curriculum, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Centerpoint, Long Island, New York.

Marital Status: Single.

Known Relatives: Warren Kenneth Worthington, Sr. (grandfather, deceased); Warren Kenneth Worthington, Jr. (father); Kathryn Worthington (mother); Burt Worthington (uncle).

Group Affiliation: X-Men.

Base of Operations: New York City, although he maintains residences in several cities nationwide.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Warren Kenneth Worthington the Third is the heir to the Worthington Industries fortune. Worthington Industries is a supplier of automobile, watercraft, and aircraft parts for much larger companies, including but not limited to General Motors, Boeing, Lockheed-Martin, and Stark Industries (see *Stark Industries*).

Warren's mutation, in the form of large feathered wings coming from his shoulder-blades, first appeared when he was twelve. For a long time, his father and uncle insisted that he keep his wings hidden from sight, fearing the controversy of having a mutant son; Warren's family had, up until that point, been decidedly against the mutant rights movement.

While attending a private school in Europe, Warren was instrumental in saving a number of lives on the school campus when a fire broke out in the dorms. Because he had gone out wearing a long, white nightshirt and hadn't cut his hair in months, he was mistaken by many for an angel from Heaven, particularly when he flew off and was, from the point of view of those on the ground, briefly surrounded by the halo of the full moon. Encouraged by this, he took the name Angel for whenever he had to use his wings in public.

When the Xavier Institute for Gifted Youngsters went public as a mutant high school, Warren, against the wishes of his family, immediately transferred (see *Xavier Institute*). Upon graduation, he shocked everyone by attending a social function held by his parents in a suit designed to let his wings show, thereby publicly revealing his status as a mutant. As a founding member of the X-Men, he wears a uniform which does not hide his face (see *X-Men*). His looks and charm, plus the fact that he is open about his identity, unlike most of the other X-Men, have made him the X-Men's unofficial spokesman to the press.

Warren is slightly spoiled due to his upbringing. He is a consummate ladies' man; his looks and charm, as well as his wallet, do not hinder this at all. He is often seen in the company of Candy Southern, a classmate who was one of the few women who turned down his initial advances (see *Southern, Candy*).

Height: 6'.

Weight: 150 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Red bodysuit with a white X on the front and back, white gloves, white boots, red headpiece that keeps the face open and the hair out of his eyes, yet covers the ears.

Strength Level: Angel possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His wings generate enough lift for him to carry aloft at least 200 lbs in addition to his own weight.

Known Superhuman Powers: Angel has the ability to fly via his large, feathered wings which generate lift by flapping, much as a bird does. He is able to fly at a regular cruising speed of around 70 mph until exhaustion forces him to land. With a good tail wind or on a dive, he has been clocked at around 150 mph. Despite reports, he cannot make a transatlantic or transcontinental flight under his own power without rest.



In addition, Warren possesses a number of other adaptations to aid in flight. His lungs are adapted to allow him to breathe in the thinner upper atmosphere, and his eyes permit him to make out details at four times the distance of a normal human's.

330 points

Attributes: ST 12 [20]; DX 14 [80]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29; HP 12 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Basic Air Move 12 [-4]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Handsome) [12]; Charisma 2 [10]; Combat Reflexes [15]; Enhanced Move (Air) 1.5 (Air Move 36/72 mph) (Mutant Biology, -0%) [30]; Fashion Sense [5]; Flight (Winged, -25%; Mutant Biology, -0%) [30]; High Pain Threshold [10]; Independent Income 10 [10]; Nictitating Membrane 1 [1]; Status 2 [5] (includes +1 from Wealth); Striker (Crushing, Wings) (Weak, -50%; Mutant Biology, -0%) [3]; Telescopic Vision 2 (Mutant, -10%) [9]; Temperature Tolerance 2 [2]; Wealth (Wealthy; Heir to Filthy Rich) [35].

Perks: Air Jet [1]; Honest Face [1]; Photogenic [1]; Pressure-Tolerant Lungs (Thin) [1]; Style Familiarity (Epée Sport Fencing) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15].

Quirks: Dislikes Secrecy [-1]; Dual Identity [-1].

Skills: Administration (A) IQ-1 [1] - 10; Aerobatics (H) DX+2 [4] - 16*; Brawling (E) DX+2 [4] - 16; Computer Operation/TL8 (E) IQ+1 [2] - 12; Connoisseur (Literature) (A) IQ-1 [1] - 10; Current Affairs/TL8 (Business) (E) IQ+0 [1] - 11; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] - 12; Dancing (A) DX+0 [2] - 14; Diplomacy (H) IQ-2 [1] - 9; Economics (H) IQ-2 [1] - 9; Flight (A) HT+1 [4] - 14; Games (Epée Fencing) (E) IQ+0 [1] - 11; Heraldry (Business Logos) (E) IQ+0 [1] - 11; Judo (H) DX+1 [8] - 15; Law (American Business) (H) IQ-1 [2] - 10; Literature (H) IQ-2 [1] - 9; Public Speaking (A) IQ+1 [1] - 12†; Rapier Sport (A) DX-1 [1] - 13; Savoir-Faire (High Society) (E) IQ+1 [2] - 12;

Techniques: Attack From Above (Brawling) (A) def+2 [2] - 16; Attack From Above (Judo) (A) def+2 [2] - 15.

Starting Spending Money: \$210,000 (20% of Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +2 from Charisma.

ANI-MEN

Villain Team

The Ani-Men are an organization of superhuman criminals who each have an animal theme to their identities and powers. While they have operated on their own from time to time, the Ani-Men appear to be content to hire themselves out as superhuman muscle for other criminals.

The Ani-Men were all serving prison sentences for various crimes when they were given the option of undergoing scientific experiments in exchange for early parole. This experimentation was performed for the benefit of Wilson Fisk, the self-proclaimed Kingpin of Crime, although the test subjects were never informed who was involved (see *Kingpin*). Upon discovering that the experiments were to be "terminated" and the test subjects "disposed of", the five test subjects broke free and escaped the lab to discover themselves underneath Hell's Kitchen.

At first, the Ani-Men tried to take over one of the gangs in Hell's Kitchen, but this was foiled by Daredevil and the Ani-Men were sent back to prison (see *Daredevil*).

Some time later, the Ani-Men had either escaped or were freed from prison to become employees of the superhuman criminal called the Owl in his attempt to unseat the Kingpin (see *Owl*). During this altercation, they came into conflict with both Daredevil and the Kingpin's newest enforcer, Elektra, but escaped (see *Elektra*).

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

 APE-MAN (Gordon Keefer) Founding Member	 BIRD-MAN (Henry Hawk) Founding Member
 CAT-MAN (Townshend Horgan) Founding Member	 DRAGONFLY (Veronica Dultury) Founding Member
 FROG-MAN (Francois LeBlanc) Founding Member	

ANT-MAN

Hero

Real Name: Dr. Henry "Hank" J. Pym.

Occupation: Particle physicist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Elmsford, New York.

Marital Status: Widower.

Known Relatives: Maria Trovaya (wife, deceased).

Group Affiliation: Avengers.

Base of Operations: Chicago, Illinois, and New York City.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #1/1.

History: Dr. Henry Pym is a brilliant particle physicist with a solid knowledge of other scientific fields. In his younger days, his wife Maria had been killed in a drive-by shooting while he was unable to do anything to help stop the gunmen. Vowing never to let others suffer the same fate if he could help it, he devoted much of his time to finding a way to help others when they could not help themselves.

A brilliant scientist, Dr. Pym earned his Ph.D. in Particle Physics in less than ten years after graduating high school. Employed by a "think tank" firm with government contracts, Dr. Pym discovered the existence of sub-atomic particles which interacted with an extradimensional realm where mass is virtual instead of real, allowing people and objects to shrink to microscopic size and then return to normal. In his spare time, Dr. Pym studied ants, and discovered a means of communicating with them using an electronic helmet he had designed.

Suspecting that a recent accident in the facility was the work of either industrial espionage or agents working for a foreign government, Dr. Pym put his scientific knowledge to good use in tracking down and bringing the culprit to justice. Following that, he designed the identity of Ant-Man, calling on his insect friends for aid whenever he needs help.

He is currently dating Janet van Dyne, who has become his partner in crime-fighting as the Wasp (see *Wasp*). Ant-Man and Wasp have become founding members of the Avengers (see *Avengers*).

Height: 6'

Weight: 185 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Red bodysuit with black trim, blue gloves, black boots, and a metallic helmet with a voice amplifier in front of his mouth.

Strength Level: Ant-Man possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. Ant-Man retains his normal strength when he shrinks down to the size of an ant, around 0.5 inch.

Known Superhuman Powers: Ant-Man possesses the ability, through use of his Pym Particles, to shrink to one-half inch in height. While shrunk, the bulk of his mass is shunted extradimensionally. Because of this, he retains his full human strength while shrunk.

Other Abilities: Ant-Man is well-versed in the scientific fields of particle physics, biochemistry, and robotics. In college he was known as a skilled boxer; he maintains his boxing skills today.

Paraphernalia: Ant-Man's helmet permits him to communicate with ants. In addition, his helmet has a built-in speaker enabling him to be heard by normal-sized folks when he's at his 0.5 inch height.

Ant-Man's belt contains capsules which store his Pym Particles.



445 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [-15]; Per 14 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Animal Empathy [5]; Artificer 4 [40]; Gadgeteer [25]; High Manual Dexterity 3 [15]; Independent Income 10 [10]; Security Clearance 1 ("Need to Know" Access, Narrow Range of Subjects; Granting Organization is of Relatively Minor Importance, x1/2) [2]; Shrinking 13 (Can Carry Objects, No Encumbrance, +10%; Full HP, +20%; Reduced Time 4 (1 second), +80%; Super, -10%) [137]; Speak With Animals (Specialized: Ants, -60%; Gadget/Breakable, DR 2, -20%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%) [5]; Tenure (Think Tank) [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Penetrating Voice [1]; Style Familiarity: Boxing [1]; Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Jealousy [-10]; Low Pain Threshold [-10]; Low Self-Image [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Workaholic [-5].

Quirks: Agnostic [-1]; Attentive [-1]; Prefers To Be Called By Last Name [-1]; Talks To Himself [-1].

Skills: Boxing (A) DX+1 [4] – 12; Boxing Sport (A) DX [2] – 11; Computer Operation/TL8 (E) IQ [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Expert Skill (Entomology) (H) IQ-1 [2] – 13; Inventor! (WC) IQ+2 [48] – 16*; Physiology/TL8 (Ant) (H) IQ [4] – 14; Research/TL8 (A) IQ+1 [4] – 15; Riding (Ants) (A) DX+1 [4] – 12; Science! (WC) IQ+2 [48] – 16.

Techniques: Counterattack (Boxing) (H) def+5 [6] – 12; Feint (Boxing) (H) def+4 [5] – 16; Targeted Attack (Boxing Punch/Face) (H) def+3 [4] – 10; Targeted Attack (Boxing Uppercut/Face) (H) def+3 [4] – 10; Targeted Attack (Boxing Uppercut/Groin) (H) def+2 [3] – 11; Uppercut (Boxing) (A) def+1 [1] – 12.

Starting Spending Money: \$8,000 (20% Starting Wealth).

* Conditional +4 from Artificer.

APE-MAN

Villain

Real Name: Gordon Keefer

Occupation: Former construction worker, now professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Divorced.

Known Relatives: Ex-wife and daughter (names unrevealed).

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Gordon Keefer was a former construction worker who had shot his site foreman in the chest with a shotgun in a fit of anger after his wife walked out on him, taking their thirteen year old daughter with her. (It was implied that Keefer already had a fierce temper at home, striking both his wife and child on numerous occasions.) He was sentenced to twenty years in prison, and would have stayed there most of that time if fate had not intervened.

Keefer was approached by one of the lawyers on the payroll of Wilson Fisk, the Kingpin of Crime, with an option to decrease his jail time in exchange for undergoing several scientific experiments (see *Kingpin*). Keefer decided he had nothing left to lose and agreed. The Kingpin's scientists were studying possible ways to give people superhuman abilities, and injected a number of test subjects with genetic retroviruses developed from animal DNA. Keefer's injections contained DNA culled from a number of apes, specifically gorillas, chimpanzees, and gibbons.

Calling himself Ape-Man, Keefer joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Ape-Man and his companions – Bird-Man, Cat-Man, Dragonfly, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Ape-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (Ape-Man and the other Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 6' 5"

Weight: 325 lbs

Eyes: Brown.

Hair: Brown.

Other Distinctive Features: Ape-Man's body is covered in a coat of brown fur.

Uniform: Sleeveless yellow shirt, yellow shorts, yellow gloves, yellow boots, gold belt.

Strength Level: Ape-Man possesses enhanced strength, enabling him to lift (press) around 1,500 pounds under optimum conditions.

Known Superhuman Powers: Ape-Man has been said to possess the strength, speed, and agility of a great ape. This is somewhat misleading, however. Thanks to experimental genetic reengineering, Ape-Man possesses features of several apes: the strength of a large gorilla, the reaction time of a chimpanzee, and the speed and agility of a gibbon. (Strictly speaking, the family of great apes includes orangutans, bonobos, chimpanzees, gorillas, and humans; the several species of gibbons are considered lesser apes.)

In addition to these, his skin is covered in a thick coat of fur, and his ears are able to hear ultrasonic frequencies.



434 points

Attributes: ST 30 [200]; DX 16 [120]; IQ 10 [0]; HT 14 [40].

Secondary Characteristics: Dmg 3d/5d+2; BL 180 lbs; HP 30 [0]; Will 10 [0]; Per 12 [10]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Brachiator [5]; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; Extra Arms 2 (Foot Manipulators, -30%) [14]; Extra Attack 1 [25]; Flexibility [5]; High Pain Threshold [10]; Perfect Balance [15]; Ultrahearing [5].

Perks: Fur [1].

Disadvantages: Bad Temper (12) [-10]; Enemy (NYPD) (9) [-20]; Greed (9) [-22]; Hidebound [-5]; Overconfidence (9) [-7]; Semi-Upright [-5]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Habit (Hums "Apeman" by the Kinks) [-1]; Staid [-1].

Skills: Acrobatics (A) DX+1 [4] – 17*; Brawling (E) DX+2 [4] – 18; Climbing (A) DX+6 [2] – 22*†; Driving/TL8 (Construction Equipment) (A) DX-1 [1] – 15; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 10; Forced Entry (E) DX+0 [1] – 16; Intimidation (A) Will+2 [8] – 12; Jumping (E) DX+2 [4] – 18; Lifting (A) HT+0 [2] – 14; Wrestling (A) DX+0 [2] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+1 [1] – 12; Breakfall (Acrobatics) (A) def+1 [1] – 18; Choke Hold (Wrestling) (H) def+1 [2] – 14; Counterattack (Brawling) (H) def+1 [2] – 14; Drop Kick (Brawling) (H) def+1 [2] – 18; Elbow Drop (Wrestling) (H) def+1 [2] – 12; Elbow Strike (Brawling) (A) def+1 [1] – 17; Evade (Acrobatics) (A) def+1 [1] – 18; Head Butt (Brawling) (H) def+1 [2] – 18; Head Lock (Wrestling) (H) def+1 [2] – 14; Kicking (Brawling) (H) def+1 [2] – 17; Knee Drop (Brawling) (H) def+1 [2] – 16; Knee Strike (Brawling) (A) def+1 [1] – 18; Neck Snap (ST) (H) def+1 [2] – 27; Piledriver (ST) def+1 [2] – 26; Stamp Kick (Brawling) (H) def+1 [2] – 16; Wrench Arm (ST) (H) def+1 [2] – 27.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +1 from Perfect Balance.

† Includes +2 from Brachiator and +3 from Flexibility.

ARCADE

Villain

Real Name: Unrevealed.

Occupation: Architect, assassin.

Identity: Secret.

Legal Status: Presumably a citizen of the United States; criminal record unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Parents (names unrevealed, allegedly deceased).

Group Affiliation: None.

Base of Operations: Various "Murderworlds" in undisclosed locations; at least one was located underneath Coney Island in New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known of the early life of the man calling himself Arcade. What is known is that he is apparently independently wealthy and an assassin for hire who, bored of killing his targets using mundane methods, has turned his intellect towards devising complex death-traps he calls "Murderworlds" to execute his victims. He designs and constructs special traps within Murderworlds for individual victims after studying potential victims from afar for specific weaknesses. To Arcade, the game itself is more important than the expense of the Murderworld's construction – which often exceeds the one million dollars per victim he charges – or even the winning. He has been known to release victims from a Murderworld should they beat the "game". He is accompanied by two assistants, known only as Ms. Locke and Mr. Chambers.

It has been speculated that Arcade also engages in legitimate architectural designs for various clients who are either unaware of or don't care about his criminal actions.

Recently, Arcade was contracted by an unknown party to capture and kill the X-Men, who he released after they managed to survive a Murderworld located underneath Coney Island (see *X-Men*). He and his assistants have since been seen stalking Spider-Man and Captain America (see *Captain America*; *Spider-Man*).

Height: 5' 6".

Weight: 140 lbs.

Eyes: Blue.

Hair: Red.

Uniform: None.

Strength Level: Arcade possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Arcade has a genius-level I.Q. with a natural aptitude for mechanics, architecture, and applied technology.

Arcade: You can't tell me you didn't have fun! – Excalibur v1#5

240 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [-15]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ally (Mr. Chambers, Mechanical Assistant; 25% of starting points) (12) [2]; Ally (Ms. Locke, Confidante; 25% of starting points) (15) [3]; Artificer 4 [40]; High Manual Dexterity 2 [10]; Independent Income 10 [10]; Master Builder 4 [20]; Status 3 [0*]; Wealth (Multimillionaire 2) [100].

Perks: Disarming Smile [1].

Disadvantages: Code of Honor (Sportsman's) [-10]; Combat Paralysis [-15]; Secret Identity (Imprisonment) [-20]; Trademark (Elaborate Theme Park Styled Death-Traps) [-15]; Trickster (9) [-22].

Quirks: Imaginative [-1]; Wicked Sense of Humor [-1].



Skills: Architecture/TL8 (A) IQ+5 [4] – 18†; Armoury/TL8 (Missile Weapons) (A) IQ+5 [4] – 18‡; Armoury/TL8 (Small Arms) (A) IQ+5 [4] – 18‡; Artist (Scene Design) (H) IQ-1 [1] – 12#; Camouflage (E) IQ+1 [2] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 14; Computer Programming/TL8 (H) IQ+1 [8] – 14; Diplomacy (H) IQ-1 [2] – 12; Electrician/TL8 (A) IQ+5 [4] – 18‡; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 13; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 13; Electronics Repair/TL8 (Computers) (A) IQ+5 [4] – 18‡; Electronics Repair/TL8 (Security) (A) IQ+5 [4] – 18‡; Electronics Repair/TL8 (Sensors) (A) IQ+5 [4] – 18‡; Electronics Repair/TL8 (Surveillance) (A) IQ+5 [4] – 18‡; Engineer/TL8 (Electrical) (H) IQ+6 [1] – 19‡‡; Engineer/TL8 (Electronics) IQ+6 [1] – 19‡‡; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 12; Intelligence Analysis/TL8 (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) IQ-1 [2] – 12; Mechanic/TL8 (Clockwork) (A) IQ+5 [4] – 18‡; Mechanic/TL8 (Legged Motive System) (A) IQ+5 [4] – 18‡; Mechanic/TL8 (Robotics) (A) IQ+5 [4] – 18‡; Observation (A) Per+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Savoir-Faire (Mafia) (E) IQ+0 [1] – 13; Smuggling (A) IQ+0 [2] – 13; Streetwise (A) IQ+0 [2] – 13; Traps/TL8 (A) IQ+1 [4] – 14.

Starting Spending Money: \$40,000,000 (20% of Starting Wealth).

* Includes +3 from Wealth.

† Includes +4 from Master Builder.

‡ Includes +4 from Artificer.

Defaulted from Architecture.

Design Notes:

1. Arcade's Murderworlds are each custom-built for his targets. GMs needing ideas are encouraged to look at *Dungeon Fantasy 2: Dungeons*, remembering that his "monsters" are usually in the form of remote-controlled robots.

Properly speaking, the name 'Asgard' refers to both the city that houses most of the Aesir and the plane on which it resides (see *Asgardians*).

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

Asgard, 2010 A.D.

Population: 7,700 (Search +0)

Physical and Magical Environment

Terrain: Plains

Appearance: Very Beautiful **Hygiene:** +1

Normal Mana (Common Enchantment)

Culture and Economy

Language: Old Norse

Literacy: Accented

TL: 3

Wealth: Very Wealthy (×20)

Status: 0 to 8

Political Environment

Government: Dictatorship (Monarchy)

CR: 2 (Corruption -1)

Military Resources: \$1.1M

Defense Bonus: +8

Notes

The military presence of Asgard can be effectively doubled in times of crisis by enlisting the Einherjar, the warriors of Valhalla who reside in a castle outside the city.

Natives of the extradimensional plane of Asgard, the Asgardians were worshiped around a thousand years ago by the Norse, Teutonic, and Germanic peoples, most notably by the ocean-going Vikings. There is some indication in Roman records that the Asgardians were worshipped by these peoples around two thousand years ago, at the height of the Roman Empire.

In times past, there were two tribes, the Aesir of Asgard and the Vanir of Vanaheim. Over time, the two tribes merged into one, coming to be known as the Asgardians. Matter in the Asgardian realms is denser than that on Earth; a chair made of Asgardian wood will weigh three times as much as a similar chair made of wood from Earth. This also applies to the Asgardians themselves, who weigh three times as much as humans of the same build.

There are several other races native to the Asgardian nine worlds. The first are the elves, inhabitants of Alfheim and Svartalfsheim, the lands of the Alf, or Light Elves, and Svartalfar, or Dark Elves, respectively. Elves tend to be fair and slender, appearing mainly as slight members of the Asgardians. Elves possess innate talent with wielding magic, and are vulnerable to iron.

Light Elves shine with an inner light, standing around 4' 6", and can fly using wings similar to those of various insects – some wings are like those of a hornet or wasp, while others are like those of moths or butterflies.

Dark Elves are taller, rivaling the gods in height, with pitch black skin and no wings or flight ability. It's been said that Dark Elves can see in the dark; in fact, Svartalfsheim is lit by items that give off a light that only those sensitive to magic can see.

The second of the races are the Dwarves, great craftsmen and miners of the realm of Nidavellir. The Dwarves are shorter than the Asgardians, but are built along the same proportions. The Dwarves are known as the forgers of the metal uru, which is found solely in Nidavellir, from which Thor's hammer Mjolner is forged. Dwarves are stronger than their size would indicate, but are paler and have dark hair. Due to their subterranean nature, Dwarves cannot tolerate sunlight for very long.

The third of the races are the Giants. Storm Giants inhabit the mountains of Jotunheim, and Frost Giants inhabit the cold wastes of Nifflheim, but both are essentially the same race. Giants are large beings, standing around 10 feet tall. On rare occasions, the Giants will produce offspring that are the same size as the Asgardians; Odin himself is said to be the son of a Giant (see *Odin*). Furthermore, there have been occasions when the Asgardians and Giants have interbred; on some occasions, the offspring of a god with Giant heritage have had Giant proportions, most notably Thrud, daughter of Thor and Sif (see *Sif*; *Thor*). The Giants have a long enmity with the Asgardians, but have been known to occasionally come to Asgard's defense when such attacks could have potentially threatened the Giants.

Additionally, Asgard is home to a race of orange-skinned barbarians known as Trolls. Trolls are warlike creatures, but only rarely do Troll tribes manage to achieve an organization where they can endanger Asgard. Most Trolls content themselves with random raiding parties against the Elves and Dwarves. They have thick hides, granting them a measure of protection against blows from weapons, and have proportionately shorter legs than humans or the gods.

Finally, there is the race of fire demons that originate in Muspelheim. These are servants of Surtur, and are destined to sweep through all of Asgard setting it ablaze come Ragnarok (see *Surtur*).

All of the Asgardian races possess technology similar to that of the Norse Vikings of the High Middle Ages, with a society that resembles that of the Norsemen. Modern and futuristic technology *can* operate in Asgard and its many connected realms, and Asgardians who have come to Earth for lengthy periods of time, such as Loki, Sif, and Thor, have learned to use modern technology (see *Loki*).

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1.

Game-Mechanic Details:

The native TL of the Nine Worlds, save Midgard (Earth), is TL 3. Any campaign set in Asgard – or any of the other Nine Worlds – will have all characters increase by 25 points, as the Low TL disadvantage will not come into play. This includes characters like Thor and Loki who have acclimated to modern-day society; in these cases, the characters will have gained High TL +5 [25]. Low TL is included in the details below due to the baseline "setting" being modern-day Earth, not Asgard proper.

Asgardian God

This template is suitable for the average member of the Aesir or Vanir, and "god-sized" Giants such as Loki and Skurge (see *Executioner*). Many notable, primarily the ruling elite, have increased Injury Tolerance and replace the Extended Lifespan with Unaging (Temporary Disadvantage: Maintenance, 1 Person, Monthly, -2%) [15].

575 points

Attribute Modifiers: ST +9 [90].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Appearance (Attractive) [4]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +11/+150 [440].

Perks: Alcohol Tolerance [1].

Disadvantages: Low TL -5 [-25].

Asgardian Light Elf

399 points

Attribute Modifiers: ST +2 [20]; HT +1 [10].

Secondary Characteristic Modifiers: SM -1.

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Appearance (Beautiful) [12]; Extended Lifespan 5 (×32) [10]; Flight (Winged, -25%) [30]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Magery 0 [5]; Super ST +8/+50 [320].

Perks: Alcohol Tolerance [1]; Illumination [1].

Disadvantages: Low TL -5 [-25]; Vulnerability to Iron (Occasional; Wounding Modifier ×4) [-40].

Asgardian Dark Elf

418 points

Attribute Modifiers: ST +7 [70]; HT +1 [10].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Appearance (Beautiful) [12]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Magery 0 [5]; Super ST +8/+50 [320].

Perks: Alcohol Tolerance [1].

Disadvantages: Low TL -5 [-25]; Vulnerability to Iron (Occasional; Wounding Modifier ×4) [-40].

Notes: Dark Elves commonly use items that have Continual Mage Light spells on them to "illuminate" their subterranean realms, causing other races not aware of this to believe that Dark Elves can see in the dark

Asgardian Dwarf

560 points

Attribute Modifiers: ST +14 [140].

Secondary Characteristic Modifiers: SM -1; Basic Move -1 [-5].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Artificer 2 [20]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +10/+100 [400].

Disadvantages: Appearance (Unattractive) [-4]; Low TL -5 [-25]; Weakness to Sunlight (1d per 5 minutes) [-30].

Quirks: Takes Pride in all Work [-1].

Asgardian Giant

This template is suitable for the majority of the denizens of Jotunheim, including the Storm Giants and Frost Giants. As noted elsewhere, this applies mainly to those who are full-sized Giants; god-sized giants should use the Asgardian God template (previous page).

665 points

Attribute Modifiers: ST +19 (Size, -10%) [171]; IQ -1 [-20].

Secondary Characteristic Modifiers: SM +1; Basic Move +1 [5].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +12/+200 (Size, -10%) [468]; Temperature Tolerance 5 [5].

Disadvantages: Appearance (Unattractive) [-4]; Low TL -5 [-25].

Notes: Some Giants are even larger, reaching up to 30 feet tall. Adjust the SM, ST, and Basic Move appropriately; SM and Basic Move gain an additional +1 (increasing the Size modifier on ST and Super ST to -20%), ST increases to +77 (Size, -20%) [616], and Super ST changes to +12/+200 (Size, -20%) [416]; net total 1,058 points.

Asgardian Rock Troll

505 points

Attribute Modifiers: ST +9 [90]; IQ -2 [-40].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Damage Resistance 6 (Tough Skin, -40%) [18]; Extended Lifespan 5 (×32) [10]; Immunity to Disease [10]; Infravision [10]; Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45]; Super ST +10/+100 [400].

Disadvantages: Appearance (Ugly) [-8]; Low TL -5 [-25].

Asgardian Fire Demon

200 points

Attribute Modifiers: ST +7 [70]; HT +2 [20].

Languages: Old Norse (Native) (Native Language) [0].

Advantages: Burning Attack 2d (Always On, -40%; Aura, +80%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%) [6]; Damage Resistance 10 (Limited: Heat/Fire, -40%) [30]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: Low TL -5 [-25]; Weakness to Water (1d per minute) [-40].

Quirks: Sexless [-1].

The Atlanteans are an offshoot subspecies of humanity, *Homo sapiens mermanus*, who have adapted to life underwater. Atlanteans generally appear as blue-skinned humans with normal human hair colors; one breed who resides in the Pacific Ocean, commonly known as Lemurians, has developed green skin instead. Centuries of worshipping the primordial god Set have given the Lemurians a fine layer of scales.

Their entire physiology is adapted to living in the ocean depths. Atlanteans can breathe in water, extracting oxygen through adaptations of the lungs, but suffocate on the surface. They are able to withstand the pressures of the ocean depths, giving them enhanced strength. Most are able to swim at high speeds, around 30 miles per hour. Their eyes are adapted to the green and blue end of the spectrum, rendering them incapable of seeing reds as anything but as black, but enabling them to see into the ultraviolet range.

The exact origins of the Atlantean race are a mystery. The oral traditions of the Atlantean race credit the Olympian god Poseidon, also known by his Roman name Neptune. They are also believed, in some circles, to be an offshoot of the Inhuman race, who have themselves been altered from the human baseline by the alien Kree (see *Inhumans*; *Kree*). The theory that Atlanteans evolved naturally is currently insupportable, but hasn't been ruled out entirely.

Atlanteans are able to interbreed with humans; however, only three half-breeds are currently known to exist: King Namor, his cousin Namora, and the renegade Lemurian half-breed Llyra (see *Llyra*; *Namor*; *Namora*). It is not known whether the half-breeds are themselves fertile with humanity or with baseline Atlanteans. Other half-breeds may exist, but apparently prefer to stay out of the affairs of others. Human-Atlantean half-breeds are fully amphibious, able to exist indefinitely in either air or underwater. While Namor has wings on his ankles, somehow giving him the ability to fly, Namora and Llyra do not. It is suspected that Namor is also a mutant, explaining his flight, as well as his other non-standard-Atlantean powers. Half-breeds can have either the native blue skin of their Atlantean parent or the skin tone of their air-breathing human parent. Blue-skinned half-breeds are better able to blend into Atlantean society, while those that take on the skin tone of their human parent are often more at home on the surface world.

Atlantean culture is primarily a hunter-gatherer culture with some agriculture, primarily seaweed farming. They have a long history dating back almost twelve thousand years, preserved orally due to the lack of writing. Metalworking is unheard of, due to their environment; however, they are skilled at shaping coral and other naturally-occurring materials. What metal weapons and armor they do possess are taken from shipwrecks, and are a unique combination of Phoenician, Roman, and European Colonial designs.

One of the most recent advancements, developed just prior to World War I, is the development of a serum which permits an Atlantean to breathe air for up to twelve hours at a time. This serum has the side-effect of turning the skin from the native blue

to a more "human" shade, anywhere from a light pink to a dark brown.

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

Game-Mechanic Details:

Atlanteans, including the green-scaled Lemurians, have a native Tech Level of 0+2, resembling an Iron Age society, similar in many ways to the Classical Greek period, but with a divergent technology path (mainly due to a lack of fire and metal-working).

One dose of the serum that allows an Atlantean to breathe air costs \$100, lasts 1d+6 hours, and can be produced on a successful Pharmacy (Herbal) or Herb Lore roll with \$50 worth of naturally-occurring ingredients.

A campaign set entirely in Atlantis would be at TL0+2, not TL8 as assumed by the racial packages below. In essence, no character would have the Low TL -6 trait. Characters such as Namor would be able to purchase High TL +6.

Atlantean

155 points

Attribute Modifiers: ST +10 [100]; HT +2 [20].

Languages: Atlantean (Native) (Native Language) [0].

Cultural Familiarities: Atlantis [0].

Advantages: Amphibious [10]; Doesn't Breathe (Gills: Underwater Only) [0]; Enhanced Move (Water) 1.5 (Water Move 15/30 mph) [30]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Ultravision [10].

Disadvantages: Low TL -6 [-30].

Atlantean Half-Breed

169 points

Attribute Modifiers: ST +10 [100]; HT +2 [20].

Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Enhanced Move (Water) 1.5 (Water Move 15/30 mph) [30]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Temperature Tolerance 4 [4]; Ultravision [10].

Disadvantages: Low TL -6 [-30].

Lemurian

156 points

Attribute Modifiers: ST +10 [100]; HT +2 [20].

Languages: Atlantean (Native) (Native Language) [0].

Cultural Familiarities: Atlantis [0].

Advantages: Amphibious [10]; Doesn't Breathe (Gills: Underwater Only) [0]; Enhanced Move (Water) 1.5 (Water Move 15/30 mph) [30]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Ultravision [10].

Perks: Scales [1].

Disadvantages: Low TL -6 [-30].

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

Atlantis, 2010 A.D.

Population: 12,100 (Search +1)

Physical and Magical Environment

Terrain: Continental Shelf (Underwater)

Appearance: Attractive

Hygiene: +1

Low Mana (No Enchantment)

Culture and Economy

Language: Atlantean

Literacy: Broken

TL: 0+2

Wealth: Average (×1)

Status: -1 to 7

Political Environment

Government: Dictatorship (Monarchy)

CR: 3

Military Resources: \$81.7M

Defense Bonus: +5

Notes

AVALANCHE

Villain

Real Name: Dominic Petros.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Naturalized citizen of the United States with a criminal record; formerly a citizen of Greece.

Other Aliases: Lance Alvers.

Place of Birth: Sparti, Greece.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Lethal Legion.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Avalanche's past. What is known is that he is an immigrant from Greece and that he had apparently run afoul of Interpol several times before moving to the United States.

Quite recently, Avalanche was recruited into the team of costumed mutant criminals known as the Lethal Legion by their leader, Mystique (see *Marauders*; *Mystique*). The Legion has clashed several times with the X-Men, most notably when the Marauders attempted to assassinate Henry Peter Gyrich, head of SHIELD, at the unveiling of SHIELD's newest anti-superhuman enforcers, the robot Sentinels (see *Gyrich*, *Henry Peter*; *Sentinels*; *SHIELD*).

Height: 5' 7"

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Indigo bodysuit, metallic torso armor with a large light blue "A" on the chest, light blue belt, white gloves, white boots, metallic helmet.

Strength Level: Avalanche possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Avalanche is a mutant who possesses the ability to generate powerful waves of vibrations from his hands, which he uses to create localized movement of earth and stone, including brick and asphalt, often in a manner akin to an earthquake. These waves have little to no effect on other materials.

910 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) [6]; Greek (Native) (Native Language) [0].

Cultural Familiarities: Balkan [1]; Middle Eastern [1]; Western [0].

Advantages: Combat Reflexes [15]; Control Earth 30 (Ranged, +40%; Elemental: Vibration, -10%; Mutant, -10%) [720]; Corrosion Attack 5d (Accessibility: Cannot Affect Living/Organic Material, -20%; Armor Divisor (2), +50%; Damage Modifier: Explosion, +50%; Increased 1/2D Range (×5), +10%, Reduced Range (×1/2), -10%; Elemental: Vibration, -10%; Mutant, -10%) [80]; Crushing Attack 5d (Damage Modifier: Double Knockback, +20%; Damage Modifier: Explosion, +50%; Damage Modifier: No Wounding, -50%; Increased 1/2D Range (×5), +10%, Reduced Range (×1/2), -10%; Elemental: Vibration, -10%; Mutant, -10%) [25]; Fit [5]; Hard to Subdue 3 [6]; High Manual Dexterity 2 [10]; Tough Guy 2 [10].

Perks: Convincing Nod [1]; Fearsome Stare [1].

Disadvantages: Callous [-5]; Code of Honor (Criminal's) [-5]; Compulsive Gambling (9) [-7]; Enemy (SHIELD) (9) [-30]; Greed (12) [-15]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Overconfidence (9) [-7]; Reputation (Mutant Terrorist) -2 (Almost Everyone) (10) [-5]; Sense of Duty (Lethal Legion) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Bad Serendipity [-1]; Dual Identity [-1]; Immodest [-1].



Skills: Brawling (E) DX+3 [8] – 14; Driving/TL8 (Automobile) (A) DX-1 [1] – 10; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Forced Entry (E) DX+4 [4] – 15*; Geology/TL8 (Earthlike) (H) IQ-1 [2] – 10; Holdout (A) IQ+0 [2] – 11; Innate Attack (Beam) (E) DX+3 [8] – 14; Intimidation (A) Will+3 [4] – 14*; Musical Instrument (Guitars) (H) IQ-1 [2] – 10; Prospecting/TL8 (A) IQ-1 [1] – 10; Running (A) HT+1 [4] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Skiing (H) HT-1 [2] – 10; Streetwise (A) IQ+3 [4] – 14*; Swimming (E) HT+1 [2] – 12; Traps/TL8 (A) IQ+0 [2] – 11; Wrestling (A) DX+2 [8] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Tough Guy.

AVENGERS

Hero Team

The Avengers are a team of superhuman adventurers who have gathered together in order to combat foes no single hero could handle on their own.

The Avengers first formed when the Norse trickster god, Loki, attempted to draw his adopted brother, Thor, into combat with the Hulk by discrediting the latter (see *Hulk*; *Loki*; *Thor*). The Hulk's ally, Rick Jones, believing the Hulk to be innocent in this case, sent an email to the Fantastic Four (see *Jones*, *Rick*). Loki intercepted the email and sent it to Thor; inadvertently, he also ended up sending it to Iron Man, Ant-Man, and the Wasp (see *Ant-Man*; *Iron Man*; *Wasp*). The four adventurers rendezvoused for the first time at Stark Industries' Dallas, Texas, plant with Jones in attendance. Tracking down the Hulk, the group learned of Loki's involvement and cleared the Hulk of any wrong-doing.

Following this incident, Ant-Man suggested that the group stay together as a full-fledged team, and the Wasp suggested the name "Avengers". Not long afterwards, Tony Stark (secretly Iron Man) donated his Manhattan mansion to the team and set up a foundation in his mother's name (the Maria Stark Foundation) to handle expenses so that the team would not be dependent on his own financial situation. The Stark family butler, Edwin Jarvis, has stayed on to tend to the mansion (see *Jarvis*, *Edwin*). Despite the fact that the individual team members reside in different cities all over the United States, they manage to meet at least weekly at the mansion. The Avengers have recently offered membership to Captain America, who resides in New York; he has not yet accepted (see *Captain America*).




First Post-Reboot Appearance: AVENGERS #1.

Hulk: Hulk not play well with others.

Thor: Thou art the reason the Avengers first gathered.

Hulk: Don't pin that one on me.

– *Avengers Assemble* #2

 <p>ANT-MAN (Dr. Henry Pym) Founding Member</p>	 <p>HULK (Dr. Bruce Banner) Founding Member</p>
 <p>IRON MAN (Tony Stark) Founding Member</p>	 <p>THOR (Sigurd Jarlson) Founding Member</p>
 <p>WASP (Janet van Dyne) Founding Member</p>	 <p>RICK JONES Honorary Member Active AVENGERS #1</p>
 <p>EDWIN JARVIS Butler Active AVENGERS #2</p>	

AVENGERS QUINJET

Technology

Designed by Tony Stark and built at Stark Industries, with assistance from Worthington Industries, the Quinjet is a high-speed, high-altitude aircraft capable of VTOL (Vertical Take-Off and Landing) operations and used by the Avengers for long-distance travel (see *Angel*, *Avengers*, *Iron Man*, *Stark Industries*). The Quinjet gets its name from the five jet engines which enable it to routinely achieve speeds of up to Mach 4.5.

The Quinjet has a crew of two, and can seat 6 passengers. Stark is currently designing an improved model with even greater speed, endurance, and space and underwater capabilities.

First Post-Reboot Appearance: AVENGERS #.

Front: [1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K [3] Control Room; C5 computer, Comm/Sensor 4, 2 Control Stations, \$200K [4] Passenger Seating; 6 passengers, \$30K [5-6] Fuel Tank; 10 tons, \$60K Middle: [1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K	[3-6, core] Fuel Tank; 25 tons, \$150K Rear: [1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K [3-4] Turbo Ramjet Engine; 2G accel, \$2M [5-6, core] Fuel Tank; 15 tons, \$90K Design Features: Winged; \$500K
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PILOTING (HIGH-PERFORMANCE AIRCRAFT)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Notes
9	Avengers Quinjet Mk I	300	+4/5	12	20/1,700	100	0.8	+6	2+6SV	100	17,500	\$84.6M	[1]

Notes:

[1] Limited production model with listed price 20× calculated book price; mass production price is \$4.23M.

AVRIL, SALLY

Supporting Cast

Real Name: Sally Avril.

Occupation: College student pursuing a liberal arts degree, part-time freelance photographer

Identity: Sally Avril does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Sally Avril is a young woman who is attending Empire State University, and is occasionally part of the circle of friends that includes Peter Parker (see *Spider-Man*). She is often critical about the photos that Peter sells to the Daily Bugle, and has begun a friendly professional rivalry with him. She has noticed that Peter tends to focus almost exclusively on Spider-Man, so she has begun to follow the other superhumans in New York with her camera. So far, she has sold photos of the X-Men, Fantastic Four, Thor, and Captain America in action to the Bugle (see individual entries).

She recognizes that there is real danger in her work, but so far this has not deterred her from it. Recently, she has begun to entertain ideas of becoming a costumed hero herself.

Height: 5' 7".

Weight: 116 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

Strength Level: Sally Avril possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Sally is a skilled photographer and gymnast.

76 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Fearlessness 2 [4]; Fit [5]; Flexibility [5]; Single-Minded [5].

Disadvantages: Impulsiveness (12) [-10]; Overconfidence (15) [-2]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Alcohol Intolerance [-1]; Believes She is a Better Photographer Than Peter Parker [-1]; Horrible Hangovers [-1].

Skills: Acrobatics (H) DX-1 [2] - 11; Carousing (E) HT+1 [2] - 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] - 12; Observation (A) Per+1 [4] - 12; Photography/TL8 (A) IQ+1 [4] - 12; Running (H) HT+0 [2] - 11; Shadowing (A) IQ+1 [4] - 12; Throwing (A) DX+0 [2] - 12.

Starting Spending Money: \$2,000 (20% of Starting Wealth)



BAINSIDHE

Hero

Real Name: Theresa Rourke.

Occupation: Interpol liaison to SHIELD.

Identity: Publicly known.

Legal Status: Citizen of Ireland with no criminal record, in the United States on a special visa.

Other Aliases: Banshee (the Anglicized spelling of her code-name).

Place of Birth: Dublin, Ireland.

Marital Status: Single.

Known Relatives: Tom Cassidy (cousin).

Group Affiliation: Interpol, on loan to SHIELD.

Base of Operations: Arlington, Virginia; formerly Dublin, Ireland.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Theresa Rourke is a young mutant who had spent two years training her powers at the Xavier Institute for Gifted Youngsters before returning to her native Ireland to finish her schooling (see *Xavier Institute*). After graduating high school, she entered the police academy, only to be essentially drafted into the Dublin, Ireland, Interpol office as soon as she completed her training due to her sharp mind and her powers. One of her superiors, however, regarded her youth and status as a mutant as inappropriate for the office, and arranged for her to be transferred to the United States as Interpol's liaison to SHIELD (see *SHIELD*).

Bainsidhe was first seen assisting the X-Men in defending SHIELD director Gyrich's life from the Lethal Legion, but was soon tasked with investigating and arresting them for various crimes (see *Gyrich*, *Henry Peter*; *Lethal Legion*; *X-Men*). In the course of her investigation, she discovered the crimes were committed by anti-mutant extremists who had framed her former classmates. Since then, she has been conducting her own covert investigation into SHIELD's higher-ups, particularly Gyrich and Bolivar Trask, designer of SHIELD's robotic Sentinel enforcers, despite Interpol regulations prohibiting investigations of racially-charged crimes. (Interpol does not prohibit investigations of corruption, however, which is how she's justifying it in her mind.)

Height: 5' 6".

Weight: 112 lbs.

Eyes: Green.

Hair: Red.

Uniform: Green and yellow bodysuit with a green and yellow striped cape between the suit's arms, yellow gloves, yellow boots.

Strength Level: Bainsidhe possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Bainsidhe is a mutant whose powers are linked to her vocal cords. Her larynx is stronger than a normal human's, enabling her to "scream" for up to an hour before her throat becomes sore. She is capable of producing sounds in both the subsonic and ultrasonic frequencies; a side-effect of this is she is able to hear in those frequencies as well.

While screaming, she is capable of producing a number of effects, some of which are clearly psionic as well as vocal in nature. She is able to use her screams to fly, using the vibrations of her sonic waves to provide lift. By focusing her scream in front of her, she is able to produce a blunt force, able to knock a person through a wall, or cause items to vibrate to where they heat up. She is also able to stun or cause intense pain to anyone within a hundred feet of her with her screams; she is skilled enough with her powers that she can selectively stun people in that radius, or protect a handful of people from being stunned. Only those who are able to hear her can be stunned.

By modulating her voice as she speaks, Bainsidhe is capable of putting someone into a highly suggestible state resembling a hypnotic trance. With her training, she is able to produce more subtle effects, such as causing people to trust her or inducing them to tell the truth.

Other Abilities: Bainsidhe is a trained police officer and a skilled marksman with a pistol. She is said to be one of the fastest draws in Interpol.



Weapons: Theresa Rourke does not normally carry weaponry; however, as a member of Interpol and liaison to SHIELD, she has access to a number of high-tech weapons as necessary.

680 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 14 [0]; Basic Speed 6.75 [0]; Basic Move 6 [0]; Basic Air Move 13 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Gaelic (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Affliction (Sonic Scream) 5 (HT-4) (Area Effect: 32 yds, +250%; Dissipation, -50%; Emanation, -20%; Irritant: Terrible Pain, +60%; Selective Area, +20%; Selectivity, +10%; Sense-Based (Hearing), +150%; Temporary Disadvantage: Cannot Speak, -15%; Elemental: Sound/Vibration, -10%; Mutant, -10%) [243]; Appearance (Attractive) [4]; Burning Attack 6d (Armor Modifier (3), +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Resistible (HT-4), -10%; Temporary Disadvantage: Cannot Speak, -15%; Variable, +5%; Elemental: Sound/Vibration, -10%; Mutant, -10%; Alternative Attack, ×1/5) [10]; Combat Reflexes [15]; Crushing Attack 6d (Damage Modifier: Double Knockback, +20%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Temporary Disadvantage: Cannot Speak, -15%; Variable, +5%; Elemental: Sound/Vibration, -10%; Mutant, -10%; Alternative Attack, ×1/5) [6]; Danger Sense [15]; Enhanced Move (Air) 2 (Elemental: Sound/Vibration, -10%; Mutant Psionic, -10%) [32]; Flight (Temporary Disadvantage: Cannot Speak, -15%; Elemental: Sound/Vibration, -10%; Mutant Psionic, -10%) [26]; High Pain Threshold [10]; Legal Enforcement Powers 2 [10]; Mind Control (Requires Hypnotism Roll, -0%; Sense-Based (Hearing), -20%; Suggestion, -40%; Elemental: Sound/Vibration, -10%; Mutant, -10%) [10]; Police Rank 2 [10]; Smooth Operator 1 [15]; Sound/Vibration Talent 2 [10]; Status 1 [0*]; Subsonic Speech [10]; Ultrasonic Speech [10]; Very Fit [15]; Voice [10]; Wealth (Comfortable) [10].

Perks: Alcohol Tolerance [1]; Classic Irish Features [1]; Courtesy Administrative Rank 5 [5]; Penetrating Voice [1].

Disadvantages: Code of Honor (Hero's) [-10]; Duty (Interpol) (9) [-5]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Congenial [-1]; Devout Catholic [-1]; Dual Identity [-1]; Proud [-1]; Thick Irish Accent [-1].

Skills: Aerobatics (H) DX+1 [8] - 14; Boating/TL8 (Sailboat) (A) DX-1 [1] - 12; Body Language (Human) (A) Per+1 [4] - 13; Breath Control (H) HT+0 [4] - 14; Computer Operation/TL8 (E) IQ+0 [1] - 12; Connoisseur (Music) (A) IQ+0 [2] - 12; Criminology/TL8 (A) IQ+1 [4] - 13; Current Affairs/TL8 (Headline News) (E) IQ+2 [4] - 14; Diplomacy (H) IQ+1 [1] - 13†‡; Electronics Operation/TL8 (Security) (A) IQ+1 [4] - 13; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] - 13; Fast-Draw (Pistol) (E) DX+4 [8] - 17§; Fast-Talk (A) IQ+3 [4] - 16†‡; First Aid/TL8 (Human) (E) IQ+0 [1] - 12; Flight (A) HT+1 [4] - 15; Forced Entry (E) DX+1 [2] - 14; Guns/TL8 (Pistol) (E) DX+2 [4] - 15; Hypnotism (Human) IQ+3 [8] - 15#; Innate Attack (Breath) (E) DX+3 [8] - 16; Intimidation (A) Will+2 [4] - 14†; Judo (H) DX+1 [8] - 14; Karate (H) DX+1 [8] - 14; Law (International) (H) IQ+0 [4] - 12; Lip-Reading (A) Per+0 [2] - 12; Observation (A) Per+1 [4] - 13; Savoir-Faire (High Society) (E) IQ+1 [1] - 13†; Savoir-Faire (Police) IQ+2 [2] - 14†; Shadowing (A) IQ+0 [2] - 12; Stealth (A) DX+0 [2] - 13; Streetwise (A) IQ+1 [2] - 13†; Typing (E) DX+0 [1] - 13; Ventriloquism (H) IQ+2 [4] - 14#.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +1 from Police Rank.

† Includes +1 from Smooth Operator.

‡ Includes +2 from Voice.

§ Includes +1 from Combat Reflexes

Includes +2 from Sound/Vibration Talent.

BARBARUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Barbarus's existence is unknown to the general population.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Barbarus are currently a mystery. He is apparently a human who was born in the Savage Land, a hidden "lost world" in Antarctica, who was mutated to his current form in some as-yet unexplained manner (see *Savage Land*).

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Barbarus has since been seen with the other Savage Land Mutates in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Height: 6' 2"

Weight: 235 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Barbarus possesses four arms.

Uniform: None.

Strength Level: Barbarus possesses superhuman strength enabling him to lift (press) roughly 25 tons.

Known Superhuman Powers: In addition to his four arms and superhuman strength, Barbarus possesses superhuman durability, enabling him to resist conventional police gunfire and superhumanly strong blows. He is also able to run faster than a normal human, having been clocked at around 40 mph.

Weapons: Barbarus carries a number of knives and a short sword. He is skilled enough that he can fight with a weapon in each of his four hands.



970 points

Attributes: ST 31/170 [100*]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 3d+1/6d-1 (18d/20d); BL 192 lbs (5,780 lbs); HP 31 [0]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 7 [5]; Dodge 10.

Languages: English (Accented Spoken/Illiterate) [2] Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Constriction Attack [15]; Damage Resistance 10 (Tough Skin, -40%; Passive Biological, -5%) [28]; Enhanced Move (Ground) 1.5 (Move 21/42 mph) [30]; Enhanced Parry (Bare Hands) 2 [10]; Extra Arms 2 [20]; Extra Attack 3 [75]; Fit [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Injury Tolerance (Damage Reduction /10 (Limited:

Crushing Attacks, -40%; Passive Biological, -5%) [82]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Super ST +11/+150 (Passive Biological, -5%) [435]; Super Throw 2 (Biological, -10%) [18].

Perks: Dirty Fighting [1]; Power Grappling [1]; Rapid Retraction (Punches) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Duty (to Patron) (12) [-10]; Hidebound [-5]; Low TL -8 [-40]; Overconfidence (9) [-7]; Sense of Duty (Savage Land Mutates) [-5]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Chauvinistic [-1]; Uncongenial [-1].

Skills: Boxing (A) DX+3 [12] – 16; Climbing (A) DX+0 [2] – 13; Hiking (A) HT+0 [2] – 13; Jumping (E) DX+1 [2] – 14; Knife (E) DX+1 [2] – 14; Lifting (A) HT+0 [2] – 13; Naturalist (Earth) (H) IQ+2 [4] – 12†; Navigation/TL0 (Land) (A) IQ+2 [2] – 12†; Riding (Dinosaur) (A) DX+1 [4] – 14; Running (A) HT+0 [2] – 13; Shortsword (A) DX+1 [4] – 14; Survival (Jungle) (A) Per+3 [4] – 15†; Swimming (E) HT+1 [2] – 14; Throwing (A) DX+1 [4] – 14; Tracking (A) Per+2 [4] – 14†; Wrestling (A) DX+3 [12] – 16.

Techniques: Choke Hold (Wrestling) (H) def+3 [4] – 16.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +11/+150 from Super ST

† Includes +2 from Outdoorsman.

Design Notes:

1. Barbarus, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. In campaigns set entirely in the Savage Land, remove Low TL -8 and raise Wealth to Average, a net increase of 55 points, and permit them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

BARON ZEMO

Villain

Real Name: Harbin Zemo.

Occupation: Subversive.

Identity: Baron Zemo does not use a dual identity.

Legal Status: Citizen of Germany with no criminal record.

Other Aliases: None.

Place of Birth: Leipzig, Germany

Marital Status: Presumably single.

Known Relatives: Heinrich (paternal grandfather, deceased), Hilda (paternal grandmother, deceased), Helmut (father, deceased), Helga (mother).

Group Affiliation: Leader of the Fourth Reich.

Base of Operations: Leipzig, Germany.

First Appearance: CAPTAIN AMERICA #1.

History: Harbin Zemo is the grandson of Heinrich Zemo, a minor German nobleman who was one of Hitler's most loyal scientific geniuses during World War II. During World War II, Heinrich Zemo had helped develop a number of technologies for Germany, including the jet engine on the Me-262 jet fighters and, most notably, a super-adhesive then known only by its codename, Adhesive X. Adhesive X was notable in that, when allowed to dry, it formed a molecular bond with whatever was in contact with it, making it the strongest adhesive substance then known to mankind. (Adhesive X has since been patented by the Zemo family and sold commercially in small tubes as "Über-Glue", after it was discovered that the molecular bonds break down over a given time.)

Heinrich Zemo was killed in combat battling Captain America during the last days of World War II, but not before he fathered a son whom he taught to adhere to the Nazi ideology (see *Captain America*). This son, Helmut Zemo, publicly denounced his father, enabling him to maintain his family's holdings following the war. Secretly, however, Helmut Zemo started building a subversive organization which he intended to use to reinstate the Nazi Party in a "Fourth Reich". It is rumored that Helmut Zemo had a hand in the destruction of the Berlin Wall and the German Reunification; it is easier, after all, to conquer the world from a united Germany than it is from a divided one. When Helmut recently passed away from old age, his noble title and the position of leader of the organization passed to his young son Harbin.

Baron Harbin Zemo maintains the illusion of being just another member of the old aristocracy, engaging in such past-times as partying, painting, writing poetry, and fencing. In reality, he uses his connections in the aristocracy to discretely gather information on the current German and foreign governments. While a believer of the Nazi ideology, he sees the Fourth Reich as just a pawn in a larger chess game, with himself as a player.

Upon learning that his grandfather's old nemesis, Captain America, was still alive and aging extremely slowly, Zemo set events into motion to complete the revenge his father had planned. First, he gained information on the Captain's identity and current situation by intercepting letters written between the Captain and his WWII Russian counterpart, the first Red Guardian (see *Red Guardian*). Then, he set about having his men hire local muscle in the area the Captain was living in, studying his intended opponent's habits, friends, and acquaintances.

Once everything was in place, Baron Zemo, hiding his identity by wearing a hood similar to his grandfather's, and his hired henchmen took hostage the faculty and students at the Queens, New York, high school where Captain America was teaching in his civilian identity. Zemo threatened on live television to kill the students unless his demands were met, making a list of increasingly outrageous demands that had no relevance whatsoever to his real mission. To his pleasure, this was enough to draw out Captain America to action; unfortunately for him, he didn't foresee the actions of one of the students to aid the Captain (see Bucky).

During the chaos following Captain America's return to action, Baron Zemo managed to escape, while his hired muscle were taken into police custody. Zemo is presumably planning another revenge scheme while plotting to further the Fourth Reich.

Height: 5' 10"

Weight: 185 lbs.

Eyes: Blue.

Hair: Blond.



Uniform: Royal purple bodysuit, yellow gloves and boots with white fur trim, yellow belt, purple full-face cowl with white eyeholes, golden headpiece containing communications electronics.

Strength Level: Baron Zemo possesses the average human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Abilities: Baron Zemo is an able hand to hand combatant, a capable administrator, and a decent shot with a handgun. His real strength, however, lies in his talent for leading and inspiring others to join his cause. Unlike his father and grandfather, he does not possess any scientific aptitude, relying instead on the Fourth Reich's scientists to provide him with high-tech weaponry and equipment.

483 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 29 lbs; HP 12 [0]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) [6]; German (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group (Fourth Reich) (Members are around 25% of his points; Group Size: up to 5,000; Frequency: 15 or less) [66]; Ambidexterity [5]; Appearance (Attractive) [4]; Charisma 4 [20]; Fit [5]; Gizmos 3 [15]; Hard to Subdue 3 [6]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Independent Income 20 [20]; Status 4 [5]*; Wealth (Multimillionaire 2) [100].

Perks: Style Familiarity (Epée Sport Fencing) [1].

Disadvantages: Bloodlust (12) [-10]; Bully (9) [-15]; Code of Honor (Gentlemen's) [-10]; Compulsive Rhetoric (9) [-7]; Intolerance (Total Intolerance) [-10]; Megalomania [-10]; Obsession (Kill Captain America) (9) [-7]; Secret (Subversive) (Imprisonment or Exile) [-20]; Selfish (9) [-7].

Quirks: Careful [-1]; Chauvinistic [-1]; Fond of Cats [-1].

Skills: Acting (A) IQ+2 [8] – 15; Administration (A) IQ+1 [4] – 14; Artist (Painting) (H) IQ+0 [4] – 13; Body Language (A) Per+1 [4] – 14; Boxing (A) DX+3 [12] – 15; Brainwashing/TL8 (H) IQ+0 [4] – 13; Connoisseur (Literature) (A) IQ+1 [4] – 14; Connoisseur (Visual Arts) (A) IQ+1 [4] – 14; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (High Culture) (E) IQ+2 [4] – 15; Current Affairs/TL8 (Politics) (E) IQ+2 [4] – 15; Detect Lies (H) Per+1 [8] – 14; Diplomacy (H) IQ+0 [4] – 13; Games (Epée Fencing) (E) IQ+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+2 [4] – 14; Heraldry (A) IQ+1 [3] – 14†; History (Germany) (H) IQ+0 [4] – 13; Intelligence Analysis/TL8 (H) IQ+0 [4] – 13; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will-1 [1] – 14; Judo (H) DX+3 [16] – 15; Leadership (A) IQ+7 [12] – 20‡; Poetry (A) IQ+1 [4] – 14; Politics (A) IQ+1 [4] – 14; Propaganda/TL8 (A) IQ+1 [4] – 14; Public Speaking (A) IQ+5 [4] – 18‡; Rapier Sport (A) DX+1 [4] – 13; Savoir-Faire (High Society) (E) IQ+2 [4] – 15; Savoir-Faire (Mafia) (E) IQ+2 [4] – 15; Strategy (Land) (H) IQ+0 [4] – 13; Tactics (H) IQ+0 [4] – 13.

Techniques: Counterattack (Rapier Sport) (H) def+5 [6] – 13; Feint (Rapier Sport) (H) def+4 [5] – 17.

Starting Spending Money: \$40,000,000 (20% Starting Wealth).

* Includes +3 from Wealth.

† Defaulted from Savoir-Faire (High Society)

‡ Includes +4 from Charisma

BARRETT, TURK

Non-Villain Antagonist

Real Name: Turk Barrett (it is unknown whether "Turk" is his real name or a street name).

Occupation: Professional criminal, occasional informant.

Identity: Turk Barrett does not use a dual identity.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: An unnamed street gang.

Base of Operations: Hell's Kitchen, Manhattan, New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1

History: Turk Barrett has been in and out of prison most of his life for various offenses, from drug possession to carjacking. He has also been known to work with the New York City district attorney's office as an informant on numerous occasions, constantly arranging plea bargains in exchange for giving information necessary to secure a number of key convictions.

Turk is also a constant, albeit often unwilling, informant for the costumed vigilante Daredevil, who he hates and is constantly trying to figure out a way to eliminate – if only to have one less hassle in his life (see *Daredevil*).

Height: 5' 8".

Weight: 165 lbs.

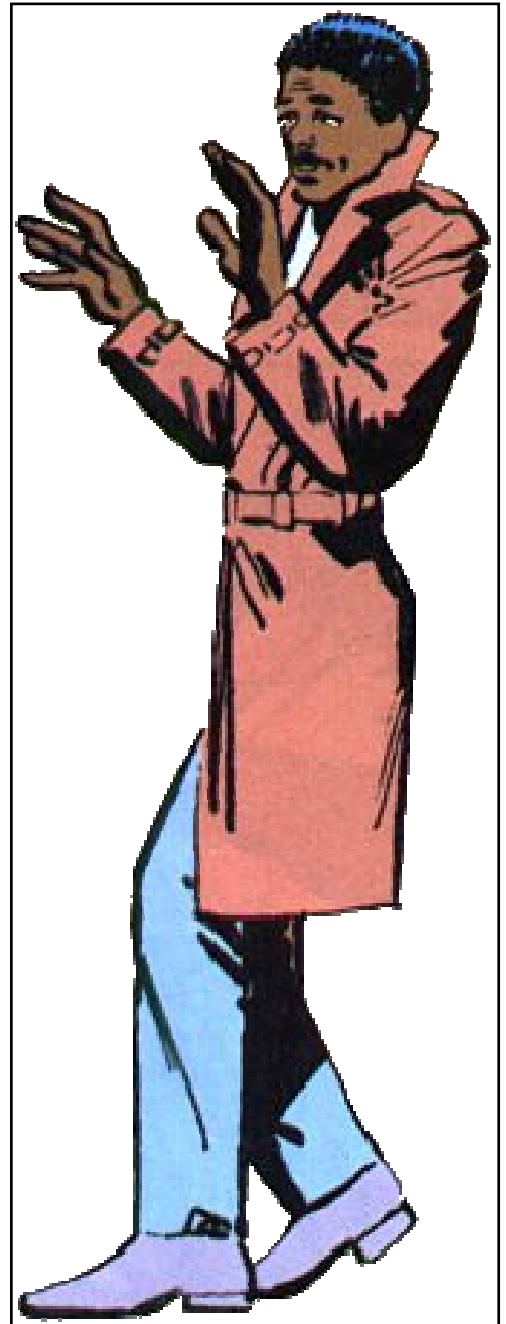
Eyes: Brown.

Hair: Black,

Uniform: None.

Strength Level: Turk Barrett possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None, although he does seem to have the uncanny ability to snatch defeat from the jaws of victory.



-10 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 12 [4]; Will 10 [-5]; Per 12 [5]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented) (Native Language) [-2]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Fit [5]; Rapid Healing [5]; Social Chameleon [5].

Perks: Compact Frame [1]; Forgettable Face [1]; One-Task Wonder (Hotwiring Cars) [1]; Passing Complexion [1]; Pistol-Fist (Guns (Pistol)) [1].

Disadvantages: Addiction (Marijuana; Expensive, Highly Addictive, Illegal) [-15]; Bully (12) [-10]; Compulsive Carousing (9) [-7]; Cowardice (6) [-20]; Enemy (Daredevil) (One Person, More Powerful; Rival) (12) [-20]; Enemy (NYPD) (Medium-sized Group; Rival) (9) [-10]; Greed (9) [-22]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Unluckiness [-10]; Wealth (Poor) [-15].

Quirks: Attentive [-1]; Distractible [-1]; Nosy [-1]; Obsession (Get Out Of New York) [-1].

Skills: Acting (A) IQ+1 [4] – 12; Brawling (E) DX+1 [2] – 12; Carousing (E) HT+2 [4] – 13; Criminology/TL8 (A) IQ+1 [4] – 12; Current Affairs/TL8 (New York City) (E) IQ+1 [2] – 12; Detect Lies (H) Per+0 [4] – 12; Fast-Talk (A) IQ+1 [4] – 12; Filch (A) DX+1 [4] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Holdout (A) IQ+1 [4] – 12; Knife (E) DX+0 [1] – 11; Observation (A) Per+1 [4] – 13; Running (A) HT+0 [2] – 11; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 11; Streetwise (A) IQ+1 [4] – 12; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth)

Design Notes:

1. If *any* character is suitable for the Cursed disadvantage, it is Turk. Replacing Unluckiness with Cursed would drop him from a "playable" -10 points to a whopping -75 points.

BEAST

Hero

Real Name: Henry "Hank" P. McCoy.

Occupation: College student with a science and engineering curriculum, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Dunfee, Illinois.

Marital Status: Single.

Known Relatives: Norton (father), Edna (mother), Robert (uncle).

Group Affiliation: X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Hank McCoy was born an obvious mutant, his body having simian proportions from birth. A shy lad throughout his life, Hank excelled in his studies. In his freshman year of high school, he was pretty much drafted into the football team. Becoming recognized as more than just "the geek with the size 17 shoe", Hank almost overnight went from a shy bookworm into an outgoing, cheerful person.

When the Xavier Institute for Gifted Youngsters went public as a boarding school for mutants, Hank's parents pressured him into going (see *Xavier Institute*). After graduating from Xavier's, he has been attending college at Empire State University with several others of the Xavier Institute "graduate class" known as the X-Men, working towards a double Bachelor's degree in engineering and physics (see *X-Men*).

Hank is well aware that his mutant physiology is impossible to hide, so he doesn't even try to keep his heroic identity as the Beast a secret. He is an avid proponent of mutant equality.

Height: 5' 11".

Weight: 350 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: Blue bodysuit with a red X on the front and back, blue cowl, no gloves or footwear.

Strength Level: The Beast possesses superhuman strength enabling him to lift (press) 1 ton under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Beast possesses superhuman agility, stamina, and speed. His legs are powerful enough to enable him to leap 14 feet high in a standing high jump and 22 feet in a standing broad jump.

The Beast has the agility of a great ape and the acrobatic prowess of an accomplished circus aerialist and acrobat. He can walk a tightrope with minimal effort. He can walk on his hands for many hours, or perform a complicated sequence of gymnastic stunts such as flips, rolls, and springs. Further, his manual and pedal dexterity are so great that he can write using both hands at once or tie knots in rope with his toes.

The Beast can run on all fours at approximately 40 miles per hour for short sprints. His physiology is durable enough to permit him to take a three story fall without a broken bone or sprain, provided he lands on his feet.

Abilities: The Beast has a genius-level IQ, possessing advanced knowledge of many scientific and engineering principles. He is a skilled inventor, speaks several languages fluently (notably French, Russian, Italian, Spanish, and Arabic), and has an encyclopedic knowledge of classical literature. Furthermore, he has the largest vocabulary of any living person, and he is not afraid to use it. The Beast is also a skilled football player, but has been banned from the team at Empire State University due to his physical mutations, a decision he is fighting to reverse.



678 points

Attributes: ST 20 [100]; DX 15 [100]; IQ 14 [80]; HT 13 [30].

Secondary Characteristics: Dmg 2d-1/3d+2 (4d-1/6d+1); BL 80 lbs (259 lbs); HP 25 [10]; Will 13 [-5]; Per 13 [-5]; FP 13 [0]; Basic Speed 7.00 [0]; Basic Move 10 [15]; Dodge 14.

Languages: Arabic (Native) [4]; English (Native) (Native Language) [0]; French (Native) [4]; Latin (Native) [4]; Russian (Native) [4]; Spanish (Native) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Mutant Biology, -0%) [10]; Combat Reflexes [15]; Double-Jointed [15]; Enhanced Dodge 3 [45]; Enhanced Move 1 (Ground Move 20/40 mph; Temporary Disadvantage: Quadruped, -35%; Mutant Biology, -0%) [13]; Extra Arms 2 (Foot Manipulators, -30%; Mutant Biology, -0%) [14]; High Pain Threshold [10]; Language Talent [10]; Lifting ST +16 (Costs 1 FP, -5%; Mutant, -10%) [41]; Perfect Balance [15]; Striking ST +16 (Costs 1 FP, -5%; Mutant, -10%) [68]; Super Jump 1 (Mutant Biology, -0%) [10]; Very Fit [15]; Very Rapid Healing [15].

Perks: Has The Largest Vocabulary Of Any Living Person [1]; Skintight Uniform [1]; Sure-Footed (Uneven) [1].

Disadvantages: Chummy [-5]; Code of Honor (Hero's) [-10]; Fanaticism (Mutant Equality) [-15]; Honesty (9) [-15]; Impulsiveness (12) [-10]; Pacifism: Cannot Harm Innocents [-10]; Sense of Duty (Mutants) [-10]; Truthfulness (9) [-7]; Workaholic [-5].

Quirks: Broad-Minded [-1]; Dual Identity [-1]; Expression ("Oh my stars and garters.") [-1]; Imaginative [-1]; Is Not Afraid To Use His Vocabulary [-1].

Skills: Acrobatics (H) DX+4 [16] – 19*; Bioengineering/TL8 (Genetic Engineering) (H) IQ-2 [1] – 12; Brawling (E) DX+2 [4] – 17; Climbing (A) DX+5 [1] – 20*†; Computer Programming/TL8 (H) IQ-2 [1] – 12; Connoisseur (Literature) (A) IQ-1 [1] – 13; Connoisseur (Visual Arts) (A) IQ-1 [1] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Electrician/TL8 (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Electronics Repair/TL8 (Scientific) (A) IQ+0 [2] – 14; Engineer/TL8 (Microtechnology) (H) IQ-2 [1] – 12; Geography/TL8 (Political) (H) IQ-2 [1] – 12; Jumping (E) DX+2 [4] – 17; Lifting (A) HT+2 [8] – 15; Literature (H) IQ-2 [1] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 12; Mathematics/TL8 (Pure) (H) IQ-2 [1] – 12; Mechanic/TL8 (Micromachines) (A) IQ-1 [1] – 13; Poetry (A) IQ-1 [1] – 13; Research/TL8 (A) IQ-1 [2] – 14; Science! (WC) IQ-2 [6] – 12; Speed-Reading (A) IQ-1 [1] – 13; Sports (American Football) (A) DX+1 [4] – 16; Throwing (A) DX+1 [4] – 16; Typing (E) DX+0 [1] – 15; Wrestling (A) DX+1 [4] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 19; Arm Lock (Wrestling) (A) def+4 [4] – 20; Breakfall (Acrobatics) (A) def+5 [5] – 24; Disarming (Brawling) (H) def+5 [6] – 22; Drop Kick (Brawling) (H) def+1 [2] – 17; Elbow Drop (Brawling) (H) def+4 [5] – 17; Elbow Strike (Brawling) (A) def+2 [2] – 17; Evade (Acrobatics) (A) def+5 [5] – 24; Feint (Brawling) (H) def+4 [5] – 21; Head Lock (Wrestling) (H) def+3 [4] – 16; Kicking (Brawling) (H) def+2 [3] – 17; Knee Drop (Brawling) (H) def+3 [4] – 17; Lower-Body Leg Lock (Wrestling) (A) def+6 [6] – 20; Noogie (Brawling) (H) def+4 [5] – 16; Scaling (Climbing) (H) def+3 [4] – 20; Trip (Wrestling) (H) def+1 [2] – 12; Uppercut (Brawling) (A) def+1 [1] – 17.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +5 from Double-Jointed

BEETLE

Villain

Real Name: Abner "Abe" Jenkins.

Occupation: Professional criminal; former mechanic.

Legal Status: Citizen of the United States with a criminal record.

Identity: Known to the authorities.

Other Aliases: None.

Place of Birth: Baltimore, Maryland.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City area.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Abner Jenkins was a mechanical genius with a Masters of Engineering degree who, due to an extended economic recession, was unable to land any position above that of an automobile mechanic. Feeling that this was degrading work, Jenkins turned his talents towards developing an armored battlesuit. At first, he intended to sell the suit's designs to the highest bidder. In the course of development, he turned to crime in order to obtain the cash required, primarily the theft of money from armored cars. Although he was caught a few times, he managed to keep the battlesuit's existence a secret.

Because of his criminal record, most of his would-be clients would not return his solicitation calls once he'd completed the suit. In desperation, he decided to use the suit for his own gain. In his first outing as the Beetle, however, he encountered both Spider-Man and Daredevil when he attempted to use the suit to rob an armored car (see *Daredevil*; *Spider-Man*). Although he managed to escape, he was captured by Daredevil when attempting a second heist.

Jenkins recently escaped prison during a massive jailbreak, after which he added a new combat computer to the battlesuit. Since then, he has primarily been seen observing other criminals battling various superhuman crimefighters.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Blue-green metal armor, purple boots, purple gloves, purple wing carapace, blue-green helmet with purple face-plate.

Strength Level: Abner Jenkins possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. The Beetle battlesuit increases this strength by a factor of about ten, enabling him to lift (press) roughly one ton (2,000 lbs).

Known Superhuman Powers: None.

Weapons and Paraphernalia: The Beetle wears a custom battlesuit which provides him a number of offensive and defensive capabilities.

First, the battlesuit provides protection against the weapons carried by police SWAT teams. The main portion of the suit is proofed against 7.62mm armor-piercing police sniper rounds. The arms and legs are composed of a very fine chain mesh with electromagnetic reinforcement, providing his arms and legs with protection against the more common but somewhat weaker 5.56mm NATO rounds. The helmet is also fortified to fully withstand this round. The suit contains a short-range radio keyed to police and civilian frequencies, and a targeting lidar unit in the helmet. Underneath the armor, the suit has a strength-enhancing skeleton, enabling the wearer to lift about ten times as much weight as normal.

The battlesuit's primary offensive capability comes from the electrolaser built into his gloves. This weapon releases an electrical discharge along a weak laser, leaving a fairly nasty burn while stunning its human victims.



The most unique aspect of the Beetle's battlesuit is its wings, which are strong enough to provide lift by flapping very rapidly, and flexible enough to be folded under the battlesuit's rear carapace. These wings enable him to fly at a normal cruising speed of around 60 mph, although he can divert power to enable it to fly faster when needed.

Recently, the Beetle has added a combat computer to the suit. This computer is programmed with the known capabilities of the Fantastic Four, Daredevil, Spider-Man, X-Men, and Captain America, as well as the NYPD police and SWAT training (see individual entries). With this data, the computer is capable of predicting within a few seconds what an opponent may do. This information is fed to his helmet's built-in HUD, enabling him to anticipate his opponents.

810 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 2 [20].

Disadvantages: Enemy (NYPD) (Large Group; 9 or less) [-30]; Greed (12) [-15]; Jealousy [-10]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Vow (Never Take A Life) [-5]; Workaholic [-5].

Quirks: Careful [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Aerobatics (H) DX+3 [16] - 14; Area Knowledge (New York City) (E) IQ+1 [2] - 14; Armoury/TL8 (Battlesuits) (A) IQ+3 [4] - 16*; Battlesuit/TL8 (A) DX+3 [12] - 14; Brawling (E) DX+1 [2] - 12; Electronics Operation/TL8 (Sensors) (A) IQ-1 [1] - 12; Electronics Repair/TL8 (Computers) (A) IQ+1 [1] - 14*; Electronics Repair/TL8 (Sensors) (A) IQ+1 [1] - 14*; Engineer/TL8 (Battlesuits) (H) IQ+1 [2] - 14*; Engineer/TL8 (Electronics) (H) IQ+0 [1] - 13*; Engineer/TL8 (Microtechnology) (H) IQ+0 [1] - 13*; Forced Entry (E) DX+3 [8] - 14; Innate Attack (Beam) (E) DX+3 [8] - 14; Mathematics/TL8 (Applied) (H) IQ-1 [2] - 12; Mechanic/TL8 (Automobile) (A) IQ+1 [1] - 14*; Mechanic/TL8 (Micromachines) (A) IQ+1 [1] - 14*; Mechanic/TL8 (Robotics) (A) IQ+1 [1] - 14*; Navigation (Air) (A) IQ-1 [1] - 12; Observation (A) Per-1 [1] - 12

Battlesuit: Accessory: Built-In Computer [1]; Clinging (Gadget/Can Be Stolen, Forcefully Removed, -10%) [18]; Combat Reflexes (Accessibility: Only On Opponents Whose Style Is Programmed In, -20%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [11]; Damage Resistance 42 (Partial: Torso and Groin Only, -5%; Hardened 1, +20%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [221]; Damage Resistance 30 (Partial: Limbs Only, -10%; Flexible, -20%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [90]; Damage Resistance 30 (Partial: Head Only, -40%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [75]; Electrical [-20]; Electrolaser: Burning Attack 1d (Link, +10%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [5] plus Affliction 4 (HT-3; Link, +10%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [40]; Enhanced Move (Air) 1.5 (Gadget/Can Be Stolen, Forcefully Removed, -10%) [27]; Flight (Winged, -25%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [26]; Infravision (Gadget/Can Be Stolen, Forcefully Removed, -10%) [9]; Ladar (Targeting Only, -40%; Gadget/Can Be Stolen, Forcefully Removed, -10%) [10]; Lifting ST +24 (Gadget/Can Be Stolen, Forcefully Removed, -10%) [65]; Protected Vision (Gadget/Can Be Stolen, Forcefully Removed, -10%) [5]; Sealed (Gadget/Can Be Stolen, Forcefully Removed, -10%) [14]; Striking ST +24 (Gadget/Can Be Stolen, Forcefully Removed, -10%) [108]; Telecommunications (Radio) (Gadget/Can Be Stolen, Forcefully Removed, -10%) [9].

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +2 from Artificer

BIRD-MAN

Villain

Real Name: Unrevealed.

Occupation: Professional Criminal

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Henry Hawk.

Place of Birth: Unrevealed.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The man who would become Bird-Man was a noted second-story burglar who was serving a lengthy jail term when he was given the opportunity to be paroled early if he signed up for a series of scientific experiments. (At this point, he was already using the alias "Henry Hawk"; his given name is unknown.)

These experiments, performed by scientists in the employ of the Kingpin, involved the injections of various animal DNA into their test subjects using genetic retroviruses (see *Kingpin*). Given his alias, Henry's injections included various species of predatory bird, including hawks, falcons, and condors. The result was that Hawk grew wings underneath his arms while retaining the use of his hands; a secondary aspect was that his entire head changed to become closer to a bird's, including the beak.

Calling himself Bird-Man, Hawk joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Bird-Man and his companions – Ape-Man, Cat-Man, Dragonfly, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Bird-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 5' 9".

Weight: 180 lbs.

Eyes: Blue.

Hair: None.

Other Distinguishing Features: Bird-Man possesses large, feathered wings under his arms, and a toothless beak instead of a human mouth. Furthermore, his feet have been altered to resemble a bird's, with two long toes in the front and a single toe growing off the heel.

Uniform: Blue bodysuit with a yellow leotard over it, yellow gloves, yellow boots, gold belt.

Strength Level: Bird-Man possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Bird-Man can fly using the wings growing from under his arms like a bird's. His whole physiology has been adapted to flying: his bones are hollow, like a bird's, and he has a thin membrane over his eyes which protect against the friction of the air moving at high speeds. He can sustain a speed of 30 miles per hour while in flight.



204 points

Attributes: ST 14 [40]; DX 16 [120]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 11 [0]; Per 12 [5]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Basic Air Move 15 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: 3D Spatial Sense [10]; Fit [5]; Flight (Temporary Disadvantage: No Fine Manipulators, -30%; Winged, -25%) [18]; High Pain Threshold [10]; Nictitating Membrane 1 [1]; Teeth (Sharp Beak) [1]; Temperature Tolerance 2 [2]; Ultrahearing [5].

Perks: Aerobic Kicks [1]; Feathers [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Impulsiveness (9) [-15]; Phobia (Enclosed Spaces) (12) [-15]; Sense of Duty (Ani-Men) [-5]; Short Attention Span [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Vulnerability to Crushing Attacks (Damage Multiplier ×2) [-30]; Wealth (Struggling) [-10].

Quirks: Bowlegged [-1]; Dual Identity [-1]; Third Person [-1].

Skills: Aerobatics (H) DX+2 [4] – 18*; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 11; Flight (A) HT+1 [4] – 15; Holdout (A) IQ+1 [4] – 12; Lockpicking/TL8 (A) IQ+1 [4] – 12; Navigation/TL8 (Air) (A) IQ+3 [2] – 14†; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+2 [8] – 18; Streetwise (A) IQ+1 [4] – 12; Urban Survival (A) Per+0 [2] – 12.

Techniques: Attack From Above (Aerobatics) (A) def+1 [1] – 17; Drop Kick (Aerobatics) (H) def+1 [2] – 18; Evade (Aerobatics) (A) def+1 [1] – 19; Kicking (Aerobatics) (H) def+1 [2] – 17; Lethal Kick (Aerobatics) (H) def+1 [2] – 15; Spinning Kick (Aerobatics) (H) def+1 [2] – 16.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +3 from 3D Spatial Sense.

BLACK CAT

Villain

Real Name: Felicia Hardy

Occupation: Burglar; college student.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, wanted by authorities in connection for dozens of crimes.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Walter (father, deceased), Lydia (mother).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: (as Felicia Hardy) AMAZING SPIDER-MAN #1; (as Black Cat) AMAZING SPIDER-MAN #5.

History: Felicia Hardy was a college student studying the liberal arts at Empire State University with no real direction or plan for after graduation when she discovered that her father had been an infamous cat burglar in his day. Inspired by his example, she honed her natural athletic talent while secretly learning the less legal aspects of the criminal trade, particularly lock-picking and where to fence stolen goods.

Taking a hint from the emerging superhuman population, Felicia hid her identity by taking on the identity of the Black Cat. While lacking any superhuman powers of her own, she has been able to hold her own in combat against her most common adversary, the web-slinging Spider-Man, long enough to escape on several occasions (see *Spider-Man*). In her civilian identity, she has dated Peter Parker from time to time, unaware that he is her most common opponent; Peter is himself unaware that Felicia is the Black Cat, although he has his suspicions.

Recently, the Black Cat has shifted her practices from stealing goods that are easily fenced to stealing items for paying clientele.

Height: 5' 10".

Weight: 130 lbs.

Eyes: Green.

Hair: Platinum blond.

Uniform: Black skintight bodysuit with a plunging V-styled neckline, white fur-lined gloves, white fur-lined boots, black domino mask.

Strength Level: The Black Cat possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Black Cat is an Olympic-level athlete and expert (pardon the pun) cat-burglar. She possesses a natural talent for acrobatics and unarmed combat.

Weapons: The Black Cat often uses a grapnel which resembles a cat's claws in design to swing from the rooftops. She has also recently added sharp claws to her gloves. For distracting her opponents while making her escape, she carries a number of shuriken.

400 points

Attributes: ST 11 [10]; DX 14 [80]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 14 [6]; Will 12 [0]; Per 14 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Claws (Sharp Claws) (Gadget/Can Be Stolen, Forcefully Removed, -10%) [5]; Contact: Fence (Merchant-15; Frequency: 12 or less; Somewhat Reliable) [4]; Daredevil [15]; Enhanced Dodge 3 [45]; Flexibility [5]; Hard to Subdue 2 [4]; Perfect Balance [15]; Very Fit [15].

Perks: Acrobatic Kicks [1]; Honest Face [1]; Masked [1]; Skintight [1].

Disadvantages: Enemy: NYPD (Medium-sized group) (9) [-20]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20].

Quirks: Adrenaline Junkie [-1]; Incurable Flirt [-1].

Skills: Acrobatics (H) DX+2 [8] – 16*; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+4 [2] – 18*†; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Electronics Operation/TL8 (Security) (A) IQ+4 [16] – 16; Escape (H) DX+2 [2] – 16†; Forced Entry (E) DX+2 [4] – 16; Holdout (A) IQ+2 [7] – 14†; Judo (H) DX+0 [4] – 14; Jumping (E) DX+2 [4] – 16; Karate (H) DX+0 [4] – 14; Lockpicking/TL8 (A) IQ+4 [16] – 16; Observation (A) Per+0 [2] – 14; Pickpocket (H) DX-2 [1] – 12; Sex Appeal (A) HT+3 [1] –



17§; Sleight of Hand (H) DX+0 [4] – 14; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+0 [2] – 12; Thrown Weapon (Shuriken) (E) DX+0 [1] – 14; Traps/TL8 (A) IQ+2 [4] – 14#.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 16; Breakfall (Acrobatics) (A) def+5 [5] – 21; Evade (Acrobatics) (A) def+5 [5] – 21; Eye-Rake (Karate) (H) def+5 [6] – 14; Kicking (Acrobatics) (H) def+2 [3] – 16; Rope Up (Climbing) (A) def+2 [2] – 18; Scaling (Climbing) (H) def+3 [4] – 18; Slip Handcuffs (Escape) (H) def+5 [6] – 16; Work By Touch (Lockpicking) (H) def+5 [6] – 16; Work By Touch (Traps) (H) def+5 [6] – 14.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

‡ Defaulted from Sleight of Hand.

§ Includes +4 from Appearance.

Defaulted from Lockpicking.

BLACK KING

Villain

Real Name: Sebastian Shaw.

Occupation: Businessman.

Identity: Publicly known; however, the general public is unaware of Shaw's criminal activities, nor that he is a mutant.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Pittsburgh, Pennsylvania.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: CEO and principal shareholder of Shaw Industries; leader of the Hellfire Club and its secret Inner Circle.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Sebastian Shaw was born to an impoverished family, but using his innate business talents he was a self-made millionaire by the time he was 30. His company, Shaw Industries, eventually became one of the leading multinational conglomerates with defense contracts in a dozen countries in the Americas and Europe. His success earned him an invite to join the Hellfire Club, a social club for society's elite (see *Hellfire Club*). Shaw learned of the Club's Inner Circle, a group inside the Club who, unknown to the rest of the Club, sought to impose their rule over the rest of the world through political and economic means. Shaw rose through the ranks of the Inner Circle to become its Black Bishop.

Working with another member of the Inner Circle, Emma Frost, the then-current White Bishop, Shaw enacted a coup which landed him and Frost the ranks of King and Queen of the Inner Circle (see *White Queen*). Shaw and the rest of the Hellfire Club's Inner Circle have recently come into conflict with the mutant adventurers known as the X-Men on two different occasions (see *X-Men*). Shaw has also recently hired the criminal Chameleon to obtain the schematics for or a working copy of Iron Man's armor from Stark Industries (see *Chameleon*; *Iron Man*; *Stark Industries*). He is also working with Bolivar Trask and SHIELD to produce the Sentinels; Trask and SHIELD are unaware that the Sentinels are being programmed to ignore members of the Hellfire Club's Inner Council, nor are they aware of Shaw's own mutant abilities (see *Sentinels*; *SHIELD*; *Trask, Bolivar*).

Height: 6' 2".

Weight: 210 lbs.

Eyes: Black.

Hair: Gray.

Uniform: None; when performing his duties as the Black King of the Hellfire Club, he dresses in an expensive suit reminiscent of those worn by Revolutionary-era American gentry.

Strength Level: Normally Shaw possesses the normal human strength of a man his age, height, and build who engages in regular exercise. When absorbing kinetic energy, he can increase his strength to superhuman levels for short periods of time, the upper limit of which is unknown. Theoretically, Shaw may even be able to match the Hulk or Juggernaut in strength, potentially reaching Class 100 strength, able to lift (press) in excess of 100 tons (see *Hulk*; *Juggernaut*).

Known Superhuman Powers: Sebastian Shaw is a mutant with the ability to absorb kinetic energy to enhance his physical strength, speed, agility, and durability to superhuman levels.

Other Abilities: Sebastian Shaw is a ruthless, opportunistic, and cunning businessman.



1,265 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Appearance (Handsome) [12]; Business Acumen 4 [40]; Charisma 2 [10]; Damage Resistance 20 (Absorption $\times 20$ (Four Traits: ST, DX, Basic Move, and DR (Tough Skin); Extended Duration $\times 1000$, +120%), +880%; Limited:

Kinetic Attacks, -20%; Tough Skin, -40%; Mutant, -10%) [910]; Damage Resistance 0 (Tough Skin, -40%; Mutant, -10%) [0]; Fit [5]; High Pain Threshold [10]; Intuition [15]; Merchant Rank 11 [55]; Status 5 [0*]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Disarming Smile [1]; Fearsome Stare [1]; Power Grappling [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Gentleman's) [-10]; Greed (12) [-15]; Megalomania [-10]; Secret (Subversive) (Imprisonment) [-20]; Selfish (9) [-7].

Quirks: Antitheist [-1]; Chauvinistic [-1]; Deadpan Snarker [-1].

Skills: Administration (A) IQ+4 [2] – 16†; Brawling (E) DX+2 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Literature) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+2 [4] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Politics) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+2 [12] – 14; Economics (H) IQ+4 [4] – 16†; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Intimidation (A) Will+2 [8] – 14; Judo (H) DX+1 [8] – 13; Market Analysis (H) IQ+4 [4] – 16†; Politics (A) IQ+2 [8] – 14; Public Speaking (A) IQ+1 [1] – 13‡; Savoir-Faire (High Society) (E) IQ+1 [2] – 13; Smuggling (A) IQ+0 [2] – 12; Streetwise (A) IQ+2 [8] – 14.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +3 from Rank and +2 from Wealth.

† Includes +4 from Business Acumen.

‡ Includes +2 from Charisma.

Design Notes:

1. The Damage Resistance 0 (Tough Skin; Mutant) trait is listed solely because Shaw can increase his own DR without increasing his Absorption DR. You need a trait before you can raise it; the 0 level is because it's not active all the time, only when extra points (2.5 per level) are put into it.
2. The Absorption modifier on DR is taken as a leveled modifier, based on RPK's MyGURPS house rules page.

BLACK KNIGHT

Villain

Real Name: Nathan Garrett.

Occupation: Former civil engineer; now professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed

Marital Status: Presumably single.

Known Relatives: Pat Garrett, unnamed knight (alleged ancestors).

Group Affiliation: Former employee of the Crimson Cowl.

Base of Operations: Chicago, Illinois, greater metro area.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: Nathan Garrett was a young civil engineer with a gambling problem who had gotten in over his head with one of his bookies. Threatened with death after being unable to pay, Garrett was approached by the Crimson Cowl who agreed to pay off all his debts in exchange for his services (see *Crimson Cowl*). The Cowl provided Garrett with his initial laboratory and workshop, which he used to manufacture his first power lance and mutate a horse to possess functioning wings.

Disobeying the Crimson Cowl's orders, Garrett donned the guise of the Black Knight in order to "field test" the equipment. This first outing brought him into conflict with Ant-Man and Wasp, and he was arrested (see *Ant-Man*; *Wasp*). The Cowl arranged for Garrett to be freed on bail, but he insisted on going out again to "settle the score" with the Diminutive Duo. Once again, he was defeated and sent to jail. This time, however, the Cowl refused to post his bail.

The Black Knight is currently in prison, but for how long is anyone's guess.

Height: 6'.

Weight: 195 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: Grey mail, blue-black tunic with a white pattern on the chest, blue-black gloves, blue-black boots, blue-black barrel helmet, blue-black cloak, white belt.

Strength Level: The Black Knight possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Nathan Garrett has trained himself to be proficient with his power lance (see below), as well as with the standard knightly weapons of a sword and shield.

Weapons: The Black Knight's primary weapon was his power lance.

This weapon, designed along the lines of a medieval knight's lance, contains miniaturized circuitry which enables it to have a number of settings in its casing.

The first and least technologically advanced setting of the power lance is a light machine gun chambered for the Austrian 5.7×26mm caseless round. The power lance has a helical magazine of 1,000 rounds in the handle; being a caseless round, there is no need for an ejector for spent casings. This round comes standard in hollow-point, although the Black Knight occasionally employs other rounds, including armor-piercing.

Also built into the power lance is a charged particle beam, or "blaster", rifle capable of punching through the armor of armored cars; it is not yet known how effective the blaster is against modern tank armor. The blaster works off a rechargeable power cell nestled on the end of lance's handle.

The power lance also contains a powerful electrolaser capable of stunning a normal person. This electrolaser operates off the same power cell as the blaster, but uses a lot less power.

Naturally, the power lance can also be used in a manner identical to a medieval knight's lance. The Black Knight is known to fire the blaster on impact, adding to the damage done.

Occasionally, the Black Knight carries a broadsword and medium shield, which he can wield from the saddle as proficiently as he can on foot. The swords and shields he has used on these few occasions do not appear to have any special properties not currently covered by modern science, although it is likely they are made from improved materials.



Armor: In keeping with his *modus operandi*, the Black Knight's armor resembles the plate-and-chain mail worn by medieval knights. This armor, however, has been built to improved specifications which enable the plate sections to withstand gunfire up to .45 caliber pistol rounds. Underneath the plate, he wears a Kevlar vest to further improve his survival.

Mount: Nathan Garrett has used his knowledge of bioengineering to mutate a black horse, which he named Hasufel, with functioning wings. These wings enable Hasufel to fly at an average speed of 50 miles per hour.

245 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally (Hasufel; see below) (25% of starting points; Frequency: 15 or less) [3]; Gadgeteer [25]; Weapon Master (Knightly Weapons) [30].

Disadvantages: Compulsive Gambling (9) [-7]; Enemy (NYPD) (Hunter; Large Group; Frequency: 9 or less) [-30]; Greed (12) [-15]; Low Self-Image [-10]; Social Stigma (Criminal Record) [-5].

Quirks: Dual Identity [-1].

Skills: Animal Handling (Equines) (A) IQ+1 [4] – 13; Beam Weapons/TL8 (Rifle) (E) DX+2 [4] – 13; Brawling (E) DX+1 [2] – 12; Broadsword (A) DX+2 [8] – 13; Gambling (A) IQ+0 [2] – 12; Guns/TL8 (Light Machine Gun) (E) DX+2 [4] – 13; Inventor! (WC) IQ+4 [72] – 16; Lance (A) DX+2 [8] – 13; Riding (Equines) (A) DX+2 [7] – 13*; Science! (WC) IQ+1 [36] – 13; Shield (E) DX+2 [4] – 13; Sleight of Hand (H) DX-2 [1] – 9; Streetwise (A) IQ+0 [2] – 12.

Techniques: Cavalry Training (Broadsword) (H) def+2 [3] – 13; Cavalry Training (Lance) (H) def+2 [3] – 13; Combat Riding (Riding (Equines)) (H) def+2 [3] – 15; Mounted Shooting (Beam Weapons (Rifle)/Equines) (H) def+4 [5] – 13; Mounted Shooting (Guns (Light Machine Gun)/Equines) (H) def+4 [5] – 13.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* defaulted from Animal Handling (Equines)

Hasufel

42 points

Attributes: ST 22 (No Fine Manipulators, -40%; Size, -10%) [60]; DX 9 [-20]; IQ 4 [-120]; HT 11 [10].

Secondary Characteristics: Dmg 2d/4d; BL 97 lbs; HP 22 [0]; Will 11 [35]; Per 12 [40]; FP 11 [0]; Basic Speed 5.00 [0]; Basic Move 8 [15]; Basic Air Move 10 [0]; Dodge 9.

Advantages: Claws (Hooves) [3]; Combat Reflexes [15]; Enhanced Move (Air) 1.5 (Air Move 30) [30]; Enhanced Move (Ground) 1 (Ground Move 16) [20]; Flight (Winged, -25%) [30]; Peripheral Vision [15].

Perks: Fur [1].

Disadvantages: Domestic Animal [-30]; Quadruped [-35]; Restricted Diet (Herbivore) [-10]; Short Lifespan -2 [-20]; Weak Bite [-2]; Wealth (Dead Broke) [-25].

Skills: Aerobatics (H) DX+3 [16] – 12; Brawling (E) DX+1 [2] – 10; Mount (A) DX+3 [12] – 12.

Power Lance

BEAM WEAPONS (RIFLE)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
9	Electrolaser	HT-4 (2) aff	8	400/1,100	1	83 (3)	4†	--	1
	<i>linked</i>	1d-3 burn							
11	Blaster	6d (5) burn sur	10	700/2,100	3	10 (3)	7†	--	1

GUNS (LIGHT MACHINE GUN)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
8	5.7×26mm CL Machinegun	5d (0.5) pi+	5	480/3,400	10!	1,000 (5)	8†	--	2

BLACK QUEEN

Villain

Real Name: Selene Gallio.

Occupation: Socialite, sorceress.

Identity: Publicly known; however, the general populace is unaware of Selene's criminal activities or her status as a mutant.

Legal Status: Citizen of Italy with no known criminal record.

Other Aliases: Black Priestess.

Place of Birth: Unrevealed, but presumably somewhere in Italy.

Marital Status: Widowed (possibly several times over).

Known Relatives: Husband (name unrevealed, deceased).

Group Affiliation: Hellfire Club Inner Circle.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The full origins of Selene, Black Queen of the Hellfire Club, are currently unknown. Indeed, due to her psychic vampirism powers even her exact age is unknown; she appears to be a woman in her late 20s, but she has hinted that she is several hundred years old.

How long she has been a member of the Hellfire Club is uncertain, but she has only recently ascended to the rank of Black Queen (see *Hellfire Club*). Since then, she has come into conflict with both the X-Men and agents of SHIELD's Sentinel program (see *Sentinels*; *SHIELD*; *X-Men*).

Height: 5' 10".

Weight: 130 lbs.

Eyes: Red; usually wears brown-tinted contacts.

Hair: Black.

Uniform: None; when performing her duties as the Hellfire Club's Black Queen, Selene usually wears a front-laced black leather bustier, black leather bikini bottoms, upper arm length black leather gloves, knee-high black leather boots with 4-inch heels, and a black ankle-length cape secured by a gold brooch with a large ruby set in the center.

Strength Level: Selene possesses superhuman strength enabling her to lift (press) around 1,500 pounds under optimum conditions.

Known Superhuman Powers: Selene is a mutant with a number of psionic powers. Foremost among these is her ability to psychically drain the life force of a person, perpetuating her youth; due to this, she has been called a 'vampire', although she is not a supernatural creature like a true vampire. If she does not kill a being with her powers, she may choose to turn them into a psychic vampire like herself, albeit under her control. Her psionic powers also include lesser forms of telepathy and telekinesis, although not on the same level as Jean Grey or Emma Frost (see *Marvel Girl*; *White Queen*).

Selene is highly resistant to injury. She has been shown to be resistant to knives and small-caliber pistols, as well as able to walk through flames unharmed (although the latter feat may have been assisted by her sorcery).

Selene is also a sorceress of some skill, being reputedly ranked as one of the top twenty magical practitioners on Earth.



1,180 points

Attributes: ST 10 [0]; DX12 [40]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 3d/5d+2; BL 180 lbs; HP 13 [6]; Will 15 [10]; Per 13 [0]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) [6]; Italian (Native) (Native Language) [0]; Latin (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Damage Resistance 3 (Limited: Heat/Fire, -40%; Mutant, -10%) [8]; Danger Sense (ESP, -10%) [14]; Dominance (Link: Powers Must Be Used Together, +10%; Requires IQ Roll, -10%; Psychic Vampirism, -10%) [18]; Energy/3 [60]; Energy Reserve (Magical) 10 [30]; Hard to Kill 3 [6]; High Pain Threshold [10]; Illusion/2 [20]; Independent Income 20 [20]; Inner Balance 2 [30]; Steal Life (Link: Powers Can Be Used Separately, +20%) [50]; Legal Immunity 2 [10]; Lifting ST +20 (Psychokinesis, -10%) [54]; Magery 4 [45]; Matter/3 [60]; Mind Shield 10 (Profiling, +10%; Telepathy, -10%) [40]; Photographic Memory [10]; PK Shield 10 [40]; Psi Sense [13]; Psychic Vampirism Talent 4 [20]; Smooth Operator 2 [30]; Social Chameleon [5]; Spirit/2 [40]; Status 4 [10*]; Striking ST +10 (Mutant, -10%); Telereceive (Shallow) [27]; TK Grab (Short Range) 10 [40]; Unaging (Psychic Vampirism, -10%) [14]; Unfazeable [15]; Very Fit [15]; Voice [10]; Wealth (Multimillionaire 1) [75].

Perks: Alcohol Tolerance [1]; Cloaked [1]; Courtesy Title 1 [1]; Fearsome Stare [1]; Haughty Sneer [1]; High-Heeled Heroine [1]; I Know What You Mean [1]; Magical School Familiarity (Roman Bacchanal Mystery Cult) [1]; No Hangover [1]; Pleasant Theft [1]; Sexy Pose [1]; Tactical Reading [1].

Disadvantages: Callous [-5]; Dependency (Life Force) (Aging, +30%; Frequency: Weekly; Illegal) [-26]; Enemy (Emma Frost/White Queen; Equal in Power; Rival) (9) [-5]; Jealousy [-10]; Light Sleeper [-5]; Megalomania [-10]; Paranoia [-10]; Sadism (12) [-15]; Secret (Subversive; Imprisonment) [-20].

Quirks: Careful [-1]; Closet Soccer Fan [-1]; Distinctive Feature (Red Eyes) [-1]; Immodest [-1]; Vain [-1].

Skills: Acting (A) IQ+3 [4] – 16†; Autohypnosis (H) Will+1 [2] – 16‡; Brawling (E) DX+1 [2] – 13; Breath Control (H) HT+1 [2] – 14‡; Carousing (E) HT+3 [2] – 16‡; Connoisseur (Literature) (A) IQ+0 [2] – 13; Connoisseur (Visual Arts) (A) IQ+0 [2] – 13; Connoisseur (Wine) IQ+0 [2] – 13; Current Affairs/TL8 (Sports) (E) IQ+1 [2] – 14; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+2 [4] – 15‡; Economics (H) IQ-1 [2] – 12; Erotic Art (Human) (A) DX+1 [4] – 13; Fast-Talk (A) IQ+4 [2] – 17‡#; Games (Soccer) (E) IQ+1 [2] – 14; History (Renaissance Italy) (H) IQ-1 [2] – 12; History (Roman) (H) IQ-1 [2] – 12; Hypnotism (Human) (H) IQ+1 [8] – 14; Intelligence Analysis (H) IQ+0 [4] – 13; Leadership (A) IQ+2 [2] – 15‡; Lip Reading (A) Per+1 [4] – 14; Literature (H) IQ+0 [4] – 13; Meditation (H) Will+1 [2] – 16‡; Mental Strength (E) Will+3 [2] – 18‡; Observation (A) Per+0 [2] – 13; Politics (A) IQ+2 [2] – 17‡#; Propaganda/TL8 (A) IQ+1 [4] – 14; Public Speaking (A) IQ+3 [1] – 16‡#; Savoir-Faire (High Society) (E) IQ+4 [4] – 17‡; Savoir-Faire (Mafia) (E) IQ+3 [2] – 16‡; Sex Appeal (Human) (A) HT+8 [2] – 21‡#§; Thaumatology (VH) IQ+5 [12] – 18¥; Whip (A) DX+1 [4] – 13.

Magical Realm Skills: Energy (VH) IQ+4 [8] – 17¥; Illusion (VH) IQ+4 [8] – 17¥; Matter (VH) IQ+4 [8] – 17¥; Spirit (VH) IQ+4 [8] – 17¥.

Psionic Power Skills: Create Psychic Vampire (H) IQ+3 [2] – 16¤; PK Shield (H) IQ+1 [8] – 14; Psi Sense (H) Per-1 [2] – 12; Steal Life (H) Will+7 [8] – 20¤; Telereceive (H) IQ+1 [8] – 14; TK Grab (H) IQ+0 [4] – 13.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +2 from Wealth.

† Includes +2 from Smooth Operator.

‡ Includes +2 from Inner Balance.

§ Includes +4 from Appearance.

Includes +2 from Voice.

¥ Includes +4 from Magery.

¤ Includes +4 from Psychic Vampirism Talent.

BLACK WIDOW

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: SECRET AGENT NICK FURY #1
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



BLOB

Villain

Real Name: Fredrick J. Dukes

Occupation: Professional criminal; former carnival performer.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Inigo the Immovable.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Parents, siblings (names unrevealed).

Group Affiliation: Brotherhood of Mutants, frequent partner of Unus the Untouchable, former member of the Circus of Crime.

Base of Operations: Mobile.

First Appearance: AMAZING SPIDER-MAN #

History: Fred Dukes had been born into the circus lifestyle. His parents had been trapeze performers, and had expected him to follow in their footsteps. Fate, and genetics, had other ideas.

Even in early adolescence, Fred's great bulk had been apparent. At first, doctors attributed his bulk to a glandular condition, but later tests revealed that Fred was a mutant. While he longed to fly without a care over the heads of the audience like his parents and siblings, he found himself grounded. In his early teens, he discovered that, as long as he stood still, even a team of elephants could not move him so long as he willed it. Soon he was being billed as "Inigo The Immovable", faking a Spanish accent as part of the act.

Hard times struck the circus, and Inigo the Immovable found himself out of work. He soon found employment, such as it was, in another circus, one formed with the intention of robbing its audience: the Circus of Crime (see *Circus of Crime*). Now simply calling himself the Blob, he ultimately found himself in combat against Spider-Man and the X-Men, who had been in one of the audiences when the circus performed in New York City's Central Park (see *Spider-Man*; *X-Men*).

The Blob soon quit the Circus of Crime, believing that they were thinking too small in their scheme, and struck up a friendship with Unus the Untouchable, another mutant criminal with a grudge against the X-Men (see Unus the Untouchable). The two briefly impersonated the X-Men, wearing uniforms similar those of the Beast and Cyclops (see *Beast*; *Cyclops*), before being defeated and sent to prison. It was not long before the two broke out of prison to join up with Magneto and his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). Where and when the Blob will next strike remains to be seen.

Height: 5' 10".

Weight: 510 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black shirt, black shorts, black arm-bands, black boots, all with yellow trim.

Strength Level: The Blob possesses superhuman strength enabling him to lift (press) around 10 tons.

Known Superhuman Powers: In addition to his tremendous strength, most of the Blob's powers are related to his incredible bulk. His skin is incredibly thick, giving him a measure of resistance to physical attacks. The many rolls of fat are thick enough to absorb the energy of rifle rounds, cannon balls, and even man-portable rocket shells without injury. His face is not as protected as the rest of him (mainly due to the lack of protective fat tissue in that area). The Blob's skin is highly resistant to being punctured, lacerated, frostbitten, or ravaged by any skin disease; it is somewhat less resistant to burning.

In addition to this, the Blob possesses the ability to increase the gravitational attraction between him and the earth beneath him (up to about 10 feet), effectively rendering him effectively immovable.

Other Abilities: The Blob is more agile than his great bulk implies. He has had training in the Japanese art of sumo, although he has never competed professionally.



2,526 points

Attributes: ST 26/116 (Size, -10%) [54*]; DX 12 [40]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: SM +1; Dmg 2d+2/5d (12d/14d); BL 135 lbs (2,691 lbs); HP 26 [0]; Will 12 [10]; Per 12 [10]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 5 [-5]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Claim to Hospitality (Circus Performers) [2]; Damage Resistance 125 (Hardened 4, +80%; Tough Skin -40%; Mutant Biology, +0%) [875]; Extra ST 214 (Accessibility: Applies Only to Knockback, -40%; Size, -10%; Mutant, -10%) [856]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Immunity to Skin Diseases [5]; Injury Tolerance (Damage Reduction /4) (Mutant Biology, +0%) [100]; Radiation Tolerance (PF 100) (Mutant Biology, +0%) [30]; Single-Minded [5]; Super ST +10/+100 (Size, -10%; Mutant, -10%) [380]; Temperature Tolerance 5 [5]; Trained By A Master [30].

Perks: Accent (Spain) [1]; Cotton Stomach [1]; Focused Fury [1]; Power Grappling [1]; Style Familiarity (Sumo) [1]; Sure-Footed (Ice) [1]; Sure-Footed (Sand) [1]; Sure-Footed (Slippery) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Bad Temper (9) [-15]; Bully (12) [-10]; Code of Honor (Pirate's) [-5]; Gluttony (12) [-5]; Ham-Fisted -1 [-5]; Lecherousness (15) [-7]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Unus the Untouchable) [-2]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Very Fat [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Enamored (Scarlet Witch) [-1]; Expression ("No force on Earth can move the Blob!") [-1]; Showoff [-1].

Skills: Acting (A) IQ+2 [6] – 12†; Animal Handling (Elephants) (A) IQ+2 [8] – 12; Brawling (E) DX+2 [4] – 14; Breaking Blow (H) IQ+2 [12] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 10; Current Affairs/TL8 (Travel) (E) IQ+2 [4] – 12; Detect Lies (H) Per+0 [4] – 12; First Aid/TL8 (Human) (E) IQ+1 [2] – 11; Forced Entry (E) DX+0 [1] – 12; Gambling (A) IQ+0 [2] – 10; Immovable Stance (H) DX+4 [20] – 16; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+1 [2] – 13; Lifting (A) HT+1 [4] – 14; Packing (A) IQ+2 [8] – 12; Performance (A) IQ+2 [8] – 12; Power Blow (H) Will+0 [4] – 12; Savoir-Faire (Circus) (E) IQ+2 [4] – 12; Smuggling (A) IQ+0 [2] – 10; Stage Combat (A) DX+0 [2] – 12; Streetwise (A) IQ+2 [8] – 12; Sumo Wrestling (A) DX+2 [8] – 14; Throwing (A) DX+2 [8] – 14; Veterinary/TL8 (H) IQ-1 [2] – 9; Wrestling (A) DX+2 [8] – 14.

Techniques: Choke Hold (Wrestling) (H) def+3 [4] – 14; Drop Kick (Sumo Wrestling) (H) def+1 [2] – 14; Elbow Strike (Brawling) (A) def+2 [2] – 14; Head Butt (Brawling) (H) def+1 [2] – 14; Head Lock (Wrestling) (H) def+3 [4] – 14; Low-Line Defense (Sumo Wrestling) (H) def+2 [3] – 10.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +10/+100 from Super ST

† Defaulted from Performance.

BRAINCHILD

Villain

Real Name: Unrevealed.

Occupation: Strategist.

Identity: Brainchild's existence is unknown to the general populace.

Legal Status: None.

Other Aliases: None.

Place of Birth: The Savage Land.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Savage Land Mutates.

Base of Operations: The Savage Land.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The origins of the man known as Brainchild are currently a mystery. He is apparently a human who was born in the Savage Land, a hidden "lost world" in Antarctica, who was mutated to his current form in some as-yet unexplained manner (see *Savage Land*). Unlike the other Mutates, Brainchild is suspected to have been prematurely physically aged to adulthood, given his lack of emotional maturity.

He and the other Savage Land Mutates first clashed with the mutant adventurers known as the X-Men on the latter's first trip to the Savage Land (see *Savage Land Mutates*; *X-Men*). The Mutates' mysterious "Master" ordered them to attack the visiting X-Men, but they were defeated.

Brainchild has since been seen leading the other Savage Land Mutates in the field in their subsequent clashes with the Avengers and the Brotherhood of Mutants (see *Avengers*; *Brotherhood of Mutants*).

Height: 5' 8".

Weight: 125 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Brainchild possesses the normal human strength of a man his apparent age, height, and build who engages in light regular exercise.

Known Superhuman Powers: A sizable portion of Brainchild's brain has been replaced with a highly sophisticated computer, granting him the ability to think at superhuman speeds; however, he is not able to *move* at superhuman speed. Due to his enhanced brain, he is able to recover from unconsciousness faster than most of his comrades. He is also able to recall every detail of everything he has seen, heard, smelled, or read. His computer brain also grants him enhanced resistance to telepathic abilities.

Other Abilities: Brainchild is a skilled strategist and scientist.

Limitations: Brainchild lacks the emotional maturity of his apparent age, acting and reacting like a spoiled pre-teen child.

Weapons: Brainchild occasionally uses a crossbow; other than that, he tends to use the same weapons one might expect from a Stone Age or Bronze Age warrior: spear, knife, axe, and shield.

295 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [-10]; Per 13 [-5]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) [6]; Savage Land Speech (Native Spoken/Illiterate) [-3].

Cultural Familiarities: Savage Land (Native) [0].

Advantages: Absolute Direction [5]; Absolute Timing [2]; Born Tactician 3 [30]; Enhanced Time Sense [45]; Gadgeteer [25]; Hard to Kill 3 [6]; High Manual Dexterity 4 [20]; Intuitive Mathematician [5]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Photographic Memory [10]; Recovery [10]; Resistant to Telepathy (+8) [7]; Single-Minded [5]; Versatile [5].

Disadvantages: Absent-Mindedness [-15]; Bad Temper (9) [-15]; Bully (12) [-10]; Clueless [-10]; Compulsive Rhetoric (9) [-7]; Cowardice (12) [-10]; Duty (to Patron) (12) [-10]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Savage Land Mutates) [-5]; Squeamish (6) [-20]; Wealth (Poor) [-15].



Quirks: Allergies [-1]; Broad-Minded [-1]; Distinctive Feature (Slightly Oversized Head) [-1]; Habit (Quotes Sun Tzu) [-1].

Skills: Body Language (A) Per+1 [4] – 14; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 14; Computer Programming/TL8 (H) IQ+0 [4] – 14; Crossbow (E) DX+1 [2] – 11; Detect Lies (H) Per+1 [8] – 14; Electronics Operation/TL8 (Communications) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Electronic Warfare) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 14; Engineer/TL8 (Combat) (H) IQ+0 [4] – 14; Engineer/TL8 (Electronics) (H) IQ+0 [4] – 14; Expert Skill (Military Science) (H) IQ+3 [4] – 17*; Intelligence Analysis/TL8 (H) IQ+3 [4] – 17*; Knife (E) DX+1 [2] – 11; Lip Reading (A) Per+1 [4] – 14; Literature (H) IQ+1 [8] – 15; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Observation (A) Per+1 [4] – 14; Physics/TL8 (VH) IQ+0 [8] – 14; Physiology/TL8 (Human) IQ+0 [4] – 14; Poisons/TL8 (H) IQ+0 [4] – 14; Psychology (Experimental) (Human) (H) IQ+0 [4] – 14; Research/TL8 (A) IQ+0 [2] – 14; Shield (E) DX+2 [4] – 12; Spear (A) DX+0 [2] – 10; Speed-Reading (A) IQ+1 [4] – 15; Strategy (Land) (H) IQ+4 [8] – 18*; Survival (Jungle) (A) Per+0 [2] – 13; Tactics (H) IQ+4 [8] – 18; Traps/TL8 (A) IQ+1 [4] – 15*; Weird Science (VH) IQ+0 [8] – 14.

Starting Spending Money: \$800 (20% of Starting Wealth).

* Includes +3 from Born Tactician.

Design Notes:

1. Brainchild, and all the Savage Land Mutates, have their social traits calculated for TL8 campaigns. Unlike the other Mutates, Brainchild has been brought up to TL8 by their mysterious Master. In campaigns set entirely in the Savage Land, give him High TL +8 and raise Wealth to Average, a net increase of 55 points, and permit all of them to take 100% of their Wealth as Starting Cash (\$250).
2. In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than *Apocalypse*. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

BROTHERHOOD OF MUTANTS

Villain Team

The Brotherhood of Mutants, occasionally referred to by the press as the Brotherhood of Evil Mutants, but most commonly known simply as the Brotherhood, is a small but powerful organization dedicated to mutant supremacy.

The Brotherhood was founded by the self-styled Master of Magnetism, Magneto, in order to further his goals (see *Magneto*). They first clashed with the X-Men when they broke Magneto out of the plastic cell he was being held in at Ryker's Island. Since then, they have clashed with the X-Men several times, with many of their matches resulting in stalemates.

The lineup of the Brotherhood is composed primarily of mutants, although one non-mutant has recently joined the team. In their first clash with the X-Men, the Brotherhood consisted of Magneto, the sycophantic Toad, the mutant sorceress Scarlet Witch, the speedster Quicksilver, and the illusionist Mastermind (see individual entries). Magneto later recruited the immovable Blob and Unus the Untouchable (see *Blob*; *Unus the Untouchable*).

Recently, Magneto became separated from the group when he was imprisoned on an extraterrestrial world in Shi'ar space, while the rest of the Brotherhood was deposited in the Savage Land (see *Savage Land*; *Shi'ar*). During that time, the Scarlet Witch took control of the Brotherhood, leading them in their subsequent clash with the Savage Land Mutates (see *Savage Land Mutates*). During the conflict, the Mutate mind-controlling songstress Lorelei defected to the Brotherhood, enabling them to overpower and defeat the Mutates (see *Lorelei*).

Magneto has recently rejoined the Brotherhood and confirmed the Scarlet Witch as his second in command of the team, as well as Lorelei's membership, despite objections from many of the Brotherhood who viewed her as 'inferior' due to her non-mutant status. Where the Brotherhood will strike next, now that they are again under Magneto's leadership, remains to be seen.

First Post-Reboot Appearance: UNCANNY X-MEN #4

 <p>MAGNETO (Magnus) Founder/Leader</p>	 <p>TOAD (Mortimer Toynbee) Active as of UXM #4</p>
 <p>SCARLET WITCH (Wanda Maximoff) Deputy Leader Active as of UXM #4</p>	 <p>QUICKSILVER (Pietro Maximoff) Active as of UXM #4</p>
 <p>MASTERMIND (Jason Wyngarde) Active as of UXM #4</p>	 <p>BLOB (Fredrick J. Dukes) Joined in UXM #</p>
 <p>UNUS (Angelo Unuscione) Joined in UXM #</p>	 <p>LORELEI (real name unrevealed) Joined in MCP #</p>

BUCKY

Hero

Real Name: Rikki Buchanan.

Occupation: Student.

Identity: Secret.

Legal Status: Citizen of the United States with a juvenile criminal record, still a minor.

Other Aliases: None.

Place of Birth: Queens, New York City.

Marital Status: Single.

Known Relatives: Mother (name unrevealed).

Group Affiliation: Aspiring partner to Captain America.

Base of Operations: Queens, New York City.

First Appearance: (as Rikki Buchanan) CAPTAIN AMERICA #1; (as Bucky) CAPTAIN AMERICA #2.

History: Rikki Buchanan is a young Hispanic girl who grew up in the meaner streets of the borough of Queens in New York City. A known juvenile delinquent, she has spent time in and out of juvenile prison for petty thefts she committed to survive or, later, for thrills.

When Baron Zemo took her school hostage in order to draw out Captain America, who was teaching there in his civilian identity, Rikki managed to sneak away from the school in order to aid the Captain, at first without his knowledge and later without his approval (see *Baron Zemo*; *Captain America*).

Finding her enthusiasm contagious, Captain America has reluctantly taken it upon himself to train her as his new partner. To this end, he has given her a uniform similar to that worn by his World War II partner, Bucky. Rikki keeps threatening to "modernize" the uniform.

Height: 5' 2".

Weight: 103 lbs.

Eyes: Brown.

Hair: Brown.

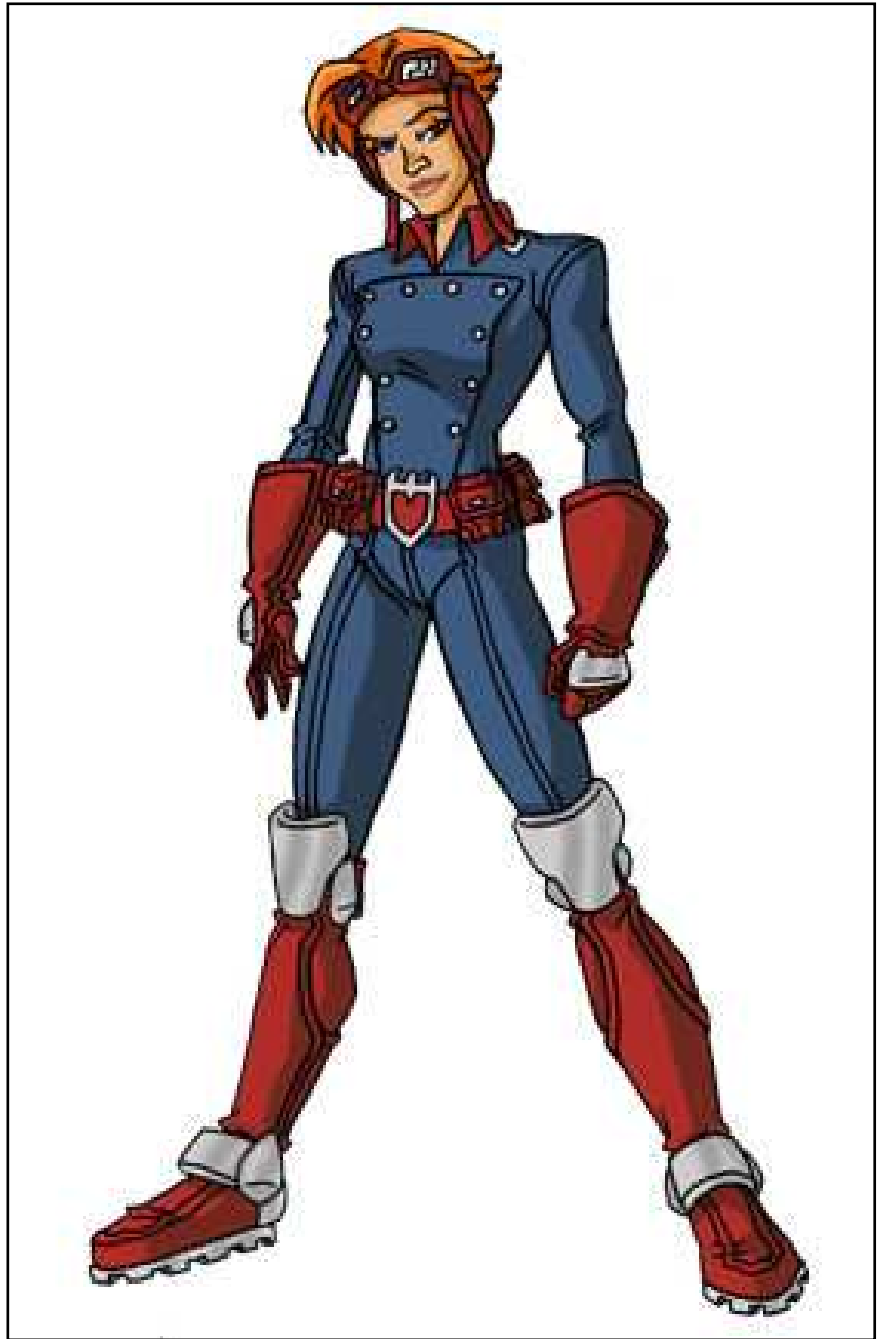
Uniform: Blue bodysuit in military-style cut, red gloves, red knee-high boots with silver trim, red belt.

Strength Level: Rikki Buchanan has the normal human strength of a girl her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Bucky is an accomplished acrobat and gymnast who is an accomplished street brawler. Currently, she is being trained in more formalized hand to hand combat by Captain America. She is also an accomplished thief and pickpocket.

Limitations: Bucky suffers from claustrophobia, an irrational fear of enclosed spaces which causes her to panic. Thanks to therapy received while in juvenile prison, she is better able to control herself in these situations than most claustrophobics.



271 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0]; Spanish (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Daredevil [15]; Enhanced Dodge 3 [45]; Fearlessness 3 [6]; Flexibility [5]; Hard to Subdue 3 [6]; Perfect Balance [15].

Perks: Masked [1].

Disadvantages: Code of Honor (Street) [-5]; Impulsiveness (12) [-10]; Overconfidence (9) [-7]; Phobia (Claustrophobia: Enclosed Spaces) (15) [-7]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Imaginative [-1]; Likes Alternative Rock [-1]; Obsession (Make Cap Proud) [-1].

Skills: Acrobatics (H) DX+1 [4] – 13*; Brawling (E) DX+3 [8] – 15; Climbing (A) DX+5 [4] – 17*†; Dancing (A) DX+1 [4] – 13; Escape (H) DX+2 [4] – 15†; Filch (A) DX+2 [8] – 14; First Aid/TL8 (Human) (E) IQ+2 [4] – 12; Holdout (A) IQ+2 [8] – 12; Jumping (E) DX+2 [4] – 14; Lockpicking/TL8 (A) IQ+2 [8] – 12; Pickpocket (H) DX [4] – 12; Stealth (A) DX+2 [8] – 14; Streetwise (A) IQ+3 [12] – 13; Urban Survival (A) Per+3 [12] – 13.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 13; Drop Kick (Brawling) (H) def+1 [2] – 15; Ear Clap (Brawling) (A) def+2 [2] – 14; Elbow Drop (Brawling) (H) def+4 [5] – 15; Elbow Strike (Brawling) (A) def+2 [2] – 15; Eye-Gouge (Brawling) (H) def+5 [6] – 15; Eye-Poke (Brawling) (H) def+5 [6] – 11; Eye-Rake (Brawling) (H) def+5 [6] – 15; Head Butt (H) def+1 [2] – 15; Jam (Brawling) (H) def+1 [2] – 11; Kicking (Brawling) (H) def+2 [3] – 15; Knee Drop (Brawling) (H) def+3 [4] – 15; Knee Strike (Brawling) (A) def+1 [1] – 15; Slip Handcuffs (Escape) (H) def+5 [6] – 15; Stamp Kick (Brawling) (H) def+3 [4] – 15; Targeted Attack (Brawling Knee Strike/Groin) (H) def+2 [3] – 14; Uppercut (Brawling) (A) def+1 [1] – 15; Work By Touch (Lockpicking) (H) def+5 [6] – 12.

Starting Spending Money: \$800 (20% Starting Wealth).

* +1 from Perfect Balance.

† +3 from Flexibility.

BULLSEYE

Villain

Real Name: Unrevealed.

Occupation: Professional criminal and assassin, former soldier and mercenary.

Identity: Secret.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Employee of the Kingpin.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The man known as Bullseye has made several claims of his history, some of which contradict each other. If it is assumed that some or all of these claims have a grain of truth in them, the following can be inferred:

The man who would become Bullseye discovered his ability to throw anything with unerring accuracy at an early age. At first he used this ability as a pitcher in baseball, but was permanently banned from the sport while still on a collegiate level for putting a rival player in a coma from a thrown baseball. After that, he decided to channel his aggressive tendencies into a military career. After a stint in the US military – he has claimed both the Marines and the Army – he found himself working as a mercenary in Africa for a time.

Ultimately, he turned his talents to assassination. Recently, he's been seen working for Wilson Fisk as one of his assassins, entering into a rivalry with fellow assassin Elektra (see *Elektra*; *Kingpin*). He has tangled with Daredevil on a number of occasions (see *Daredevil*). He is actively hunting Daredevil with the intention of killing the masked vigilante, as Daredevil has not only defeated him more than once, but has – to Bullseye's mind – insulted him by causing him to miss a target, something he has never done before.

Height: 6'

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

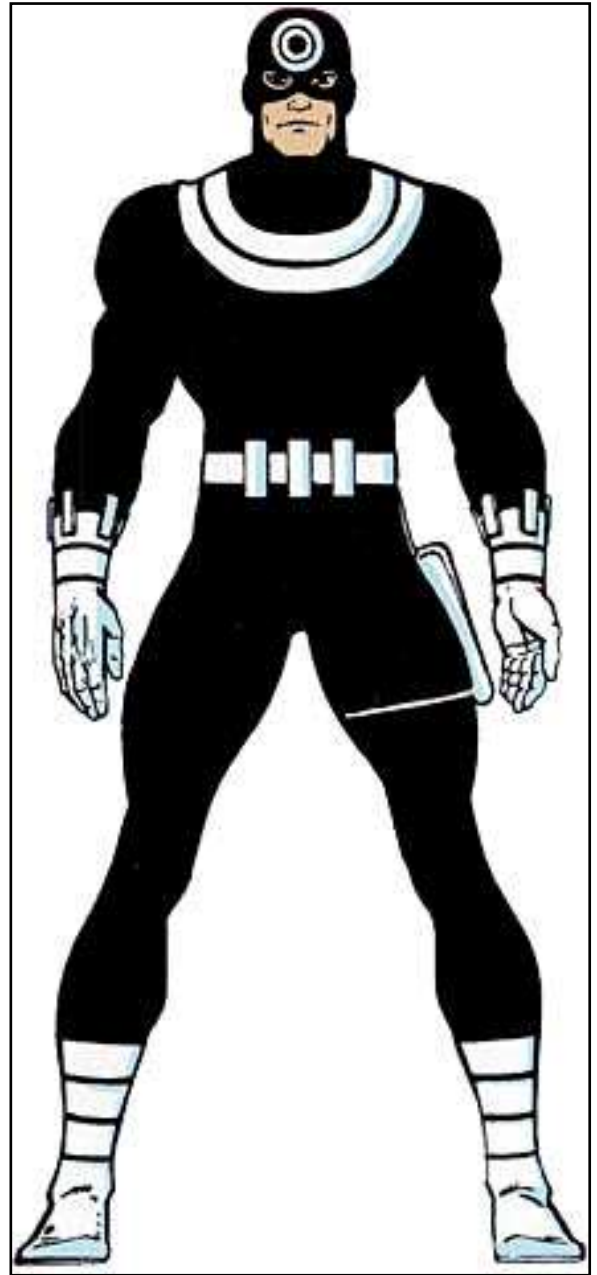
Uniform: Black bodysuit with two white circles between the neck and shoulders, around the head; white gloves; white boots; black cowl with a bull's-eye pattern on the forehead; white belt with a pouch on the right hip.

Strength Level: Bullseye possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Bullseye is an expert at throwing all sorts of odd items – most of which are not normally aerodynamic, such as playing cards – as weapons. He is well-versed in human pressure points.

Paraphernalia: In his pouch, Bullseye carries a deck of playing cards, several ballpoint pens, a few chopsticks, a few knives, and a number of shuriken.



Bullseye: You're good, baby, I'll give you that. But me, I'm magic. – Daredevil

400 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 14 [15]; Per 13 [10]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Daredevil [15]; Extra Attack 1 [25]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Perfect Throw 4 [40]; Striking ST +3 (One Attack Only: Thrown Weapons, -60%) [6]; Very Fit [15]; Weapon Master (Thrown Weapons) [40].

Perks: Dirty Fighting [1]; Doodad 3 [3]; Eye For Distance [1]; Special Exercises (Striking ST +1) 3 [3].

Disadvantages: Addiction (Murder) [-5]; Bloodlust (6) [-20]; Bully (9) [-15]; Callous [-5]; Code of Honor (Professional) [-5]; Obsession (Kill Daredevil) (12) [-5]; Overconfidence (12) [-5]; Secret Identity (Possible Death) [-30].

Quirks: Goal (Recognized as Best Assassin Ever) [-1]; Proud [-1]; Show-Off [-1]; Taunts Enemies [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Boxing (A) DX+0 [2] – 14; Camouflage (E) IQ+0 [1] – 11; Driving/TL8 (Motorcycle) DX+1 [4] – 15; Escape (H) DX+0 [4] – 14; Fast-Draw (Knife) (E) DX+2 [2] – 16*; Forced Entry (E) DX+0 [1] – 14; Guns/TL8 (Rifle) (E) DX+0 [1] – 14; Guns/TL8 (SMG) (E) DX+0 [1] – 14; Holdout (A) IQ+4 [12] – 15†; Jumping (E) DX+2 [4] – 16; Karate (H) DX+0 [4] – 14; Lifting (A) HT+0 [2] – 12; Observation (A) Per+1 [4] – 14; Parry Missile Weapons (H) DX+1 [8] – 15; Pressure Points (Human) (H) IQ+1 [8] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Sleight of Hand (H) DX+1 [8] – 15; Soldier/TL8 (A) IQ+0 [2] – 11; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+1 [4] – 12; Throwing Art (H) DX+10 [28] – 24‡; Wrestling (A) DX+0 [2] – 14.

Techniques: Targeted Attack (Throwing Art/Neck) (H) def+1 [2] – 18; Targeted Attack (Throwing Art/Vitals) (H) def+1 [2] – 19.

Starting Spending Money: \$4,000 (20% of Starting Wealth)

* Includes +1 from Combat Reflexes

† Defaulted from Sleight of Hand

‡ Includes +4 from Perfect Throw

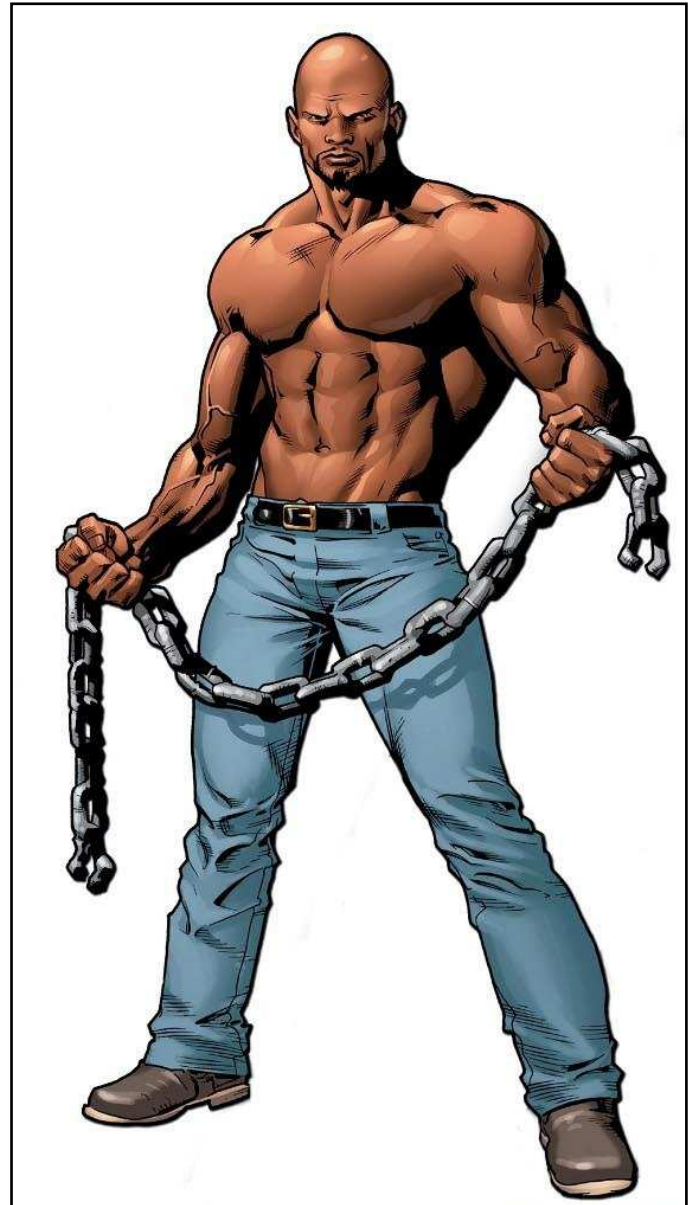
CAGE, LUKE

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: RENEGADES #1
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



CALIBAN

Supporting Cast

Real Name: Unrevealed.

Occupation: None.

Identity: Caliban's existence is unknown to the general populace.

Legal Status: Presumably a citizen of the United States, criminal record unknown.

Other Aliases: None.

Place of Birth: Unrevealed, but presumably New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Morlocks.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The history of the man known only as Caliban is a complete unknown, as is his actual age. Whatever his past is, he keeps it to himself.

Presumably it was his albinism that drove him to live in the network of sewers and abandoned subway stations underneath New York City. His ability to detect other mutants led him to find and later help expand the Morlocks, a society of mutants living apart from the world (see *Morlocks*).

Caliban has recently befriended the mutant superheroes known as the X-Men, although he declined to join their ranks (see *X-Men*).

Height: 5' 8".

Weight: 150 lbs.

Eyes: Yellow.

Hair: None.

Other Distinguishing Features: Caliban is an albino, possessing chalk-white skin.

Uniform: None.

Strength Level: Normally, Caliban possesses the normal human strength of a man his apparent age, height, and build who engages in moderate exercise. During periods of heightened stress, however, his adrenaline gives him superhuman strength enabling him to lift (press) around 1,000 pounds (half a ton).

Known Superhuman Powers: In addition to his adrenaline-enhanced strength, Caliban possesses two psionic abilities:

First and foremost, particularly to the Morlocks, Caliban possesses the ability to locate other mutants within an unspecified radius.

During periods of heightened stress, in addition to his enhanced strength, Caliban possesses the ability to emit "waves of fear", which are strong enough to frighten most people into fleeing the immediate area in terror.

Other Abilities: Caliban is adept at moving through and surviving in the labyrinth of the New York City sewer and subway systems. It is said that he can travel from Greenwich Village to the North Bronx without once coming to the surface.

Limitations: As a result of the complete lack of melanin in his skin, due to being an albino, Caliban is unable to withstand sunlight for any significant period of time.



91 points

Attributes: ST 11 [10]; DX 9 [-20]; IQ 10 [0]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [10]; Per 12 [10]; FP 10 [3]; Basic Speed 5.00 [10]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native/Semi-Literate) (Native Language) [-2].

Cultural Familiarities: Western [0].

Advantages: Detect Mutants (Mutant Psionic, -10%) [18]; Hard to Kill 5 [10]; Lifting ST +14 (Emergencies Only, -30%; Mutant, -10%) [26]; Night Vision 4 [4]; Resistant to Disease (+8) [5]; Striking ST +14 (Emergencies Only, -30%; Mutant, -10%) [42]; Terror (Will-4) (Emergencies Only, -30%; Mutant Psionic, -10%) [42].

Perks: Sure-Footed (Uneven) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Smell [-10]; Cowardice (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Morlocks) [-10]; Skinny [-5]; Status -2 [-10]; Weakness to Sunlight (1d/30 minutes; Variable, -40%) [-9]; Wealth (Dead Broke) [-25].

Quirks: Distinctive Feature (Albino) [-1]; Habit (Quotes "Modernized" Shakespeare) [-1].

Skills: Area Knowledge (New York City Sewer/Subway System) (E) IQ+2 [4] – 12; Climbing (A) DX+1 [4] – 10; Filch (A) DX+1 [4] – 10; Literature (H) IQ+0 [4] – 10; Panhandling (E) IQ+2 [4] – 12; Public Speaking (Storytelling) (E) IQ+1 [2] – 11; Scrounging (E) Per+0 [1] – 12; Streetwise (A) IQ+0 [2] – 10; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$0.

CALLISTO

Non-Villain Antagonist

Real Name: Unrevealed.

Occupation: Leader of the Morlocks.

Identity: Callisto does not use a dual identity.

Legal Status: Presumably a citizen of the United States, criminal record unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Morlocks.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about the history of the woman known as Callisto. By her own words, she was a beautiful young woman before her face was scarred; the circumstances of the scarring and the loss of her right eye is also unknown.

How she came to live in the network of sewers and subway tunnels underneath New York City is unknown. It is known that she encountered the mutant Caliban early on, and together they found and expanded the underground mutant society called the Morlocks (see *Caliban*; *Morlocks*). Over time, Callisto came to be regarded as the Morlocks' leader, a position she has since formalized. Over the past few years, she has defended her role as the Morlocks' leader in a trial by combat on a number of occasions.

Callisto first came into conflict with the mutant adventurers called the X-Men when she had several of her Morlocks kidnap the Angel to become her mate (see *Angel*; *X-Men*). Although she was persuaded to release him by the other X-Men and Angel's current girlfriend, Candy Southern, she still harbors plans to claim Angel as her own (see *Southern*, *Candy*).

Since then, she and her Morlocks have aided the X-Men on two other occasions, and come into conflict with them a second time over the actions of the Morlock Masque, who had kidnapped a number of mutant children to join the Morlocks (see *Masque*).

Height: 5' 9"

Weight: 130 lbs.

Eyes: Blue.

Hair: Black.

Other Distinguishing Features: Callisto possesses a large scar on her face about her left eye and cheek, and wears an eye patch over her right eye. She has a number of tattoos all over her back, arms, and neck.

Uniform: None.

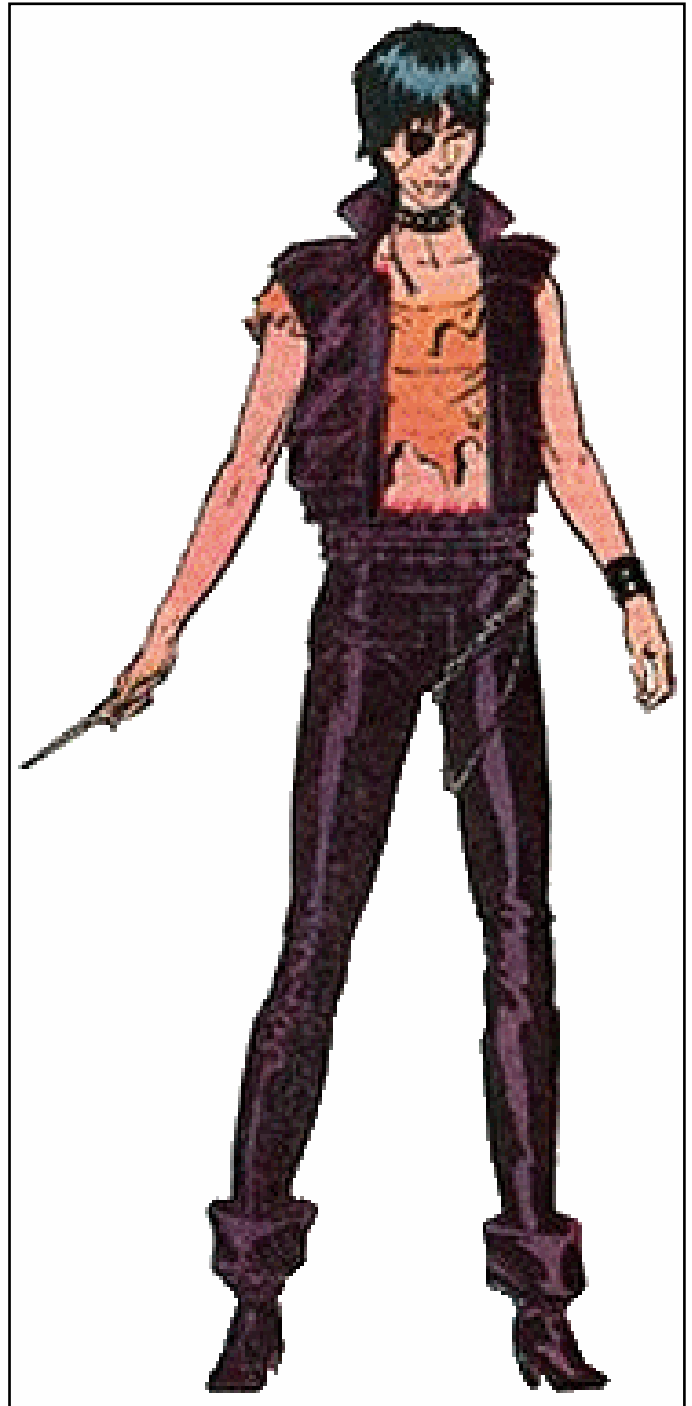
Strength Level: Callisto possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Callisto possesses superhuman senses, in particular superhumanly sharp hearing and smell.

Other Abilities: Callisto is a skilled urban tracker and is a highly skilled if unconventional hand to hand combatant. She is also skilled at throwing knives and similar weapons.

Limitations: Callisto is blind in her right eye.

Weapons: Callisto often uses a stiletto.



400 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 12 [5]; Per 15 [20]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0].

Languages: English (Native) (Native Language) [0]; Spanish (Accented Spoken/Illiterate) [2].

Cultural Familiarities: Western [0].

Advantages: Acute Hearing 5 (Mutant, -10%) [9]; Acute Taste and Smell 5 (Mutant, -10%) [9]; Ally Group (Morlocks; 50% of starting points; Group Size: 21-50 at a time) (9) [20]; Combat Reflexes [15]; Danger Sense [15]; Empath 2 [10]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Night Vision 6 [6]; Parabolic Hearing 3 (Mutant, -10%) [11]; Perfect Balance [15]; Rapid Healing [5]; Stalker 4 [20]; Street Smarts 2 [20]; Tough Guy 4 [20]; Very Fit [15]; Vibration Sense (Mutant, -10%) [9].

Perks: Dirty Fighting [1]; Dual Ready (Main-Gauche/Knife) [1]; Fearsome Stare [1]; Gangster Swagger [1]; Ground Guard [1]; Off-Hand Weapon Training (Knife) [1]; Quick-Swap (Knife) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bloodlust (12) [-10]; Code of Honor (Pirate's) [-5]; One Eye [-15]; Overconfidence (9) [-7]; Sense of Duty (Morlocks) [-10]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Belief (Survival of the Fittest) [-1]; Distinctive Feature (Facial Scar) [-1]; Enamored with Angel [-1].

Skills: Acrobatics (H) DX+0 [2] – 13*; Area Knowledge (New York City) (E) IQ+2 [4] – 13; Body Language (Human) (A) Per+1 [1] – 16†; Brawling (E) DX+1 [4] – 14‡; Climbing (A) DX+1 [2] – 14*; Detect Lies (H) Per+1 [2] – 16†; Escape (H) DX-1 [2] – 12; Fast-Draw (Knife) (E) DX+2 [4] – 15‡§; Filch (A) DX+1 [4] – 14; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Forced Entry (E) DX+4 [1] – 17#; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+4 [2] – 16#; Jumping (E) DX+1 [2] – 14; Knife (E) DX+2 [8] – 15‡; Leadership (A) IQ+3 [12] – 14; Main-Gauche (A) DX+1 [7] – 14‡¥; Running (A) HT+0 [2] – 13; Scrounging (E) Per+2 [1] – 17¤; Sleight of Hand (H) DX-1 [2] – 12; Stealth (A) DX+5 [4] – 18‡; Streetwise (A) IQ+7 [4] – 18#¤; Thrown Weapon (Knife) (E) DX+0 [1] – 13; Tracking (A) Per+5 [4] – 20‡; Traps/TL8 (A) IQ+1 [4] – 12; Urban Survival (A) Per+1 – 16¤; Wrestling (A) DX+1 [4] – 14‡.

Starting Spending Money: \$796 (20% of Starting Wealth, minus the cost of a Cheap Stiletto)

* Includes +1 from Perfect Balance.

† Includes +2 from Empath.

‡ Includes -1 from One Eye.

§ Includes +1 from Combat Reflexes.

Includes +4 from Tough Guy.

¥ Defaulted from Knife.

¤ Includes +2 from Street Smarts.

‡ Includes +4 from Stalker.

CANTOR, VERA

Supporting Cast

Real Name: Vera Cantor.

Occupation: College student, librarian.

Identity: Vera does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Salem Center, New York.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ally of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Some romances are love at first sight. In the case of Hank McCoy and Vera Cantor, however, it might be better said that it was love at first fight (see *Beast*).

The two first met while Hank was attending the Xavier Institute for Gifted Youngsters in Vera's home town of Salem Center, New York (see *Xavier Institute*). Vera worked part time in the local library after school, where Hank spent a lot of his spare time away from the Institute. One day, the two got into an argument over the meaning of a passage in Homer's *Odyssey*, which abruptly ended when Hank asked Vera out to dinner.

After they graduated from their respective high schools, Hank and Vera enrolled at Empire State University in Manhattan, where she took a part-time job at the university library to assist with her expenses. She and her roommate, Zelda Kurtzburg (who is currently dating Bobby Drake, the X-Man known as Iceman) have occasionally come to the X-Men's assistance (see *Iceman*; *Kurtzburg, Zelda*; *X-Men*). Vera's relationship with the Beast is public knowledge; she's not entirely comfortable with her face in the tabloids because of it. She has commented at times on how "normal" the more dangerous elements of the X-Men's lives is to her, while finding the more "mundane" world of college and the paparazzi following her around extremely frustrating and incomprehensible.

While always slightly overweight from childhood, Vera has started working out to slim down. Zelda blames the tabloids for Vera's recent health kick.

Even more recently, Vera and Zelda were hypnotized by the mutant Mesmero; Mesmero's plans for the two are currently unknown (see *Mesmero*).

Height: 5' 6"

Weight: 150 lbs.

Eyes: Hazel.

Hair: Brown.

Uniform: None.

Strength Level: Vera Cantor possesses the normal human strength of a woman her age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: Vera has a quick mind and is seemingly unflappable about unusual people and circumstances. Her studies into anthropology have aided the X-Men several times, especially when dealing with the Savage Land Mutates (see *Savage Land Mutates*).



60 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 11 [4]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [5]; Basic Move 5 [0].

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Luck [15]; Unfazeable [15].

Perks: Famous Face [1]; Permit (Conceal Carry) [1]; Pet (Sassafras, pet dog (cocker spaniel)) [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses or Contacts, -60%) [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Shyness (Mild) [-5]; Wealth (Struggling) [-10]; Workaholic [-5].

Quirks: Attentive [-1]; Dislikes Being a "Tabloid Princess" [-1]; Obsession (Lose Weight) [-1];

Skills: Anthropology (Human) IQ-1 [2] - 11; Archeology (H) IQ-1 [2] - 11; Artist (Drawing) (H) IQ-2 [1] - 10; Computer Operation/TL8 (E) IQ+1 [2] - 13; Expert Skill (Egyptology) (H) IQ-2 [1] - 10; Geology/TL8 (Earthlike) (H) IQ-2 [1] - 10; Guns/TL8 (Pistol) (E) DX+1 [2] - 10; Linguistics (H) IQ-1 [2] - 11; Literature (H) IQ-2 [1] - 10; Paleontology/TL8 (Paleoanthropology) (H) IQ-1 [2] - 11; Professional Skill/TL8 (Librarian) (A) IQ+0 [2] - 12; Research/TL8 (A) IQ+0 [2] - 12; Sociology (H) IQ-2 [1] - 10; Writing (A) IQ-1 [1] - 11.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

Design Notes:

1. In the '60s, it was essentially a running gag in *X-Men* that Vera and Zelda would be stood up or have their double date with Hank and Bobby cut short without a word of explanation. This worked while the X-Men were keeping their identities secret (although how Vera never figured out that Hank was the Beast during that time was beyond me). As the Beast is no longer keeping his identity secret in the Reboot, I decided to play with things a little and make Vera a "tabloid princess", something she does not like.
2. In case it's not obvious, Vera is the slightly overweight "nerd girl" who suddenly finds herself in the press due to no fault of her own. She is *not* equipped to handle the press. I plan to have her contrasted with Candy Southern, the high society debutante dating Angel who grew up knowing she might one day have to handle the publicity.

CAPTAIN AMERICA

Hero

Real Name: Steven Rogers.

Occupation: History professor, adventurer; former soldier.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Roger Stevens; the Captain.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Joseph (father, deceased), Sarah (mother, deceased).

Group Affiliation: Former member of the Invaders, former partner to Bucky I and Golden Girl, currently mentor to Bucky.

Base of Operations: New York City.

First Historical Appearance: CAPTAIN AMERICA COMICS #1.

First Post-Reboot Appearance: CAPTAIN AMERICA #1.

History: Steven Rogers was a sickly boy who grew up during the Great Depression. A staunch patriot, he believed the U.S. government could do no wrong. When World War II broke out in Europe, Steve, at 18, attempted to enlist, but was denied by the recruiter due to his health.

Taking pity on the lad, and impressed with the boy's enthusiasm for doing "the right thing", the recruiter put Steve's name in for a "special project" the military was putting into place. Out of all of the subjects, Steve was the first one selected to undergo the "super-soldier" treatment, which consisted of a serum taken orally and catalyzed with a unique mixture of what was believed to be non-harmful radiation. Upon the experiment's success, Steve emerged at the peak of human physical perfection.

Sadly, the project's lead scientist, Dr. Abraham Erskine, was killed almost immediately by Nazi agents. Because he'd kept the full formula for the super-soldier serum in his head, the project died with Dr. Erskine.

Steve Rogers was then given the uniform and identity of Captain America, the fighting symbol of America. During World War II, Captain America operated alongside the Invaders, a team which included the Sub-Mariner, Union Jack, the android Human Torch, the British speedster Spitfire, and his Soviet counterpart Red Guardian, as well as working for a time with a sidekick, James Buchanan "Bucky" Barnes (see individual entries).

After World War II was over, Captain America maintained contact with the other Invaders, including Red Guardian, who had retired to become a circus acrobat. He then served during the Korean War, working with a new partner, Golden Girl, for a brief time while Bucky was recuperating from injuries. In 1953, however, Rogers was called before the House Un-American Activities Committee to explain his frequent contact with the retired Red Guardian. A shocked nation was soon informed that the Committee had stripped Captain America of his position.

Disillusioned for the first time in his life with the United States government, Steve Rogers dropped out of sight, as a series of new Captain Americas came and went. The identity was retired by the government altogether following the Vietnam War. It was at this time that he realized that he effectively wasn't aging; tests at military hospitals in the 1970s showed that his decreased rate of aging was due to lingering effects of the super-soldier serum.

Steve Rogers has moved from place to place over the last several decades. At first he studied the martial arts of various nations abroad. During the '90s and '00s he taught history at various high schools across the nation. Recently settling into a teaching position in the borough of Queens, New York City, Steve was forced to don a black and white outfit similar to his Captain America uniform when Baron Harbin Zemo, grandson of the Nazi general Steve faced repeatedly during WWII, took the school he was teaching at hostage (see *Baron Zemo*). Baron Zemo had discovered Steve's identity by intercepting various correspondences between Steve and the now deceased Red Guardian, and the fact that Steve was still in his prime fed the need for revenge that had been drilled into the baron as a youth.

Steve, using the alias "The Captain", managed to fend off Zemo and rescue the school. One of the students, Rikki Buchanan, aided him without his asking for help (see *Bucky*). Realizing that the need for a symbol was greater than ever, yet still not trusting the government, Steve petitioned Congress to restore him as Captain America, but only under the condition that he would be able to operate autonomously. They have grudgingly done so, giving him the adamantium shield previously used by the Vietnam-era Captain America.



Height: 6' 2".

Weight: 240 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: (as the Captain) Black bodysuit with black and white horizontal stripes beside a white star on the chest, black cowl, white gloves and boots; (as Captain America) blue Kevlar bodysuit with a white star on the chest and red and white horizontal stripes around the lower torso, red gloves, red boots, blue cowl with a white A on the forehead.

Strength Level: Captain America represents the pinnacle of human physical perfection. While not superhuman, he is as strong as a human being without powers can be. He can lift (press) a maximum of 800 pounds with supreme effort.

Known Superhuman Powers: The "super-soldier serum" that enhanced Captain America to human perfection has extended his lifespan significantly. Captain America ages at an extremely slow rate; while it has been over 60 years since his treatment, he has only aged about ten, and appears to be in his mid-30s.

Abilities: Captain America is highly trained in a number of combat styles, having received special forces training during World War II and further training in Oriental and Western martial arts, including, but not limited to, karate, jujitsu, several styles of kung fu, boxing, wrestling, savate, and aikijutsu. He has combined these styles into a unique style all his own.

Captain America is an expert at throwing his shield, bouncing it off a number of targets, and having it return to him.

Weapons: Captain America's only weapon is a round shield made from adamantium. The shield is 2½ feet in diameter, weighs 12 pounds, and is aerodynamically shaped to provide lift as it flies through the air; due to years of practice with similar shields, Captain America can throw it over a hundred feet and have it return to him. The shield is practically impervious to all harm; only something that can rearrange matter on the molecular level would be able to damage the shield. This shield is nearly identical in size, shape, and weight to the titanium steel shield he used in World War II.

Tony Stark: To Captain America, the man who kept on fighting to save this bunch of ingrates. – Ultimate Avengers: The Movie

925 points

Attributes: ST 23 [130]; DX 15 [100]; IQ 11 [20]; HT 15 [50].

Secondary Characteristics: Dmg 2d+1/4d+1; BL 106; HP 23 [0]; Will 15 [20]; Per 15 [20]; FP 20 [15]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 14.

Languages: Dutch (Accented) [4]; English (Native) (Native Language) [0]; French (Accented) [4]; German (Accented) [4]; Mandarin Chinese (Accented) [4].

Cultural Familiarities: Asian [1]; Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Double-Jointed [15]; Enhanced Block 3 [15]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) 3 [15]; Extended Lifespan 3 (x8) [6]; Extra Attack 1 [25]; Fearlessness 5 [10]; Legal Enforcement Powers 2 [10]; Rapid Healing [5]; Signature Gear: Adamantium Throwing Shield [60]; Social Regard (Respected) 3 [15]; Trained By A Master [30]; Very Fit [15]; Weapon Master (Shield) [20].

Perks: Courtesy Rank (Military) 4 [4]; Style Familiarity: Aikijutsu [1]; Style Familiarity: Boxing [1]; Style Familiarity: Chin Na [1]; Style Familiarity: Fairbairn Close Combat Training [1]; Style Familiarity: Hsing I Chuan [1]; Style Familiarity: Jujutsu [1]; Style Familiarity: Savate [1]; Style Familiarity: Shotokan Karate [1]; Sure-Footed (Uneven) [1]; Weapon Bond: Shield [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Soldier's) [-10]; Enemy (Baron Zemo) (Equal In Power) (9) [-10]; Guilt Complex [-5]; Honesty (6) [-20]; Light Sleeper [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Sense of Duty (Humanity) [-15]; Truthfulness (9) [-7].

Quirks: Attentive [-1]; Broad-Minded [-1]; Calm Under Pressure [-1]; Prefers to Eat Organic [-1].

Skills: Acrobatics (H) DX+1 [8] – 16; Boxing (A) DX+3 [12] – 18; Breaking Blow (H) IQ+1 [8] – 12; Breath Control (H) HT+0 [4] – 15; Climbing (A) DX+4 [1] – 19*; Current Affairs/TL8 (Headline News) (E) IQ+3 [8] – 14; Detect Lies (H) Per+0 [4] – 15; Diplomacy (H) IQ+1 [8] – 12; Driving/TL8 (Automobile) (A) DX-1 [1] – 14; Driving/TL8 (Motorcycle) DX-1 [1] – 14; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Flying Leap (H) IQ+1 [8] – 12; Forced Entry (E) DX+1 [2] – 16; Games (Boxing) (E) IQ+0 [1] – 11; Hiking (A) HT-1 [1] – 14; History (20th Century) (H) IQ+1 [8] – 12; Judo (H) DX+3 [16] – 18; Jumping (E) DX+0 [1] – 15; Karate (H) DX+3 [16] – 18; Knife (E) DX [1] – 15; Leadership (A) IQ+7 [16] – 18†; Mechanic/TL6 (Automobile) (A) IQ [2] – 11; Navigation/TL8 (Land) (A) IQ+1 [4] – 12; Photography/TL7 (A) IQ-1 [1] – 10; Piloting/TL7 (Light Airplane) (A) DX-1 [1] – 14; Power Blow (H) Will+0 [4] – 15; Public Speaking (A) IQ+4 [4] – 15†; Running (A) HT-1 [1] – 14; Savoir-Faire (Dojo) (E) IQ [1] – 11; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Search (A) Per-1 [1] – 14; Shield (E) DX+5 [16] – 20; Soldier/TL7 (A) IQ+1 [4] – 12; Stealth (A) DX+3 [12] – 18; Survival (Desert) Per+0 [2] – 15; Survival (Mountain) Per+0 [2] – 15; Survival (Swampland) Per+0 [2] – 15; Survival (Woodlands) Per+0 [2] – 15; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [8] – 12; Teaching (A) IQ+1 [4] – 12; Thrown Weapon (Disc) (E) DX+5 [16] – 20; Tracking (A) Per-1 [1] – 14; Wrestling (A) DX+3 [12] – 18.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 16; Arm Lock (Judo) (A) def+4 [4] – 22; Armed Grapple (Shield) (H) def+2 [3] – 20; Back Kick (Karate) (H) def+4 [5] – 18; Breakfall (Acrobatics) (A) def+5 [5] – 21; Choke Hold (Wrestling) (H) def+3 [4] – 18; Counterattack (Boxing) (H) def+5 [6] – 18; Counterattack (Shield) (H) def+5 [6] – 20; Drop Kick (Wrestling) (H) def+2 [3] – 18; Elbow Strike (Karate) (A) def+2 [2] – 18; Evade (Acrobatics) (A) def+5 [5] – 21; Feint (Shield) (H) def+4 [5] – 24; Head Lock (Wrestling) (H) def+3 [4] – 18; Jump Kick (Karate) (H) def+4 [5] – 18; Kicking (Karate) (H) def+2 [3] – 18; Leg Grapple (Wrestling) (H) def+4 [5] – 22; Leg Throw (Judo) (H) def+2 [3] – 18; Rope Up (Climbing) (A) def+2 [2] – 19; Sacrifice

Throw (Judo) (H) def+1 [2] – 18; Scaling (Climbing) (H) def+3 [4] – 19; Timed Defense (Shield) (H) def+2 [3] – 17; Uppercut (Boxing) (A) def+1 [1] – 18; Wrist Lock (Judo) (A) def+4 [4] – 22.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* includes +5 from Double-Jointed

† includes +3 from Charisma

Captain America's Shield

SHIELD

<i>TL</i>	<i>Shield</i>	<i>DB</i>	<i>Cost</i>	<i>Weight</i>	<i>DR</i>	<i>LC</i>
7^	Medium Adamantium Shield	2	\$600K	12	150	2

SHIELD

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
7^	Medium Adamantium Shield Bash	2d+1 cr	1	No	\$600K	12	23

THROWN WEAPON (DISC)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>Cost</i>	<i>ST</i>	<i>Bulk</i>
7^	Medium Adamantium Throwing Shield	2d+3 cr	2	35/58	12	1	T(1)	\$600K	23	-5

The shield's DR is hardened to reduce any damage penetration by four steps (for instance, from (10) to (2)). In addition, the shield grants the wielder Injury Tolerance (Damage Reduction, /10), and, being made from adamantium, is virtually indestructible (hence the lack of a HP stat in the above entries).

Design Notes:

1. Despite the difference in point value, Baron Zemo is listed as being "equal in power" to Cap rather than "less powerful" due to the resources Zemo can command.

CAPTAIN MARVEL

Hero

Real Name: Mar-Vell

Occupation: Adventurer, former soldier and intelligence agent.

Identity: Known to the Kree authorities; the general populace of Earth do not know of his alien origins.

Legal Status: Citizen of the Kree Empire, wanted by the Kree military for charges of treason.

Other Aliases: None.

Place of Birth: The planet Hala, Pama system, Kree Empire.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Formerly the Kree Imperial Army.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN MARVEL #1

History: Mar-Vell is one of the so-called "white Kree", a sub-race of the alien Kree with skin tones close to those of Caucasian humans (see *Kree*). Mar-Vell was a soldier in the Kree Imperial Army who rose through the ranks to attain the rank of captain. He fought in many engagements against the Kree's longtime enemies, the Skrulls, earning numerous commendations from the Kree High Command; most of these exploits have as yet been undocumented (see *Skrulls*).

Recently, however, Mar-Vell was chosen to act as a spy for the Kree on Earth, due to the white Kree's resemblance to the human natives of the planet. He was under the direct command of Colonel Yon-Rogg, a blue Kree who supervised the mission from a ship which stayed cloaked in orbit. Mar-Vell's love, Una, was also stationed on board the ship as the medical officer (see *Una*; *Yon-Rogg*). To aid in his duties as a spy, Mar-Vell was granted superhuman abilities through retroviral genetic manipulation and nanotech implants. On Earth, he found himself falling into the role of "super-hero", becoming known to the press as Captain Marvel.

During his time on Earth, Mar-Vell came to identify with the humans, and circumvented orders from Yon-Rogg which would have placed humans in danger. After Yon-Rogg caught him disobeying a direct order which would have resulted in the deaths of hundreds of people, Mar-Vell was arrested and returned to Hala for a court-martial. In the meantime, Yon-Rogg began planning a full-scale invasion of Earth, in direct violation of his own orders.

Mar-Vell escaped from his captivity and returned to Earth, where he was instrumental in thwarting Yon-Rogg's invasion forces. However, he was unable to bring Yon-Rogg's own treachery to the higher-ups in the Kree Imperial Army. He and Una are currently traveling the galaxy as fugitives, trying to stay one step ahead of Yon-Rogg's forces.

It has recently come to light that Mar-Vell is being manipulated by members of the Kree Empire's ruling elite, although Mar-Vell himself is unaware of these manipulations.

Height: 6' 2".

Weight: 210 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Red and blue bodysuit with a gold star insignia, blue half-mask, blue gloves, blue boots. This uniform was given to him when he was given his powers.

Strength Level: Captain Marvel possesses superhuman strength enabling him to lift (press) 10 tons under optimal conditions. Originally, he possessed the normal Kree strength, which is about twice that of a normal human.

Known Superhuman Powers: In addition to his superhuman strength, as noted above, Captain Marvel possesses the ability to fly at great speeds unaided through space. He is presently only able to travel at Mach 2 (1,440 mph) in atmosphere, or Mach 13 (around 10,000 mph) in space. When flying in an atmosphere, he commonly slows to just under the speed of sound (around 700 mph).

Mar-Vell also possesses the ability to project beams of energy from his hands. He is able to modulate these beams for various effects, from lasers to concussive force.

Other Abilities: Mar-Vell is a skilled pilot and astrogator, and is an accomplished soldier trained in Kree armed and unarmed combat.

Weapons: At present, Captain Marvel does not use any weaponry. When he was an officer in the Kree military, he had access to most standard Kree weaponry.



1,500 points

Attributes: ST 14 [0]*; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 12d/14d; BL 2,509 lbs; HP 14 [0]; Will 12 [0]; Per 12 [0]; FP 18 [0]*; Basic Speed 6.50 [0]; Basic Move 6 [0]; Basic Air Move 13 [0]; Basic Space Move 13 [0].

Languages: English (Accented) [4]; Kree (Native) (Native Language) [0].

Cultural Familiarities: Earth Western [2]; Kree Empire (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Born Tactician 1 [10]; White Kree [62]; Burning Attack 7d (Armor Divisor (2), +50%; Increased Range, +20%; Increased Range (1/2D Range only), +10%; Variable, +5%; Blockable, -5%; Super, -10%) [60]; Combat Reflexes [15]; Crushing Attack 7d (Increased Range, +20%; Increased Range (1/2D Range only), +10%; Underwater, +20%; Variable, +5%; Super, -10%; Alternative Attack, $\times 1/5$) [11]; Enhanced Move (Air) 6 (Super, -10%) [108]; Enhanced Move (Space) 8.5 (Super, -10%) [153]; Fit [5]; Flight (Space Flight, +50%; Super, -10%) [56]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /100) (Limited: Crushing Attacks, -40%; Super, -10%) [150]; Lifting ST +98 (Super, -10%) [265]; Rapid Healing [5]; Reputation (Hero) 2 (Frequency: Sometimes, 10 or Less; People Affected: Almost Everyone Except Those From Backwater Worlds or Skrulls) [3]; Striking ST +98 (Super, -10%) [441]; Vacuum Support [5].

Perks: Courtesy Military Rank 4 [4].

Disadvantages: Code of Honor (Soldier's) [-10]; Dependent (Una; Loved One; No More Than 25% Point Value) (12) [-40]; Enemy (Yon-Rogg; Equal in Power) (12) [-20]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Responsive [-1].

Skills: Aerobatics (H) DX+1 [2] – 14†; Beam Weapons/TL11 (Pistol) (E) DX+1 [2] – 14; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 14; Boxing (A) DX+1 [4] – 14; Computer Operation/TL11 (E) IQ+0 [1] – 12; Connoisseur (Music) (A) IQ-1 [1] – 11; Electronics Operation/TL11 (Sensors) (A) IQ+0 [2] – 12; Explosives/TL11 (Demolition) (A) IQ+0 [2] – 12; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 14‡; Free Fall (A) DX+1 [1] – 14†; Innate Attack (Beam) (E) DX+2 [4] – 15; Intelligence Analysis/TL11 (H) IQ+0 [2] – 12§; Judo (H) DX+1 [8] – 14; Karate (H) DX+1 [8] – 14; Leadership (A) IQ+2 [4] – 14§; Navigation/TL11 (Hyperspace) (A) IQ+2 [2] – 14†; Navigation/TL11 (Space) (A) IQ+2 [2] – 14†; Observation (A) Per+1 [4] – 13; Pilot! (WC) DX-1 [12] – 12; Research/TL11 (A) IQ+0 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [1] – 13§; Soldier/TL11 (A) IQ+0 [1] – 12§; Tactics (H) IQ+1 [4] – 13§; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes ST +4 and FP +5 from the White Kree racial package.

† Includes +2 from 3D Spatial Sense.

‡ Includes +1 from Combat Reflexes.

§ Includes +1 from Born Tactician.

Design Notes:

1. This build, and the High TL trait in the White Kree racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. For Mar-Vell after he leaves Earth, the campaign would likely be in a TL 11 setting, reducing his point cost by 15 points and increasing his Starting Money.
2. Mar-Vell's Rank and Wealth levels come from the time when he is a fugitive. When he first appears, he has a Wealth level of Comfortable, and Military Rank 4 instead of Courtesy Rank, which gives him Status 1 for free.

CASSIDY, BLACK TOM

Villain

Real Name: Thomas Cassidy

Occupation: Professional criminal, former soldier of fortune.

Identity: Publicly known.

Legal Status: Citizen of Ireland with a criminal record in many nations.

Other Aliases: None.

Place of Birth: Ireland, exact location unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional partner of the Juggernaut.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Other Abilities:

Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



CAT-MAN

Villain

Real Name: Townshend Horgan.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumed single.

Known Relatives: None.

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Townshend Horgan was a career criminal facing a lengthy prison sentence for various violent crimes when he was given an opportunity to get a reduced sentence by participating in a scientific experiment.

These experiments, performed by scientists in the employ of the Kingpin, involved the injections of various animal DNA into their test subjects using genetic retroviruses (see *Kingpin*). Horgan's injections contained DNA from several of the big cats, including leopards and at least one species of tiger.

Calling himself Cat-Man, Horgan joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Cat-Man and his companions – Ape-Man, Bird-Man, Dragonfly, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Cat-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 6'.

Weight: 250 lbs.

Eyes: Green.

Hair: Black.

Other Distinguishing Features: Cat-Man is covered with black fur with tan stripes along his torso and legs.

Uniform: Yellow leotard, yellow gloves, yellow boots, gold belt.

Strength Level: Cat-Man possesses superhuman strength, enabling him to lift (press) approximately 1,500 lbs (three-quarter ton) under ideal conditions.

Known Superhuman Powers: In addition to his superhuman strength, Cat-Man possesses superhuman agility, sharp claws on his hands and feet, sharp teeth, and cat-like senses of sight, smell, and hearing.



460 points

Attributes: ST 30 [200]; DX 16 [120]; IQ 11 [20]; HT 14 [0].

Secondary Characteristics: Dmg 3d/5d+2; BL 180 lbs; HP 30 [0]; Will 11 [0]; Per 13 [10]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 2 [4]; Ambidexterity [5]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; Enhanced Move 1/2 (Ground) (Ground Move 10/20 mph; Biological, -10%) [9]; Extra Attack 1 [25]; Fit [5]; High Pain Threshold [10]; Night Vision 6 [6]; Parabolic Hearing 2 [8]; Perfect Balance [15]; Silence 3 [15]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 2 [2]; Ultrahearing [5]; Vibration Sense [10].

Perks: Clinch (Brawling) [1]; Fur [1].

Disadvantages: Bad Temper (12) [-10]; Enemy (NYPD) (9) [-20]; Extra Sleep -2 [-4]; Ham-Fisted 1 (-3) [-5]; Impulsiveness (9) [-15]; Kleptomania (9) [-22]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Susceptible to Catnip -3 [-3]; Wealth (Struggling) [-10].

Quirks: Dislikes Large Bodies of Water [-1]; Habit (Makes Bad "Cat"-Related Puns) [-1]; Personality Change (Mellow When Under the Influence of Catnip) [-1].

Skills: Acrobatics (H) DX-1 [1] – 15*; Axe/Mace (A) DX-1 [1] – 15; Brawling (E) DX+0 [1] – 16; Climbing (A) DX+0 [1] – 16*; Forced Entry (E) DX+0 [1] – 16; Guns/TL8 (Pistol) (E) DX+0 [1] – 16; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Tracking (A) Per+1 [4] – 14; Urban Survival (A) Per+1 [4] – 14.

Techniques: Kicking (Brawling) (H) def+2 [3] – 16.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

CHAMELEON

Villain

Real Name: Unrevealed.

Occupation: Professional criminal, freelance spy.

Identity: Secret; presumably known to the authorities.

Legal Status: Unrevealed, but has a criminal record in the United States.

Other Aliases: Too many to count; has impersonated Spider-Man and Tony Stark.

Place of Birth: Unrevealed.

Marital Status: Unrevealed, but presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the professional criminal and spy known only as the Chameleon are unknown. At some point, he underwent several experimental surgical procedures which implanted a number of devices into his body. Already a skilled actor and disguise artist, the Chameleon hired himself out to whoever could afford his fee.

The Chameleon first came into conflict with the fledgling crimefighter Spider-Man when he attempted to frame the web-slinger for a number of high-profile crimes (see *Spider-Man*). Spider-Man managed to clear his name and expose the Chameleon as the real culprit, capturing the latter in the process. The Chameleon was reportedly deported afterwards.

Since then, he has clashed with Iron Man while attempting to steal the plans for Iron Man's battlesuit (see *Iron Man*).

Height: 5' 9"

Weight: 165 lbs.

Eyes: Variable.

Hair: None.

Uniform: None.

Strength Level: The Chameleon possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: The Chameleon has undergone cosmetic surgery with experimental cybernetic implants that grant him the ability to alter his facial and body features, including his eye color, the shape of his face, and his skin color. These implants work by injecting his skin and the irises of his eyes with various levels of melanin, and by using bioelectrical impulses to reshape his facial features. He has been known to go from a pale Nordic Caucasian to dark African Negroid in ten seconds.

In addition to this, he possesses an experimental voice modulator that has been surgically connected to his larynx, enabling him to perfectly duplicate any voice he hears.

Other Abilities: The Chameleon is one of the world's foremost spies and disguise artists, and has even convincingly impersonated members of the opposite gender. He often wears wigs as part of his disguises. He is able to don a new disguise in less than a minute under ideal circumstances.



365 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 12 [0]; Per 14 [10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: Arabic (Native) [4*]; English (Native) (Native Language) [0]; Japanese (Native) [4*]; Mandarin Chinese (Native) [4*]; Russian (Native) [4*]; Spanish (Native) [4*].

Cultural Familiarities: Asian [1]; Western (Native) [0].

Advantages: Eidetic Memory [5]; Elastic Skin (Temporary Disadvantage: Electrical, -20%) [16]; Empathy [15]; Fashion Sense [5]; Language Talent [10]; Mimicry (Temporary Disadvantage: Electrical, -20%; Voice Library, +50%) [13]; Smooth Operator 4 [60]; Social Chameleon [5]; Status 1 [0+]; Voice (Temporary Disadvantage: Electrical, -20%) [8]; Wealth (Very Wealthy) [30].

Disadvantages: Callous [-5]; Code of Honor (Professional) [-5]; Greed (12) [-15]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Imprisonment or Exile) [-20].

Quirks: Attentive [-1]; Likes Living In Style [-1].

Skills: Acting (A) IQ+8 [16] – 20; Boxing (A) DX+0 [2] – 12; Computer Hacking/TL8 (VH) IQ+0 [8] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Computer Programming/TL8 (H) IQ+0 [4] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Disguise/TL8 (Human) (A) IQ+8 [16] – 20‡; Electronics Operation/TL8 (Security) (A) IQ+3 [12] – 15; Expert Skill (Computer Security) (H) IQ+0 [4] – 12; Fast-Talk (A) IQ+8 [7] – 20§#; Guns/TL8 (Pistol) (E) DX+2 [4] – 14; Lockpicking/TL8 (A) IQ+0 [2] – 12; Makeup/TL8 (E) IQ+2 [1] – 14¥; Observation (A) Per+3 [12] – 17; Photography/TL8 (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+5 [2] – 17#; Traps/TL8 (A) IQ+0 [2] – 12.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +1 level from Language Talent.

† Includes +1 from Wealth.

‡ Includes +4 from Elastic Skin

§ Defaulted from Acting

Includes +4 from Smooth Operator

∫ Includes +2 from Voice

¥ Defaulted from Disguise

CHANGELING

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



CLEA

Hero

Real Name: Clea

Occupation: Apprentice Sorceress.

Identity: Clea uses no dual identity.

Legal Status: Princess of the Dark Dimension.

Other Aliases: None.

Place of Birth: The Dark Dimension.

Marital Status: Single.

Known Relatives: Umar (mother); Orini (father); Dormammu (uncle).

Group Affiliation: Apprentice of Doctor Strange; former apprentice of Orini.

Base of Operations: Doctor Strange's mansion in New York City; formerly the Dark Dimension.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History: Clea's full history is as yet unrevealed. However, it is known that she is the daughter of Orini, the most loyal disciple of Dormammu, the ruler of the Dark Dimension, and Dormammu's sister, Umar (see *Dormammu*; *Orini*; *Umar*; *Appendix: Other Dimensions: Dark Dimension*). This essentially makes Clea an heir to the Dark Dimension's throne, should both Dormammu and Umar be deposed. A kind soul at heart, Clea has spent much time amongst the populace of the Dark Dimension, and feels personally responsible for them. At present, Clea is not aware that Umar is her mother, having been raised by her father.

It has been theorized that Clea is thousands of Earth years old; however, she appears to be a young woman in her mid-20s. She first encountered the Earth sorcerer Doctor Stephen Strange when he first ventured into the Dark Dimension, and was instantly attracted to him (see *Doctor Strange*). She soon discovered that her father and Dormammu considered Doctor Strange to be their enemy, although she wasn't entirely sure why. Clea aided Strange covertly at first, until Dormammu discovered her actions and banished her to another dimension.

As fate would have it, that other dimension was Earth's dimension. She appeared on Doctor Strange's doorstep, and was taken in by Strange's manservant, Wong, who is an adept sorcerer in his own right (see *Wong*). Strange agreed to become her mentor, and she and Strange swiftly began a romance which still continues.

Clea has since aided Strange in several of his adventures, proving to be a staunch ally.

Height: 5' 9".

Weight: 175 lbs.

Eyes: Blue.

Hair: Silver

Uniform: Purple long-sleeved leotard, black leggings with purple circular patterns, purple gloves, black shoes with a three-inch heel, light purple sash around her waist.

Strength Level: Clea's bone and muscle mass are denser than a human's, giving her greater strength than a human of her apparent age, height, and build would have. However, this strength is not superhumanly strong; Clea is only about one and a half times as strong as a normal human of her build who engages in moderate regular exercise.

Known Superhuman Powers: Clea is an adept sorceress whose half-Faltine nature gives her greater potential power with magical effects relating to energy – such as eldritch bolts – than Earth-born sorcerers. Like her mentor, Dr. Strange, Clea's magic is derived from three main sources: innate mental powers, ambient magical energies, and calling upon extradimensional entities for energy. Unlike human sorcerers, Clea can also generate magical power herself for various effects.

Clea is not as skilled yet in the magical arts as her mentor or her parents. This is mainly due to a lack of training than a lack of potential.

Other Abilities: Clea is an accomplished swordswoman.



582 points

Attributes: ST 12 [20]; DX 11 [20]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 15 [6]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9.

Languages: Dark Dimensional (Native) (Native Language) [0]; English (Accented Spoken; Broken Written) [3].

Cultural Familiarities: Dark Dimension (Native) [0].

Advantages: Absolute Timing [2]; Appearance (Beautiful) [12]; Damage Resistance 2 (Limited: Crushing Damage, -40%; Tough Skin, -40%) [2]; Energy/3 [60]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 2 [4]; Magery 2 (Solitary Ceremonial, +10%) [27]; Magery 1 (One Realm Only: Energy, -40%) [6]; Matter/2 [40]; Mind/2 [40]; Space/2 [40]; Spirit/2 [40]; Status 7 [35]; Time/2 [40]; Unaging [15].

Perks: Autotrance [1]; High-Heeled Heroine [1].

Disadvantages: Charitable (12) [-15]; Enemy: Dormammu (Individual, More Powerful; Rival) (9) [-10]; Gullibility (15) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Denizens of the Dark Dimension) [-15]; Truthfulness (9) [-7]; Unusual Biochemistry [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; In Love With Dr. Strange [-1].

Skills: Artist (Illusion) (H) IQ-1 [2] – 12; Autohypnosis (H) Will+0 [4] – 15; Body Language (Dark Dimension Denizen) (A) Per+0 [2] – 13; Broadsword (A) DX+1 [4] – 12; Force Sword (A) DX+1 [4] – 12; Innate Attack (Beam) (E) DX+3 [8] – 14; Judo (H) DX-1 [2] – 10; Literature (H) IQ-2 [1] – 11; Meditation (H) Will+0 [4] – 15; Observation (A) Per+1 [4] – 14; Occultism (A) IQ+1 [4] – 14; Ritual Magic (Sorcery) (VH) IQ+1 [4] – 14*†; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Thaumatology (VH) IQ+1 [4] – 14*†.

Magical Realm Skills: Energy (VH) IQ+5 [16] – 18*‡; Matter (VH) IQ+2 [8] – 15*; Mind (VH) IQ+0 [2] – 13*; Space (VH) IQ+2 [8] – 15*; Spirit (VH) IQ+2 [8] – 15*; Time (VH) IQ-1 [1] – 12*.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Magery.

† Conditional +1 from Magery (One Realm Only: Energy) when dealing with the Energy Realm or its sub-Realms.

‡ Includes +1 from Magery (One Realm Only: Energy)

Design Notes:

1. The Magery 2 price combines the price of an unmodified Magery 0 [5] with the modified Magery 2 (Solitary Ceremonial, +10%) [22]. It just looked wrong when placing the two on the sheet together. In the Marvel Universe, it is possible to increase one's Magery level through study.
2. Clea's One-Realm Only Magery is due to her half-Faltine nature. For the Energy Realm and any of its sub-realms (Electricity, Fire, etc), treat her as having Magery 3 instead of Magery 2.
3. I am uncertain as to how to classify the Dark Dimension's tech level, as it lies too far outside the standard tech level progression to properly gauge due to the overwhelming prevalence of magic. Because of this, I have not adjusted Clea's native Tech Level at all.

CRUCIBLE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Real Name: Scott Summers.

Occupation: College student, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Slim".

Place of Birth: Anchorage, Alaska.

Marital Status: Single.

Known Relatives: Christopher (father, deceased), Katherine Anne (mother, deceased), Alexander (alias Havok, brother), Philip (grandfather), Deborah (grandmother), Hank (uncle).

Group Affiliation: X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: (as Scott Summers) AMAZING SPIDER-MAN #1, (as Cyclops) UNCANNY X-MEN #1.

History: Scott Summers was the oldest of two sons of Christopher Summers, an Air Force major and test pilot, and his wife Katherine Anne. When Scott was still a pre-teen, his father flew himself, Scott, Katherine Anne, and Scott's brother Alex back from an island vacation in his vintage private plane. While flying over Nebraska, the plane apparently suffered some engine damage and was going to be destroyed. Scott's memories are unclear as to what happened next, as he woke up a year later in an orphanage in Omaha, Nebraska.

According to the people he spoke to at the orphanage, Scott and Alex had apparently been pushed from the plane with a single parachute between them. Both brothers had suffered injuries, since their overburdened parachute had been unable to fully slow their fall. No sign of his parents' bodies were found among the wreckage of the plane.

Scott had suffered some brain damage during the fall, but this brain damage apparently did not immediately affect him in any way, besides putting him into his coma. The doctors attributed his missing memories to this brain damage. Alex, too, suffered a case of mild amnesia regarding what had happened, despite not having similar brain damage; the doctors theorized that he was subconsciously repressing the traumatic memory.

Scott and Alex remained at the orphanage for some time, until their grandparents, who lived in the Alaskan panhandle, arranged to gain custody over the boys; their uncle, Hank Summers, was in Spain at the time and unable to be contacted. While in his mid-teens, Scott began to develop severe headaches and eyestrain. Scott's grandparents took him to see an eye specialist in Juneau, Alaska. Through trial and error, the optometrist discovered that lenses made of ruby quartz, a kind of glass tinted with a red impurity, seemed to alleviate the boy's vision problems. The doctor suspected that Scott was a mutant and informed his grandparents of this.

Scott and Alex were tossing a football around the yard when Scott's powers first manifested themselves. Alex had thrown the football too far, and Scott fell trying to catch it, causing his glasses to come off. Scott and Alex were surprised to see a ruby beam of energy come from Scott's eyes and punch a hole through the hangar where his grandfather stored his plane; thankfully, the plane was on the runway at the time. Scott closed his eyes, and Alex found his glasses for him.

Philip and Deborah Summers had a long talk with Scott and Alex at that point. Scott agreed to be sent to the recently announced Xavier Institute for Gifted Youngsters, a school which openly advertised itself as a school for mutants. Scott was one of the first class of students to attend. Alex followed a few years later when his powers manifested (see *Havok*; *Xavier Institute*).

Recently, Scott has graduated from Xavier's. He is currently attending Empire State University in Manhattan, and has joined several other Xavier Institute graduates in forming the first all-mutant hero team, the X-Men (see *X-Men*).

Height: 6' 3"

Weight: 175 lbs.

Eyes: Brown (glowing red when his power is active).

Hair: Black.



Uniform: Blue bodysuit with a yellow X on the front and back, yellow boots, yellow gloves, blue cowl, visor (see *Paraphernalia*, below)

Strength Level: Cyclops possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Cyclops' sole power is his ability to project a beam of concussive force from his eyes, which he calls an "optic blast". This concussive beam is capable of punching through a twelve-inch thick concrete block when narrowed into a thin beam. When set to its widest and least powerful focus, the beam is still able to knock a person over and even possibly break bone.

Cyclops is unable to be harmed by his own optic blast. Even if it was reflected back to him, he would not suffer any damage from it; instead, he would absorb the energy from the beam. The insides of his eyelids also absorb the energy.

Cyclops is also unable to be harmed by his brother Alex's powers. Furthermore, Alex is the only other person who is naturally unable to be harmed by Cyclops' optic blasts. Should Cyclops be hit by Alex's powers, his optic blasts will temporarily increase in power; the reverse is also true. The reason for this sibling immunity is unknown; Professor Xavier theorizes that the boys' genetics are over 90% identical, enabling the two to metabolize each others' energies.

Abilities: Cyclops is a skilled tactician and strategist with a good working knowledge of three-dimensional geometry. He has been known to perform complex geometry in his head, enabling him to bounce his optic blast off numerous surfaces or sink every ball on a billiards table on the break.

Having grown up around airplanes, Scott is a talented pilot; as his father and grandfather were also aircraft pilots, Scott thinks it runs in the family. Scott is also skilled in aircraft repair, having aided his father and later his grandfather with repairs.

Paraphernalia: Because of the brain damage suffered as a child, Cyclops is unable to turn off his optic blasts, necessitating the use of his visor to control his power. This visor is made of a glass-like material, ruby quartz, which is the only material known to harmlessly dissipate the energy given off by his eyes. The visor has controls on the side which enable him to focus his beam into either a widening jet or a pin-point beam akin to a laser, giving his optic blast the same effect as a high-powered hunting rifle.

345 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20];

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Damage Resistance 30 (Absorption: Into Optic Blast, +80%; Limited Defense: Powers of Blood Relations (Rare), -80%; Tough Skin, -40%; Mutant, -10%) [75]; Fit [5]; High Manual Dexterity 2 [10]; High Pain Threshold [10]; Lightning Calculator [2]; Optic Blast 8d (Crushing Attack; Accurate +4, +20%; Always On, Effects are Dangerous (Mitigator: Ruby Quartz Glasses or Visor, -60%), -16%; Cone, 3 yards, +80%; Damage Modifier: Double Knockback, +20%; Increased Range, x10, +30%; Jet, +0%; Ricochet, +10%; Selectivity (applies to Cone and Jet), +10%; Underwater, +20%; Variable, +5%; Mutant, -10%) [108].

Perks: Tight-Beam [1].

Disadvantages: Code of Honor (Hero's) [-10]; Debt -5 (College Loans) [-5]; Light Sleeper [-5]; Nightmares (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Shyness (Mild) [-5]; Skinny [-5]; Wealth (Struggling) [-10]; Workaholic [-5].

Quirks: Broad-Minded [-1]; Imaginative [-1]; Likes Classic Airplanes [-1].

Skills: Boxing (A) DX+2 [8] – 14; Driving (Motorcycle) (A) DX+1 [4] – 13; First Aid/TL8 (E) IQ [1] – 11; Hiking (A) HT-1 [1] – 11; Innate Attack (Gaze) (E) DX+4 [12] – 16; Mathematics/TL8 (Applied) (H) IQ-1 [1] – 10*; Mathematics/TL8 (Pure) (H) IQ+3 [16] – 14; Mechanic/TL8 (Light Airplane) (A) IQ [2] – 11; Physics/TL8 (VH) IQ [8] – 11; Piloting/TL8 (Light Airplane) (A) DX+2 [4] – 14†; Running (A) HT [2] – 12; Savoir-Faire (Military) (E) IQ-1 [1] – 10‡; Strategy (Air) (H) IQ-1 [2] – 10; Strategy (Land) (H) IQ-1 [2] – 10; Swimming (E) HT [1] – 12; Tactics (H) IQ+2 [12] – 13; Wrestling (A) DX+2 [8] – 14.

Equipment: Cyclops's visor, while allowing him to control his optic blast, also grants Protected Vision. However, because of its styling, it also gives Cyclops Restricted Vision: No Peripheral Vision. The ruby quartz glasses he normally wears in his civilian identity are styled to avoid this problem.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* Defaulted from Mathematics/TL8 (Pure).

† Includes +1 from 3D Spatial Sense.

‡ Includes -1 from Shyness.

The *Daily Bugle* is a newspaper which has been in operation releasing daily in New York City since 1897. Like its rival, the *Daily Globe*, the *Bugle* publishes in a tabloid format with a full-color picture on the front cover. Since the 1980s, the publisher of the *Daily Bugle* has been J. Jonah Jameson, who began his career with the paper when he was still in high school (see *Jameson, J. Jonah*). Jameson is said to have had a personal interest in the paper ever since he discovered that it had once been owned by his great-uncle, whom Jameson greatly resembles, during World War II.

Jameson purchased the newspaper in its entirety in 1986, revitalizing the tabloid format. At the same time, he purchased the Goodman Building at the corner of 39th Street and Second Ave, and moved the entire production facilities and editorial staff into it. Today called the Daily Bugle Building, the building is capped with the *Daily Bugle* logo in 30-foot tall letters. The top three floors are dedicated to the *Bugle's* editorial offices, with two sub-basements for the printing presses and storage facilities. The rest of the building is rented out for office space and apartments.

Other than Jameson, the *Bugle's* staff includes editor Joe "Robbie" Robertson, reporters Ned Leeds, Ben Urich, Fredrick Foswell, and Charlie Snow, photographers Peter Parker and Lance Bannon, columnist Jacob Conover, sports columnist Wendy Thornton, and secretaries Betty Brant and Gloria Grant (see *Robertson, Joe*; *Spider-Man*; *Urich, Ben*).

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1

DAREDEVIL

Hero

Real Name: Matthew Michael Murdock.

Occupation: Assistant District Attorney.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Marital Status: None.

Known Relatives: Jonathan ("Battling Jack", father, deceased), Grace (mother, deceased).

Group Affiliation: None.

Base of Operations: Hell's Kitchen, New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1

History: Matt Murdock grew up in the area of Manhattan known as Chelsea (the locals call it Hell's Kitchen), the son of a small-time prizefighter, Jack Murdock. On her deathbed, Matt's mother made Jack promise to give Matt a better life than he himself had had. To this end, Jack encouraged Matt to stick to his studies rather than become an athlete. However, Jack understood that Matt needed to know how to defend himself, and did give Matt some training in boxing. Jack insisted that Matt never start a fight, words Matt took to heart.

When he was eleven, Matt was passing through the docks on his way home from school when he encountered a man being roughed up by some organized criminal enforcers. While trying to decide whether he should get involved, breaking his promise to never start a fight, and yet unwilling to let the enforcers get away with their brutal treatment of another, one of the enforcers' lookouts caught hold of Matt.

Matt fought back, but was unable to do much. In the scuffle, one of the barrels on the docks was torn open, and a glowing green liquid, radioactive waste, sprayed Matt in his eyes. Matt's screams of pain brought the other dock workers, who took the boy to the hospital.

It was in the hospital that Matt discovered that his other senses had been enhanced by the radiation. Jack took Matt to a blind martial arts master named Stick to help him deal with his new abilities (see *Stick*). Matt's powers gave him a sense of fearlessness, which earned him the nickname "Daredevil" among the other kids in Hell's Kitchen.

When Matt was in high school, Jack Murdock was ordered by a crime boss to throw a fight. Jack, however, ignored this order and won the fight with a knock-out. Matt was to meet his father outside the arena. In some ways, he figures, he's still waiting. Jack Murdock was caught by the crime boss's enforcers and killed in front of Matt. Not knowing of Matt's other gifts, they believed that Matt would be unable to identify them, and let him live.

Driven by a need to fight injustice following this incident, Matt worked his way through college and law school. While attending Harvard, he met a girl named Elektra Natchios, the daughter of a Greek businessman (see *Elektra*). The two, recognizing a kindred soul in the other, began a relationship. On the day that Matt was psyching himself up to ask her to marry him, Elektra's father was brutally murdered before her eyes, and she fled. Matt witnessed this murder, and while able to testify in court and bring the killer to justice without revealing his special senses, he was unable to help find Elektra, who had disappeared.

Matt currently works as a prosecutor for the District Attorney's office in Manhattan. A friend of his from Harvard, Franklin "Foggy" Nelson, works with him as a public defender. At night, however, Matt dons the identity of Daredevil, remembering his childhood nickname, and patrols Hell's Kitchen, keeping the streets safe. He is currently investigating criminal kingpin Wilson Fisk, and has encountered Elektra as Fisk's newest assassin (see *Kingpin*).

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Red.

Uniform: Red Kevlar-reinforced leather bodysuit with a stylized "DD" on the left breast, red gloves, red boots, red cowl with small horns on the forehead.

Strength Level: Daredevil possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: The accident which robbed Daredevil of his sight has given him a number of other abilities.



First and foremost, his other senses have become superhumanly acute. He can hear and distinguish between whispered conversations from a hundred feet away. He can also hear the changes in someone's breathing and heartbeat when lying. His sense of smell is on par with that of a bloodhound, able to follow an individual scent through the crowded streets of Manhattan. His sense of touch is such that he is able to "read" newspaper print with his fingertips. Finally, and this is not generally known, his sense of taste is supremely acute.

Daredevil has one other sense, which he refers to as his "radar-sense". His brain is constantly putting out radio signals, similar to those put out by aircraft radar systems. His brain automatically interprets the echo of these signals to give him a perfect black-and-white, 360° image of his surroundings. This radar-sense is not able to pick up lettering, however; a banner with lettering on it will appear solely as a banner to him.

Abilities: Daredevil has trained himself to be on par with Olympic gymnasts, boxers, and wrestlers. He has been trained in western boxing, Brazilian Jiu-jitsu, escrima, and Muay Thai, and has combined them into a unique style all his own. His powers also give him a perfect sense of balance and a slightly enhanced, but not superhuman, musculature.

Being a lawyer, Matt Murdock is well-versed in legal matters.

Limitations: Daredevil is blind, being unable to see like a normal human being. His other senses compensate for this, but there are visual cues that the average person is able to pick up on that he cannot. For example, he is unable to read a street sign or billboard, unless the sign has raised lettering, nor is he able to view a television screen or clearly see a photographic print. He is also unable to make out colors. Also, because of his supremely acute hearing, sudden loud noises affect him twice as hard as they do a normal human.

Weapons: Daredevil carries a pair of batons, similar to those used in the martial arts escrima and arnis. These batons have been adapted in three ways.

Daredevil's batons are capable of being linked together to form a set of nunchaku. With a twist of the one end, the baton becomes a grappling hook, the other end storing a length of thin high-test cable capable of holding twice his weight without strain. Finally, and he works hard to keep this feature a secret, the batons can extend to become his blind-man walking cane.

563 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39; HP 14 [0]; Will 12 [0]; Per 15 [15]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Biological, -10%) [9]; Combat Reflexes [15]; Contact: Ben Urich (Daily Bugle Reporter) (Effective Skill 15; Usually Reliable; Frequency: 9 or less) [4]; Contact: Turk Barrett (Underworld) (Effective Skill 12; Unreliable; Frequency: 12 or less) [1]; Daredevil [15]; Discriminatory Hearing (Passive Biological, -5%) [15]; Discriminatory Smell (Emotion Sense, +50%; Passive Biological, -5%) [22]; Discriminatory Taste (Passive Biological, -5%) [10]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Fearlessness 5 [10]; High Pain Threshold [10]; Imaging Radar (Extended Arc: 360°, +125%; No Intercept, +50%; Super, -10%) [53]; Parabolic Hearing 3 (Passive Biological, -5%) [12]; Perfect Balance (Passive Biological, -5%) [15]; Sensitive Touch (Stethoscopic, +50%; Ultra-Fine, +30%; Passive Biological, -5%) [18]; Trained By A Master [30]; Very Fit [15]; Vibration Sense (Passive Biological, -5%) [10]; Wealth (Comfortable) [10].

Perks: Off-Hand Weapon Training (Smallsword) [1]; Robust Hearing [1]; Style Familiarity: Boxing [1]; Style Familiarity: Escrima [1]; Swinging [1].

Disadvantages: Blindness [-50]; Charitable (9) [-22]; Code of Honor (Hero's) [-10]; Flashbacks (Mild) [-5]; Guilt Complex [-5]; Light Sleeper [-5]; Obsession: Eliminate Organized Crime (Long-Term Goal) (9) [-15]; On The Edge (9) [-22]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Selfless (9) [-7]; Sense of Duty: Residents of Hell's Kitchen (Large Group) [-10]; Social Stigma (Blind) [-5]; Susceptible to Loud Noises -5 [-20].

Quirks: Habit: Makes Light of His Blindness [-1]; Likes to Help Underdogs [-1].

Skills: Acrobatics (H) DX+1 [4] – 15*; Area Knowledge (Hell's Kitchen) (E) IQ [1] – 12; Armoury/TL8 (Melee Weapons) IQ-1 [1] – 11; Blind Fighting (VH) Per+3 [20] – 18; Boxing (A) DX+2 [8] – 16; Boxing Sport (A) DX [1] – 14†; Climbing (A) DX+0 [1] – 14; Connoisseur (Music) IQ-1 [1] – 11; Detect Lies (H) Per [4] – 16; Flail (H) DX+2 [12] – 16; Games (Boxing) (E) IQ [1] – 12; Holdout (A) IQ [2] – 12; Intimidation (A) Will+2 [8] – 14; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Law (New York City) (H) IQ+2 [12] – 14; Lockpicking/TL8 (A) IQ [2] – 12; Main-Gauche (A) DX+2 [7] – 16‡; Observation (A) Per-1 [1] – 15; Power Blow (H) Will+1 [8] – 13; Pressure Points (H) IQ [4] – 12; Shadowing (A) IQ+2 [8] – 14; Smallsword (A) DX+2 [8] – 16; Stealth (A) DX+2 [8] – 16; Streetwise (A) IQ+2 [8] – 14; Thrown Weapon (Stick) (E) DX+2 [4] – 16; Tracking (A) Per+5 [20] – 20.

Techniques: Aggressive Parry (Karate) (H) def+1 [2] – 15; Arm Lock (Smallsword) (A) def+4 [4] – 20; Choke Hold (Smallsword) (H) def+3 [4] – 16; Counterattack (Boxing) (H) def+5 [6] – 16; Disarming (Smallsword) (H) def+5 [6] – 21; Elbow Strike (Karate) (A) def+2 [2] – 16; Feint (Boxing) (H) def+4 [5] – 20; Feint (Smallsword) (H) def+4 [5] – 20; Knee Strike (Karate) (A) def+1 [1] – 16; Targeted Attack (Boxing Punch/Face) (H) def+3 [4] – 14; Targeted Attack (Smallsword Swing/Arm) (H) def+1 [2] – 15; Targeted Attack (Smallsword Swing/Hand) (H) def+2 [3] – 14; Uppercut (Boxing) (A) def+1 [1] – 16.

Starting Spending Money: \$7,960 (20% Starting Wealth, minus the cost of two batons).

* Includes +1 from Perfect Balance.

- † Defaulted from Boxing.
- ‡ Defaulted from Smallsword.

Daredevil's Batons

FLAIL

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
0	Nunchaku	2d+1 cr	1	15	\$40	2	7	[1, 2]

Notes:

- [1] Attempts to parry this weapon are at -2; fencing weapons ("F" in Parry stat) cannot parry at all; attempts to block are at -1.
 [2] Cost and weight reflect the cost of two batons (stats below) being used to form the nunchaku

SHORTSWORD (Smallsword-4)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
0	Baton	2d cr	1	13	\$20	1	6	
	<i>or</i>	1d cr	1	13			6	

SMALLSWORD

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
0	Baton	2d cr	1	15F	\$20	1	6	
	<i>or</i>	1d cr	1	15F			6	

THROWN WEAPON (STICK)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>Cost</i>	<i>ST</i>	<i>Bulk</i>	<i>Notes</i>
0	Baton	2d-1 cr	1	96/112	1	1	T (1)	\$20	6	-2	

Design Notes:

- The combat penalties that Daredevil would normally have due to his Blindness have been effectively counteracted by his Imaging Radar advantage.

DEATH-STALKER

Villain

Real Name: Phillip Wallace Sterling.

Occupation: Professional criminal, assassin.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Riverdale, the Bronx, New York City

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: The origins of the man calling himself Death-Stalker are unknown, as are his motivations for turning to crime. He appears to come from a well-to-do family which has recently fallen on hard times during the latest economic recession. How he gained his powers is currently not known.

He began his career as a costumed criminal by attempting to extort money from several notable businessmen in New York City, and killing them from the shadows when his demands were not met. He was foiled in this endeavor by the costumed vigilante Daredevil, but escaped before he could be arrested (see *Daredevil*).

Death-Stalker has since tangled twice with Daredevil, and was finally captured and arrested. He was last seen taking advantage of the mass jailbreak led by the Rhino (see *Rhino*). It is only a matter of time before he resurfaces.

Height: 6'.

Weight: 185 lbs.

Eyes: Blue.

Hair: Gray.

Uniform: Blue-black bodysuit, black full-face cowl, blue-black cloak with hood, black gloves, black dress shoes.

Strength Level: Death-Stalker possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Death-Stalker possesses the ability to turn himself invisible and intangible while in shadow. He can also teleport himself between two different points, provided both are encased in shadow. Any bright light powerful enough to disrupt shadows will turn him visible and tangible. His powers appear to be tied to the extradimensional energy known as the Darkforce. One interesting side-note is that while he is intangible, he cannot be detected by Daredevil's radar sense.

Paraphernalia: Death-Stalker uses a pair of "shock gloves" of undetermined origin which can stun or electrocute anyone he touches. Statements made by Death-Stalker indicate that he designed and built the shock gloves himself.



500 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Insubstantiality (Accessibility: Only in Darkness, -30%; Can Carry Objects: Medium Encumbrance, +50%; No Vertical Move, -10%; Partial Change: Can Turn Carried Item Substantial, +100%; Elemental: Darkforce, -10%; Super, -10%) [152]; Invisibility (Accessibility: Only in Darkness, -30%; Affects Machines, +50%; Can Carry Objects: Medium Encumbrance, +50%; Extended (All), +100%; Switchable, +10%; Elemental: Darkforce, -10%; Super, -10%) [104]; Signature Gear (Zap Gloves) [1]; Status 2 [10]; Warp (Accessibility: Only in Darkness, -30%; Extra Carrying Capacity: Medium Encumbrance, +20%; Reliable +10, +50%; Elemental: Darkforce, -10%; Super, -10%) [120].

Perks: Standard Operating Procedure (Energizer) [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Gentleman's) [-10]; Debt -5 [-5]; Enemy (NYPD) (9) [-20]; Miserliness (12) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Engineer/TL8 (Electrical) (H) IQ+0 [4] – 13; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Stealth (A) DX+1 [4] – 13; Teleport (H) IQ+0 [4] – 13.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

Death-Stalker's Shock Gloves

BOXING, BRAWLING, KARATE, or DX

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
9	Shock Glove	HT-6 (2) aff	C	No	\$400	1	2
	or	2d burn	C	No	–	–	2

DESTINY

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



DOCTOR DOOM

Villain

Real Name: Victor von Doom.

Occupation: Monarch.

Identity: Publicly known.

Legal Status: King of Latveria, with full diplomatic immunity in the United States.

Other Aliases: None.

Place of Birth: Gypsy camp outside Haasensstadt (now Doomstadt), Latveria.

Marital Status: Single.

Known Relatives: Werner (father, deceased); Cynthia (mother, deceased).

Group Affiliation: None.

Base of Operations: Castle Doom, Doomstadt, Latveria.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Victor von Doom was born to gypsy parents in the small country of Latveria, which at the time was part of Yugoslavia. As a youth, he was forced to watch as his mother was burned at the stake by their superstitious neighbors for witchcraft. His father was later killed in front of his eyes by Yugoslavian soldiers during a random purge of suspected insurrectionists. These events gave young Victor the overwhelming desire to obtain the power so that none could hurt him. This later evolved into a desire for power for its own sake.

To that end, Victor threw himself into his studies, learning any skill and obtaining any knowledge anyone would teach him or he could find in the public libraries. His studiousness, natural intelligence, and the innovations he achieved with what little resources he had came to the attention of the Yugoslavian leadership, who sponsored his education for their own ends.

Upon turning 18, Vic was sent to a university in the United States, where he was initially roomed with Reed Richards and Benjamin Grimm (see *Mister Fantastic, Thing*). Vic found a kindred intellect in Reed, but was disparaged by what he perceived as Ben's limited intelligence. At first, Reed and Vic would discuss their theories with each other, but Vic's own ego would not permit himself the possibility of his being wrong about anything, even when Reed and even Ben would find errors in his calculations. In anger over these perceived slights one day, he stormed out of their dorm room and effected a transfer to another university.

When Yugoslavia split into its various component republics, Vic found his university funding cut off. Effectively penniless, he wandered the world for a few years. Now a top expert in many scientific fields, he expanded his horizons to include many esoteric fields, including alchemy and the basics of magic. It was during this time that Vic built his first battlesuit, crude by his standards yet still effective. Vic also developed multiple patents across the world, earning himself an ever-increasing income from the licensing of these patents.

Eventually, Vic, now calling himself Doctor Doom as a pun on his last name, returned to his native Latveria to discover that its new leadership had been terrorizing the peasantry, playing on their superstitious fears of vampires, werewolves, and witches. Infuriated when his offer to meet with the Latverian leadership was rejected, Doom whipped the peasants into a fury, arming them with weapons he'd had smuggled in or invented himself, and marched on the capital city. Victor personally slew the leaders and set



himself up as Latveria's new king, with the popular support of the peasants. He walked away from the battle practically unscathed, save for a cut on his right cheek which he vainly believes detracts from his looks.

Since then, Doom has turned Latveria around. The tiny nation now enjoys one of the highest per capita incomes of the developed world, and only fails to be a major economic power due to its lack of size and population. Technology has found a home here like no other, and Doom's self-invented super-technology is such an obvious part of modern Latverian life that it actually attracts tourism. Latveria is also home to a growing motion picture and special effects studio; the old-world charm of rural Latveria coupled with the high technology base of the capital city of Doomstadt makes it a common site for filming movies, several of which have won awards for their special effects. Doom has built schools and universities, all the while motivating his people to excel wherever possible. While the nation is small, it is militarily secure due to automaton soldiers watching the border, and Doom enjoys a certain amount of impunity due to having his entire nation protected by the only functional anti-nuclear force field in the world.

Despite the good he's done for Latveria, Doom has his dark side. Upon learning on the news that his old college roommates and their friends had gained superhuman powers as the Fantastic Four, Doom began plotting their destruction (see Fantastic Four). He still holds a powerful grudge against Dr. Richards, and has plotted Reed's destruction several times.

Doom's first clash with the Fantastic Four came when he invited Dr. Richards to Latveria as part of a scientific conference he was hosting. In reality, the conference was an attempt to discredit Reed's claim of having invented a faster-than-light drive. When this failed, he had the four jailed on trumped-up charges; upon their escape he declared them outlaws in Latveria. Since then, his schemes to destroy Richards and the others of the Fantastic Four have been publicly declared as efforts to "bring them to justice."

Height: 6' 2"

Weight: 225 lbs.

Eyes: Brown

Hair: Brown.

Uniform: Silver-gray armor, green tunic, green hooded cloak, brown belt, silver-gray full-face mask.

Strength Level: Without his armor, Doctor Doom possesses the normal strength of a man his age, height, and build who engages in regular exercise. Doom's armored suit contains an electrically powered skeleton which enables Doom to lift (press) approximately 2 tons.

Known Superhuman Powers: Doctor Doom is a dabbler in magic. His powers, like those of other Earth-born sorcerers, are derived from three sources: innate personal abilities like telepathy and astral projection, ambient magical energies, and extradimensional sources like the Vishanti and various demons. Doom has not yet mastered any exact discipline, but tends to draw upon extradimensional sources.

Other Abilities: Doctor Doom is one of Earth's greatest scientific geniuses. He has made unique contributions in the fields of robotics, quantum physics, genetic engineering, weapons technology, and many other areas. He has developed matter transmitters, a shrinking gas which utilizes Pym particles (see Ant-Man), which he discovered independently, and even a working time machine. He occasionally uses alchemy to enhance his scientific achievements.

Because he fancies himself a "modern-day Renaissance Man," Doom has studied many other fields, including painting, sculpture, history, and the gentlemanly sport of fencing.

Weapons: Doctor Doom utilizes many weapons, most of which he invented himself. He is never without a sidearm, which has been at varying times a laser, blaster, disintegrator, or nausea-inducing microwave pistol.

Paraphernalia: Doctor Doom's original battlesuit was designed to provide protection against conventional small arms fire while granting increased strength. His current battlesuit has increased these capabilities and added additional ones.

As noted above, his battlesuit enables him to lift (press) around two tons under optimum conditions. Its armor is impervious to sustained small arms fire, and has been shown to resist being melted by the Human Torch's fire and enduring a pounding from the Thing (see *Human Torch*). The battlesuit is also environmentally sealed, having an internal air supply of about four hours. It has sensors that enable him to see in both the infrared and ultraviolet spectrums, read signs a mile distant, and hear minute sounds.

Offensively, the battlesuit is equipped with a pair of integral charged particle beams on its forearms which are capable of punching through two inch thick steel plates.

Recently, Doctor Doom has added a jet pack to his armor, enabling him to fly at speeds of about 100 mph.

808 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [0]; Per 15 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Accented) [2]; Greek (Accented) [2]; Hungarian (Native) [4]; Latin (Accented) [2]; Latverian (Native) (Native Language) [0]; Romanian (Native) [4]; Russian (Accented) [2]; Serbian (Native) [4].

Cultural Familiarities: Balkan (Native) [0]; Western [1]

Advantages: Appearance (Attractive) [4]; Charisma 3 [15]; Combat Reflexes [15]; Gadgeteer [25]; High Manual Dexterity +3 [15]; High TL +3 [15]; Language Talent [10]; Legal Immunity (Diplomatic Immunity) [20]; Mathematical Ability 4 [20]; Ritual Magery 0 [5]; Social Regard (Respected) 3 [15]; Status 7 [20]*; Unfazeable [15]; Wealth (Multimillionaire 2) [100].

Disadvantages: Bully (9) [-15]; Callous [-5]; Code of Honor (Gentleman's) [-10]; Compulsive Rhetoric (12) [-5]; Jealousy [-10]; Megalomania [-10]; Obsession: Destroy Reed Richards (short-term goal) (9) [-7]; Obsession: Gain Ultimate Power (long-term goal) (9) [-15]; Selfish (6) [-10]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Third-Person [-1]; Vain: Believes a minor scar on his face detracts from his looks [-1].

Skills: Administration (A) IQ-1 [1] – 14; Alchemy/TL11 (VH) IQ+0 [8] – 15; Artist (Painting) (H) IQ-2 [1] – 13; Artist (Sculpting) (H) IQ-2 [1] – 13; Battlesuit (A) DX+3 [12] – 15; Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 14; Boxing (A) DX-1 [1] – 11; Diplomacy (H) IQ+0 [4] – 15†; Fast-Talk (A) IQ+0 [2] – 15†; Innate Attack (Beam) (E) DX+2 [4] – 14; Intelligence Analysis/TL11 (H) IQ-1 [2] – 14; Interrogation (A) IQ+0 [2] – 15†; Intimidation (A) Will+0 [2] – 15†; Inventor! (WC) IQ+10 [144] – 25; Musical Instrument (Violin) (H) IQ-2 [1] – 13; Psychologist! (WC) IQ+0 [24] – 15; Public Speaking (A) IQ+3 [2] – 18†; Rapier Sport (A) DX-1 [1] – 11; Ritual Magic (Hermetic) (VH) IQ-2 [2] – 13; Scholar! (WC) IQ+0 [24] – 15; Science! (WC) IQ+10 [144] – 25§.

Magic Ritual Paths: Path of Knowledge (VH) IQ-3 [1] – 12; Path of Meta-Spells (VH) IQ-3 [1] – 12; Path of Protection & Warning (VH) IQ-3 [1] – 12.

Starting Spending Money: \$40,000,000 (20% Starting Wealth)

- * Includes +3 from Wealth
- † Conditional +3 from Charisma
- ‡ Includes +3 from Charisma
- § Conditional +4 from Mathematical Ability

Doctor Doom's Battlesuit

Doctor Doom's battlesuit provides the following traits:

- * DR 50 (Hardened 5)
- * Lifting ST +36
- * Striking ST +36
- * Doesn't Breathe
- * Flight with Enhanced Move (Air) 2
- * Hyperspectral Vision
- * Ladar
- * Radar (Low-Probability Intercept; Multi-Mode; Targeting)
- * Radio
- * Sealed
- * Telescopic Vision 3
- * Electrical

DOCTOR OCTOPUS

Villain

Real Name: Dr. Otto Octavius

Occupation: Former physicist, now professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Doc Ock" (a common nickname used by the press).

Place of Birth: Unrevealed.

Marital Status: Widower.

Known Relatives: Rosie (wife, deceased).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Dr. Otto Octavius was a noted nuclear physicist working for Osborn Industries' Research and Development Division, pursuing a method of creating and containing a nuclear fusion reaction using magnetic and acoustic fields. His coworkers developed a harness possessing four artificial limbs of non-ferrous materials to manipulate machinery from a safe distance, which Octavius used on a regular basis in his experiments.

During a trial demonstration in a warehouse owned by Osborn Industries, Octavius's experimental fusion reaction, while a technical success, ran out of control. While the runaway reaction was eventually halted by the fledgling crimefighter Spider-Man, who in his civilian identity as Peter Parker was there observing for the *Daily Bugle*, the accident had two profound and traumatic results for Octavius himself (see *Daily Bugle; Spider-Man*). First, he found that the harness had fused itself to his spinal column. Second, and more tragic for Octavius, was the death of his wife, who was among the observers at the demonstration. These events unhinged his mind, and he escaped from the hospital before the doctors could surgically remove the harness.

Dubbed "Doctor Octopus" by the *Daily Bugle*, Octavius turned his efforts to a life of crime. At first he sought to obtain wealth by stealing from banks and armored cars, seeking to fund further experiments. He quickly grew more ambitious as he fought off first the police SWAT teams, then several of the city's superhuman champions. His most recent scheme involved making a play for control over one of New York's independent gangs. While he has faced many adversaries, his most persistent nemesis is Spider-Man.

Recently, Doctor Octopus was captured by the police with Spider-Man's help. His lawyers managed to convince the court to not remove the harness, arguing that its removal had a very real chance of leaving Octavius paralyzed from the neck down. At present, he is serving a lengthy prison term at Ryker's Island, with the arms presently electronically inhibited from stretching to their full length to prevent his escape.

Height: 5' 8"

Weight: 245 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green shirt, green pants, brown gloves, brown boots, brown belt, mirrored shades.

Strength Level: Doctor Octopus possesses the normal human strength of a man his age, height, and build who engages in no regular exercise. His metallic arms possess superhuman strength enabling him to lift (press) 2 tons when properly braced.

Known Superhuman Powers: Doctor Octopus possesses four highly-flexible telescoping artificial limbs which have been fused to his spinal column, enabling him to control them as if they were his natural limbs. These limbs possess superhuman strength. Due to their composition from non-ferrous materials, they are able to ignore most magnetic fields. However, they still have electronic components which are susceptible to neutralization.



Doctor Octopus's metallic limbs have a minimum length of 6 feet each, and can telescope out to roughly 21 feet. Each ends in a three-prong claw; in the center of each is a small camera which can feed its image directly into Octavius's brain.

Doctor Octopus can move at great speed using all four arms as legs; he has been clocked at moving up to 50 mph (about 80 kph) when moving in such a fashion. The claws are able to dig into stone, brick, and light metals, enabling him to climb many buildings with ease.

Other Abilities: Dr. Octavius is one of the world's leading authorities on nuclear physics.

J. Jonah Jameson: "Guy named Otto Octavius winds up with eight limbs. What are the odds?" – Spider-Man 2

660 points

Attributes: ST 10 [0]; DX 9 [-20]; IQ 14 [80]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d (5d+2/8d-1 with arms); BL 20 lbs (500 lbs with arms); HP 12 [4]; Will 14 [0]; Per 12 [-10]; FP 10 [0]; Basic Speed 5.00 [5]; Basic Move 6 [5]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Claws (Sharp Claws) [5]; Clinging (Temporary Disadvantage: Electrical, -20%) [16]; Constriction Arrack (Temporary Disadvantage: Electrical, -20%) [12]; Damage Resistance 30 (Extra Arms Only, -20%) [80]; Enhanced Move (Ground) 2 (Temporary Disadvantage: Electrical, -20%) [32]; Enhanced Tracking 2 (Temporary Disadvantage: Electrical, -20%) [8]; Extra Arms 4 (Extra-Flexible, +50%; Long +1, +100%; Temporary Disadvantage: Electrical, -20%) [92]; Extra Attack 2 [50]; High Manual Dexterity 3 [15]; Lifting ST +40 (Temporary Disadvantage: Electrical, -20%) [96]; Mathematical Ability 2 [20]; Reputation (Noted Authority on Nuclear Physics) 2 (Frequency: 10 or less; Small Class of People) [1]; Stretching 2 (Extra Arms Only, -20%; Temporary Disadvantage: Electrical, -20%) [8]; Striking ST +40 (Temporary Disadvantage: Electrical, -20%) [160].

Perks: Periscope [1].

Disadvantages: Appearance (Unattractive) [4]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Greed (9) [-22]; Overweight [-1]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Bowlegged [-1]; Cannot Float [-1].

Skills: Brawling (E) DX+4 [12] – 13; Connoisseur (Wine) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Scientific) (A) IQ-1 [1] – 13; Engineer/TL8 (Fusion Reactor) (H) IQ+0 [1] – 14*; Mathematics/TL8 (Applied) (H) IQ+1 [1] – 15*†; Physics/TL8 (VH) IQ+6 [24] – 20*; Throwing (A) DX+3 [12] – 12; Wrestling (A) DX+3 [12] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Mathematical Ability.

† Defaulted from Physics.

DOCTOR STRANGE

Hero

Real Name: Dr. Stephen Strange.

Occupation: Surgeon (retired), author, occult expert.

Identity: Publicly known, although the general populace does not believe that Doctor Strange has magical powers.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Sorcerer Supreme.

Place of Birth: Philadelphia, Pennsylvania.

Marital Status: Widower.

Known Relatives: Jessica (wife, deceased).

Group Affiliation: None.

Base of Operations: Greenwich Village, New York City.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

History: Dr. Stephen Strange was a brilliant surgeon who suffered two losses in a car wreck caused by a drunk driver. The first loss was that of fine motor control of his hands, which negatively affected his ability to perform surgery. The second and more tragic loss was that of his wife Jessica, who was in the passenger seat of the couple's luxury sedan when it was hit. Compounding the loss was the inability of modern medicine to repair the damage done to his hands. Distraught, Stephen retired from the medical profession.

Unable to cope with the loss of both his wife and his medical career, Stephen fell into a deep depression. At the urging of a friend from the hospital he used to work at, Stephen traveled to the Orient, seeking to learn meditative techniques that would help stabilize his hands. After studying at a few monasteries in Taiwan, Japan, and finally mainland China, he was told of an ancient mystic in Tibet who was known to work miracles in healing. Skeptical, but with little left to lose, Strange traveled to Tibet.

In Tibet, Strange was guided to a small temple dug into a mountainside. There, he met the master of the temple, an old, wizened man known only as the Ancient One, and his apprentice, a German aristocrat by the name of Karl Amadeus Mordo (see *Ancient One*; *Baron Mordo*).

Upon learning why Strange had sought him out, the Ancient One offered to make Strange his apprentice in magic. Not believing in magic, but not wishing to offend the temple's master, Strange politely refused, but did offer to stay to help out as best he could. As a massive snowstorm was brewing outside the temple, the Ancient One accepted this offer, stating that the apprenticeship would remain open if Strange changed his mind.

While at the temple, Strange discovered that Mordo intended to kill the Ancient One. Worse, he discovered that Mordo intended to frame him for the murder, as his arrival at the temple had given Mordo a scapegoat. Before Strange could inform the Ancient One of this plot, Mordo used his already formidable sorcerous might to encase Strange in a set of mystic shackles which prevented him from moving or speaking.

Without realizing he was doing so, Strange managed to tap into the ambient mystical forces in the temple to aid in freeing himself. Once freed, he raced to the Ancient One's chambers, hoping the old man wasn't already dead at Mordo's hands. Fortunately, by the time Strange arrived Mordo was shackled in much the same way Strange had been. The Ancient One explained to Strange that he had known all along about Mordo's tendencies, but had hoped to rehabilitate the baron. Now fully believing in magic, Strange accepted the Ancient One's offer and became his new apprentice. Mordo was banished from the temple once the storm subsided, and has since become one of Dr. Strange's most persistent adversaries.

Recently, his apprenticeship complete, Stephen Strange has returned to the United States, settling into a mansion in Greenwich Village, New York City, where he has established himself as a local expert on the occult. He supplements his retirement income by authoring books on mixing Eastern and Western medical practices. Unbeknownst to the populace at large, however, Dr. Strange is also the world's leading defender against the mystical threats that could pose a danger to Earth.

Height: 6' 2"

Weight: 180 lbs.

Eyes: Grey.

Hair: Black with white temples.



Uniform: Blue tunic with an arcane design resembling a ghost on the chest, yellow sash belt, black leggings, yellow gloves, red high-necked cape with yellow trim.

Strength Level: Doctor Strange possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Doctor Strange is the world's foremost wielder of arcane magics. Strictly speaking, Doctor Strange and other human sorcerers do not have superhuman powers. Only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. As Sorcerer Supreme of Earth, Doctor Strange possesses a greater knowledge and mastery of the arts than anyone else on Earth, with the possible exception of his mentor, the Ancient One. He was born with a great talent for sorcery, and he has fulfilled that potential through long years of study and training.

Strange's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. Strange also employs a number of occult power objects which he wields by mental control.

To begin with his personal powers, Strange has mastered the art of astral projection, the mental ability to separate the astral self – the sheath of the soul, or the life essence – from his physical self, and in this form traverse through space unbounded by the physical laws but fully retaining human consciousness. This form is invisible, intangible, and incapable of being harmed except through the most rigorous of mystical means. The astral form only possesses those magical powers residing in the sorcerer's mind: thought-casting, psychokinesis, etc. Strange is of such mastery that he can remain in his astral form for up to 24 hours before there is corporeal deterioration of his physical body. The physical form is quite vulnerable to attack when the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in the wraith-like state. While the astral form is absent, the physical form remains in an inert, death-like trance.

Although Strange also has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his master over others' wills in so direct a way. Strange can cast his thoughts over short or vast distances in a manner virtually identical to telepathy. The entire Earth is within the reach of Strange's mind, provided he knows where to contact the specific mind he is seeking. Strange can simultaneously communicate with up to a dozen minds at a time.

Strange is also able to tap this universe's store of ambient magical energy and manipulate it for a variety of effects. He is able to form and hurl magical energy bolts with a high degree of potency and control. He is able to erect energy shields or screens with a high degree of imperviousness to both physical and magical damage. He is able to use local magical energy for the conjuration of small physical objects like money or rabbits, or for unusual luminescent effects. Strange is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Doctor Strange has knowledge of a host of sorcerous spells and incantations invoking various extra-dimensional objects and beings of power. Strange is able to call upon these extra-dimensional power sources for very specific effects without taxing his own personal abilities. In Strange's possession is the Greater Book of the Vishanti, an ancient tome containing a wealth of obscure arcane knowledge.

Abilities: Doctor Strange has a good working knowledge of Chin Na Kung Fu and Tai Chi, focusing on their esoteric healing practices. He also possesses considerable medical knowledge. His manservant Wong is tutoring him in a more aggressive form of martial arts (see *Wong*).

Paraphernalia: Doctor Strange possesses two mystic artifacts which he uses on a regular basis. The first is his cloak of levitation, which enables him to float in mid-air without taxing his own powers. The cloak responds to Strange's mental commands even when separated from him by vast physical distance. The maximum rate of speed at which the cloak can carry Strange is unknown, but it is believed to be faster than the speed of sound (a simple spell enables him to breathe and withstand atmospheric conditions at high speeds). The maximum weight the cloak can levitate is also unknown, although Strange has been observed to carry another human being aloft while wearing it. When Strange is rendered unconscious, the cloak will still keep him aloft.

The other object is the Eye of Agamotto, one of two objects in Strange's possession which are empowered by the mysterious extradimensional entity Agamotto; the other is the Orb of Agamotto, which he stores in his mansion. The Eye appears to be a round amulet made of gold (or at least plated to resemble gold). At Doctor Strange's command, the Eye can radiate a blinding light if immeasurable mystic force. Under the brilliance of this "all-revealing light", Strange is able to see through disguises, invoke images of the immediate past, and track both corporeal and ethereal beings by their psychic or magical signatures. The Eye enables Strange to more easily probe the minds of sentient beings. When used thusly, the amulet opens and releases a representation of a golden eye, which affixes itself to the wielder's foreheads, allowing him to "see" into the mind he wishes to probe.

The Eye also can be used to provide a gateway into other dimensions. When called upon under the proper incantations, the amulet will separate from its backing, seemingly enlarge to a size several feet in diameter, and then open, revealing a portal to other worlds. As the amulet is controlled chiefly by thought and force of will, the wielder of the amulet establishes a psychic link with it. Indeed, when Doctor Strange leaves his body in astral form, an astral duplicate of the amulet – capable of nearly all of the amulet's functions, albeit at slightly less powerful levels – travels with him. The Eye is customarily worn by Doctor Strange at his throat. Its origins have not as yet been revealed.

1,028 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 16 [10]; Per 14 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4]; Mandarin Chinese (Accented) [4].

Cultural Familiarities: Asian [1]; Western (Native) [0].

Advantages: Charisma 3 [15]; Energy/3 [60]; Energy Reserve 17 [51]; Healer 3 [30]; Independent Income 20 [20]; Indomitable [15]; Matter/4 [80]; Mind/5 [100]; Reputation (Occult Expert) 2 (All the time; Large Class of People) [5]; Magery 5 (Solitary Ceremonial Casting, +10%) [60]; Signature Gear (Cloak of Levitation) [3]; Signature Gear (Eye of Agamotto [Amulet]) [14]; Space/4 [60]; Spirit/5 [100]; Time/2 [40]; Trained By A Master [30]; Wealth (Wealthy) [30].

Perks: Autotrance [1]; Cloaked [1]; Style Familiarity (Chin Na) [1]; Style Familiarity (T'ai Chi) [1].

Disadvantages: Bad Grip -1 [-5]; Discipline of Faith (Mysticism) [-10]; Ham-Fisted -1 [-5]; Light Sleeper [-5]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Reputation (As a kook) -4 (Small class of people; Some of the time, 10 or less) [-4]; Sense of Duty (Earth Dimension) [-15].

Quirks: Chauvinistic [-1]; Closet Hockey Fan [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ-2 [1] – 12; Breath Control (H) HT+1 [8] – 12; Connoisseur (Visual Arts) (A) IQ+1 [4] – 15; Diagnosis/TL8 (Human) (H) IQ+1 [1] – 15*; Electronics Operation/TL8 (Medical) (A) IQ+2 [8] – 16; Esoteric Medicine (H) Per+1 [1] – 15*; Games (Hockey) (E) IQ [1] – 14; Hobby Skill (Hockey Teams) IQ [1] – 14; Innate Attack (Beam) (E) DX+3 [8] – 14; Innate Attack (Projectile) (E) DX+3 [6] – 14†; Judo (H) DX+1 [8] – 12; Judo Art (H) DX+1 [7] – 12‡; Literature (H) IQ+1 [8] – 15; Meditation (H) Will+0 [4] – 16; Occultism (A) IQ+6 [24] – 20; Pharmacy/TL8 (Synthetic) (H) IQ+1 [1] – 15*; Physician/TL8 (Human) (H) IQ+1 [1] – 15*; Physiology/TL8 (Human) (H) IQ+1 [1] – 15*; Pressure Points (Human) (H) IQ-2 [1] – 12; Ritual Magic (Sorcery) (VH) IQ+11 [32] – 25§; Surgery/TL8 (Neurosurgery) (H) IQ+4 [20] – 18*#; Thaumatology (VH) IQ+11 [32] – 25§; Writing (A) IQ+1 [4] – 15.

Magical Realm Skills: Energy (VH) IQ+6 [12] – 20§; Matter (VH) IQ+6 [12] – 20§; Mind (VH) IQ+6 [12] – 20§; Space (VH) IQ+6 [12] – 20§; Spirit (VH) IQ+10 [28] – 24§; Time (VH) IQ+3 [4] – 16§.

Starting Spending Money: \$20,000 (20% Starting Wealth).

* Includes +3 from Healer.

† Defaulted From Innate Attack (Beam).

‡ Defaulted from Judo.

§ Includes +5 from Magery.

Includes -3 From Ham-Fisted.

Doctor Strange's Cloak of Levitation

Eye of Aggamotto

Design Notes:

1. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 5 (Solitary Ceremonial, +10%) [55]. It just looked wrong when placing the two on the sheet together.

DRAGONFLY

Villain

Real Name: Veronica Dultry

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Naturalized citizen of the United States with a criminal record.

Other Aliases: "Insect-Girl".

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Angelina (daughter).

Group Affiliation: Ani-Men.

Base of Operations: New York City

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Veronica Dultry was an exotic dancer who supplemented her legitimate income by engaging in petty thefts, prostitution, and drug dealing. After being convicted once too often for her illegal activities and facing a lengthy prison sentence, Dultry was approached by one of the lawyers on the payroll of Wilson Fisk, the Kingpin of Crime, with an option to shorten her jail time in exchange for undergoing several scientific experiments (see *Kingpin*). Dultry, against her own lawyer's objections, agreed to the procedure. The Kingpin's scientists were studying possible ways to give people superhuman abilities, and injected a number of test subjects with genetic retroviruses developed from animal DNA. Dultry's injections contained DNA culled from a number of insects, specifically dragonflies, wasps, and hornets.

Calling herself Dragonfly, Dultry joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Dragonfly and her companions – Ape-Man, Bird-Man, Cat-Man, and Frog-Man – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Dragonfly and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities.

Dragonfly has since tussled with the adventurers Ant-Man and Wasp when she attempted to visit her daughter, Angelina, in the state-run facility where the girl was living (see *Ant-Man*; *Wasp*). While Dragonfly was forced to flee the scene, Angelina managed to get hold of a number of Pym particle capsules accidentally dropped by Ant-Man. The girl later used those same capsules to sneak out and meet up with her mother; the two were last seen flying to meet up with the rest of the Ani-Men. Whether Dragonfly or Angelina still retains any of Ant-Man's Pym particle capsules is unknown.

Height: 5' 2"

Weight: 102 lbs.

Eyes: White, multifaceted.

Hair: Black.

Skin: Red.

Uniform: Yellow leotard over a red bodysuit, yellow gloves, yellow thigh-high boots with six-inch heels, golden belt.

Strength Level: Dragonfly possesses the normal human strength of a woman her age, height, and build who engages in regular toning exercise.

Known Superhuman Powers: Dragonfly's powers are all derived from her genetic modifications. Most notably, she possesses four insect-like wings coming from her back which enable her to fly. Her eyes are multifaceted, giving her a superior peripheral vision; her eyesight has also been adjusted to see into the ultraviolet spectrum.



Dragonfly also possesses two antennae coming from her forehead. These antennae permit her to communicate with insects such as house flies, wasps, and hornets, and also give her a kind of vibration sense.

Other Abilities: As a former dancer, Dragonfly is very flexible, which she uses to her advantage in flight.

200 points

Attributes: ST 10 [0]; DX 13 [60]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [5]; Per 13 [15]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 10.

Languages: English (Accented) [4]; Spanish (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: 3D Spatial Sense [10]; Animal Empathy [5]; Appearance (Attractive) [4]; Clinging [20]; Combat Reflexes [15]; Enhanced Move (Air) 1 (Air Move 24/48 mph) [20]; Fit [5]; Flexibility [5]; Flight (Winged, -25%) [30]; Peripheral Vision [15]; Speak With Animals (Specialized: Insects, -50%) [13]; Ultravision [10]; Vibration Sense [10].

Perks: Dancing Kicks [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Perfume [1]; Sexy Pose [1].

Disadvantages: Addiction (Marijuana; Expensive; Highly Addictive; Illegal) [-15]; Dependent (Angelina, daughter; No more than 25%; Loved One; Frequency: 9 or less) [-20]; Enemy (NYPD) (9) [-20]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Distinctive Features 2 [-2]; Immodest [-1]; Incorrigible Flirt [-1].

Skills: Acting (A) IQ+1 [4] – 11; Aerobatics (H) DX+0 [1] – 13*; Climbing (A) DX+2 [1] – 15†‡; Dancing (A) DX+0 [2] – 13; Erotic Art (Human) DX+2 [1] – 15†; Filch (A) DX+0 [2] – 13; Sex Appeal (Human) (A) HT+1 [2] – 13#; Streetwise (A) IQ+1 [4] – 11.

Techniques: Kicking (Dancing) (H) def+1 [2] – 12.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +2 from 3D Spatial Sense.

† Includes +3 from Flexibility

‡ Conditional +4 from Flight when body lightening would help

+1 from Appearance; Conditional +1 from High-Heeled Heroine in relevant situations

ELDERS OF THE UNIVERSE

Aliens and Other Races

The beings known as the Elders of the Universe are the oldest known sentient beings in the universe. Each one of them has survived the destruction of his homeworld, his species, and in some cases his home galaxy. While each Elder is the last of his race, the Elders all refer to themselves as "brothers".

To date, the only Elder to have encountered anyone from Earth is the Collector, who sought to add the Avengers to his collection (see *Avengers*; *Collector*).

First Post-Reboot Appearance: AVENGERS #.

Game-Mechanic Details:

The Elders of the Universe all come from civilizations and species that have vanished long before Earth was formed. Furthermore, nearly all of them have access to TL 12⁺ technology, whether their civilizations achieved it or not. Nearly every device in *Ultra-Tech* is available to a number of Elders; whether they use them or not is a different story.

In a cosmic-oriented campaign, their High TL advantage would be lowered to High TL +1, reducing their point value by 15 points.

Elder of the Universe

400 points

Advantages: G-Experience (All) [10]; High TL +4 [20]; Higher Purpose 4 [20]; Immunity to Metabolic Hazards [30]; Improved G-Tolerance (10G increments) [25]; Supernatural Durability [150]; Unaging [15]; Unkillable 3 [150].

Disadvantages: Obsession (Long-Term Goal) (6) [-20].

ELECTRO

Villain

Real Name: Maxwell Dillon

Occupation: Professional criminal, former electrician.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Legally separated.

Known Relatives: Marilyn (wife; separated).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Maxwell Dillon was an electrician at a major construction site when, during a thunderstorm that his foreman refused to halt work for, he was struck by lightning while near several large spools of industrial-grade electrical wire. The combination of the lightning, the electromagnetic fields generated by the wire spools, and an unknown factor in Dillon's body enabled him not only to survive the lightning strike, but also to gain powers from it. (Presumably, Dillon carried a recessive mutant gene; although not a true mutant like the X-Men, he had a genetic code which permitted the body-wide changes for his powers. See *X-Men*.)

Dillon decided to use his new abilities for personal gain. Creating a colorful outfit to hide his identity and taking the name Electro after his powers, his first criminal act was to extort money from the construction company he worked for. The company had not reported Dillon's accident, as the foreman had broken state and Federal workplace laws by ordering him to work in a clearly unsafe situation. Electro hoped to blackmail the company out of several thousand dollars. To show he was serious, he killed the foreman using his new powers. He was thwarted in his blackmail attempt by the costumed crimefighter Spider-Man (see *Spider-Man*).

Since then, he has fought several superhuman opponents, but his most persistent foe has been Spider-Man. He is currently at Ryker's awaiting trial. His wife, Marilyn, has recently filed for divorce.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Blue.

Hair: Reddish-brown.

Uniform: Green bodysuit with yellow lightning patterns on the chest and legs, yellow gloves, yellow boots, black cowl with yellow lightning-styled face mask.

Strength Level: Electro possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Electro possesses a number of powers which are electrical in nature. Due to the accident which gave him his powers, Electro's body generates and stores electricity far in excess of what a normal human body is able to. The normal human body generates a minuscule amount of electricity which travels through the nervous system; Electro's own bioelectricity is much more potent. His enhanced bioelectricity gives him the ability to sense other electromagnetic fields around him.

Electro's primary offensive power is the ability to shoot lightning from his hands at a maximum effective range of 100 feet (~30 m). He can adjust the power of the lightning at will; his weakest bolts are simply electrical shocks that can stun a person, while his strongest ones are able to kill a person in a single bolt. He is also able to create a body-wide electrical field that can shock anyone who tries to touch him. His lightning is still subject to the laws of physics; it follows the path of least resistance, and can be drawn to conductive metals against his will. It also dissipates quickly. Being electrical in nature, his attacks can short out electronic components.

By creating a path of electricity through the air, Electro is able fly. His top speed is still relatively slow, a mere 20 mph.

Electro is able to absorb electricity from outside sources, such as live power lines. He must make contact with the source in order to draw from it.



509 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 14 [6]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 10 [-4]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (Stun Bolt) 6 (HT-5; Costs 6 ER (Variable), -15%; Damage Modifier: Surge, +20%; Inaccurate -3, -15%; Increased 1/2D Range x5, +10%; Reduced Range x1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, x1/5) [9]; Burning Attack (Lightning Bolt) 6d (Costs 6 ER (Variable), -15%; Damage Modifier: Surge, +20%; Inaccurate -3, -15%; Increased 1/2D Range x5, +10%; Reduced Range x1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, x1/5) [5]; Burning Attack 6d (Lightning Field) (Aura, +80%; Costs 6 ER (Variable), -15%; Damage Modifier: Surge, +20%; Melee Attack: Destructive Parry, +10%; Melee Attack, Reach C, -30%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%) [45]; Damage Resistance 30 (Absorption: Energy Reserve, +80%; Limited Defense: Electricity (Common), -40%; Elemental: Electricity, -10%; Super, -10%) [180]; Detect Electromagnetic Fields (Elemental: Electricity, -10%; Super, -10%) [16]; Energy Reserve (Electricity) 50 [150]; Fit [5]; Flight (Elemental: Electricity, -10%; Super, -10%) [32].

Perks: Generator [1].

Disadvantages: Code of Honor (Professional) [-5]; Greed (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Alcohol Intolerance [-1]; Dual Identity [-1]; Horrible Hangovers [-1];

Skills: Boxing (A) DX+2 [8] – 14; Electrician/TL8 (A) IQ+1 [4] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [3] – 14*; Mathematics/TL 8 (Applied) (H) IQ-1 [2] – 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Defaulted from Innate Attack (Beam).

ELEKTRA

Villain

Real Name: Elektra Nattchios.

Occupation: Assassin.

Identity: Elektra doesn't use a dual identity; however, her activities as an assassin are not known to the general public.

Legal Status: Naturalized citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Athens, Greece.

Marital Status: Single.

Known Relatives: Nikolas (father, deceased), mother (name unrevealed, deceased).

Group Affiliation: Employee of the Kingpin, former member of the Hand.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Elektra Nattchios, the daughter of Nikolas Nattchios, a Greek businessman, was attending college at Harvard when she met fellow student Matt Murdock. Elektra's mother had been killed when she was a small child, much as Matt's father had been; Elektra had been the one to find her body. Sensing kindred souls in each other, Matt and Elektra became very close.

Tragedy struck in their third year together at Harvard. While at a high society party at the Hellfire Club mansion in Manhattan, at which Matt was going to propose to her, her father was brutally murdered by an assassin in front of her. Distraught, she fled the party, dropping out of sight.

Elektra traveled the world for a short time before finding herself in Japan, where she was found by the secretive ninja clan known as the Hand (see *The Hand*). The Hand had once been one of the staunchest defenders of Shogunate Japan, but had fallen under the influence of an *oni*, or Japanese demon, before World War I. The Hand taught her to use the pain, anger, and hate she felt, corrupting her. Within a short time, Elektra lived solely for the hunt and the kill, becoming the Hand's best assassin. During this time, Elektra had become the lover of Kirigi, the son of the Hand's leader (see *Kirigi*).

At one point, Elektra was sent by the Hand to assassinate a martial arts instructor in America who went by the name of Stick; ironically, Stick was the same man who had helped train Matt in the use of his enhanced senses (see *Stick*). Stick, although blind, held Elektra at bay and managed to knock her out long enough to begin a ritual intended to cleanse her soul of the Hand's corruption. Stick was only partially successful; Elektra escaped halfway through the ritual.

Breaking from the Hand, Elektra slowly came to the realization that she only had one useful skill: she was good at killing people. Thus, she started selling her services as a freelance assassin. Recently, she was hired as an assassin by Wilson Fisk, the Kingpin, who hired her to eliminate the vigilante Daredevil (see *Daredevil*; *Kingpin*). Upon meeting her quarry, she learned that Daredevil was none other than Matt Murdock, her old flame from Harvard, and was unable to go through with the kill; she has kept the fact that Daredevil and Matt are the same person from the Kingpin. Since then, she has tangled a few times with Daredevil and her professional rival, Bullseye; she has protected Matt on several occasions from Bullseye, and has told Bullseye that Daredevil is hers to kill (see *Bullseye*). Despite this, she has again started seeing Matt socially; Matt keeps trying to get her to give up her profession as an assassin.

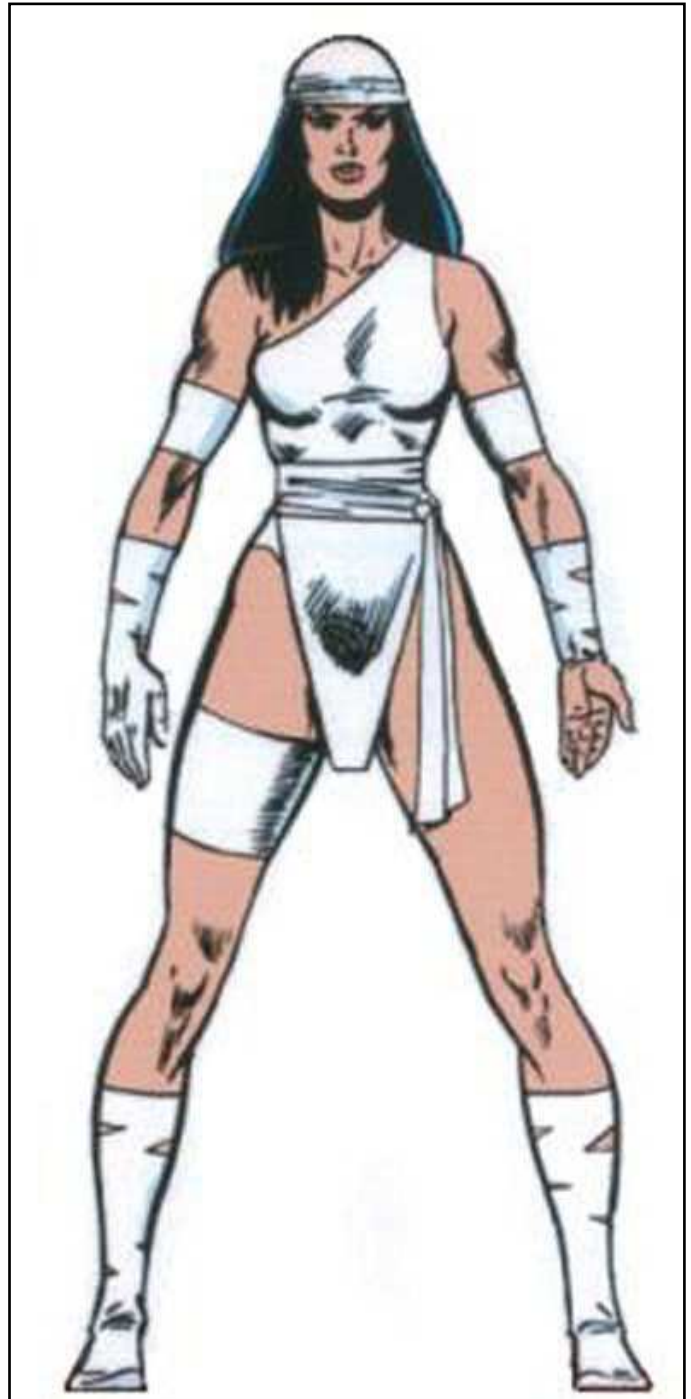
Recently, Matt and Elektra have come under assault by the Hand, who want to either capture Elektra, bringing her back into the Hand, or kill her.

Height: 5' 9"

Weight: 130 lbs.

Eyes: Blue-black.

Hair: Black.



Uniform: Red one-shoulder leotard, red sash, red boots, red gloves. Alternately wears white instead of red.

Strength Level: Elektra possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: By focusing her *chi*, Elektra is capable of various superhuman effects normally attributed to the classic ninja, including but not limited to being invisible while in plain sight, incredible leaps, and increased strength for short periods of time.

Other Abilities: Elektra is a superb hand to hand combatant, trained in the ninja art of taijutsu (better known as ninjutsu).

Weapons: Elektra normally uses a pair of sais.

Abby: So, you really kill people for a living?

Elektra: Yeah.

Abby: Why?

Elektra: It's what I'm good at.

Abby: That's messed up.

– *Elektra*

660 points

Attributes: ST 14 [40]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 13 [5]; Per 13 [5]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 12.

Languages: English (Native) [6]; Greek (Native) (Native Language) [0]; Japanese (Native) [6]

Cultural Familiarities: Asian [1]; Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Damage Resistance 1 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [1]; Danger Sense [15]; Daredevil [15]; Enhanced Dodge 2 [30]; Enhanced Parry (All) 3 [30]; Extra Attack 1 [25]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Perfect Balance [15]; Rapid Healing [5]; Social Chameleon [5]; Status 1 [0]*; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20]; Weapon Master (Ninja Weapons) [35].

Perks: Accent (Japanese) [1]; Akimbo (Jitte/Sai) [1]; Controllable Disadvantage (Callous) [1]; Quick-Sheathe (Jitte/Sai) [1]; Special Exercises (DR 1 with Tough Skin) [1]; Style Familiarity (Taijutsu) [1].

Disadvantages: Code of Honor (Professional) [-5]; Duty (Kingpin) (12) [-10]; Enemy (Bullseye; Rival; Equal In Power) (12) [-10]; Enemy (The Hand; Hunter; Group with Superhumans) (9) [-30]; Loner (12) [-5]; On The Edge (9) [-22]; Secret (Is an Assassin) (Imprisonment) [-20]; Sense of Duty (Matt Murdock) [-2].

Quirks: Broad-Minded [-1]; Dislikes Riddles [-1]; Secret (Wants To Stop Being an Assassin) [-1]; Trivial Reputation (Gaijin Ninja, among Oriental ninja) [-1].

Skills: Acrobatics (H) DX+3 [12] – 16†; Blind Fighting (VH) Per+1 [12] – 14; Body Control (VH) HT+1 [12] – 14; Breaking Blow (H) IQ+1 [8] – 13; Breath Control (H) HT+1 [8] – 14; Broadsword (A) DX+1 [4] – 14; Climbing (A) DX+3 [1] – 16‡; Escape (H) DX+2 [2] – 15‡; Fast-Draw (Sword) (E) DX+1 [1] – 14#; Flying Leap (H) IQ+1 [8] – 13; Forced Entry (E) DX+2 [4] – 15; Holdout (A) IQ+0 [2] – 12; Hypnotism (Human) (H) IQ+2 [12] – 14; Invisibility Art (VH) IQ+2 [16] – 14; Jitte/Sai (A) DX+7 [28] – 20; Judo (H) DX+3 [16] – 16; Jumping (E) DX+2 [4] – 15; Karate (H) DX+3 [16] – 16; Karate Art (H) DX+1 [4] – 14§; Light Walk (H) DX+2 [12] – 15; Lizard Climb (H) DX+1 [8] – 14; Meditation (H) Will+1 [8] – 14; Observation (A) Per+1 [4] – 14; Power Blow (H) Will+1 [8] – 14; Running (A) HT+1 [4] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Shadowing (A) IQ+2 [8] – 14; Stealth (A) DX+2 [8] – 15; Streetwise (A) IQ+0 [2] – 12; Thrown Weapon (Shuriken) (E) DX+1 [2] – 14; Tracking (A) Per+1 [4] – 14; Two-Handed Sword (A) DX+1 [4] – 14.

Techniques: Acrobatic Stand (A) def+6 [6] – 16; Dual-Weapon Attack (Jitte/Sai) (H) def+3 [4] – 19; Dual-Weapon Defense (Jitte/Sai) (H) def+1 [2] – 17; Kicking (Karate) (H) def+2 [3] – 16; Reverse Grip (Jitte/Sai) (A) def+6 [6] – 20; Targeted Attack (Jitte/Sai Thrust/Vitals) (H) def+2 [3] – 19.

Starting Spending Money: \$20,000 (20% of Starting Wealth)

* Includes +1 from Wealth.

† Includes +1 from Perfect Balance.

‡ Includes +3 from Flexibility.

Includes +1 from Combat Reflexes.

§ Defaulted from Karate.

Design Notes:

1. I did not give Elektra Extra Life because in almost all cases where she was brought back from the dead, she was the subject of a resurrection spell or ritual, meaning that external forces were at work.
2. Despite the difference in point values, I have Bullseye listed as being "Equal in Power" rather than "Less Powerful" because Bullseye's 400 is above the 50% mark of Elektra's own 660. The main differences are in skill selections; they will certainly give each other a run for their money should their relationship change from rivals to trying to kill each other.

3. I had the hardest time classifying Elektra. Is she a Villain, Non-Villain Antagonist, Anti-Hero, or Supporting Cast? I currently have her listed as "Villain", but as her own entry reads, that is subject to change.

ENCHANTRESS

Uncertain Status

Real Name: Amora.

Occupation: Sorceress.

Identity: Publicly known, although Amora is generally not believed by the people of Earth to be an actual Asgardian deity. Her mortal guise as Jane Foster is secret to all but a few select individuals.

Legal Status: Citizen of Asgard.

Other Aliases: Jane Foster; has been mistaken for Sif, Idunn, and Freyja.

Place of Birth: Asgard.

Marital Status: Single.

Known Relatives: Lorelei (sister).

Group Affiliation: Sometime associate of Loki, partner of Skurge.

Base of Operations: New York City, formerly Asgard.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #

History: Armora is one of the Aesir, the gods of Asgard (see *Asgardians*). At an early age, she and her sister, Lorelei, discovered their innate talents towards magic. Their skills in magic were only rivaled by their beauty. Amora was sought out by many of the Asgardians as a romantic interest, but her eyes were only for Asgard's favorite son, Thor; Thor, however, showed little interest (see *Thor*). (Thor has stated that he prefers women who are not self-centered, jealous types, which Amora certainly is.)

For centuries, Amora has enjoyed the not-entirely-voluntary affections of Skurge the Executioner (see *Executioner*). In recent years, however, she has found herself growing bored with Skurge's affections; the enchantments she has laid upon him, however, have not yet worn off. Of course, Amora isn't above using his affection for her to manipulate him into assisting with her various schemes.

When Thor was banished to Earth (or Midgard, as the Asgardians call it) following his split with his wife, Sif, Amora decided this was her opportunity to win Thor's love (see *Sif*). She duplicated the spell cast on Thor by Odin, except she cast it on herself, creating the mortal identity of Jane Foster with which to interact with Thor. Since then, she has tried many times to gain Thor's attentions by placing her mortal self in situations where he would need to "rescue" her, often allying herself with the trickster god Loki in setting up the need to be "rescued" (see *Loki*).

Height: 5' 9".

Weight: 330 lbs.

Eyes: Green.

Hair: Blond.

Uniform: Strapless green bustier, upper-arm length green fingerless gloves, black leggings with mystic patterns on them, green heels, green tiara.

Strength Level: Amora possesses the normal superhuman strength of an Asgardian woman of her build who engages in little regular exercise; she can lift (press) roughly 25 tons.

Known Superhuman Powers: Amora is one of the foremost practitioners of magic in Asgard. Her magic focuses primarily on manipulation of peoples' bodies and minds; it is rumored that she has magically enhanced her beauty (the rumors are true). She has some skill at manipulations of energy, but rarely exhibits more than the typical combat spells of eldritch bolts and shields.

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



EQUILIBRIUS

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land
Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



The *Fantastic* is the name of two faster-than-light spacecraft used by the Fantastic Four. The first was the prototype craft originally flown on the flight which gave the Fantastic Four their powers. The second is a slightly larger craft developed by Dr. Richards with the help of Ben Grimm and Tony Stark, which includes many technologies not available anywhere else on Earth. It is this latter craft which sees use by the Fantastic Four on their missions to other starfaring races (see *Fantastic Four*, *Iron Man*, *Mister Fantastic*, *Thing*).

The *Fantastic*, Mk I

The original *Fantastic* is a prototype spacecraft built from the hull of the NASA Space Shuttle *Endeavor* as a test bed for a prototype faster-than-light hyperspace drive designed by Dr. Reed Richards. The craft has only flown once, launched from Cape Canaveral by Dr. Richards and his handpicked skeleton crew, which consisted of pilot Major Ben Grimm, medical specialist Susan Storm, and technical specialist Jonathan Storm (see *Human Torch*, *Invisible Woman*).

The *Fantastic's* only journey took the crew from low Earth orbit to the vicinity of Mars and back, before the effects of improper shielding through hyperspace forced them to land the craft at Edwards AFB.

Today, the *Fantastic* sits on display at the Smithsonian Air and Space History Museum, a testament to the first manned faster than light flight. The only component not on board the ship from its maiden flight is its hyperspace drive, which has been removed by Dr. Richards for further refinement.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

<p><u>Front:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 30, \$100K.</p> <p>[2] Control Room; Computer Complexity 3, Comm/Sensor Array Level 3, 2 Control Stations, 0 Workspaces, \$200K.</p> <p>[3a-b] Passenger Seating; 4 seats, \$20K.</p> <p>[3c] Cargo Hold; 1.5 t.</p> <p>[4] Science Comm/Sensor Array; Level 5, 0 Workspaces, \$1M.</p> <p>[5-6] Habitat; 2 cabins, 0 Workspaces, \$200K.</p> <p><u>Middle:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 30, \$100K.</p> <p>[2!] Stardrive Engine; 0 Workspaces, \$1M.</p> <p>[3] Power Plant, Fuel Cell; 1 PP, 6 hours endurance, 0 Workspaces, \$50K.</p> <p>[4] Fuel Tank (for Fuel Cell Plant); 5 t, \$30K, gives 18 additional hours endurance.</p> <p>[5] Engine Room; 1 Control Station, 1 Workspace, \$30K.</p>	<p>[6, core] Fuel Tanks; 0.36 mps, 10 t, \$60K.</p> <p><u>Rear:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 30, \$100K.</p> <p>[2] Chemical Rocket; 3G accel, 0 Workspaces, \$200K.</p> <p>[3-6, core] Fuel Tanks; 0.9 mps, 25 t, \$150K.</p> <p><u>Design Features:</u></p> <p>Winged Hull; \$500K.</p> <p><u>Crew:</u></p> <p>Control Stations: 3.</p> <p>Technicians: 1.</p> <p>Scientists: 2.</p> <hr/> <p>Total: 6</p>
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The *Fantastic*, Mk II

The second craft to go by the name of the *Fantastic* is the Fantastic Four's current spaceship. This ship was designed and built from the ground up by Dr. Richards, Ben Grimm, and Tony Stark for the Fantastic Four's personal use. Inside its hull are many experimental technologies developed by either Richards and/or Stark, making the craft *the* most technologically advanced spacecraft ever built by humans.

The front section of the *Fantastic* is designed to hold the Fantastacar, the Fantastic Four's personal ultra-tech aircraft, as well as the craft's scientific sensors and lab facilities (see *Fantasticar*). The middle section is designed to house the Fantastic Four and their guests, as well as deal with normal ship-board activities.

The stardrive of the *Fantastic* has been upgraded to operate for up to 40 light-years before refueling.

First Post-Reboot Appearance: FANTASTIC FOUR #

<p><u>Front:</u></p> <p>[1] Armor, Advanced Metallic Laminate; dDR 7, \$600K</p> <p>[2] Scientific Comm/Sensor Array; Level 7, 0 Workspaces, \$3M</p> <p>[3] Habitat; 2 Cabins, \$300K</p> <p>[4-5] Hangar Bay; Capacity 20t, Launch Rate 10t, 0 Workspaces, \$20K</p> <p>[6] Cargo Hold; Capacity 15t.</p> <p><u>Middle:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 70, \$600K</p>	<p>[2] Control Room; Complexity 5, Comm/Sensor 5, 3 Control Stations, 0 Workspaces, \$600K</p> <p>[3-5] Habitat; 6 Cabins, \$600K</p> <p>[6] Engine Room; 1 Control Station, 1 Workspace, \$100K</p> <p>[core] Power Plant, Fusion; 2 PP, 50 year endurance, 0 Workspaces, \$3M</p> <p><u>Rear:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 70, \$600K</p> <p>[2!] Contragravity Lifter; 0 Workspaces, \$3M</p> <p>[3!] Light Force Screen; DR 500, \$5M</p>
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[4-5!] Standard Reactionless Engines, 1G acceleration, 0 Workspaces, \$600K
 [6!] Stardrive Engine; 0 Workspaces, \$3M
 [core] Power Plant, Fusion; 2 PP, 50 year endurance, 0 Workspaces, \$3M

Design Features:

Artificial Gravity; \$300K

Design Switches:

Adjustable Force Screen; \$5M

Habitat Breakdown:

Cabins: 3 (3).

Labs:

Science!: 1 (2), \$30M

Sickbays: 3 (3)

Crew:

Control Stations: 3

Technicians: 1

Medics: 1

Scientists: 1

Total: 6

PILOTING (AEROSPACE; HIGH-PERFORMANCE SPACECRAFT)

<i>TL</i>	<i>Spacecraft</i>	<i>ST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt</i>	<i>Load</i>	<i>SM</i>	<i>Occ</i>	<i>DR</i>	<i>Range</i>	<i>Cost</i>	<i>Notes</i>
8^	The Fantastic Mk I	300	-1/3	13	3G/1.26 mps	100	2.1	+6	6SV	30	2 AU	\$3.4B	[1, 2, 3]
9^	The Fantastic Mk II	500	-1/5	13	1G/c	300	35.6	+7	6ASV	70	40 ly	\$25B	[1, 4, 5, 6]

Notes:

[1] Streamlined Hull

[2] Air Performance is Move 30/2,100, Hnd/SR +3/4.

[3] Prototype built on existing limited production craft; final cost multiplied by a factor of 100 from book value.

[4] Air Performance is Move 10/1,300, Hnd/SR +1/5.

[5] Prototype spacecraft built with experimental technologies; final cost multiplied by a factor of 1,000 from book value.

[6] Adjustable Light Force Screen gives DR 500.

FANTASTIC FOUR

Hero Team

First Post-Reboot Appearance: FANTASTIC FOUR #1.

 MISTER FANTASTIC (Dr. Reed Richards) Founding Member	 INVISIBLE WOMAN (Susan Storm) Founding Member
 HUMAN TORCH (Johnny Storm) Founding Member	 THING (Ben Grimm) Founding Member

Real Name: Fen (Fen McKenzie on the surface world).

Occupation: Royal advisor.

Identity: Fen does not use a dual identity.

Legal Status: Queen-Regent of Atlantis.

Other Aliases: Queen-Mother Fen, Princess Fen.

Place of Birth: Atlantis.

Marital Status: Widowed.

Known Relatives: Thakorr (father, deceased), Namor (son), Leonard McKenzie (husband, deceased), Thomas McKenzie (brother-in-law, presumed deceased), Byrrah (nephew), Aquaria Nautica Neptunia (alias Namora), Dorma (second cousins once removed).

Group Affiliation: Atlantean Royal Family.

Base of Operations: Atlantis, North Atlantic Ocean.

First Historical Appearance: MOTION PICTURE FUNNIES WEEKLY #1.

First Post-Reboot Appearance: THE LOST WORLD OF ATLANTIS #1.

History: Fen was born as one of the daughters of King Thakorr, ruler of the underwater city of Atlantis (see *Atlanteans*; *Atlantis*). As an adventurous and headstrong young girl, she often journeyed to the surface, where she would spy on the crews of the various ships passing through the North Atlantic, where she learned to speak English. As a young woman, she found herself attracted to Leonard McKenzie, the captain of an icebreaker, the Oracle. After a time, she boarded McKenzie's ship, and was welcomed into his life. The two were married days later by the ship's chaplain. (Unlike most Atlanteans, Fen proved able to be able to stay on the surface for an hour before needing to return to the sea. She never strayed very far from the ship after her marriage.)

Fen's father, King Thakorr, believed that Fen was being held captive by the surface ship and attacked the ship, killing many of the crew. He was surprised and forced to admit his error when Fen courageously defended her dying husband from her father. Fen agreed to return to her home, but only on the condition that the rest of the ship's crew was free to leave unharmed.

Nine months later, Fen gave birth to a son, who had Caucasian skin like his father. Fen named him Namor, which in the Atlantean tongue meant "Avenging Son;" it is not certain if Fen intended for Namor to eventually avenge her fallen husband, or if her opinion of surface-worlders had changed by that time (see *Namor*). Namor proved able to breathe both air and water, as well as proving exceedingly strong and able to even fly through the air, presumably due to the small wings he grew, almost like fins, on his ankles.

Fen taught Namor English and what little she had learned of the surface world. In her heart, she knew that Namor would never be accepted by her father, and was preparing him for his eventual exile, which ultimately came just prior to World War II. During the War, she would often leave Atlantis to advise or assist him in his endeavors.

After the war ended, Fen often served as regent for Thakorr. All of her brothers had died during the war fighting Nazi U-Boats, and only one of her sisters had given birth to a son. Therefore, when Thakorr died of old age in 1957, Namor was recalled to Atlantis to be crowned as the new king. Fen has served as Namor's primary advisor ever since, occasionally acting as regent when he took trips to the surface world. She just hopes that one day soon her son will marry and produce an grandchild before she dies of old age.

Height: 5' 9"

Weight: 170 lbs.

Eyes: Green.

Hair: Auburn with grey streaks.

Skin: Blue.

Uniform: None.

Strength Level: Fen possesses the normal Atlantean strength of a woman her age, height, and build who engages in regular exercise; this is stronger than a human woman of the same equivalent age and build due to her Atlantean physiology. She can lift (press) approximately 600 pounds on the surface.

Known Superhuman Powers: Fen possesses the normal superhuman attributes of the Atlantean race, able to breathe water indefinitely without aid, swim at about 30 knots (about 35 miles per hour), and withstand the pressures of the ocean floor. Unlike



other Atlanteans, Fen can survive for about an hour on the surface before suffocating; most Atlanteans start to suffocate within minutes without aid. Like all Atlanteans, she ages slower than surface humans; she is now over a hundred years young, and appears as though she's an active woman in her mid-50s.

Other Abilities: Fen is a skilled diplomat and negotiator, and has had training in Atlantean hand to hand combat, enough for her to hold her own against stronger opponents.

385 points

Attributes: ST 20 [0*]; DX 12 [40]; IQ 12 [40]; HT 12 [0*].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Water Move 12 [0]; Dodge 10.

Languages: Atlantean (Native) (Native Language) [0]; English (Accented Spoken/Illiterate) [2].

Cultural Familiarities: Atlantis [0].

Advantages: Appearance (Beautiful) [12]; Atlantean [160]; Combat Reflexes [15]; Doesn't Breathe (Oxygen Storage (×15), -60%) [8]; Fit [5]; Status 6 [25†]; Temperature Tolerance 4 [4]; Wealth (Filthy Rich) [50].

Perks: Classic Features (Atlantean) [1]; Power Grappling [1].

Disadvantages: Guilt Complex [-5]; Non-Iconographic [-10]; Pacifism (Reluctant Killer) [-5]; Phobia (Pyrophobia: Fire) (15) [-2]; Sense of Duty (Atlantis) [-10]; Stubbornness [-5].

Quirks: Alcohol Intolerance [-1]; Broad-Minded [-1]; Nervous Stomach [-1]; Responsive [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+0 [2] – 12; Aquabatics (H) DX+0 [4] – 12; Area Knowledge (North Atlantic) (E) IQ+0 [1] – 12; Brawling (E) DX+2 [4] – 14; Dancing (A) DX-1 [1] – 11; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+2 [12] – 14; First Aid/TL1 (Atlantean) (E) IQ+0 [1] – 12; Knife (E) DX+0 [1] – 12; Law (Atlantis) (H) IQ+0 [4] – 12; Navigation/TL1 (Sea) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 12; Politics (A) IQ+2 [8] – 14; Riding (Giant Sea Horses) (A) DX-1 [1] – 11; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Shadowing (A) IQ+0 [2] – 12; Shield (Buckler) (E) DX+0 [1] – 12; Spear (A) DX+1 [4] – 13; Survival (Open Ocean) (A) Per-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Teaching (A) IQ+0 [2] – 12; Wrestling (A) DX+1 [4] – 13.

Starting Spending Money: \$400,000 (20% of Starting Wealth)

* Includes +10 to ST and +2 to HT from the Atlantean racial package.

† Includes +1 from Wealth.

Designer's Notes:

1. Fen is unique among full-blooded Atlanteans in that she can stay out of the water for an hour before starting to suffocate. This may in fact be a "mutant" property of her own. To stat this ability properly, I had to make a change to the Oxygen Storage limitation on Doesn't Breathe. The lowest "RAW" value is ×25, for -50%; by the numbers I ran, this would have enabled her to stay out of the water for 100 minutes, not 60. Therefore, I needed to come up with a value for ×15; going by the progression, -60% seemed the best choice. Raising this to the RAW minimum increases the value of Doesn't Breathe to 10 points, a mere 2 point difference.
2. I gave Fen Accented-level English rather than Native for two reasons. First, she learned the language nearly a hundred years ago, and the language has changed somewhat since then. Second, she hasn't really needed to speak it for over fifty years, except on formal occasions when venturing to the surface for political reasons or when conversing with Namor in private.
3. Fen has bought off the Curious and Impulsiveness disadvantages that she possessed in her younger years.

FISK, VANESSA

Supporting Cast

Real Name: Vanessa de Fournier Fisk.

Occupation: Businesswoman.

Identity: Vanessa Fisk does not use a dual identity.

Legal Status: Naturalized citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Married.

Known Relatives: Wilson (alias Kingpin, husband), Richard (son).

Group Affiliation: Chairman of the Board of Wilson Fisk Industries.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Vanessa de Fournier met and married Wilson Fisk in her native France at a very young age; her exact age at the time has not been revealed, but Wilson was already a successful businessman and crime lord at the time (see *Kingpin*). Wilson paid for his wife's education, but her own business skills enable her to run her husband's legitimate businesses on her own merit. It is not known if Vanessa knew about her husband's criminal dealings before they were married; she is all too aware of them at the present. A gentle soul who truly loves her husband, Vanessa keeps trying to get Wilson to give up his criminal dealings.

Height: 5' 8"

Weight: 125 lbs.

Eyes: Blue.

Hair: Black.

Uniform: None.

Strength Level: Vanessa Fisk possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Vanessa is a skilled businesswoman, and is a competent with a pistol.

Weapons: Vanessa occasionally carries a concealed handgun for personal protection.



191 points

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 10 [2]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Business Acumen 2 [20]; Fashion Sense [5]; Merchant Rank 8 [40]; Status 7 [10]*; Wealth (Multimillionaire 1) [75].

Perks: Permit (Concealed Carry) [1].

Disadvantages: Addiction (Tobacco) [-5]; Dependent (Richard, son; No more than 100%; Loved One) (9) [-2]; Honesty (9) [-15]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Wilson Fisk, husband) [-2].

Quirks: Always Stylishly Dressed [-1]; Careful [-1]; Devout Roman Catholic [-1]; Responsive [-1].

Skills: Administration (A) IQ+3 [4] – 14†; Artist (Drawing) (H) IQ-1 [2] – 10; Carousing (E) HT+0 [1] – 12; Current Affairs/TL8 (E) IQ+1 [2] – 12; Dancing (A) DX+0 [2] – 10; Diplomacy (H) IQ+1 [8] – 12; Guns/TL8 (Pistol) DX+2 [4] – 12; Heraldry (Corporate Logos) (A) IQ+1 [4] – 12; Literature (H) IQ+0 [4] – 10; Market Analysis (H) IQ+2 [4] – 13†; Savoir-Faire (High Society) (E) IQ+2 [4] – 13.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth)

* Includes +3 from Merchant Rank and +2 from Wealth

† Includes +2 from Business Acumen.

FRENZY

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



FROG-MAN

Villain

Real Name: Francois LeBlanc

Occupation: Professional criminal, former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of both the United States and Canada with a criminal record in both.

Other Aliases: None.

Place of Birth: Niagara Falls, New York.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ani-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Francois LeBlanc was born on the American side of Niagara Falls to Quebecois parents. After graduating high school, he enlisted in the Canadian army, but was dishonorably discharged when he was found to be involved in a war profiteering racket, selling military weapons and parts on the black market. He was given the opportunity to receive an early parole by participating in a scientific experiment.

These experiments, performed by scientists in the employ of the Kingpin, involved the injections of various animal DNA into their test subjects using genetic retroviruses (see *Kingpin*). LeBlanc's injections contained DNA from several amphibians, primarily various species of frog.

Calling himself Frog-Man, LeBlanc joined with four other test subjects in escaping the lab, discovering themselves in the sewers underneath Hell's Kitchen. Frog-Man and his companions – Ape-Man, Bird-Man, Cat-Man, and Dragonfly – named their group the Ani-Men and decided to try and take over one of the gangs in the Kitchen (see individual entries). They were foiled by the costumed vigilante Daredevil in this endeavor and were sent to prison (see *Daredevil*).

Some months later, the Ani-Men had either escaped or were freed from prison, and were hired by the criminal businessman Leland Owlsey, alias the Owl (see *Owl*). Under the Owl's direction, Cat-Man and the other Ani-Men engaged in attacks on the Kingpin's businesses (the Ani-Men are unaware that the scientists who originally mutated them were in the Kingpin's employ), but were again foiled by Daredevil as well as the Kingpin's newest enforcer, Elektra (see *Elektra*). The Ani-Men managed to avoid capture by the authorities, and are still at large.

Height: 5' 11".

Weight: 185 lbs.

Eyes: Blue.

Hair: None.

Skin: Green.

Other Distinguishing Features: Frog-Man has two fingers (plus a thumb) on each hand, and two toes on each foot.

Uniform: Yellow leotard, yellow gloves, yellow boots, gold belt.

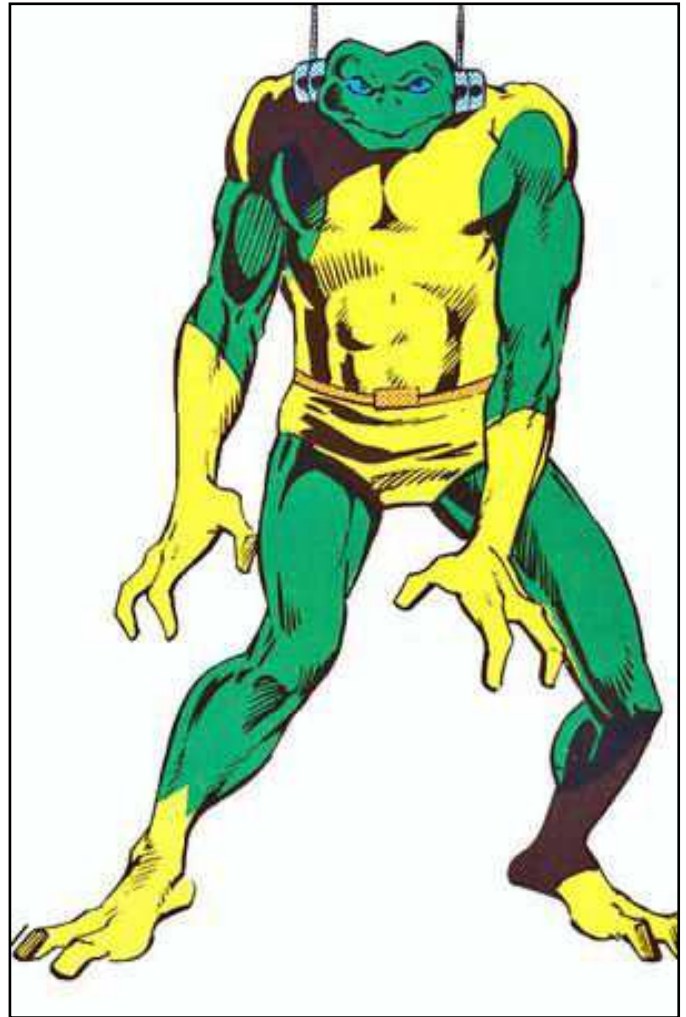
Strength Level: Frog-Man possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Thanks to being gene-spliced with frog DNA, Frog-Man has various frog-like adaptations.

Frog-Man's primary power is the ability to make tremendous leaps. He's been known to perform a standing high jump of around 10 feet, and a standing broad jump of over 40 feet; with a running start, he can nearly double those distances. In addition, he can land on his feet from extreme heights without taking damage. As a side effect of this, he is able to kick in combat with much more force than one would expect from a man of his height, weight, and build.

Additionally, Frog-Man's fingers and toes end in microscopic suction tips enabling him to cling to a number of surfaces.

Finally, Frog-Man possesses a tongue similar to that of his namesake, which he can use to grapple items up to 8 feet away. His tongue isn't as strong as the rest of his body, but is extremely flexible.



240 points

Attributes: ST 10 [11]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 7 [5]; Dodge 10.

Languages: English (Native) (Native Language) [0]; French (Native) [6].

Cultural Familiarities: Western [0].

Advantages: Catfall [10]; Clinging [20]; Combat Reflexes [15]; Extra Arms 1 (Extra-Flexible, +50%; Long +2, +200%; Weak: 1/4 Body ST, -50%) [30]; Flexibility [5]; High Pain Threshold [10]; Perfect Balance [15]; Striking ST +8 (Kick Only, -60%) [16]; Super Jump 2 [20].

Perks: Citizenship (Canada) [1].

Disadvantages: Appearance (Unattractive) [-4]; Enemy (NYPD) (9) [-20]; Greed (9) [-22]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Sense of Duty (Ani-Men) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Agnostic [-1]; Bowlegged [-1]; Distractible [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Acting (A) IQ+1 [4] – 12; Brawling (E) DX+2 [4] – 15; Climbing (A) DX+3 [1] – 16*†; Computer Operation/TL8 (E) IQ+1 [2] – 12; Fast-Talk (A) IQ+1 [4] – 12; First Aid (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+2 [4] – 15; Guns/TL8 (Rifle) (E) DX+1 [1] – 13; Jumping (E) DX+4 [12] – 17; Merchant (A) IQ+1 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Smuggling (A) IQ+1 [4] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12.

Techniques: Acrobatic Stand (Acrobatics) (A) def+5 [5] – 13; Kicking (Brawling) (H) def+2 [3] – 15.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

FURY, NICK

Hero

Real Name: Nicholas Fury

Occupation: Secret agent, formerly soldier.

Identity: Nick Fury does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Hell's Kitchen, New York City, New York.

Marital Status: Single.

Known Relatives: Jacob (alias Scorpio, brother), Dawn (sister).

Group Affiliation: United States Central Intelligence Agency, formerly United States Army.

Base of Operations: Mobile.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #1.

History: Nicholas Fury grew up in the district of New York City commonly known as Hell's Kitchen. To escape the Kitchen, he enlisted right out of high school in the United States Marines. He distinguished himself in multiple tours in Iraq and Afghanistan, quickly rising to the rank of Sergeant and being placed in command of a squad that, because of their high success rate against overwhelming odds, became known as the Howling Commandos.

As the leader of the Howling Commandos, Fury came to the attention of the U.S. Central Intelligence Agency, who recruited him into their ranks. As a CIA agent, Fury has become known as "the American James Bond," rooting out subversives across the globe. His most persistent enemy has been his younger brother Jake, who took the name Scorpio as a leader in the subversive cartel Zodiac (see *Scorpio*; *Zodiac*).

Height: 6'

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Fury wears a patch over his left eye to hide scarring.

Uniform: None; in the past, he has worn the standard United States Marines uniform.

Strength Level: Nick Fury possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Fury is a skilled marksman and hand to hand combatant. He is also well-versed in a number of espionage skills, including, but not limited to, lock picking, surveillance, stealth, and computer operations. He is fluent in Arabic, Russian, and Chinese.

Weapons: Fury uses a number of weapons depending on his assignment. His personal sidearm, however, is a Glock 20 chambered for the 10×25mm round with built-in laser targeting. He normally uses dual-purpose APHP (armor-piercing hollow-point) ammunition, a hollow point round with a tungsten core for penetrating armor. (Against "soft" targets, like unarmored people, the round acts like a standard hollow point, while against armored "hard" targets, such as body armor or vehicular plating, the round acts like an armor-piercing round.)

Limitations: Fury has lost his vision in his left eye due to shrapnel while stationed in Iraq.



710 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 14 [5]; Per 14 [5]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 13.

Languages: Arabic (Accented) [4]; English (Native) (Native Language) [0]; Mandarin Chinese (Accented) [0]; Russian (Accented) [0].

Cultural Familiarities: Asian [1]; Middle Eastern [1]; Western (Native) [0].

Advantages: Appearance (Handsome) [12]; Born Tactician 2 [20]; Charisma 3 [15]; Combat Reflexes [15]; Courtesy Rank (Military) 2 [2]; Danger Sense [15]; Daredevil [15]; Enhanced Dodge 2 [30]; Gizmo 3 [15]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Legal Enforcement Powers 3 [15]; Resistant to Poisons (Common) (+3 to roll) [5]; Security Clearance ("Need to Know" access to a broad range of secrets) [10]; Smooth Operator 2 [30]; Social Chameleon [5]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Pants-Positive Safety [1]; Style Familiarity (Military Hand to Hand: MCMAP) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Soldier's) [-10]; Dependent: Dawn (sister) (Point Value: No More Than 25%; Frequency: 6 or less; Loved One) [-10]; Duty (CIA) (15) [-15]; Lecherousness (12) [-15]; One Eye [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (People of the United States) (Large Group) [-10].

Quirks: Admires Professionalism [-1]; Always Treats Members of the Opposite Sex With Courtesy [-1]; Has Memorized the Statistics for Most 20th/21st Century Guns [-1]; Keeps a Collection of "War Trophies" [-1]; Smiles When Angry or Annoyed [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Acting (A) IQ+2 [2] – 15*; Body Language (Human) (A) Per+0 [2] – 14; Brawling (E) DX+2 [8] – 16†; Camouflage (E) IQ+1 [2] – 14; Carousing (E) HT+3 [2] – 17‡; Climbing (A) DX+0 [2] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 14; Connoisseur (Music) (A) IQ+1 [2] – 14; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Detect Lies (H) Per+1 [2] – 15‡; Driving/TL8 (Automobile) (A) DX+0 [2] – 14; Driving/TL8 (Halftrack) (A) DX+0 [2] – 14; Driving/TL8 (Heavy Wheeled) (A) DX+0 [2] – 14; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 14; Driving/TL8 (Tracked) (A) DX+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Surveillance) (A) IQ+1 [4] – 14; Expert Skill (Computer Security) (H) IQ+1 [8] – 14; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 14; Explosives/TL8 (Explosive Ordnance Disposal) (A) IQ+1 [4] – 14; Explosives/TL8 (Underwater Demolition) (A) IQ+1 [3] – 14§; Fast-Talk (A) IQ+3 [2] – 15‡; Filch (A) DX+0 [2] – 14; First Aid/TL8 (Human) (E) IQ+1 [2] – 14; Forced Entry (E) DX+1 [2] – 15; Gambling (A) IQ-1 [1] – 12; Gun! (WC) DX+2 [48] – 16; Hidden Lore (Conspiracies) (A) IQ+1 [4] – 14; Hiking (A) HT+0 [2] – 14; Holdout (A) IQ+3 [12] – 16; Intelligence Analysis/TL8 (H) IQ+1 [2] – 14#; Interrogation (A) IQ+0 [2] – 13; Intimidation (A) Will+2 [2] – 16‡; Judo (H) DX+2 [16] – 16†; Jumping (E) DX+1 [2] – 15; Knife (E) DX+0 [2] – 14†; Leadership (A) IQ+7 [2] – 20*‡#; Lifting (A) HT+0 [2] – 14; Lockpicking/TL8 (A) IQ+0 [2] – 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Mimicry (Speech) (H) IQ-1 [2] – 12; NBC Suit/TL8 (A) DX+0 [2] – 14; Observation (A) Per+2 [8] – 16; Parachuting/TL8 (E) DX+2 [4] – 16; Photography/TL8 (A) IQ+1 [4] – 14; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+3 [2] – 16‡; Savoir-Faire (Military) (E) IQ+5 [2] – 18‡#; Scuba/TL8 (A) IQ+3 [8] – 15; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+5 [1] – 19‡; Shadowing (A) IQ+1 [4] – 14; Smuggling (A) IQ+1 [4] – 14; Soldier/TL8 IQ+3 [4] – 16#; Spear (A) DX-1 [2] – 13†; Stealth (A) DX+1 [4] – 15; Strategy (Land) (H) IQ+1 [2] – 14#; Streetwise (A) IQ+2 [2] – 15‡; Survival (Desert) (A) Per+0 [2] – 14; Survival (Mountain) (A) Per+0 [2] – 14; Swimming (E) HT+1 [2] – 15; Tactics (H) IQ+3 [4] – 15#; Thrown Weapon (Knife) (E) DX+1 [2] – 15; Traps/TL8 (A) IQ+3 [8] – 15; Urban Survival (A) Per+0 [2] – 14.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 12; Rope Up (Climbing) (A) def+2 [2] – 14; Scaling (Climbing) (H) def+3 [4] – 14; Set Trap (Explosives (Demolition)) (H) def+2 [3] – 14; Work by Touch (Lockpicking) (H) def+5 [6] – 13.

Starting Spending Money: \$6,950 (20% of Starting Wealth, minus cost of pistol, below).

* Includes +2 from Charisma

† Includes -1 from One Eye

‡ Includes +2 from Smooth Operator

§ Defaulted from Explosives/TL8 (Demolition)

Includes +2 from Born Tactician

‡ Includes +4 from Appearance

Nick Fury's Pistol

GUNS (PISTOL)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
8	Glock 20, 10x25mm	3d-1 pi+	2	160/1,800	2.4/0.7	3	15+1(3)	10	-2	2	\$1,050	3
	10x25mm AP	3d-1 (2) pi										
	10x25mm HP	3d-1 (0.5) pi++										

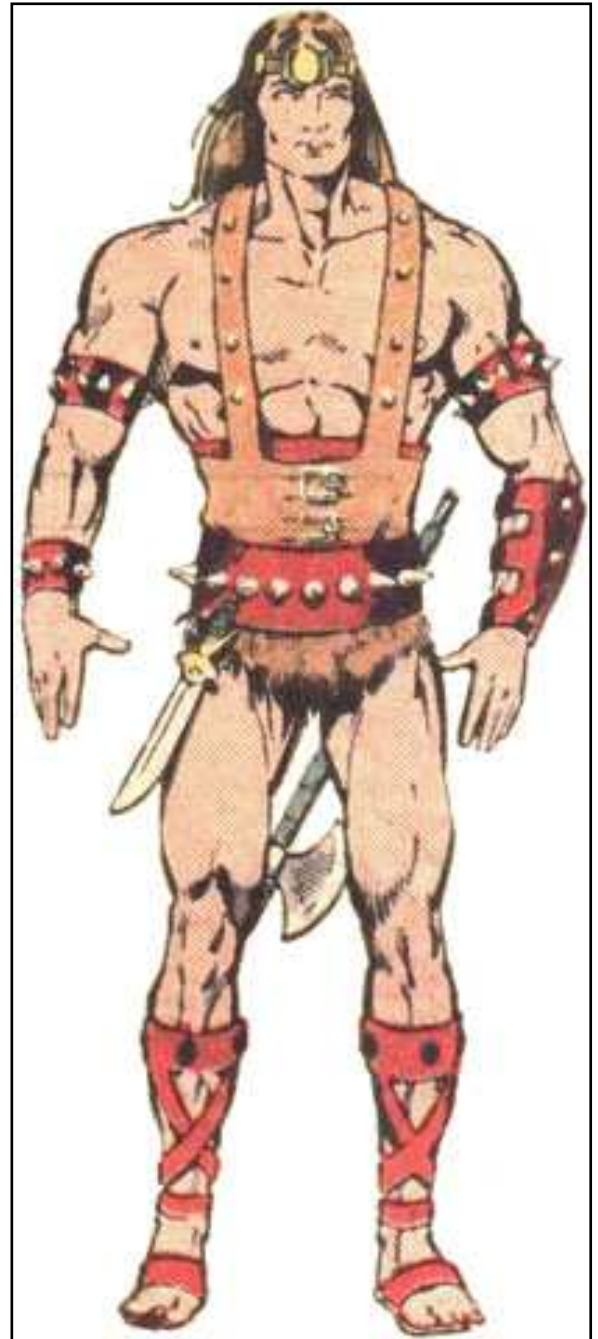
GAZA

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].
Cultural Familiarities: Savage Land [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



GHOST RIDER

Anti-Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: GHOST RIDER #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



GLADIATOR

Villain

Real Name: Melvin Potter.

Occupation: Retail clerk, tailor.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Married.

Known Relatives: Li Ling (wife), Melanie (daughter).

Group Affiliation: Proprietor of Spotlight Costumes and Custom Tailoring

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Melvin Potter was a skilled tailor and gifted athlete who ran a costume shop in Hell's Kitchen, Spotlight Costumes and Custom Tailoring, that secretly catered to the superhuman population of New York City, both heroic and criminal. Melvin and his wife, Li Ling, are able to produce custom designed outfits in under 24 hours for a client. The Potters prefer to operate on a "no questions asked" basis for their custom outfits, intending to remain neutral in the battles between superhuman opponents. Among the outfits he is known to have produced are Captain America's uniform as The Captain, Daredevil, Spider-Man, the Ani-Men, and replacements for the X-Men (see individual entries).

Melvin Potter is, however, mentally unstable. Without his wife's knowledge, he designed a uniform to his own specifications, which in a way resembled that of a modern-day arena gladiator. Calling himself Gladiator, Potter was hired by the criminal mastermind Owl as an enforcer, and has come into conflict with Daredevil twice (see *Owl*). The second time, he was arrested and sent to prison at Ryker's Island. His attorney filed an insanity plea, and Potter was transferred to the psychiatric ward for evaluation. He was later seen among those engaged in the mass breakout led by the Rhino (see *Rhino*).

At present, Gladiator is still at large. His wife, Li Ling, continues to run their costume shop.

Height: 6' 6".

Weight: 300 lbs.

Eyes: Blue.

Hair: Bald, black facial hair.

Uniform: Yellow t-shirt with blue-steel shoulder spikes and a blue design on the chest, blue steel bands around the upper arms, blue pants, blue gloves with circular saw blades on the back, blue steel helmet, metallic boots.

Strength Level: Gladiator possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Melvin Potter is a skilled designer of clothing and specialty gadgets. His Gladiator personality is a skilled hand to hand combatant.

Weapons: Gladiator wears circular saw blades on his gloves, one on each hand. These blades are able to cut through wood and flesh with relative ease, and 1" steel bars given time.



260 points

Attributes: ST 20 [100]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 12 [5]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Cantonese (Accented) [4]; English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Cutting Attack 3d (Armor Divisor (3), +100%; Gadget/Breakable: DR 6, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must be forcefully removed, -10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Temporary Disadvantage (Electrical), -30%) [29]; Damage Resistance 1 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [1]; Fearlessness 3 [6]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Very Fit [15].

Perks: Dirty Fighting [1]; Fearsome Stare [1]; Focused Tailoring [1]; One-Way Fluency (Understands Mandarin Chinese) [1]; Rapid Retraction (Punches) [1].

Disadvantages: Dependent (Li Ling, wife; No more than 50%; Loved One) (9) [-10]; Dependent (Melanie, daughter; No more than 25%; Loved One) (6) [-10]; Enemy (NYPD) (9) [-20]; Social Stigma (Criminal Record) [-5]; Split Personality (12) [-15]. *Melvin:* Charitable (12) [-15]; Honesty (9) [-15]; Pacifism (Cannot Harm Innocents) [-10]. *Gladiator:* Bad Temper (9) [-15]; Bloodlust (12) [-10]; Callous [-5]; Easy to Read [-10].

Quirks: Dislikes His Given Name [-1]; No Questions Asked [-1].

Skills: Area Knowledge (Hell's Kitchen) (E) IQ+1 [2] – 12; Armoury/TL8 (Body Armor) (A) IQ+1 [4] – 12; Armoury/TL8 (Melee Weapons) (A) IQ+1 [4] – 12; Boxing (A) DX+2 [8] – 14; Climbing (A) DX+0 [2] – 12; Engineer/TL8 (Melee Weapons) (H) IQ+1 [8] – 12; Forced Entry (E) DX+1 [2] – 13; Intimidation (A) Will+1 [4] – 13; Mathematics/TL8 (Applied) (H) IQ+1 [8] – 12; Professional Skill (Tailor) (A) DX+2 [8] – 14; Sewing/TL8 (E) DX+2 [4] – 14; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+2 [8] – 14.

Techniques: Counterattack (Boxing) (H) def+3 [4] – 12; Piledriver (Wrestling) (H) def+5 [6] – 14.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

GREEN GOBLIN

Villain

Real Name: Norman Osborn.

Occupation: Industrialist, scientist, professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, wanted by the authorities in connection with several crimes.

Other Aliases: "Gobbo", "Gobby", "Greeny" (all nicknames given to him by Spider-Man), "Stormin' Norman" (a nickname used by his son and his employees behind his back).

Place of Birth: Boston, Massachusetts.

Marital Status: Widower.

Known Relatives: Harry (son); wife (name unrevealed, deceased).

Group Affiliation: CEO of Osborn Industries, head of his own gang of organized criminals.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: When Norman Osborn was a young man, he parlayed a number of his scientific achievements into a small fortune, which he then, with his wife's help, used to found his own corporation. Norman was content to continue working in R&D while his wife ran the company. Over the years, Osborn Industries became one of the primary contractors for the U.S. Department of Defense.

After his wife died giving birth to their son, Harry, Norman found himself thrust into the role of CEO of the company (see *Osborn, Harry*). Leaving the day-to-day operations of the company in the hands of its board of directors, Norman buried his grief in his work, becoming sullen and withdrawn, even ruthless.

Recently, Osborn Industries was selected to "improve" upon the rediscovered super-soldier serum which helped create Captain America back in 1940 (see *Captain America*). As the project neared its deadline, Osborn and his chief biochemist, Dr. Stromm, argued over whether the test results warranted human testing: At least one group of test animals exhibited increased aggression and symptoms that could be explained as "insanity". Taking the initiative and ignoring that one group's results, Osborn subjected himself to the improved serum, under Dr. Stromm's skeptical eye while alone in the lab at night.

The next morning, Osborn woke up on the floor of his living room to news that Stromm had been found murdered in the lab, and that some of Osborn Industries' experimental technologies had disappeared. In truth, the serum had adversely affected Osborn's already fragile mind, giving him an acute case of schizophrenia, causing him to hear voices which urged him on to crave power. In a fit of rage after the treatment, he had killed Dr. Stromm himself.

Using the technology he'd taken from the lab, which included a powered "glider" and a protective battlesuit, Osborn created the identity of the Green Goblin. He has since clashed several times with Spider-Man, not aware that his nemesis was the best friend of his son, Harry (see *Spider-Man*).

Height: 5' 11".

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

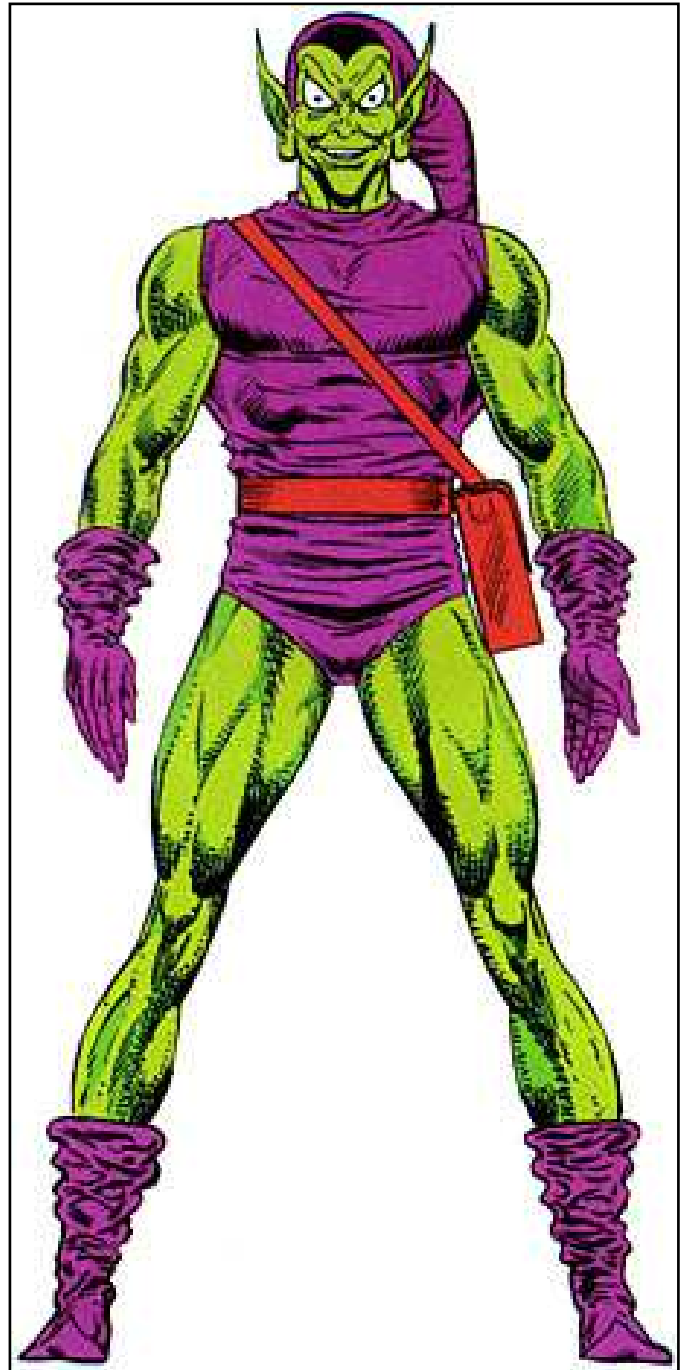
Uniform: Metallic green body armor.

Strength Level: The Green Goblin possesses superhuman strength, enabling him to lift (press) roughly 1,000 lbs.

Known Superhuman Powers: In addition to his superhuman strength, the Green Goblin possesses superhuman reflexes. Like his primary opponent, Spider-Man, he is able to perceive bullets in flight, enabling him to react fast enough to dodge them.

Other Abilities: Norman Osborn is a skilled scientist and electronics engineer.

Weapons: The Green Goblin carries a number of explosive grenades styled like pumpkins. These grenades are more powerful than those fielded by modern military and SWAT personnel.



His armor has a number of built-in weapons, which he is constantly improving upon. Observed weapons are chemical sprayers in the arms, which have been loaded with various chemical agents, including knockout gas and tear gas.

Transportation: The Green Goblin travels by means of a "flying wing", which calls his Goblin Glider, which he controls via a combination of a neural interface tied to his helmet's radio and leg movements. This glider is able to hold the Goblin and one other person aloft, and move at speeds up to 100 miles per hour.

Paraphernalia: The Green Goblin's body armor consists of a high-tech, full-body, flexible bodysuit with a composite laminate cuirass over the torso. This enables him to withstand conventional gunfire from most police pistols and SWAT weapons. In addition, the helmet is outfitted with thermographic and telescopic sights, enabling him to see via observing heat signatures and up to a mile away. The suit protects him from the winds when he flies at high speed.

650 points

Attributes: ST 25 [150]; DX 14 [80]; IQ 14 [80]; HT 13 [30].

Secondary Characteristics: Dmg 2d+2/5d-1; BL 125 lbs.; HP 25 [0]; Will 14 [0]; Per 14 [0]; FP 13 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Artificer 2 [20]; Charisma 3 [15]; Eidetic Memory [5]; Enhanced Dodge 1 [15]; Enhanced Time Sense [45]; Extra Attack 1 [25]; Fit [5]; Hard to Kill 1 [2]; Hard to Subdue 1 [2]; High Pain Threshold [10]; Longevity [2]; Merchant Rank 8 [40]; Perfect Balance [15]; Physical Scientist 4 [40]; Rapid Healing [5]; Status 6 [0*]; Wealth (Multimillionaire 2) [100].

Disadvantages: Bad Temper (9) [-15]; Bully (12) [-10]; Dependent (Harry Osborn, son; no more than 25%) (9) [-10]; Enemy (Spider-Man; Equal in power) (9) [-10]; Megalomania [-10]; Phantom Voices (Diabolical) [-15]; Sadism (15) [-7]; Secret Identity (Imprisonment) [-20]; Stubbornness [-5]; Workaholic [-5].

Skills: Administration (A) IQ-1 [1] – 13; Area Knowledge (Manhattan) (E) IQ+0 [1] – 14; Biology/TL8 (Biochemistry) (H) IQ+4 [4] – 18†; Brawling (E) DX+2 [4] – 16; Chemistry/TL8 (H) IQ+4 [4] – 18†; Computer Operation/TL8 (E) IQ+0 [1] – 14; Connoisseur (Wine) (A) IQ-1 [1] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Engineer/TL8 (Electronics) (H) IQ+2 [4] – 16‡; Explosives/TL9 (Demolition) (A) IQ+1 [4] – 15; Forced Entry (E) DX+0 [1] – 14; Hazardous Materials/TL8 (Chemical) (A) IQ-1 [1] – 13; Holdout (A) IQ-1 [1] – 13; Intimidation (A) Will+0 [2] – 14; Leadership (A) IQ+2 [1] – 16§; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 14; Mathematics/TL8 (Applied) (H) IQ+4 [4] – 18; Observation (A) Per+0 [2] – 14; Physiology/TL8 (Human) (H) IQ+4 [4] – 18; Piloting/TL8 (Flying Wing) (A) DX+4 [12] – 18#; Research/TL8 (A) IQ-1 [1] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Smuggling (A) IQ-1 [1] – 13; Stealth (A) DX-1 [1] – 13; Streetwise (A) IQ-1 [1] – 13; Throwing (A) DX+0 [2] – 14.

Starting Spending Money: \$400,000,000 (20% of Starting Wealth).

* Includes +3 from Merchant Rank and +3 from Wealth.

† Includes +4 from Physical Scientist.

‡ Includes +2 from Artificer.

§ Includes +3 from Charisma.

Includes +1 from Perfect Balance.

Green Goblin's "Glider"

PILOTING (FLYING WING) (DX-4, Sport (Surfing)-3, or other Piloting-4)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	Notes
8	Goblin Glider	26	+3/1	11	5/100	500	400	-1	1+1	3	150	\$5K	EWi	0	

Green Goblin's Goblin-Grenades

THROWING

TL	Weapon	Damage	Weight	Fuse	Bulk	Cost	LC	Notes
9	Explosive (HEC)	8d x 2 cr ex	1	4	-2	\$40	1	
9	Fragmentation (HE)	8d x 2 cr ex [3d]	1	4	-2	\$40	1	
9	EMP	HT-8 aff (8 yd)	1	4	-2	\$400	1	[1]
	plus	2d cr ex						
9^	Plasma	6d x 4 burn ex sur	1	4	-2	\$400	1	
9	Tangler	spec (1 yd)	1.5	4	-2	\$80	2	[2]
9	Chemical	spec. (9 yds)	1	2	-2	\$40	2	[3]

Notes:

[1] EMP grenades scramble electronics, and are ineffective against organic beings.

[2] Tangler grenades are Binding attacks with ST 36.

[3] Chemical grenades are usually filled with either smoke, tear gas, or laughing gas, but can be filled with any type of chemical gas.

Green Goblin's Armor

<i>TL</i>	<i>Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
9	Reflec Bodysuit	body, limbs	12/4*	\$900	6	3	
9	Reflec Gloves	hands	6/2*	\$30	neg.	4	
9	Light Clamshell	torso	30	\$600	12	2	
9	Helmet	head	12	\$300	3	3	[1]
9	Assault Boots	feet	12/6	\$150	3	4	

Notes:

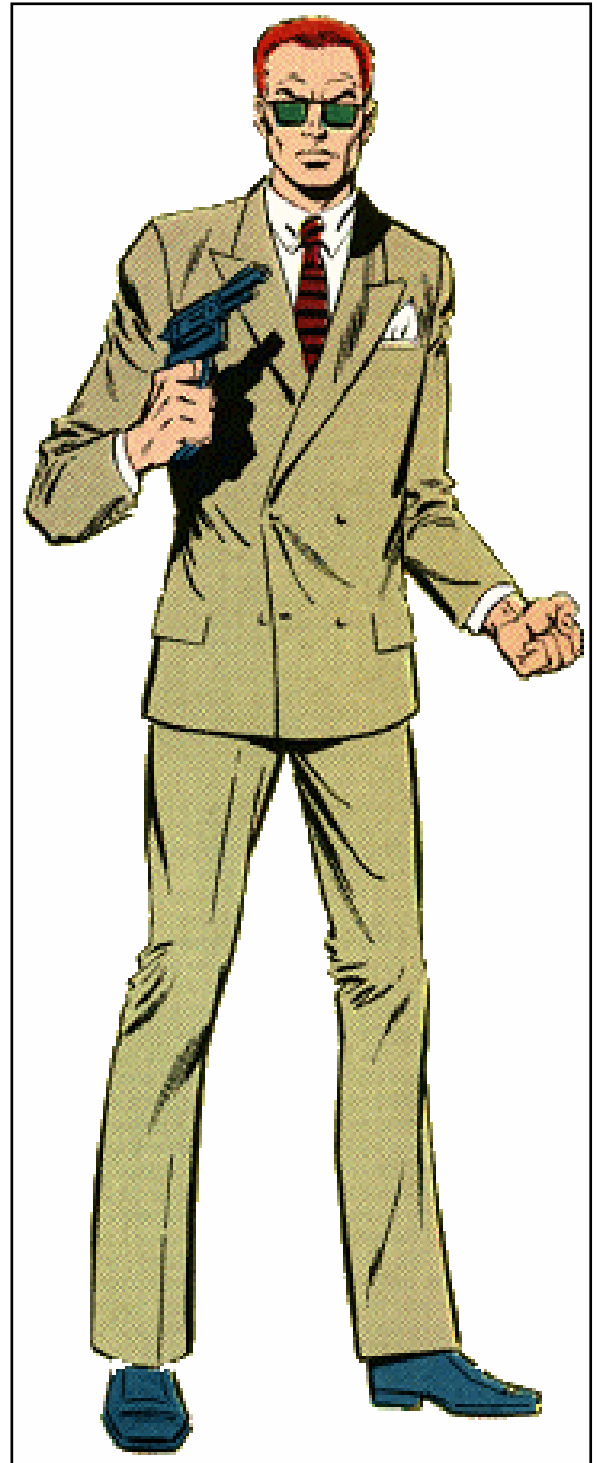
[1] Helmet grants Infravision, Telescopic Vision 3, and Radio.

GYRICH, HENRY PETER

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



HAMMERHEAD

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Flat-top" (a derisive nickname used by Spider-Man and others).

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Leader of his own organized crime family.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The man who would later become known as Hammerhead began his career as a hired gunman for one of the organized crime families that operated in New York City. During a shoot-out in front of a bookstore, he was hit in the skull multiple times. The last thing he saw before he passed out was the cover to a book that was in the store's window: *How Prohibition in the 1920s Created Modern Organized Crime: The Al Capone Story*.

The gunman was found by Jonas Harrow, a surgeon who had lost his license due to performing unauthorized experiments on his patients. Harrow saved the gunman's life, but had to place a 1/4-inch steel plate in the gunman's head to protect his brain. When the gunman awoke, he remembered nothing about his previous life, not even his name; the combination of the bullets from the shootout and Harrow's radical surgery resulted in brain damage which affected his long-term memory.

Taking his new appearance and the memory of the book cover as a sign, the gunman took the name Hammerhead and gained control over a small gang of criminals in the Bronx. Through a combination of ruthlessness, shrewd business deals, and a reputation for punishments right out of the Prohibition era – including weighting someone down with cement and dumping him into the Hudson river – he quickly increased his gang's power. He soon took control of one of the Maggia crime syndicate families (see *Maggia*). Hammerhead's Maggia "family" focuses mainly on smuggling drugs and weapons, and gambling. He dresses in suits patterned after those of the 1920s, drives around in cars which externally resemble those of the era, and even uses weapons such as the Thompson M1 submachine-gun (the infamous "Tommy gun").

Hammerhead first came to attentions of the costumed crimefighters Spider-Man and Daredevil during a four-way gang war between Wilson Fisk, also known as the self-proclaimed Kingpin of Crime, Doctor Octopus, the Green Goblin, and the Maggia (see *Daredevil*; *Doctor Octopus*; *Green Goblin*; *Kingpin*; *Spider-Man*). He has since clashed several times with Spider-Man.

Despite his numerous conflicts with them, Hammerhead has provided Spider-Man and the authorities information and aid to help bring down several costumed criminals. He sees this as not only protecting his own interests, but as a means of sending a message to the super-powered criminals: the most respectable and successful criminals have no need for fancy powers or colorful outfits; in his mind, the super-powered criminals will only be enforcers at best, never leaders.

Height: 5' 10".

Weight: 195 lbs.

Eyes: Brown.

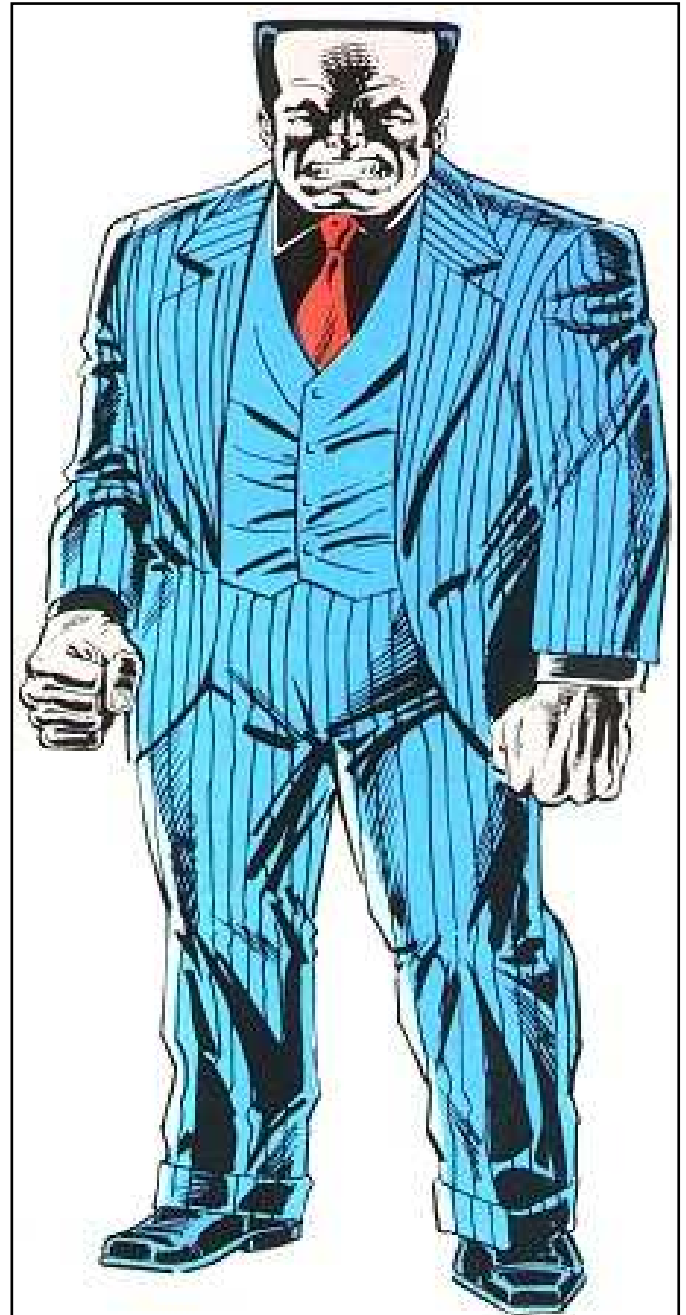
Hair: Black.

Other Distinctive Features: Hammerhead's skull has been reinforced with a hard steel plate, giving it a distinctive flat shape on top.

Uniform: None; dresses in suits right out of the 1920s.

Strength Level: Hammerhead possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.



Doctor Octopus; Green Goblin; Kingpin; Spider-Man). He has since clashed several times with Spider-Man.

Other Abilities: Hammerhead is a shrewd businessman, and skilled at both hand to hand combat and using rapid-fire firearms. His most dangerous tactic is to charge head first at an opponent; the steel plate in his head enables him to put his full strength behind the charge. With enough of a running start, Hammerhead is able to bowl over his opponents.

While he doesn't advertise it openly, Hammerhead is a skilled amateur sculptor.

Hammerhead: "Once a mook, always a mook." – Spectacular Spider-Man.

360 points

Attributes: ST 14 [40]; DX 12 [40]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Business Acumen 2 [20]; Combat Reflexes [15]; Damage Resistance 10 (Skull Only, -70%) [15]; Fit [5]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Merchant Rank 7 [35]; Smooth Operator 2 [30]; Status 6 [0]*; Striker (Crushing; Steel Plate In Head) (Cannot Parry, -40%; Limited Arc, -40%) [1]; Wealth (Multimillionaire 2) [100].

Perks: Doodad 1 [1]; Gangster Swagger [1].

Disadvantages: Addiction (Tobacco) [-5]; Amnesia (Partial) [-10]; Callous [-5]; Code of Honor (Gangster's) [-5]; Greed (12) [-15]; Hidebound [-5]; Odious Personal Habit (Behaves Like a 1920s Gangster) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Attentive [-1]; Believes the "supers" should stay out of "respectable" crime [-1].

Skills: Administration (A) IQ+1 [1] – 13; Artist (Sculpting) (H) IQ-1 [2] – 11; Brawling (E) DX+2 [4] – 14; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Driving/TL8 (Automobile) (A) DX+0 [2] – 12; Electronics Operation/TL8 (A) IQ+0 [2] – 12; Fast-Draw/TL8 (Ammo) (E) DX+2 [2] – 14; Forced Entry (E) DX+2 [4] – 14; Guns/TL8 (Submachine Gun) (E) DX+2 [4] – 14; Intimidation (A) Will+3 [4] – 15; Leadership (A) IQ+3 [4] – 15; Politics (A) IQ+1 [1] – 13; Savoir-Faire (High Society) (E) IQ+2 [1] – 14; Savoir-Faire (Mafia) (E) IQ+2 [1] – 14; Smuggling (A) IQ+1 [4] – 13; Streetwise (A) IQ+3 [4] – 15.

Starting Spending Money: \$40,000,000 (20% of Starting Wealth).

* Includes +3 from Rank and +3 from Wealth.

Design Notes:

1. Hammerhead's signature attack is a regular Slam attack – either All-Out Attack (Determined or Strong), Committed Attack (Determined or Strong), or Move and Attack – rolled against his Brawling skill.
2. While Hammerhead's equipment is built to look like their 1920s counterparts, all of the equipment is made with modern (TL 8) materials, components, and engineering.

In ancient Japan, the first ninja clans were formed as secret operatives of the Empire, working behind the scenes to ensure the safety of the Emperor and the Empire. Over time, however, the ninja clans were ostracized. In the early part of the 20th Century, many clans broke from the Empire, particularly after their failure to prevent Emperor Hirohito's alliance with Nazi Germany just prior to World War II.

One such breakaway ninja clan was known simply as the Hand. (It should be noted that ninja clans tend to named after body parts or organs: the Hand, the Eye, the Ear, the Foot, the Tooth, etc. There are even rumors of a clan named the Spleen.) To survive, the Hand was forced to engage in criminal activities; as the Hand specialized in assassinations even prior to breaking from the Empire, they soon became the world's foremost assassins and enforcers. Even before this, the Hand had come under the influence of an *oni*, or Japanese demon. This *oni* took a human form and, taking the name Roshi, ultimately became the *Jonin* (or ninja master) of the clan.

The Hand has a long-time enmity with another ninja clan, whose name so far has not been revealed, which is led by a man known only as Stick (see *Stick*). The origins of this enmity is unknown, but it seems likely that Stick's order has protected targets of the Hand's assassination attempts several times in the past.

In recent times, the Hand's two best assassins were Kirigi, the half-demon son of the Hand's Jonin, and Elektra Natchios (see *Elektra*; *Kirigi*). Master Roshi assigned Elektra the task of assassinating Stick; Elektra was instead captured by Stick and partially purged of the Hand's corrupting influence. Since then, Kirigi has led a number of Hand ninja to New York City to capture or kill Elektra, and has come into conflict with Daredevil and Stick in the process (see *Daredevil*).

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

Trixie: Oh my God, was that a ninja?

Pops: More like a non-ja. Terrible what passes for a ninja these days.

– *Speed Racer*



Typical Hand Ninja

100 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Japanese (Native) (Native Language) [0].

Cultural Familiarities: Asian [0].

Advantages: Combat Reflexes [15]; Fit [5].

Perks: Style Adaptation (All) [1]; Style Familiarity (Taijutsu) [1].

Disadvantages: Code of Honor (Bushido) [-15]; Duty to the Hand (15) [-15]; Secret Identity (Possible Death) [-30].

Skills: Acrobatics (H) DX+0 [4] – 12; Breath Control (H) HT+0 [4] – 12; Broadsword (A) DX+0 [2] – 12; Climbing (A) DX+0 [2] – 12; Disguise/TL8 (Human) (A) IQ+1 [4] – 11; Fast-Draw (Shuriken) (E) DX+1 [1] – 13*; Fast-Draw (Sword) (E) DX+1 [1] – 13*; Flail (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Karate Art (H) DX+0 [4] – 12; Knife (E) DX+0 [1] – 12; Poisons/TL8 (H) IQ+0 [4] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+2 [4] – 12; Staff (A) DX+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Thrown Weapon (Knife) (E) DX+0 [1] – 12; Thrown Weapon (Shuriken) (E) DX+0 [1] – 12; Two-Handed Sword (A) DX+0 [2] – 12.

Techniques: Kicking (Karate) (H) def+2 [3] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Combat Reflexes.

HARPY

Supporting Cast/Non-Villain Antagonist

Real Name: Dr. Elizabeth "Betty" Ross.

Occupation: Former research scientist; currently none.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: An unidentified town in California.

Marital Status: Single.

Known Relatives: General Thaddeus "Thunderbolt" Ross (father); mother (name unrevealed; deceased).

Group Affiliation: Pawn of the Leader.

Base of Operations: Phoenix, Arizona.

First Post-Reboot Appearance: (as Betty Ross) INCREDIBLE HULK #1; (as Harpy) INCREDIBLE HULK #

History: Betty Ross is the daughter of U.S. Army General Thaddeus "Thunderbolt" Ross (see *Ross, General Thaddeus*). An Army "brat", Betty was taught to shoot and fight at a young age. Reportedly, her mother died while Betty was very young; so young that Betty doesn't remember her.

General Ross wanted her to enroll at West Point, following an Army career of her own, but Betty instead opted to enroll at Berkeley, where she eventually earned her Ph.D. in human physiology, supplemented by Masters degrees in related fields. This action seems to have alienated her father, and the two grew apart over the years.

She met Dr. Bruce Banner when both began work at a scientific research firm in the Phoenix, Arizona, area (see *Hulk*). Betty was immediately attracted to the reclusive Banner for reasons she could not explain to anyone, even herself.

Betty was among the scientists at the firm to examine Banner after he first became the Hulk, and was partially responsible for the experimental treatment which increased the Hulk's intelligence. She and Banner grew closer as a result, even going so far as to start dating. Betty later encountered her father when the Abomination tore through a nearby military base, which her father commanded, followed shortly by the Hulk (see *Abomination*). The news of his daughter's relationship with the Hulk's alter ego bothered General Ross greatly, and he has since become obsessed with destroying the Hulk, even going so far as to try and order Betty to leave town. Betty, of course, ignored this order.

Recently, Betty was kidnapped and experimented on by the Hulk's nemesis, the self-proclaimed Leader (see *Leader*). These experiments warped Betty's mind and body, turning her into the insane Harpy. According to the Leader, the process of creating the Harpy included surgery, genetic modification, and gamma irradiation. The process of becoming the Harpy turned Betty's love for Banner and her father into intense, irrational hatred. Breaking free of the Leader's underground base, the Harpy flew off and confronted her father, nearly killing him, only to be confronted herself by the Hulk. The Harpy fought the Hulk to a standstill, revealing to him that she was Betty Ross in the process. Following this revelation, the Harpy flew off, as the Hulk reverted to Banner as General Ross approached. The Harpy's current activities are unknown.

Height: (as Betty) 5' 6"; (as Harpy) 5' 9".

Weight: (as Betty) 110 lbs; (as Harpy) 150 lbs.

Eyes: (as Betty) Blue; (as Harpy) Red.

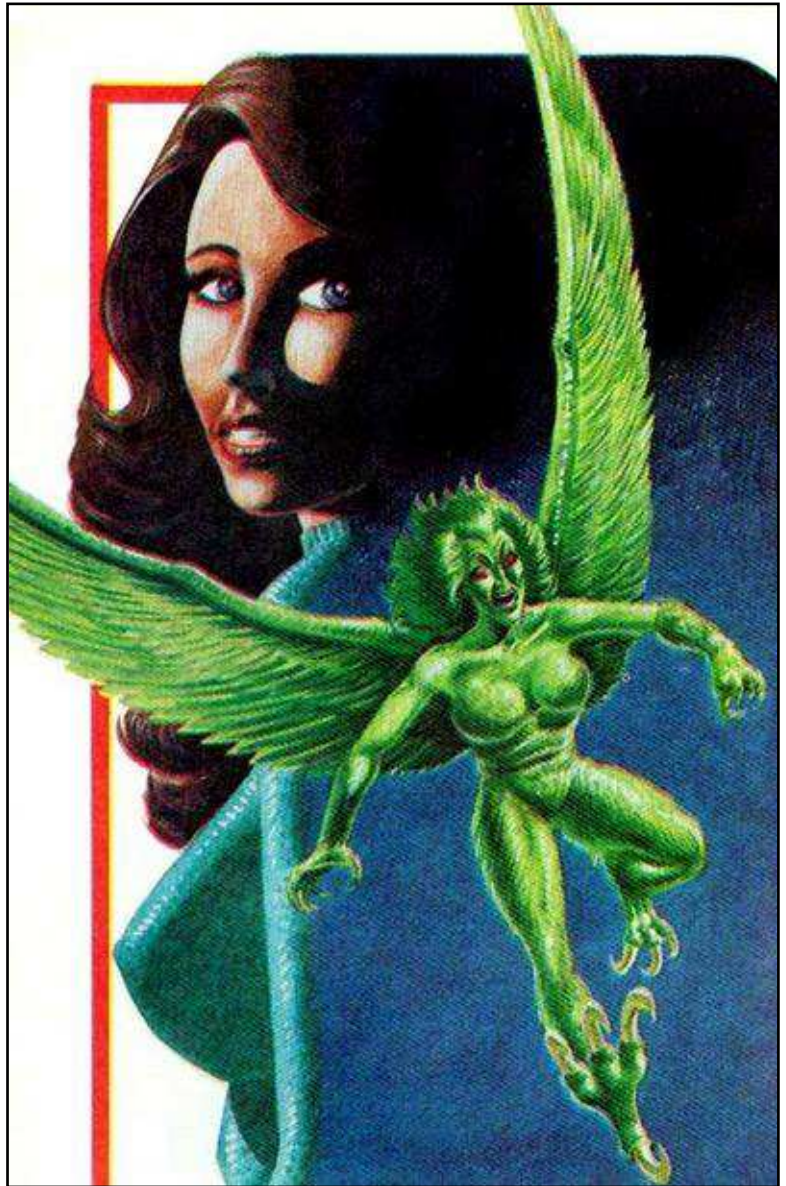
Hair: (as Betty) Brown; (as Harpy) Green.

Skin: (as Betty) Caucasian; (as Harpy) Green.

Other Distinguishing Features: As the Harpy, Betty has green feathers covering her torso and legs, large feathered wings, and bird-like talons for feet.

Uniform: None

Strength Level: Betty Ross possessed the normal human strength of a woman her age, height who engaged in moderate exercise. The Harpy possesses superhuman strength enabling her to lift (press) 80 tons under optimum conditions.



Known Superhuman Powers: Betty Ross did not possess superhuman powers. The Harpy, in addition to her superhuman strength, possesses large, feathered wing which enable her to fly at speeds of around 90 mph, sharp talons on her hands and feet enabling her to cut through steel, a high degree of resistance to injury, and the ability to fire energy blasts from her hands powerful enough to damage the Hulk. Unlike the Hulk, the Harpy retains her normal intelligence in her mutated form, although she is driven by irrational hatred, not rage like the Hulk.

Other Abilities: Betty Ross is a talented scientist specializing in human cellular microbiology. The Harpy presumably retains this skill as well.

Betty Ross

80 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Claim to Hospitality (Father) [1]; Fit [5]; Physical Scientist 2 [20]; Sensitive [5]; Wealth (Comfortable) [10].

Perks: Hyper-Specialization (Human Cellular Microbiology) [1]; Rule of 15 [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Charitable (12) [-15]; Code of Honor (Professional) [-5]; Pacifism (Cannot Kill) [-15]; Sense of Duty (Family & Friends) [-5]; Workaholic [-5].

Quirks: Agnostic [-1]; Broad-Minded [-1]; Loves Bruce Banner [-1].

Skills: Biology/TL8 (Earthlike) (VH) IQ+2 [8] – 14*; Brawling (E) DX+0 [1] – 10; Chemistry/TL8 (H) IQ+2 [4] – 14*; Computer Operation/TL8 (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [2] – 12†; Diagnosis/TL8 (Human) IQ+0 [4] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+2 [4] – 12; Guns/TL8 (Rifle) (E) DX+2 [4] – 12; Hazardous Materials/TL8 (Biological) (A) IQ+0 [2] – 12; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 12*; Mathematics/TL8 (Pure) (H) IQ+0 [1] – 12*; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 12; Physiology/TL8 (Human) (H) IQ+2 [4] – 14*; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Wrestling (A) DX+0 [2] – 10.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Physical Scientist.

† Includes +1 from Sensitive.

Harpy

1,585 points

Attributes: ST 30/317 [70*]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 3d/5d+2 (32d/34d); BL 180 lbs (20,098 lbs/10 tons); HP 30 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Basic Air Move 15 [4]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Appearance (Attractive) [4]; Claws (Talons) [8]; Combat Reflexes [15]; Crushing Attack 3d×5 (Armor Divisor (5) , +159%; Increased 1/2D Range (×5), +10%; Super, -10%) [375]; Damage Resistance 50 (Tough Skin, -40%; Passive Biological, -5%) [138]; Enhanced Move (Air) 1.5 (Air Move 45/90 mph) [30]; Flight (Winged, -25%) [30]; Indomitable [15]; Injury Tolerance (Damage Reduction /100) (Passive Biological, -5%) [285]; Physical Scientist 2 [20]; Super ST +13/+300 (Super, -10%) [507]; Very Fit [15].

Perks: Feathers [1]; Hyper-Specialization (Human Cellular Microbiology) [1]; Rule of 15 [1].

Disadvantages: Berserk (Battle Rage, +50%) (6) [-30]; Flashbacks (Mild) [-5]; Impulsiveness (9) [-15]; Jealousy [-10]; Secret Identity (Imprisonment) [-20]; Semi-Upright [-5]; Social Stigma (Freak) [-10]; Unusual Features (Green Pigmentation) [-2]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Agnostic [-1]; Broad-Minded [-1]; Irrational Hatred [-1].

Skills: Aerobatics (H) DX-1 [2] – 12; Biology/TL8 (Earthlike) (VH) IQ+2 [8] – 14†; Brawling (E) DX+2 [4] – 15; Chemistry/TL8 (H) IQ+2 [4] – 14†; Computer Operation/TL8 (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [2] – 11; Diagnosis/TL8 (Human) IQ+0 [4] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Flight (A) HT+! [4] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 15; Guns/TL8 (Rifle) (E) DX+2 [4] – 15; Hazardous Materials/TL8 (Biological) (A) IQ+0 [2] – 12; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 15; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 12*; Mathematics/TL8 (Pure) (H) IQ+0 [1] – 12*; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 12; Physiology/TL8 (Human) (H) IQ+2 [4] – 14*; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$0

* Includes +13/+300 from Super ST.

† Includes +2 from Physical Scientist.

Designer's Notes:

1 I have not yet decided whether Betty, in Year Two, will be able to revert to her human form, and if she does whether she'll retain her Harpy powers. As such, I have listed the two as distinct characters, without giving Betty or Harpy an Alternate Form trait.

HAVOK

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



HAWKEYE

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: RENEGADES #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



First Post-Reboot Appearance: UNCANNY X-MEN #

Typical Hellfire Club Mercenary

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:


Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

 <p>BLACK KING (Sebastian Shaw)</p>	 <p>WHITE QUEEN (Emma Frost)</p>
 <p>WHITE BISHOP (Donald Pierce)</p>	 <p>BLACK QUEEN (Selene Gallio)</p>
 <p>BLACK BISHOP (Harry Leland)</p>	 <p>BLACK ROOK (Friedrich von Rohm)</p>
 <p>TESSA Assistant to Sebastian Shaw</p>	

HELLFIRE CLUB MANSION

Geography

First Post-Reboot Appearance: UNCANNY X-MEN #

HELLSTORM

Anti-Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: HELLSTORM #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



HERCULES

Hero

Real Name: Herakles ("Hercules" is his Roman name).

Occupation: Adventurer, former shepherd, former indentured slave, former actor.

Identity: Publicly known, although the general public does not believe that Hercules is the same man from the myths.

Legal Status: Citizen of Mount Olympus, former citizen of the Kingdoms of Mycenae and Thebes (now part of Greece) with a criminal record (pardoned). Technically, he could claim to be a citizen of modern-day Greece by birth, but he prefers not to do so.

Other Aliases: God of Might, God of Heroes, Alcaeus (birth name), Paul Bunyan (alleged), Kevin Hunt (his television "stage name").

Place of Birth: Thebes, Boeotia, Greece.

Marital Status: Married.

Known Relatives: Zeus (father), Alcmena (mother, deceased), Amphytrion (step-father, deceased), Iphicles (mortal half-brother, deceased), Iolaus (mortal nephew, deceased) Megara (first wife, deceased), Omphale (second wife, deceased), Deianira (third wife, deceased), Hebe (half-sister, current wife), Nyssa Savakis (mortal half-sister), Hera (stepmother), Perseus (maternal great-grandfather, half-brother, deceased), Andromeda (maternal great-grandmother, deceased), Eurystheus (cousin, deceased), Hyllus (son by Deianira, deceased), Telephus (son by Auge, deceased), Lamos (son by Omphale, deceased), Macaria (daughter by Deianira, deceased), Manto (daughter, mother unrevealed, but probably Deianira, deceased), Tlepolemus (son by Astyocheia, deceased), Alexiades, Anicetus (sons by Hebe), children by Megara (names unrevealed, deceased). For more details on his extended family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogeny* and other works.

Group Affiliation: Gods of Olympus, former member of the Argonauts..

Base of Operations: Mobile; formerly Los Angeles, California.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History: Hercules's history prior to his ascension to godhood is well-documented.

At some point after the worship of the ancient Greco-Roman gods had faded, after the rise of Christianity, Hercules grew bored just watching humanity. From time to time, he traveled to Earth to engage in various adventures. During the 1800s, tales of his exploits in the American Old West grew; he's been said to have inspired the tales of legendary frontiersman Paul Bunyan.

Recently, Herc decided to try to find new adventures on Earth. He started by crashing a fabulous Hollywood party dressed in his ancient Greek attire; he was immediately noticed by a talent scout. For several years, he wound up playing himself on television, first in made-for-TV movies and later in a regular series based on them. After that, he tried his hand at playing a starship captain in a science fiction series, which he claims to have found refreshingly invigorating. However, scripted adventures began to wear on him, and he left Hollywood seeking further adventures.

He found it in thwarting the machinations of his ancient nemesis, his stepmother Hera, who was causing trouble for yet another of Herc's many half-siblings, his half-sister Nyssa Savakis (see *Hera*; *Savakis*, *Nyssa*). Nyssa at the time was having trouble adjusting to the fact that she was the daughter of Zeus, and having her four thousand years older brother show up almost sent her around the bend (see *Zeus*).



Herc is currently splitting his time between protecting Nyssa from Hera's many plots and training her in the use of the lightning powers she has inherited from their father.

Height: 6' 5".

Weight: 750 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Classic Greek attire.

Strength Level: Hercules possesses superhuman strength enabling him to lift (press) in excess of 100 tons.

Known Superhuman Powers: In addition to his prodigious strength, Hercules possesses the typical attributes of an Olympian god. He is extremely durable, immune to terrestrial diseases, and immortal. He has not aged since achieving godhood. His body is now three times as dense as it was when he was mortal.

Other Abilities: Hercules is a skilled warrior and strategist. He is skilled in all armed and unarmed martial arts of the ancient Greeks and Romans, as well as his large two-handed club.

Weapons: Hercules's favorite weapon is the large two-handed orichalcum club forged for him by Hephaestus.

1,365 points

Attributes: ST 33/320 [10*]; DX 14 [80]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 3d+2/6d (33d/35d); HP 33 [0]; Will 13 [10]; Per 13 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Ancient Greek (Native) (Native Language) [0]; English (Accented) [4]; Latin (Native) [6].

Cultures: Ancient Greece (Native) [0]; Eastern European [1]; Western [1].

Advantages: Appearance (Handsome) [8†]; Born Tactician 4 [40]; Combat Reflexes [15]; Cultural Adaptability [10]; Damage Resistance 30 (Tough Skin, -40%) [90]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Indomitable [15]; Injury Tolerance (Damage Reduction /100) [150]; Mariner 2 [20]; Olympian God [585]; Regeneration (Regular: 1HP/hr) [25]; Sensitive [5]; Social Chameleon [5]; Status 1 [0‡]; Super ST +13/+300 [80#]; Super Throw 1 [10]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Ground Guard [1]; Huge Weapons (SM) 1 [1]; Neck Control (Boxing) [1]; Neck Control (Brawling) [1]; Patience of Job [1]; Power Grappling [1]; Style Familiarity (Ancient Greek Boxing) [1]; Style Familiarity (Armatura) [1]; Style Familiarity (Greco-Roman Wrestling) [1]; Style Familiarity (Heroic Spear Fighting) [1]; Style Familiarity (Hoplomachia) [1]; Style Familiarity (Pankration) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Carousing (12) [-5]; Dependent (Nyssa Savakis, half-sister) (No more than 100%; Loved One) (15) [-6]; Enemy (Hera) (Equal in Power, Rival) (12) [-10]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; No Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [-45]; Overconfidence (9) [-7]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Alcohol Intolerance [-1]; Openly Bisexual [-1]; Personality Change (Bad Temper When Drunk) [-1]; Storyteller [-1].

Skills: Bow (A) DX+1 [4] – 15; Boxing (A) DX+2 [8] – 16; Brawling (E) DX+3 [8] – 17; Broadsword (A) DX+1 [4] – 15; Games (Boxing) (E) IQ+1 [2] – 12; Games (Pankration) (E) IQ+1 [2] – 12; Games (Wrestling) (E) IQ+1 [2] – 12; Hiking (A) HT+0 [2] – 14; Hobby Skill (Feats of Strength) (E) DX+2 [4] – 16; Immovable Stance (H) DX+2 [12] – 16; Judo (H) DX+0 [4] – 14; K`arate (H) DX+0 [4] – 14; Leadership (A) IQ+5 [4] – 16§; Performance (A) IQ+1 [4] – 12; Power Blow (H) Will+3 [16] – 16; Professional Skill (Shepherd) (A) IQ+1 [4] – 12; Riding (Equines) (A) DX+0 [2] – 14; Seamanship/TL1 (E) IQ+3 [2] – 14‡; Shield (E) DX+2 [4] – 16; Shortsword (A) DX+1 [4] – 15; Soldier/TL1 (A) IQ+5 [4] – 16§; Spear (A) DX+0 [2] – 14; Stage Combat (A) DX+0 [2] – 14; Strategy (Land) (H) IQ+3 [2] – 14§; Survival (Mountain) (A) Per+1 [4] – 14; Tactics (H) IQ+5 [8] – 16§; Teamster (Equines) (A) IQ+2 [4] – 13¥; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Two-Handed Axe/Mace (A) DX+2 [8] – 16; Wrestling (A) DX+1 [4] – 15.

Techniques: Dual-Weapon Attack (Thrown Weapon (Spear)) (H) def+4 [5] – 16.

Starting Spending Money: \$15,200 (20% Starting Wealth, minus the cost of his Club).

* Includes +9 from Olympian God and +13/+300 from Super ST.

† Upgraded from Appearance (Attractive), part of the Olympian God template.

‡ Includes +1 from Wealth (Wealthy).

Upgraded from Super ST +11/+150, part of the Olympian God template.

§ Includes +4 from Born Tactician.

‡ Includes +2 from Mariner.

¥ Defaulted from Riding (Equines)

Hercules's Club

Hercules's Club is an oversized weapon forged from orichalcum by Hephaestus.

TWO-HANDED AXE/MACE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1^	Hercules's Orichalcum Club	6d+6 cr	1, 2*	12U	\$3,600	24	20‡	[1, 2, 3]

Notes:

[1] Fine Quality

[2] Made for an SM +1 character (as per *Dungeon Fantasy 1: Adventurers*, p. 26).

[3] Made of Orichalcum; won't break, and non-orichalcum weapons have +2 to odds of breakage when parrying it.

Design Notes:

1. I had to do some research on Herc to make sure I got his family tree correct. As can be expected, when dealing with Greek mythology (and Greek gods in particular), the family tree can resemble a double-helix DNA strand. I specifically included Perseus in the list of relatives due to the fact that he's both an ancestor *and* half-brother to Herc, which is a unique relationship even among the ancient Greek heroes.
2. Herc's use of the "Kevin Hunt" alias and his television career is an homage to Kevin Sorbo, who played Herc in *Hercules: The Legendary Journeys* on television and then went on to play Dylan Hunt in *Gene Roddenberry's Starship Andromeda*.
3. Herc's club is built as a Maul, scaled up using details found in *Dungeon Fantasy 1: Adventurers*. (Regrettably, I lack *Low-Tech Companion II*, which gives the proper rules for scaling up weapons.) Technically, I probably should have listed it as Signature Gear, but should it be broken or stolen Herc can always commission a new one from Hephaestus, and it likely *won't* be for free.

Real Name: Bruce Banner.

Occupation: Nuclear physicist and biochemist.

Identity: Publicly known.

Legal Status: Citizen of the United States with no current criminal record.

Other Aliases: None.

Place of Birth: Dayton, Ohio.

Marital Status: Single.

Known Relatives: Brian Banner (father, apparently deceased), Rebecca Walters Banner (mother, deceased), Elaine Walters (aunt), Jennifer Walters (cousin).

Group Affiliation: Avengers.

Base of Operations: Phoenix, Arizona.

First Post-Reboot Appearance and Origin: INCREDIBLE HULK #1.

History: Dr. Bruce Banner was a biochemist with knowledge of nuclear physics working for a research firm with government contracts. The project Banner was assigned to involved studying the surges of incredible strength people gain when angry or frightened. This project was of personal importance to Banner, as he had recently lost his childhood girlfriend, Julie Connors, in a traffic accident. Julie had been trapped in an overturned car when it caught fire, and Banner had been unable to free her. Banner wanted to know how it was that others could tap into this strength but he could not when it mattered most.

During the course of the project, Banner hypothesized that certain external factors may play a part in gaining this extra strength during periods of stress. Cross-checking background gamma and cosmic ray emissions during the times of documented instances where normal people exhibited brief surges of enhanced strength, Banner discovered that a number of cases coincided with high points in the background gamma radiation received from the sun. Checking the date of the accident when Connors died, he discovered that day was a low period in the cycle.

Deciding to test his theory without waiting for proper authorization, Banner subjected himself to what he believed to be a controlled dosage of concentrated gamma radiation. Unknown to him at the time, however, the equipment he was using had been modified by a coworker to produce nearly ten times the amount it was calibrated for. In most people, the amount of gamma radiation he received would have been instantly lethal.

Banner, however, possessed an unknown genetic code similar to that possessed by mutants; it is entirely possible that Banner was a latent mutant, and the dose of gamma radiation he received mutated his DNA even further. At first, there were no known effects from the experiment; Banner was about to write off the experiment as a failure when circumstances changed.

On the drive home that night, however, his frustration on his inability to change a flat tire quickly grew to anger, triggering his first transformation into the Hulk. After he released his frustrations on the car by picking it up and tossing it into the nearby woods, the Hulk wandered aimlessly. As his rage calmed, he found himself returning to the research center where he, as Banner, worked. Banner awoke in the lab the next morning with no memory of what had happened, dressed only in tattered jeans. His coworkers quickly determined what had happened, leaving Banner to wonder about what he had inadvertently released.

Since then, Banner has sought a way to reverse what had happened. At first, the Hulk was a near mindless creature bent solely on random destruction; it was only Banner's buried psyche that prevented the Hulk from taking a human life. Recent experiments have



resulted in a slightly increased intelligence for the Hulk. With his new intelligence, the Hulk became a founding member of the Avengers, although it is not known how long he will remain with the team (see *Avengers*).

Height: (as Banner) 5' 6", (as Hulk) 7'.

Weight: (as Banner) 150 lbs, (as Hulk) 1,040 lbs.

Eyes: (as Banner) Brown, (as Hulk) Green.

Hair: (as Banner) Brown, (as Hulk) Green.

Skin: (as Hulk) Green.

Uniform: None.

Strength Level: In his human form, Bruce Banner possesses the normal human strength of a man his age, height, and build who engages in minimal regular exercise. The Hulk possesses superhuman strength enabling him to lift (press) well over 100 tons. He can only achieve this strength level when he is enraged (see Known Superhuman Powers below). In a totally calm state, the Hulk possesses significantly less strength, although he is still formidable, able to lift (press) around 70 tons. The Hulk's strength is tied directly into his adrenal gland, so the angrier the Hulk gets the stronger he becomes. Because no one has yet dared to make the Hulk supremely angry, there is no way to gauge his maximum potential strength.

Known Superhuman Powers: Dr. Banner possesses the ability to transform himself into a superhumanly powerful green-skinned creature. When he transforms into the Hulk, Banner grows 18 inches and packs on almost 900 pounds of mass from an unidentified, possibly extradimensional, source (this extra mass may be linked to the extradimensional mass source utilized by Ant-Man and Wasp via Pym particles; see *Ant-Man*; *Wasp*). The transformation is tied into Banner's adrenal gland; intense situations of fear, anger, frustration, or hatred will trigger the transformation. The amount of time the transformation takes is dependent on the initial surge; the transformation into the Hulk has taken as long as a minute or as few as ten seconds.

In addition to the Hulk's superhuman strength, he is highly impervious to intense heat (up to 3,000° F) and cold (down to -190° F), has incredible recuperative abilities, possesses an incredible imperviousness to harm – the Hulk has been shown shrugging off field artillery shells, although it is doubtful he'd survive a direct nuclear detonation – and is immune to all terrestrial diseases. His powerful leg muscles enable him to leap three miles in a single bound.

The Hulk also has one ability apparently not connected to his superhuman physiology; he is able to perceive astral forms. The nature of this ability is unknown.

Abilities: Dr. Banner is a genius in both nuclear physics and biochemistry. On the other hand, the Hulk has below average intelligence, comparable to that of a sheltered teenager, although he has an undeniable cunning that aids him in battle. Originally, the Hulk's intelligence was equal to that of a small child; recent experiments by Banner in attempting to control the Hulk have resulted in the Hulk gaining a slightly more mature level of intelligence. Because Banner and the Hulk are the same being, Banner can, at times, manage to control the Hulk's actions to a limited extent.

*Red King: Unfortunately, the most savage of them all, the Hulk, will **not** be feeling the executioner's blade, for you cannot kill what is already dead.*

Hulk: Oh, I'm not dead. I'm just MAD!

- Planet Hulk

Bruce Banner

2,926 points

Attributes: ST 8 [-20]; DX 9 [-20]; IQ 14 [80]; HT 8 [-20].

Secondary Characteristics: Dmg 1d-3/1d-2; BL 13; HP 8 [0]; Will 10 [-20]; Per 12 [-10]; FP 8 [0]; Basic Speed 5.00 [15]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form: Hulk (Reciprocal Rest, +30%; Trigger: Intense Anger/Frustration (Occasional), -30%; Biological, -10%) [2,914]; High Manual Dexterity 4 [20]; Single-Minded [5]; Wealth (Comfortable) [10].

Disadvantages: Bad Sight (Mitigator: Glasses, -60%) [-10]; Charitable (12) [-15]; Clueless [-10]; Obsession (Eliminate the Hulk; Long-Term Goal; 12 or less) [-15]; Pacifism (Self-Defense Only) [-15]; Workaholic [-5].

Quirks: Cautious [-1]; Distractible [-1]; Dull [-1]; Habit: Constantly Chews Gum [-1].

Skills: Games (Chess) (E) IQ+1 [2] – 15; Science! (WC) IQ+3 [60] – 17.

Starting Spending Money: \$8,000 (20% Starting Wealth).

Hulk (as standalone character)

3,654 points

Attributes: ST 304 (Size, -10%) [2,565]*; DX 10 [0]; IQ 8 [-40]; HT 18 [80].

Secondary Characteristics: SM +1; Dmg 31d/33d; BL 18,483; HP 304 [0]; Will 14 [30]; Per 10 [10]; FP 18 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Accented Spoken; Illiterate) [-4].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Extra Attack 1 [25]; High Pain Threshold [10]; Immunity to Disease [15]; Indomitable [15]; Injury Tolerance: Damage Reduction (/100) [300]; Regeneration (Fast: 1HP/min) [50]; See Invisible (Accessibility: Astral Forms

Only, -40%; Psionic, -10%) [8]; Super Jump 6 [60]†; Super ST +9/+70 (Size, -10%) [351]; Super Throw 3 [30]; Temperature Tolerance 160 [160].

Perks: Penetrating Voice [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (6) [-20]; Berserk (9) [-15]; Hidebound [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Monster) [-15]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Quirks: Cannot Float [-1]; Expression ("Hulk Smash!") [-1]; Third Person [-1]; Uncongenial [-1].

Skills: Brawling (E) DX+8 [28] – 18; Jumping (E) DX+2 [4] – 12; Lifting (A) HT+2 [8] – 20; Throwing (A) DX+2 [8] – 12; Wrestling (A) DX+8 [32] – 18.

Starting Spending Money: \$0.

* ST is bought as ST 295 (Size, -10%); listed value includes the +9 from Super ST +9/+70

† Super Jump is calculated using ST/4 rather than Basic Move.

Hulk (as Alternate Form)

3,599 points

Attribute Adjustments: ST +287 (Size, -10%) [2, 583]; DX +2 [40]; IQ -6 [-120]; HT +10 [100].

Secondary Characteristic Adjustments: SM +1; Will +4 [20]; Per +2 [10]; Basic Speed -0.75 [-15].

Language Adjustments: English (Accented Spoken; Illiterate) [-4].

Advantages: Combat Reflexes [15]; Extra Attack 1 [25]; High Pain Threshold [10]; Immunity to Disease [15]; Indomitable [15]; Injury Tolerance: Damage Reduction (/100) [300]; No Bad Sight [10]; No Charitable [15]; No Clueless [10]; No Obsession [15]; No Pacifism (Self-Defense Only) [15]; No Workaholic [5]; Regeneration (Fast: 1HP/min) [50]; See Invisible (Accessibility: Astral Forms Only, -40%; Psionic, -10%) [8]; Super Jump 6 [60]†; Super ST +9/+70 (Size, -10%) [351]; Super Throw 3 [30]; Temperature Tolerance 160 [160];

Perks: No Cautious [1]; No Distractible [1]; No Dull [1]; No Habit: Constantly Chews Gum [1]; Penetrating Voice [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (6) [-20]; Berserk (9) [-15]; Hidebound [-5]; No High Manual Dexterity 4 [-20]; No Single-Minded [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Monster) [-15]; Truthfulness (6) [-10]; Wealth (Comfortable Becomes Dead Broke) [-35].

Quirks: Cannot Float [-1]; Expression ("Hulk Smash!") [-1]; Third Person [-1]; Uncongenial [-1].

Skill Adjustments: Give the following skills: Brawling (E) DX+8 [28] – 18; Jumping (E) DX+2 [4] – 12; Lifting (A) HT+2 [8] – 20; Throwing (A) DX+2 [8] – 12; Wrestling (A) DX+8 [32] – 18. Remove the following skills: Games (Chess) (E) IQ+1 [2] – 15; Science! (WC) IQ+3 [60] – 17.

Design Notes:

1. The Hulk is one of the messiest builds I've dealt with so far. Not only is there Bruce Banner and the Hulk to deal with as two distinct characters, there's the Alternate Form and its Trigger to factor in. On top of that, there are at least *four* distinct personalities inside their shared head: Banner, Savage Hulk, Innocent Hulk, and Smart Hulk (or the Professor), all of whom have different mental traits that do not even out nicely as the Split Personality trait calls for. At this time, I have ignored Savage Hulk and the Professor, focusing on Banner and Innocent Hulk. Savage Hulk includes an additional -2 to IQ (making him just barely sapient) and the Bestial trait, for a net adjustment of -50 points. The Professor is essentially the Hulk without the decrease in IQ (keep the bonuses to Will and Per, however), Banner's skills, and without the Third Person and Uncongenial Quirks.
2. Without his Alternate Form as the Hulk, Bruce Banner is a mere 13 point character.

HUMAN TORCH

Hero

Real Name: Jonathan "Johnny" Storm.

Occupation: Race car driver and mechanic, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Glenville, Long Island, New York.

Marital Status: Single.

Known Relatives: Franklin (father), Mary (mother, deceased), Susan (alias Invisible Woman, sister).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Johnny Storm is the younger of two children born to physician Franklin Storm. Growing up, Johnny was always the rebel of the family; part of this stemmed from the attention showered on his older sister Susan, leaving him to act out in order to get attention (see *Invisible Woman*). Johnny didn't care what kind of attention.

As he got older, he discovered he had a knack for fixing engines, and was soon running an underground repair shop in his parents' garage for the neighborhood kids' motorcycles and hot rods. After being invited to a race track (allegedly as a mechanic, although part of that may be exaggeration), he got his first taste at drag-racing. It wasn't long before he found himself behind the wheel of a drag-racer.

When Susan's boyfriend, Reed Richards, announced that the ship with an experimental hyperdrive he'd designed was nearing completion at Cape Canaveral, Florida, Johnny and Sue were invited to tour the ship (see *Mister Fantastic*). During the tour, Johnny got lost in the engine room while admiring the workmanship. Four hours later, the work crews found him reassembling a thruster assembly that had come loose. An inspection of his work showed that the thruster worked better than before it had been installed, and Johnny was quick to accept their offer of employment, despite still being in high school.

Reed's ship, the *Fantastic*, launched on schedule (see *The Fantastic*). During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shields on board proved unable to withstand the unusual radiation of hyperspace. The four crewmembers – Reed, Sue, Johnny, and pilot Ben Grimm – were bombarded with radiation the ship could not keep out (see *Thing*). It was only a last-minute jury-rig of Johnny's that enabled the ship to return to Earth.

Not long afterwards, Johnny, along with the other three that were on board the *Fantastic*, manifested powers, with Johnny becoming the second Human Torch. Not long afterwards, he accepted Reed's proposal to form the super-team known as the Fantastic Four (see *Fantastic Four*).

Height: 5' 10".

Weight: 170 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: The Human Torch possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: The Human Torch possesses the superhuman ability to create and control fire and heat.

Johnny's most common manifestation of his powers is the ability to surround his body with a sheath of super-heated plasma. Because most of the energy he generates is in the infrared spectrum, he is dimmer than would be expected from such an energy source. He can mentally control both the energy output and the areas covered by the flame, enabling him to carry someone aloft by



making sure his arms are not aflame. Johnny is impervious to this flame, and can withstand temperatures up to the surface temperature of the sun.

By directing the energy beneath him, Johnny can fly like a rocket. He can also produce various forms such as a constant jet of flame, much like a modern flamethrower, or in balls of flame. He can also generate an omnidirectional blast of super-heated fire, which he calls his "nova blast."

Johnny also possesses the ability to control flame, both those he generates and those from other sources. He can suppress these flames, or shape them into forms like cages.

Johnny's fire requires both oxygen and fuel, and can be doused by immersion in water or by removing the air from his surrounding area.

Abilities: Johnny Storm is a skilled racing car driver. He is also a superb mechanic, and while is isn't able to design an engine or vehicle from scratch, he is capable of fine-tuning engines to run beyond their stated performance rates without problems.

Paraphernalia: Johnny Storm's Fantastic Four uniforms and regular clothing have been created using unstable molecules, enabling them him to "flame on" while wearing them without harming them in any way.

1,152 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Air Move 72 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Artificer 2 [20]; Burning Attack 4d (*Fireballs*) (Increased Range x2, +10%; Increased Range (1/2D Range only) x5, +10%; Rapid Fire, RoF 5, +70%; Rapid Fire: Selective Fire, +10%; Ricochet, +10%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [8]; Burning Attack 5d (*Flame Jet*) (Jet: Increased Range x2, +10%; Jet: Increased Range (1/2D Range only) x5, +20%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [6]; Burning Attack 3d (*Flame Sheath*) (Aura, +80%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Heat/Fire, -10%; Super, -10%) [21]; Burning Attack 18d (*Nova Burst*) (Area Effect (64), +300%; Costs 10 Fatigue, -50%; Damage Modifier: Explosion (Damage / 1xYards), +150%; Emanation, -20%; Requires Concentrate, -15%; Elemental: Heat/Fire, -10%; Super, -10%) [401]; Combat Reflexes [15]; Control Fire 3 (Collective, +100%; Independent, +40%; Elemental: Heat/Fire, -10%; Super, -10%) [132]; Create Fire 10 (Cosmic: No FP Expenditure, +50%; Destruction: Create and Destroy, +100%; Elemental, -10%; Super, -10%) [69]; Damage Resistance 25 (*Flame Sheath*) (Can't Wear Armor, -40%; Force Field, +20%; Switchable, +10%; Visible, -10%; Elemental: Heat/Fire, -10%; Super, -10%) [75]; Daredevil [15]; Enhanced Move (Air) 2.5 (Elemental: Heat/Fire, -10%; Super, -10%) [40]; Fit [5]; Flight (Elemental: Heat/Fire, -10%; Super, -10%) [32]; Heat/Fire Talent 4 [20]; High Manual Dexterity 1 [5]; Infravision (Elemental: Heat/Fire, -10%; Super, -10%) [8]; Temperature Control 20 (Increased Range (x10); Super, -10%) [120].

Perks: Honest Face [1]; Ignition [1]; Illumination [1]; Skintight [1]; Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Carousing (12) [-5]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Slow Riser [-5]; Xenophilia (12) [-10].

Quirks: Dual Identity [-1]; Loves his Fans [-1].

Skills: Aerobatics (H) DX+4 [12] – 17*; Brawling (E) DX+3 [8] – 16; Driving/TL8 (Automobile) (A) DX+1 [4] – 14; Driving (Motorcycle) (A) DX+1 [4] – 14; Innate Attack (Beam) (E) DX+3 [8] – 16; Innate Attack (Projectile) (E) DX+3 [6] – 16§; Mechanic! (WC) IQ+5 [60] – 16†; Piloting/TL8 (High Performance Airplane) (A) DX+3 [8] – 16†; Piloting/TL8 (High Performance Spacecraft) (A) DX+3 [8] – 16†; Skiing (H) HT+2 [12] – 12.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +2 from 3D Spatial Sense

† Includes +1 from 3D Spatial Sense.

‡ Includes +2 from Artificer.

§ Defaulted From Innate Attack (Beam).

Real Name: Robert "Bobby" Drake.

Occupation: College student with an accountant curriculum, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Fort Washington, Long Island, New York.

Marital Status: Single.

Known Relatives: William Robert (father), Madeline Beatrice (mother); Ronnie (brother).

Base of Operations: New York City.

Group Affiliation: X-Men.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Robert Drake is a mutant, one of the mutant alumni of the Xavier Institute for Gifted Youngsters known as the X-Men (see *Xavier Institutes*; *X-Men*). Alongside the other X-Men, he attends classes at Empire State University, pursuing a career as a CPA.

Bobby discovered his mutant powers when they manifested at puberty. He worked to keep them secret, but when the Xavier Institute went public as a mutant academy, his parents enrolled him there. While there, he honed his powers to the point where he could obscure his identity by forming a flexible ice sheath around him. Professor Xavier believes that Bobby has the potential to turn his entire body into ice, but that Bobby just needs more experience and a reason to do so (see *Xavier, Charles*).

Bobby is not on good terms with his brother Ronnie, who, while a year younger than Bobby, has to date not exhibited any mutant powers of his own. Bobby jokes that Ronnie is jealous of the publicity Iceman and the X-Men get, but deep inside he feels that Ronnie is actually resentful of not being a mutant himself.

Height: 5' 8".

Weight: 145 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Light gray bodysuit with a white X on the front and back, white gloves, white boots.

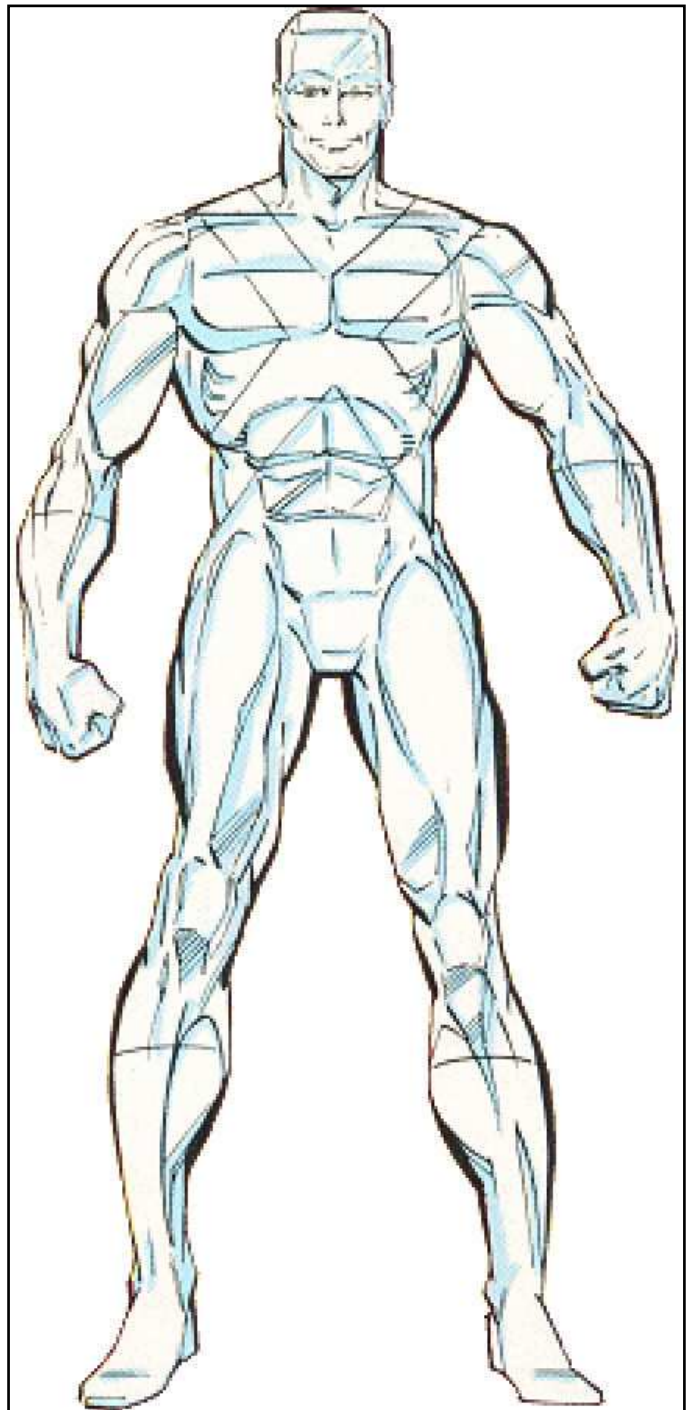
Strength Level: Iceman possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Iceman's powers consist of two separate yet interrelated powers. He has the ability to affect the ambient temperatures, dropping the temperature to as low as 100° Kelvin (although he usually doesn't go below -40° Fahrenheit), and the ability to manipulate moisture; even the ambient moisture in the desert is sufficient, although this makes his powers more difficult to control.

Iceman is able to manipulate these effects to create and shape frost, snow, and ice. Parlor tricks include producing a cooler full of ice for the many parties on campus, chilling warm drinks instantly, and creating fancy ice sculptures at will. More practical effects include the creation of ice slides, enabling him to skate at speeds approaching 100 miles per hour, forming and projecting a number of ice weapons (treat any weapon formed as its equivalent from pp. B271-4 made from "cheap" materials), encasing his body in a sheath of ice, and encasing people in blocks or manacles made of ice. His ice formations tend to be fairly simple in design, more utilitarian than aesthetically pleasing.

To date, he has not learned to use his moisture power separate from his cold power, although he is able to produce waves of cold without adding frost to it.

Disabilities: Iceman has a paralyzing fear of fire.



565 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Ice Slide Move 48 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Binding (*Ice Block*) 10 (Damage Modifier: Freezing Hazard, +20%; Engulfing, +60%; Reduced Range, x1/5, -20%; Elemental: Cold/Ice, -10%; Mutant, -10%) [42]; Cold/Ice Talent 4 [20]; Combat Reflexes [15]; Control Ice/Snow 5 (Collective, +100%; Link (with Create Ice/Snow), Can Be Used Separately, +20%; Persistent, +40%; Elemental: Cold/Ice, -10%; Mutant, -10%) [180]; Create Ice/Snow 5 (Link (with Control Ice/Snow), Can Be Used Separately, +20%; Elemental: Cold/Ice, -10%; Mutant, -10%) [25]; Crushing Attack (*Snowball Barrage*) 1d-1 (Cone, 2 yds, +70%; Increased Range (1/2D Range only), +5%; Rapid Fire: RoF 20, +150%; Elemental: Cold/Ice, -10%; Mutant, -10%) [13]; Damage Resistance (*Ice Sheath*) 4 (Flexible, -20%; Link (with Nictitating Membrane and Slippery), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [16]; Enhanced Move (Ice Slide) 2 (Elemental: Cold/Ice, -10%; Mutant, -10%) [32]; Fatigue Attack (*Frost Beam*) 3d (Damage Modifier: Freezing Hazard, +20%; Variable, +5%; Elemental: Cold/Ice, -10%; Mutant, -10%) [32]; Flight (*Ice Slide*) (Low Ceiling: 30 ft, -10%; Nuisance Effect: ability makes you obvious, -5%; Elemental: Cold/Ice, -10%; Mutant, -10%) [26]; Impaling Attack (*Ice Dagger*) 2d (Armor Divisor (0.5), -30%; Homing +3, +52%; Increased Range, x5, +20%; Rapid Fire, RoF 5, +70%; Elemental: Cold/Ice, -10%; Mutant, -10%) [31]; Lightning Calculator [2]; Nictitating Membrane 4 (Link (with Damage Resistance), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [4]; Single-Minded [5]; Slippery 4 (Link (with Damage Resistance), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [8]; Temperature Control 10 (Cold, -50%; Elemental: Cold/Ice, -10%; Mutant, -10%) [15]; Temperature Tolerance 15 (down to -145°F) (Mutant, -10%) [14].

Disadvantages: Code of Honor (Hero's) [-10]; Indecisive (15) [-5]; Odious Personal Habit (Cracks Inappropriate Jokes) [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Phobia (Pyrophobia: Fire) (6) [-10]; Secret Identity (Serious Embarrassment) [-5]; Wealth (Struggling) [-10].

Quirks: Natural Flirt [-1]; Speed Freak [-1].

Skills: Accounting (H) IQ [4] – 10; Artist (Sculpting) (H) IQ [4] – 10; Axe/Mace (A) DX+1 [4] – 13; Boating/TL8 (Motorboat) (A) DX [2] – 12; Brawling (E) DX+2 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ [1] – 10; Driving/TL8 (Halftrack) (A) DX [2] – 12; Driving/TL8 (Motorcycle) (A) DX [2] – 12; Economics (H) IQ [4] – 10; Finance (H) IQ-1 [2] – 9; Games/TL8 (Video Games) (E) IQ+2 [4] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [3] – 14*; Law (Tax Laws) (H) IQ-2 [1] – 8; Mathematics/TL8 (Pure) (H) IQ [4] – 10; Mathematics/TL8 (Statistics) (H) IQ [4] – 10; Skating (H) HT+2 [12] – 14; Skiing (H) HT+2 [12] – 14; Speed-Reading (A) IQ [2] – 10; Typing (E) DX [1] – 12; Weather Sense (A) IQ [2] – 10; Wrestling Sport (A) DX+1 [4] – 13.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* defaulted from Innate Attack (Beam)

The Inhumans (*Homo sapiens secundus*, so named for being a "second" branch of humanity) are a branch of humanity that diverged from the primary human line about 20,000 years ago. Earth had just been discovered by the Kree Empire, and a Kree scientist, after examining the human race, discovered that the species had the potential to gain powerful abilities (see *Kree*). This scientist was given authorization to perform experiments on humans to bring out these abilities, with the idea that the super-powered humans would be trained as soldiers for the ongoing war with the Skrulls (see *Skrulls*). Not long afterwards, however, the experiments, dubbed "Inhumans", were released back onto their homeworld.

It is believed that the first regular humans the Inhumans encountered attacked them on sight. This led the Inhumans to attempt to seclude themselves from humanity. For much of their history, they succeeded, living in secluded areas such as the Himalayas, northwest Canada, and the South Pacific, among other locations. (It is believed by those who know about the race that such cryptozoological creatures as the Yeti, Sasquatch, and Jersey Devil were Inhumans.) Only recently have circumstances changed, forcing the Inhumans to migrate to the Blue Area of the Moon (ironically, also created by the Kree).

Some ten thousand years ago, the Inhumans discovered a substance called the Terrigen Mists, which can be used to induce mutations. At first, the Mists were used indiscriminately, which led to a number of non-human physiques. More conservative heads prevailed, and ever since then the Terrigen Mists have been used only under the eyes of the Inhumans' Genetics Council, which is the only governing body in Inhuman culture. It is believed by some scholars that the Atlanteans are descended from a branch of the Inhumans who had developed the ability to survive underwater at the expense of being able to breathe air (see *Atlanteans*).

The head of the Genetics Council is referred to as their ruler and rules for life unless the rest of the Council opposes him. The current ruler is a man by the name of Maximus (see *Maximus*).

Inhumans practice a strict eugenics policy and near-zero population growth, with couples restricted to only two children. Thanks to their eugenics program, the average humanoid Inhuman is stronger, more agile, smarter, healthier, and more attractive than the average human, but are susceptible to illnesses stemming from pollution (unlike humans, who have lived in areas of increasing pollution worldwide, Inhumans have not factored pollution into their eugenics programs).

The only Inhumans that have come into major contact with the dominant human race are Medusa, who has fought the Fantastic Four as a member of the Frightful Four, and Crystal, who was seen flirting with Johnny Storm at the registration desk at Empire State University (see *Crystal*; *Fantastic Four*; *Frightful Four*; *Human Torch*; *Medusa*). Maximus himself has made contact with the Kree Colonel Yon-Rogg, who is himself planning his own invasion of Earth (see *Yon-Rogg*). At this time, Medusa and Crystal are not known by either the Fantastic Four or the Frightful Four to be Inhumans.

First Post-Reboot Appearance: (first mentioned) CAPTAIN MARVEL #; (actual) FANTASTIC FOUR #

Game-Mechanic Details:

The Inhumans are advanced in bio-technology and gravity manipulation technology, possessing TL 10 biotech and TL 10⁺ grav plating and contragravity. Otherwise, they have TL 8 technology equal to that of modern-day Earth.

Inhuman

100 points

Attribute Modifiers: ST +2 [20]; DX +2 [40]; IQ +1 [20]; HT +2 [20].

Secondary Characteristic Modifiers: HP -2 [-4].

Languages: Tilan (Native) [0].

Advantages: Appearance (Attractive) [4]

Perks: Racial Gifts (Terrigen-based mutations) [1]

Disadvantages: Susceptible to Pollution -1 [-1].

INVISIBLE WOMAN

Hero

Real Name: Susan Storm.

Occupation: Paramedic, medical technician, registered nurse, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Invisible Girl.

Place of Birth: Glenville, Long Island, New York.

Marital Status: Engaged to be married.

Known Relatives: Franklin (father), Mary (mother, deceased), Jonathan "Johnny" (alias Human Torch, brother).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Susan Storm is the oldest of two children born to physician Franklin Storm. Growing up, her interest in her father's work led him to train her as his assistant from a young age. By the age of 18, she had already become a registered nurse and paramedic, despite not having gone through any official schooling.

When her father was hired by NASA to supervise the medical experts for the "Fantastic Voyage" project, a manned test of the experimental hyperspace drive system, he pulled some strings to get Susan to join him. It was then that she first met Reed Richards, the scientist who worked out the theories behind the drive system (see *Mister Fantastic*). Despite being eleven years his junior, Sue became enamored with the man, and a romance blossomed. (For their first date, she took him scuba diving.)

As the day of the first flight of Reed's experimental ship, the *Fantastic*, approached, Sue volunteered to be the on-board medic (see *The Fantastic*). During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shields on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, her brother Johnny (who was the ship's mechanic), and pilot Ben Grimm – were bombarded with radiation the ship could not keep out (see *Human Torch, Thing*). It was only due to a last-minute jury-rig of Johnny's that the ship was able to return to Earth.

Not long afterwards, Sue, along with the other three that were on board the *Fantastic*, manifested her powers, with Sue taking the name Invisible Woman. Not long afterwards, she accepted Reed's proposal to form the super-team known as the Fantastic Four (see *Fantastic Four*).

Height: 5' 6".

Weight: 120 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: The Invisible Woman possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: The Invisible Woman has the psionic ability to manipulate photons for a variety of effects, including the rendering of herself and other objects invisible, and the construction of invisible force fields.

By a simple act of concentration, she can cause all wavelengths of visible, infrared, and ultraviolet light to bend around her without distortion, giving the overall effect that she is invisible. Through practice, she has learned to extend this ability to other people and objects. She is able to see normally even when she is invisible, as are anyone else she is making invisible at the time. The means by which she sees while invisible is instinctive, as she was able to see the first time she turned invisible.

Theoretically, she is able to turn other objects that have been made invisible by other means visible by using her own invisibility powers, but she has yet to succeed in doing so.

By concentrating on the photons in the far ultraviolet frequencies, she is able to turn them into solid, invisible constructs, which she can form in a number of shapes.



Note that Sue is not able to alter the wavelengths of the photons she manipulates, which would enable her to change their color. Whether she can learn to do so at a later date is unknown.

Abilities: Susan Storm has medical knowledge rivaling that of a practicing physician.

1,120 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 15 [10]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Air Move 11 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (Invisibility) 1 (Advantage: Invisibility with Affects Machines, +600%; Cosmic: Irresistible Attack, +300%; Malediction: Uses Long-Distance Modifiers, +200%; Psionic, -10%) [119]; Appearance (Beautiful) [12]; Damage Resistance 30 (Force Field, +20%; No Signature, +20%; Ranged, +40%; Requires Concentrate, -15%; Switchable, +10%; Psionic, -10%) [248]; Force Constructs Talent 2 [10]; Healer Talent 2 [10]; Invisibility (Affects Machines, +50%; Can Carry Objects, Heavy Encumbrance, +100%; Switchable, +10%; Psionic, -10%) [100]; Modular Abilities (Cosmic Power: Force Constructs) (Points of Abilities: 30; Physical Only, +50%; Trait Limited: Advantages Only, -10%; Psionic, -10%) [390]; Security Clearance 1 (NASA) [5]; Single-Minded [5]; Telekinesis 30 (Psionic, -10%) [135]; Voice [10].

Perks: Supersuit [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Hero's) [-5]; Honesty (9) [-15]; Low Self-Image [-10]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (9) [-7].

Quirks: Dual Identity [-1]; Imaginative [-1]; Likes to Sing [-1]; Responsive [-1].

Skills: Biology/TL8 (Earthlike) (VH) IQ-1 [4] - 12; Boating/TL8 (Motorboat) (A) DX-1 [1] - 10; Boating/TL8 (Unpowered) (A) DX-1 [1] - 10; Breath Control (H) HT-1 [2] - 10; Connoisseur (Music) (A) IQ-1 [1] - 12; Current Affairs/TL8 (Headline News) (E) IQ [1] - 13; Current Affairs/TL8 (Science & Technology) (E) IQ [1] - 13; Detect Lies (H) Per-1 [2] - 12; Diagnosis/TL8 (Human) (H) IQ+1 [2] - 14*; Electronics Operation/TL8 (Medical) (A) IQ [2] - 13; Electronics Repair/TL8 (Medical) (A) IQ-1 [1] - 12; Free-Fall (A) DX-1 [1] - 10; Leadership (A) IQ-1 [1] - 12; Pharmacy/TL8 (Synthetic) (H) IQ+1 [2] - 14*; Physician/TL8 (Human) (H) IQ+1 [2] - 14*; Physiology/TL8 (Human) (H) IQ+1 [2] - 14*; Poisons/TL8 (H) IQ-1 [2] - 12; Psychology (Human) (H) IQ [1] - 13*; Savoir-Faire (High Society) (E) IQ [1] - 13; Scuba/TL8 (A) IQ+1 [4] - 14; Shadowing (A) IQ-1 [1] - 12; Singing (E) HT+2 [1] - 13†; Spacer/TL8 (E) IQ [1] - 13; Stealth (A) DX+1 [4] - 12; Swimming (E) HT+1 [2] - 12; Tactics (H) IQ-2 [1] - 11.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +2 from Healer

† Includes +2 from Voice

Design Notes:

1. I have not yet figured out how to stat the ability to negate others' invisibility.
2. I'm liable to adjust her Affliction later, bumping it several levels and removing the Cosmic: Irresistible Attack modifier.

IRON FIST

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: THE IMMORTAL IRON FIST #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



IRON MAN

Hero

Real Name: Anthony "Tony" Stark.

Occupation: Inventor, industrialist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Long Island, New York.

Marital Status: Single.

Known Relatives: Howard (father, deceased), Maria (mother, deceased), Morgan (cousin).

Group Affiliation: Avengers.

Base of Operations: New York City; Silicon Valley, California.

First Post-Reboot Appearance: IRON MAN #1.

History: Anthony Stark, only son of industrialist Howard Stark, discovered his technical prowess at a very young age. By the age of 21, he had graduated M.I.T. with multiple Masters of Engineering degrees.

During the early days of the War on Terrorism, Tony enlisted in the United States Army, and was assigned to a unit in Afghanistan. While there, he made friends with helicopter pilot Jim Rhodes. Tony told Rhodes that if he ever got tired of the military that he would be more than willing to hire him (see *Rhodes, Jim*).

During an intense firefight, a grenade exploded near him, sending him back to the base in a stretcher. While the military surgeons were able to repair most of the damage, a piece of shrapnel had embedded itself in Tony's heart. He was told that he had perhaps only weeks to live.

Tony was given an honorable medical discharge from the Army and shipped back to the States. Finding out that his father had died while he was overseas (Tony's mother had died years before), Tony was determined to keep the family company, Stark Industries, out of his corrupt cousin Morgan's hands. For this reason, he designed the chest-plate of his first Iron Man armor, which replaced his heart's functions while he waited for a suitable replacement to become available for transplant.

Morgan Stark wasn't thrilled to learn that Tony had devised a means of cheating death. Using her underworld contacts, she placed a contract on Tony's life. Tony first learned of this when Stark Industries security personnel apprehended an assassin who had infiltrated the SI electronics plant he was touring. Using the chest-piece he'd devised as a base, Tony built the first suit of Iron Man armors for his own protection, and as a means of tracking down the person responsible for this price on his head. Upon learning that Morgan Stark was responsible, Tony, as Iron Man, was responsible for bringing her to justice. The assassination contracts were quickly removed once Morgan's assets were seized, preventing her from paying.

Publicly, Iron Man is Stark's personal bodyguard. Only Jim Rhodes, who has recently accepted Tony's offer of employment, is aware that Stark and Iron Man are one and the same. While most of his time is spent in California, Iron Man is a founding member of the Avengers, who are based in New York (see *Avengers*).

Height: 6' 1"

Weight: 225 lbs

Eyes: Blue

Hair: Black



Uniform: Metallic red armored torso, metallic silver mail arms and legs, metallic red gloves, metallic red boots, metallic red helmet with metallic silver faceplate.

Strength Level: Tony Stark possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. The Iron Man suit he wears increases his strength to enable him to lift (press) around 70 tons.

Known Superhuman Powers: None.

Other Abilities: Tony Stark is a noted inventor of ultra-tech weaponry and electronics.

Disabilities: Tony Stark's heart has been damaged by shrapnel, and he must wear the inner-most layer of the Iron Man suit at all times. This unit works off his body's bioelectricity to pump the blood instead of his heart, which has since stopped. He is currently on the waiting list for a suitable transplant.

Weapons: The Iron Man armor worn by Tony Stark possesses three main built-in weapons. The first are what he calls 'repulsors', which are short-range blasters built into the palms of the armor (originally intended as a kind of flight stabilizer). The second are the 'pulsors', which fire a bolt of static electricity at a target; the electric charge in the pulsars' bolts builds up as it travels. The third is the 'omni-beam' built into the chest of the armor, a multi-purpose rainbow laser which can be adjusted into a cone or used as a spotlight.

Paraphernalia: The Iron Man armor Tony wears is capable of sustaining a tremendous amount of damage, is able to fly through rockets in the boots at speeds up to Mach 2, enables him to see in both the infrared and ultraviolet ranges, has a built-in radar permitting him to track 9 objects at once, has a coating which absorbs radar waves, has a holographic emitter which enables him to remain hidden warping light around him, and has an internal air supply of 12 hours. The armor can even be controlled via remote-control for short periods of time, usually when Stark and Iron Man have to appear in public together. Note that Tony is constantly updating his armor.

490 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 14 [80]; HT 10 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 12 [-10]; Per 12 [-10]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: Arabic (Broken/Illiterate) [1]; English (Native) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Artificer 4 [40]; Combat Reflexes [15]; Enhanced Dodge 2 [30]; Gadgeteer [25]; High TL +2 [10]; Independent Income 20 [20]; Security Clearance 2 [10]; Signature Gear: Iron Man Battlesuit [64]; Status 3 [5]*; Wealth (Multimillionaire 1) [75].

Disadvantages: Alcoholism [-15]; Code of Honor (Gentleman's) [-10]; Compulsive Spending (12) [-5]; Electrical [-20]; Enemy (Morgan Stark) (Equal in Power) (9) [-10]; Intolerance (Muslims) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Utter Rejection) [-10]; Workaholic [-5]; Wounded [-5].

Quirks: Attentive [-1]; Incurable Flirt [-1]; Nervous Stomach [-1]; Proud [-1].

Skills: Administration (A) IQ [2] - 14; Aerobatics (H) DX+3 [12] - 14; Battlesuit/TL10 (A) DX+8 [32] - 20; Brawling (E) DX+2 [4] - 14; Carousing (E) HT+2 [4] - 12; Connoisseur (Wine) (A) IQ [2] - 14; Current Events/TL8 (High Culture) (E) IQ+1 [2] - 15; Current Events/TL8 (Science & Technology) (E) IQ+1 [2] - 15; Driving/TL8 (Tracked) (A) DX-1 [1] - 11; Electronics Operation/TL10 (Electronic Warfare) (A) IQ [2] - 14; Electronics Operation/TL10 (Security) (A) IQ [2] - 14; Guns/TL8 (Rifle) (E) DX [1] - 12; Heraldry (Business Logos) (E) IQ+1 [2] - 15; Hiking (A) HT [2] - 10; Innate Attack (Beams) (E) DX+2 [4] - 14; Inventor! (WC) IQ+6 [96] - 20; Mathematics/TL10 (Applied) (H) IQ [4] - 14; Navigation/TL8 (Land) (A) IQ [2] - 14; Piloting/TL8 (Light Airplane) (A) DX [2] - 12; Rapier Sport (A) DX [2] - 12; Savoir-Faire (High Society) (E) IQ+1 [2] - 15; Soldier/TL8 (A) IQ-1 [1] - 13; Survival (Desert) (A) Per [2] - 12; Wrestling (A) DX+1 [4] - 13.

Starting Spending Money: \$4,000,000 (20% Starting Wealth).

* Includes +2 from Wealth.

Iron Man's Battlesuit

Iron Man's Battlesuit grants the following abilities:

- Lifting ST +285 (70 ton range)
- Striking ST +285
- Damage Resistance 140/100 *
- Super-Jump 3
- Flight
- Enhanced Move (Air) 6 (Mach 2)
- Invisibility (Visual Spectrum Only; Switchable)
- Obscure (Radar)
- Radar (Multi-Mode)

With helmet in place, the suit also grants:

- Doesn't Breathe (12 hours)
- Enhanced Tracking 9
- Hyperspectral Vision
- Protected Hearing
- Protected Vision
- Protected Smell
- Sealed
- Vacuum Support

* First number indicates DR of the torso, the second number is the DR of the extremities.

Built-in weapons include:

Repulsor: 5d (5) burn sur, Acc 6, Range 10/100, RoF 2, Shots N/A

Pulsor: 1d (5) burn sur per 20 yards, max 7d (5) burn sur, Acc 6, Range 140, Min Range 20, RoF 2, Shots N/A.

Omni-Beam: 10d (10) burn, Acc 3, Range 200/2000, RoF 1, Shots N/A. The Omni-Beam can be adjusted to be a Cone 10 yards wide at 1/2D range. It can also double as a spotlight in both visible and infrared wavelengths.

JAMESON, J. JONAH

Supporting Cast

Real Name: J. Jonah Jameson. (It is believed that the first initial stands for "John", but nothing has been confirmed.)

Occupation: Newspaper publisher.

Identity: Jameson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Jolly" Jonah Jameson (a nickname used by Spider-Man).

Place of Birth: New York City

Marital Status: Widower.

Known Relatives: Joan (wife, deceased), John (son), unnamed great-uncle (deceased)..

Group Affiliation: Publisher and owner of the Daily Bugle.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: J. Jonah Jameson began working for the *Daily Bugle* as a reporter while still in high school. Over the years, he worked his way up through the ranks to become its city editor. In 1986, the paper fell on hard times. At the same time Jameson came into a sizable inheritance, which he used to purchase the newspaper company outright. Today, the *Daily Bugle* is unique among the New York City newspapers in that it is owned directly by the Jameson family, and not a corporation.

Jameson has been very outspoken in his editorials against the recent influx of costumed crimefighters, and against Spider-Man in particular (see *Spider-Man*). An avid civil rights activist, Jameson harbors no prejudices against superhumans, and in fact he has written several editorials in favor of mutant equality; his criticisms of Spider-Man stem from the web-slinger's crimefighting actions, which Jameson views as vigilantism.

Despite his stance against vigilantism, Jameson is responsible for hiring private detective Mac Gargan to find and unmask Spider-Man. Gargan proved unstable, and underwent a procedure which turned him into the criminal Scorpion (see *Scorpion*).

Height: 5' 11".

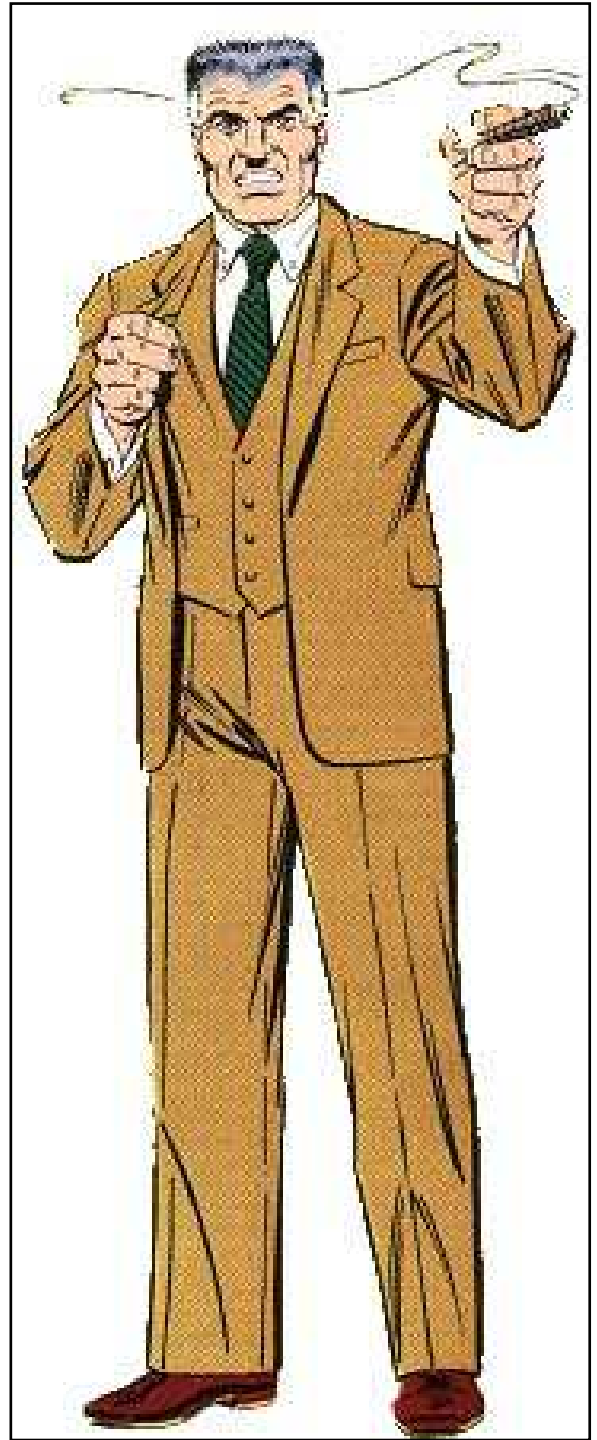
Weight: 210 lbs.

Eyes: Blue.

Hair: Grey, formerly brown.

Strength Level: J. Jonah Jameson possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.



146 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 13 [5]; Per 12 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Hard to Kill 3 [6]; Longevity [2]; Merchant Rank (Newspaper) 6 [30]; Reputation (Honest Newspaper Publisher) (All the time; Large Class of People: Everyone In NYC) [7]; Single-Minded [5]; Status 3 [0*]; Tenure [5]; Wealth (Very Wealthy) [30].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Bad Temper (12) [-10]; Code of Honor (Professional) [-5]; Intolerance (Costumed Crimefighters) [-5]; Obsession (Expose and Unmask Spider-Man) (12) [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Employees) [-5]; Stubbornness [-5].

Quirks: Dislikes Spider-Man For Being the Self-Sacrificing Hero He Himself Is Not [-1]; Prefers Cuban Cigars [-1]; Proud [-1]; Skinflint [-1]; Uncongenial [-1].

Skills: Administration (A) IQ+0 [2] - 12; Area Knowledge (New York City) (E) UQ+0 [1] - 12; Body Language (A) Per+2 [8] - 14; Boxing Sport (A) DX+0 [2] - 10; Connoisseur (Cigars) (A) IQ+2 [8] - 14; Current Affairs/TL8 (Regional: New York City) (E) IQ+2 [4] - 14; Fast-Talk (A) IQ+1 [4] - 13; Intimidation (A) Will+2 [8] - 15; Professional Skill (Journalist) (A) IQ+2 [8] - 14; Research/TL8 (A) IQ+0 [2] - 12; Savoir-Faire (High Society) (E) IQ+0 [1] - 12; Writing (A) IQ+1 [4] - 13.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +2 from Rank and +1 from Wealth.

Designer's Notes:

1. There have been more than a few people who have said that JJJ should be listed as a "Non-Villain Antagonist", given his animosity towards Spider-Man. I must admit, he does straddle the line between Non-Villain Antagonist and Supporting Cast, but I went with Supporting Cast as I see him interacting more with Peter Parker than with Spider-Man.

JESTER

Villain

Real Name: Jonathan Powers.

Occupation: Aspiring actor turned professional criminal.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: An unnamed small town in Ohio.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Jonathan Powers came to New York City to perform on stage in Broadway productions, but was rejected numerous times because he lacked acting ability. Determined to prove himself, he threw himself into a training regimen that included acrobatics, fencing, stage combat, choreography, dancing – in short, anything he could think of to make himself a better actor. The one thing he forgot was to take acting lessons! Even with this additional training, the only regular work Powers could get was as a stunt-man for television shows and movies being filmed in New York. Much of his stunt work involved getting pounded on by the hero's stunt double on a regular basis. (In retrospect, the perfect training for a costumed criminal.) His last role involved getting several pies in the face on a daily basis while filming a low-budget slapstick comedy.

Upset that his self-proclaimed considerable talents were being wasted in such a manner, something inside him snapped. He came to the conclusion that if the people wanted comedy then he would give it to them, and contacted the criminal outfitter known as the Tinkerer to come up with a number of novelty-based weapons (see *Tinkerer*). Purchasing a gaudy outfit from a costume shop, he created the identity of the Jester and performed a number of high-profile crimes. During this initial crime wave he was opposed by the vigilante Daredevil, who swiftly defeated him (see *Daredevil*).

The Jester has escaped from jail twice seeking revenge on Daredevil, and has been defeated both times. He is currently in prison awaiting trial.

Height: 6' 2"

Weight: 190 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: A two-tone green and purple skintight jester's outfit with red trim around the star-shaped collar, purple gloves with red trim, two-tone green and purple boots with red trim, a green and purple cowl that leaves the face open and resembles a jester's hat, complete with bells, red belt with green and purple triangles outlined in red dangling from it.

Strength Level: The Jester possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Jester is a skilled acrobat, dancer, stage fencer, and unarmed combatant.

Limitations: The Jester is a horrible actor.

Paraphernalia: The Jester carries a number of weapons disguised as harmless-looking gimmicks and toys. Among his most notable and common weapons are: a yo-yo whose weighted knob can be used for striking and whose thin steel cable can be used as a garrote; a bag of polished ball bearing marbles which he throws on the ground to make an opponent lose his footing; a number of rubber balls filled with plastic explosives or tear gas; a joy buzzer that can give lethal amounts of electricity; and a number of 8-inch diameter plastic Frisbees with razor-sharp edges.

The Jester is constantly updating his arsenal of deadly toys.



Mary-Jane Watson: A soap opera told me I needed acting lessons. – Spider-Man

210 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Double-Jointed [15]; Fit [5]; Perfect Balance [15]; Signature Gear (Gimmick Weapons) [1]; Versatile [5].

Perks: Flourish Shtick [1]; Rapid Retraction (Punches) [1]; Twirl Shtick [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Megalomania [-10]; Pacifism (Reluctant Killer) [-5]; Reputation (High-Profile Villainous Loser) -2 (All the Time, Large Class of People) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Incompetence (Performance) [-1]; Obsession (Become a Renowned Broadway Actor) [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Boxing Art (A) DX+0 [2] – 13; Broadsword Art (A) DX+0 [2] – 13; Climbing (A) DX+5 [1] – 18*†; Dancing (A) DX+0 [2] – 13; Forced Entry (E) DX+1 [2] – 14; Games (Épée Fencing) (E) IQ+0 [1] – 10; Judo Art (H) DX+0 [4] – 13; Karate Art (H) DX+0 [4] – 13; Kusari Art (H) DX+0 [4] – 13; Lip Reading (A) Per+2 [8] – 12; Makeup/TL8 (E) IQ+2 [4] – 12; Performance (A) IQ-7 [0] – 1‡; Rapier Art (A) DX+1 [4] – 14; Running (A) HT+0 [2] – 13; Sleight of Hand (H) DX+1 [8] – 14; Staff Art (A) DX+1 [4] – 14; Stage Combat (A) DX+1 [4] – 14; Streetwise (A) IQ+2 [8] – 12; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Disc) (E) DX+1 [2] – 14; Wrestling Sport (A) DX+1 [4] – 14.

Techniques: Double-Eye Poke (Karate Art) (H) def+5 [6] – 13; Noogie (Karate Art) (H) def+5 [6] – 13.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance

† Includes +5 from Double-Jointed

‡ Includes -4 from Incompetence (Performance).

Design Notes:

1. Jester's ever-changing arsenal has yet to be statted up. Still, it's not hard to figure things out: for instance, treat the weighted yo-yo as a thr-1 cr thrown weapon that can be returned to the hand, and the razor-sharp Frisbee as a discus doing cutting damage.
2. I included Performance in Jester's skill listing *solely* because I wanted to see what it came out to with his Incompetence. A skill rating of *I* is downright pathetic enough for this character, I think.

JEWEL

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: RENEGADES #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

*I'm rusty at the whole superhero thing. And to be honest, I wasn't that good at it when I was good at it! – Jessica Jones, **New Avengers***

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



JUGGERNAUT

Villain

Real Name: Cain Marko

Occupation: Professional criminal, former soldier.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: "Juggy", "Jugs".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Karl Marko (father), Charles Xavier (stepbrother),

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History:

Height:

Weight:

Eyes:

Hair:

Uniform: Metallic red bodysuit, metallic red helmet.

Strength Level: The Juggernaut possesses superhuman strength enabling him to bench press in excess of five hundred tons.

Known Superhuman Powers: In addition to his strength, the Juggernaut is incredibly durable, almost invulnerable, able to shrug off HEAT rounds from a modern battle tank.

Other Abilities: Before becoming the Juggernaut, Cain Marko was a skilled soldier

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



KA-ZAR

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: LOST WORLD OF THE SAVAGE LAND #13.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Real Name: Wilson Fisk.

Occupation: Businessman, crime lord.

Identity: Fisk's role as the Kingpin is not generally known, but he makes no attempts to keep it secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Hell's Kitchen, New York City.

Marital Status: Married.

Known Relatives: Vanessa (wife), Richard (son).

Group Affiliation: Head of his own criminal organization; CEO of Wilson Fisk Industries.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1.

History: Wilson Fisk was born in poverty in the Hell's Kitchen neighborhood of Manhattan. Even as a boy he was uncommonly large. Instead of playing with the other kids his age, he spent long hours in the public library, reading as much as he could on business theory, politics, and organized crime. Even at a young age, he was intrigued by the idea of becoming a "kingpin of crime", gaining power behind the scenes.

As a teen, he turned his attention towards his physical regimen. Stealing passage on a freighter to Japan, he enrolled in a sumo wrestling school. He ever competed professionally for a short time before retiring at the rank of *ozeki* (one rank below the coveted *yokozuna* level). Returning to New York, he invested his earnings from his professional sumo career into a number of legitimate businesses while at the same time using his physical bulk and intelligence to take control of a number of small, unaffiliated criminal gangs. The first business he owned outright was a firm which dealt with importing exotic spices from the Orient; to this day, even with his own corporation bearing his name, he still humbly insists that he's "a meager spice merchant."

About two decades ago, he met a young French woman named Vanessa; Vanessa's age at the time has not yet been revealed, but she is at least fifteen years Wilson's junior (see *Fisk, Vanessa*). Vanessa has been aware of her husband's criminal dealings for a long time. The Kingpin has stated that Vanessa is the only person who can make him feel at peace.

In an effort to obtain super-powered henchmen in order to counteract the emerging superhero community, the Kingpin authorized scientists in his employ to experiment in genetic modification experiments. Five of these experiments escaped from the lab that created them and have become the Ani-Men (see *Ani-Men*). Quite possibly the other experiments were either failures or terminated after the Ani-Men escaped. Since then, the Kingpin has hired a number of costumed criminals to work for him. Most notably, he hired the ninja assassin Elektra and the mercenary Bullseye to serve him (see *Bullseye; Elektra*). His criminal activities have brought him into conflict with both Daredevil and Spider-Man, but so far he has avoided arrest due to the lack of evidence against him (see *Daredevil; Spider-Man*). Daredevil has become his most frequent nemesis.

Height: 6' 7"

Weight: 450 lbs.

Eyes: Brown.

Hair: Black, shaved bald.

Uniform: None.

Strength Level: Wilson Fisk possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise. His great bulk is primarily muscle, not fat, making him almost as strong as a human can be without superhuman powers. He can lift (press) approximately 650 pounds.

Known Superhuman Powers: None.



Other Abilities: The Kingpin is a highly skilled hand to hand combatant, primarily in Japanese sumo and Indian wrestling. He is also a skilled businessman and criminal mastermind, despite his lack of a formal education.

Weapons: The Kingpin's walking stick usually contains a weapon concealed in it. While he usually carries a cane-rifle, the stick has been known to spray various gases or fire a laser beam.

515 points

Attributes: ST 20 [100]; DX 13 [60]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 2d-1/3d+2; BL 80 lbs; HP 20 [0]; Will 13 [0]; Per 13 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 5 [-5]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Japanese (Native) [6].

Cultural Familiarities: Asian [1]; Western [0].

Advantages: Business Acumen 4 [40]; Combat Reflexes [15]; Damage Resistance 2 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [2]; Empathy [15]; Fit [5]; High Pain Threshold [15]; Merchant Rank 8 [40]; Single-Minded [5]; Status 6 [5*]; Trained By a Master [30]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Cotton Stomach [1]; Fearsome Stare [1]; Power Grappling [1]; Special Exercises (DR 1 with Tough Skin) 2 [2]; Style Familiarity (Sumo) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Personal) [-5]; Dependent (Vanessa, wife; between 25% and 50%) (9) [-5]; Greed (12) [-15]; Megalomania [-10]; Stubbornness [-5].

Quirks: Likes Exotic Cigars [-1]; Likes Japanese Cuisine [-1]; Trademark (Red Rose) [-1].

Skills: Administration (A) IQ+3 [1] – 16†; Body Language (Human) (A) Per+1 [4] – 14; Brawling (E) DX+2 [4] – 15; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [1] – 14‡; Economics (H) IQ+2 [1] – 15†; Fast-Talk (A) IQ+1 [4] – 14; Finance (H) IQ+3 [1] – 15†; Games (Sumo) (E) IQ+0 [1] – 13; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Heraldry (Corporate Logos) (A) IQ+0 [2] – 13; Immovable Stance (H) Will+0 [4] – 13; Intimidation (A) Will+2 [8] – 15; Leadership (A) IQ+1 [4] – 14; Merchant (A) IQ+3 [1] – 16†; Savoir-Faire (Dojo) (E) IQ+0 [1] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Streetwise (A) IQ+1 [4] – 14; Sumo Wrestling (A) DX+3 [12] – 16.

Techniques: Sweep (Sumo Wrestling) (H) def+3 [4] – 16; Trip (Sumo Wrestling) (H) def+1 [2] – 12.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +3 from Merchant Rank and +2 from Wealth.

† Includes +4 from Business Acumen.

‡ Includes +3 from Empathy.

KIRIGI

Villain

Real Name: Kirigi (his full given name is unknown).

Occupation: Assassin.

Identity: Kirigi does not use a dual identity; his activities as a ninja assassin are unknown to the general public or the authorities.

Legal Status: Citizen of Japan with no criminal record.

Other Aliases: None.

Place of Birth: Kyoto, Japan.

Marital Status: Single.

Known Relatives: Roshi (father).

Group Affiliation: The Hand.

Base of Operations: Osaka, Japan.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Kirigi is the half-human son of Master Roshi, an *oni* (Japanese demon) who an unspecified time ago became the *Jonin* (master) of the ninja clan known as the Hand (see *The Hand*). Kirigi was raised by the Hand to be their ultimate assassin, and was not aware of his familial relation to the *Jonin*.

Due to his talents, Kirigi became the Hand's top assassin, rivaled only by Elektra Natchios (see *Elektra*). Over time, this rivalry led to the two becoming lovers.

Recently, Elektra has fled the Hand, and Kirigi was sent to either bring her back or kill her. This has led him into conflict with not only Elektra, but with Daredevil and his mentor, a blind man known only as Stick, who Kirigi has reportedly fought in the past (see *Daredevil*; *Stick*). The result of this conflict has yet to be determined.

Height: 7'

Weight: 300 lbs.

Eyes: Yellow.

Hair: Black.

Other Distinguishing Features: Kirigi casts a demonic shadow, indicating his half-demon heritage.

Uniform: A stereotypical "ninja" outfit which obscures everything except his eyes. The torso is often padded with Kevlar.

Strength Level: Kirigi's half-demon nature grants him superhuman strength, enabling him to lift (press) around one ton under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Kirigi possesses superhuman agility and durability. Even unarmored, he has been shown shrugging off gunfire from police handguns. By channeling his chi, he is able to move at superhuman speeds for short distances. His vision is superhumanly acute, enabling him to clearly read a street sign half a mile away. He is also able to see into the infrared spectrum, enabling him to see a person's "heat signature".

In addition, Kirigi possesses the mystical ability to blend into his surroundings, making him invisible to the naked eye provided he stands still or moves no faster than a slow walk. He does not truly become invisible, however, and he can still be detected through radar, sonar, and infrared sensors.

Other Abilities: Kirigi is the top ninja assassin of the Hand, highly skilled in the arts of stealth and melee combat.

Weapons: Kirigi has access to any number of martial arts weapons. He is most proficient with the daisho, the paired katana and wakizashi traditionally used by samurai.



918 points

Attributes: ST 20 [100]; DX 15 [100]; IQ 12 [40]; FP 15 [50].

Secondary Characteristics: Dmg 2d+1/4d+2 (4d-1/6d+1); BL 125 lbs (245 lbs); HP 25 [0]; Will 14 [10]; Per 14 [10]; FP 15 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Cantonese (Native) [6]; English (Accented) [4]; Japanese (Native) (Native Language) [0]; Mandarin (Accented) [4].

Cultural Familiarities: Asian [0].

Advantages: Acute Vision 4 [8]; Ally Group (Hand Ninjas) (up to 10% of starting points; Group Size: up to 50 ninja at a time) (12) [8]; Catfall [10]; Combat Reflexes [15]; Damage Resistance 12 (Tough Skin, -40%; Passive Biological, -5%) [33]; Enhanced Move (Ground) 2 (Ground Move 14/28 mph; Costs 2 FP, -10%; Maximum Duration: 1 minute, -65%; Chi, -10%) [8]; Enhanced Parry (All Parries) 4 [40]; Flexibility [5]; Forceful Chi 2 [30]; Infravision [10]; Inner Balance 2 [30]; Super ST +5/+15 [200]; Telescopic Vision 2 [10]; Trained By A Master [30]; Weapon Master (Daisho) [25].

Perks: Dirty Fighting [1]; Dual Ready (Shortsword/Broadsword) [1]; Focused Fury [1]; Grip Mastery (Staff) [1]; Off-Hand Weapon Training (Shortsword) [1]; Patience of Job [1]; Quick-Sheathe (Sword) [1]; Razor Kicks [1]; Style Familiarity (Kenjutsu: Nito Ryu) [1]; Style Familiarity (Kobujutsu) [1]; Style Familiarity (Shurikenjutsu) [1]; Style Familiarity (Taijutsu) [1]; Weapon Bond (Katana) [1]; Weapon Bond (Wakizashi) [1].

Disadvantages: Bloodlust (9) [-15]; Code of Honor (Bushido) [-15]; Discipline of Faith (Monasticism) [-10]; Duty (the Hand; Extremely Hazardous) (15) [-20]; Frightens Animals [-10]; Hidebound [-5]; Light Sleeper [-5]; Supernatural Feature (Demonic Shadow) [-10]; Unnatural Feature (Yellow Eyes) [-1].

Quirks: Bloody Mess [-1]; Devout Shintoist [-1]; Habit (Avoids Eye Contact) [-1]; Uncongenial [-1].

Skills: Acrobatics (H) DX+1 [8] – 16; Artist (Calligraphy) (H) IQ+0 [4] – 12; Axe/Mace (A) DX+0 [2] – 15; Blind Fighting (VH) Per+2 [8] – 16*; Body Control (VH) HT+1 [4] – 16*; Body Language (Human) (A) Per+2 [2] – 16*; Breaking Blow (H) IQ+3 [8] – 15†; Breath Control (H) HT+1 [2] – 16*; Broadsword (A) DX+3 [12] – 18; Climbing (A) DX+3 [2] – 18‡; Escape (H) DX+3 [4] – 18‡; Fast-Draw (Shuriken) (E) DX+1 [1] – 16§; Flail (H) DX-1 [2] – 14; Flying Leap (H) IQ+2 [4] – 14†; Holdout (A) IQ+0 [2] – 12; Hypnotism (Human) (H) IQ+2 [4] – 14†; Invisibility Art (VH) IQ+4 [16] – 16†; Jitte/Sai (A) DX+1 [2] – 16¥; Judo (H) DX+3 [16] – 18; Jumping (E) DX+1 [2] – 16; Karate (H) DX+3 [16] – 18; Karate Art (H) DX+1 [7] – 16#; Kusari (H) DX-1 [2] – 14; Meditation (H) Will+1 [2] – 15*; Mental Strength (E) Will+3 [2] – 17*; Observation (A) Per+3 [2] – 18@; Poisons/TL8 (H) IQ+0 [4] – 12; Polearm (A) DX+0 [2] – 15; Power Blow (H) Will+2 [4] – 16†; Running (A) HT+0 [2] – 15; Savor-Fair (Dojo) (E) IQ+0 [1] – 12; Shadowing (A) IQ+1 [4] – 13; Shortsword (A) DX+3 [8] – 18⌘; Spear (A) DX+0 [2] – 15; Staff (A) DX+0 [2] – 15; Stealth (A) DX+1 [4] – 16; Swimming (E) HT+1 [2] – 16; Thrown Weapon (Shuriken) (E) DX+1 [2] – 16; Tonfa (A) DX+1 [2] – 16¥; Two-Handed Sword (A) DX+1 [3] – 16⌘.

Techniques: Acrobatic Stand (Acrobatics) (A) def+4 [4] – 14; Targeted Attack (Broadsword Swing/Neck) (H) def+3 [4] – 16; Targeted Attack (Shortsword Thrust/Vitals) (H) def+2 [3] – 17; Targeted Attack (Thrown Weapon (Shuriken)/Eyes) def+3 [4] – 10.

Starting Spending Money: \$200 (20% starting wealth, minus the cost of a Very Fine Late Katana and Very Fine Wakizashi).

* Includes +2 from Inner Balance.

† Includes +2 from Forceful Chi.

‡ Includes +3 from Flexibility.

§ Includes +1 from Combat Reflexes.

¥ Defaulted from Shortsword.

Defaulted from Karate.

@ Includes +4 from Acute Vision.

⌘ Defaulted from Broadsword.

Kirigi's Daisho

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Katana	5d+12 cut	1	17	\$2,200	3	10	[1, 2]
	or	2d+9 imp	1	17			10	

SHORTSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Wakizashi	4d+14 cut	1	17	\$1,600	2	8	[1, 2]
	or	2d+7 imp	1	17			8	

TWO-HANDED SWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Katana	5d+13 cut	1	15	\$2,200	3	9†	[1, 2]
	or	2d+9 imp	1	15			9†	

Notes:

[1] Very Fine Quality sword bought at TL7+.

[2] Stats includes bonuses from Weapon Master and Weapon Bond

KRAVEN THE HUNTER

Villain

Real Name: Sergei Kravenoff

Occupation: Bounty hunter, former big game hunter.

Identity: Publicly known.

Legal Status: Citizen of Kenya with a criminal record in the United States.

Other Aliases: Guy Kraven.

Place of Birth: Kenya.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional ally of the Chameleon.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Sergei Kravenoff is a descendant of Russian aristocrats who fled their homeland during the Communist Revolution. During the intervening decades, the Kravenoffs settled in Africa. Sergei grew up on a game preserve in Kenya, where he discovered he had a natural talent with animals. He quickly became known as the best animal tracker and trapper in Africa, the Indian subcontinent, and the Indochinese peninsula. As his success grew, so did his boredom – hunting dangerous animals was no longer a challenge.

To alleviate this boredom, he turned to tracking the most dangerous game he could think of: humans. To this end, he became a bounty hunter, anglicizing his name to "Guy Kraven" in the process, but better known to his clients as Kraven the Hunter. People, he discovered, were wilier prey than animals, but often easier to contain. Kraven didn't really care who he captured, so long as it was a challenge and he got paid for it.

Then he was contacted by an acquaintance, the Chameleon, to capture Spider-Man, who had recently thwarted one of the Chameleon's schemes (see *Chameleon*, *Spider-Man*). Amidst great publicity and controversy, Kraven arrived in New York City to start his hunt. After observing Spider-Man in action for several days, Kraven attacked him while the former was trying to save someone from a burning building. Spidey managed to defeat Kraven, who was arrested and deported for his life-endangering actions.

Recently, a man matching Kraven's description was seen sneaking off a ship docked in the New York Harbor. It is only a matter of time before Kraven makes his presence known.

Height: 6'.

Weight: 235 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Leather vest with a lion's face and mane, leopard-print leather pants, zebra-print belt, boots.

Strength Level: Thanks to the ingestion of an herbal potion concocted for him by an African witch-doctor, Kraven possesses superhuman strength, able to lift (press) 2 tons. Without this potion, which he must consume on a regular basis, Kraven's strength decreases to normal human level, which is still formidable due to his muscular build; when not augmented, Kraven possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: In addition to his superhuman strength, Kraven's herbal potion has granted him superhuman speed, agility, and stamina. He is able to sprint at speeds up to 60 mph, and perform a standing broad jump of 20 ft.

Other Abilities: Kraven is a skilled hunter and unarmed combatant.



700 points

Attributes: ST 18 [80]; DX 16 [120]; IQ 11 [20]; HT 14 [40].

Secondary Characteristics: Dmg 5d+2/8d-1 (1d+2/3d); BL 500 lbs. (65 lbs.); HP 20 [4]; Will 12 [5]; Per 14 [15]; FP 20 [18]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Arabic (Accented) [4]; Dutch (Native) (Native Language) [0]; Egyptian (Native) [6]; English (Accented) [4]; Hindi (Accented) [4]; Vietnamese (Accented) [4].

Cultural Familiarities: Asian [1]; Middle Eastern [1]; West African (Native) [0]; Western [1].

Advantages: Acute Hearing 2 [4]; Acute Vision 2 [4]; Animal Empathy [5]; Catfall (Chemical, -10%) [9]; Combat Reflexes [15]; Damage Resistance 2 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [2]; Enhanced Move (Ground) 2 (Chemical, -10%) [36]; Enhanced Parry (Bare Hands) 2 [10]; Hard to Kill 1 [2]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Lifting ST +32 (Chemical, -10%) [87]; Outdoorsman 4 [40]; Reputation (Best Big-Game Hunter in the World) 3 (Frequency: 10 or less; People Affected: Almost Everyone) [7]; Resistant to Disease (+8) [5]; Resistant to Poison (+3) [5]; Super Jump 1 (Chemical, -10%) [9]; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Call of the Wild [1]; Dirty Fighting [1]; Eye For Distance [1]; Fearsome Stare [1].

Disadvantages: Bad Temper (9) [-15]; Callous [-5]; Code of Honor (Professional: Bounty Hunter's) [-5]; Insomniac (Mild) [-10]; Light Sleeper [-5]; Loner (9) [-7]; Overconfidence (12) [-5]; Phobia (Crowds) (9) [-22]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Bring Contracts In Alive) [-10].

Quirks: Attentive [-1]; Likes Listening to Drum Solos [-1]; Nervous Stomach [-1]; Proud [-1]; Stays Bought [-1].

Skills: Animal Handling (Big Cats) (A) IQ+7 [28] – 18; Blowpipe (H) DX+0 [4] – 16; Brawling (E) DX+4 [12] – 20; Breaking Blow (H) IQ+1 [8] – 12; Breath Control (H) HT-1 [2] – 13; Camouflage (E) IQ+5 [1] – 16*†; Climbing (A) DX-1 [1] – 15; Connoisseur (Music) (A) IQ-1 [1] – 10; First Aid/TL6 (Human) (E) IQ+0 [1] – 11; Guns/TL8 (Musket) (E) DX+0 [1] – 16; Hiking (A) HT-1 [1] – 13; Hobby Skill (Famous Drummers) (E) IQ+0 [1] – 11; Jumping (E) DX+1 [2] – 17; Knot-Tying (E) DX+0 [1] – 16; Lifting (A) HT+0 [2] – 14; Mimicry (Animal Sounds) (H) IQ+4 [4] – 15†; Observation (A) Per+4 [8] – 18‡; Poisons/TL6 (H) IQ+0 [4] – 11; Power Blow (H) Will+0 [4] – 12; Pressure Points (Human) (H) IQ+3 [16] – 14; Riding (Equines) (A) DX+0 [2] – 16; Running (A) HT+0 [2] – 14; Shadowing (A) IQ+1 [2] – 12§; Stealth (A) DX+2 [8] – 18; Survival (Jungle) (A) Per+2 [2] – 18†; Survival (Plains) (A) Per+2 [2] – 18†; Survival (Woodlands) (A) Per+2 [2] – 18†; Swimming (E) HT+0 [1] – 14; Traps/TL6 (A) IQ+3 [12] – 14; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+2 [8] – 18.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Defaulted from Survival (Jungles)

† Includes +4 from Outdoorsman

‡ Includes +2 from Acute Vision.

§ Defaulted from Observation.

Design Notes:

1. The Nervous Stomach Quirk represents his allergies to the various chemicals in Western foods.
2. Kraven most likely has Status 1 [0], due to his Wealth. I didn't include it in his Advantages because he rarely takes advantage of it.

The Kree are a humanoid race that originated on the planet Hala in the Pama system. Due to their home world's gravity, the average Kree is twice as strong as the average human. They also tend to tire less quickly than human. They have lifespans slightly greater than humans, averaging 100-120 years, due in no small part to past genetic programs.

There are two sub-races of Kree: the original blue-skinned Kree, who are a small but powerful minority in the Empire, and the pink-skinned white Kree, the result of the blue Kree interbreeding with other humanoid races. White Kree can pass for human on Earth with ease. While the blue Kree believe themselves to be superior to white Kree, there are no functional differences between them.

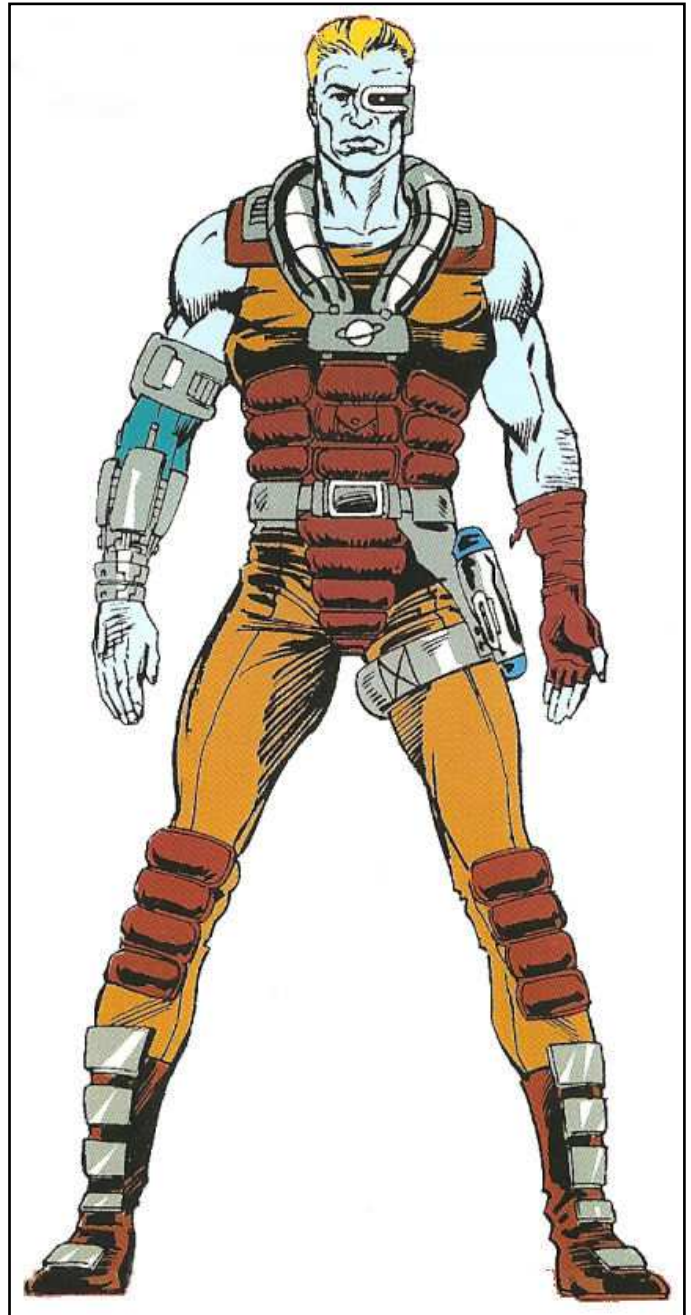
The Kree Empire dominates the Greater Magellanic Cloud, the largest satellite galaxy of the Milky Way. Little is known about the origins of the Kree Empire, but while it has achieved a tech level far in advance of Earth, no new technological breakthroughs have occurred for thousands of years. It is known that the Kree have a long-standing rivalry with the Skrull Empire, which began not long after the two races first encountered each other (see *Skrulls*).

It is Imperial policy that every able-bodied man and woman in their Empire serve at least one tour of duty in the military, due to their conflict with the Skrulls. A white Kree is not considered a "citizen" in the Empire, with the right to vote or run for public office, until after a certain amount of time in the military is over (at least three tours of duty); a blue Kree, on the other hand, is automatically a citizen upon reaching the age of majority (around 25 Earth years).

The Kree have known about Earth for millennia, due to its strategic location between the Kree, Skrull, and Shi'ar Empires (see *Shi'ar*). It is known that the Kree are responsible for the creation of the Inhuman race, having performed experiments on the human race around 18,000 BC, Earth time; these experiments are also suspected of having produced the Atlanteans, either separately or as a branch of the Inhumans (see *Atlanteans*; *Inhumans*).

Recently, due to the increased Skrull presence in Earth's system, the Kree leadership has assigned Mar-Vell, a Captain in the Kree Army, to be one of the spies on Earth (see Captain Marvel). Mar-Vell has recently been recalled to Hala to be placed on trial for charges of treason, but has escaped. There are likely other white Kree on Earth serving as spies as well.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.



Game-Mechanic Details:

The Kree possess a native TL 11⁺, with the standard space-opera superscience technologies (gravity manipulation, FTL drives, FTL communications, FTL sensors, and force screens). Developments unique to the Kree from Ultra-Tech include uploading of the mind-to-computer systems and the use of fast-grown clones as organ donors and revived bodies for the uploaded. These developments are reserved for the few Blue Kree who can afford them. They lack mature nanotechnology. The Kree possess bionic technology, but prefer to use it for bionic prosthetics, not full-conversion cyborgs. They have some performed experiments in genetic modification, but don't permit the technology to their general public.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Kree racial packages would be reduced by 15 points each.

Blue Kree

67 points

Attribute Adjustments: ST +4 [40]

Secondary Characteristic Adjustments: FP +5 [15].

Language Adjustments: Kree (Native) (Native Language) [0].

Advantages: High TL +3 [15]; Longevity [2].

Disadvantages: Intolerance (Skrulls) [-5];

Features: Blue skin [0].

White Kree

62 points

Attribute Adjustments: ST +4 [40]

Secondary Characteristic Adjustments: FP +5 [15].

Language Adjustments: Kree (Native) (Native Language) [0].

Advantages: High TL +3 [15]; Longevity [2].

Disadvantages: Intolerance (Skrulls) [-5]; Social Stigma (Second-Class Citizen) [-5].

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



LEAPFROG

Villain

Real Name: Vincent "Vince" Patilio

Occupation: Novelty toy inventor and retail clerk turned professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Married.

Known Relatives: Eugene (son); Rose (wife).

Group Affiliation: Sometime partner of Stilt-Man..

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Vincent Patilio invented a number of novelty items for toy companies, but because of his contracts never earned any royalties from the sales of these items – some of which have done quite well for themselves. Upset that the corporations were making millions off his toys while he had to work two retail positions to make ends meet, he decided not to hand over his latest novelty invention. This invention was a set of electric spring boots which could enable someone to leap at least twice as far or high as they normally could. Vincent managed, through trial and error, to increase the distance even greater.

Vincent designed a frog-like suit to hide his identity, and, calling himself the Leapfrog, started committing a number of robberies from the toy businesses he'd worked for in the past. On at least two occasions, he mugged the corporate executives of these companies while they were taking money out at the ATM. This brought him into conflict with the costumed vigilante Daredevil, but he managed to escape (see *Daredevil*).

Emboldened by this initial success, Leapfrog began making more daring robberies. Overconfident, and lacking any real combat training, he was quickly defeated by Daredevil and arrested.

During his trial, however, he denied ever having seen the boots before, and claimed the boots were the wrong shoe size and wouldn't fit. The Assistant District Attorney prosecuting the case had him try on the boots, intending to prove that the boots did in fact fit. Vincent then used the boots – which indeed did fit his feet – to escape. He then teamed up with Stilt-Man to engage in a second-story crime spree, before they were both again confronted by Daredevil (see *Stilt-Man*).

Vincent Patilio was among the various criminals who was involved in the massive breakout from Ryker's Island, which was led by the Rhino (see *Rhino*). Since then, he hasn't yet made a reappearance, although the authorities believe it is only a matter of time.

Height: 5' 9"

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

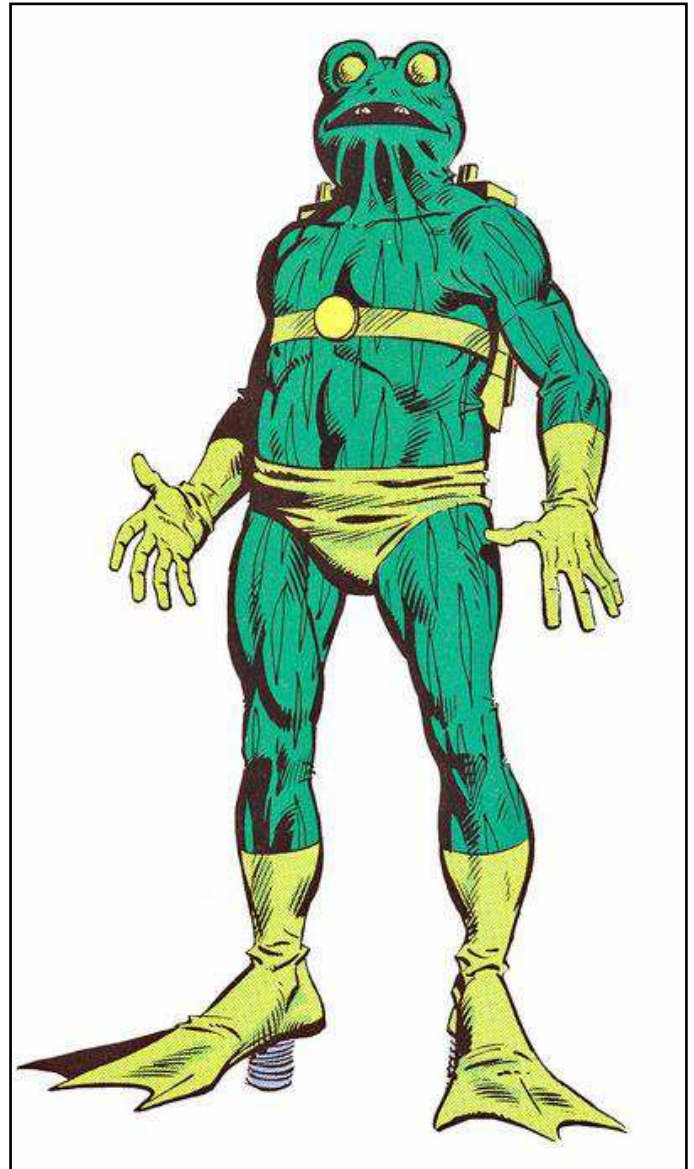
Uniform: A dark green bodysuit with a helmet shaped like a frog's head (his eyes are visible through the helmet's "mouth"), light green gloves, light green webbed boots with springs on the underside, a light green backpack with the support strap across the chest, and light green shorts.

Strength Level: Frog-Man possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: Vincent Patilio is a skilled inventor. He has also been developing a unique fighting style which takes advantage of the suit's leaping capabilities.

Paraphernalia: The boots of the Leapfrog suit enable the wearer to leap incredible distances due to its electric-powered springs. It is also lightly padded to partially absorb the shock of landing. The suit is able to make standing leaps of up to 26 feet high and over 100 feet long; the webbed feet on the boots, however, restrict the wearer's running speed, preventing the Leapfrog from making running leaps. The boots also enable him to kick harder than he normally would.



115 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Daredevil [15]; Fit [5]; High Manual Dexterity 1 [5]; Perfect Balance [15]; Striking ST +10 (Gadget/Breakable: DR 6, -10%; Gadget/Breakable: Machine, -5%; Gadget/Breakable, SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Kick Only, -60%) [10]; Super Jump 4 (Gadget/Breakable: DR 6, -10%; Gadget/Breakable: Machine, -5%; Gadget/Breakable, SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%) [26].

Perks: Acrobatic Kicks [1]; Dirty Fighting [1].

Disadvantages: Dependent (Son, Eugene; No More Than 50%; Loved One) (9) [-10]; Dependent (Wife, Rose; No More Than 25%; Loved One) (6) [-10]; Enemy (NYPD) (9) [-20]; Greed (12) [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5].











Quirks: Attentive [-1]; Dual Identity [-1]; Imaginative [-1]; Obsession (Get Rich) [-1].

Skills: Acrobatics (H) DX+0 [2] – 12*; Artist (Drawing) (H) IQ-1 [2] – 11; Brawling (E) DX+0 [1] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Engineer/TL8 (Novelty Items) (H) IQ+0 [4] – 12; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+0 [1] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Novelty Items) (A) IQ+0 [2] – 12; NBC Suit/TL8 (A) DX+0 [2] – 12; Observation (A) Per+0 [2] – 12; Scrounging (E) Per+0 [1] – 12; Shadowing (A) IQ+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12.

Techniques: Attack From Above (Brawling) (A) def+2 [2] – 12; Kicking (Acrobatics) (H) def+2 [3] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

First Post-Reboot Appearance: UNCANNY X-MEN #

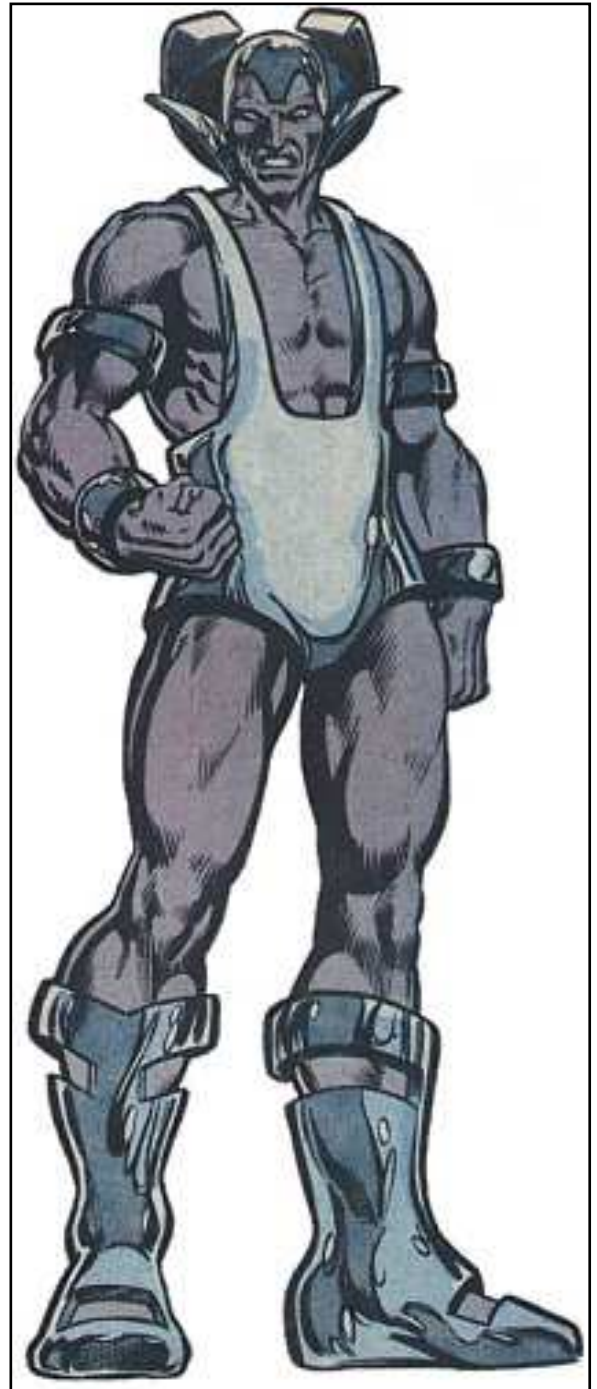
 <p>MYSTIQUE (Raven Darkholme) Founder</p>	 <p>DESTINY (Irene Adler) Active as of UXM #</p>
 <p>ROGUE (real name unrevealed) Active as of UXM #</p>	 <p>AVALANCHE (Dominic Petros) Active as of UXM #</p>
 <p>PYRO (St. John Allerdyce) Active as of UXM #</p>	 <p>FRENZY (Joanna Cargill) Active as of UXM #</p>
 <p>TOWER (real name unrevealed) Active as of UXM #</p>	 <p>STINGER (Wendy) Active as of UXM #</p>
 <p>TIMESHADOW (real name unrevealed) Active as of UXM #</p>	 <p>SOLARR (Silas King) Active as of UXM #</p>

LIVING PHARAOH

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



LIZARD

Non-Villain Antagonist

Real Name: Dr. Curtis Connors.

Occupation: Scientist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Coral Gables, Florida.

Marital Status: Separated.

Known Relatives: Martha (wife, separated), William (son).

Group Affiliation: None.

Base of Operations: New York City; formerly West Palm Beach, Florida.

First Post-Reboot Appearance: (as Dr. Connors) UNCANNY X-MEN #1; (as Lizard) AMAZING SPIDER-MAN #

History: Dr. Curtis Connors had been a research biochemist at a think-tank firm in Florida when he lost his right arm in a lab accident caused by an intern. The intern lied and placed the blame on Connors, leading to Connors' firing.

Blacklisted by the scientific firms in Florida, he eventually settled into a teaching position at Empire State University in New York City. While there, he studied reptiles, particularly their ability to grow back their limbs and tail, a trait long since removed from the mammalian gene pool. He eventually earned his tenure there after publishing a number of papers on reptilian characteristics.

Connors hoped to be able to duplicate the process in people, with the intent of regenerating his lost arm. After twenty years, he was finally successful, producing a serum which appeared to give lab rats the ability to regenerate their legs.

Injecting himself with the serum, Connors was delighted when his arm started to grow back. His delight turned to horror as the arm turned scaly and green, which spread to the rest of his body. This was the first time that Connors became the Lizard.

The Lizard went on a near-mindless rampage through New York, eventually battling Spider-Man, who came to realize who the Lizard really was. Ultimately, Connors's star pupil Gwen Stacy, with Spider-Man's help, managed to develop a biochemical serum which reverted him to human form (see *Spider-Man; Stacy, Gwen*). However, the changes which led to the Lizard still reside in Connors on a genetic level.

Connors has become the Lizard on at least two other occasions. Each time, he has faced Spider-Man in combat, only to be returned to human form.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: (as Connors) Brown, (as Lizard) None.

Skin: (as Lizard) Green scales.

Uniform: None.

Strength Level: Dr. Connors has the normal human strength of a man his age, height, and build who engages in moderate regular exercise. As the Lizard, he possesses superhuman strength, enabling him to lift (press) 12 tons.

Known Superhuman Powers: Dr. Connors possesses the ability to grow back his limbs after they've been severed.

As a side-effect of the process which gave him that ability, Connors is able to turn into the super-powered Lizard. As the Lizard, he possesses superhuman strength, sharp claws on both his hands and feet, sharp teeth, and a six and a half foot long tail which he can use as a weapon, striking at up to 70 miles per hour. His hands and feet have retractable claws in the palms and heels which help him climb surfaces that would otherwise be inaccessible. His skin becomes covered with thick scales, like those of an alligator, able to resist (though not invulnerable to) most pistol rounds. His powerful legs enable him to leap 18 feet in a standing broad jump. Also, as the Lizard, he heals much faster, enabling him to regenerate his limbs at a faster rate than normal.

The Lizard also appears to have a quasi-telepathic ability to communicate with and command all reptiles within about a one mile radius.



Other Abilities: In his human form, Dr. Connors is a brilliant biologist and biochemist, and is a leading herpetologist (a scientist who studies reptiles).

Limitations: As the Lizard, the R-complex of Connors's brain (the most primitive region of the human brain, containing the basest impulses) overwhelms the cerebrum, causing his mind to become progressively inhuman. Furthermore, he becomes cold-blooded, requiring external heat sources to stay active.

Dr. Curt Connors

743 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 14 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [-10]; Per 14 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form: The Lizard (Difference In Point Cost: 594 points; Once On, Stays On, +50%; Trigger: Losing a Stress Atavism Roll, Occasional, -30%; Super, -10%) [611]; Rapid Healing [5]; Regrowth (Passive Biological, -5%) [38]; Tenure (Empire State University) [5]; Wealth (Comfortable) [10].

Disadvantages: Dependent (Son; No More Than 25%; Loved One) (9) [-20]; Dependent (Wife; No More Than 50%; Loved One) (9) [-10]; Guilt Complex [-5]; Pacifism (Reluctant Killer) [-5]; Secret (Is The Lizard) (Utter Rejection) [-10]; Stress Atavism (Severe) (12) [-20]; Unusual Biochemistry [-5].

Quirks: Broad-Minded [-1]; Fascinated By Reptiles [-1].

Skills: Bioengineering/TL8 (Genetic Engineering) (H) IQ+1 [8] – 15; Biology (VH) IQ+1 [12] – 15; Chemistry/TL8 (H) IQ+1 [8] – 15; Expert Skill (Herpetology) (H) IQ+5 [24] – 19; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 13; Teaching (A) IQ+0 [2] – 14; Weird Science (VH) IQ-1 [4] – 13.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

Lizard (as standalone character)

760 points

Attributes: ST 13 [30]; DX 14 [80]; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Dmg 8d/10d; BL 3,026 lbs; HP 13 [0]; Will 12 [30]; Per 12 [30]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Broken Spoken/Illiterate) [-5].

Cultural Familiarities: None [-1].

Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 4 (Flexible, -20%) [16]; High Pain Threshold [10]; Lifting ST +110 (Passive Biological, -5%) [314]; Mind Control (Accessibility: Reptiles Only, -50%) [20]; Regeneration (Regular: 1HP/hr) (Passive Biological, -5%) [24]; Regrowth (Passive Biological, -5%) [38]; Single-Minded [5]; Speak With Animals (Specialized: Reptiles, -50%) [10]; Striker (Crushing; Tail) (Cannot Parry, -40%; Long, +1, +100%; Weak, -50%) [6]; Striking ST +55 (Passive Biological, -5%) [262]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1]; Unfazeable [15].

Perks: Biting Mastery [1]; Scales [1].

Disadvantages: Appearance (Unattractive) [-4]; Berserk (9) [-15]; Bestial [-10]; Cold-Blooded (Stiffen up under 50°) [-5]; Colorblindness [-10]; Disturbing Voice [-10]; Easy to Read [-10]; Gullibility (9) [-15]; Hidebound [-5]; Loner (9) [-7]; Low TL -8 [-40]; Social Stigma (Monster) [-15]; Speech Impediment [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Dislikes Humans [-1];

Skills: Acrobatics (H) DX-2 [1] – 12; Bioengineering/TL8 (Genetic Engineering) (H) IQ+1 [8] – 7; Biology (VH) IQ+1 [12] – 7; Brawling (E) DX+2 [4] – 16; Chemistry/TL8 (H) IQ+1 [8] – 7; Climbing (A) DX-1 [1] – 13; Expert Skill (Herpetology) (H) IQ+5 [24] – 11; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 5; Teaching (A) IQ+0 [2] – 6; Weird Science (VH) IQ-1 [4] – 5.

Starting Spending Money: \$0.

Lizard (as Alternate Form)

594 points

Attribute Adjustments: ST +3 [30]; DX +4 [80]; IQ -8 [-160]; HT +2 [20].

Secondary Characteristic Adjustments: Will +8 [40]; Per +6 [30].

Language Adjustments: English (Broken Spoken/Illiterate) [-5].

Cultural Familiarity Adjustments: No Cultural Familiarities [-1].

Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 4 (Flexible, -20%) [16]; High Pain Threshold [10]; Lifting ST +110 (Passive Biological, -5%) [314]; Mind Control (Accessibility: Reptiles Only, -50%) [20]; No Guilt Complex [5]; No Pacifism (Reluctant Killer) [5]; Regeneration (Regular: 1HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Speak With Animals (Specialized: Reptiles, -50%) [10]; Striker (Crushing; Tail) (Cannot Parry, -40%; Long, +1, +100%; Weak, -50%) [6]; Striking ST +55 (Passive Biological, -5%) [262]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1]; Unfazeable [15].

Perks: Biting Mastery [1]; Scales [1]; No Broad-Minded [1]; No Fascinated by Reptiles [1].

Disadvantages: Appearance (Unattractive) [-4]; Berserk (9) [-15]; Bestial [-10]; Cold-Blooded (Stiffen up under 50°) [-5]; Colorblindness [-10]; Disturbing Voice [-10]; Easy to Read [-10]; Gullibility (9) [-15]; Hidebound [-5]; Loner (9) [-7]; Low TL -8 [-40]; No Tenure [-5]; Social Stigma (Monster) [-15]; Speech Impediment [-10]; Wealth (Comfortable Drops to Dead Broke) [-35].

Quirks: Dislikes Humans [-1].

Skills: Acrobatics (H) DX-2 [1] – 12; Brawling (E) DX+2 [4] – 16; Climbing (A) DX-1 [1] – 13.

Design Notes:

1. Dr. Connors has "bought off" the One Arm trait he had before becoming the Lizard. Whether he got the better end of the deal with the other traits is anyone's guess.
2. The Lizard and Dr. Connors share many traits, most notably Regrowth and Unusual Biochemistry. As such, I've calculated the Lizard's cost as both an Alternate Form and a "standalone character".
3. The Lizard's Speech Impediment disadvantage is simply a renamed Stuttering.

Real Name: Loki Laufeyjarson.

Occupation: God of mischief and cunning.

Identity: Loki uses no dual identity, but the general populace of Earth believes him to be a mythological figure.

Legal Status: Citizen of Asgard with a criminal record.

Other Aliases: God of Lies, God of Evil, Prince of Deception.

Place of Birth: Jotunheim.

Marital Status: Married (thrice; separated from his first two wives).

Known Relatives: Farbauti (father, deceased), Laufey (mother), Byleist, Helblindi (brothers, deceased), Glut (first wife, separated), Angrboda (second wife, separated), Sigyn (third wife), Fenrir, Jormungandr, Slepnir, Vali (sons), Narvi (son, deceased), Einmyria, Eisa, Hel (daughters), Sam (alleged offspring, possibly adopted, gender unknown), Odin (foster father), Frigga (foster mother), Thor, Tyr, Heimdall, Balder, Hod, Hermod, Bragi, Uller, Vidar (foster brothers), Freyja (foster sister).

Group Affiliation: Gods of Asgard.

Base of Operations: Asgard.

First Historical Appearance: VENUS #6 (August 1949).

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1.

History: The son of storm giants of Jotunheim, Loki was born at a diminutive height, closer to the Asgardian gods in stature than that of a giant's (see *Asgardians*). He was found as an infant by a warrior party led by Odin, and was adopted by him (see *Odin*). Loki's natural father and brothers had been killed by that same warrior party, a fact he later discovered when he first visited Jotunheim. (Loki's surname is derived from his mother's name, as is common among the giants of Jotunheim.)

Loki grew up among the gods, and learned the arts of magic from anyone who would teach him. He proved to be one of the most intelligent and cunning gods in Asgard, and often aided the gods when they needed him. He also had a penchant for mischief; as a child and well into his teens, Loki grew bored easily, and used his magic to pull pranks on his adopted siblings, particularly on Thor (see *Thor*).

Loki fathered three infamous children with his second ex-wife, the giantess Angrboda, only one of which was humanoid in form. The first and most humanoid was his daughter, Hel, who became the ruler of Nifflheim, the Norse land of the dead. The second was the giant serpent Jormangandr, better known as the Midgard Serpent, whose great bulk encircles Earth in ethereal form. The third was the giant wolf Fenrir (also known as Fenris). Loki is also the *mother* of Odin's eight-legged horse Slepnir, having once changed himself into a filly to seduce a giant's horse to aid the Asgardians and save his foster sister Freyja from an unwanted marriage (see *Freyja*; *Fenrir*; *Hel*; *Midgard Serpent*; *Slepnir*). Loki's current wife, Sigyn, has given him two sons: Vali and Narvi; however, at some unspecified point in the past Vali was transformed into a wolf and killed Narvi (see *Sigyn*).

For a time, several hundred years by all accounts, Loki was chained to a sleeping serpent whose wounds dripped acid as punishment for a truly malicious prank he'd pulled on Odin. (According to mythological account, Loki had arrived at a party held by the sea god, Aegir, uninvited, and proceeded to creatively insult every god and goddess present, intending to create strife amongst them; the plan backfired, and the strife he caused was directed solely at him. Also according to myth, however, this was done after the deaths of Balder and Hod, which have not yet come to pass. See *Aegir*, *Hod*.) According to myth, he was chained to the serpent by the entrails of his late son, Narvi, which were transformed into iron; more likely, the chains were made of uru by the dwarves of Nidavallir and enchanted to prevent Loki from using his own magic or shapeshifting abilities. Sigyn stayed by his side the entire time, catching the acid in a ceramic bowl; thanks to her efforts, Loki was only in pain when she had to pause to empty the bowl.

Once he was released, Loki was made to swear an oath to not pull any more malicious pranks. Since then, he has been testing the boundaries of the oath he made, looking for loopholes to exploit. The other gods still do not trust him, as it has been foretold that Loki would be aiding the forces of evil during Ragnarok, the prophesied "end of the gods".



Recently, Loki has been spotted on Earth, alternately aiding and creating trouble for Thor. In some of these instances, Loki has been accompanied by a shapeshifting young child, Sam, whose gender is constantly called into question and who calls Loki "father" (see *Sam Lokispawn*). Whether Sam is truly Loki's child, a child adopted by him, or simply a construct is unknown. However, Loki has shown the child genuine kindness and affection, even going so far as to protect the child from danger, so it is unlikely that the child is merely a construct. (If Sam is a magical construct, it would be as part of a scheme so elaborate that the details and motivation behind it can only be guessed at.)

Height: 6' 2".

Weight: 570 lbs.

Eyes: Blue

Hair: Grey-brown

Uniform: Green bodysuit with yellow trim, black loincloth with yellow trim, yellow boots, black cowl, yellow cape, gold bracelets, gold helmet.

Strength Level: Loki possesses superhuman strength, able to lift (press) around 35 tons.

Known Superhuman Powers: Loki possesses the standard attributes of the Asgardian race. He possesses superhuman strength, a high degree of imperviousness to injury, and is immune to all terrestrial diseases. Like all Asgardians, he is extremely long-lived, although not immortal. Ages ago, Loki cast a series of spells on himself which enable him to survive a beheading, living long enough to reattach his head to the rest of his body. These spells also enable him to reattach any body part that becomes severed.

Loki possesses several traits not possessed by the standard Asgardian. First and foremost, Loki is able to change his shape with ease, almost instinctively. He can use this ability to take on the appearance and even gender of any being, although in most cases he does not gain their special abilities. On at least one occasion, he transformed himself into a female horse, which he was obliged to stay in while pregnant with Slepnir.

Loki is also one of the most skilled sorcerers in the Asgardian Nine Worlds, although he is not the most powerful (Odin and Frigga are said to be more powerful). His skills are such that he is able to reshape matter, read and control minds, shape energy shields, fire energy bolts, levitate objects, fly at great speeds, and even augment the abilities of other beings. (This is not a complete listing of his potential abilities, just a small sample of what he has accomplished in the past.)

Other Abilities: Loki is a master manipulator and con artist.

Storm: Loki is my friend. He would not lie.

Wolverine: Storm, he's the god of lies. That's all he does!

– Uncanny X-Men Annual #9

L,930 points

Attributes: ST 34/220 [30*]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 3d+2/6d (23d/25d); BL 231 lbs (5 tons); HP 34/220 [0]; Will 16 [10]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: Old Norse (Native) [0].

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Ally (Sam Lokispawn, alleged offspring; 50% starting points) (9) [2]; Appearance (Handsome) [8†]; Asgardian God [575]; Body Control Talent 4 [20]; Charisma 4 [20]; Dimensional Gate/3 [30]; Elastic Skin (Link: Morph, +10%; Magical, -10%) [20]; Energy/3 [60]; Hard to Kill 4 [8]; Hard to Subdue 4 [8]; Hermaphromorph (Link: Morph, +10%; Magical, -10%) [5]; Indomitable [15]; Injury Tolerance (Independent Body Parts) (Reattachment Only, -50%; Magical, -10%) [14]; Magery 4 [45]; Matter/4 [80]; Mind/4 [80]; Morph (Extra Morphing Capacity: 90 points; Link: with Elastic Skin and Hermaphromorph, Can be used separate from them, +20%; Reduced Time 3, +60%; Magical, -10%) [260]; No Low TL 5 [25]; Omnilingual [40]; Rapid Healing [5]; Smooth Operator 4 [60]; Social Chameleon [5]; Space/2 [40]; Status 6 [25\$]; Super ST +12/+200 [40†]; Unaging (Temporary Disadvantage: Maintenance: 1 person Monthly (Apples of Idunn), -5%) [15]; Unkillable 1 (Magical, -10%) [45]; Versatile [5]; Voice [10]; Wealth (Filthy Rich) [50].

Perks: Disarming Smile [1]; Haughty Sneer [1]; Supersuit [1].

Disadvantages: Code of Honor (Gentleman's) [-10]; Compulsive Lying (12) [-15]; Dependent (Sam Lokispawn, alleged offspring; No more than 50%; Loved One) (12) [-20]; Jealousy [-10]; No Extended Lifespan [-10]; Origins Magnet [-15]; Reputation (Scoundrel) -2 (Everyone; Almost All the Time) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Trickster (9) [-22]; Vow ("I will not harm or pull any malicious pranks on anyone who is a member of or associated with the House of Odin") (Major Vow; Involuntary) [-15].

Quirks: Always Looks For Loopholes [-1]; Broad-Minded [-1]; Careful [-1]; Treats Everything Like A Game [-1].

Skills: Alchemy/TL3 (VH) IQ+0 [8] – 14; Body Language (Human/Asgardian) (A) Per+1 [4] – 15; Bow (A) DX+0 [2] – 12; Broadsword (A) DX-1 [1] – 11; Carousing (E) HT+6 [4] – 18#; Connoisseur (Visual Arts) (A) IQ+0 [2] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 14; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+4 [3] – 18#¥; Dimensional Gate (VH) IQ+1 [1] – 15†; Energy (VH) IQ+11 [36] – 25†; Escape (H) DX+0 [4] – 12; Fast-Talk (A) IQ+11 [20] – 25#¥; Gambling (A) IQ+2 [8] – 16; Games (Card Games) (E) IQ+2 [4] – 16; Games (Chess) (E) IQ+2 [4] – 16; Innate Attack (Beam) (E) DX+3 [8] – 15; Intimidation (A) Will+9 [20] – 25#; Law (Contracts) (H) IQ+4 [20] – 18; Lockpicking/TL3 (A) IQ-1 [1] – 13; Matter (VH) IQ+11 [36] – 25†; Mimicry (Animal Sounds) (H) IQ+1 [2] – 15¥; Mimicry (Speech) (H) IQ+1 [2] – 15¥; Mind (VH) IQ+6 [16] – 20†; Observation (A) Per+0 [2] – 14; Poetry (A) IQ+0 [2] – 14; Politics (A)

IQ+6 [2] – 20#[⌘]; Propaganda/TL3 (A) IQ+1 [4] – 15; Psychology (Human/Asgardian) (H) IQ+2 [12] – 16; Public Speaking (A) IQ+10 [2] – 24#[⌘]¹; Riding (Equines) (A) DX-1 [1] – 11; Savoir-Faire (High Society) (E) IQ+6 [4] – 20#; Sex Appeal (Human/Asgardian) (A) HT+10 [2] – 22#[⌘]²; Shapeshifting (H) IQ+2 [1] – 16³; Shield (E) DX+1 [1] – 13@; Shield (Force) (E) DX+2 [4] – 14; Sleight of Hand (H) DX+2 [12] – 14; Space (VH) IQ+1 [1] – 15[†]; Stealth (A) DX+2 [8] – 14; Streetwise (A) IQ+4 [2] – 18#; Teamster (Equines) (A) IQ-1 [1] – 13; Thaumatology (VH) IQ+6 [16] – 20[‡]; Ventriloquism (H) IQ+0 [4] – 14.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 15.

Starting Spending Money: \$400,000.

* Includes +12/+200 from Super ST.

† Upgraded from Appearance (Attractive), part of Asgardian God.

‡ Upgraded from Super ST +11/+150, part of Asgardian God.

§ Includes +1 from Wealth (Filthy Rich).

Includes +4 from Smooth Operator.

¥ Defaulted from Psychology (Human/Asgardian).

∫ Includes +4 from Magery.

⌘ Includes +2 from Voice.

¹ Includes +4 from Charisma.

² Includes +4 from Appearance.

³ Includes +4 from Body Control Talent.

@ Defaulted from Shield (Force).

LORELEI

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land
Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Accented Spoken/Illiterate) [2]; Savage Land
Speech (Native Spoken/Illiterate) (Native Language) [-3].
Cultural Familiarities: Savage Land [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



MACHINESMITH

Villain

Real Name: Samuel "Starr" Saxon.

Occupation: Robotist, professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record

Other Aliases: None.

Place of Birth: Memphis, Tennessee.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Starr Saxon is master robot-maker whose ability with robots is said to rival that of Doctor Doom (see Doctor Doom). Deciding to use his skills for personal gain, he began offering his robots' services to underworld clients, calling himself the Machinesmith. One of his robots was used by the crimelord known as the Owl against the costumed vigilante Daredevil, but was destroyed (see *Daredevil*; *Owl*). Saxon, upset at Daredevil's interference, he began a complicated revenge scheme which had his robots impersonating a number of heroes and villains, with each one attacking Daredevil. Recognizing that he was facing robots instead of the real deals, Daredevil tracked the robots to Saxon's warehouse factory, where he was confronted by four men all matching the Machinesmith's description. During the fight, three of the four were revealed to be robots and destroyed; the fourth (and presumably real) Saxon fell from a great height, and was believed killed by the fall.

As the Machinesmith is a master roboticist, it is possible that the Starr Saxon who fell was also an advanced robot duplicate, and not the real Saxon.

Height: 6' 1"

Weight: 295 lbs.

Eyes: Green.

Hair: Bald; red facial hair.

Uniform: Green turtleneck shirt, yellow one-piece jumpsuit, green boots.

Strength Level: The Machinesmith possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: The Machinesmith is an expert roboticist and computer programmer able to build and program robots that can look and behave like human beings.

Weapons and Paraphernalia: The Machinesmith has created a vast arsenal of weaponry, defense systems, and surveillance devices far in advance of modern technology, whose specifications are constantly upgraded.



300 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Ally Group (Robots; 100% of starting points, Group Size: 6-10 members; Frequency of Appearance: 15 or less) (Minion, +50%) [135]; Gadgeteer [25]; Gizmos 3 [15]; High TL +2 [10]; Intuitive Mathematician [5]; Robotist 4 [20]; Wealth (Very Wealthy) [30].

Perks: Base (Warehouse Factory) [1]; Doodad 3 [3].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Callous [-5]; Code of Honor (Professional) [-5]; Greed (9) [-22]; Loner (9) [-7]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5].

Quirks: Atheist [-1]; Attentive [-1]; Broad-Minded [-1]; Prefers Robots To Humans For Company [-1].

Skills: Accounting (H) IQ-1 [2] - 12; Beam Weapons/TL10 (E) DX+2 [4] - 12; Bioengineering/TL10 (Tissue Engineering) (H) IQ+1 [8] - 14; Computer Programming/TL10 (AI) (H) IQ+7 [16] - 20*; Electronics Repair/TL10 (Sensors) (A) IQ+5 (Sensors) [4] - 18*; Engineer/TL10 (Robotics) (H) IQ+8 [20] - 21*; Games (Chess) IQ+2 [4] - 15; Games (Go) IQ+1 [2] - 14; Guns/TL10 (Pistol) (E) DX+2 [4] - 12; Mathematics/TL10 (Applied) IQ+0 [2] - 12†; Mechanic/TL10 (A) IQ+6 [6] - 19*†; Merchant (A) IQ-1 [1] - 12; Physiology/TL8 (Human) (H) IQ+0 [4] - 13; Streetwise (A) IQ+0 [2] - 13.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +4 from Roboticist.

† Defaulted from Engineer/TL10 (Robotics).

Design Notes:

1. Machinesmith will not be revealed to have survived the fall by being resurrected into a robot body until Year Two. As such, the stats above reflect his human form, not his greatly-improved android body.

Real Name: Magnus (it is unknown whether this is his first or last name, or merely an alias).

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Uncertain; has a criminal record in the United States.

Other Aliases: Master of Magnetism.

Place of Birth: Unrevealed, although believed to be somewhere in Eastern Europe.

Marital Status: Widower (presumably).

Known Relatives: Magda (wife; believed deceased).

Group Affiliation: Leader of the Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Very little is known about the history of the man who has become known to the public as Magneto, the self-proclaimed Master of Magnetism. His accent hints at his being from Eastern Europe, and he has made a few references about a past wife, Magda, who allegedly either abandoned him or was killed at some unspecified point in the past (possibly both are pieces of the truth).

Magneto's first public activities brought him into conflict with the New York based team of mutant heroes, the X-Men, when he kidnapped a young mutant with unrevealed powers. The X-Men intervened and rescued the girl before Magneto's scheme could come to fruition. Following that incident, he was arrested and kept in a plastic jail cell at Ryker's Island, but managed to escape. He has since clashed a second time with the X-Men, this time aided by a group he has named, with a certain touch of irony, the Brotherhood of Mutants (see *Brotherhood of Mutants*, *X-Men*).

It has recently been revealed that Magneto has a history of sorts with Charles Xavier, headmaster of the Xavier Institute for Gifted Youngsters the five X-Men have graduated from (see *Xavier, Charles*). The full details of the past relationship between Magnus and Xavier have yet to be revealed, however.

Height: 6'

Weight: 185 lbs.

Eyes: Blue.

Hair: Silver.

Uniform: Red metallic mesh bodysuit, purple shorts, metallic purple collar, black belt, purple boots, purple gloves, purple cape, red helmet with purple trim.

Strength Level: Magneto possesses the average human strength of a man his apparent age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Magneto is a mutant who possesses the psionic power to create magnetic fields and manipulate ferrous metals. By creating a magnetic field around himself which interacts with the Earth's own magnetic field, he is able to fly. He has also shown the ability to deflect police gunfire around himself and his Brotherhood; it is not known if he can deflect more powerful weapons.

Other Abilities: Magneto is well-versed in many scientific fields, particularly those pertaining to genetics and psychology.



Pyro: So, they say that you're the bad guy.

Magneto: Is that what they say?

Pyro: That's a dorky looking helmet. What's it for?

*Magneto: This 'dorky looking helmet' is the only thing that's going to protect me against the **real** bad guys.*

– X2: X-Men United

978 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Basic Air Move 12 [0]; Dodge 10.

Languages: English (Accented) [4]; Latin (Accented) [4]; Polish (Native) (Native Language) [0]; Russian (Accented) [4].

Cultural Familiarities: Eastern European (Native); Western [1].

Advantages: Charisma 4 [20]; Combat Reflexes [15]; Control Ferrous Metals 5 (Collective, +100%; Mutant Psionic, -10%) [143]; Damage Resistance 30 (Area Effect, 16 yds, +200%; Force Field, +20%; Limited Defense: Ferrous Metals, -60%; Switchable, +10%; Mutant Psionic, -10%) [390]; Danger Sense [15]; Eidetic Memory [5]; Fit [5]; Flight (Planetary, -5%; Mutant Psionic, -10%) [34]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Indomitable [15]; Telekinesis 30 (Magnetic, -50%; Mutant Psionic, -10%) [60]; Versatile [5]; Wealth (Multimillionaire 1) [75].

Perks: Cloaked [1].

Disadvantages: Callous [-5]; Megalomania [-10]; Obsession (Mutant Supremacy; Long-Term Goal) (9) [-15]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minority Group) [-10]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Code of Honor [-1].

Skills: Detect Lies (H) Per+2 [12] – 15; Engineer/TL8 (Psychotronics) (H) IQ+1 [8] – 14; Expert Skill (Mutants) (H) IQ+2 [12] – 15; History (20th Century Europe) (H) IQ+0 [4] – 13; Intimidation (A) Will+0 [2] – 15; Inventor! (WC) IQ-1 [12] – 12; Leadership (A) IQ+5 [4] – 18*; Literature (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Physics/TL8 (VH) IQ+1 [12] – 14; Psychologist! (WC) IQ-1 [12] – 12.

Starting Spending Money: \$4,000,000 (20% Starting Wealth)

* Includes +4 from Charisma

Real Name: Jean Grey.**Occupation:** College student, part-time model, lifeguard, adventurer.**Identity:** Secret.**Legal Status:** Citizen of the United States with no criminal record.**Other Aliases:** None.**Place of Birth:** Annandale-on-Hudson, New York.**Marital Status:** Single.**Known Relatives:** John (father), Elaine (mother), Sarah (sister).**Group Affiliation:** X-Men.**Base of Operations:** New York City.**First Post-Reboot Appearance:** (as Jean Grey) AMAZING SPIDER-MAN #1; (as Marvel Girl) UNCANNY X-MEN #1.**History:** Marvel Girl is the younger of two girls born to John and Elaine Grey. Jean's older sister, Sarah, has to date not exhibited any mutant powers. Because of her parents' inability to help Jean with her telekinetic abilities, which manifested at a young age, they contacted Professor Xavier, who recommended that Jean attend his newly opened School for Gifted Youngsters, where she became one of the first students to attend (see *Xavier, Charles*).

Having recently graduated from Xavier's, Jean and several other graduates are attending Empire State University while at the same time working together as the first all-mutant superhero team, the X-Men (see *X-Men*). Jean is pursuing a degree in fashion design, while working as a lifeguard at the school and as a model to help pay her tuition. Jean designed the X-Men's uniforms as an assignment for her design classes; she received high marks for them.

Height: 5' 4"**Weight:** 105 lbs.**Eyes:** Green.**Hair:** Red.**Uniform:** Green bodysuit with a yellow X on the front and back, yellow gloves, yellow boots, green half-mask.**Strength Level:** Marvel Girl possess the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.**Known Superhuman Powers:** Marvel Girl possesses the psionic power of telekinesis, able to move objects through force of will. Due to training at Xavier's, Jean is able to use her telekinesis in order to fly.**Other Abilities:** Jean has an eye for fashions, practices Tai Chi to stay in shape, and has received training as a lifeguard. She has recently developed an interest in karaoke.

351 points**Attributes:** ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 12 [20].**Secondary Characteristics:** Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 15 [20]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Air Move 12 [0]; Dodge 9.**Languages:** English (Native) (Native Language) [0].**Cultural Familiarities:** Western (Native) [0].**Advantages:** Appearance (Attractive) [4]; Charisma 2 [10]; Fashion Sense [5]; Flight (Mutant Psionic, -10%) [36]; Psychokinesis Talent 4 [20]; Social Chameleon [5]; Telekinesis 30 (Increased Range, x5, +20%; Mutant Psionic, -10%) [165]; Telepathy Talent 1 [5]; Voice [10].**Disadvantages:** Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Compulsive Generosity (12) [-5]; Secret Identity (Serious Embarrassment) [-5]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].**Quirks:** Likes Singing Karaoke [-1].**Skills:** Acting (A) IQ-1 [1] - 10; Artist (Drawing) (H) IQ-1 [2] - 10; Artist (Illumination) (H) IQ-1 [2] - 10; Carousing (E) HT [1] - 12; Dancing (A) DX [2] - 12; Detect Lies (H) Per-1 [2] - 10; First Aid/TL8 (Human) (E) IQ+1 [2] - 12; Judo Art (H) DX [4] - 12; Karate Art (H) DX [4] - 12; Meditation (H) Will [4] - 15; Professional Skill (Fashion Designer) (A) IQ-1 [1] - 10; Professional Skill (Modeling) (A) DX [2] - 12; Singing (E) HT+2 [1] - 14; Swimming (E) HT [1] - 12.**Techniques:** Lifesaving (Swimming) (H) def+5 [6] - 12.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* Includes +2 from Voice.

MASQUE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



MASTERMIND

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



MESMERO

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



METEORITE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

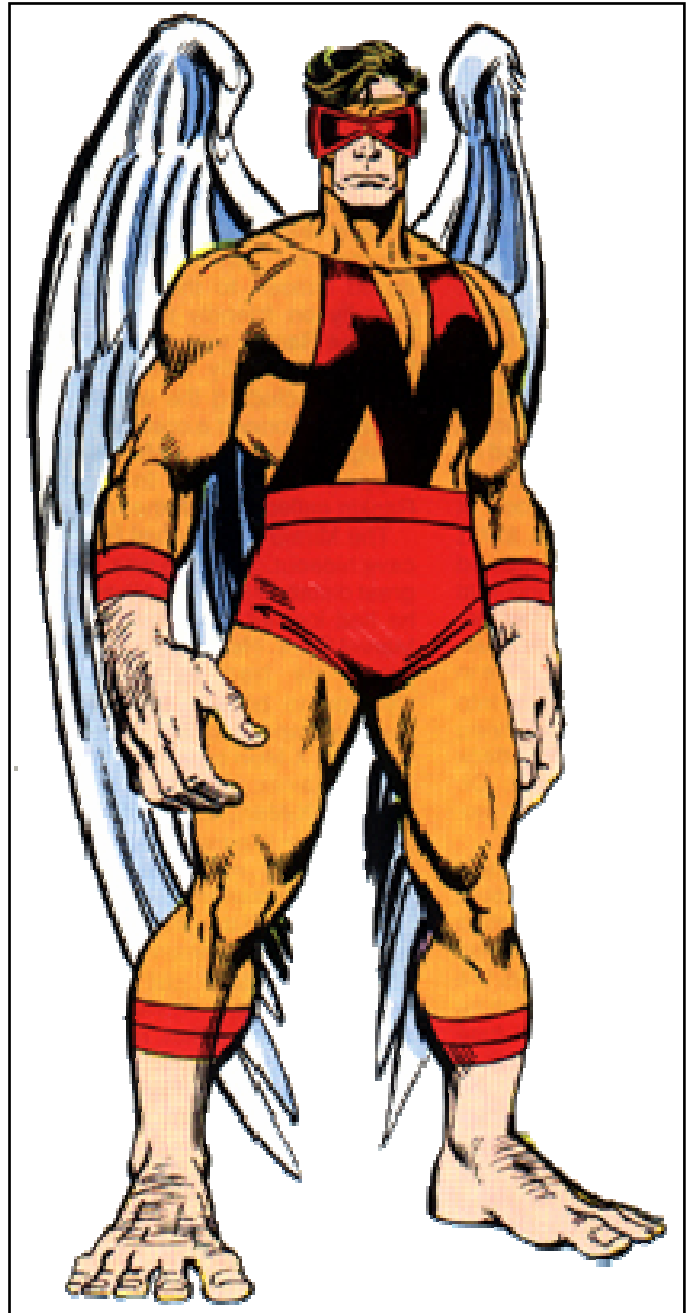
points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



MISTER FANTASTIC

Hero

Real Name: Dr. Reed Richards.

Occupation: Scientist, adventurer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Stretch" (Ben Grimm's nickname for him).

Place of Birth: Central City, California.

Marital Status: Single.

Known Relatives: Nathaniel (father; deceased).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: When Reed Richards was attending college, he already had the basis of a theory that would allow for faster-than-light travel, building on the equations of Steven Hawking and others. He told his college roommates, Ben Grimm and Victor von Doom, of these plans; in response to this, Grimm half-jokingly volunteered to pilot the first manned craft (see *Doctor Doom*; *Thing*).

Reed and Victor argued incessantly over the scientific calculations; while Reed saw this as simply a friendly exchange of ideas, Victor saw otherwise. In anger one day, Vic stormed out of the room; this was the last Reed saw of him for several years.

After several years of working for various scientific think-tank firms and aerospace firms, Reed and Ben, working for NASA, finally developed a working prototype of the stardrive. While the drive was being installed on a space shuttle frame, which Reed named the *Fantastic*, he met and began dating Sue Storm, whose father, Franklin, was the chief medical officer of the project. Sue's younger brother, Johnny, eventually joined the staff as a mechanic (see *The Fantastic*, *Human Torch*, *Invisible Woman*).

During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shielding on board proved unable to withstand the unusual radiation of hyperspace. The four crewmembers – Reed, Sue, Johnny, and Ben – were bombarded with radiation the ship's shielding could not keep out. It was only due to a last-minute jury-rig of Johnny's that the ship was able to return to Earth. (Reed has since analyzed the radiation and adjusted the shielding on the *Fantastic* accordingly.)

Not long after, Reed and the others manifested their superhuman powers. Since then, Reed has divided his time between working on a cure for Ben Grimm, his blossoming romance with Sue, his graduate studies professor position at Empire State University, and leading the Fantastic Four (see *Fantastic Four*).

Height: 6' 1".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown with white temples.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: Mr. Fantastic has the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Reed possesses the ability to expand, reshape, and retract any portion of his body. He is able to stretch his extremities to 10 times their original length, bend any part of his body in any shape, compact to become a large ball, or expand and thin himself out to become akin to a trampoline. His body naturally absorbs impacts; even bullets don't do more than scratch him.

Other Abilities: Reed Richards is acknowledged as one of the smartest men on Earth – perhaps even the smartest. He is a genius in both nuclear and astrophysics, focusing on the theoretical aspects of both. He has developed a number of scientific advancements, most notably the faster-than-light drive installed on the *Fantastic*, and the unstable molecules from which the Fantastic Four's uniforms are composed of.



Paraphernalia: Reed Richards' Fantastic Four uniforms and regular clothing have been created using unstable molecules, enabling them to stretch, expand, and contract when he does.

*Reporter: Is it true that he can stretch **any** part of his anatomy?*

Johnny: Yeah, but I've always found him to be a little limp.

– **Fantastic Four**

579 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 12 [-15]; Per 12 [-15]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Double-Jointed (Super, -10%) [14]; High Manual Dexterity 4 [20]; High Pain Threshold [10]; Independent Income 20 [20]; Injury Tolerance (Damage Reduction, /10; Homogenous; Super, -10%) [171]; Lightning Calculator [2]; Mathematical Ability 4 [40]; Morph (Cosmetic, -50%; Super, -10%) [40]; Reputation (Smartest Man Alive) 4 (Almost Everyone, All the Time) [20]; Security Clearance 2 (Minor Importance, -50%) [5]; Single-Minded [5]; Stretching 4 (Super, -10%) [22]; Super Jump 1 (Bouncing Only, -50%; Super, -10%) [4]; Tenure [5]; Versatile [5].

Perks: Supersuit [1].

Disadvantages: Clueless [-10]; Code of Honor (Hero's) [-10]; Enemy (Doctor Doom; Equal in Power; 9 or less) [-10]; Honesty (9) [-15]; Oblivious [-5]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5]; Sense of Duty (Humanity) [-15]; Vow (Cure Ben Grimm) (Major Vow) [-10]; Workaholic [-5].

Quirks: Attentive [-1]; Careful [-1]; Dual Identity [-1]; Staid [-1].

Skills: Computer Operation/TL8 (E) IQ [1] – 15; Computer Programming/TL8 (H) IQ [4] – 15; Science! (WC) IQ+10 [144] – 25*; Spacer/TL8 (E) IQ [1] – 15; Teaching (A) IQ-1 [1] – 14; Vacc Suit/TL8 (A) DX-1 [1] – 11; Weird Science (VH) IQ [8] – 15; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Conditional: May Include +4 from Mathematical Ability

MISTER FEAR

Villain

Real Name: Zoltan Drago

Occupation: Professional criminal, former psychiatrist and psychologist.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Zoltan Drago was a psychologist and psychiatrist specializing in psychopharmacology (the effects of drugs on one's mind) who worked closely with the New York City District Attorney Office who became fascinated with the idea that criminals seemed to thrive on the fear they caused in others. Engaging in unorthodox research into this seeming phenomenon, Drago distilled and concentrated the common pheromones put out by people (usually imperceptible to humans due to their greatly atrophied sense of smell, compared to other animals), focusing on the pheromones that caused fear in others. He used his own pheromones for this project, unwilling to share the research with anyone just yet.

Working late in his home lab one night, Drago fell asleep while monitoring the distillation of the latest batch. Unchecked, this distillation proceeded far beyond what he had planned, creating a super-concentrated fear pheromone powder. Intrigued by these results, he created a number of pills from the powder and swallowed several of them. The next day at the office, he found himself avoided by most of his coworkers, and found through concentration that he was able to induce heightened levels of fear in anyone he wanted. By the end of the day, however, these effects were fading. A second dose of the pills boosted his abilities back up to where they were originally.

Inspired by the rash of costumed criminals making their debuts, Drago devised the identity of Mister Fear. In his first outing, he used his new fear powers to induce the criminals Ox and Eel to assist him in a number of robberies (see *Eel*; *Ox*). During this altercation, he fought Daredevil, who thwarted the criminals, sending them to prison (see *Daredevil*).

Zoltan Drago was one of the criminals who escaped the Ryker's Island correctional facility during the mass breakout led by the Rhino (see *Rhino*). Daredevil believes it is only a matter of time before he faces Mister Fear again.

Height: 6' 0".

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue and purple bodysuit, blue-black facemask with a skull motif, purple hooded cloak, purple boots, purple gloves, blue steel clasps for the cloak by his neck, black belt.

Strength Level: Mister Fear possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Zoltan Drago possesses the superhuman ability to generate the emotion of fear in anyone within a thirty foot radius of himself. Drago's body constantly emits pheromones keyed specifically for humans; through concentration, he is able to trigger this emotion in anyone he can see and is in his range. (While keyed for humans, other races which are similar in physiology to humans – including many of the great apes – will also be affected.) Even when he's not concentrating, he exudes an aura that makes people around him uneasy.



Paraphernalia: Mister Fear has a number of chemical sprayers in his uniform for spraying concentrated chemicals at close range. Many of these chemicals can induce hallucinations or act as acids. He is also known to carry a pistol which shoots pellets of his fear pheromones beyond the thirty foot range.

Limitations: Mister Fear must consume special pills which enable him to maintain his powers. Due to continued use, he only has to take the pills once a week, and not twice a day as before.

215 points

Attributes: ST 11 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 15 [10]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Empathy [15]; Indomitable [15]; Terror (Will-5; Active, +0%; Sense-Based: Smell, -20%; Chemical, -10%) [56]; Wealth (Comfortable) [10].

Perks: Clinch (Brawling) [1]; Cloaked [1]; Fearsome Stare [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Frightens Animals [-10]; Greed (9) [-22]; Loner (12) [-5]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Skinny [-5]; Social Stigma (Criminal Record) [-5]; Workaholic [-5].

Quirks: Careful [-1]; Dual Identity [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ+1 [8] – 14; Body Language (Human) (A) Per+1 [4] – 14; Brainwashing/TL8 (H) IQ-1 [2] – 12; Brawling (E) DX+1 [2] – 12; Chemistry/TL8 (H) IQ+1 [8] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 13; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [1] – 14*; Diagnosis/TL8 (Human) (H) IQ-1 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [2] – 12; Fast-Draw (Pistol) (E) DX+1 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Interrogation (A) IQ+3 [10] – 16†; Intimidation (A) Will+1 [4] – 16; Liquid Projector/TL8 (Sprayer) (E) DX+0 [2] – 12; Pharmacy/TL8 (Synthetic) (H) IQ+1 [8] – 14; Physician/TL8 (Human) (H) IQ-1 [2] – 12; Physiology/TL8 (Human) (H) IQ+1 [8] – 14; Poisons/TL8 (H) IQ-1 [1] – 12‡; Psychology/TL8 (Human) (H) IQ+1 [4] – 14; Research/TL8 (A) IQ+1 [4] – 14; Savoir-Faire (Police) (E) IQ+1 [2] – 14; Streetwise (A) IQ-1 [1] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +3 from Empathy.

† Defaulted from Intimidation.

‡ Defaulted from Pharmacy/TL8 (Synthetic).

Design Notes:

1. While Mister Fear's fear-pheromone powers are keyed to the human physiology, other humanoid races – including Atlanteans, Asgardians, Kree, Shi'ar, and great apes (chimpanzees, bonobos, orangutans, and gorillas) – will be affected, but Task Difficulty Modifiers for their variant physiologies may give them a bonus or penalty to the resistance roll.

MOCKINGBIRD

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: RENEGADES #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



MOLE MAN

Villain

Real Name: Dr. Harvey Elder.

Occupation: Bioengineer.

Identity: Publicly known.

Legal Status: Citizen of the United States with no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: "Monster Island", a previously uninhabited atoll in the South Pacific.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: A reclusive genius who had inherited a sizable estate, Harvey Elder grew up ridiculed by nearly everyone because of his small size and his need for especially thick glasses to correct his sight. Upon entering college, he soon proved to be a genius in the field of genetic engineering. His appearance and glasses caused his classmates to refer to him as a "mole man"; he would later take this name for himself, with a hint of irony.

His first published work upon receiving his doctorate proved to be his undoing. A proponent of Dr. Mendel, a Nazi scientist who once proposed a similar idea, Dr. Elder wrote that a genetically engineered slave race should be developed to "free mankind for greater pursuits." In the paper, he listed exactly which traits he believed the race should have; the whole focus of the paper was a proposal to create such a race. Blacklisted from every scientific firm in the Western world, he decided to prove his theories right. Setting himself up on an uninhabited atoll in the South Pacific, he set to work attempting to create this race. After many trials and errors over the years, he finally succeeded in creating the race he wanted (see *Moloids*).

The Mole Man first came to the attention of the Fantastic Four when one of his monstrous creations, a fire-breathing creature which superficially resembled a Tyrannosaurus rex, "escaped" its pen and started terrorizing nearby shipping lanes. In reality, he had released the creature as the first part of an elaborate revenge scheme against those who had ridiculed him and his theories. He soon came into contact with the Fantastic Four; he recognized Reed Richards and Ben Grimm as two of the few people who did not ridicule him, and changed his plans (see *Fantastic Four*; *Mister Fantastic*; *Thing*). After aiding the Fantastic Four in destroying the "rogue" creation, he offered his expertise in attempting to reverse Ben's transformation into the Thing. Dr. Richards was uncomfortable with the situation, but agreed with the stipulation that the Mole Man use Reed's facilities in the Baxter Building so Reed could supervise and compare notes.

Agreeing to these terms, the Mole Man accompanied the Fantastic Four to their Manhattan headquarters. There, he used Reed's scientific equipment to create bestial creatures with the Fantastic Four's powers and released them into the city to take revenge on everyone else in the world he believed – rightly or not – to mock him. The Fantastic Four was forced to engage the creatures while the Mole Man fled back to Monster Island. Ironically, the Mole Man had discovered that the Thing's mutated form was in fact not only reversible but that Ben Grimm should already be able to switch back and forth between his human and mutated forms. He left a note for Dr. Richards explaining the reasons why Grimm had not done so; Reed has so far not told anyone else about this.

Height: 4' 8"

Weight:

Eyes: Brown.

Hair: Black with gray streaks.

Uniform: Loose green jumpsuit, green boots, green cloak.

Strength Level: The Mole Man has the normal human strength of a man his age, height, and build who engages in no physical exercise.

Known Superhuman Powers: None.

Other Abilities: The Mole Man is an expert in the field of genetic engineering.

Weapons: The Mole Man wields a five foot long staff, usually made of wood or steel. He often has additional weapons hidden inside the staff.

Limitations: The Mole Man is extremely nearsighted, requiring extremely thick glasses just to see clearly.



205 points

Attributes: ST 8 [-20]; DX 10 [0]; IQ 14 [80]; HT 10 [0].

Secondary Characteristics: SM -1; Dmg 1d-3/1d-2; BL 13 lbs; HP 12 [8]; Will 14 [0]; Per 14 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 4 [0]*; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group: Moloids (Point Total: 25% or less; Size: ~1000, ×18; Frequency: Constant, ×4; Minion (w/Slave Mentality), +0%) [72]; Danger Sense [15]; Enhanced Parry (Staff) +1 [5]; High Manual Dexterity +4 [20]; Status 2 [0†]; Wealth (Filthy Rich) [50].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Bloodlust (9) [-15]; Compulsive Rhetoric (12) [-5]; Dwarfism [-15]; Fat [-3]; Hunchback [-10]; Jealousy [-10]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Reputation: Amoral Scientist -3 (People Affected: Large Class, ×1/2; Frequency of Recognition: All the Time, ×1) [-8]; Stubbornness [-5]; Xenophilia (12) [-10].

Quirks: Bowlegged [-1]; Careful [-1]; Imaginative [-1]; Obsession: Prove That Dr. Mengele Was Right [-1].

Skills: Bioengineering/TL8 (Genetic Engineering) (H) IQ+6 [28] – 20; Biology/TL8 (Genetics) (H) IQ+3 [16] – 17; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 14; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Leadership (A) IQ-1 [1] – 13; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Pharmacy/TL8 (Synthetic) (H) IQ-2 [1] – 12; Physiology/TL8 (H) IQ+0 [4] – 14; Staff (A) DX+0 [2] – 10.

Starting Spending Money: \$400,000 (20% Starting Wealth).

* Includes -1 from Dwarfism.

† Includes +2 from Wealth.

Designer's Notes:

1. While it might seem odd that he possesses both Bloodlust and Pacifism (Reluctant Killer), this was the best combination I could find to represent that he will always try to get in a parting kick when his opponent was down, but is psychologically incapable of personally taking a life. Of course, his Moloids don't have that little flaw, and will gladly kill whoever he wants.

The Moloids are a subhuman race created by the eccentric bio-engineer Dr. Harvey Elder, better known as the Mole Man (see *Mole Man*). The Mole Man designed them to be, in his opinion, "the perfect slave race". All members of the race are identical, standing 4 feet tall (just a little shorter than the Mole Man himself), with a lean and bony build, and lacking body hair of any kind. Despite their height and build, they are quite strong, much stronger than they look. In addition, Moloids lack sexual organs, making them unable to reproduce sexually; all Moloids are grown in the Mole Man's laboratory. The projected average lifespan of a Moloid is around 35-40 years.



The Mole Man designed the Moloids to be subservient to humanity in general, and specifically to himself. While the Mole Man refers to them as "mindless," the Moloids are actually as intelligent as the average human; any comments about being "mindless" are directed at their inherent subservient nature. They will believe anything they are told, and essentially cannot make decisions on their own if faced with a situation for which they have not been trained or instructed.

First Post-Reboot Appearance: FANTASTIC FOUR #.

-89 points

Attribute Adjustments: ST +2 [20].

Secondary Characteristic Adjustments: SM -1; Will -2 [-10]; FP +5 [15].

Languages: English (Native) (Native Language) [0].

Advantages: Breath-Holding 3 [6]; Fit [5]; High Manual Dexterity +3 [15]; High Pain Threshold [10]; Perfect Balance [15]; Rapid Healing [5]; Reduced Consumption 2 [4]; Single-Minded [5]; Unfazeable [15]; Universal Digestion [5].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Disturbing Voice [-10]; Gullibility (6) [-20]; Hidebound [-5]; Killjoy [-15]; Low Empathy [-20]; No Sense of Humor [-10]; Short Lifespan -1 [-10]; Slave Mentality [-40]; Social Stigma (Subjugated) [-20]; Status -2 [-10]; Wealth (Poor) [-15]; Workaholic [-5].

Quirks: Sexless [-1].

Features: Fixed Attributes [0].

MOLTEN MAN

Villain

Real Name: Mark Raxton.

Occupation: Former lab assistant turned professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Liz Allen (stepsister).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Mark Raxton was a lab assistant for an unnamed scientist who was working on a new frictionless metal alloy partially derived from remnants of a meteorite which had organic compounds in it. One day, while arguing with his boss, Mark lost his temper and knocked him out. During the scuffle, however, a sample of the metal alloy was exposed to his bare skin, swiftly spreading over his entire body.

Mark sought out his stepsister, Liz Allen, and a friend of hers, Peter Parker, for help in removing the alloy (see *Allen, Liz; Spider-Man*). However, when he learned that the bonding was apparently permanent, he again lost his temper. The temper caused his body to ignite into flames, seemingly turning the metal liquid; Mark was unharmed by the flames. Calling himself the Molten Man, he embarked on an anger-driven rampage throughout Manhattan's East Side before being confronted by Spider-Man. Their confrontation ended without a definitive winner, and Molten Man escaped capture.

Molten Man's current whereabouts are unknown.

Height: 6' 5".

Weight: 550 lbs.

Eyes: (originally) Brown, (currently) solid gold with no visible irises or pupils.

Hair: (originally) Brown, (currently) gold.

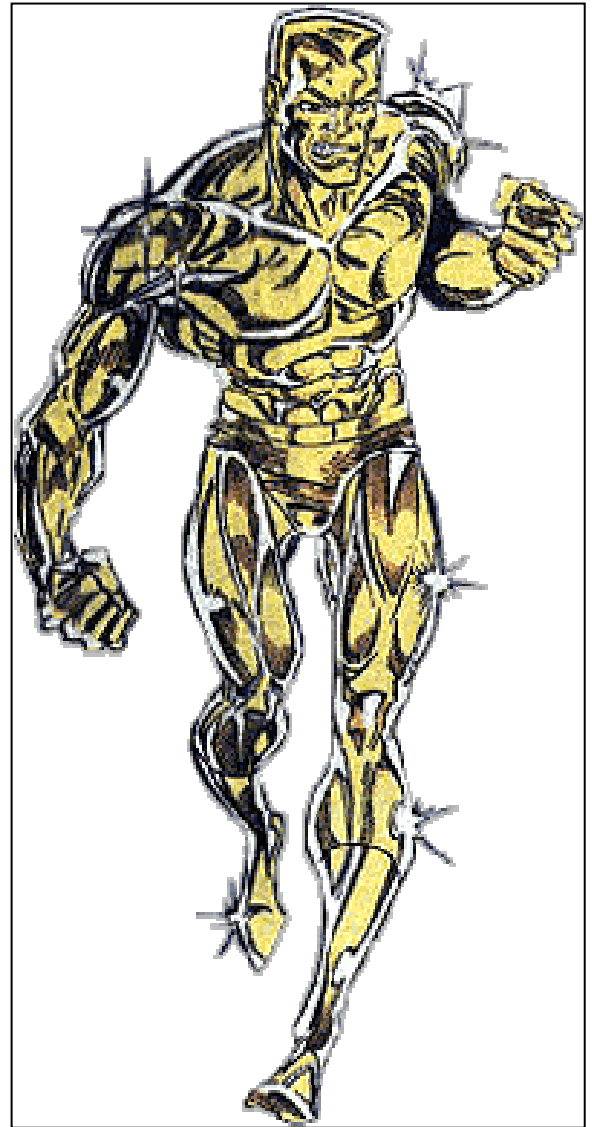
Other Distinctive Features: The Molten Man's skin is covered with a nearly-frictionless golden-colored metal alloy.

Uniform: A Speedo which has been coated in the same alloy which covers his skin, gold boots.

Strength Level: The Molten Man possesses superhuman strength, able to lift (press) roughly 20 tons under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the metal alloy which gave him his powers gave him superhuman durability. He is able to withstand blows that would kill a normal person. His metallic skin is nearly frictionless, allowing him to slip from anyone's grasp and preventing him from being caught in Spider-Man's webbing.

In his molten form, he can radiate heat up to 500° Fahrenheit, leaving severe burns and setting most objects aflame with just a touch.



*Spider-Man: Now you can **throw** fire too? I am **seriously** in need of a power upgrade. – Spectacular Spider-Man*

1,490 points

Attributes: ST 13 [30]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 16d/18d (1d/2d-1); BL 4,993 lbs (34 lbs); HP 13 [0]*; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Touch 3 [6]; Burning Attack 3d (Aura, +80%; Melee Attack, Reach C, -30%; Elemental: Fire/Heat, -10%; Super, -10%) [20]; Extra ST +145 (Super, -10%) [1,305]; Hard to Subdue 1 [2]; High Pain Threshold [15]; Slippery 10 (Super, -10%) [18]; Temperature Control 10 (Heat, -50%; Elemental: Fire/Heat, -10%; Super, -10%) [15]; Temperature Tolerance 10 [10].

Perks: Illumination [1].

Disadvantages: Bad Temper (9) [-15]; Compulsive Gambling (6) [-10]; Overconfidence (9) [-7]; Social Stigma (Freak) [-10]; Unnatural Feature (Golden Skin/Hair) [-1].

Quirks: Cannot Float [-1]; Dual Identity [-1].

Skills: Brawling (E) DX+0 [1] – 12; Chemistry/TL8 (H) IQ+0 [4] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Gambling (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 11; Metallurgy/TL8 (H) IQ+0 [4] – 12; Research/TL8 (A) IQ+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12.






Starting Spending Money: \$4,000 (20% of Starting Wealth).

MORLOCKS

Supporting Cast Team

First Post-Reboot Appearance: UNCANNY X-MEN #

First Post-Reboot Appearance: UNCANNY X-MEN #

 <p>CRUCIBLE (Byron Caffey) Active as of UXM #</p>	 <p>METEORITE (Ned Lathrop) Active as of UXM #</p>
 <p>ORACLE (Peter Quinn) Active as of UXM #</p>	 <p>PARALYZER (Randall Darby) Active as of UXM #</p>
 <p>SLITHER (Aaron Salomon) Active as of UXM #</p>	

MYSTERIO

Villain

Real Name: Quentin Beck.

Occupation: Professional criminal, former special effects designer and stuntman.

Legal Status: Citizen of the United States with a criminal record.

Identity: Known to the authorities.

Other Aliases: None.

Place of Birth: Riverside, California.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Quentin Beck started his career as a Hollywood stuntman, doing stunt work for television series and movies alike, before finding himself more interested in designing special effects. In a short time, he became known as one of the best effects designers in the industry. A friend of his joked that he should pit his talents against Spider-Man, who had just made the shift from amateur wrestler to costumed crimefighter in New York City (see *Spider-Man*). Intrigued by this suggestion, Beck traveled to New York and put Spider-Man under surveillance, hiring one of the independent gangs in the city to attack and record the web-slinger in action. He also gathered the remains of Spider-Man's webbing, to see if it could be duplicated.

Armed with this information, Beck devised the costumed identity of Mysterio, and embarked on a city-wide crime spree intended to draw Spider-Man's attention. At first, Mysterio presented himself as a magic-user, spouting stage magician nonsense and presenting his effects as real magic. Spider-Man discovered the truth, although in their first confrontation he was unable to apprehend Beck.

Mysterio has returned to plague Spider-Man on two different occasions since then. The last time ended in Mysterio's arrest. However, both the Rhino and the Vulture have recently been seen meeting with someone who looks a lot like Mysterio, at least from a distance, so it remains to be seen whether the Mysterio in prison is the real deal or an automaton, or whether he escaped prison the same time they did (see Rhino; Vulture).

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Dark green battlesuit with light green gloves and boots, purple cape, helmet composed of a glass one-way mirror enabling him to see out with ease but which obscures his identity from view.

Strength Level: Mysterio possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His battlesuit enables him to lift (press) close to 850 pounds under optimum conditions.

Known Superhuman Powers: None.

Other Abilities: Mysterio is a genius in designing special effects, with specialties in chemistry, robotics, and pyrotechnics.

Weapons: Mysterio's battlesuit protects him from harm, increases his strength, and possesses various hidden compartments and chemical sprayers. He also relies on subterfuge, creating robots which are designed to look like his battlesuit. Among the various chemical sprays he has used are a colorless and odorless gas which weakens someone's will when inhaled, and a chemical which can dissolve Spider-Man's webbing.



336 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Artificer 2 [20]; Combat Reflexes [15]; Gadgeteer [25]; Gizmos 3 [15]; High Pain Threshold [10]; High TL +1 [5]; Signature Gear (Battlesuit) [8]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Cloaked [1].

Disadvantages: Compulsive Lying (12) [-15]; Greed (9) [-22]; Obsession (Defeat Spider-Man) [-7]; Pacifism (Reluctant Killer) [-5].

Quirks: Imaginative [-1]; Likes B-Grade Horror Movies [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Armoury/TL9 (Battlesuits) (A) IQ+2 [2] – 15*; Armoury/TL8 (Small Arms) (A) IQ+1 [1] – 14*; Battlesuit/TL9 (A) DX+1 [4] – 14; Camouflage (E) IQ+1 [2] – 14; Chemistry/TL8 (H) IQ+1 [8] – 14; Climbing (A) DX+0 [2] – 13; Computer Programming/TL8 (H) IQ+1 [8] – 14; Disguise/TL8 (Human) (A) IQ+1 [4] – 14; Electrician/TL8 (A) IQ+2 [2] – 15*; Electronics Operation/TL8 (Media) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Media) (A) IQ+2 [2] – 15*; Engineer/TL9 (Electronics) (H) IQ+2 [4] – 15*; Engineer/TL9 (Robotics) (H) IQ+2 [4] – 15*; Explosives/TL8 (Fireworks) (A) IQ+0 [2] – 13; Hazardous Materials/TL8 (Chemical) (A) IQ-1 [1] – 12; Hobby Skill (Horror Movie Trivia) (E) IQ+0 [1] – 13; Holdout (A) IQ+1 [4] – 14; Jumping (E) DX+1 [2] – 14; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 13; Makeup/TL8 (E) IQ+1 [2] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 13; Mechanic/TL9 (Robotics) (A) IQ+2 [4] – 15*; Observation (A) Per+1 [4] – 14; Performance (A) IQ+2 [8] – 15; Stage Combat (A) IQ+1 [3] – 14†; Traps/TL8 (A) IQ+1 [4] – 14.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +2 from Artificer.

† Defaulted from Performance.

Mysterio's Battlesuit

Mysterio's custom-built battlesuit is essentially identical to the TL9 Battlesuit on page B285.

MYSTIQUE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Real Name: Namor McKenzie.

Occupation: Monarch.

Identity: Publicly known.

Legal Status: Ruler of Atlantis.

Other Aliases: Sub-Mariner, The Avenging Son.

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Thakorr (grandfather, deceased), Fen (mother), Leonard McKenzie (father, deceased), Thomas McKenzie (uncle, presumed deceased), Dorma, Byrrah, Aquaria Nautica Neptunia (alias Namora) (cousins).

Group Affiliation: Atlantean Royal Family, employer of the Atlantean Royal Guard; former member of the Invaders and the All-Winner's Squad, former partner of Namora.

Base of Operations: Atlantis, Atlantic Ocean.

First Historical Appearance: MOTION PICTURE FUNNIES WEEKLY #1

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

History: In the 1910s, prior to the outbreak of World War I, an icebreaker in the North Atlantic ocean captained by Leonard McKenzie was boarded by a strange blue-skinned woman, who said that her name was Fen (see *Fen*). In an almost fairytale like fashion, she had learned the language of those on board the ship by listening to them, all the while falling in love with the captain from afar. McKenzie soon reciprocated her love, and the two married days later by the ship's chaplain, despite the fact that Fen could not remain outside the water for more than a brief time. (Normal Atlanteans can only remain outside of the water for around 10 minutes before they suffocate, but Fen somehow proved able to remain out of the water for much longer times, reportedly up to an hour; see *Atlanteans*.)

Fen's father, King Thakorr, believed that Fen was being held captive by the surface ship and attacked the ship, killing many of the crew. He was surprised and forced to admit his error when Fen courageously defended her dying husband from her father. Fen agreed to return to her home, but only on the condition that the rest of the ship's crew was free to leave unharmed. (A similar encounter by MacKenzie's brother, Thomas, who was investigating the surviving crew's story, led to a similar ill-fated romance of his own; see *Namora*.)

Nine months later, Fen gave birth to a son, who had Caucasian skin like his father. Fen named him Namor, which in the Atlantean tongue meant "Avenging Son;" it is not certain if Fen intended for Namor to eventually avenge her fallen husband, or if her opinion of surface worlders had changed by that time. Namor proved able to breathe both air and water, as well as proving exceedingly strong and able to even fly through the air, presumably due to the small wings he grew, almost like fins, on his ankles. Namor was ill-treated by his grandfather, which led to resentment and a fierce temper. Right before the outbreak of World War II, Thakorr sent Namor to the surface world to learn its ways. Seeing this as an exile from his home, Namor quickly came into conflict with the first, android Human Torch. Namor eventually became known on the surface as the Sub-Mariner, and was a member of the wartime team known as the Invaders, serving alongside Captain America, the Human Torch, and Union Jack, among others (see *Captain America*). Following the War, he served in the All-Winners Squad and mentored his cousin, Namora, who shared his status as a half-Atlantean.

In 1957, Namor was summoned back to Atlantis by his mother to discover that King Thakorr had died in combat with a renegade Atlantean warlord who had usurped the throne. In single combat with this warlord, Namor slew the usurper, earning the right to assume the throne. Amidst great controversy, he did so; he has ruled Atlantis ever since, only occasionally venturing to the surface world. His most notable surface appearance as Atlantis's monarch was in 1962, to appeal to the United Nations for recognition of Atlantis as a sovereign nation, and hence membership. The debate lasted several decades, and was only recently granted.

Namor remains Atlantis's monarch, with Fen as his chief advisor. A man of action, Namor occasionally leads his troops from the front when facing off against barbarian warlords. His most common foes have been Attuma, Krang, and his treacherous cousin Byrrah (see *Attuma*; *Byrrah*; *Krang*).

Height: 6'.



Weight: 200 lbs.

Eyes: Green.

Hair: Black.

Other Distinguishing Features: Namor possesses pointed ears and small feathered wings on his ankles.

Uniform: Black whaleskin leather vest, black whaleskin leather pants, gold belt.

Strength Level: Namor possesses superhuman strength several times greater than that of a normal Atlantean. While the normal Atlantean can lift (press) around 800 lbs in the air, over four times that of the average surface human, Namor can lift (press) roughly 80 tons in air.

Known Superhuman Powers: In addition to his prodigious strength, Namor possesses the many of the physical attributes of *H. sapiens mermanus* (Atlanteans). He is able to move in water with ease and endure the pressure of the ocean floor. As a hybrid of *H. sapiens sapiens* (modern humans) and *H. sapiens mermanus*, he is able to breathe with ease in both water and air.

Namor also possesses a few traits not shared by humans or Atlanteans. He possesses small wings on his ankles which somehow permit him to fly through the air at speeds of around 50 mph. It is believed that Namor is a mutant, as his flight and ankle-wings are not possessed by his cousin Namora, who is also a human-Atlantean hybrid.

Namor is reputed to be bulletproof. In truth, Namor is able to withstand conventional firearms fire from most small-caliber pistols and common assault rifles; anything larger will cause him serious injury. His reputation for being bulletproof originated during World War II, when the most common weapons were not as powerful.

Limitations: Namor's strength will wane if he does not totally immerse himself in water for six to eight hours at least once a week; a normal swimming pool or large tub will suffice. Furthermore, he is weakened by exposure to intense heat and/or fire; total immersion in water for a few hours will restore his strength.

Other Abilities: Namor is a skilled underwater tracker and survivalist. He has had some training in Atlantean combat arts, although he tends to be a rather undisciplined fighter. Due to spending several decades ruling over the Atlantean people, he has become adept at politics, although as a man of action he does not like to rely on those skills.

2,142 points

Attributes: ST 23 [0]*; DX 14 [80]; IQ 11 [20]; HT 14 [20]*.

Secondary Characteristics: Dmg 23d/25d; BL 9,946 lbs; HP 23 [0]; Will 15 [20]; Per 13 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Air Move 12 [-4]; Water Move 21; Dodge 10.

Languages: Atlantean (Native) (Native Language) [0]; English (Native) [6]

Cultural Familiarities: Atlantis (Native) [0]; Western [1].

Advantages: Atlantean Half-Breed [204]; Damage Resistance 20 (Tough Skin, -40%) [60]; Enhanced Move (Air) 1 (Mutant, -10%) [18]; Flight (Mutant, -10%) [36]; Injury Tolerance (Damage Reduction, /10) (Passive Biological, -5%) [142]; Lifting ST +200 (Mutant, -10%) [540]; No Low TL +6 [30]; Status 7 [30]†; Striking ST +200 (Mutant, -10%) [900]; Wealth (Filthy Rich) [50].

Disadvantages: Bad Temper (12) [-10]; Dependency (Immersion in Water; Weekly) [-10]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Atlantean Race) [-15]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Vulnerability to Fire (Fatigue Only, -50%; Wounding Modifier x3) [-15].

Quirks: Chauvinistic [-1]; Expression ("Great Neptune!") [-1]; Proud [-1].

Skills: Administration (A) IQ+1 [4] – 12; Aquabatics (H) DX+0 [4] – 14; Brawling (E) DX+2 [4] – 16; Forced Entry (E) DX+0 [1] – 14; Intimidation (A) Will-1 [1] – 14; Leadership (A) IQ+1 [4] – 12; Navigation (Sea) (A) IQ+1 [4] – 12; Politics (A) IQ+1 [4] – 12; Spear (A) DX+0 [2] – 14; Strategy (Naval) (H) IQ+1 [8] – 12; Survival (Ocean) (A) Per+0 [2] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+1 [8] – 12; Thrown Weapon (Harpoon) (E) DX+1 [2] – 15; Tracking (A) Per-1 [1] – 12; Wrestling (A) DX+1 [4] – 15.

Techniques: Lifesaving (Swimming) (H) def+5 [6] – 14.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes ST +13 and HT +2 from Atlantean Half-Breed

† Includes +1 from Wealth

Designer's Notes:

1. Namor has bought off the Low TL disadvantage from the Atlantean Half-Breed package, accounted for with the No Low TL advantage, as well as the Impulsiveness and Overconfidence disadvantages he possessed early in his career.

Real Name: Aquaria Nautica Neptunia, legally changed to Namora in Atlantis.

Occupation: Ambassador, former adventurer.

Identity: Publicly known.

Legal Status: Citizen of Atlantis with no criminal record.

Other Aliases: The Avenging Daughter.

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Thomas McKenzie (biological father, presumed deceased), mother (name unrevealed, deceased), adopted father (name unrevealed, deceased), Namor (first cousin), Leonard McKenzie (uncle, deceased), Fen (aunt).

Group Affiliation: Atlantean Royal Family, ambassador to the United Nations, former partner of Namor, former member of Atlas and the Monster Hunters.

Base of Operations: New York City and Atlantis.

First Historical Appearance: MARVEL MYSTERY COMICS #82 (May 1947).

First Post-Reboot Appearance: LOST WORLD OF ATLANTIS #1.

History: During the first part of the 20th Century, tales of a hidden undersea civilization flourished after the crew of an American icebreaker, the Oracle, returned without their captain, Leonard McKenzie. An examination of the ship's records by McKenzie's brother, Thomas, showed that Leonard has been married to a mysterious woman named Fen merely days before his death (see *Fen*). Curious as to Fen's identity, especially as the surviving crew indicated that she had survived Leonard's death but had left the ship soon afterwards, Thomas McKenzie hired the Oracle's navigator to take him to where they had first met Fen.

At some point, Thomas met an Atlantean girl who had come to the surface to explore, using a serum that had been developed to allow Atlanteans to breathe air for a short time. This girl had been inspired by Fen's own tale among her people following the birth of Fen's pink-skinned son, Namor (see *Namor*). This girl and Thomas had a brief affair, but never got married due to them realizing their relationship would never work out.

Returning to her own people, this girl soon married one of her own kind. Seven months after the marriage, she died in childbirth, revealing everything to her husband. Aquaria Nautica Neptunia was born with blue skin, like all Atlanteans; no one ever suspected her parentage.

As she grew into a teenager, Aquaria discovered that she was stronger than most Atlanteans. Her father soon told her that she was a human-Atlantean half-breed like Prince Namor, although he led her to believe that her mother was a surface woman. To reinforce this, he began calling her "Namora" (or which translates roughly into "Avenging Daughter"). Her father introduced her to the Atlantean Royal Family, and she became a constant companion of Namor in their teen years after proving that she could hold her own in a fight against him.

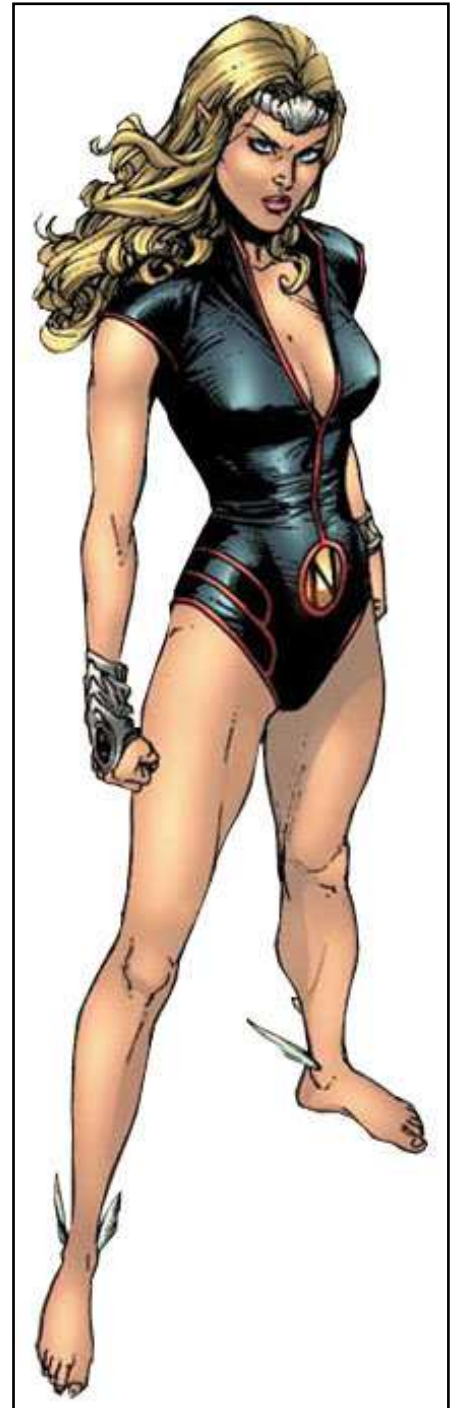
After World War II ended, the Atlantean town she lived in with her father was attacked by a Nazi U-boat that had fled rather than be captured after Germany surrendered. Namor investigated, and found that Namora was the only survivor. To his surprise (although not to hers), they discovered that her skin tone had changed to Caucasian during their wartime separation. Following the revelation that she, like him, was a human-Atlantean hybrid, Namora became Namor's partner. She was clearly infatuated with her cousin (all Atlanteans are apparently distant cousins, and tend to introduce each other as such; both were unaware of how closely they were related), and tried several times to turn their adventuring partnership into something more, but Namor was apparently not interested.

After Namor was recalled to Atlantis in 1957 to be crowned king, Namora continued to adventure on the surface, becoming first a member of the team of superhuman agents known as Atlas, assembled at the request of President Eisenhower by FBI agent Jimmy Woo in 1958, and then the Monster Hunters in the 1960s.

When Atlantis was accepted into the United Nations, Namora was named Atlantis's ambassador to the surface world. She currently divides her time between her duties at the U.N. and Atlantis. Recently, Namora was shot by a high-powered sniper rifle that fired an adamantium bullet. As the only other known human-Atlantean hybrid, Namor was asked to be typed for a blood transfusion. The doctor who performed the testing confirmed that Namor and Namora were first cousins. The doctor then revealed that he was the grandson of the Oracle's navigator, who had met both of their mothers. Despite discovering how closely they were related, Namora still found time to flirt with Namor, indicating that perhaps – because all Atlanteans consider themselves "cousins" anyways – romantic relationships between first cousins isn't taboo in Atlantis.

Height: 5' 11".

Weight: 189 lbs.



Eyes: Blue.

Hair: Blonde.

Uniform: Black V-neck whale-skin leather leotard with red trim and a stylized "N" in a yellow circle on the abdomen, silver-plated seashell tiara, titanium wristbands.

Strength Level: Namora possesses superhuman strength several times greater than that of a normal Atlantean. While the normal Atlantean can lift (press) around 800 lbs in the air, over four times that of the average surface human, Namora can lift (press) roughly 80 tons in air.

Known Superhuman Powers: In addition to her prodigious strength, Namora possesses the many of the physical attributes of *H. sapiens mermanus* (Atlanteans). She is able to move in water with ease and endure the pressure of the ocean floor. As a hybrid of *H. sapiens sapiens* (modern humans) and *H. sapiens mermanus*, she is able to breathe with ease in both water and air. She is able to swim faster than most Atlanteans; she was recently clocked at a swimming speed of about 110 knots (or about 127 mph).

Namora is reputed to be bulletproof. In truth, she is able to withstand conventional firearms fire from most small-caliber pistols and common assault rifles; anything larger will cause her serious injury. Her reputation for being bulletproof originated after World War II, when the most commonly-encountered weapons were not as powerful.

Limitations: Namora's strength will wane if she does not totally immerse himself in water for six to eight hours at least once a week; a normal swimming pool or large tub will suffice. Furthermore, she is weakened by exposure to intense heat and/or fire; total immersion in water for a few hours will restore her strength.

Other Abilities: Namora is an accomplished hand to hand combatant. By necessity, she has become adept at politics, although being a woman of action she despises the "petty squabbling" of surface politics.

L,530 points

Attributes: ST 33/320 [0*]; DX 14 [80]; IQ 11 [20]; HT 14 [20†].

Secondary Characteristics: Dmg 3d+2/6d (33d/35d); BL 218 lbs (10 tons); HP 33/320 [0]; Will 13 [10]; Per 13 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Basic Water Move 7 [0]; Dodge 11.

Languages: Atlantean (Native) (Native Language) [0]; English (Native) [6].

Cultural Familiarities: Atlantis (Native) [0]; Western [1].

Advantages: Appearance (Beautiful) [12]; Atlantean Half-Breed [169]; Combat Reflexes [15]; Damage Resistance 30 (Tough Skin, -40%) [90]; Enhanced Move (Ground) 2 (Ground Move 28/56 mph) [40]; Enhanced Move (Water) 3 (Water Move 64/128 mph/111 knots) [30‡]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction (/100)) (Passive Biological, -5%) [285]; Legal Immunity (Diplomatic Immunity) [20]; No Low TL +6 [30]; Status 6 [25§]; Super ST +13/+300 (Mutant, -10%) [507]; Very Fit [15]; Wealth (Very Wealthy) [30].

Perks: Photogenic [1]; Power Grappling [1]; Sexy Pose [1].

Disadvantages: Bad Temper (12) [-10]; Dependency (Immersion in Water; Weekly) [-10]; Impulsiveness [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Vulnerability to Fire (Fatigue Only, -50%; Wounding Modifier x3) [-15].

Quirks: Broad-Minded [-1]; Expression ("Great Neptune!") [-1]; Incurable Flirt [-1]; Infatuated with Namor [-1]; Proud [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+1 [4] – 12; Aquabatics (H) DX+2 [12] – 16; Body Language (Human) (A) Per-1 [1] – 12; Brawling (E) DX+4 [12] – 18; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Detect Lies (H) Per+1 [8] – 14; Diplomacy (H) IQ+1 [8] – 12; Escape (H) DX+2 [12] – 16; Fast-Draw (Knife) (E) DX+1 [1] – 15#; Fishing (E) Per+0 [1] – 13; Forced Entry (E) DX+0 [1] – 14; Gesture (E) IQ+3 [8] – 14; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+2 [12] – 16; Knife (E) DX+0 [1] – 14; Lip Reading (A) Per+1 [4] – 14; Naturalist (Earth) (H) IQ+1 [8] – 12; Navigation/TL1 (Sea) (A) IQ+3 [12] – 14; Politics (A) IQ+1 [4] – 12; Public Speaking (A) IQ+1 [4] – 12; Riding (Giant Sea Horses) (A) DX+0 [2] – 14; Search (A) Per+1 [4] – 14; Sex Appeal (Atlantean) (A) HT+3 [1] – 17¥; Spear (A) DX-1 [1] – 13; Stealth (A) DX+0 [2] – 14; Survival (Open Ocean) (A) Per-1 [1] – 12; Swimming (E) HT+2 [4] – 16; Tactics (H) IQ+1 [8] – 12; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+2 [8] – 16.

Techniques: Breakfall (Judo) (A) def+1 [1] – 17; Choke Hold (Wrestling) (H) def+3 [4] – 16; Elbow Strike (Brawling) (A) def+2 [2] – 18; Hand-Clap Parry (Judo) (H) def+5 [6] – 12; Kicking (Brawling) (H) def+2 [3] – 18.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +10 from Atlantean Half-Breed and +13/+300 from Super ST.

† Includes +2 from Atlantean Half-Breed.

‡ Includes +1.5 from Atlantean Half-Breed.

§ Includes +1 from Wealth.

Includes +1 from Combat Reflexes.

¥ Includes +4 from Appearance.

NELSON, FOGGY

Supporting Cast

Real Name: Franklin "Foggy" Nelson

Occupation: Attorney, Public Defender.

Identity: Foggy Nelson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Candace (sister).

Group Affiliation: City of New York Public Defenders Office.

Base of Operations: New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #1

History: Franklin "Foggy" Nelson attended Harvard Law School alongside his longtime friend and coworker, Matt Murdock (see *Daredevil*). It was also at Harvard that he met Elektra Natchios, who was at that time Matt's girlfriend before her father was killed and she disappeared (see *Elektra*).

For the last few years, Nelson has been working in the New York City Public Defenders Office, often facing off against Matt, who is now an Assistant District Attorney, in the courtroom. The two have a standing bet: whoever loses a major case has to buy drinks that night at Josie's Bar, a local bar in Hell's Kitchen. As Foggy knows about Matt's enhanced senses – or his "built-in bull-crap detector," as he puts it – Foggy is often suspicious that sometimes Matt is deliberately losing a case.

At present, Foggy does not know that Matt is the costumed vigilante Daredevil, although he has his suspicions.

Height: 5' 10"

Weight: 220 lbs.

Eyes: Blue.

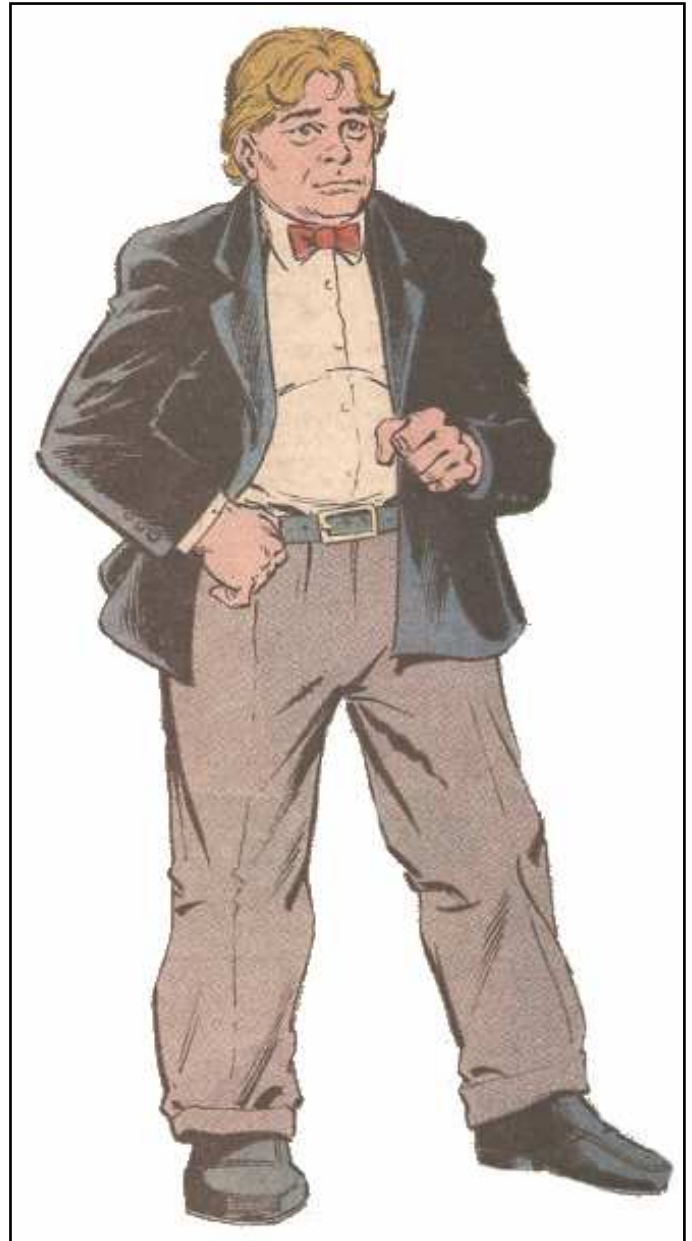
Hair: Brown.

Uniform: None.

Strength Level: Foggy Nelson possesses the normal human strength of a man his age, height, and build who engages in little regular exercise and a lot of junk food.

Known Superhuman Powers: None.

Other Abilities: Foggy Nelson is a skilled lawyer.



50 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 12 [40]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 11 [4];

Will 12 [0]; Per 12 [0]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Administrative Rank 1 [5]; Hard to Kill 4 [8]; Serendipity 1 [15]; Status 1 [5]; Wealth (Comfortable) [10].

Perks: Convincing Nod [1]; One-Way Fluency (Understands Spanish) [1]; Permit (Conceal Carry) [1].

Disadvantages: Code of Honor (Professional) [-5]; Gluttony (12) [-5]; Overweight [-1]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Friends and Family) [-5].

Quirks: Comic Relief [-1]; Responsive [-1]; Sweet Tooth [-1].

Skills: Body Language (Human) Per+0 [2] – 12; Connoisseur (Food) (A) IQ-1 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (E) IQ+0 [1] – 12; Guns/TL8 (E) DX+1 [2] – 10; Holdout (A) IQ-1 [1] – 11; Interrogation (A) IQ+0 [2] – 12; Law (New York City) (H) IQ+2 [12] – 14; Public Speaking (Debate) (E) IQ+2 [4] – 14; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Speed-Reading (A) IQ+0 [2] – 12.

Starting Spending Money: \$8,000 (20% Starting Wealth).

The extradimensional beings who inhabit the realm known as Olympus claim their descent from Gaea, the entity who has infused her life force with that of Earth itself (see *Gaea*; *Olympus*). Olympus has many aspects which are similar to that of the Nine Worlds of Asgardian cosmology (see *Asgard*). Among these similarities is the fact that matter on Olympus is thrice as dense as that on Earth; this means that a person or object which originated on Olympus weighs three times as much under Earth's gravity. Despite this, Olympus's gravity is the same as Earth's; a mortal from Earth has no troubles with gravity or breathing while on Olympus. There are a number of regions on Earth where it is possible to travel to Olympus, but the best-known location is on the slopes of Mount Olympus in northern Greece. Because of this location, the Olympians were worshipped throughout ancient Greece.

The Olympian gods are superhumanly strong. Most are able to lift (press) around 25 tons; some, such as Hercules, Ares, and Zeus, are able to lift (press) much more (see *Ares*; *Hercules*; *Zeus*). The are immortal, not aging once they reach a certain point; the oldest still appear as if in their mid-30s, while some, such as Hebe, goddess of youth, Hermes, the messenger, and Eros, god of romance, appear much younger (see *Hebe*). In addition, most of the gods have unique abilities which relate to their

According to ancient Greek mythology, Gaea gave birth through parthenogenesis to Ouranos, the primordial god of the sky. She then mated with Ouranos to produce the three Cyclopes, the three Hundred-Handed Giants, and the first generation of Titans. Ouranos confined the Cyclopes and Hundred-Handed to Tartarus, a region of the underworld (see *Hades*). Upset that six of her children were being treated with such callousness by their father, she encouraged Cronus, the oldest of the Titans, to overthrow Ouranos's rule and free his siblings. Cronus did so, reportedly castrating his father with a flint sickle, but then cast the Cyclopes and Hundred-Handed back into Tartarus. In rage, Gaea prophesized that one day one of his own children will overthrow him.

Cronus had six children with his sister-wife, Rhea. In order, they were Hades, Hestia, Demeter, Hera, Poseidon, and Zeus (see *Hera*; *Poseidon*). Cronus exiled the first five at birth to Tartarus (according to myth, he swallowed them whole). Zeus escaped this fate because Rhea substituted a stone swathed in rags for the infant Zeus, who was raised on Earth. Upon reaching adulthood, Zeus freed his siblings from Tartarus, as well as the Cyclopes and Hundred-Handed Giants. He then led a war which lasted ten years against the Titans, ultimately overthrowing them and banishing the majority of male Titans to Tartarus; the female

Titans as well as the Titan Prometheus either stood with Zeus or did not interfere, and hence were spared from the Titans' fate.

As the main gods who fought in the war, Zeus, Poseidon, and Hades decided to draw lots to divide the realms between them. Zeus drew the sky, Poseidon the sea, and Hades the underworld.

Many tales involving the gods are well-documented by mythographers. As Greek influence spread, so did the worship of the Olympians. Their worship spread primarily due to the empires forged by Alexander and later by Rome. This expansion brought the gods into conflict with the Egyptian, Babylonian, Hindi, and Norse gods, the latter of whom were worshipped by the Germanic and Teutonic people on Rome's northern frontier (see *Asgardians*). Poseidon, under his Roman name of Neptune, grew to be worshipped by the Atlanteans (see *Atlanteans*). Ultimately, the worship of the gods faded as Christianity and later Islam spread; Poseidon was allowed to retain his Atlantean worshippers. The worship of the Olympians gained a brief resurgence during the Renaissance, as study of the ancient classics became widespread.

Today, the Olympians appear to be content with simply watching and subtly interfering with mortal affairs. Some of the gods, such as Hercules and Hermes, have spent time on Earth learning mortal ways. Others only venture to Earth when the situation demands it. Because of the amount of information available about the Olympians, many neo-pagans have begun worshipping them; this pleases many of the gods, especially those who did not agree with Zeus's proclamation to let their worship fade.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

Game-Mechanic Details:

Olympus has a native TL 4, raised over time from the original TL 1. Some of the gods, particularly Ares, Hercules, Hermes, and Hebe, have bought off the Low TL disadvantage.

Olympian God

585 points

Attribute Adjustments: ST +9 [90].

Languages: Ancient Greek (Native) [0].

Advantages: Appearance (Attractive) [4]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [45]; Super ST +11/+150 [440]; Unaging [15].

Perks: Racial Gifts (Deific Powers) [1].

Disadvantages: Low TL -4 [-20].

Features: Interbreeds Easily With Mortals [0].

ORACLE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



OSBORN, HARRY

Supporting Cast

Real Name: Harold "Harry" Osborn

Occupation: College student pursuing a business degree.

Identity: Harry Osborn currently does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Norman (Green Goblin, father), mother (name unrevealed, deceased).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Harry Osborn is the son of industrialist Norman Osborn, and the best friend of Peter Parker (see *Green Goblin*; *Spider-Man*). This friendship started when Harry was transferred to Peter's high school after being expelled from the Massachusetts Academy, the fourth such elite private school he had been to in the previous two years. Harry stepped in to protect Peter from Flash Thompson, the school bully; although Harry ended up on the business end of Flash's beating that day, the gesture was not lost on Pete. After that, the two were practically inseparable (see *Thompson, Flash*).

Harry is currently attending Empire State University, rooming off-campus with Pete in a small two-bedroom apartment that Norman insists on paying for. While his father insists that Harry study the sciences, Harry has found that he has inherited his mother's gift for business, and is defying his father's wishes to pursue a business degree. (While Norman outwardly complains of this situation, he is pleased that the company he founded will be left in capable hands, business-wise.)

Harry is currently unaware of both his father's and his best friend's secret identities.

Height: 5' 10".

Weight: 170 lbs.

Eyes: Green.

Hair: Reddish-brown

Uniform: None.

Strength Level: Harry Osborn possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.



107 points

Attributes: ST 10 [0]; DX 10 [0]; HT 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Merchant Rank 0 (Heir to Rank 8) [20]; Business Acumen 3 [30]; Wealth (Comfortable; Heir to Multimillionaire 2) [55].

Perks: Disarming Smile [1].

Disadvantages: Compulsive Gambling (12) [-5]; Light Sleeper [-5]; Pacifism (Reluctant Killer) [-5]; Selfless (9) [-7]; Skinny [-5].

Quirks: Congenial [-1]; Dreamer [-1].

Skills: Accounting (H) IQ+1 [1] – 12*; Administration (A) IQ+2 [1] – 13*; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 11; Economics (H) IQ+1 [1] – 12*; Finance (H) IQ+1 [1] – 12*; Market Analysis (H) IQ+1 [1] – 12*; Mathematics/TL8 (Statistics) (H) IQ-1 [2] – 10; Savoir-Faire (High Society) (E) IQ+0 [1] – 11.

Starting Spending Money: \$20,004,000 (20% of Starting Wealth).

* Includes +3 from Business Acumen.

Real Name: Leland Owlsey
Occupation: Businessman, crimelord.
Identity: Publicly known.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Unrevealed.
Known Relatives: None.
Group Affiliation: Head of his own criminal organization, one-time employer of the Ani-Men.
Base of Operations: New York City Greater Metropolitan Area.
First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Leland Owlsey, nicknamed the Owl, was a financial investor with connections to various criminal organizations, until an audit by the IRS uncovered his criminal connections. The Owl then abandoned all pretense of respectability, focusing entirely on his criminal endeavors.

The Owl has twice tangled with the vigilante Daredevil (see *Daredevil*). The first time he was extending into the drug trade, dealing a narcotic called Mutant Growth Hormone, derived from the pituitary glands of adolescent mutants, which has the effect of granting the user increased strength and durability for a short time. Daredevil broke up the lab and freed the young mutants Owl had captive. The Owl managed to escape, however.

The second time, the Owl hired the Ani-Men to engage in a city-wide crime spree (see *Ani-Men*). Daredevil defeated the Owl and the Ani-Men, and all six were sent to prison.

The Owl was involved in the prison break led by the Rhino (see *Rhino*). He has since approached a number of animal-themed criminals at an underworld bar, one of the so-called Bars With No Name where criminals can network and relax, but his purpose for doing so has not yet been revealed.

Height: 5' 11".
Weight: 240 lbs.

Eyes: Brown.
Hair: Brown.

Uniform: Dark green business suit, dark green cloak, titanium steel "claws" strapped to his wrists.

Strength Level: The Owl possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: The Owl possesses the psionic ability to levitate himself and fly for short distances at a speed not exceeding 30 miles per hour.

Weapons: The Owl wears a pair of razor-edged titanium steel talons attached to his forearm which extend over his knuckles.



255 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Basic Air Move 10 [-2]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages: Business Acumen 2 [20]; Enhanced Move (Air) 0.5 (Handling Penalty -1, -5%; Psionic, -10%) [9]; Flight (Low Ceiling: 30 feet, -10%; Psionic, -10%) [32]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Intuition [15]; Merchant Rank 6 [30]; Social Chameleon [5]; Status 3 [0*]; Wealth (Filthy Rich) [50].

Perks: Headhunter [1].

Disadvantages: Callous [-5]; Compulsive Gambling (12) [-5]; Enemy (NYPD) (9) [-20]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Distinctive Feature (Haircut) [-1]; Dual Identity [-1]; Minor Handicap (Bum Knee) [-1]; Nosy [-1].

Skills: Accounting (H) IQ+0 [1] – 12+; Administration (A) IQ+2 [2] – 14+; Body Language (A) Per+2 [8] – 14; Brawling (E) DX+2 [4] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Criminology/TL8 (A) IQ+1 [4] – 13;

Current Affairs/TL8 (Business) (E) IQ+1 [2] – 13; Economics (H) IQ+2 [4] – 14; Finance (H) IQ+2 [4] – 14; Gambling (A) IQ+1 [1] – 13; Games (Card Games) (E) IQ+1 [2] – 13; Intimidation (A) Will+0 [2] – 12; Market Analysis (H) IQ+2 [4] – 14; Observation (A) Per+1 [4] – 13; Politics (A) IQ+2 [8] – 14; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13.

Starting Spending Money: \$399,800 (20% of Starting Wealth, minus the cost of two Bladed Hands)

* Includes +2 from Merchant Rank and +1 from Wealth.

† Includes +2 from Business Acumen.

Owl's Claws

BRAWLING, BOXING, DX or KARATE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
8	Bladed Hand	1d cut	C	9	\$200	1	6	Fine Quality
	<i>or</i>	1d imp	C	9			6	

Real Name: Karen Page.

Occupation: Private investigator, former police officer.

Identity: Karen Page does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Paige Matthews (an alias she uses when undercover).

Place of Birth: Fagan Corners, Vermont.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Former member of the Vermont State Police.

Base of Operations: Hell's Kitchen, Manhattan, New York City.

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: From an early age, all Karen Page wanted was adventure. Her parents, on the other hand, insisted that she marry "some nice young man" and be a doting housewife, a prospect which she viewed with dread. At the age of eighteen, she left home and joined the Vermont State Police. After four years of handing out speeding tickets and arresting drunk drivers, she resigned from the force and moved to New York City, where she opened her own private investigation office in Hell's Kitchen.

Karen first met the costumed vigilante Daredevil when both were working on the same case, albeit from different angles (see *Daredevil*). Karen was tracking down some missing mutant kids, while Daredevil was tracking down the source of a new drug on the streets, Mutant Growth Hormone or MGH. Karen was instantly attracted to Daredevil, and made it her mission to discover the man underneath the cowl.

Karen first met Matt Murdock and Franklin "Foggy" Nelson at a coffee shop several days later (see *Nelson, Foggy*). When Nelson indicated a need for a private eye to assist his defense case, Karen offered her services. The trail she followed led to a warehouse over in Brooklyn owned by Wilson Fist, where she was soon confronted by the hitman Bullseye, who tried to kill her (see *Bullseye*). She was saved at the last moment by Daredevil, who had been following her. Karen resented the save, despite admitting to herself that she could not have taken on Bullseye alone.

Karen has worked for Nelson several other times. Each time, the case inevitably drew Daredevil's attention. She is beginning to suspect that Daredevil is either Murdock or Nelson, but cannot prove anything.

Karen recently assisted the X-Men on a case (see *X-Men*). Afterwards, however, she was approached and mentally dominated by the criminal mutant Mesmero (see *Mesmero*). Mesmero's plans for her remain unrevealed.

Height: 5' 7".

Weight: 135 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Karen Page possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Karen is a skilled detective, hand to hand combatant, and a decent shot with a pistol.

Weapons: Karen carries a compact pistol chambered in 9mm Parabellum.



313 points

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 12 [0]; Per 14 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0]; Spanish (Broken) [2].

Cultural Familiarities: Western [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Danger Sense [15]; Daredevil [15]; Extra Attack 1 [25]; Fearlessness 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Less Sleep 2 [4]; Sensitive [5]; Very Fit [15]; Voice [10].

Perks: Convincing Nod [1]; Honest Face [1]; Patience of Job [1]; Permit (Conceal Carry) [1]; Pistol-Fist (Guns (Pistol)) [1]; Sexy Pose [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Professional) [-5]; Guilt Complex [-5]; Obsession (Discover Daredevil's Secret Identity (12) [-5]; On The Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Attentive [-1]; Incurable Flirt [-1]; Infatuated With Daredevil [-1]; Refuses to Handle Divorce Cases [-1].

Skills: Acting (A) IQ+2 [8] – 14; Climbing (A) DX+1 [4] – 14; Driving/TL8 (Automobile) (A) DX-1 [1] – 12; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 12; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [1] – 14*; Fast-Draw (Pistol) (E) DX+1 [1] – 14*; Forced Entry (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Holdout (A) IQ+0 [1] – 12†; Intimidation (A) Will+1 [1] – 12‡; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Karate (H) DX+1 [8] – 14; Law (Vermont Criminal) (H) IQ+0 [4] – 12; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+0 [2] – 14; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+6 [2] – 19§; Shortsword (A) DX+1 [4] – 14; Sleight of Hand (H) DX+1 [8] – 14; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+0 [2] – 12; Tracking (A) Per+0 [2] – 14.

Techniques: Kicking (Karate) (H) def+2 [3] – 14; Knee Strike (A) def+1 [1] – 14.

Starting Spending Money: \$1,390 (20% of Starting Wealth, minus the cost of a 9mm pistol based on the Walther P99).

* Includes +1 from Combat Reflexes.

† Defaulted from Sleight of Hand.

‡ Defaulted from Acting.

§ Includes +4 from Appearance and +2 from Voice.

Designer's Notes:

1. When I first started looking at Karen's OHOTMU Update '89 entry, I discovered right away that she was little more than a Damsel in Distress. While this worked fine in 1963, it doesn't really work in 2010. (No wonder she was killed off in the 1990s.) I then looked into ideas for revamping her without succumbing to the "how gross can *you* get?" trap of the Ultimates Universe. I also noticed that *Daredevil* didn't really have a private investigator in the cast. So, behold Karen Page, Private Eye.

PANTHER

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: LOST WORLD OF WAKANDA #25.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



PARALYZER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



PARKER, MAY

Supporting Cast

Real Name: May Reilly Parker

Occupation: Office manager.

Identity: Aunt May does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Aunt May".

Place of Birth: Brooklyn, New York.

Marital Status: Widowed.

Known Relatives: Ben (husband, deceased); Peter (nephew).

Group Affiliation: None.

Base of Operations: Queens, New York.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Much of May Parker's early life has yet to be revealed. It is known that she married Ben Parker at an early age, but that she proved incapable of having children. After Ben's younger brother and his wife were killed in a terrorist bombing, Ben and May took in the couple's young son, Peter, and raised him as if he had been their own child (see *Spider-Man*).

Ben Parker was recently killed by a carjacker, and Peter has entered college at Empire State University in Manhattan. In attempting to fill the loneliness, May has re-entered the workforce. Still an active woman in her early 40s, she has accepted a position as office manager for one of Osborn Industries' offices in Queens. She respects and is even somewhat attracted to Norman Osborn, although she chides herself over her feelings (see *Green Goblin*).

An intelligent woman, she suspects that Peter is Spider-Man, but is willing to let him tell her when he is ready. Her suspicions were first raised when she suffered a gunshot wound as an innocent bystander in a drive-by shooting not long after Ben died. She received a blood transfusion from Peter while in the hospital, and her health improved almost immediately, as did her eyesight. (Formerly extremely nearsighted, May Parker now enjoys perfect 20/20 vision. It should be noted that Peter's eyesight corrected itself at the same time he gained his powers.) It is unknown whether any of Peter's spider-powers were transferred in the transfusion.

Height: 5' 5".

Weight: 110 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: May Parker appears to have the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Aunt May has been said (by her nephew, Peter) to wield a mean rolling pin; however, this may just be hyperbole. She has proven to be a capable office manager.

70 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 12 [5]; Basic Speed 5.00 [0]; Basic Move 5; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Goodwife 1 [5]; Longevity [2]; Merchant Rank 3 [15]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5].

Perks: Job Hunter [1]; Pet (House Cat) [1].

Disadvantages: Honesty (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Peter Parker) [-2].

Quirks: Attentive [-1]; Careful [-1]; Congenial [-1]; Devout Protestant (Methodist) [-1]; Humble [-1].

Skills: Accounting (H) IQ+1 [8] – 12; Administration (A) IQ+1 [4] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Cooking (A) IQ+0 [1] – 11*; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 11; Housekeeping (E) IQ+1 [1] – 12*; Musical Instrument (Guitar) (H) IQ-1 [2] – 10; Professional Skill (Office Manager) (A) IQ+1 [4] – 12; Sewing/TL8 (E) IQ+1 [2] – 12*; Typing (E) DX+2 [4] – 12.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Goodwife.

Designer's Notes:

1. I have avoided making May Parker an old woman in the Reboot mainly because I didn't think Peter should have an aunt old enough to be his grandmother, as has been depicted in both the mainstream and Ultimate universes (as well as on television and film).

2. It has been suggested that May Parker's own longevity in the comics is due to a blood transfusion she received from Peter early on. I've adapted this to hint that May Parker may have gained powers of her own, although it remains to be seen whether she'll display any.
3. The "terrorist bombing" in which Peter's parents died is alluded to be one of the attacks on the World Trade Center.

Real Name: Rachel Anne Summers.

Occupation: Observer, former college student, former adventurer, former mutant hunting "hound", former prisoner in a mutant concentration camp, former freedom fighter, former teacher.

Identity: Secret.

Legal Status: None.

Other Aliases: Rachel Grey, Marvel Girl, Mother Askani, "Firehair Starchild".

Place of Birth: Salem Center, Westchester County, New York, in an alternate universe.

Marital Status: Single.

Known Relatives: Scott Summers (alias Cyclops, father, deceased), Jean Grey Summers (alias Phoenix, mother, deceased), Alex Summers (alias Havok, uncle, deceased), Nathan Christopher Summers (a.k.a. Nathan Dayspring Askani'son, alias Cable, "half-brother", deceased). All from alternate universes.

Group Affiliation: Current agent of the High Tribunal. Formerly a member of the New Mutants, Ahab's Hounds, the Mutant Underground, the X-Men, Excalibur, the Askani, and the Starjammers, all of alternate timelines and time periods.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #1.

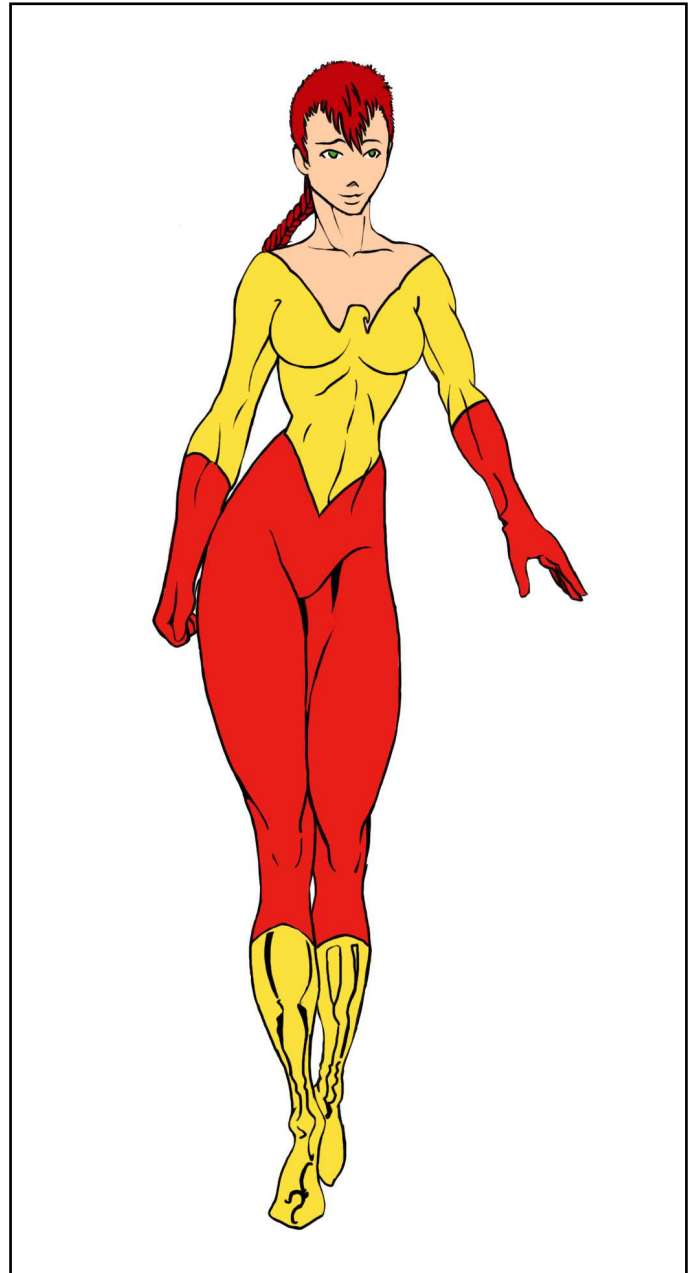
History: Rachel's past is confusing to follow, even occasionally for her. She was born in an alternate future, one which may now never come to pass, to that universe's counterparts to Cyclops and Marvel Girl (see *Cyclops*; *Marvel Girl*). Early on in her life, she trained with the second generation of New Mutants at Charles Xavier's School for Gifted Youngsters, before the school was attacked by the mutant-hunting robot Sentinels, which had taken over the United States in her home timeline (see *Sentinels*; *Xavier Institute*). Rachel was captured and forced by a man called Ahab to serve the Sentinels as a mutant-hunting "hound". After a time, however, she was sent to a mutant internment camp along with several of the X-Men of her timeline (see *X-Men*). Rachel then aided in a breakout from the camp, and went into hiding.

To save her from certain death, Rachel's friend, Kate Pryde, had instilled within Rachel's mind a post-hypnotic trigger which enabled Rachel to tap onto the Phoenix Force, a cosmic entity embodying mortals' passions, to amplify her innate yet untrained time travel powers. As such, Rachel traveled back in time to a point several years before she was supposed to be born; to her surprise, however, it was not *her* past. She briefly joined the X-Men of that time period, before being kidnapped by the extradimensional movie producer, Mojo. Rachel eventually managed to flee Mojo's dimension, where she joined several of her old X-Men teammates in a new team, Excalibur, based out of England.

Rachel at that point was the host for the Phoenix Force, which amplified her natural telekinesis but muddled her memories. She also revealed her existence to her parents' counterparts, who eventually came to regard her as their own daughter. She also took an interest in keeping an eye on her "little brother", Nathan Christopher; in her native timeline, he never existed.

At one point, she was thrust back into the timestream, eventually finding herself in a time ruled by an immortal mutant despot named Apocalypse. Rachel founded a resistance movement to Apocalypse's rule, eventually becoming known as Mother Askani as she grew older. One of her acolytes – likely aided by Rachel – traveled back in time to save Nathan's life from a techno-organic virus which threatened to kill him. At the same time, Rachel reached across time to bring the minds of Nathan's parents – the Scott and Jean Summers of that timeline – into prepared bodies. While only a few hours passed in their native timeline, Scott and Jean spent several years raising Nathan; however, when Rachel died of old age, their minds reverted back to their original bodies in their original time.

Ultimately, Nathan as an adult was responsible for the complete destruction of the timeline ruled by Apocalypse. An unexpected side effect of this action was that Rachel was thrust back into the timestream at the same physical age she was when she had previously left it, but with full memories of her time as Mother Askani, including her death. She then returned to her adopted parents' timeline, but without a link to the Phoenix Force. It was at this time Rachel all but legally changed her last name to Grey, honoring



her mother, when Scott was mentally and then physically seduced by Emma Frost, an event which contributed to one of Jean's deaths (see *White Queen*).

For a time afterward, she joined her "uncle", Alex, and her "grandfather", Christopher, in the interstellar freebooters known as the Starjammers, before returning to Earth, where she took a teaching position with the recently reopened Institute (which incidentally had been renamed after her mother) (see *Havok*).

Recently, however, that timeline and many of the timelines closely tied to it were eliminated by the High Tribunal, the ultimate multiversal authority (see *High Tribunal*). Once again, Rachel found herself thrust into the new, replacement timeline, only this time she was brought before the High Tribunal as an anomaly. The Tribunal has given Phoenix the seemingly impossible task of surveying the new timeline for it. Since then, Rachel has been wandering this new world she's found herself in, curious as to the High Tribunal's motives for giving her this task.

Recently, Rachel has discovered that the woman she believed was her mother was actually the Phoenix Force of her native timeline who had assumed the physical form and identity of Jean Grey. In most timelines, "Jean" had died shortly after Rachel was conceived, either killed by the Shi'ar because she became Dark Phoenix, or by committing suicide to prevent further acts of cosmic destruction as Dark Phoenix (see *Shi'ar*). In only a handful of timelines did "Jean Grey" survive to give birth to Rachel, and in only *one* of those timelines did Rachel survive to adulthood. This has led Rachel to wonder if perhaps the Phoenix Force of one timeline was the exact same as on any other, and whether it was the Phoenix Force itself which has permitted Rachel to survive the destruction of timelines.

Height: 5' 8"

Weight: 135 lbs.

Eyes: Green.

Hair: Red, presently dyed brown.

Other Distinguishing Features: Rachel possesses scars on her face, indicating her status as a "hound". She normally uses her telepathy to hide these scars. Rachel also possesses intricate permanent tattoos on her back, placed there by the Shi'ar of the original timeline.

Uniform: Gold shirt with a phoenix pattern, red pants, red gloves, gold boots. This uniform is identical to the first uniform she wore as a member of the X-Men, when she first became the host to that universe's Phoenix Force.

Strength Level: Rachel possesses the normal human strength of a woman her physical age, height, and build who engages in regular exercise.

Known Superhuman Powers: Phoenix possesses the psionic powers of telepathy, telekinesis, and time travel. Using her telepathy, she is able to scan someone's surface thoughts, communicate mentally with others, and probe someone's memories. In addition, she is able to project images she pulls from others' minds into thin air for all around her to see. She is also able to stun someone into unconsciousness, focusing her telepathy into a "mind bolt". Rachel's telepathy also enables her to determine if someone is a mutant by picking up on the variations in a mutant's synapses. She is able to affect peoples' minds on a subconscious level, which she normally just uses to hide her facial scars; lately, she's been using it to hide from the superhuman populace in general.

Using her telekinesis, Phoenix is able to move objects at will, form a psychokinetic shield around her, and fly at great speeds. For a short time, she also had the ability to rearrange matter on the molecular level, although she only used this power when possessing the Phoenix Force.

Rachel also possesses the ability to cast her mind into the past or future, and to use this power to have someone temporarily "trade places" with their past or future self. Using the power of the Phoenix Force, she was able on a handful of occasions to physically transport herself across the timestream. On the first of these occasions, she ended up in a past that was similar to but not exactly her own (see *History*, above).

Rachel's powers also make her immune to "changes" in the timestream, allowing her to remember the past, even if that past is destroyed. Once, she died of old age in an alternate future, but when that alternate future was destroyed found herself in the present day of the timeline she had previously left at the same age she left, complete with all the memories of her time in the destroyed timeline.

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Design Notes:

1. Yes, before anyone asks, this *is* the mainstream Rachel Summers/Rachel Grey currently seen in *Wolverine and the X-Men* and *X-Men Legacy*, and prior to that in *Uncanny X-Men* v1, *Excalibur* v1, *X-Men* v2, *X-Men: Deadly Re-Genesis*, *War of Kings*, et. al.

Her powers – and secretly the Phoenix Force – have enabled her to survive the destruction of the Multiverse containing Earth-616 (the mainstream Marvel Universe) and the creation of Earth-Reboot.

2. Rachel's history required a lot of research. She's always been one of my favorite X-Men, even when she was running around in a '80s gymnastics leotard and leg warmers, without a uniform or code-name. Her time in Excalibur, v1, greatly developed the character. Her first appearance in the uniform I've described was Uncanny X-Men v1 #199, and revealed to her teammates in Uncanny X-Men Annual #9, set between issues #199 and #200. I always liked this outfit, even moreso than the spiked red leather catsuit.
3. Oddly enough, Rachel, while she remembers her complete history as detailed above, is again in the body of a young woman in her late teens/early twenties. Blame the Living Tribunal and the Phoenix Force for that, if you wish. This woman's been through Hell (with the ashes to prove it!), and she's still kicking. At least she's not angsty about it.

PIPER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].
Cultural Familiarities: Savage Land [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



POLARIS

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



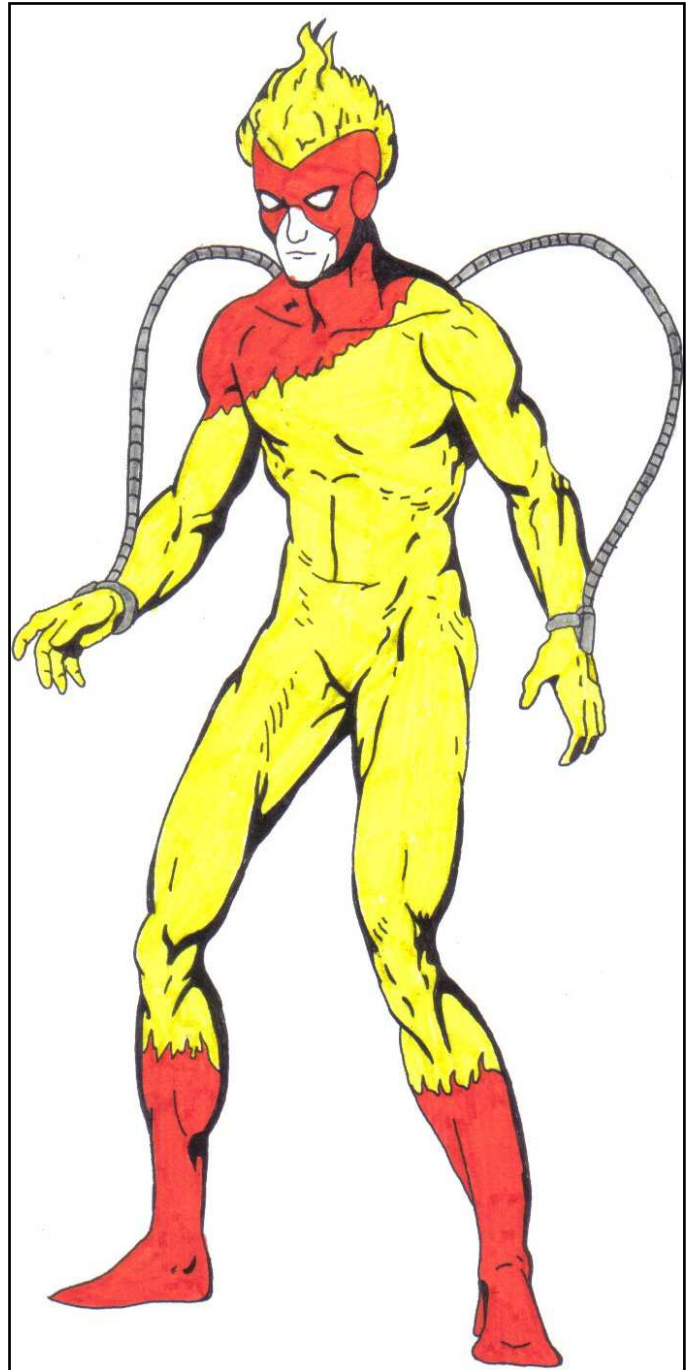
PYRO

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



QUICKSILVER

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



First Post-Reboot Appearance: RENEGADES #1.

 <p>LUKE CAGE Founding Member</p>	 <p>JEWEL (Jessica Jones) Founding Member</p>
 <p>HAWKEYE (Clint Barton) Founding Member</p>	 <p>MOCKINGBIRD (Bobbi Morse) Founding Member</p>
 <p>WOLVERINE (Logan) Founding Member</p>	

Real Name: Unrevealed (it is possible that his first name is Alex).

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Alex O'Hirn, "Horn-head".

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Former employee of Count Nefaria.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The man who would become the Rhino was a small-time muscle-man for the Maggia "family" of organized criminals headed by Count Luchios Nefaria when he was selected by the Count's scientists for an experimental strength-enhancing treatment (see *Count Nefaria*; *Maggia*). He was selected because of his already-muscular physique and low intelligence.

The experiment was a success, and the man was given an outfit composed of a thick material which resembled a rhinoceros hide, outfitted with two large horns on his forehead. Given the code-name of the Rhino, he was sent to cause mayhem throughout the Lower East Side of Manhattan. His rampage was thwarted by Spider-Man, who used the Rhino's low intelligence against him, causing the Rhino to bury himself under a building he was tricked into collapsing on top of himself (see *Spider-Man*). Following this, the Rhino was taken into custody. Presumably, as he remained in prison, he was no longer employed by the Nefaria crime family.

The Rhino later escaped custody, causing a mass breakout of criminals where he broke through the wall of the prison. He was last seen meeting with someone who greatly resembled Mysterio, at least from a distance (see *Mysterio*).

Height: 6' 10".

Weight: 710 lbs.

Eyes: Green.

Hair: Unrevealed.

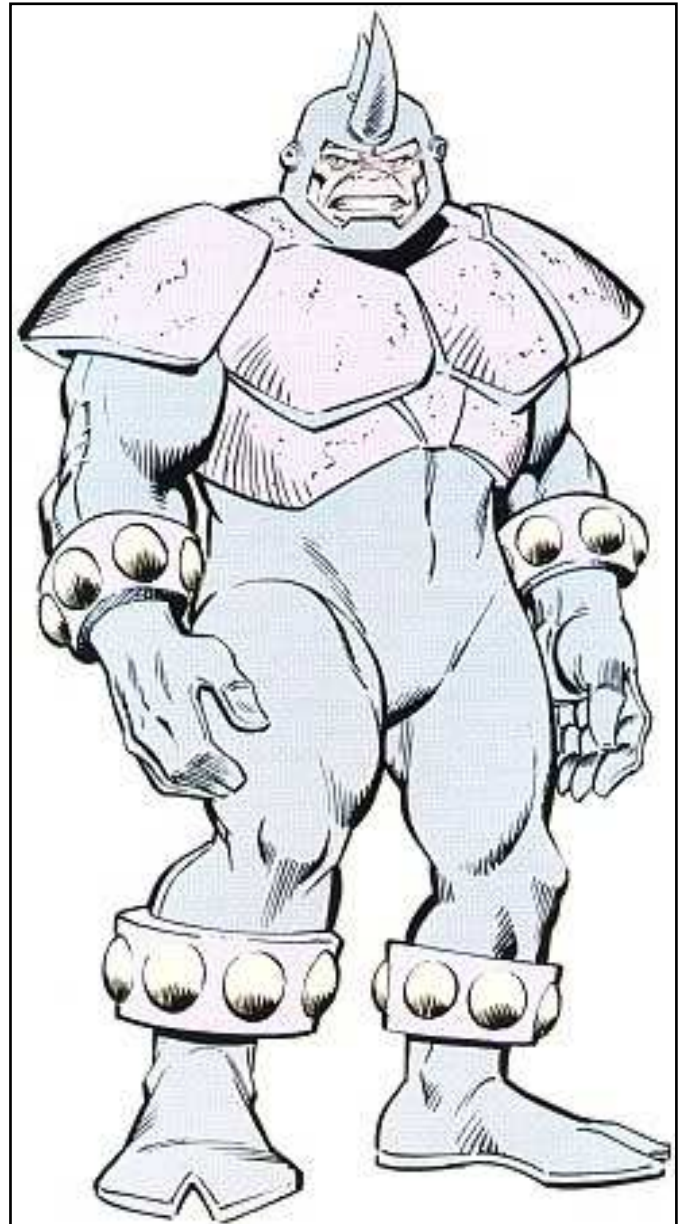
Uniform: Grey bodysuit, grey gloves, grey boots, darker grey plates around his upper chest in a manner not unlike a football player's pads, grey open-face cowl with two horns on his forehead.

Strength Level: The Rhino possesses superhuman strength, enabling him to lift (press) 80 tons under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Rhino possesses superhuman durability, healing quickly from wounds.

Weapons: The Rhino's uniform includes a pair of horns on his forehead composed of titanium steel coated with a thin covering of the same material his uniform is made of.

Limitations: The Rhino possesses less than average intelligence.



3,051 points

Attributes: ST 316 (Size, -10%) [2,754]; DX 8 [-40]; IQ 8 [-40]; HT 12 [20].

Secondary Characteristics: SM +1; Dmg 32d/34d; BL 19,971 lbs; HP 316 [0]; Will 8 [0]; Per 10 [10]; FP 12 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 10 (Tough Skin, -40%) [30]; Enhanced Move (Ground) 2 (Ground Move 20/40 mph) [40]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Super, -10%) [20]; Injury Tolerance (Damage Reduction /20) (Passive Biological, -5%) [190]; Regeneration (Regular: 1 HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Striker (Impaling; Horns) [8]; Unfazeable [15].

Perks: Dirty Fighting [1]; Power Grappling [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Grip -2 [-10]; Bad Temper (9) [-15]; Easy to Read [-10]; Gullibility (12) [-10]; Hidebound [-5]; Hunchback [-10]; On the Edge (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Violently Dislikes Country/Western and Elevator Music [-1].

Skills: Brawling (E) DX+3 [8] – 11; Forced Entry (E) DX+2 [4] – 10; Forceful Blow (Unarmed) (VH) DX+2 [16] – 10; Intimidation (A) Will+1 [4] – 9; Penetrating Strike (Unarmed) (VH) DX+2 [16] – 10; Running (A) HT+0 [2] – 12; Shockwave (Unarmed) (VH) DX+2 [16] – 10; Sports (American Football) (A) DX+0 [2] – 8; Streetwise (A) IQ+1 [4] – 9; Throwing (A) DX+2 [8] – 10; Wrestling (A) DX+2 [8] – 10.

Techniques: Aggressive Parry (Brawling) (H) def+1 [2] – 8; Breakfall (Wrestling) (A) def+5 [5] – 15; Head Butt (H) def+1 [2] – 11; Two-Handed Punch (Brawling) (A) def+2 [2] – 11.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

RIGELLIANS

Aliens and Other Races

The Rigellians are a race of humanoids who originated on the fourth planet in the Rigel system and have colonized a large interstellar empire. Rigel IV is a world with a gravity and atmosphere very close to Earth, and the Rigellians have tended to colonize similar worlds.

Rigellians are naturally psionic. They possess two natural psionic powers – the ability to control another being's mind, and the ability to take control of another being's arms or legs – and many Rigellians develop other psionic abilities; the most common are telepathic in nature.

The Rigellians have managed to avoid getting involved with the various wars between the other major interstellar powers: the Kree Empire, the Skrull Empire, and the Shi'ar Empire (see *Kree*; *Shi'ar*; *Skrulls*). They are not as militaristic as the other races, but don't take the rights of a world's native species into consideration when colonizing a world.

So far, the only Rigellian to have visited Earth is Tana Nile, who attempted to claim Earth for the Rigellian Annex until Dr. Richards of the Fantastic Four pointed out that the Skrulls and Kree have made similar claims on the planet (see *Fantastic Four*; *Mister Fantastic*; *Nile*, *Tana*).

First Post-Reboot Appearance:

Game-Mechanic Details:

The Rigellians possess a native TL 11⁺, with the standard space opera superscience technologies (gravity manipulation, FTL stardrives, FTL communications, FTL sensors, and force shields) plus monowire and ranged neural weapons. They are advanced in psionic technologies, giving them effective TL 12⁺ in those regions, but lack mature nanotechnology.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Rigellian racial package would be reduced by 15 points.

Rigellian

140 points

Languages: Rigellian (Native) (Native Language) [0].

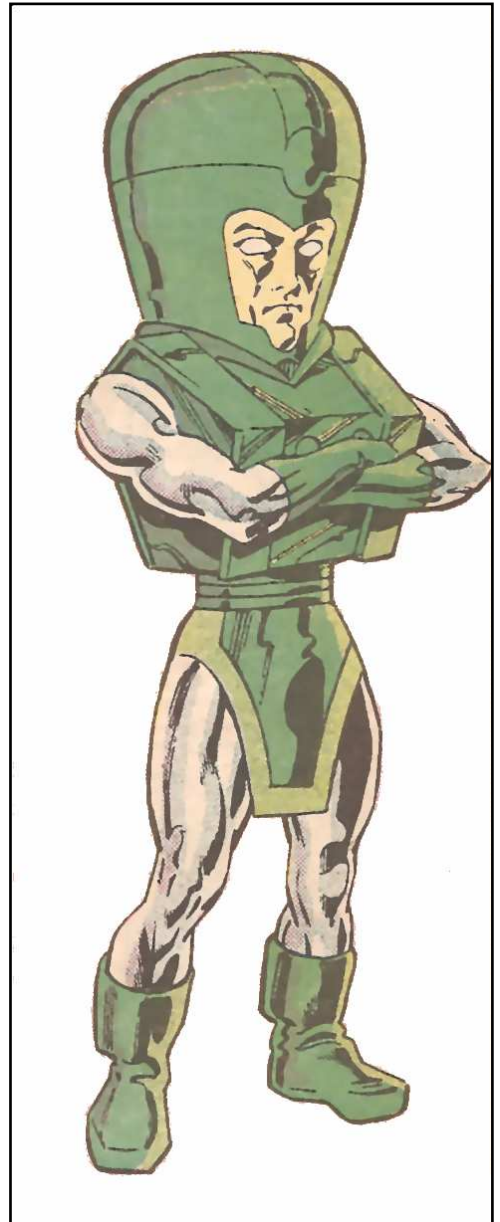
Cultural Familiarities: Rigellian Annex (Native) [0].

Advantages: High TL +3 [15]; Mind Control (Independent, +70%; Psionic, -10%) [80]; Telekinesis 10 (Animate Life-Forms: Partial, +20%; Psionic, -10%) [55].

Perks: Racial Gifts (Other Psionic Powers) [1].

Disadvantages: Intolerance (Total) [-10].

Quirks: Dislikes Crowds [-1].



ROBERTSON, JOE

Supporting Cast

Real Name: Joseph Robertson.

Occupation: Newspaper editor.

Identity: Joe Robertson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Robbie".

Place of Birth: Harlem, New York.

Marital Status: Married.

Known Relatives: Martha (wife); Randolph ("Randy", son).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Joe Robertson has been with the Daily Bugle newspaper for over twenty-five years. The full details of his past have yet to be revealed. He started with the paper as a reporter, but over the last five years has been the paper's City Editor. In this position, he works closely with publisher and editor-in-chief J. Jonah Jameson (see *Jameson, J. Jonah*). Unlike Jameson, Robertson does not believe that Spider-Man is a criminal, having had his life saved by the wall-crawler several times (see *Spider-Man*).

Height: 6' 1".

Weight: 210 lbs.

Eyes: Brown.

Hair: White, formerly black.

Uniform: None.

Strength Level: Joe Robertson possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

50 points

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Merchant Rank (Newspaper) 5 [25]; Status 1 [0*]; Wealth (Comfortable) [10].

Disadvantages: Addiction (Tobacco; Cheap; Legal; Highly Addictive) [-5]; Code of Honor (Professional) [-5]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Pacifism (Self-Defense Only) [-15].

Quirks: Careful [-1]; Prefers to Smoke Pipes [-1].

Skills: Administration (A) IQ+2 [8] – 13; Area Knowledge (New York City) (E) IQ+0 [1] – 11; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Professional Skill (Journalist) (A) IQ+1 [4] – 12; Research/TL8 (A) IQ+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Typing (E) DX+1 [1] – 11†; Writing (A) IQ+1 [4] – 12.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Includes +1 from Merchant Rank.

† Defaulted from Administration.



ROGUE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



SANDMAN

Villain

Real Name: Unrevealed

Occupation: Professional criminal.

Identity: Known to the authorities

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: Flint Marko.

Place of Birth: New York City.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the man known as the Sandman are currently unrevealed. It is known that he has been a professional criminal most of his life, under the alias Flint Marko. All Marko has stated was that he "ended up being stuck on the wrong side of a pile of sand when something went wrong," but he has not yet given any details.

Whatever actually happened to grant him his powers, Marko returned to his native New York City to pursue his criminal career anew. He swiftly came into conflict with Spider-Man; while the two have clashed many times, the web-slinger has yet to take Marko into custody (see *Spider-Man*).

Recently, the Sandman accepted an offer by the criminal Wizard to become a member of the Frightful Four (see *Frightful Four*; *Wizard*). Alongside the rest of the Frightful Four, the Sandman was defeated by the Fantastic Four, and for the first time since gaining his powers was incarcerated (see *Fantastic Four*).

Height: 6' 1".

Weight: 450 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green t-shirt with horizontal black stripes, brown pants, brown shoes.

Strength Level: At his normal human height, the Sandman possesses greater than average, but not superhuman strength. At his maximum observed height of 20 feet, he possesses superhuman strength enabling him to lift (press) around 2 tons.

Known Superhuman Powers: Marko's body is now entirely composed of sand. He has complete control over his body, able to shape it into any form he can think of; not the most original thinker, he mainly creates additional arms, extending his arms to incredible lengths, and forming his hands into hammer-like strikers. By drawing upon additional silicates – sand and dirt – from the surrounding area, he is able to grow to a height of around 20 feet while still supporting himself. He also can slide through grates and fences as if they weren't there, and enter pipes and other containers that a normal human could not enter.

Sandman's body is highly resistant to injury, due to his particulate nature. He is able to control his density, becoming as hard as sandstone for short periods of time.

Weaknesses: The Sandman's body is vulnerable to intense heat, which can fuse him into a form resembling glass.



1,090 points

Attributes: ST 15 [50]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d+1/2d+1; BL 45 lbs; HP 15 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Body of Earth [175]; Constriction Attack [15]; Control Sand 5 (Collective, +100%; Elemental: Earth, -10%; Super, -10%) [135]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Extra Arms 4 (Switchable, +10%; Elemental Earth, -10%; Super, -10%) [36]; Extra ST +35 (Growth Size, -30%) [245]; Growth 3 (Accessibility: Needs Extra Sand, -20%; Elemental Earth, -10%; Super, -10%) [18]; High Pain Threshold [10]; Morph (Active Change, +20%; Cosmetic, -50%; Improvised Forms, +100%; Elemental Earth, -10%; Super, -10%) [150]; Permeation (Earth) (Elemental Earth, -10%; Super, -10%) [16]; Regeneration (Very

Fast: 1 HP/sec) (Elemental Earth, -10%; Super, -10%) [80]; Regrowth (Elemental Earth, -10%; Super, -10%) [32]; Stretching 3 (Elemental Earth, -10%; Super, -10%) [15]; Striker (Crushing) (Long +3, +300%) [20]; Unkillable 2 (Elemental Earth, -10%; Super, -10%) [80].

Perks: Supersuit [1].

Disadvantages: Greed (9) [-22]; Hidebound [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Status -1 [-5]; Vulnerability to Fire (×2) [-30]; Wealth (Poor) [-15].

Quirks: Will Not Harm Children [-1].

Skills: Brawling (E) DX+2 [4] – 14; Filch (A) DX+1 [4] – 13; Forced Entry (E) DX+2 [4] – 14; Intimidation (A) Will+2 [8] – 12; Savoir-Faire (Mafia) (E) IQ+1 [4] – 11; Streetwise (A) IQ+2 [8] – 12; Urban Survival (A) Per+2 [8] – 12.

Starting Spending Money: \$800 (20% of Starting Wealth).

SAURON

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land
Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages:

Perks:

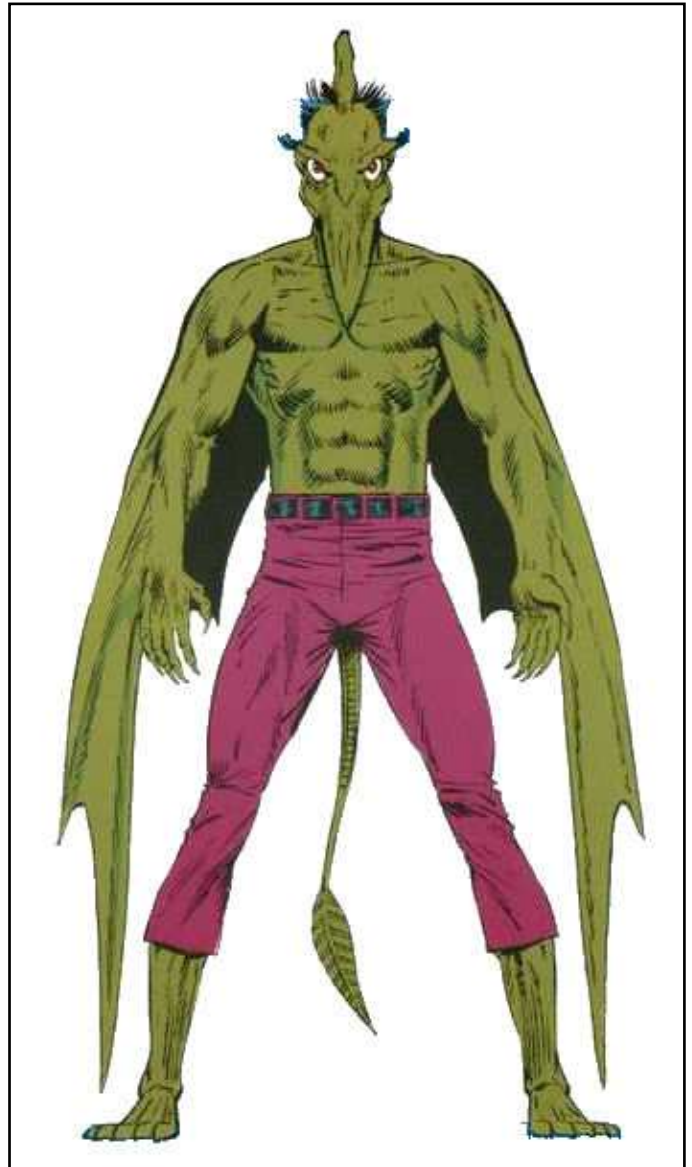
Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:














SAVAGE LAND

Geography

First Post-Reboot Appearance: UNCANNY X-MEN #

First Post-Reboot Appearance: UNCANNY X-MEN #

 <p>AMPHIBIUS Active as of UXM #</p>	 <p>BARBARUS Active as of UXM #</p>
 <p>BRAINCHILD Active as of UXM #</p>	 <p>EQUILIBRIUS Active as of UXM #</p>
 <p>GAZA Active as of UXM #</p>	 <p>LORELEI Active as of UXM #</p>
 <p>LUPO Active as of UXM #</p>	 <p>PIPER Active as of UXM #</p>
 <p>SAURON Active as of UXM #</p>	 <p>VERTIGO Active as of UXM #</p>
 <p>WHITEOUT Active as of UXM #</p>	 <p>WORM Active as of UXM #</p>

SCARLET WITCH

Villain

Real Name: Wanda Maximoff.

Occupation: Professional criminal, sorceress.

Identity: Publicly known.

Legal Status: Unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Pietro (alias Quicksilver, brother).

Group Affiliation: Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #4.

History: Not much is known about the origins of the Scarlet Witch before her first appearance. She and her twin brother Pietro claim to be gypsies, although there are hints that they were adopted rather than born into the culture (see *Quicksilver*).

It is not currently known how the two came to the attention of the mutant criminal Magneto, but the self-proclaimed Master of Magnetism was quick to induct them into his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). Wanda in particular was easily swayed by Magneto's personal charm and force of personality; Pietro has admitted that he only accepted Magneto's offer to protect his impressionable sister. Wanda was apparently already calling herself the Scarlet Witch before joining the group. In their first appearance with the group, the Scarlet Witch and the rest of the Brotherhood faced off against the X-Men; although they were defeated, they managed to escape (see *X-Men*).

Wanda has changed since joining the Brotherhood. She is far more confident since joining, but has also become colder towards others, including her brother. During a brief time when Magneto was separated from the group, Wanda took charge and led the Brotherhood with the same heavy hand that Magneto did. After he was reunited with the team, Magneto made her his official second-in-command. These developments have adversely affected her relationship with her brother; both Wanda and Magneto believe it is only a matter of time before Pietro betrays them.

Height: 5' 4".

Weight: 110 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Black sleeveless Spandex bodysuit, red shoulder-less low-neck dress with leg slits up to the waist and loose elbow-length sleeves, black elbow-length Spandex gloves, red sash around the waist, red calf-high boots with mystic patterns on the front and four-inch heels, black headband.

Strength Level: The Scarlet Witch possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Wanda Maximoff is a mutant who was born with the ability to wield ambient magical energies. Most Earth-born sorcerers utilize three main sources of power: innate mental powers, ambient magical energies, and extra-dimensional sources. Wanda is naturally inclined to use ambient energies to the exclusion of the other two.

Wanda knows a number of spells dealing primarily with illusions, transmutation, and probability. She has been shown being able to turn multiple people invisible, create realistic illusions that affect all the senses and which can be captured on film and digital media, and the ability to grant "good luck" to allies and "bad luck" to opponents. She has also been shown casting eldritch bolts of raw magical energy to injure opponents, although these tend to tire her out if she fires off too many of them in a short time frame. In addition to these, she is able to create shields of mystic energy to protect herself from harm.

Wanda also knows several spells which she uses to alter matter. She has shown the ability to turn a solid metal door into gas, turn pavement into mud, and even so far as to briefly turn one of her teammates, the Toad, into his namesake animal as punishment (see *Toad*).



Wanda's powers are unpredictable, and don't always operate the way she wants them to. Since joining the Brotherhood, however, her powers have become more reliable than before.

425 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 14 [10]; Per 12 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Accented) [4]; Romanian (Native Spoken/Semi-Literate) [-2].

Cultural Familiarities: Balkans (Native) [0]; Western [1].

Advantages: Appearance (Beautiful) [12]; Claim to Hospitality (Gypsies) [5]; Combat Reflexes [15]; Energy/2 [40]; Fit [5]; High Pain Threshold [10]; Illusion/3 [30]; Intuition [15]; Luck/3 [30]; Magery 3 (Radically Unstable Magery (Activation Roll), -10%; Mutant, -10%) [28]; Matter/3 [60].

Perks: High-Heeled Heroine [1]; Magical School Familiarity (Gypsy Magic) [1]; Photogenic [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Code of Honor (Gypsy) [-5]; Fanaticism (Mutant Supremacy) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Magnetite) [-2]; Social Stigma (Minority Group) [-10]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1]; Impressionable [-1].

Skills: Acrobatics (H) DX+1 [8] - 12; Acting (A) IQ+0 [2] - 12; Autohypnosis (H) Will+2 [12] - 16; Carousing (E) HT+1 [2] - 12; Escape (H) DX+1 [8] - 12; Filch (A) DX+1 [4] - 12; Fortune Telling (Gypsy) (A) IQ+0 [2] - 12; Innate Attack (Beam) (E) DX+3 [8] - 14; Intimidation (A) Will+0 [2] - 14; Judo (H) DX+0 [4] - 11; Karate (H) DX+0 [4] - 11; Leadership (A) IQ+0 [2] - 12; Observation (A) Per+2 [8] - 14; Running (A) HT+1 [4] - 12; Sex Appeal (Human) (A) HT+4 [2] - 15*; Shield (Force) (E) DX+3 [8] - 14; Sleight of Hand (H) DX+1 [8] - 12; Stealth (A) DX+1 [4] - 12; Streetwise (A) IQ+0 [2] - 12; Survival (Woodlands) (A) Per+2 [8] - 14; Thaumatology (VH) IQ+3 [8] - 15†.

Magical Realm Skills: Energy (VH) IQ+3 [8] - 15†; Illusion (VH) IQ+3 [8] - 15†; Luck (VH) IQ+3 [8] - 15†; Matter (VH) IQ+3 [8] - 15†.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +4 from Appearance.

† Includes +3 from Magery.

Design Notes:

1. Cost of Magery includes Magery 0 with both Radically Unstable Magery and Mutant applied to it. It just looked weird putting both Magery 0 and Magery 3 with the same limitations on them on the sheet together.
2. In her first appearance, she possesses Radically Unstable Magery (All Failures Are Critical Failures) (-30%), and lacks the Callous disadvantage. Her time with the Brotherhood has enabled her to buy up the Radically Unstable Magery to the -10% level, but she gains Callous as a result.
3. Her Social Stigma is either Mutant (in the Americas and Western Europe) or Gypsy (in Eastern Europe), depending on where she is at the time.
4. One thing that always bothered me about Wanda was how undefined her power set in the comics was. She started off as a probability manipulator, and evolved over time into a full-fledged reality manipulator – on a subconscious level! And it seems with that kind of power, the writers didn't know what to do with her, except as a plot device to completely mess things up on a cosmic scale. So, I've cut her back to a manageable, playable level of power.

SCORPIO

Villain

Real Name: Jacob "Jake" Fury.

Occupation: Subversive, professional criminal.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Jacque LaPointe.

Place of Birth: Hell's Kitchen, New York City.

Marital Status: Single

Known Relatives: Nick (brother), Dawn (sister).

Group Affiliation: Head of his own criminal cartel; member of the Zodiac.

Base of Operations: Currently unknown; formerly New Orleans, Louisiana, and Las Vegas, Nevada.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #1

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level: Scorpio possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers:

Other Abilities:

Weapons:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

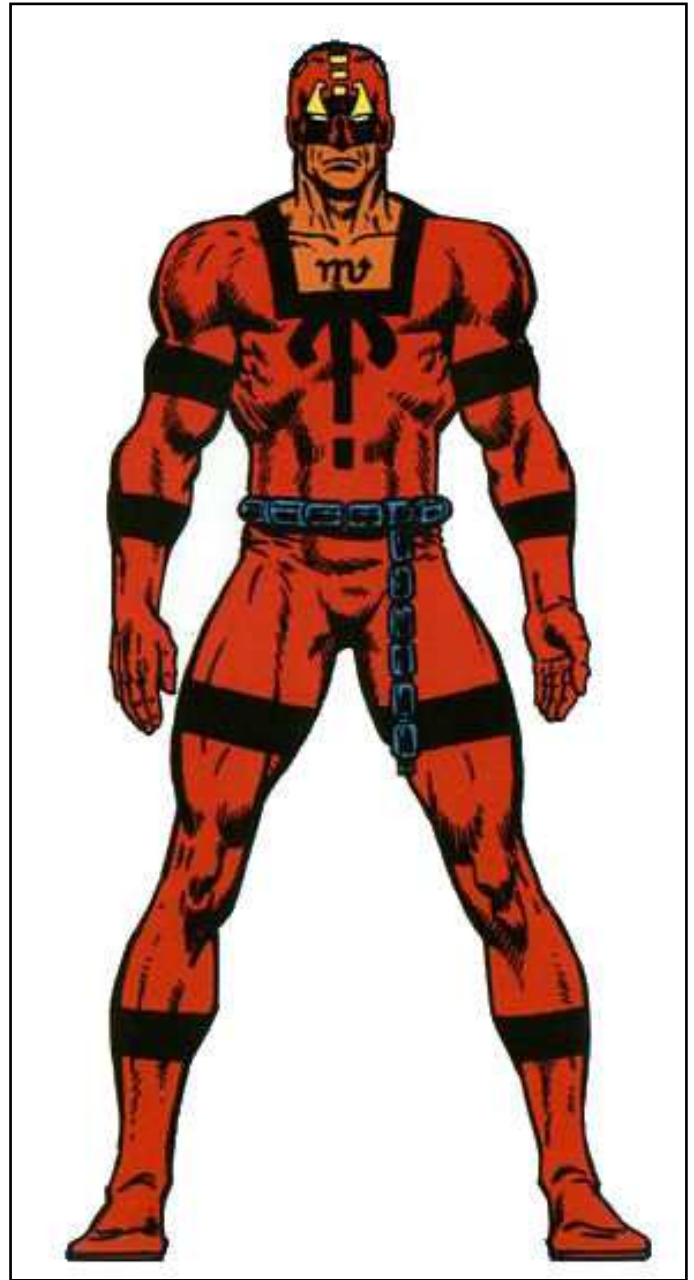
Quirks:

Skills:

Techniques:

Features:

Starting Spending Money:



SCORPION

Villain

Real Name: MacDonald "Mac" Gargan.

Occupation: Former private investigator turned professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Mac Gargan was a private investigator known for his attention to detail, with a bit of a reputation for amoral conduct in pursuit of his information, who was approached by Daily Bugle publisher J. Jonah Jameson. Jameson wanted Gargan to find and unmask Spider-Man (see *Jameson, J. Jonah; Spider-Man*).

Gargan started his investigation by following Peter Parker, the photographer who always managed to get photos of Spider-Man in action when other photographers could not. Gargan speculated that Spider-Man had confided in Parker about his secret identity; his own suspicion was that Spider-Man was Parker's friend, Harry Osborn (see *Osborn, Harry*).

Figuring that in order to unmask Spider-Man properly he would need to defeat him in combat, Gargan sought out Dr. Karl Malus, who had recently put out a press release that indicated that he'd discovered a means of inducing controlled mutations. Gargan offered himself as a human test subject, intending to bill Jameson for the cost of the procedure. Malus's procedure granted Gargan increased strength, speed, and agility. Donning a battlesuit developed by the underworld technician, the Tinkerer, which included a seven-foot long tail, Gargan set out to test his new abilities by completing his assignment: defeating and exposing Spider-Man's identity (see *Malus, Dr. Karl; Tinkerer*).

Dr. Malus's mutagenic procedure had an adverse effect on Gargan's mind. Calling himself the Scorpion, Gargan committed a series of crimes to draw Spider-Man's attention. The two fought several times over the next few days, with neither one scoring a definitive win.. Spider-Man finally defeated the Scorpion, who was sent to prison. Jameson, when he discovered what Gargan had done, refused to pay for the procedure, the Tinkerer's equipment, or Gargan's bail, and fired him from the case. The Scorpion has sworn revenge against both Spider-Man and Jameson, and has recently escaped from prison.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green bodysuit made of lightweight steel mesh with high-tensile polymer inserts and an insulating layer of rubber, green boots, green gloves, green full-face cowl, cybernetically-controlled tail.

Strength Level: The Scorpion possesses superhuman strength enabling him to lift (press) 15 tons under optimal conditions.

Known Superhuman Powers: Besides his superhuman strength, the Scorpion possesses superhuman speed, agility, and durability.

Other Abilities: Mac Gargan was a skilled private investigator, noted for his keen observational skills.



1,500 points

Attributes: ST 14 [40]; DX 15 [100]; IQ 12 [40]; HT 14 [40].

Secondary Characteristics: Dmg 14d/16d; BL 3,754 lbs; HP 14 [0]; Will 12 [0]; Per 14 [10]; FP 14 [0]; Basic Speed 7.25 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) (Native Language) [0]; Spanish (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Super, -10%) [9]; Damage Resistance 4 (Tough Skin, -40%) [12]; Enhanced Move (Ground) 2 (Super, -10%) [36]; Enhanced Time Sense (Super, -10%); Flexibility [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /100; Passive Biological, -5%) [285]; Lifting ST +123 (Super, -10%) [333]; Perfect Balance (Super, -10%) [14]; Striker

(Crushing; Tail) (Long +1, +100%; Gadget/Breakable: DR 20, -5%; Gadget/Breakable: SM 0, -25%) [9]; Striking ST +123 (Super, -10% [554].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Glasses/Contact Lenses, -60%) [-10]; Bad Temper (9) [-15]; Berserk (15) [-5]; Callous [-5]; Greed (12); Obsession (Destroy Spider-Man and Jameson) (9) [-7]; Reputation (Amoral PI) -2 (Frequency: 7 or less; Small Class: Those Who Have Used His Service) [-2]; Social Disease [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Chauvinistic [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX-1 [1] – 14*; Brawling (E) DX+1 [2] – 16; Climbing (A) DX+3 [1] – 18*†; Connoisseur (Music) (A) IQ-1 [1] – 11; Criminology/TL8 (A) IQ+0 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 15; Musical Instrument (Single-Reed Woodwinds: Saxophone) (H) IQ-2 [1] – 10; Observation (A) Per+1 [4] – 15; Photography/TL8 (A) IQ+0 [2] – 12; Shadowing (A) IQ+1 [4] – 13; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+0 [2] – 12; Tracking (A) Per-1 [1] – 13.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

SENTINELS

Technology

First Post-Reboot Appearance: UNCANNY X-MEN #

Sentinel: Do not be alarmed. I am here to serve and protect.

Little Kid: Mommy! Buy me that! Buy me that!

- X-Men: The Animated Series 1.1

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



SHANNA THE SHE-DEVIL

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: LOST WORLD OF THE SAVAGE LAND #13.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



SHI'AR

Aliens and Other Races

The Shi'ar are a race of humanoids with both mammalian and avian characteristics who have recently conquered a large interstellar empire, and are still in the middle of their expansionist phase. They have recently encountered the other major interstellar powers.

First Post-Reboot Appearance:

Game-Mechanic Details:

The Shi'ar possess a native TL 11⁺. While possessing the standard space-opera superscience – gravity manipulation, FTL stardrives, FTL communications, FTL sensors, and force shields – they have also recently developed mature nanotechnology.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Shi'ar racial package would be reduced by 15 points.

Shi'ar

87 points

Attribute Modifiers: ST +3 [30]; DX +2 [40].

Languages: Shi'ar (Native) (Native Language) [0].

Cultural Familiarities: Shi'ar Empire (Native) [0].

Advantages: High TL +3 [15].

Perks: Feathers [1]; Racial Gifts (Wings) [1].



The Superhuman Hazards Investigation, Elimination, and Lockdown Directive, better known to the general public simply as SHIELD, is a U.S. government agency charged with policing the growing superhuman population. SHIELD was initially formed in the late 1950s,

First Post-Reboot Appearance: UNCANNY X-MEN #

Typical SHIELD Agent

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

SHOCKER

Villain

Real Name: Herman Schultz

Occupation: Burglar.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Herman Schultz was a burglar with an aptitude for working with tools serving his third prison term when he came up with the idea for a device which would be able to open any door or lock quickly and quietly. Assigned to the prison's workshop, he filched parts and over a period of several months developed a prototype of what would later become his signature weapon: a wrist-mounted unit which generated waves of vibrational force which could shake any door loose.

Schultz escaped prison using the prototype, but was severely injured by the vibrational feedback. Developing a padded bodysuit to absorb the feedback, he embarked on a series of successful burglaries, taking the name of the Shocker, until he encountered Spider-Man (see *Spider-Man*). Although he managed to defeat the web-slinger in their first confrontation, a second encounter days later resulted in his being taken into police custody. As he was in the same prison as the Rhino when the latter broke through a wall, resulting in a mass escape, it is possible that the Shocker was among the convicts that escaped in the confusion (see *Rhino*).

Height: 5' 9".

Weight: 175 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Brown and yellow padded bodysuit, brown cowl, yellow full-face mask, brown gloves, brown boots, silver belt and trim.

Strength Level: The Shocker possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None; all of his abilities are built into his uniform.

Other Abilities: Herman Schultz is a skilled burglar and safecracker.

Weapons: Built into the Shocker's gloves are a pair of vibro-shock devices which create vibrations which can crumble solid concrete or severely injure a normal human.

Paraphernalia: The Shocker's uniform is made of padding which absorbs the vibrational feedback from his vibro-shock devices.



215 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 2 [20]; Combat Reflexes [15]; Contact (Fence) (Effective Skill: 12; Frequency: 9 or less; Somewhat Reliable) [1]; Corrosion Attack 6d (Gadget/Breakable, DR 4, -15%; Gadget/Breakable, Size -6, -10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Variable, +5%; Elemental: Vibration, -10%; Alternative Attack, ×1/5) [6]; Corrosion Attack 6d (Extra Recoil, Rcl 3, -20%; Gadget/Breakable: DR 4, -15%; Gadget/Breakable, Size -6, -10%; Increased Range, ×2, +10%; Increased 1/2D Range, ×5, +10%; Rapid Fire, +40%; Underwater, +20%; Variable, +5%; Elemental: Vibration, -10%) [78]; High Manual Dexterity 2 [10].

Disadvantages: Code of Honor (Street) [-5]; Kleptomania (9) [-22]; Pacifism (Reluctant Killer) [-5]; Phobia (Triskaidekaphobia: The Number 13) (12) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1]; Imaginative [-1].

Skills: Armoury/TL8 (Small Arms) IQ+1 [1] – 13*; Boxing (A) DX-1 [1] – 12; Climbing (A) DX-1 [1] – 12; Electronics Operation/TL8 (Security) IQ+0 [2] – 12; Engineer/TL8 (Microtechnology) (H) IQ+0 [1] – 12*; Explosives/TL8 (Demolition) (A)

IQ+0 [2] – 12; Forced Entry (E) DX+0 [1] – 13; Innate Attack (Beam) (E) DX+1 [2] – 14; Jumping (E) DX+0 [1] – 13; Lockpicking/TL8 (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Mechanic/TL8 (Micromachines) (A) IQ+1 [1] – 13*; Streetwise (A) IQ+0 [2] – 12; Wrestling (A) DX-1 [1] – 12.
Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Artificer.

Real Name: Sif.

Occupation: Shieldmaiden, former fertility goddess.

Identity: The general populace of Earth does not believe Sif to be anything more than a mythological figure.

Legal Status: Princess of Asgard.

Other Aliases: Sif Goldenhair (a common epitaph), Violet Nordstrom (her alias on Earth).

Place of Birth: Vanaheim.

Marital Status: Separated.

Known Relatives: Thor (husband, separated), Uller (son by Odin; brother-in-law), Thrud (alias Trudy Nordstrom, daughter by Thor), Magni, Modi (step-sons), Odin (father-in-law), Balder, Bragi, Hoder, Heimdall, Tyr, Vidar (brothers-in-law), Loki (foster brother-in-law), Freyja (foster sister-in-law), Frigga (step-mother-in-law).

Group Affiliation: Gods of Asgard.

Base of Operations: New York City, also Asgard and Vanaheim.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1

History: Sif grew to adulthood as one of the Vanir of Vanaheim, one of the Nine Worlds of Norse mythology. The Vanir are a sister race to the Aesir; together, the two represent the race of Asgardian gods (see *Asgardians*). Sif's parentage is unknown.

Sif was widely held to be one of the most beautiful of the Vanir, second only to Freyja (see *Freyja*). Unlike other Vanir women, however, Sif also learned the arts of warfare, although she preferred not to use those skills when less violent methods could suffice. Her beauty was apparent when she was just reaching adulthood; so much so that Odin, the ruler of the Aesir who was visiting Vanaheim, seduced her (see *Odin*). This union resulted in the birth of Sif's son, Uller.

During the brief war between the Aesir and the Vanir, Sif was due to fight a duel on a given morning with Odin's son, Thor (see *Thor*). Knowing that facing Odin's violent red-haired son in battle would mean her death, Sif decided on a different tactic. When the day of the duel dawned, both Sif and Thor were no-shows, due to them having spent the entire night together in his bed. This incident prompted Odin and the Vanir's leader, Njord, to set aside their differences and end the war (see *Njord*). Sif married Thor not long afterwards, and has been faithful to him ever since. On their wedding night, she placed her sword in a storage bin in their palace, and she embraced her role as a fertility and agricultural goddess. (These events are not known to present-day mythographers, having been lost in the purges of Norse lore by the spread of Christianity. Later mythographers mistakenly placed Sif amongst the Aesir.)

At one point, one of the pranks pulled by Loki, the god of mischief, went too far, and Sif's pride and joy – her mane of golden blond hair – was shaved off and destroyed (see *Loki*). (Some mythographers have indicated that Loki must have either seduced her or impersonated Thor in order to get close enough to pull this off, based on passages from his *flyte*, or "insult poem", from right before his imprisonment, when he claimed that she was not always faithful to Thor.) Due to Thor's not-so-subtle manhandling of Loki in retaliation, Loki bargained with the dwarves of Nidavallir to produce a mane of hair spun from pure gold, which took root and grew the moment it touched her scalp.

After the worship of the Norse gods came to an end, Sif continued to help raise Thor's children – two of whom, Magni and Modi, were Thor's sons by a different goddess, although some say their mother was a giantess (see *Magni; Modi*). Thor, on the other hand, grew more sullen and violent as time went on. It was only after Thor hit Sif in a drunken fit of anger that she left him, taking their daughter Thrud and his sons with her; Sif made sure that Thor saw she was taking her sword with her (see *Thrud*). Sif returned to Vanaheim, but not without regrets. While there she set aside her role as a fertility goddess, embracing her skill as a warrior.

Sif has recently appeared on Earth, living in an apartment off Central Park West in Manhattan with her daughter and step-sons, and going by the alias "Violet Nordstrom". She has been keeping close watch on Thor's activities, now that he is trapped in the body of a mortal, and has even come to his aid on a number of occasions. Recent discussions with Loki have led her to the conclusion that to release the god she loves, the mortal aspect he is trapped in must die. To this end, she has manipulated various foes of Thor's into



combat with his mortal identity. Sif is not aware that Loki is manipulating her into killing her husband, as Thor's mortal and immortal sides cannot presently exist without each other.

Height: 6".

Weight: 650 lbs.

Eyes: Blue.

Hair: Golden blond.

Uniform: When entering or expecting combat, Sif wears a suit of mail with a custom-fitted breastplate. These appear to be made of Asgardian steel, which is three times as heavy and durable as normal steel. She often wears a green cloak attached to the breastplate's collar.

Strength Level: Sif possesses superhuman strength greater than that of a standard Asgardian goddess. She is able to lift (press) 35 tons (the average Asgardian goddess can only lift (press) 25 tons).

Known Superhuman Powers: Sif possesses the standard superhuman traits of an Asgardian goddess (see Asgardians). As an agricultural goddess, Sif possesses various powers over plants, causing them to grow quickly and to move as she directs. Since taking up the sword again, she rarely uses these powers, preferring to hold them in reserve unless necessary.

Other Abilities: Sif is an accomplished swordswoman and unarmed combatant.

Weapons: Sif wields an enchanted uru broadsword named Gatecleaver, which is capable of slicing through almost any material known to man or god, with the possible exception of adamantium. This sword weighs nine pounds (normal broadswords are three pounds), and has been enchanted to permit its wielder to pass between Asgard, Midgard (Earth), and Vanaheim with ease. She also wields a round shield made of the same material; the shield has not to date shown any magical traits.

1,800 points

Attributes: ST 29/217 [0*]; DX 14 [80]; IQ 11 [20]; HT 14 [20†].

Secondary Characteristics: Dmg 3d/5d+2 (22d/24d); BL 168 lbs (9,418 lbs/4.5 tons); HP 30 [2]; Will 14 [15]; Per 14 [15]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: English (Native) [6]; Old Norse (Native) (Native Language) [0].

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Affliction 4 (Accessibility: Plants Only, -25%; Advantage: Growth 4, +40%; Area Effect, 8 yd radius, +150%; Malediction: Speed/Range Table, +150%; Magical, -10%) [162]; Alternate Identity ("Violet Nordstrom"; Illegal) [15]; Appearance (Transcendent) [20]; Asgardian God [575]; Binding (Vine Entanglement) 40 (Area Effect, 2 yard radius, +50%; Constricting, +75%; Environmental, -40%; Malediction: Speed/Range Table, +150%; One-Shot, -10%; Magical, -10%) [252]; Combat Reflexes [15]; Enhanced Block 3 [15]; Enhanced Parry (Broadsword) 3 [15]; Extra Attack 1 (Multi-Strike, +20%; Single Skill: Broadsword, -20%) [25]; Fashion Sense [5]; Natural Swordsman 2 [20]; High Pain Threshold [10]; No Low TL 5 [25]; Plant Control Talent 2 [10]; Regeneration (Regular: 3HP/hr) [25]; Status 6 [20‡]; Super ST +12/+200 [480]; Telekinesis 40 (Environmental: Animate Plants, -40%; Magical, -10%) [100]; Unaging (Temporary Disadvantage: Maintenance (Apples of Idunn, Once Monthly, -2%) [15]; Very Fit [15]; Wealth (Multimillionaire 1) [75]; Weapon Master (Broadsword-and-Shield) [25].

Perks: Classic Features (Nordic) [1]; Fearsome Stare [1]; Focused Fury [1]; High-Heeled Heroine [1]; Named Possession (Gatecleaver) [1]; Off-Hand Weapon Training (Broadsword) [1]; Sexy Pose [1]; Shoves and Tackles (Shield) [1]; Style Familiarity (Sword-and-Shield Fighting) [1]; Weapon Bond (Gatecleaver) [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Norse) [-5]; Dependent (Daughter: Thrud/Trudi; No more than 50%; Loved One) (9) [-10]; Dependents (Step-Sons: Magni and Modi; No more than 50%; Loved One) (9) [-10]; Enemy (Amora the Enchantress; Equal in Power; Rival) [-5]; Impulsiveness (12) [-10]; Jealousy [-10]; No Extended Lifespan 5 [-10]; No Super ST +11/150 [-440]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Vow (Release Thor From His Mortal Identity) [-10].

Quirks: Congenial [-1]; Dislikes Using Her Plant Powers [-1]; Expression ("Od's Blood!") [-1]; Overly Protective Mother [-1]; Proud [-1].

Skills: Breaking Blow (H) IQ+3 [16] - 14; Broadsword (A) DX+11 [36] - 25§; Carousing (E) HT+2 [4] - 16; Climbing (A) DX+0 [2] - 14; Connoisseur (Music) (A) IQ+1 [4] - 12; Dancing (A) DX+0 [2] - 14; Diplomacy (H) IQ+1 [8] - 12; First Aid/TL3 (Asgardian) (E) IQ+1 [2] - 12; Forced Entry (E) DX+2 [4] - 16; Immovable Stance (H) DX+0 [4] - 14; Intimidation (A) Will+0 [2] - 14; Judo (H) DX+2 [12] - 16; Karate (H) DX+2 [12] - 16; Naturalist (Asgard) (H) IQ+1 [8] - 12; Plant Control (H) IQ+3 [8] - 14#; Power Blow (H) Will+0 [4] - 14; Riding (Equines) (A) DX+0 [2] - 14; Running (A) HT+0 [2] - 14; Savoir-Faire (High Society) (E) IQ+1 [2] - 12; Sex Appeal (Asgardian) (A) HT+8 [2] - 22¥; Shield (E) DX+11 [40] - 25; Spear (A) DX+2 [8] - 16; Strategy (Land) (H) IQ+1 [8] - 12; Survival (Mountain) (A) Per-1 [1] - 13; Swimming (E) HT+0 [1] - 14; Tactics (H) IQ+1 [8] - 12; Thrown Weapon (Spear) (E) DX+2 [4] - 16; Wrestling (A) DX+2 [8] - 16.

Techniques: Cavalry Training (Broadsword) (H) def+2 [3] - 25; Combat Riding (Riding (Equines)) (H) def+4 [5] - 18; Targeted Attack (Broadsword Swing/Neck) (H) def+1 [2] - 21; Targeted Attack (Broadsword Thrust/Vitals) (H) def+1 [2] - 22.

Starting Spending Money: \$4,000,000 (20% of Starting Wealth).

* Includes +7 from Asgardian God, and +12/+200 from Super ST.

† Includes +2 from Asgardian God.

‡ Includes +2 from Wealth

§ Includes +2 from Natural Swordsman

Includes +2 from Plant Control Talent.

¥ Includes +8 from Appearance.

Gatecleaver

BROADSWORD

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
3	Gatecleaver	5d+17 cut	1	+2	\$333,595	9	18	[1, 2, 3, 4]
	<i>or</i>	3d+12 imp	1	+2			18	
	<i>or Super ST</i>	24d+53 cut	1	+2				
	<i>or Super ST</i>	22d+50 thr	1	+2				

Notes:

- [1] Sword is made of uru, which is 3x as heavy as modern steel; also costs 3x as much. It is also unbreakable.
- [2] Very Fine quality sword, priced at TL3.
- [3] Enchanted with Accuracy +2, Defending Weapon +2, Puissance +2, and the ability to cast three different Plane Shift spells: one to Midgard (Earth), one to Asgard, and the third to her native Vanaheim. To cast the Plane Shift spells, motions are made which appear to be "cleaving" a gate in mid-air.
- [4] Gatecleaver possesses a 5-point dedicated Powerstone in its hilt (which provides 10 energy due to being "dedicated"), to assist in casting Plane Shift.

The Skrulls are an extraterrestrial humanoid race who have created a vast interstellar empire. Skrulls are basically reptilian but have certain mammalian characteristics such as hair and mammary glands (on the females). Newborns are hatched from eggs but are nursed by their mothers. They have lifespans which average over 200 years. Their average height tends to be shorter than the human average, although their heights are within the human norm; most Skrulls stand between 4' 6" and 6' 4". Skrulls appear to have the same strength as a human of the same height and build.

Skrulls originated on the planet Skrullos in the Drox system, a planet which apparently possesses a similar gravity and atmosphere as Earth, as Skrulls have operated on Earth without needing special equipment.

While Skrulls have a humanoid form, they have developed – either through evolution or genetic engineering in their past – the ability to alter their appearance to assume the form of any other being or item that has the same general mass. Once a new shape is assumed, a Skrull will not return to his original shape unless he wills it or is killed. Clothing which adapts with the wearer (made of unstable molecules similar to those developed on Earth by Reed Richards; see *Mister Fantastic*) is common in the Skrull Empire.

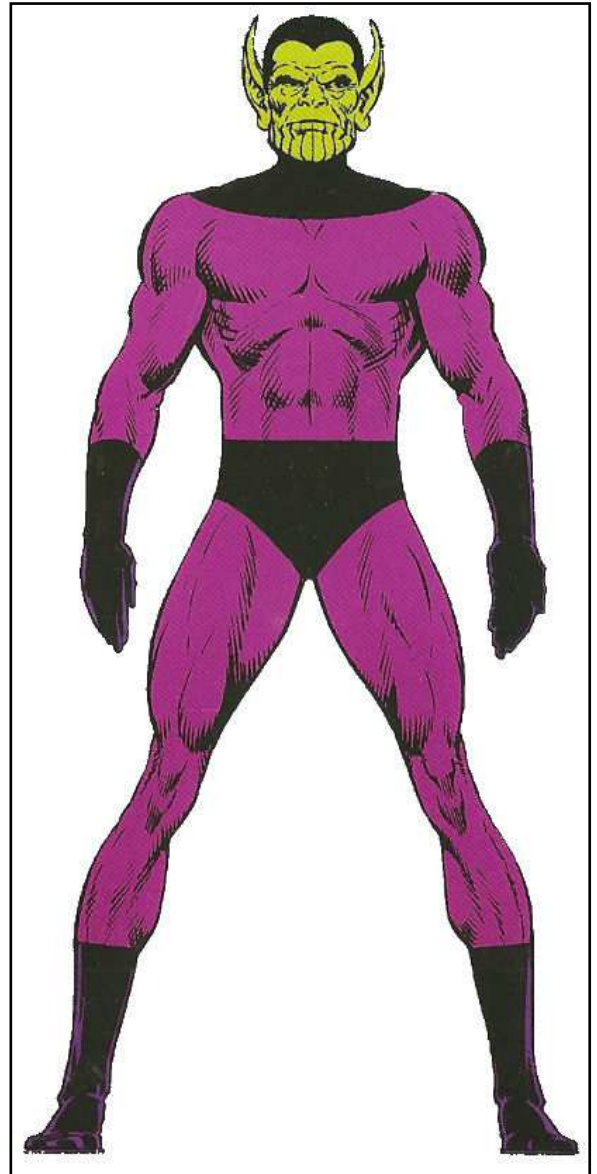
The Skrull Empire is ruled by a hereditary emperor or empress. The current emperor is Emperor Dorrek VIII, although there have been rumblings of a possible overthrow by his ambitious wife, R'kill.

Millennia ago, the Skrull Empire expanded through pursuing peaceful albeit aggressive trade relations with other races. This changed when the Skrulls encountered the Kree, a militaristic race which had itself just discovered faster-than-light travel (see *Kree*). Relations between the two races broke down almost immediately, and the peaceful Skrulls were forced to become as militaristic as their opponents. The two powers have fought a number of wars that have so far ended in a prolonged stalemate, with neither side gaining any real advantage over the other.

The Skrulls have known about Earth for centuries due to its strategic location as a natural hyperspace crossroad connecting the Kree, Skrull, and Shi'ar Empires, and have placed observers in unobtrusive cover identities amongst the populace in order to monitor the populace in anticipation of eventual annexation into the Skrull Empire (see *Shi'ar*). After Earth developed rudimentary spaceflight in the 1950s, they have been keeping closer watch on the planet than before.

The Skrulls first came to the attention of the humans when a small number of their observers apparently went rogue and committed a number of high-profile crimes which drew the attention of the Fantastic Four (see *Fantastic Four*). Since then, the Fantastic Four have used their experimental starship to visit the Skrull homeworld on Earth's behalf (see *The Fantastic*). While Emperor Dorrek has disavowed the actions of the rogues, doubt remains as to whether they had unofficial sanction in their crimes.

First Post-Reboot Appearance: FANTASTIC FOUR #2.



Game-Mechanic Details:

The Skrulls possess a native TL 11^.

In a cosmic campaign, the campaign's base TL would also be TL 11^, so the Skrull racial package would be reduced by 15 points.

Skrulls

196 points

Advantages: Extended Lifespan 2 [4]; High TL +3 [15]; Infravision [10]; Morph (Active Change, +20%; Mass Conservation, -20%; Once On, Stays On, +50%; Unlimited (Cosmetic, -50%), +25%; Biological, -10%) [165]; Subsonic Hearing [5].

Perks: Racial Gifts (Elastic Skin and Mimicry) [1]; Supersuit [1].

Disadvantages: Intolerance (Kree) [-5].

Features: Green Skin [0]; Oviparous (Lays Eggs) [0]; Red Eyes [0].

SLITHER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



SOLARR

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



SPIDER-MAN

Hero

Real Name: Peter Benjamin Parker

Occupation: College student with a chemistry major, freelance photographer, costumed crimefighter.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Spidey, "Tiger" (Mary Jane's pet name for him), "web-head" (a common nickname used by friends and foes alike).

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Ben Parker (uncle, deceased); May Parker (aunt).

Group Affiliation: None.

Base of Operations: New York City.

First Historical Appearance: AMAZING FANTASY #15.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Peter Parker was orphaned at a young age when his parents were killed in a terrorist bombing. He was then raised by his loving Aunt May and Uncle Ben in Queens, who raised him as they would have done had he been their own (see *Parker, May*; *Deceased: Parker, Ben*). A frail, studious youth with terrible nearsightedness, Peter was picked on and bullied nearly every day throughout middle school and high school, particularly by the school's resident bully, Flash Thompson. His only friend during this period was Harry Osborn, who stood up to Flash and helped Peter gain a modicum of self-respect (see *Osborn, Harry*; *Thompson, Flash*).

Following his high school graduation, Peter was accepted into the Undergraduate Bioengineering Program at Empire State University. While on a tour of the labs during his orientation, he was bit by a genetically-engineered spider that had escaped from its cage. This spider was genetically unstable, and transferred some of its own DNA code into Peter's bloodstream, in a manner not unlike that of a retrovirus used in gene therapy. The spider's DNA combined with Peter's, changing him on the genetic level. (Because Peter's DNA was altered in this manner, he does not qualify as a "mutant." Mutant scanners will show him as an anomaly outside the human norm, but not as a true mutant.) A side effect of the spider's changes was the correction of his vision.

At first, Peter attempted to use his powers as an amateur wrestler in order to earn money to supplement his income at college. Tragedy struck one night, however, when a thief stole much of the earnings from the arena. Peter had the opportunity to stop the thief, but did nothing as he felt the thief was beneath his notice. Less than an hour later, he learned that his Uncle Ben had been shot and killed by a carjacker. Trailing the police cars and landing on his uncle's stolen car, he found himself face to face with the same thief he'd let go. At that moment, Peter realized that if he'd acted sooner, his uncle would still be alive. He left the thief unconscious, hanging by his webbing from a lamp-post for the police to apprehend.

Since that time, he has made it a point that no one else was going to die because of his failure to act.

Height: 5' 10"

Weight: 165 lbs.

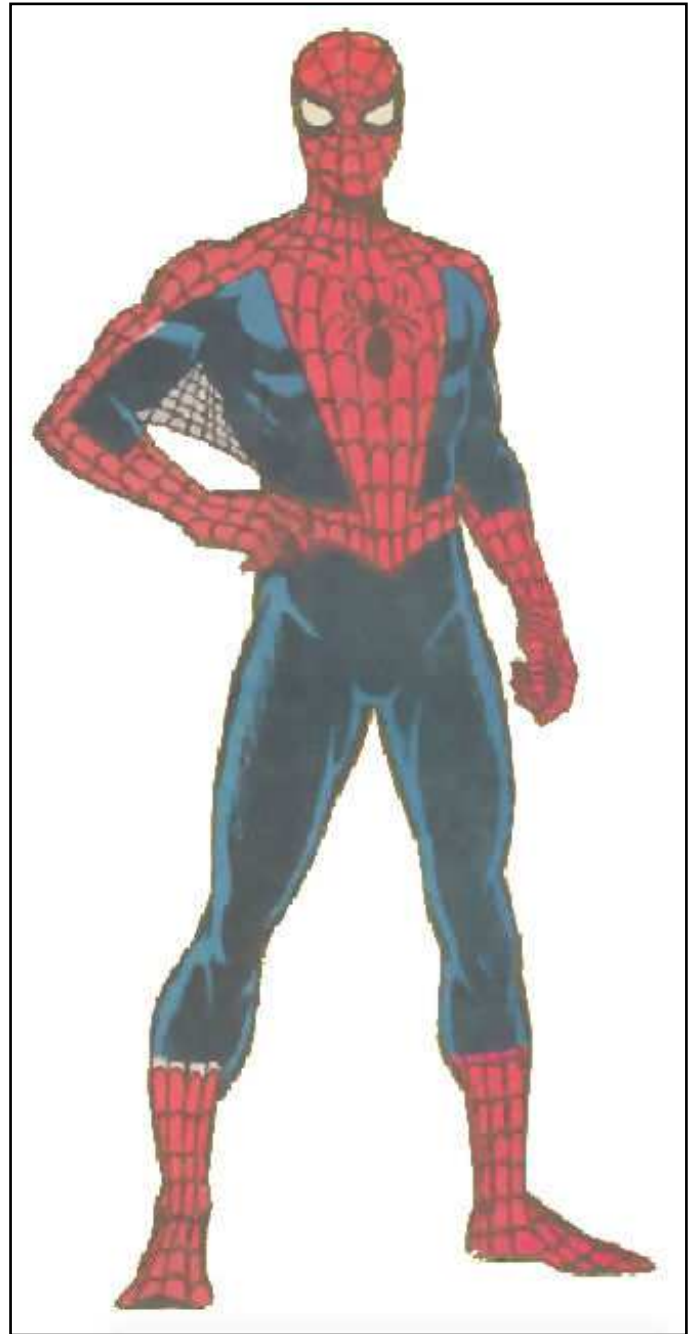
Eyes: Hazel.

Hair: Brown.

Uniform: Black shirt with a red-with-black-spider-web design on the chest and outside of arms, black pants, large black spider logo on the chest, red cowl and full-face mask with white eyes and a black spider-web design, red with black spider-web design gloves, red with black spider-web design boots, red with black spider-web design belt.

Strength Level: Spider-Man possesses superhuman strength enabling him to lift (press) 10 tons.

Known Superhuman Powers: Because his body was mutated by the genetically-enhanced spider that bit him transferring some of its own DNA into his body, Spider-Man possesses a number of spider-related powers.



Spider-Man's entire physiology was altered by the spider bite. His strength and agility are many times that of a normal person's. His fingers and toes have tiny, microscopic claws which enable him to cling to most surfaces, and his leg muscles have been altered to enable him to leap tremendous distances. This enhanced musculature also gives him a perfect sense of balance.

Perhaps the most extensive change to Spider-Man's physiology is his ability to shoot webbing from his wrists. This webbing is almost identical to the webs created by common household spiders, except that Spider-Man's webbing is much stronger, proportional to that of a man-sized spider. He often travels quickly above the crowded streets of Manhattan by swinging on strands of webbing which attach themselves to lamp-posts and taller buildings. He also uses the webbing to bind criminals he catches in the act. The webbing tends to dissolve into a powder within two hours.

Spider-Man's senses have been enhanced by the spider's DNA merging with his own. Because of this, his reflexes are greatly enhanced. His senses are attuned in such a way that he is able to perceive bullets in flight, enabling him to dodge them if he is far enough away. He also has a type of danger sense, which he calls his "spider-sense", which enables him to detect imminent danger; although the sense does not tell him the nature of the danger, he can tell the severity and immediacy of the danger by how strong the sensation is.

Other Abilities: Peter Parker is a skilled chemist with a solid grounding in other physical sciences. He is also a skilled photographer.

Ben Parker: With great power comes great responsibility. – Amazing Fantasy #15

1,292 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 12d/14d; BL 2,420; HP 15 [10]; Will 14 [0]; Per 14 [0]; FP 20 [24]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 13.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Binding (Webbing) 20 (Sticky, +20%; Biological, -10%) [44]; Brachiator [5]; Clinging (Passive Biological, -5%) [19]; Danger Sense (ESP, -10%) [14]; Daredevil [15]; Enhanced Dodge 3 [45]; Enhanced Time Sense (Super, -10%) [41]; Extra DX +6 (Super, -10%) [108]; Flexibility [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /100; Limited: Crushing Attacks, -40%; Super, -10%) [150]; Lifting ST +100 (Super, -10%) [270]; Perfect Balance (Super, -10%) [14]; Striking ST +100 (Super, -10%) [450]; Super Jump 2 (Biological, -10%) [18].

Perks: Acrobatic Kicks [1]; Climbing Line [1]; Skintight [1]; Swinging [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Comics Code) [-15]; Dependent (Aunt May; No More than 10%; Loved One; Frequency: 9 or less) [-26]; Guilt Complex [-5]; Low Self-Image [-10]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20]; Selfless (12) [-5]; Unluckiness [-10]; Wealth (Struggling) [-10]; Weirdness Magnet [-15].

Quirks: Prattles Incessantly In Combat [-1].

Skills: Acrobatics (H) DX+2 [8] – 20*; Area Knowledge (New York City) (E) IQ+1 [2] – 15; Astronomy/TL8 (H) IQ-2 [1] – 12; Biology/TL8 (Earthlike) (VH) IQ-3 [1] – 11; Carousing (E) HT+2 [4] – 14; Chemistry/TL8 (H) IQ-1 [1] – 12; Computer Operation/TL8 (E) IQ [1] – 14; Criminology/TL8 (A) IQ-1 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Escape (H) DX+1 [1] – 19†; First Aid/TL8 (Human) (E) IQ [1] – 14; Geography/TL8 (Political) (H) IQ-2 [1] – 12; Innate Attack (Projectile) (E) DX+2 [4] – 20; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 12; Mathematics/TL8 (Pure) (H) IQ-2 [1] – 12; Photography/TL8 (A) IQ+1 [4] – 15; Physics/TL8 (VH) IQ-3 [1] – 11; Research/TL8 (A) IQ-1 [1] – 13; Shadowing (A) IQ [2] – 14; Stealth (A) DX+1 [4] – 19.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 20; Breakfall (Acrobatics) (A) def+5 [5] – 25; Jump Kick (Acrobatics) (H) def+4 [5] – 20; Kicking (Acrobatics) (H) def+2 [3] – 20; Sweep (Acrobatics) (H) def+3 [4] – 20.

Starting Spending Money: \$2,000 (20% Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

Designer's Notes:

1. Spider-Man, along with other superhumanly strong scrappers, has been given Injury Tolerance (Damage Reduction), Lifting ST, and Striking ST instead of regular ST with commensurate HP to reflect the fact that he doesn't have the mass to support the high HP (unlike tanks, such as Thing and Thor).
2. Spider-Man's fighting techniques are all Acrobatics-based because he has received no training, formal or informal, in hand to hand combat. Still, his DX 18 and Acrobatics skill of 20 have proven quite formidable.
3. The "terrorist bombing" in which Peter's parents died is alluded to be one of the attacks on the World Trade Center.

STACY, CAPTAIN GEORGE

Supporting Cast

Real Name: George Stacy

Occupation: Police precinct commander.

Identity: George Stacy does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Brooklyn, New York City.

Marital Status: Divorced.

Known Relatives: Gwen (daughter).

Group Affiliation: New York Police Department

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: George Stacy was born and raised in New York City, the latest in a family tradition of police service stretching back into the 1860s. He has only recently been promoted to the rank of Captain in the police force. He is currently assigned to the precinct which includes Empire State University on the southern end of Manhattan.

George Stacy wanted his only child, his daughter Gwen, to follow in the family footsteps by joining the police force, but has resigned himself to the fact that she is pursuing a career in biochemistry instead (see *Stacy*, *Gwen*). He's hopeful that she'll join the force's Crime Scene Investigation unit after graduation.

Captain Stacy first encountered the crimefighter Spider-Man when the wall-crawler first fought the criminal Scorpion (see *Scorpion*; *Spider-Man*). Stacy was impressed that Spider-Man broke off the fight to save a bystander from injury, and has assisted Spider-Man several times since.

Captain Stacy suspects that Peter Parker is Spider-Man, based mainly on circumstantial evidence, but has no real proof as yet.

Height: 5' 11".

Weight: 190 lbs.

Eyes: Brown.

Hair: Grey, formerly brown.

Uniform: Standard police uniform.

Strength Level: George Stacy possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: George Stacy is a skilled detective and administrator. In his youth, he was a skilled boxer, and retains much of his boxing skill today.

Weapons: George Stacy's personal sidearm is a Colt Government M1911 chambered for the .45 ACP with a built-in small tactical light. As a police captain, he has access to the weapons used by the SWAT teams.



150 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 1 [5]; Combat Reflexes [15]; Fit [5]; Intuition [15]; Legal Enforcement Powers 1 [5]; Police Rank 3 [5]; Status 1 [0]*; Wealth (Comfortable) [10].

Perks: Looks Good In Uniform [1]; Pistol-Fist (Pistol) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Professional) [-5]; Sense of Duty (to Gwen, his daughter) [-1]; Duty (NYPD) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Humble [-1]; Minor Handicap (Arthritis Setting Into Hip) [-1]; Responsive [-1].

Skills: Boating/TL8 (Unpowered) (A) DX-1 [1] - 10; Body Language (Human) (A) Per+1 [4] - 12; Boxing (A) DX+1 [4] - 12; Criminology/TL8 (A) IQ+2 [8] - 13; Current Affairs/TL8 (New York City) (E) IQ+0 [1] - 11; Detect Lies (H) Per+1 [8] - 12; Fishing (E) Per+1 [2] - 12; Guns/TL8 (Pistol) (E) DX+2 [4] - 13; Hiking (A) HT+0 [2] - 11; Interrogation (A) IQ+1 [4] - 12; Law (New York City) (H) IQ+1 [8] - 12; Savoir-Faire (Police) (E) IQ+1 [2] - 12; Urban Survival (A) Per+1 [4] - 12.

Starting Spending Money: \$7,050 (20% of Starting Wealth, minus the cost of the M1911 and integral tactical flashlight).

* Includes +1 from Rank.

STACY, GWEN

Supporting Cast

Real Name: Gwendolyn Stacy

Occupation: College student, working on a biochemistry degree; part-time model.

Identity: Gwen Stacy does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "Nerdette" (a nickname given to her by Flash Thompson).

Place of Birth: Queens, New York City

Marital Status: Single.

Known Relatives: George (father).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Gwen Stacy's early life is largely uneventful. It is known that she attended high school alongside Peter Parker and Flash Thompson, and that her father, police Captain George Stacy, expected her to follow in his footsteps and join the police academy (see *Stacy*, *Captain George*; *Spider-Man*; *Thompson*, *Flash*). Gwen, however, enrolled at Empire State University, where her natural intelligence and scientific aptitude led her to major in biochemistry.

Gwen first became involved with Spider-Man's adventures when he enlisted her help in attempting to cure Dr. Curt Connors, the biochemistry professor at the University, of being the Lizard (see *Lizard*). Since then, she has aided Spider-Man on several occasions, which has made her father fear for her safety; to alleviate his fears, she has enrolled in a self-defense course offered at the college. As "Spider-Man's sidekick" (a role she vehemently denies in public), her picture in the Daily Bugle was noticed by a fashion photographer; she has recently started a part-time career as a fashion model to supplement her college income. These experiences have led her to becoming more self-confident.

Height: 5' 7".

Weight: 130 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Gwen Stacy possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Gwen is a gifted biochemist, and is studying the basics of hand-to-hand combat.

120 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Fit [5]; Physical Scientist 2 [20]; Rapid Healing [5].

Perks: High-Heeled Heroine [1]; Photogenic [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Charitable (12) [-15]; Chummy [-5]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5].

Quirks: Dreamer [-1].

Skills: Bioengineering/TL8 (Tissue Engineering) (H) IQ-2 [1] - 11; Biology/TL8 (Earthlike Biochemistry) (H) IQ+0 [1] - 13*; Chemistry/TL8 (H) IQ+0 [1] - 13*; Computer Operation/TL8 (E) IQ+0 [1] - 13; Dancing (A) DX+0 [2] - 11; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] - 13; Hiking (A) HT-1 [1] - 11; Mathematics/TL8 (Applied) (H) IQ+0 [1] - 13*; Physiology/TL8 (Human) (H) IQ+0 [1] - 13*; Savoir-Faire (Police) (E) IQ+0 [1] - 13; Skating (H) HT-2 [1] - 10.

Starting Spending Money: \$4,000 (20% of Starting Wealth).

* Includes +2 from Physical Scientist.



Designer's Notes:

1. I'm not entirely sure if this Gwen will suffer the same fate as her mainstream and Ultimate Marvel counterparts (and hence kicking off the Clone Saga story arcs with their numerous retcons over the years; although Ultimate-Gwen does seem to have gotten better). Hence the lack of the Dramatic Death perk or of any Destiny disadvantage.
2. While the entry indicates that she is "studying" combat, she has not been studying long enough to have any points invested in combat skills as yet. It is safe to assume that she would gain Boxing (A) DX-1 [1] – 10 or Brawling (E) DX+0 [1] – 11, and Judo (H) DX-2 [1] – 9 at some point in the near future.

STICK

Supporting Cast

Real Name: Unrevealed.

Occupation: Martial arts instructor, pool hustler.

Identity: Secret.

Legal Status: Unrevealed.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: An unnamed ninja clan.

Base of Operations: Mobile.

First Post-Reboot Appearance: (in flashback) DAREDEVIL: THE MAN WITHOUT FEAR #; (actual) DAREDEVIL: THE MAN WITHOUT FEAR #

History: The history of the man known as Stick is unknown. It is known that he has lived and worked in the New York City area for the last few decades, making a meager living running a pool hall, and occasionally challenging newcomers and the overconfident to a game of pool – games where he inevitably beat them. It is known that Stick is a member – some say leader – of an unnamed ninja clan which has opposed their main rivals, the Hand, on numerous occasions (see *The Hand*).

Stick was first introduced to the young Matt Murdock days after the boy was released from the hospital (see *Daredevil*). Matt's father, Jack, had heard of Stick's ability and thought the man could help his son. Stick taught Matt everything he could, and kept an eye on Matt after the boy was orphaned.

Recently, Stick was confronted by Elektra, one of the Hand's best assassins (see *Elektra*). Somehow sensing the faint hints of goodness which still resided in Elektra's soul, he subdued her. He performed a mystic ritual to cleanse the Hand's corrupting influence from her soul, but she escaped and fled before the ritual could be fully completed.

Since then, Stick has encountered his old pupil Matt in the latter's costumed guise of Daredevil when the former was attacked by the Hand assassin, Kirigi (see *Kirigi*). Joining forces, Stick, Daredevil, and Elektra fought off Kirigi, who promised to return to finish the job. Since then, Stick has contacted other members of his ninja clan for aid. The final battle between the Hand and Stick's order has yet to be seen.

Height: 5' 9"

Weight: 135 lbs.

Eyes: Grey.

Hair: White.

Uniform: None.

Strength Level: Stick possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Stick possesses various extrasensory abilities developed through intense martial arts training. Foremost among these is the ability to sense his surroundings through a kind of "proximity sense", which appears to have been developed through training his senses of hearing and touch into a kind of sonar and vibration sense. According to Stick, anyone may develop a proximity sense through training.

Also among his abilities are the ability to see briefly into the future, a technique he calls *kimagure*. Using this ability, he is able to sense threats to himself and those he cares about. Also using *kimagure*, he is able to see, hear, and smell events happening nearby as if he had eyes. This ability can be used at will, and he retains full awareness of what is happening around him when using it.

Other Abilities: Stick is a master staff-fighter and an adept hand to hand combatant.

Weaknesses: Stick is blind.

Weapons: Stick wields a 6 foot long *bo* staff.



Elektra: You speak in riddles, old man.

Stick: It keeps my students alert.

– Elektra

732 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 15 [15]; Per 15 [15]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 6*.

Languages: English (Native) [0]; Japanese (Native) (Native Language) [0].

Cultural Familiarities: Asian [0]; Western [1].

Advantages: Absolute Direction [5]; Absolute Timing [2]; Charisma 2 [10]; Clairsentience (Aware, +50%; Second Nature, +70%, Chi, -10%) [99]; Combat Reflexes [15]; Empathy [15]; Enhanced Parry (Staff) 4 [20]; Forceful Chi 3 [45]; High Pain Threshold [10]; Inner Balance 3 [45]; Magery (Path Book) 0 [5]; Precognition (Chi, -10%) [23]; Social Regard (Venerated) 1 [5]; Trained By A Master [30]; Vibration Sense (Sense of Perception, +100%; Chi, -10%) [19]; Weapon Master (Bo Staff) [20].

Perks: Grip Mastery (Staff) [1]; Style Familiarity (Bjojutsu) [1].

Disadvantages: Blindness [-50]; Charitable (9) [-22]; Code of Honor (Xia) [-10]; Discipline of Faith (Asceticism) [-15]; Enemy (The Hand) (9) [-40]; Pacifism (Cannot Harm Innocents) [-10]; Truthfulness (12) [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Talks In Riddles Whenever Possible [-1]; Warped Sense of Humor [-1].

Skills: Acrobatics (H) DX-1 [2] – 14; Blind Fighting (VH) Per+5 [16] – 20†; Climbing (A) DX-1 [1] – 12; Connoisseur (Music) (A) IQ+1 [4] – 13; Esoteric Medicine (H) Per+0 [4] – 15; Exorcism (H) Will+3 [16] – 18; Gambling (A) IQ+0 [2] – 12; Games (Billiards/Pool) (E) IQ+8 [28] – 20; Hiking (A) HT-1 [1] – 12; Immovable Stance (H) DX+3 [4] – 16†; Judo (H) DX+2 [36] – 15‡; Jumping (E) DX+0 [1] – 13; Karate (H) DX+2 [36] – 15‡; Meditation (H) Will+3 [4] – 18†; Panhandling (E) IQ+2 [1] – 14§; Parry Missile Weapons (H) DX+7 [56] – 20‡; Philosophy (Buddhism) (H) IQ+2 [12] – 14; Power Blow (H) Will+4 [8] – 19#; Precognitive Parry (H) IQ+3 [28] – 15‡#; Pressure Points (Human) (H) IQ+4 [6] – 16#¥; Running (A) HT-1 [1] – 12; Savoir-Faire (Dojo) (E) IQ+2 [4] – 14; Staff (A) DX+7 [56] – 20‡; Staff Art (A) DX+5 [4] – 18‡⊠; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 13.

Techniques: Back Strike (Staff) (H) def+2 [3] – 20; Sweep (Staff) (H) def+3 [4] – 20; Whirlwind Attack (Staff) (H) def+5 [6] – 20.

Starting Spending Money: \$796 (20% of Starting Wealth, minus the cost of his bo staff.)

* Includes -4 from Blindness.

† Includes +3 from Inner Balance.

‡ Includes -6 from Blindness.

§ Includes +2 from Charisma.

Includes +3 from Forceful Chi.

¥ Defaulted from Esoteric Medicine.

⊠ Defaulted from Staff.

STILT-MAN

Villain

Real Name: Wilbur Day.

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers: None.

Other Abilities:

Paraphernalia:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

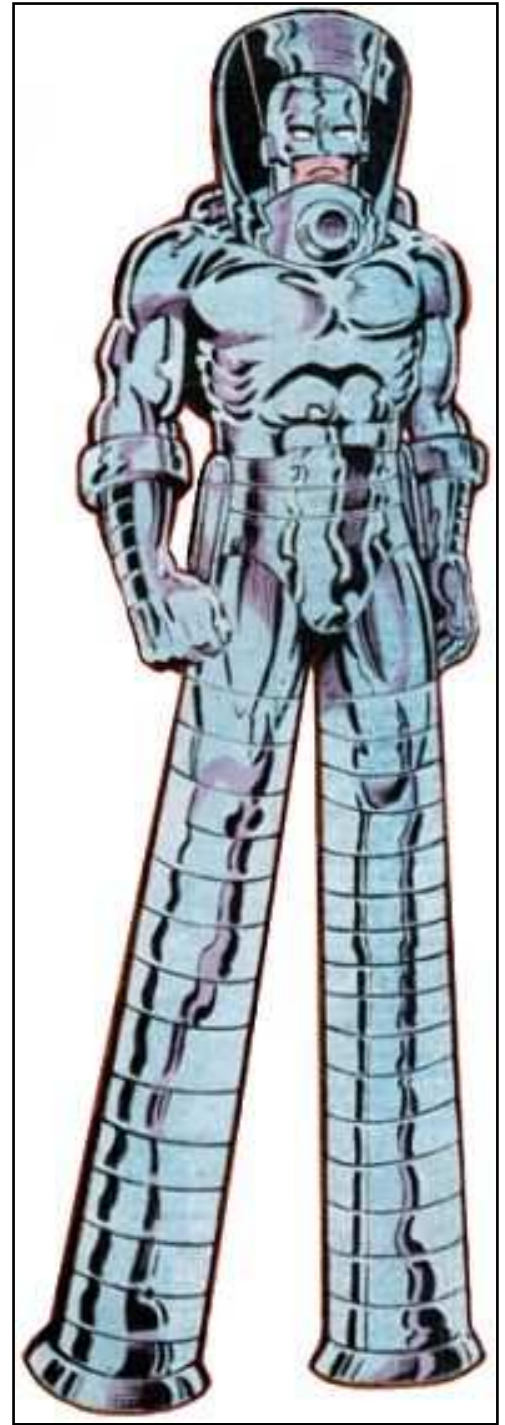
Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



STINGER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



THING

Hero

Real Name: Benjamin J. Grimm.

Occupation: Adventurer, starship pilot, former aircraft test pilot, former astronaut.

Identity: Publicly known.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Brooklyn, New York.

Marital Status: Single.

Known Relatives: Petunia (aunt).

Group Affiliation: Fantastic Four; formerly the Yancy Street Gang, the United States Air Force, and NASA.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Ben Grimm grew up in the slums of Brooklyn, New York. As a youth, he fell in with the Yancy Street gang, committing petty thefts and harassing the police, although they were careful never to cross the line into outright criminal behavior.

Ben's dream from a young age was to become an astronaut. Realizing that this dream wasn't possible while a gang member, Grimm entered college on an Air Force ROTC scholarship. While in college, he was roommates with Reed Richards and Victor von Doom. Reed and Ben became close friends, and when Reed explained that he was working on a faster-than-light stardrive, Ben half-jokingly volunteered to fly the prototype, should Reed ever get one working (see *Doctor Doom*; *Mister Fantastic*).

After college, Ben Grimm became an officer in the United States Air Force, where he became one of their top test pilots. When the opportunity came for a transfer to NASA, to fly the space shuttle, Ben applied and was accepted for astronaut training.

While at NASA, Ben was surprised to find out that his old friend from college, Reed Richards, had in fact managed to design a faster-than-light stardrive. Ben was involved in the Fantastic project from the start, as Reed held Ben to his promise from college (truth be told, Reed couldn't keep Ben off the project if he tried). Ben was also instrumental in designing and building both the drive and the modifications to the space shuttle frame that would serve as the test bed (see *The Fantastic*).

During the maiden flight of the Fantastic, Ben, along with the others on the crew, was bombarded with unusual radiation that the ship's radiation shielding was unable to completely withstand. As a result of this, Ben found himself changing into something he called a "thing" (Johnny Storm, one of the others affected by the radiation, has pegged him with the superhero name of "The Thing" as a result; see *Human Torch*).

Ben has not yet fully adjusted to being a "freak", as he puts it, and is working with Reed and others to try and reverse the transformation. Reed theorizes that Ben should be able to change back and forth from human to "Thing", but some unknown factor which he has not yet uncovered is preventing this change from happening. The Mole Man, who has also studied Ben's mutation (under Reed's close scrutiny), has theorized that the factor is purely mental (see *Mole Man*).

Height: 6'.

Weight: 500 lbs.

Eyes: Blue.

Hair: None.

Uniform: Black pants, black belt with a white 4 on the buckle, black boots.

Other Distinguishing Features: The Thing's entire body has been altered, giving him a stony exterior that resembles orange rocks. In addition, his hands only have four fingers (including the opposable thumb) instead of the standard five; during his initial transformation, his ring and pinkie fingers merged. He also lacks external ears.

Strength Level: The Thing possesses superhuman strength, enabling him to lift (press) 80 tons.

Known Superhuman Powers: Ben's Grimm possesses superhuman strength and a thick, rocky outer layer of skin that provides a tremendous amount of protection from damage, rendering him nearly invulnerable from most forms of damage.

Other Abilities: Ben Grimm is a trained astronaut and aircraft test pilot with several Masters of Engineering degrees.



3,700 points

Attributes: ST 315 [3,050]; DX 12 [40]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 32d/34d; BL 19,845; HP 315 [0]; Will 12 [0]; Per 13 [5]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 5 [-5]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Courtesy Rank 4 [4]; Damage Resistance 45 (Can't Wear Armor, -40%; Hardened +1, +20%) [180]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Hot Pilot 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction: /10; Homogenous) [190]; Pressure Support 3 [15]; Security Clearance 2 [10].

Perks: Alcohol Tolerance [1]; Non-Protective Clothing [1]; Penetrating Voice [1]; Sanitized Metabolism [1].

Disadvantages: Addiction (Tobacco) [-5]; Bad Temper (9) [-15]; Chronic Depression (12) [-15]; Code of Honor (Soldier's) [-10]; No Sense of Smell/Taste [-5]; On The Edge (9) [-22]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Dislikes Being "Different" [-1]; Expression ("IT'S CLOBBERING TIME!") [-1]; Likes Playing the Role of the "Big Dumb Brute" [-1].

Skills: Boxing (A) DX+4 [16] – 16; Breath Control (H) HT [4] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 13; Engineer/TL8 (Aerospace) (H) IQ+1 [8] – 13; Engineer/TL8 (High-Performance Aircraft) (H) IQ+1 [8] – 13; Engineer/TL8 (Low-Performance Spacecraft) (H) IQ+1 [8] – 13; Engineer/TL8 (Rockets) (H) IQ+1 [8] – 13; Forced Entry (E) DX+0 [1] – 12; Free Fall (A) DX+3 [4] – 15*; Gunner/TL8 (Machine Gun) (E) DX+3 [2] – 15†; Guns/TL8 (Rifle) (E) DX [1] – 12; Leadership (A) IQ-1 [1] – 11; Mathematics/TL8 (Applied) (H) IQ+3 [16] – 15; Navigation/TL8 (Air) (A) IQ+4 [8] – 18‡; Navigation/TL8 (Space) (A) IQ+3 [3] – 17*‡; Piloting/TL8 (Aerospace) DX+4 [3] – 16 †§#; Piloting/TL8 (High-Performance Airplane) DX+4 [4] – 16†#; Piloting/TL8 (Low-Performance Spacecraft) DX+4 [4] – 16†#; Shiphandling/TL8 (Spaceship) (H) IQ+1 [8] – 13; Soldier/TL8 (A) IQ+1 [4] – 13; Spacer/TL8 (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13; Throwing (A) DX+1 [4] – 13; Urban Survival (A) Per+1 [4] – 14; Vacc Suit/TL8 (A) DX+1 [4] – 13.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +2 from 3D Spatial Sense.

† Includes +2 from Hot Pilot

‡ Includes +3 from 3D Spatial Sense

§ Defaulted from Piloting (High-Performance Airplane)

Includes +1 from 3D Spatial Sense

THOMPSON, FLASH

Supporting Cast

Real Name: Eugene "Flash" Thompson

Occupation: College student, attending on a football scholarship.

Identity: Flash Thompson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Eugene Thompson, "Flash" to most of his friends and acquaintances, was the local high school sports star and resident bully. As a child in elementary school, he was friends with Peter Parker, but later became Peter's school nemesis until their senior year. Part of the hostility he exhibited towards Peter was peer pressure – as a "jock", he felt obligated to pick on the "nerds" like Pete. Another part of the hostility was because of a rumor about his nickname – Pete once joked that it wasn't because of Flash's speed as a kid, with implications that greatly embarrassed Flash.

Since graduating high school, Flash has matured greatly. He is currently attending Empire State University on sports scholarships, and has actually renewed his friendship with Pete. Flash is also a fan of Spider-Man's, and although unaware that Pete and Spidey are the same person, has occasionally worn a spare Spider-Man outfit when Spidey and Pete needed to be seen at the same time or when proving that it could be anyone underneath the mask (see *Spider-Man*).

Height: 6' 2".

Weight: 195 lbs.

Eyes: Blue.

Hair: Reddish blond.

Uniform: None.

Strength Level: Flash Thompson has the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Flash is a gifted all-around athlete, with a basic knowledge of hand to hand combat.

125 points

Attributes: ST 13 [30]; DX 12 [40]; IQ 10 [0]; HT 12 [0].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs; HP 13 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Gifted Athlete 2 [20]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Very Fit [15].

Perks: Style Familiarity (Boxing) [1]; Style Familiarity (Submission Wrestling) [1].

Disadvantages: Code of Honor (Personal) [-5]; Compulsive Carousing (12) [-5]; Easy to Read [-10]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends) [-5]; Wealth (Struggling) [-10].

Quirks: Arrogant [-1]; Chauvinistic [-1]; Proud [-1]; Secretly Likes Romance Novels [-1].

Skills: Boxing (A) DX-1 [1] – 11; Boxing Sport (A) DX-1 [1] – 11; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+1 [1] – 13*; Connoisseur (Romance Novels) (A) IQ-1 [1] – 9; Jumping (E) DX+2 [1] – 14*; Lifting (A) HT+1 [1] – 13*; Savoir-Faire (Dojo) (E) IQ+0 [1] – 10; Sports (American Football) (A) DX+1 [1] – 13*; Sports (Baseball) (A) DX+1 [1] – 13*; Sports (Basketball) (A) DX+1 [1] – 13*; Sports (Hockey) (A) DX+1 [1] – 13*; Swimming (E) HT+2 [1] – 14*; Throwing (A) DX+1 [1] – 13*; Wrestling (A) DX-1 [1] – 11; Wrestling Sport (A) DX-1 [1] – 11.

Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +2 from Gifted Athlete.



THOR

Hero

Real Name: Thor Odinson.

Occupation: God of thunder, adventurer, construction worker.

Identity: Publicly known; however, the general populace of Earth does not believe he is the actual Norse god.

Legal Status: Prince of Asgard.

Other Aliases: Sigurd Jarlson, Freyja (don't ask him about it).

Place of Birth: Asgard.

Marital Status: Separated.

Known Relatives: Odin (father), Jörd (also known as Fjörgyn, mother), Frigga (step-mother), Sif (wife, separated), Magni, Modi (sons by Iarnsaxa), Thrud (daughter), Uller (half-brother, step-son), Balder, Hoder, Heimdall, Vidar, (half-brothers), Loki (foster brother), Freyja (adopted sister), Nanna (sister-in-law; Balder's wife), Ve, Vili (uncles, presumed deceased), Bør (grandfather, presumably deceased), Buri (great-grandfather, presumably deceased).

Group Affiliation: Gods of Asgard, Avengers.

Base of Operations: Asgard; New York City.

First Post-Reboot Appearance: THOR: GOD OF THUNDER #1.

History: Thor is the Norse god of thunder, one of the extradimensional beings from the realm of Asgard. He is the son of Odin, ruler of the gods, and the earth goddess Jörd (or Fjörgyn), who may in fact be Gaea, the embodiment of the life force of Earth (which the Asgardians call "Midgard", or "Middle-Earth") (see *Asgardians*; *Gaea*; *Odin*).

Thor is somewhat simple-minded. He has a rash temper, and is prone to act before thinking of the consequences. This has gotten him into trouble a number of times. His responses to threats are predictable: hit it with Mjolner.

Thor gained his uru hammer, Mjolner, as a result of his foster brother Loki's machinations. One of Loki's pranks had gone too far, and Thor's wife, Sif, had her golden tresses shaved off (see *Loki*; *Sif*). Thor, knowing that only one person in the Nine Worlds could have both dared the deed and pulled it off with that level of cunning, approached Loki with his usual level of subtlety and tact: he pummeled Loki mercilessly until Loki agreed to find a replacement of real, golden hair for Sif. Loki turned to the dwarves of Nidavallir, who made the hair on what amounted to simply empty promises. Loki then managed to con the dwarves into attempting to outdo the golden hair; one of the prizes Loki presented to the gods was Mjolner, upon which Odin laid several enchantments and awarded to Thor. Thor was so pleased with both Sif's new hair and Mjolner that he forgave Loki on the spot. (The trickster god isn't sure which Thor loves more: Sif or Mjolner.) At the time, Thor was unaware that Loki interfered with Mjolner's creation, resulting in its shortened handle.

At one point, Thor's hammer was stolen from him. With Loki's aid, he discovered the culprit: a storm giant from Jotunheim. Loki, being the offspring of giants himself, was sent forth to bargain for the hammer's return. The giant said that the hammer would be returned if Freyja, considered by nearly everyone as the most beautiful of goddesses, was to marry him. Freyja, however, flatly refused, despite Thor's undignified pleading. On the advice of Heimdall, Thor disguised himself as Freyja, and Loki disguised himself as "Freyja's" handmaiden – mostly to help Thor maintain the charade. Disguised as such, Thor, as "Freyja", was welcomed to the giant's home. During the celebration, the hammer was placed in "her" hands; Thor then slew every giant in the room. As he considers himself the epitome of Norse warrior ideals, he doesn't like to talk about this incident. At all (see *Freyja*; *Heimdall*).

Thor is destined to die during Ragnarok, the epic battle that signifies the end of the world in Norse mythology. During the battle, Thor fated is to slay Jormungand (aka the Midgard Serpent), the monstrous offspring of Loki and the giantess Angrboda whose serpentine body encircles the Earth (see *Midgard Serpent*). However, after he slays the Serpent, Thor will not take more than nine steps before Jormungand's venom runs its course and kills him. Because of this knowledge, Thor is reckless in battle, taking risks that would frighten others. He has no concept of his own safety.



After the worship of the Asgardian gods faded on Earth, due to the rise of Christianity in northern Europe, Thor found himself growing bored. As a result, he grew even more bad tempered and sullen, to the point where Sif walked out on him, taking their daughter Thrud and his sons Magni and Modi (who had a different mother) with her; Sif's son Uller, who is incidentally also Thor's half-brother, had already reached adulthood at the time of this incident. As punishment for this, Odin cast a spell which shifted Thor to Earth in the guise of a mortal, Siguard Jarlson, where Thor's blue-collar ways landed him a job as a construction worker in New York City.

During a recent demolition of a building, which led to Thor, as Jarlson, being trapped in a basement and in danger of physical death, Odin dropped Mjolner into Jarlson's hands. Upon striking Mjolner against the ground, Jarlson discovered his true identity.

Since then, Thor has become a founding member of the Avengers. In addition, he has discovered that other Asgardians are also on Earth, including Loki, Sif, Heimdall, Balder, Tyr, Freyr, and Freyja (see individual entries). Some, he has found to be allies; others, enemies. And some, like Sif and Loki, he's not too sure about right now.

Thor has learned to temper his Norse warrior ways to better fit in with modern society. He doesn't always agree that the criminals he faces should be left alive, but he admits that times have changed.

Ironically, Thor's more public actions have led to an underground revival of worship of the Norse gods.

Height: 6'.

Weight: 825 lbs.

Eyes: Blue.

Hair: Red.

Other Distinguishing Features: Thor has a piece of flint embedded in his forehead from an ancient duel. His helmet usually hides this.

Uniform:

Strength Level: Thor possesses superhuman strength, beyond that normally possessed by Asgardians. Thor can lift (press) over 50 tons. Thor is not the strongest Asgardian; that honor belongs to his son Magni, who is naturally able to lift (press) 100 tons. When his strength is enhanced by his magic belt, Thor possess Class 100 strength, able to lift (press) in excess of 100 tons.

Known Superhuman Powers: In addition to his superhuman strength, Thor possesses the other attributes possessed by the Asgardian people gods. He is able to withstand a great deal of punishment, is immune to all terrestrial diseases, and ages at a very slow rate.

Other Abilities: Thor is a skilled warrior, specializing in the use of his enchanted warhammer.

Weapons: Thor's warhammer, Mjolner, is made from the unbreakable metal uru, which is found only in the mines of Nidavallir, the realm of the dwarves. Due to Loki's interference during its creation, the handle is shorter than usual; Thor has added a strap to the end of the hammer to aid in its use. When spun by its strap, the hammer is capable of deflecting bullets.

Mjolner's main enchantment is its ability to return to its owner when thrown. Thor occasionally throws the hammer and immediately grabs the strap as it leaves his hand, enabling him to "fly". Other enchantments increase its accuracy, damage, and its ability to parry blows. Odin has since given Mjolner one additional enchantment: it is able to transform Thor into his mortal identity, Siguard Jarlson, and back again when struck on the ground. This enchantment will not cause Mjolner to grant Thor's powers to anyone who is not Thor, should someone else strike the hammer on the ground.

Mjolner is enchanted to let its wielder cast a number of spells dealing with storms and lightning.

Contrary to past depictions, anyone with the right amount of strength can lift Mjolner.

Paraphernalia: Thor occasionally uses an enchanted belt which doubles his already prodigious strength, increasing his strength into the Class 100 range, able to lift (press) in excess of 100 tons. He also wears an insulated gauntlet on his right hand which has been enchanted to always cool whatever it touches, as Mjolner can occasionally reach temperatures in combat that would melt lead and severely scar anyone who touches it.

Thor: Rock trolls fall before the might of Mjolner. I fear this brute won't be as obliging. – Ultimate Avengers: the Movie

3,104 points

Attributes: ST 250 [550]*; DX 13 [60]; IQ 9 [-20]; HT 15 [0]†.

Secondary Characteristics: Dmg 26d/28d; BL 12,500; HP 250 [0]; Will 14 [25]; Per 12 [15]; FP 15 [0]; Basic Speed 8.25 [0]; Basic Move 8 [0]; Dodge 12.

Languages: English (Accented) [4]; Old Norse (Native) [0].

Cultural Familiarities: Asgardian (Native) [0]; Western [1].

Advantages: Absolute Direction [5]; Alternate Form: Siguard Jarlson (Trigger: Striking Mjolner Against The Ground, -20%; Reduced Time 4 (1 second), +80%; Divine, -10%) [23]; Asgardian Male [2,000] (see p. 5); Claim to Hospitality 3 [5]; Combat Reflexes [15]; Enhanced Block 3 [15]; Enhanced Parry (Axe/Mace) 3 [15]; Flight (Cannot Hover, -15%; Controlled Gliding, -45%; Gadget/Can Be Stolen: Must be forcefully removed, Does Not Work For Thief -5%; Gadget/Unique, -25%) [8]; High Pain Threshold [10]; No Low TL +5 [25]; Signature Gear: Mjolner [308]; Single-Minded [5]; Status 6 [30]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Weapon Master: Mjolner [20].

Perks: Named Possession [1]; Weapon Bond [1].

Disadvantages: Alcoholism [-15]; Bad Temper (9) [-15]; Bloodlust (12) [-10]; Bully (9) [-15]; Code of Honor (Norse) [-5]; Compulsive Carousing (9) [-7]; Gluttony (6) [-10]; Hidebound [-5]; Impulsiveness (6) [-20]; Intolerance (Giants) [-5]; Lecherousness (12) [-15]; On the Edge (6) [-30]; Overconfidence (6) [-10]; Reputation -2 (For Brutality; Almost Everyone Except

the Brutal Themselves; All the Time) [-7]; Secret Identity (Serious Embarrassment) [-5]; Selfless (12) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Distinctive Feature: Piece of Flint In The Forehead [-1]; Like Heavy Metal Rock [-1]; Likes Thick Brews [-1]; Misses His Family [-1].

Skills: Axe/Mace (A) DX+12 [48] – 25; Brawling (E) DX+3 [8] – 16; Driving/TL8 (Construction Equipment) (A) DX-1 [1] – 12; Professional Skill/TL8 (Construction Worker) IQ+1 [4] – 10; Riding (Equines) DX-1 [1] – 12; Shield (E) DX+3 [8] – 16; Soldier/TL3 (A) IQ+1 [4] – 10; Streetwise (A) IQ+1 [4] – 10; Thrown Weapon (Axe/Mace) (E) DX+12 [44] – 25; Two-Handed Axe/Mace (A) DX+12 [12] – 25‡.

Starting Spending Money: \$4,000 (20% Starting Wealth).

* Includes +185 from Asgardian Male

† Includes +5 from Asgardian Male.

‡ Defaulted From Axe/Mace

Mjolner

Despite being called a "warhammer", Mjolner is built as a mace (page B274), with the weight adjusted to account for the short handle and thrice as dense matter of the Asgardian plane.

AXE/MACE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
3	Mjolner	7d+62 cr	1, 2*	20U	\$3.1M	21	13‡

Enchantments:

Accuracy +3

Defending Weapon +3

Defending Shield +3

Graceful Weapon

Loyal Sword

Puissance +3

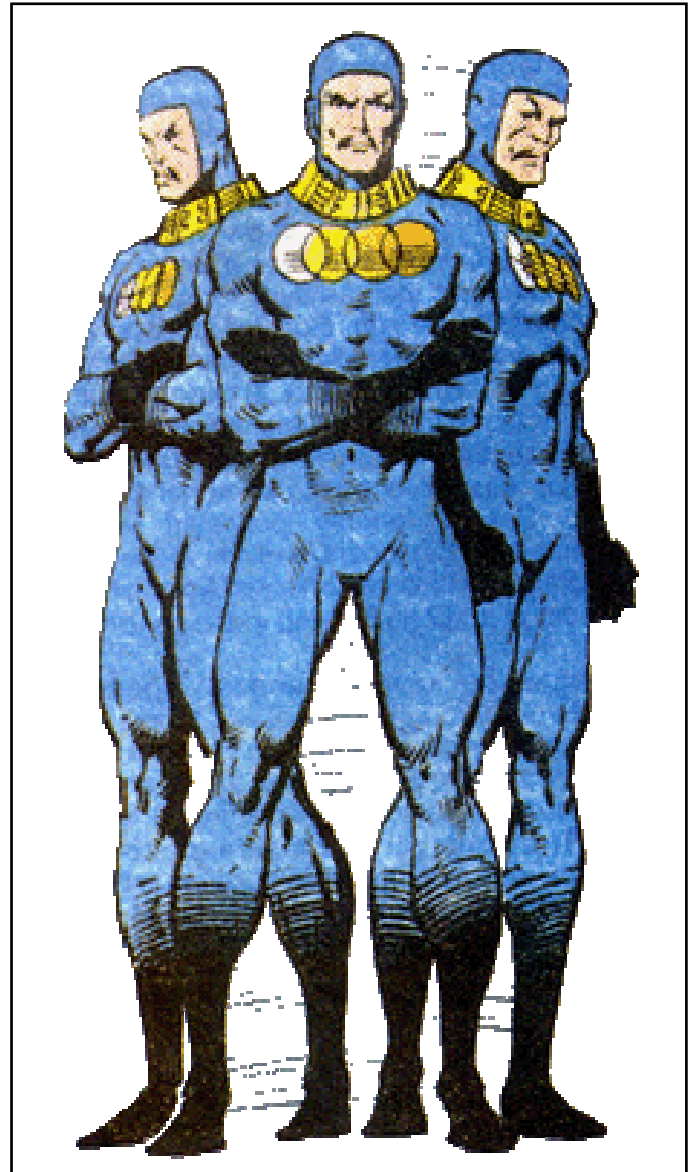
Design Notes:

1. I have not yet redone Thor to match the updated Asgardian profile.

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



TINKERER

Villain

Real Name: Unknown.

Occupation: Underworld technician and inventor.

Identity: Secret.

Legal Status: Presumably a citizen of the United States, no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Apparently single.

Known Relatives: None.

Group Affiliation: Occasional ally of Mysterio.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the man known as the Tinkerer are currently unknown. It is known that he has been an inventor and mechanic for the New York City organized criminal syndicates for several years, possibly decades.

The Tinkerer operates in a repair shop in Harlem, "Tinkerer's Home Appliance Repair." The above-ground shop is where he performs all of his strictly legitimate work, and he is known to repair any household appliances or electronics for reasonable rates, often subtly improving their performance. The basement of the shop, however, which he keeps off-limits to the general populace, is where he entertains his criminal clientele.

The Tinkerer is responsible for creating the Scorpion's cybernetically-controlled tail, and has worked with Mysterio on numerous occasions (see *Mysterio*; *Scorpion*). The Tinkerer refuses to engage in overt criminal activities himself, preferring to stay behind the scenes as the one criminal supplier with the lowest overhead.

Height: 5' 8".

Weight: 165 lbs.

Eyes: Grey.

Hair: White, bald on top.

Uniform: None.

Strength Level: The Tinkerer possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Tinkerer is a skilled inventor and mechanic, and an expert in producing state-of-the-art technology from scrounged parts. He is able to produce devices which push the envelope of state-of-the-art from components found in most junkyards.

Weapons: The Tinkerer normally has access to a number of weapons he's designed and built.



155 points

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 14 [80]; HT 9 [-10].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs; HP 9 [0]; Will 12 [-10]; Per 14 [0]; FP 9 [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7.

Languages: English (Native) (Native Language) [0]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 3 [30]; Gadgeteer [25]; High Manual Dexterity 5 [25]; Reputation (Superb Mechanic) 2 (All the Time, Large Class of People) [5]; Wealth (Comfortable) [10].

Perks: Forgettable Face [1].

Disadvantages: Code of Honor (Professional) [-5]; Miserliness (12) [-10]; Pacifism (Self-Defense Only) [-15]; Secret (Underworld Supplier) (Imprisonment) [-20]; Skinny [-5]; Workaholic [-5].

Quirks: Attentive [-1]; Likes Classical Music [-1]; Uncongenial [-1].

Skills: Connoisseur (Music) (A) IQ-1 [1] - 13; Electronics Operation/TL8 (Media) (A) IQ-1 [1] - 13; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] - 14; Forgery/TL8 (H) IQ+0 [4] - 14; Inventor! (WC) IQ+4 [72] - 18*; Lockpicking/TL8 (A) IQ+0 [2] - 14; Savoir-Faire (Mafia) (E) IQ+0 [1] - 14; Scrounging (E) Per+2 [4] - 16; Streetwise (A) IQ-1 [1] - 13.

Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Conditional +3 from Artificer.

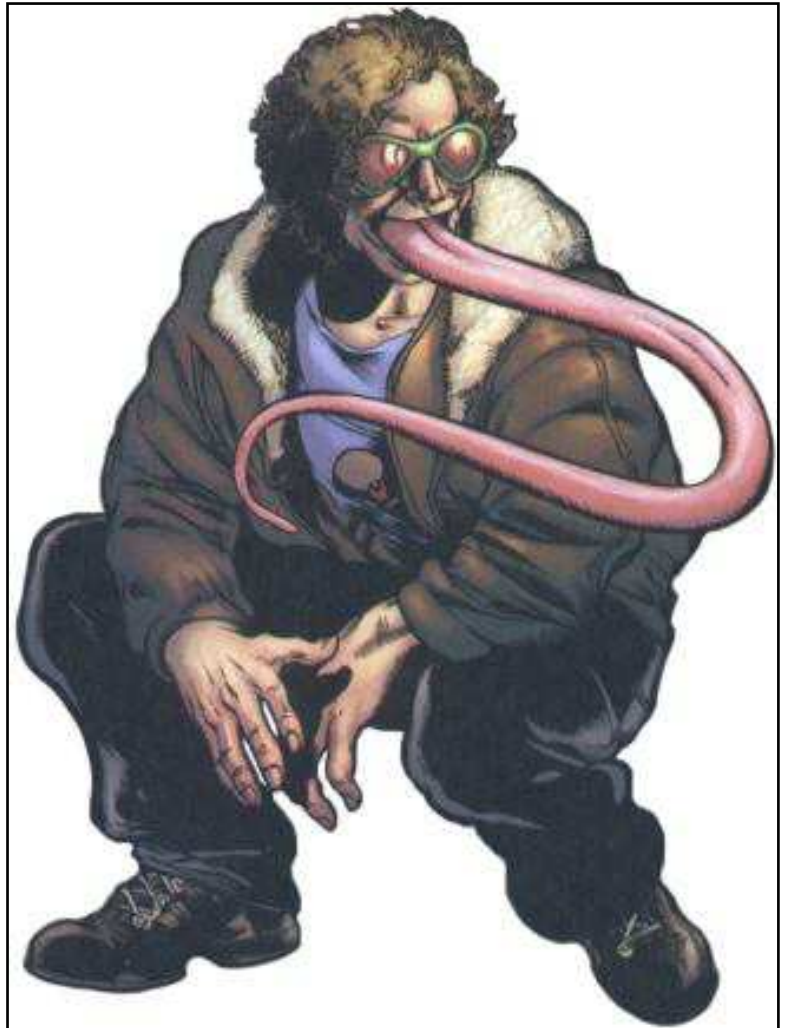
TOAD

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



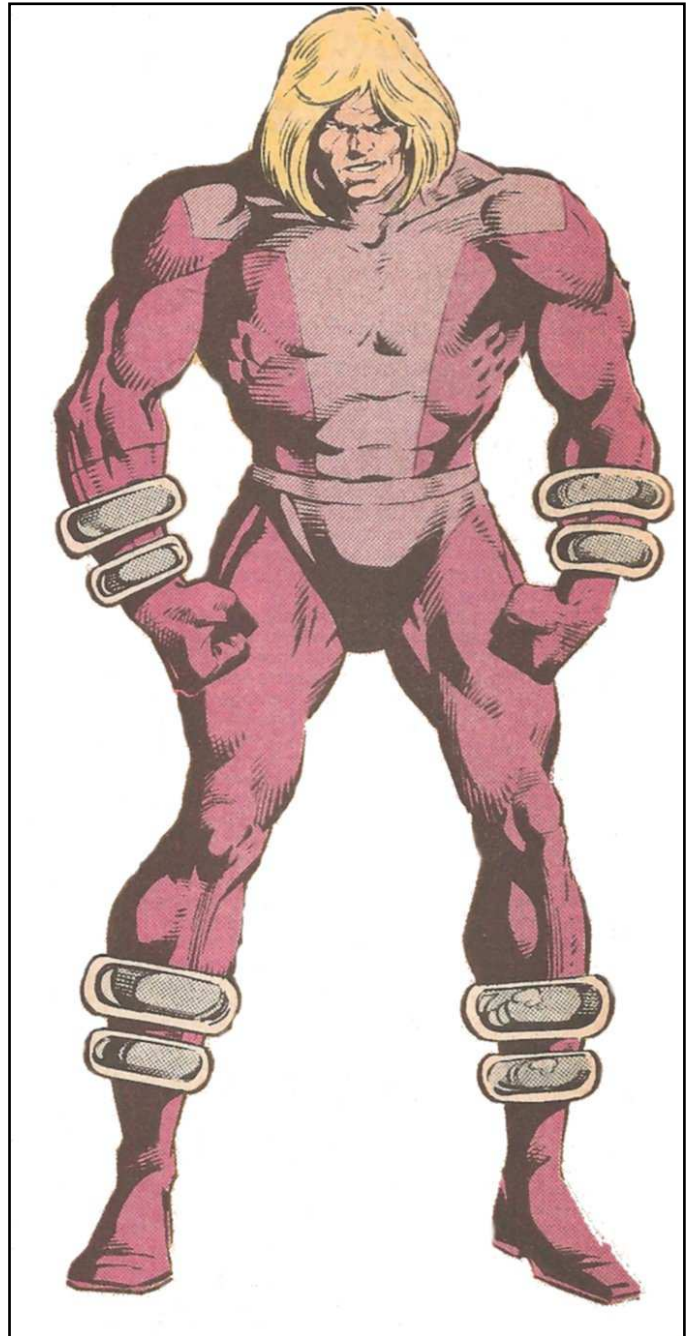
TOWER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



TRASK, BOLIVAR

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points
Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



TYPHOID MARY

Villain

Real Name: Mary (last name unrevealed).

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History:

Height:

Weight:

Eyes: Green.

Hair: Red.

Uniform: Loose red leather shirt, black leather briefs, black fishnet stockings, black gloves, black boots, white face paint on left half of her face.

Strength Level: Typhoid Mary has the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers:

Other Abilities:

Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



UNUS THE UNTOUCHABLE

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Real Name: Benjamin Urich.**Occupation:** Newspaper reporter.**Identity:** Ben Urich does not use a dual identity.**Legal Status:** Citizen of the United States with no criminal record.**Other Aliases:** None.**Place of Birth:** Brooklyn, New York City.**Marital Status:** Divorced.**Known Relatives:** Ex-wife (name unrevealed).**Group Affiliation:** Employee of the *Daily Bugle*.**Base of Operations:** New York City.**First Post-Reboot Appearance:** DAREDEVIL: THE MAN WITHOUT FEAR #**History:** Ben Urich grew up in Brooklyn. From an early age, he delighted in discovering the truth behind events. He worked his way through college working in the mail room of the *Daily Bugle*; after receiving his journalism degree he was promoted to reporter (see *Daily Bugle*).

Urich became interested in the masked vigilante operating in Hell's Kitchen who was going by the name of Daredevil, and started following his exploits for the *Bugle* (see *Daredevil*). Daredevil's career almost became an obsession for Urich, to the point that his wife divorced him over it. Urich was determined to discover Daredevil's secret. Eventually, Urich obtained enough proof to link Daredevil to the blind Assistant District Attorney Matt Murdock.

As he was writing his expose, however, Urich came to realize what this piece would mean not only to himself, but to Murdock: If he went ahead and sent the piece to the *Bugle's* publisher, J. Jonah Jameson, Murdock would be finished (see *Jameson, J. Jonah*). Over the course of his investigation, Urich had started to relate to Murdock, and could not bring himself to destroy another man's life so callously. Ultimately, Urich deleted the article.

Urich has since lent his investigative and journalistic talents to aid Daredevil on several occasions since.

Height: 5' 9".**Weight:** 140 lbs.**Eyes:** Brown.**Hair:** Gray.**Uniform:** None.**Strength Level:** Ben Urich possesses the normal human strength of a man his age, height, and build who engages in little regular exercise.**Known Superhuman Powers:** None.

65 points**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].**Secondary Characteristics:** Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.**Languages:** English (Native) (Native Language) [0]; Spanish (Accented) [4].**Cultural Familiarities:** Western [0].**Advantages:** Contact (Police Forensics; Skill 15) (Frequency: 9 or less; Usually Reliable) [4]; Danger Sense [15]; Empathy [15]; High Manual Dexterity 2 [10]; Merchant Rank 0 [0]; Single-Minded [5].**Perks:** Doodad 1 [1]; Focused (Writing) [1]; Permit (Conceal Carry) [1].**Disadvantages:** Addiction (Tobacco) [-5]; Bad Sight (Nearsighted) (Mitigator: Glasses) [-10]; Code of Honor (Journalist's) [-5]; Combat Paralysis [-15]; Loner (12) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Matt Murdock/Daredevil) [-2].**Quirks:** Broad-Minded [-1]; Dogged Persistence [-1]; Nosy [-5]; Trivial Reputation (Disliked By Police) [-1].**Skills:** Area Knowledge (New York City) (E) IQ+0 [1] - 12; Artist (Drawing) (H) IQ-2 [1] - 10; Carousing (E) HT+2 [4] - 12; Current Affairs/TL8 (New York City) IQ+0 [2] - 12; Detect Lies (H) IQ+1 [1] - 13*; Fast-Talk (A) IQ+0 [2] - 12; Lip Reading (A) Per+0 [2] - 12; Observation (A) Per+2 [8] - 14; Professional Skill (Journalist) (A) IQ+0 [2] - 12; Research/TL8 (A) IQ+0 [2] - 12; Streetwise (A) IQ+0 [2] - 12; Typing (E) DX+1 [2] - 11; Writing (A) IQ+0 [2] - 12.**Starting Spending Money:** \$4,000 (20% of Starting Wealth).

* Includes +3 from Empathy.



VANISHER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



VERTIGO

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



Real Name: Adrian Toomes.

Occupation: Professional criminal; former electronics engineer.

Identity: Publicly known.

Legal Status: Citizen of the United States with a criminal record.

Other Aliases: None.

Place of Birth: Staten Island, New York.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Adrian Toomes was an electronics engineer who helped found a small firm with Gregory Bestman. Toomes let Bestman handle all the business aspects while he worked in the firm's research and development lab. Bestman tricked Toomes into signing over his half of the firm, then fired him for perceived slights. Without immediate legal recourse, Toomes decided to resort to burglary. He broke into the lab where he'd been working on a new invention – a winged flight harness which utilized a combination of wings and an antigravity generator the firm had purchased from the Wizard – and stole the suit (see *Wizard*).

Toomes trained himself in the use of the suit, and made his debut as the

Vulture by harassing and kidnapping Bestman, attempting to force Bestman into admitting in public that he'd swindled Toomes. He clashed twice with Spider-Man before he was captured and sent to prison; in their second confrontation, Spider-Man teamed with Iceman of the X-Men (see *Iceman*; *Spider-Man*; *X-Men*). Ultimately, Bestman told the truth in Toomes's trial, and has been arraigned on charges of his own.

Toomes recently escaped prison in a massive jailbreak led by the Rhino, during which he either regained or duplicated his flight harness (see *Rhino*). He was recently seen meeting with someone who looked a lot like *Mysterio* from a distance (see *Mysterio*). Where and when the Vulture will strike next is anyone's guess.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Hazel.

Hair: Bald, formerly black.

Uniform: Green and black bodysuit, green boots, wings underneath his arms which, when fully extended, extend to twice his arm length.

Strength Level: Adrian Toomes possesses the normal human strength of a man his age, height, and build who engages in regular exercise. The flight harness amplifies his strength by a factor of four, enabling him to lift (press) around 700 pounds.

Known Superhuman Powers: None; all of his abilities stem from his uniform.

Other Abilities: Adrian Toomes is a skilled engineer and inventor, but does not have the ability to create truly revolutionary superscience devices without help. For instance, he designed his flight suit but still needed to acquire the antigravity generator from outside sources rather than inventing it himself.

Weapons and Paraphernalia: The Vulture wears a battlesuit which possesses a pair of wings underneath the arms and a prototype anti-gravity generator to provide lift. The suit also amplifies his strength by a factor of four, as well as giving him protection against most police handguns. While the suit's wings are underneath his arms and extend to three times his arm length when fully deployed, his hands are left free for grabbing and carrying while in flight.

The suit enables him to fly completely silently, maneuvering by flapping his wings like a bird does. In the event that the antigravity unit is disabled, he can still glide for long distances and maneuver in flight. The Vulture is able to attain altitudes up to 11,000 feet above sea level, at which point the air becomes too thin for him to breathe. He can fly for up to six hours before tiring appreciably. The suit is able to maintain speeds up to 95 miles per hour.



180 points

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 2d-1/3d+2 (1d-2/1d w/out suit); BL 80 lbs (20 lbs w/out suit); HP 10 [0]; Will 12 [-5]; Per 13 [0]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; Basic Air Move 12 [2]; Dodge 10.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 1 [10]; Combat Reflexes [15]; Enhanced Dodge 1 [15]; Enhanced Move (Air) 2 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [22]; Flight (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%; Winged, -25%) [12]; Lifting ST +10 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [17]; Striking ST +10 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [28].

Disadvantages: Appearance (Unattractive) [-4]; Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Professional) [-5]; Easy to Read [-10]; Low Pain Threshold [-10]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Vow (Defeat Spider-Man) (Major Vow) [-10].

Quirks: Distinctive Feature ("Beaked" Nose) [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Aerobatics (H) DX+2 [12] – 14; Engineer/TL8 (Electronics) (H) IQ+1 [4] – 14*; Engineer/TL8 (Low-G Wings) (H) IQ+1 [4] – 14*; Flight (A) HT+2 [8] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Navigation/TL8 (Air) (A) IQ-1 [1] – 12; Physics/TL8 (VH) IQ-2 [2] – 11.

Starting Spending Money: \$3,600 (20% of Starting Wealth, minus the cost of a TL8 Ballistic Vest, giving Flexible DR 8/2, built into his flight suit).

* Includes +1 from Artificer.

Real Name: Janet van Dyne.

Occupation: Socialite, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: None.

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Father, three brothers (names unrevealed).

Group Affiliation: Avengers; partner of Ant-Man.

Base of Operations: Chicago, Illinois, and New York City.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #2.

History: Janet van Dyne was the youngest child and only daughter of a wealthy businessman. Because of her father's insistence that her brothers enter the family business, Janet found herself growing increasingly bored with the role of a high society socialite. It was at a party that she'd been invited to where she met Dr. Henry Pym, a noted scientist who worked in a think-tank her father helped fund. It wasn't long before the two began dating. Janet possessed a sharper mind than she let on, and quickly discovered that Pym was the adventurer Ant-Man (see *Ant-Man*).

Janet asked him to help her gain powers of her own so that she could aid him. Hank resisted at first, but Janet's youthful enthusiasm and subtle half-joking hints of blackmail convinced him. Sneaking her into the laboratory one night, he performed surgery on her which grafted wasp-like wings to her back and boosted her natural bioelectricity to enable her to fire short-ranged electric bolts from her hands. He then gave her a supply of the Pym particles for her to use. Designing an outfit for herself and calling herself the Wasp, she became Ant-Man's partner.

As the Wasp, Janet was present at the first meeting of the Avengers, and suggested the team name (see *Avengers*). She has managed to keep her identity as the Wasp secret by not allowing herself to be photographed at her full height; unlike the others, however, she doesn't really care if her identity as the Wasp is revealed.

Height: 5' 4".

Weight: 105 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Constantly changing. Most commonly wears a bodysuit with a leotard, boots, and gloves of a complementing or contrasting color, but this is subject to change according to her fashion sense.

Strength Level: At her full human height, the Wasp possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: The Wasp is able to shrink to half an inch tall; this power is generated in the same fashion as Ant-Man's ability: through the application of Pym particles. For some reason, after her first few doses of Pym particles she gained the ability to generate Pym particles on her own. Dr. Pym has theorized that continued exposure to the Pym particles triggered a latent mutation which adapted to the particles' mass-shunting effects.

The Wasp has had insect-like wings surgically grafted to her shoulder-blades and tied into her nervous system. As she shrinks down, the wings enable her to fly. At present, she must be at most six inches tall in order to generate enough lift with her wings in order to fly. When she grows back to normal height, she is able to hide her wings by folding them and pressing them against her back.

Janet's last power is the ability to channel her body's bioelectricity in order to produce what she calls her "stingers", bolts of bioelectricity which she can use to either stun or damage her opponents.

Other Abilities: Janet van Dyne is a skilled fashion designer.



405 points

Attributes: ST 10 [0]; DX 13 [60]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Air Move 12; Dodge 9.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Affliction 4 (Super, -10%; Alternative Attack, x1/5) [8]; Appearance (Beautiful) [12]; Burning Attack 5d (Damage Modifier: Surge, +20%; Rapid Fire: RoF 5, +70%; Super, -10%) [45]; Fashion Sense [5]; Fit [5]; Flight (Accessibility: Only When Shrunk to SM -6 Or Smaller, -10%; Winged, -25%) [26]; Shrinking 13 (Can Carry Objects: No Encumbrance, +10%; Full Damage, +100%; Full HP, +30%; Super, -10%) [150]; Status 1 (Heir to Status 2) [0]; Wealth (Wealthy; Heir to Filthy Rich) [35].

Perks: Supersuit [1].

Disadvantages: Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (9) [-7]; Sense of Duty (Entire Race) [-15]; Squeamish (12) [-10].

Quirks: Constantly Changing Her Uniform [-1]; Incessant Flirt [-1]; Likes Playing the Part of a Ditzzy Brunette [-1]; Responsive [-1].

Skills: Acting (A) IQ+1 [4] – 13; Aerobatics (H) DX+2 [4] – 15*; Artist (Drawing) (H) IQ [4] – 12; Connoisseur (Visual Arts) (A) IQ [2] – 12; Current Affairs/TL8 (High Culture) (E) IQ+2 [4] – 14; Dancing (A) DX-1 [1] – 12; Detect Lies (H) Per [4] – 12; Diplomacy (H) IQ-1 [2] – 11; Innate Attack (Beam) (E) DX+1 [2] – 14; Leadership (A) IQ [2] – 12; Makeup/TL8 (E) IQ [1] – 12; Professional Skill (Fashion Designer) (A) IQ+1 [4] – 13; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Stealth (A) DX+1 [4] – 14.

Starting Spending Money: \$20,000 (20% Starting Wealth).

* Includes +2 from 3D Spatial Sense

WATSON, MARY JANE

Supporting Cast

Real Name: Mary Jane Watson.

Occupation: College student pursuing a performance arts major, part-time stage actress.

Identity: Mary Jane Watson does not use a dual identity.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: "MJ".

Place of Birth: Queens, New York.

Marital Status: Single.

Known Relatives: Phillip (father), Madeline (mother), Gayle (sister), Judge Spencer Watson (uncle), Anna May Watson (aunt).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #1.

History: Mary Jane Watson grew up in the borough of Queens next door to May and Ben Parker, and was friendly towards their nephew Peter, although she and Peter tended to socialize with different groups in high school (see *Parker, May; Spider-Man; Deceased: Parker, Ben*). Her parents fought constantly, and after being accepted at Empire State University moved out of her parents' house in Queens to live on-campus in Manhattan.

To the casual observer, Mary Jane is a fun-loving, extroverted woman who delights in having like-minded people around her. However, her close friends – which currently include Peter Parker, Gwen Stacy, and Harry Osborn – know that the carefree exterior masks a sensitive soul who is afraid of getting emotionally hurt (see *Osborn, Harry; Stacy, Gwen*). Mary Jane and Gwen are well aware of each other's feelings towards Peter; unlike Gwen, however, Mary Jane knows that Peter and Spider-Man are one and the same. She apparently learned this not long after Peter had become Spider-Man, after she saw Peter run into his Aunt May's house and Spider-Man emerge from an upstairs window.

Height: 5' 8".

Weight: 120 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

Strength Level: Mary Jane Watson possesses the normal human strength of a woman her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: Mary Jane is a skilled stage actress, dancer, and singer, and has studied directing for the stage and dance choreography.



Mary Jane Watson: Face it, Tiger. You just hit the jackpot. – Amazing Spider-Man

75 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Speed 5.00 [0]; Dodge 8.

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Fashion Sense [5]; Social Chameleon [5]; Voice [10].

Perks: Classic Features (Classic Redhead) [1]; Photogenic [1].

Disadvantages: Chummy [-5]; Compulsive Carousing (9) [-7]; Low Self-Image [-10]; Pacifism (Self-Defense Only) [-15]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Responsive [-1].

Skills: Breath Control (H) HT+0 [4] – 12; Carousing (E) HT+2 [4] – 14; Connoisseur (Dance) (A) IQ+0 [2] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 11; Dancing (A) DX+1 [4] – 12; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 10; Group Performance (Choreography) (A) IQ+0 [1] – 11*; Leadership (A) IQ-1 [1] – 10; Makeup/TL8 (E) IQ+1 [2] – 12; Performance (A) IQ+1 [1] – 12†; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Sewing/TL8 (E) DX+0 [1] – 11; Sex Appeal (Human) (A) HT+5 [1] – 17†‡; Singing (E) HT+2 [1] – 14†.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

- * Defaulted from Dancing.
- † Includes +2 from Voice.
- ‡ Includes +4 from Appearance.

WHITE BISHOP

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



WHITEOUT

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Accented Spoken/Illiterate) [2]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].
Cultural Familiarities: Savage Land [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



WHITE QUEEN

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



WIND-RIDER

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: LOST WORLD OF WAKANDA #25.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



WOLVERINE

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: RENEGADES #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



WORM

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:

Secondary Characteristics:

Languages: English (Accented Spoken/Illiterate) [2]; Savage Land
Speech (Native Spoken/Illiterate) (Native Language) [-3].

Cultural Familiarities: Savage Land [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



XAVIER, CHARLES

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: UNCANNY X-MEN #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Weapons:

points

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



First Post-Reboot Appearance: UNCANNY X-MEN #

X-MEN

Hero Team







The X-Men are a team of superhuman adventurers whose membership consists of mutants who are all graduates of the Xavier Institute for Gifted Youngsters. At the time of the team's formation, the five founding members of the X-Men were all attending Empire State University in Manhattan, New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #1.

Wolverine: You people actually go outside in these things?

Cyclops: What would you prefer, yellow spandex?

- **X-Men**

 ANGEL (Warren Worthington III) Founding Member	 BEAST (Henry McCoy) Founding Member
 CYCLOPS (Scott Summers) Founding Member	 ICEMAN (Robert Drake) Founding Member
 MARVEL GIRL (Jean Grey) Founding Member	 MIMIC (Calvin Rankin) Joined in UXM # Quit in UXM #

X-MEN HELICOPTER

Technology

First Post-Reboot Appearance: UNCANNY X-MEN #

First Post-Reboot Appearance: UNCANNY X-MEN #

X-MEN VAN

Technology

First Post-Reboot Appearance: UNCANNY X-MEN #

APPENDIX: REFERENCE TABLE

The characters and races in this book were developed over a period of several years using a number of different books. The following table lists the books used for each character or racial template.

Abomination: <i>Basic Set: Characters; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.</i>	Cantor, Vera:
Absorbing Man: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i>	Captain America: <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.</i>
AIM:	Captain Marvel: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>
Allen, Liz: <i>Basic Set: Characters; Martial Arts.</i>	Cassidy, Black Tom:
Amphibius: <i>Basic Set: Characters; Bio-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>	Cat-Man: <i>Basic Set: Characters; Martial Arts.</i>
Ancient One: <i>Basic Set: Characters; Martial Arts; Thaumatology; Power-Ups 2: Perks.</i>	Chameleon: <i>Basic Set: Characters.</i>
Andromeda: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	Changeling:
Angel: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	Clea: <i>Basic Set: Characters; Thaumatology; Power-Ups 2: Perks.</i>
Ant-Man: <i>Basic Set: Characters; Martial Arts; Powers; Supers.</i>	Crucible:
Ape-Man: <i>Basic Set: Characters; Martial Arts.</i>	Cyclops: <i>Basic Set: Characters; Powers; Supers.</i>
Arcade: <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>	Daredevil: <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.</i>
Asgard: <i>City Stats.</i>	Death-Stalker: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>
Asgardians: <i>Basic Set: Characters; Powers; Supers.</i>	Destiny:
Atlanteans: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>	Doctor Doom: <i>Basic Set: Characters; Supers; Magic.</i>
Atlantis: <i>City Stats.</i>	Doctor Octopus: <i>Basic Set: Characters; Supers; Power-Ups 2: Perks.</i>
Avalanche: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i>	Doctor Strange: <i>Basic Set: Characters; Martial Arts; Thaumatology; Power-Ups 2: Perks.</i>
Avengers Quinjet: <i>Spaceships; Spaceships 7: Divergent and Paranormal Tech.</i>	Dragonfly: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>
Avril, Sally: <i>Basic Set: Characters.</i>	Elders of the Universe: <i>Basic Set: Characters.</i>
Bainsidhe: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>	Electro: <i>Basic Set: Characters; Powers; Supers.</i>
Barbarus: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	Elektra: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>
Baron Zemo: <i>Basic Set: Characters; Martial Arts.</i>	Enchantress:
Barrett, Turk: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>	Equilibrius:
Beast: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	The Fantastic: <i>Spaceships.</i>
Beetle: <i>Basic Set: Characters.</i>	Fen: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>
Bird-Man: <i>Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.</i>	Fisk, Vanessa: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>
Black Cat: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>	Frenzy:
Black King: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>	Frog-Man: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>
Black Knight: <i>Basic Set: Characters; Martial Arts; Supers; High-Tech; Ultra-Tech.</i>	Fury, Nick: <i>Basic Set: Characters; Power-Ups 3: Talents; High-Tech.</i>
Black Queen: <i>Basic Set: Characters; Powers; Psionic Powers; Thaumatology; Power-Ups 2: Perks.</i>	Gaza:
Black Widow:	Ghost Rider:
Blob: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i>	Gladiator: <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.</i>
Brainchild: <i>Basic Set: Characters; Bio-Tech.</i>	Green Goblin: <i>Basic Set: Characters; Ultra-Tech.</i>
Bucky: <i>Basic Set: Characters; Martial Arts; Supers.</i>	Gyrich, Henry Peter:
Bullseye: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i>	Hammerhead: <i>Basic Set: Characters; Power-Ups 2: Perks.</i>
Cage, Luke:	The Hand: <i>Basic Set: Characters; Martial Arts.</i>
Caliban: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i>	Harpy: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i>
Callisto: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i>	Havok:
	Hawkeye:
	Hellstorm:
	Hercules: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Dungeon Fantasy 1: Adventurers.</i>
	Hulk: <i>Basic Set: Characters; Powers; Supers.</i>
	Human Torch: <i>Basic Set: Characters; Powers; Supers.</i>

Iceman: *Basic Set: Characters; Powers; Supers.*
Inhumans: *Basic Set: Characters; Power-Ups 2: Perks.*
Invisible Woman: *Basic Set: Characters; Powers; Supers.*
Iron Fist:
Iron Man: *Basic Set: Characters; Ultra-Tech.*
Jameson, J. Jonah: *Basic Set: Characters.*
Jester: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*
Jewel:
Juggernaut:
Ka-Zar:
Kingpin: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*
Kirigi: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*
Kraven the Hunter: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*
Kree: *Basic Set: Characters.*
Kurtzberg, Zelda:
Leapfrog: *Basic Set: Characters; Martial Arts; Supers.*
Living Pharaoh:
Lizard: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*
Loki: *Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks.*
Lorelei:
Lupo:
Machinesmith: *Basic Set: Characters; Power-Ups 2: Perks.*
Magneto: *Basic Set: Characters; Powers; Supers.*
Marvel Girl: *Basic Set: Characters; Powers.*
Masque:
Mastermind:
Mesmero:
Meteorite:
Mimic:
Mister Fantastic: *Basic Set: Characters; Powers; Supers.*
Mister Fear: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*
Mockingbird:
Mole Man: *Basic Set: Characters.*
Moloids: *Basic Set: Characters.*
Molten Man: *Basic Set: Characters; Powers; Supers.*
Mysterio: *Basic Set: Characters; Supers.*
Mystique:
Namor: *Basic Set: Characters; Powers.*
Namora: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*
Nelson, Foggy: *Basic Set: Characters; Power-Ups 2: Perks.*
Olympian Gods: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*
Oracle:
Osborn, Harry: *Basic Set: Characters; Power-Ups 2: Perks.*
Owl: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*
Page, Karen: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*
Panther:
Paralyzer:
Parker, May: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*
Phoenix:
Piper:

Polaris:
Pyro:
Quicksilver:
Rhino: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.*
Rigellians: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*
Robertson, Joe: *Basic Set: Characters.*
Rogue:
Sandman: *Basic Set: Characters; Powers; Supers.*
Sauron:
Scarlet Witch: *Basic Set: Characters; Powers; Thaumatology; Supers; Power-Ups 2: Perks.*
Scorpio:
Scorpion: *Basic Set: Characters; Powers; Supers.*
Sentinels:
Shanna the She-Devil:
Shi'ar: *Basic Set: Characters; Power-Ups 2: Perks.*
SHIELD:
Shocker: *Basic Set: Characters; Powers; Supers.*
Sif: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*
Skrulls: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*
Slither:
Solarr:
Southern, Candy:
Spider-Man: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*
Stacy, Captain George: *Basic Set: Characters; Power-Ups 2: Perks.*
Stacy, Gwen: *Basic Set: Characters; Power-Ups 2: Perks.*
Stick: *Basic Set: Characters; Martial Arts; Powers.*
Stilt-Man:
Stinger:
Thing: *Basic Set: Characters; Powers; Supers.*
Thompson, Flash: *Basic Set: Characters; Martial Arts.*
Thor: *Basic Set: Characters; Fantasy; Magic; Powers.*
Timeshadow:
Tinkerer: *Basic Set: Characters; Power-Ups 2: Perks.*
Toad:
Tower:
Trask, Bolivar:
Typhoid Mary:
Unus the Untouchable:
Urich, Ben: *Basic Set: Characters; Power-Ups 2: Perks.*
Vanisher:
Vertigo:
Vulture: *Basic Set: Characters; Supers.*
Wasp: *Basic Set: Characters; Powers; Supers.*
Watson, Mary Jane: *Basic Set: Characters; Power-Ups 2: Perks.*
White Bishop:
Whiteout:
White Queen:
Wind-Rider:
Wolverine:
Worm:
Xavier, Charles:
X-Men Helicopter:
X-Men Jet:
X-Men Van:

APPENDIX: POWER MODIFIERS

The following power modifiers are either common or unique to the Marvel Universe. Others exist, such as Chi and Spirit, usually only in isolated cases.

Biological (-10%): These abilities are part of the character's physiology, but may be negated through the application of drugs geared specifically for such purpose (-5%). Active abilities always require an additional 1 FP to use (-5%), but see *Passive Biological*, below.

Chemical (-10%): These abilities are dependent upon some form of chemical/alchemical potion being applied to the body on a regular basis, whether through ingestion, inhalation, or injection. This potion is the equivalent of Maintenance (One Person; Weekly) (-5%); the potion takes at least an hour to create. In addition, the effects of the potion can be counteracted through other pharmaceutical means, same as the *Passive Biological* power modifier, below (-5%).

Demonic (-10%): The infernal counterpart to the *Divine* power modifier from *Powers*, the character's abilities are powered by energies channeled from demonic sources, such as those granted by Mephisto or Chthon. The character is not necessarily a demon himself. It is identical in function to the *Divine* power modifier.

Electronic (-30%): The typical version of *Technological* in the Marvel Universe. The power's abilities require weekly maintenance, at 1 hour per ability (-5%). In addition, they can be detected by X-ray scans and other forms of medical imaging, and may also generate radio static or an odor of ozone (-5%). Finally, they're vulnerable to electrical disruption as defined for the disadvantage Electrical (p. B134; -20%). This last portion is identical to taking the Temporary Disadvantage: Electrical limitation; do not take the latter with this power modifier.

Elemental (-10%): This power lets a character manipulate an "element" – one kind of natural matter or energy, or its absence. Common examples in the Marvel Universe are Air, Cold/Ice, Darkness/Darkforce, Earth, Electricity, Heat/Fire, Light, Radiation, Sound/Vibration, and Water. These powers have either a mundane countermeasure (-10%) or an insulator (often but not always an opposing element) that can interfere with the elemental energy (-10%), but rarely both. Elemental may stack with either *Super* or *Mutant*.

Magical (-10%): The character's abilities are dependent on the world's ambient mana to operate. The bulk of the world appears to be a low-mana region, while certain areas of the world are normal- to high-mana areas. Modern technology cannot detect these energies, so there are no technological countermeasures. However, the ambient energies can be blocked through supernatural means (-5%), and the abilities can be negated through certain Anti-Magic abilities (-5%).

Mutant (-10%): The character is a mutant whose abilities can be negated through Anti-Mutant abilities such as Neutralize and Static (-5%) or through technological means (-5%). This is a subset of the *Super* power modifier, so any Anti-Super abilities will also negate the mutant powers, but the reverse is not necessarily true.

Mutant Biology (-0%): The character is a mutant, and can be detected as such. However, the abilities granted by this Power are physical adaptations which cannot be removed except through surgery (usually amputation of limbs), and are nearly indistinguishable from "wild" abilities, but *do* receive the bonus from Power Talents. Because of this, there is **no** value to the modifier.

Mutant Psionic (-10%): The character is a mutant and can be detected as such. The character's powers are psionic in nature, usually Telepathic, ESP, or Psychokinetic, and can be negated by both Anti-Mutant and Antipsi abilities (-5%), or through technological means (-5%). This is a subset of both the *Mutant* and *Psionic* power modifiers, which are themselves subsets of the *Super* power modifier, so any Anti-Super abilities will also negate the mutant abilities, but the reverse is not true.

Passive Biological (-5%): Like *Biological* above, these abilities are part of the character's physiology, but may be negated through the application of drugs geared specifically for such purpose (-5%). As these abilities are passive in nature, no FP expenditure is necessary.

Power Cosmic (+50%): These abilities stem from cosmic sources, such as those granted by Galactus, Eon, or the Cosmic Cube, and are not easily counteracted by innate abilities or superscience technology designed to counteract other powers. Only other Power Cosmic powers can counteract them. This is identical to the *Cosmic* power modifier in *Powers*.

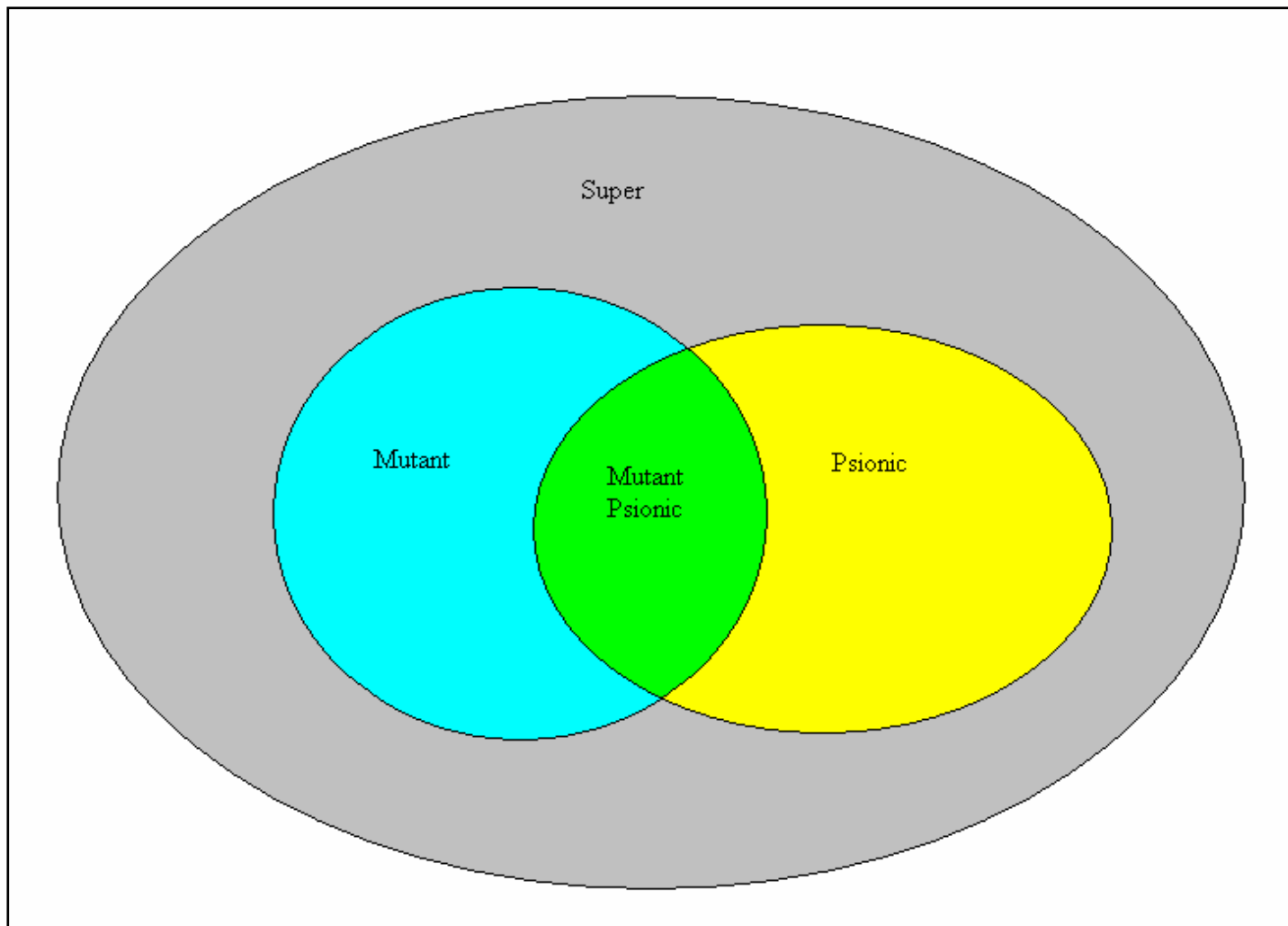
Psionic (-10%): The character's abilities are psionic in nature, usually falling under such classifications as Telepathic, ESP, or Psychokinetic. As such, they are affected by Antipsi abilities (-5%) as well as technological means (for example: psionic dampers) (-5%). This is a subset of the *Super* power modifier, so any Anti-Super abilities will also negate the psionic abilities, but the reverse is not true.

Super (-10%): This is a catch-all power modifier for those powers whose abilities are not biological, psionic, magical, or mutant in nature. *Mutant* and *Psionic* are both subsets of this. These abilities can be negated through various Anti-Super powers (-5%) and through technological means (-5%).

The accompanying Venn diagram shows the correlation between the *Super*, *Mutant*, *Psionic*, and *Mutant Psionic* power modifiers. The gray area represents those powers that fall under the *Super* header. The blue area represents those that fall under the *Mutant* modifier, being considered "mutants" in the Marvel Universe. The yellow area represents the powers that fall under the *Psionic* power modifier. The green area which overlaps both the *Mutant* and *Psionic* areas represents those mutants whose powers are also psionic in nature.

In any given campaign, only one, and possibly two, of these four should be prevalent. In an X-Men campaign, *Mutant* will be prevalent, with a few *Mutant Psionic* and *Mutant Biological* powers thrown in; in an Avengers or Fantastic Four campaign, *Super* will

be the most common, with a few *Psionic* powers available; and in a Dr. Strange campaign, *Magical* and *Psionic* are the most likely power sources, although *Demonic* will almost certainly be encountered. The overall frequencies of countermeasures for each of these four categories are about equal, hence the lack of difference in price.



APPENDIX: MAGIC REALMS

Magic in the Marvel Universe can be broken down into various Realms, using the Realm Magic rules in Thaumatology (pp. THM188-192). These Realms sometimes overlap, particularly as some of the more limited Realms deal with aspects of others with a broader scope. These Realms are built on the six-tier approach from p. THM189, with each Realm having six levels, or tiers.

Sorcerers, such as Doctor Strange and his order, deal with six main Realms: Mind, Space, Time, Spirit, Energy, and Matter. These six Realms make up the cornerstones of the Multiverse, and dedicated practitioners can learn up to the fifth tier in those Realms. Lesser mystics often focus on narrower Realms. For instance, Gypsy magic, as practiced by Wanda Maximoff, relies on the Illusion, Luck, and Transformation Realms. Nature-oriented mages often use the Nature Realm, or learn distinct Animal, Earth, Fire, Plant, and Weather Realms. Most of these practitioners only achieve the third tier, with a select few achieving the fourth or fifth. In all cases, a magician's maximum potential level in any Realm is dictated by his Magery level.

In all cases, the sixth tier of a Realm is off-limits to all corporeal beings. Even such beings as the Olympian, Asgardian, and Heliopolitan gods are unable to achieve the sixth tier in any Realm and remain corporeal (see Asgardians). In essence, any being who achieves the sixth tier in a Realm automatically becomes the living embodiment of that Realm, and becomes a truly Cosmic being.

Realms Used In This Book

Dimensional Gate: A sub-Realm of Space, this Realm deals with sensing, opening, closing, creating, and diverting most forms of inter-dimensional travel.

Energy: This far-reaching Realm includes all types of energy, including but not limited to cold, electricity, heat/fire, kinetic, light, radiation, and vibration.

Illusion: This Realm deals primarily with creating and dispelling illusions. This is a sub-Realm of the Mind Realm; someone with Mind doesn't need Illusion.

Luck: Also called Probability, this Realm deals with manipulating probabilities in order to alter circumstances to make the improbable probable. This Realm is a sub-Realm of both Matter and Time; someone with both of those Realms doesn't need Luck.

Matter: This Realm deals with altering and creating matter in all forms. A sorcerer's own scientific knowledge does affect the Realm's use.

Mind: This far-reaching Realm deals with all aspects of intelligence and conscious thought, as well as subconscious desires.

Space: This Realm affects such things as movement and inertia, permitting such wide effects as levitation, telekinesis, teleportation, flight, and even dimensional travel. Combined with Mind, it permits clairsentience.

Spirit: This Realm deals with all aspects related to a being's soul or spirit. It can also be used to deal with spiritual entities of all levels.

Time: This Realm affects both the passage of time, including the ability to travel backwards in time, as well as precognition and psychometry.

Transformation: This Realm allows the magician to alter matter on a macroscopic scale, such as turning people into toads or giving them multiple limbs. This is a sub-Realm of the Matter Realm; someone with Matter doesn't need Transformation.

As advantages, the Realms of Energy, Matter, Mind, Spirit, Space, and Time are all 20 points per level. Dimensional Gate, Illusion, Luck, and Transformation (as well as any other Realm I can think of later) are 10 points per level.

APPENDIX: NEW TRAITS

The following traits are used in the various builds in this document but do not appear in any of official rulebook.

Advantages

Cultural Familiarities (p. B23)

In many cases where a culture's description indicates "greatly resembles" a historical culture (e.g. Asgardian culture resembles the historical Norse/Viking culture), time-travelers to those historical periods can substitute the listed culture with no penalty.

Some players may be confused as to why extraterrestrial cultures, such as those of the Kree and Shi'ar Empires, are worth one point instead of two. In these cases, thanks to Earth's science fiction pop-culture, these cultures are not as alien to the average adventurer as they would seem on the surface. The fact that the majority of extraterrestrials encountered are humanoid assists in acclimating to these cultures.

Common to any Modern-Day Game:

Australian Aboriginal: The culture of the aborigines of Australia.

Balkans: Greece, former Yugoslavia, and other nearby nations. Latveria is a member of this group.

Central African: The Congos, Angola, Cameroon, Chad, Burundi, and surrounding nations. Wakanda is a member of this group.

East African: Tanzania, Kenya, Ethiopia, Somalia, Madagascar, and other nations on or near the coast of the Indian Ocean in Africa.

East Asian: Most of Eastern Asia, including China, Japan, Korea, Mongolia, Indochinese peninsula, Philippines, Malaysia, Singapore.

Eastern European: Poland, Russia, Ukraine, Czech Republic, Slovakia, and most of the former Soviet Bloc.

Indian: The Indian sub-continent, including Sri Lanka.

Latin American: Mexico, Central America, South America, and the Caribbean.

Middle Eastern: Turkey, Iran, Iraq, Egypt, Syria, Libya, and other Muslim countries west of India. Includes much of Saharan Africa as well.

Polynesian: Samoa, Easter Island, and any of the Native peoples of the South Pacific.

Siberian: The culture of those living east of the Urals in what is commonly known as Siberia, removed from the cultural influence of Russia and Eastern Europe.

West African: Cape Verde, Gambia, Ghana, Guinea, Ivory Coast, Liberia, Mali, Mauritania, Niger, Nigeria, and other countries in that region.

Western: Western Europe, Israel, and most of North America, including the United States, Canada, British Isles, France, Spain, Germany, Scandinavia, Iceland, Italy, Switzerland, and Austria. Also includes Australia, New Zealand, and other places where European Colonialism displaced the native peoples.

Unique to the Marvel Universe:

Asgardian: Asgard, Vanaheim, Muspelheim, Jotunheim, and other realms of the Asgardian Nine Worlds (not including Midgard/Earth). Greatly resembles ancient Norse/Viking culture.

Atlantis: The sub-oceanic culture of the water-breathing Atlanteans. Includes Lemuria as well.

Dark Dimension: The culture of the magic-dominated extradimensional realm of the same name. *2 points.*

Hell: The culture of any number of demon dimensions going by that name. *2 points.*

Kree Empire: The interstellar empire dominated by the Kree race. Controls the majority of the Greater Magellanic Cloud and parts of the Milky Way rimward of Earth.

Mount Olympus: The realm of Mount Olympus, as well as the realm of Hades. Highly resembles classical Greece in architecture and dress.

Rigellian Annex: The interstellar empire colonized and dominated by the Rigellians. Controls a portion of the Milky Way coreward from Earth.

Savage Land: The Stone Age culture, both hunter-gatherer and agrarian, of the Savage Land, a hidden land nestled in the mountains of Antarctica.

Shi'ar Empire: The interstellar empire dominated by the Shi'ar race. Controls a sizable portion of the Milky Way spinward of Earth.

Skrull Empire: The interstellar empire dominated by the shapechanging Skrull race. Controls a sizable portion of the Milky Way trailing behind Earth (antispinward).

Perks (p. B100)

Famous Face: You are instantly recognizable by the general public for some reason - you've starred in a popular movie, you're dating someone famous, you had a sex tape released on the Internet and used the publicity to launch a reality TV show, or you had your name in the Guinness Book of World Records. Either way, the public is largely *indifferent* towards you, but you're well-known.

Talents (p. B89)

Gifted Athlete: Acrobatics, Breath Control, Climbing, Hiking, Jumping, Running, Scuba, Skating, Skiing, Sports, Swimming, Throwing. *Reaction Bonus:* Sports enthusiasts, professional sports talent scouts. *10 points per level.*

Natural Swordsman: Broadsword, Force Sword, Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, Two-Handed Sword.

Reaction Bonus: Swordsmen, swashbucklers, swashbuckler wannabes, sword-fighting movie enthusiasts. *10 points per level.*

Perfect Throw: Bolas, Dropping, Innate Attack (Projectile), Lasso, Sling, Spear Thrower, Throwing, Throwing Art, Thrown Weapon.

May also give a conditional bonus to various Sports skills that use throwing, such as Sports (Baseball) and Sports (American Football). *Reaction Bonus:* Sportsmen, fans of sports involving throwing, warriors of pre-TL4 cultures. *10 points per level.*

Robotist: Computer Programming (AI), Electronics Repair, Engineer (Mecha), Engineer (Robotics), Mechanic (Mecha), Mechanic (Robotics). *Reaction Bonus:* other robotics engineers and mecha anime fans. *5 points per level.*

Disadvantages

Code of Honor (p. B127)

Hero's: Protection of the innocent is the foremost, even at the cost of your own life. Never abandon anyone – friend or enemy – to certain death. Never use more than the minimum force necessary to subdue an opponent. Work with the law whenever possible, even if you must work outside it. Never take a life unless absolutely necessary. -10 points.

APPENDIX: RANK AND STATUS TABLES

The most common forms of Rank in the Marvel Universe are Police, Military, Administrative, and Merchant. Rank always interacts with Status, and hence will always cost 5 points per level. Religious Rank exists, but doesn't normally affect anyone outside of a single church, temple, mosque, synagogue, or shrine; the exception would be if anyone worked directly for the Vatican or a similar organization.

The Administrative Rank, Merchant Rank, Military Rank, and Status tables are adapted from *Traveller: Interstellar Wars*, pages 137-142, as these are the tables I've found that come closest to modeling the modern day. I've expanded the Administrative Rank table for interstellar empires. The Military Rank tables are derived primarily from adjusting the Terran Military Rank Tables on p. 140 of *Traveller: Interstellar Wars* for the equivalent ranks in the United States military; they can be adjusted easily enough for other modern-day militaries.

The Police Rank table is by no means the definitive word on the subject. Instead, they give a usable approximation for the ranks normally encountered by the superhuman population.

Administrative Rank Table

Rank	Notes
16	Leader of a typical interstellar empire
15	Leader of a major sector (up to a dozen major star systems) or a small interstellar nation
14	Leader of a major star system or a minor sector (up to a dozen minor star systems)
13	Head of a major interstellar empire-level government agency (about 500 million subordinates) Leader of a major planet or minor star system
12	Head of a major sector-level or typical interstellar empire-level government agency (about 100 million subordinates) Leader of a minor planet or a large region of a major planet
11	Head of a major star system level or typical sector-level government agency (about 20 million subordinates) Leader of a first-tier nation-state (European Union, United States)
10	Head of a major planetary government or typical star system level agency (about 5 million subordinates) Leader of a second-tier nation-state (Argentina, Russia)
9	Head of a typical planetary government agency (about 1 million subordinates) Leader of a third-tier nation-state (Australia, Netherlands) US Senator, US Supreme Court Justice
8	Head of a very large national government agency (about 200,00 subordinates; State Department) US Congressman, Federal appellate court justice Leader of a small nation-state Head of a small planetary government agency
7	Head of a large national government agency (about 50,000 subordinates; CIA, FBI, USPS, SHIELD) Leader of a megalopolis, a medium province (Pennsylvania, Massachusetts) or a very small nation-state (Atlantis) Governor or elected leader of a minor colony world Federal lower-court justice
6	Head of a small national government agency (about 10,000 subordinates; FEMA, OSHA) Provincial upper-house member (State Senator) or Supreme Court Justice for large state/province Leader of a major city (New York City, Chicago, Tokyo) or a small state/province (Montana)
5	Chief of a large department (about 2,000 subordinates) Head of a large urban or provincial government agency (New York City Fire Department; New York Police Department) Provincial lower-house member or state appellate court justice for large province Leader of a large town or small city (Allentown, PA; Trenton, NJ)
4	Head of a large office or small department (about 500 subordinates) Head of a small urban or provincial government agency Leader of a small town or a county-sized rural political unit Large city judge, large city councilman
3	Chief of a small office (50-200 subordinates) Large city chief prosecutor (NYC District Attorney)
2	Branch or division leader (10-50 subordinates) Technical specialist with a large staff
1	Team leader (1-10 subordinates) Technical specialist with a small staff
0	Ordinary rank-and-file worker (no subordinates)

Merchant Rank Table

Rank	Notes
12	CEO of a large multinational corporation (about 100 million employees)
11	CEO of a typical multinational corporation (about 20 million employees)
10	CEO of a very large corporation (about 5 million employees)
9	CEO of a large corporation (about 1 million employees)
8	CEO of a medium-sized corporation (about 200,000 employees)
7	CEO of a small corporation or subsidiary (about 50,000 employees)
6	CEO of a very small corporation or subsidiary (about 10,000 employees)
5	Chief of a large department (about 2,000 employees)
4	Chief of a large office or small department (about 500 employees)
3	Chief of a small office (50-200 employees)
2	Branch or division leader (10-50 subordinates) Technical specialist with a large staff
1	Team leader (1-10 subordinates) Technical specialist with a small staff
0	Ordinary rank-and-file worker (no subordinates)

Elisa: "Repelled an invasion?" You're a private citizen, Xanatos, not a country.

Xanatos: I am the head of a multinational corporation that is larger than some countries you could name.

– Gargoyles, "Awakening"

Military Rank Table: Army, Marine Corps, Air Force

Rank	Army Titles	Marine Corps Titles	Air Force Titles	Notes
11	Grand General	Grand General	Grand General	Empire-level commander
10	Sector General	Sector General	Sector General	Sector-level commander
9	High General	High General	High General	System commander
8	General	General	General	Theater, field army, or corps commander
	Lieutenant General	Lieutenant General	Lieutenant General	
7	Major General	Major General	Major General	Division or brigade commander
	Brigadier General	Brigadier General	Brigadier General	
6	Colonel	Colonel	Colonel	Regiment or brigade commander
5	Lieutenant Colonel	Lieutenant Colonel	Lieutenant Colonel	Battalion commander
4	Major	Major	Major	Company commander
	Captain	Captain	Captain	
3	First Lieutenant	First Lieutenant	First Lieutenant	Platoon commander
	Second Lieutenant	Second Lieutenant	Second Lieutenant	
	Chief Warrant Officer	Chief Warrant Officer		
2	Warrant Officer	Warrant Officer	Chief Master Sergeant	Senior staff at the company level or higher
	Sergeant Major	Sergeant Major	Senior Master Sergeant	
	Master Sergeant	Master Sergeant	Master Sergeant	
	Sergeant First Class	Gunnery Sergeant	Technical Sergeant	
	Staff Sergeant	Staff Sergeant	Staff Sergeant	
1	Sergeant	Sergeant	Sergeant	Platoon senior squad leader or team leader
	Corporal	Corporal	Senior Airman	
	Specialist			
0	Private First Class	Lance Corporal	Airman First Class	Ordinary soldier
	Private	Private First Class	Airman	
		Private	Airman Recruit	

Note: For a Starfighter Corps, replace Private or Airman with Spacehand; all other ranks equal

Note: In the United States, the ranks stop at 9, with General of the Army, General of the Marine Corps, and General of the Air Force being the top-ranked military personnel (only one person to fill each of those ranks at any given time).

Military Rank Table: Navy and Coast Guard

Rank	Titles	Notes
11	Grand Admiral	Empire-level commander
10	High Admiral	Sector commander
9	Fleet Admiral	System commander
8	Admiral Vice Admiral	Fleet or theater commander
7	Rear Admiral Commodore	Commander of a capital-ship task force (battleships, carriers), a division of smaller ships, or an important naval base
6	Captain	Commander of a large-ship task force (heavy or attack cruisers), a large warship, or a naval station
5	Commander	Commander of a small-ship squadron (destroyers, frigates), head of a major division on board a large warship
4	Lieutenant Commander	Commander of a small warship or minor division on a large warship
3	Lieutenant Lieutenant Junior Grade Ensign Chief Warrant Officer	Commander of a crew section or division on a small warship
2	Warrant Officer Master Chief Petty Officer Senior Chief Petty Officer Chief Petty Officer	Senior staff for a large ship or crew section
1	Petty Officer 1st Class Petty Officer 2nd Class Petty Officer 3rd Class	Senior staff for a small ship
0	Seaman Seaman Apprentice Seaman Recruit	Ordinary sailor

Note: For a Starfleet, replace Seaman with Spacehand; all other ranks equal.

Note: In the United States, the ranks stop at 9, with Fleet Admiral (or Admiral of the Navy) being the top-ranked military personnel (only one person fills the rank at any given time).

Police Rank Table

Rank	Typical Titles	Notes
7	Commissioner	Head of the Department for larger cities and state police forces
6	Chief	Head of the Department for smaller cities Day-to-day manager for larger cities and state police forces
5	Commander	Section, Division, or Bureau Commander for cities and state forces Head of the Department for larger municipalities
4	Captain or Inspector	Precinct or Unit Commander; head of the department for smaller municipalities
3	Lieutenant	Duty Officer
2	Sergeant	Squad Leader
1	Detective	Investigator
0	Officer	Beat Cop

Status Table

Status	Notes
2	Extremely wealthy citizen family, famous or highly respected professional status
1	Wealthy citizen family, respected professional status
0	Ordinary citizen family
-1	Struggling citizen family, citizen of bottom-tier nation
-2	Poor citizen family, outcast, or vagrant

APPENDIX: TITLES

The following titles make up the present chronicling of the Marvel Reboot Project:

Amazing Spider-Man

Cast: Peter Parker/Spider-Man, May Parker, Gwen Stacy, Mary Jane Watson, Harry Osborn, Felicia Hardy/Black Cat, Norman Osborn/Green Goblin, Dr. Curt Connors/Lizard, J. Jonah Jameson, others.

Avengers

Cast: Dr. Bruce Banner/Hulk, Tony Stark/Iron Man, Dr. Henry Pym/Ant-Man, Janet van Dyne/Wasp, Thor, Edwin Jarvis, Kang, Immortus, Collector, others.

Captain America

Cast: Steve Rogers/Captain America, Rikki Buchanan/Bucky, Sharon Carter, Baron Zemo, Red Skull, others.

Captain Marvel

Cast: Mar-Vell/Captain Marvel, Una, Yon-Rogg, Carol Danvers, others.

Daredevil: The Man Without Fear

Cast: Matt Murdock/Daredevil, Wilson Fisk/Kingpin, Elektra Nattchios, Foggy Nelson, Karen Page, Ben Urich, others.

Doctor Strange: Sorcerer Supreme

Cast: Dr. Stephen Strange, Ancient One, Wong, Clea, Dormammu, Mephisto, Baron Mordo, others.

Fantastic Four

Cast: Dr. Reed Richards/Mister Fantastic, Susan Storm/Invisible Woman, Johnny Storm/Human Torch, Ben Grimm/Thing, Victor von Doom/Doctor Doom, others.

Ghost Rider

Cast: Johnny Blaze/Ghost Rider, Roxanne Simpson, Mephisto, others.

Hellstorm

Cast: Daimon Hellstrom/Hellstorm, Isaac Christians/Gargoyle, "Satan", others.

Hercules: The Legend Continues

Cast: Hercules, Nyssa Savakis, Hebe, Hera, others.

Incredible Hulk

Cast: Dr. Bruce Banner/Hulk, Betty Ross/Harpy, Gen. Ross, Abomination, Samuel Sterns/Leader, others.

Iron Fist

Cast: Daniel Rand/Iron Fist, Misty Knight, Colleen Wing, others.

Iron Man

Cast: Tony Stark/Iron Man, Jim Rhodes, Virginia "Pepper" Potts, Harold "Happy" Hogan, Mandarin, Obadiah Stane, others.

Lost World

Issues #1-12: *Lost World of Atlantis*

Cast: Namor, Namora, Andromeda, Byrrah, Attuma, others.

Issues #13-24: *Lost World of the Savage Land*

Cast: Ka-Zar, Shanna the She-Devil, Savage Land Mutates, Zaladane, others

Issues #25-36: *Lost World of Wakanda*

Cast: Panther, Wind-Rider, Klaw, others.

Marvel Comics Presents

Lead Story Cast: Dr. Henry Pym/Ant-Man, Janet van Dyne/Wasp, Elias Starr/Egghead, others.

Backup Story Cast: Varies.

Renegades

Cast: Luke Cage, Jessica Jones/Jewel, Clint Barton/Hawkeye, Barbara Morse/Mockingbird, Logan/Wolverine, others.

Secret Agent Nick Fury

Cast: Nick Fury, Black Widow, Jake Fury/Scorpio, others

Thor: God of Thunder

Cast: Thor, Odin, Sif, Loki, Balder, Amora/Enchantress, Skurge/Executioner, others.

Uncanny X-Men

Cast: Warren K. Worthington III/Angel, Henry P. McCoy/Beast, Scott Summers/Cyclops, Bobby Drake/Iceman, Jean Grey/Marvel Girl, Vera Cantor, Zelda Kurtzberg, Candy Southern, Magnus/Magneto, others.

REVELATIONS

Rachel Summers alighted on the New Mexico mesa, astounded by the psychic imprint there.

"It cannot be," she breathed. "TRIBUNAL! I DEMAND AN AUDIENCE!"

"I/we was/were wondering when you would come here," came a voice from behind her. She turned, as the three-faced entity known as the Living Tribunal, at present manifesting as human-sized, strode forward towards her.

"Then... you know?"

"Yes," he/she/it replied. "Very few beings in this reality would even be able to sense what you just have, and even fewer would recognize its significance. This is where you and/or your dimensional counterparts were/will be conceived."

The revelation stunned her, and she had to sit down quickly, on the hard rock. "But... how? I thought I was unique in the Multiverse – the *old* Multiverse," she quickly amended.

The Tribunal sat cross-legged beside her. "In one way, you are/were. Countless Rachel Summers were conceived; however, most of them never survived to be born. You/they died prematurely, when your/their mother gave up, or was killed in, her physical form to prevent the return of Dark Phoenix. Only a handful of those that were born survived the destruction of the Sentinels. And only one of those survived her time as a mutant-hunting hound. *You*."

"My mother?" Rachel asked. "Jean Grey Summers, you mean?"

"That was the name she went by, yes," the Tribunal explained, "but the Jean Grey you believed to be your mother... was not the *real* Jean Grey. She was..."

"The Phoenix Force itself?" Rachel lay back on the ground. "Daughter of the Phoenix Force? That explains much." She sat back up again. "But why, on this brand new timeline, does *this* mesa...?" She found herself unable to finish the thought.

"Daughter of the Phoenix," the Living Tribunal replied, "I/we will answer you truly: When I/we erased the previous Multiverse, the echoes of the past events could not be undone as easily. Just as you survived the destruction of the past Multiverse, so too did the echoes of many past events.

"This mesa was/will be a site of tremendous yet subtle expenditure of emotional energy in many of the timelines that now never happened or may never come to pass. The Phoenix Force is a force of passion; for her/it to create life in an act of love is one of the greatest passions she/it has/will ever engage(d) in. And I suspect that, even now, she/it watches over her/its only surviving child."

Rachel watched as the Tribunal faded from sight, leaving her to her thoughts.