



Unofficial Handbook
of the
MARVEL
UNIVERSE

REBOOT
EDITION

Vol 1 – A to G

ABOMINATION TO HENRY PETER GYRICH

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FORWARD

Concept

The Marvel Universe has become too large and unwieldy. Over 1,000 main characters exist over countless titles, and there are ten times that many supporting characters. There is a near lack of permanent deaths, with some established long-dead characters returning to life without explanation. Some authors flat-out ignore character growth done by other authors. Complete revisions of characters' pasts through character rape and retcons exist in countless titles, and the line between hero and villain has often blurred to where people argue in comic shops over whether a certain protagonist is a hero or a villain (most notably Iron Man during *Civil War*, and Cyclops ever since he ditched Jean Grey for Emma Frost, albeit much more pronounced since *Schism*).

These issues must be addressed. One attempt to limit the mutant population has left many wondering whether darts were thrown at a wall to determine who was left with powers and who wasn't. This is not a fix; *it is part of the problem*.

Can we fix the Marvel Universe without creating more problems? Yes. Can we do it and leave past continuity intact? *No*. Present authors and editorial teams have ensured that continuity is shattered beyond repair.

Reboot: The Final Solution

Clearly, the problems with the Marvel Universe are tremendous. But they are not insurmountable. To fix the Marvel Universe, it is the opinion of this author that Marvel must take a step once taken by the Distinguished Competition: Reboot the universe.

Scary concept, rebooting the Marvel Universe. Tossing out years of history, wiping the slate clean, and starting over fresh with no ties to prior publications; in essence, ignoring everything written prior to the reboot. This is not done lightly. However, the benefits are immediately visible:

First, characters can be redesigned. Marvel started with an almost entirely white European cast (a sizable percentage of their initial male protagonists were blonde), and has slowly expanded to include protagonists who are Asian, black, and Hispanic. However, these characters are often at best little more than veiled political correctness, and at worst caricatures. In redesigning characters, characters can retain their individuality while undergoing a visual transformation.

Second, new readers can easily be brought into the comics. Having a simplified continuity can make it easier for new readers to catch up on what's happened in the past, without needing to delve into libraries of back issues.

Note: The bulk of the above was written around 2006, when Quesada was running the show at Marvel. A lot of it is still valid, hence the references to more recent offenses.

About the author

Ted Brock got his gaming start as an online Rifts GM (originally skipping playing altogether), and migrated into GURPS in the late 1990s, just a few years before 4e's release. He is a native Pennsylvanian who has lived in a number of states over the last 40 years, and currently resides in Laurens, South Carolina.

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.

Age: 38.

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 200 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". Hence, when the Hulk is angry, he can surpass the Abomination's strength.

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.

1,737 points

ST: 34/520 [100*] **HP:** 34 [0] **Speed:** 6.50 [0]

DX: 12 [40] **Will:** 11 [0] **Move:** 6 [0]

IQ: 11 [20] **Per:** 11 [0]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 3d+2/6d (53d/55d) **BL:** 231 lbs. (54,080 lbs./27 tons)

Dodge: 10 **Parry:** 12 **DR:** 50

IT:DR: /100

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

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

Advantages: Combat Reflexes [15]; Craftiness 2 [10]; Crushing Attack (*Earthquake Attack*) 8d×2 (Area Effect: 16 yd radius, +200%; Damage Limitation: No Wounding, -50%; Damage Modifier: Double Knockback, +20%; Emanation, -20%; Environmental: Requires Standing on Solid Surface, -5%; Overhead (Underneath), +30%; Variable, +5%; Biological, -10%) [216]; Damage Resistance 50 (Can't Wear Armor, -40%; Tough Skin, -40%) [50]; Flight (Accessibility: Cannot Maneuver Without Landing, -10%; Cannot Hover, -15%; Requires Surface, -20%; Passive Biological, -5%) [20]; Immunity to Disease [10]; Immunity to Poisons [15]; Injury Tolerance (Damage Reduction, /100) (Cosmic: Round Down, +50%; Limited: Crushing Attacks Only, -40%; Passive Biological, -5%) [248]; Natural Scientist 2 [20]; Super ST +14/+500 (Passive Biological, -5%) [553]; Temperature Tolerance 260 (Passive Biological, -5%) [247].

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

Disadvantages: Appearance (Monstrous) [-20]; Bad Temper (9) [-15]; Disturbing Voice [-10]; Enemy (US Army) (Large Group, 21-1000 at a time; 9 or less) [-30]; Ham-Fisted -1 [-5]; Overconfidence (9) [-7]; Secret: Spy for Slovakia (Imprisonment or Exile) [-20]; Wealth (Poor) [-15].

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

Skills: Acting (A) IQ+1 [1] – 12‡; Biology/TL8 (VH) IQ+1 [4] – 12‡; Brawling (E) DX+4 [12] – 16; Electronics Operation (Scientific) (A) IQ+1 [4] – 12; Forced Entry (E) DX+0 [1] – 12; Holdout (A) IQ+1 [1] – 12‡; Mathematics/TL8 (Applied) (H) IQ+1 [2] – 12‡; Observation (A) Per+1 [4] – 12; Photography/TL8 (A) IQ+1 [4] – 12; Physics/TL8 (VH) IQ+1 [4] – 12‡; Research/TL8 (A) IQ+1 [4] – 12; Scrounging (E) Per+0 [1] – 11; Search (A) Per+1 [4] – 12; Shadowing (A) IQ+1 [1] – 12‡; Stealth (A) DX+1 [1] – 13‡; Wrestling (A) DX-1 [1] – 11.

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

* Includes +14/+500 from Super ST and +34 from Enhanced ST.

‡ Includes +2 from Craftiness.

‡ Includes +2 from Natural Scientist.

Role-Playing Notes:

The Abomination is not as simple as he seems. While he's not a skilled tactician, he possesses an above-average intelligence and in moments of clarity (when he's not failing his Self-Control rolls for Bad Temper and/or Overconfidence) will try to use every dirty trick in the book (and then some) and his environment to his advantage; this includes kicking up dust to obscure his location and bringing buildings and rock cliffs down on top of his foes. As a spy he's accustomed to hiding in plain sight, and may attempt to con the Hulk and the Army into thinking he's not a threat to let him go, using his Acting skill.

BRAWLING

<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>
–	Brawling Punch	3d+4 cr	C	12	–	–	34	
–	– <i>Super ST</i>	53d+52 cr	C	12	–	–	520	
–	Brawling Kick	3d+5 cr	C, 1	n/a	–	–	34	
–	– <i>Super ST</i>	53d+53 cr	C, 1	n/a	–	–	520	
–	Brawling Bite	3d+4 cr	C	n/a	–	–	34	
–	– <i>Super ST</i>	53d+52 cr	C	n/a	–	–	520	
–	Earthquake	16d cr dbk nw var (16 yds)	C	n/a	–	–	520	

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: Houston, Texas.

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*).

Age: 34.

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.



1,004 points

ST: 13 (25/250*) [30] **HP:** 13/25 [0*] **Speed:** 6.00 [5]

DX: 11 [20] **Will:** 12 [15] **Move:** 5 [-5]

IQ: 9 [-20] **Per:** 12 [15]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d/2d-1 (2d+2/5d-1; 26d/28d) **BL:** 34 lbs. (125 lbs./12,500 lbs.)

Dodge: 10 **Parry:** 11 **DR:** 50

IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Enhanced ST +37 (Accessibility: Only With Super ST, -10%; Magical, -10%) [248]; 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]; Unkillable 2 (Accessibility: Only In Altered Body Form, -10%; Magical, -10%) [80]; 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 and +37 from Enhanced ST.

Role-Playing Notes:

Crusher Creel is a career criminal mainly because he knows he's not much use at doing anything else. He was hired muscle even before his transformation, and is constantly looking to use his powers mainly to steal money.

Creel's biggest drawbacks are his Overconfidence and his IQ. He can be tricked into taking on the properties of a very brittle substance, such as glass or diamond, in which state he can be shattered (he will eventually pull himself back together).

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d cr	C	11	–	–	13	
–	– <i>Transformed ST</i>	2d+3 cr	C	11	–	–	25	[1]
–	– <i>Super ST</i>	26d+25 cr	C	11	–	–	250	[1]
–	Brawling Kick	1d+1 cr	C, 1	n/a	–	–	13	
–	– <i>Transformed ST</i>	2d+4 cr	C, 1	n/a	–	–	25	[1]
–	– <i>Super ST</i>	26d+26	C, 1	n/a	–	–	250	[1]

Notes:

[1] Only usable in altered states.

Absorbing Man's Ball and Chain

FLAIL

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
2	Ball and Chain	2d+2 cr	1-3	11U	\$30K	6	12	[1, 2]
	– <i>Transformed ST</i>	5d+2 cr					25	[3]
	– <i>Super ST</i>	26d+3 cr					250	[3]

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.

[3] Only usable in altered states.

The Adaptoids® (a registered trademark of Advanced Idea Mechanics) are a series of pseudo-biological androids, commonly called "synthezoids", that are designed to replicate the skills, powers, and occasionally equipment of various superhumans (see *AIM*). They are produced by AIM for various clientele, including but not limited to the Nefaria family of the Maggia, various corporations, schools for superhumans, and law enforcement agencies (see *Maggia*). The exact means by which the Adaptoids® replicate the powers is a trade secret, but likely involves dynamic molecules (see *Common Technologies*).

The Adaptoid®'s body is designed with a metal or hard plastic skeleton surrounded by several layers of synthetic muscle; the innermost layer of muscle is designed to act as a pseudobiological computer. The power source for the Adaptoids® is currently unknown. Despite the lack of obvious optic, auditory, and olfactory sensors, the Adaptoids® possess at a minimum the full human range of senses of vision, hearing, and smell; some possess telescopic vision, the ability to see in infrared and ultraviolet spectra, hear in subsonic and ultrasonic frequencies, and analyze chemicals in the air. They stand close to six feet tall, weigh about two hundred fifty pounds, and are stronger than they look, although not superhumanly strong unless mimicking a power set that includes superhuman strength.

Physically, the Adaptoids® appear as humanoids composed of a flexible polymer with featureless heads; while the artificial skin colors vary greatly (various advertisements claim "sixteen million different colors", although this is most likely an exaggeration), most appear in one of ten standard colors: red, orange, yellow, green, cyan, blue, purple, white, black, or gray. Other known colors include brown, gold, silver, florescent orange, and hot pink; various flesh tones are less common, but not unheard of. All of them have a large circle of a contrasting color on their heads and chest; most of the time the circle is either white or black.

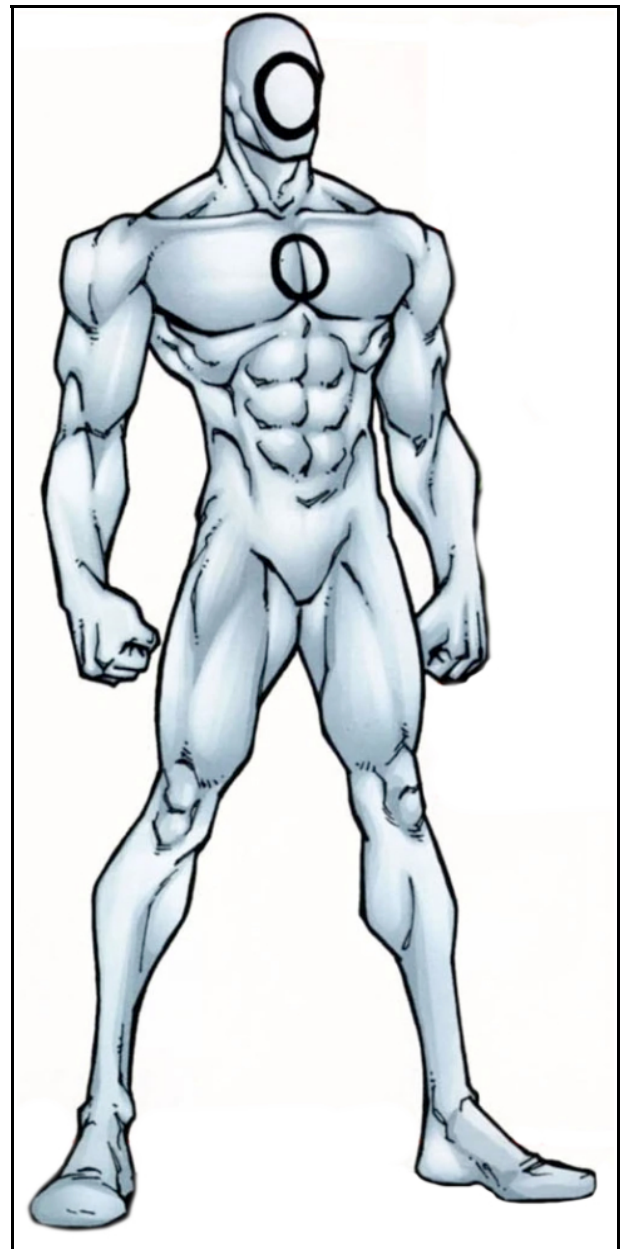
The first generation of Adaptoids® were created in the late 1980s and are still the primary Adaptoids® on the market. These Adaptoids® are each programmed with up to five different power sets, which can only be used one at a time. The first generation Adaptoids® possess only rudimentary AI, requiring external commands from a computer to designate targets and select the active power set. Some are equipped with a speaker roughly where the mouth is located; most so equipped are simply programmed to state whose power set is being mimicked with a statement of "Accessing:" followed by the super in question. Some are programmed to reply to various stimuli, mimicking in-combat banter that is common among the super-set, but all such replies are delivered in a robotic monotone.

The second generation is, pardon the expression, more adaptable. This generation includes not only a larger database of superhumans to choose from, but is also able to analyze and duplicate powers used in their vicinity. The power analyzer is located in their head. Like their predecessors, these Adaptoids® can only have one power set active at a time. The AI in the second generation is slightly more advanced, enabling it to respond to voice commands from a designated commander. Neither generation of Adaptoid have AIs with self-awareness.

All Adaptoids® are programmed to be able to fight using their powers.

The first known appearance of the Adaptoids® occurred in the late 1980s on an artificial island built by AIM for HYDRA's use when the island was invaded by the outlaw hero team known as the Shadowguard (see *HYDRA*). During the fracas, the Adaptoids® replicated the powers of the World War Two heroes Spitfire, the android Human Torch, Namor the Sub-Mariner, Miss America, and Blue Diamond; the First Line heroes Yankee Clipper, Yeti, and Rapunzel; and someone named Logan, who may have been Wolverine of the Renegades prior to his amnesia (see *Namor*; *Renegades*; *Wolverine*; *Yankee Clipper*). According to some reports, the villain team called the Terrors later included an Adaptoid® as one of its members; this first-generation Adaptoid® had apparently either somehow developed self-awareness or was programmed to support the team.

In the 21st Century, several Adaptoids® were used by various HYDRA cells and by AIM itself when facing off against CIA agent Nick Fury and his allies (see *Fury*, *Nick*). Others were used by Count Lucino Nefaria as bodyguards when he came into conflict with Iron Man (see *Count Nefaria*; *Iron Man*). More recently, a number of first-gen Adaptoids® were purchased by the NYPD's special anti-superhuman task force, Code: BLUE, for training purposes; others are known to be used by New York's Xavier Institute for Gifted Youngsters, the Massachusetts Academy, and San Francisco's Champions Academy in their respective "Danger Rooms" (see *Champions Academy*; *Code: BLUE*; *Massachusetts Academy*; *Xavier Institute*).



The prototype for a third generation of Adaptoid®, designed to be able to mix and match powers it analyzed, was programmed with self-awareness; whether this self-awareness was intentional or accidental due to differences in the design of the processing and storage layer from prior generations is currently under investigation. Abandoning its creators, this prototype has since become known as the Super-Adaptoid, and has come into confrontation with the Avengers and X-Men (see *Avengers*; *Super-Adaptoid*; *X-Men*).

First Post-Reboot Appearance: (first generation) SHADOWGUARD #; (second generation) SECRET AGENT NICK FURY #

34,462 points

ST: 15 [50] **HP:** 15 [0] **Speed:** 8.00 [40]

DX: 12 [40] **Will:** 20 [50] **Move:** 5 [-15]

IQ: 10 [0] **Per:** 12 [10]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d+1/2d+1 **BL:** 45 lbs.

Dodge: 12 **Parry:** 11 **DR:** 3* (Tough Skin)

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

Cultural Familiarities: None [-1].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; AI [32]; Ambidexterity [5]; Combat Reflexes [15]; Damage Resistance 3 (No Signature, +20%; Tough Skin, -40%) [12]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Injury Tolerance (No Blood; No Eyes; No Vitals; Unliving) [35]; Modular Abilities (Cosmic Power; 2,000 Points of Abilities) (Accessibility: Can Only Have One Power Set Active at a Time, -10%; Physical and Mental, +100%; Trait Limited: Advantages Only, -10%; Superscience, -10%) [34,000]; Pressure Support 1 [5]; Sealed [15]; Telecommunications (Radio) (Secure, +20%; Video, +40%; Electronic, -30%) [13]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Disturbing Voice [-10]; Low Empathy [-20]; No Sense of Humor [-10]; Oblivious [-5]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: No Mouth [-1]; Sexless [-1].

Skills: Acrobatics (H) DX-2 [1] – 10; Brawling (E) DX+2 [4] – 14; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 10; Electronics Operation/TL8 (Security) (A) IQ+2 [8] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+2 [8] – 12; Forced Entry (E) DX+0 [1] – 12; Gesture (E) IQ+2 [4] – 12; Guns/TL8 (Rifle) (E) DX+2 [4] – 14; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Gaze) (E) DX+2 [3] – 14*; Innate Attack (Projectile) (E) DX+2 [3] – 14*; Jumping (E) DX+0 [1] – 12; Lifting (A) HT+0 [2] – 12; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 12; Search (A) Per+0 [2] – 12; Soldier/TL8 (A) IQ+0 [2] – 12; Speed-Reading (A) IQ+8 [32] – 18; Sumo Wrestling (A) DX+2 [8] – 14; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+2 [8] – 14; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$0.

Lenses:

Enhanced Sensor Suite (+78 points): add Discriminatory Smell (Profiling, +50%) [23]; Hyperspectral Vision [25]; Subsonic Hearing [5]; Telescopic Vision 4 [20]; and Ultrahearing [5].

Second-Generation (+35 points): add Detect Powers (Analyzing, +100%; Requires Concentrate, -15%; Superscience, -10%) [35].

* Defaulted from Innate Attack (Beam).

Role-Playing Notes:

Adaptoids® have no personality to speak of; most are controlled by a central control program. (Nowadays, this program can be run on a tablet or possibly even a smartphone; back in the '80s it required a mainframe.) They have no independent thought, receiving their orders and following them to the best of their ability.

Only in extremely rare occasions should an Adaptoid® be suitable for use as a PC; point values are given solely for its use as an Ally.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d+1 cr	C	11	–	–	15	
–	Brawling Kick	1d+2 cr	C, 1	n/a	–	–	15	

Real Name: Adria (full name unrevealed).

Occupation: Sorceress.

Identity: Adria's existence is unknown to the general public outside of her Sri Pada residence.

Legal Status: Citizenship unknown, no known criminal record; currently a resident of Sri Lanka.

Other Aliases: "the Witch".

Place of Birth: Unrevealed.

Marital Status: Widowed.

Known Relatives: Husband, unrevealed number of children (names unrevealed, deceased).

Group Affiliation: Former member of the Ancient One's order of sorcerers.

Base of Operations: Nallathanniya, Sri Lanka, at the foot of Sri Pada; formerly the Ancient One's monastery in Kamar-Taj, Tibet.

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

History: Little is known about the history of the sorceress known as Adria. What she has revealed is as follows. She suffered a mental breakdown when her husband and children were killed in an aircraft accident; she has implied that she would also have been on the plane but circumstances out of her control kept her elsewhere at the time. After spending time in and out of mental institutions, Adria found herself seeking a new direction in life.

It was at that point she was directed to a monastery in Kamar-Taj in Tibet, where she was told that the monks would help give her peace of mind (see *Order of Kamar-Taj*). It wasn't until weeks later that she learned the monks were sorcerers, when the Ancient One, the order's grand master, offered her training in the mystic arts (see *Ancient One*). Adria proved an adept pupil, but as has been commented on by other sorcerers, she remained "broken".

Adria eventually left the Ancient One's monastery to take up residence at the foot of the mountain Sri Pada in Sri Lanka, a place strong in mystic power, where over time, she gained a reputation as a rather callous but powerful witch who toyed with the lives of those around her. This reputation eventually drew her into conflict with Doctor Strange, who she immediately recognized as one of the Ancient One's apprentices (see *Doctor Strange*). Despite his appeals to her as a fellow member of the Ancient One's order of sorcerers, Adria attacked him, intending to claim the Eye of Agamotto for herself, only to be defeated. Reluctantly, Strange used the Eye to suppress her knowledge of the mystic arts and gave her a compulsion to seek out therapy for her loss.

That suppression was either short-lived or reversed as Adria was next seen meeting with Strange's enemy, Karl Mordo, and several other sorcerers Strange has defeated in the past (see *Mordo*, *Karl*). Where and when this loose association of sorcerers will strike at Dr. Strange is as yet unknown.

Age: 28.

Height: 5' 4".

Weight: 115 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

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

Known Superhuman Powers: Adria is a sorceress, specializing in elemental magics. Strictly speaking, Adria 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 living person 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.

Adria'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 her 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. Adria has also used what is called black magic, tapping the energies of unwilling subjects, usually through death, to power her spells, although she rarely engages in the practice.

Adria has focused her mystical training on what are considered the five elements of Buddhist thought: earth, air, fire, water, and *akasha*, also known as aether. She has shown exceptional skill at manipulating the five elements, but has also shown to lack much of the basic personal powers. To date, she has only cast two spells which call upon extradimensional magical principalities: the Flames of the Faltine and the Winds of Watoomb; it is possible those are the only two such spells she knows. Her exhibited use of personal energy has been almost negligible.



552 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 14 [15] **Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Threshold: 60

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 9 **Parry:** 9 **DR:** 0
Block: 10

Languages: English (Accented) [4]; Sinhala (Native) [6]; Sanskrit (Accented) [4]; Malay (Native) [6]; Tamil (Native) (Native Language) [0]; Tibetan (Accented) [4].

Cultural Familiarities: Central Asian [1]; East Asian [1]; Indian (Native) [0].

Advantages: Air/3 [30]; Appearance (Attractive) [4]; Charisma 2 [10]; Earth/3 [30]; Fearlessness 2 [4]; Fire/3 [30]; Increased Threshold 5 (Threshold: 60) [25]; Magery 3 (Solitary Ceremonial, +10%) [38]; Spirit/3 [60]; Void/3 [30]; Water/3 [30]; Wealth (Wealthy) [20].

Perks: Magical School Familiarity (Kamar-Taj) [1].

Disadvantages: Black Magic Taint -1 [-3]; Callous [-5]; Incurious (12) [-5]; Laziness [-10]; Loner (9) [-7]; Overconfidence (9) [-7]; Selfish (9) [-7]; Stubbornness [-5].

Quirks: Ambitious [-1]; Conceited [-1]; Incompetence (Egocentric Magic) [-1]; Limited Exocentric Magic (Flames of Faltine and Winds of Watoomb only) [-1]; Treacherous [-1].

Skills: Acting (A) IQ+0 [2] – 11; Administration (A) IQ+1 [4] – 12; Climbing (A) DX+0 [2] – 12; Fast-Talk (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Force Whip (A) DX+2 [8] – 14; Hiking (A) HT+1 [4] – 13; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [4] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Literature (H) IQ+0 [4] – 11; Meditation (H) IQ+0 [4] – 11; Observation (A) Per+0 [2] – 12; Occultism (A) IQ+1 [4] – 12; Philosophy (Buddhism) (H) IQ+1 [8] – 12; Politics (A) IQ+1 [4] – 12; Public Speaking (A) IQ+1 [1] – 12*; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Shield (Force) (E) DX+2 [4] – 14; Staff (A) DX+0 [2] – 12; Survival (Mountain) (A) Per+0 [2] – 12; Survival (Woodlands) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Thaumatology (VH) IQ+3 [8] – 14†; Theology (Hinduism) (H) IQ+0 [4] – 11; Throwing (A) DX+1 [4] – 13.

Magical Realm Skills: Air (VH) IQ+4 [12] – 15†; Earth (VH) IQ+4 [12] – 15†; Fire (VH) IQ+4 [12] – 15†; Spirit (VH) IQ+4 [12] – 15†; Void (VH) IQ+4 [12] – 15†; Water (VH) IQ+4 [12] – 15†.

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

* Includes +2 from Charisma.

† Includes +3 from Magery.

Role-Playing Notes:

Adria has never gotten over the loss of her family, and has come to the conclusion that to prevent tragedy from happening again she has to take control of everyone else around her. Her lack of mind manipulation magic meant she feels she has to instill fear in those around her.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-1 cr	C	9	–	–	10	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	10	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Lightning Bolt spell	9d burn sur var	3	10/100	1	–	–	–	1	[1]
–	Sonic Blast spell	9d cr dbk	3	10/100	Jet	–	–	–	1	[1]
–	Sonic Wall spell	9d (10 yds) cr dbk var	3	10/100	Jet	–	–	–	1	[1]
	<i>linked</i>	9d (10 yds) cr dbk nw var								
–	Wind Gust spell	9d cr dbk nw var	3	10/100	Jet	–	–	–	1	[1]

Notes:

[1] Damage is per second of charging the spell, up to 3 seconds.

INNATE ATTACK (PROJECTILE)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Fireball spell	9d burn ex var	3	10/100	1	–	–	–	1	[1]
–	Pebble Barrage spell	1d pi+	3	10/100	1×9	–	–	–	2	[2]
–	Stone Missile spell	9d cr var	3	10/100	1	–	–	–	1	[1]
	<i>or</i>	9d imp var	3	10/100	1	–	–	–	1	[1]
–	Water Burst spell	9d cr var (2 yds)	3	10/100	1	–	–	–	1	[1]

Notes:

[1] Damage is per second of charging the spell, up to 3 seconds.

[2] RoF is per second of charging the spell; each additional second adds another 9 pebbles to the mix.

All spells subject to changes in Range, Damage, Armor Divisor, Rate of Fire, and Area of Effect at the time of casting; these are meant to represent a selection to provide a quick reference during play.

Design Notes:

1. Adria differs significantly from her canon counterpart, Adria the Witch, one of Mordo's minions. There was little on her background in the comics, and her powers just seemed like a lesser version of Mordo and Strange. Instead, I decided to make her of Tamil/Dravidian ancestry and focused on the five Hindu/Buddhist elements using universal energies, making her distinct from Strange's other adversaries.
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.
3. Adria would probably work better using Quintessence from *The Fifth Attribute (Pyramid #3/120: Alternate GURPS V)*. However, I didn't want to introduce it this far into the project, as it'd possibly require a reworking of characters not typically involved in the mystical side of the Marvel universe who still occasionally get involved (such as Spider-Man, the Panther, and Wolverine, to name a few). I figure Adria would have a QN and QP of 14.

AGGAMON

Villain

Real Name: Aggamon.

Occupation: Dictator, interdimensional gem dealer.

Identity: Aggamon's existence is unknown to the general populace of Earth.

Legal Status: Ruler of the Purple Dimension.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ruler of the Purple Dimension.

Base of Operations: The Purple Dimension.

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

History: Aggamon's history is unknown. It is known that he rules an extradimensional realm called the Purple Dimension, which is a mystic realm rich in gems, particularly gems in various shades purple. (Whether these gems are chemically similar to similar gems found on Earth – such as amethysts and jasper stones – is currently unknown.) Aggamon – or mages in his employ – is known to occasionally enchant gems to serve as gateways to his dimension, pulling anyone in their vicinity across the dimensions. Aggamon then enslaves these poor souls, sending them into his mines.

One such gem is known to have recently come into the possession of Dr. Stephen Strange, the new Sorcerer Supreme of Earth, although the circumstances of this acquisition are as yet unrevealed (see *Doctor Strange*). While he was studying the gem's mystic properties, Strange inadvertently triggered its enchantment which drew his fellow mystics Wong and Victoria Bentley into it (see *Bentley, Victoria; Wong*). To save them from the fate of other luckless visitors, Strange entered the Purple Dimension himself and bargained for their freedom, trading his own freedom for theirs. As soon as Wong and Bentley were returned to Earth, Strange broke free of Aggamon's shackles and dueled the tyrant for hours, pitting Strange's Amulet of Agamotto against Aggamon's gem-enhanced mystic energy rays. Aggamon was forced to break off the combat when faced with the choice between survival or mutually assured destruction. Strange then revealed that he had cast a spell preventing the restoration of Aggamon's energy unless he freed the rest of his slave force, which Aggamon reluctantly did. (Strange was bluffing.)

Aggamon has most recently been seen viewing Earth through a scrying gem for suitable slave labor.

Age: Indeterminate.

Height: 6' 6".

Weight: 240 lbs.

Eyes: Green.

Hair: None.

Skin: Green.

Other Distinguishing Features: Aggamon possesses three fingers on each hand (including an opposable thumb). It is unknown if he likewise has three toes on each foot.

Uniform: Two-tone brown short-sleeved tunic with a lighter brown (sometimes red) V from the neck to mid-chest; brown trousers, black boots, purple bracers, purple belt.

Strength Level: Aggamon appears to possess strength equal to that of a human man of his height and build who engages in moderate exercise.

Known Superhuman Powers: Aggamon is a sorcerer who is skilled at using a number of feats. He has been shown creating mental illusions, opening transdimensional gates, scrying locations on Earth, and creating beams of energy. His magic comes both from his own energy and from the ambient magic of the Purple Dimension. He has not been seen using magic without a gem, so it is possible his magic requires using the gems he has mined as foci.

Aggamon has not been shown calling upon other extradimensional entities for power; he has also not been called upon for power himself by mortal sorcerers.

Paraphernalia: Aggamon has access to a number of magical gems his slaves have mined, most of which have mystic properties and can be used as weapons or foci for casting. Many of the larger gems can be used as traps; at least one is reputed to drain magic from members of the Faltine race.

Servants: The Purple Dimension is patrolled and guarded by an unrevealed number of warriors armed with weapons which can be used as polearms and can fire beams of magical energy. In addition, he rules over thousands if not millions of slaves drawn from Earth and other dimensions.



886 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 13 [0] **Move:** 6 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Threshold: 90 **ER:** 30

Dmg: 1d/2d-1 **BL:** 34 lbs.
Dodge: 9 **Parry:** 9 **DR:** 0

Languages: Dark Dimensional (Native) (Native Language) [0]

Cultural Familiarities: Netherworlds (Native) [0].

Advantages: Compartmentalized Mind 1 (Limited: Powers Only, -5%; Mentalism, -10%; No Mental Separation, -20%) [33]; Energy/3 [60]; Energy Reserve (Magical) 30 [90]; Illusion/5 [50]; Increased Threshold 10 (Threshold: 90) [50]; Magery 0 [5]; Magery 5 (Gadget/Breakable: DR 3, SM -7, -20%; Gadget/Can Be Stolen: Quick Contest of DX or ST, -30%) [25]; Safer Excess (+1 per 20 pts) [20]; Space/3 [60]; Status 8 [25*]; Unaging [15]; Wealth (Multimillionaire 4) [150]; Xeno-Omnilingual (Magical, -10%) [72].

Disadvantages: Callous [-5]; Cowardice (12) [-10]; Greed (9) [-22]; Hidebound [-5]; Low Pain Threshold [-10]; Necromantic Taint -2 [-6]; Unfit [-5].

Quirks: Chauvinistic [-1]; Cruel [-1]; Overweight [-1]; Proud [-1]; Vindictive [-1].

Skills: Accounting (H) IQ-1 [2] - 12; Administration (A) IQ+0 [2] - 13; Alchemy/TL3+5^ (VH) IQ+2 [16] - 15; Beam Weapons/TL3+5^ (Pistol) (E) DX+0 [1] - 12; Beam Weapons/TL3+5^ (Projector) (E) DX+0 [1] - 12; Beam Weapons/TL3+5^ (Rifle) (E) DX+0 [1] - 12; Brawling (E) DX+0 [1] - 12; Connoisseur (Gems) (A) IQ+2 [8] - 15; Fortune-Telling (Crystal Gazing) (A) IQ+0 [2] - 13; Hidden Lore (Netherworlds) (A) IQ+1 [4] - 14; Innate Attack (Beam) (E) DX+2 [4] - 14; Interrogation (A) IQ+0 [1] - 13†; Intimidation (A) Will+3 [12] - 16; Jeweler/TL3+5^ (H) IQ+1 [8] - 14; Leadership (A) IQ+0 [2] - 13; Merchant (A) IQ+1 [4] - 14; Observation (A) Per+1 [4] - 14; Occultism (A) IQ+0 [2] - 13; Polearm (A) DX+0 [2] - 12; Propaganda/TL3+5^ (A) IQ+0 [2] - 13; Public Speaking (Rhetoric) (E) IQ+1 [2] - 14; Thaumatology (VH) IQ+7 [16] - 20‡; Throwing (A) DX+0 [2] - 12; Wrestling (A) DX+0 [2] - 12.

Magical Realm Skills: Energy (VH) IQ+7 [16] - 20‡; Illusion (VH) IQ+7 [16] - 20‡; Space (VH) IQ+7 [16] - 20‡.

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

* Includes +3 from Wealth.

† Defaulted from Intimidation.

‡ Includes +5 from Magery.

Role-Playing Notes:

Two words define Aggamon: "greedy" and "cowardly". When faced with the possibility of death or injury, he will always surrender instead of continuing the fight.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Brawling Punch	1d-1 cr	C	10	-	-	13	
-	Brawling Kick	1d cr	C, 1	n/a	-	-	13	

Design Notes:

1. The Tech Level of the Purple Dimension, like most of the Far Realms/Netherworlds, is difficult to determine because of their heavy reliance on magic instead of technology. At this time, the general thrust is being considered as TL3+5^, with magic items that do roughly the same thing as modern-day TL8^ technology, diverging from or independently developing a TL3 base without magic. Until further notice, this TL will be considered as the base of the Far Realms/Netherworlds such as the Dark Dimension of Domammu.
2. The Purple Dimension, like most of the Netherworld dimensions (including the Dark Dimension of the dread Dormammu), is a "place of power" where ecocentric magic is easier to perform than on Earth.

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. The most common piece of AIM-tech in use with the super-set is an advanced ballistic fabric which is often sold to government agencies and various costume shops, such as the one owned by Gladiator; it is estimated that the majority of superheroes and supervillains alike who don't wear uniforms made of the unstable molecules developed by Reed Richards have their uniforms made from AIM's ballistic fabric (see *Gladiator*; *Mister Fantastic*). Most supers are not aware their uniforms are made from AIM's ballistic fabric.

By all reports, AIM was founded in the aftermath of World War II by Dr. Arnim Zola, a German scientist who became disillusioned with what he saw as the limited vision of the future entertained by the Nazi elite and willingly defected to the United States during the final year of the war (see *Zola*, *Dr. Arnim*). Zola started AIM with the idea of creating a super-intelligent ruling elite. At first, Zola recruited fellow German scientists, most of whom had originally worked with him with the Nazi Hydra science division (see *HYDRA*). Other scientists were soon recruited from Soviet work camps and American universities, where their own ideas were considered too radical and/or impractical.

Most of AIM's projects netted the organization a good deal of money, legally and illegally, through patents and black market sales. Other projects were much more secretive. Several of these projects would have sparked an apocalypse, if it hadn't been for the timely intervention of espionage agents from various agencies worldwide. The most recent was a series of orbital seismic wave generators that would have caused earthquakes and volcanic eruptions all over the world; this attempt was thwarted by Nick Fury and Natasha Romanov, working for the CIA (see *Black Widow*; *Fury*, *Nick*).

Unknown to the world, Dr. Zola is still the Head Scientist of AIM, due to having transferred his mind into a younger cloned body. However, the recently created being code-named MODOK has assumed control of a number of AIM's plants and secret bases; Zola rightly fears that MODOK is after his position (see *MODOK*).

First Appearance:

Game-Mechanic Details:

AIM is the primary supplier of TL 9 and 10 weaponry and technology for not only governments and corporations, but also a number of other subversive organizations and villains – and the occasional anti-hero who doesn't question the ethics of who he's buying his guns from. 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.

The ballistic fabric used in the creation of the majority of superhuman uniforms is Reflex armor (*Ultra-Tech*, p. 172), tailored off the Reflex Suit (DR 12/4*, full body, including head).

Typical AIM Soldier

The common soldier employed by AIM is a well-trained mercenary equipped with AIM's own laser or Gauss weaponry and enhanced armor, commonly deployed in squads of four to six men. Because AIM does not fully trust their own soldiers, the soldiers are implanted with a cortex bomb at the base of the skull



to ensure their loyalty.

80 points

ST: 11 [10]

DX: 11 [20]

IQ: 10 [0]

HP: 11 [0]

Will: 10 [0]

Per: 10 [0]

Speed: 5.50 [0]

Move: 5 [0]

HT: 11 [10] FP: 11 [0] SM: 0

Dmg: 1d-1/1d+1 BL: 24 lbs.

Dodge: 9 Parry: 10 DR: 18/7*

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Fit [5]; High TL +1 [5]; Military Rank 0 [0].

Perks: Energizer [1]; Full Tank [1]; Off-Screen Reload [1]; On Alert [1]; Suit Familiarity (NBC Suit) [1].

Disadvantages: Duty (to AIM; Involuntary (Cortex Bomb)) (15) [-20].

Skills: Beam Weapons/TL10 (Rifle) *or* Guns/TL10 (Rifle) (E) DX+2 [4] – 13; Boxing (A) DX+1 [4] – 12; Computer Operation/TL10 (E) IQ+0 [1] – 10; Driving/TL10 (Heavy Wheeled or Tracked) (A) DX+0 [2] – 11; Fast-Draw (Ammo) (E) DX+1 [1] – 12*; First Aid/TL10 (Human) (E) IQ+0 [1] – 10; Gunner/TL10 (Beams *or* Machine Gun) (E) DX+1 [2] – 12; Guns/TL10 (Grenade Launcher, Gyroc, *or* LAW) (E) DX+1 [2] – 12; Hiking (A) HT+0 [1] – 11; Knife (E) DX+1 [2] – 12; NBC Suit/TL10 (A) DX+0 [2] – 11; Savoir-Faire (Military) (E) IQ+1 [2] – 11; Soldier/TL10 (A) IQ+0 [2] – 10; Swimming (E) HT+0 [1] – 11; Throwing (A) DX+0 [2] – 11.

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

Other Traits (Not part of the package): Squad leaders would have Military Rank 1 [5]; higher ranking soldiers would have higher levels of Military Rank (see *Appendix: Rank and Status Tables*).

Typical Equipment: Laser Pulse/Beam Carbine *or* Rifle (*Ultra-Tech*, pp. 116, 118-19); Underbarrel EMGL, 25mm (*Ultra-Tech*, pp. 141-42) *or* Underbarrel Gyroc, 15mm (*Ultra-Tech*, pp. 144-45); Small Vibro-Knife (B272, *Ultra-Tech*, p. 164); Reflex Tactical Vest (DR 18/7*; *Ultra-Tech*, p. 173) *or* Reflex Tacsuit (DR 20/10*; *Ultra-Tech*, p. 178); TL9 Combat Infantry Helmet (DR 18/12; *Ultra-Tech*, p. 180), w/ Hyperspectral Imaging Visor (×2 magnification, *Ultra-Tech*, p. 61), Small Radscanner (*Ultra-Tech*, p. 63), Memory Augmentation AR (*Ultra-Tech*, p. 56), and Visual Enhancement AR (*Ultra-Tech*, p. 56). All provided by AIM.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Boxing	1d-1 cr	C	10	–	–	11

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Kick	1d-1 cr	C, 1	n/a	–	–	11

Typical AIM Scientist

These are the scientists and engineers employed by AIM to come up with new and exciting technologies. Most of these scientists were recruited through AIM's legitimate holdings; only a handful were recruited directly by the subversive faction.

77 points

ST: 10 [0] HP: 10 [0] Speed: 5.00 [0]
DX: 10 [0] Will: 10 [-10] Move: 5 [0]
IQ: 12 [40] Per: 12 [0]
HT: 10 [0] FP: 10 [0] SM: 0

Dmg: 1d-2/1d BL: 20 lbs.

Dodge: 8 Parry: 8 DR: 12/4*

Advanced Idea Mechanics, Inc.

Mission Statement: AIM is dedicated to creating a worldwide technocracy. To further this end, they produce advanced weapons, armor, and other technology for governments, military forces, and criminal/subversive organizations throughout the world, saving the best technology for themselves while presenting themselves as a "legitimate" corporation.

Capabilities

TL: 8/10

Members: 200,000

Wealth: Filthy Rich

Contacts: Scientific Skills-15 [10]; Invention Skills-18 [15].

Member Traits: Gadgeteer [25 *or* 50]; High TL +1 (access to both skills and gear, +300%) [20] *or* +2 [40]; Secret (Subversive Org) (Imprisonment) [-20].

Notable Resources: Undisclosed Locations [1]; Hidden Locations [5]. Manufacturing plants and warehouses across the industrialized world, several of them under subsidiary names, with hidden R&D centers along with underground bases for the subversive technology.

Reaction-Time Modifier: +3.

Costs and Values

Startup Cost: \$1,254,240,000,000

Resource Value: \$6,271,200,000

Patron Value: 25 points.

Enemy Value: -30 points.

Ally and Dependent Value: AIM can provide combat troops, scientists (mad and otherwise), and technicians in the 75 to 125 point range.

Social Attributes

Type: Advocacy, Commercial, Criminal, Military, Research, Secret.

CR: 3

Loyalty: Good (13; +1)

Rank: Military Rank 0 to 4 [5/level] for soldiers; Merchant Rank 0 to 8 [2/level] for scientists, technicians, salesmen, and others in the company.

Income Range: Comfortable to Multimillionaire 1.

Reputation: +3 as a provider of bleeding-edge technology, -2 for rumors of unethical R&D practices. Very few people know about AIM's technocratic goals.

Notes

AIM exists in a TL8 campaign world, while having access to TL9 and 10 electronics, weapons, and armor as standard. The Startup Cost is based on a TL8 cost.

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

Cultural Familiarities: Western (Native) [0].

Advantages: Gadgeteer [25]; High TL +1 [5]; Mathematical Ability 2 [20]; Merchant Rank 1 [2]; Natural Scientist 2 [20]; Wealth (Comfortable) [10].

Disadvantages: Combat Paralysis [-15]; Obsession (Prove My Theories Right!) (9) [-15]; Pacifism (Reluctant Killer) [-5]; Secret (Subversive) (Imprisonment) [-20]; Workaholic [-5].

Quirks: Attentive [-1].

Skills: Beam Weapons/TL10 (Pistol) *or* Guns/TL10 (Pistol), both DX+0 [1] – 10; one of Bioengineering/TL10 (any) *or* Pharmacy/TL10 (Synthetic), both IQ+0 [4] – 12, *or* Engineer/TL10 (any) (H) IQ+2 [4] – 14*; Computer

Operation/TL10 (E) IQ+0 [1] – 12; Electronics Operation/TL10 (Scientific) (A) IQ+0 [2] – 12; Electronics Operation/TL10 (Sensors) (A) IQ+0 [2] – 12; Mathematics/TL10 (Applied) (H) IQ+2 [1] – 14*†; Physics/TL10 (VH) IQ+2 [2] – 14*†; Weird Science (VH) IQ-1 [8] – 12.

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

Other Traits (Not part of the package): Scientists with more seniority or who have come up with even more bleeding edge technology will often be given higher levels of Merchant Rank, up to level 5 (see *Appendix: Rank and Status Tables*). The higher rank scientists will also have an increase in Wealth as well.

Typical Equipment: Laser Pulse/Beam Pistol (*Ultra-Tech*, pp. 116, 118-19); Reflex Vest (DR 12/4*; *Ultra-Tech*, p. 172); Memory Augmentation AR (*Ultra-Tech*, p. 56), and Visual Enhancement AR (*Ultra-Tech*, p. 56).

* Includes +2 from Mathematical Ability.

† Includes +2 from Natural Scientist.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Punch	1d-3 cr	C	8	–	–	10
–	Kick	1d-2 cr	C, 1	n/a	–	–	10

Typical AIM Technician

These are the men and women hired by AIM to build and maintain the technologies developed by the scientists. Most of them are hired by AIM's public front, and only moved into the secret subversive organization should they pass a number of secret tests. The template below represents one who has made the shift to working for AIM's secret cause.

37 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.25 [0]
DX: 11 [20] **Will:** 11 [0] **Move:** 5 [0]
IQ: 11 [20] **Per:** 11 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 8 **Parry:** 8 **DR:** 12/4*

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

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 2 [10]; High Manual Dexterity +2 [10]; High TL +1 [5]; Merchant Rank 0 [0].

Disadvantages: Code of Honor (Professional's) [-5]; Combat Paralysis [-15]; Duty (AIM) (12) [-10]; Pacifism (Reluctant Killer) [-5]; Secret (Subversive) (Imprisonment) [-20]; Workaholic [-5].

Quirks: Attentive [-1]; Devout Believer (Technocratic Ideals) [-1].

Skills: Beam Weapons/TL10 (Pistol) or Guns/TL10 (Pistol), both DX+1 [2] – 12; Weird Science (VH) IQ-1 [4] – 10; Computer Operation/TL10 (E) IQ+1 [2] – 12. Four of the following: Armoury/TL10 (any), Electrician/TL10, Electronics Repair/TL10 (any), Machinist/TL10, or Mechanic/TL10 (any), all (A) IQ+3 [4] – 14*, or Forensics/TL10 (H) IQ+0 [4] – 11; or Mechanic! (WC) IQ+1 [12] – 10† and one of the previous 4-point skills.

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

Typical Equipment: Laser Pulse/Beam Pistol (*Ultra-Tech*, pp. 116, 118-19); Reflex Vest (DR 12/4*; *Ultra-Tech*, p. 172); Memory Augmentation AR (*Ultra-Tech*, p. 56), and Visual Enhancement AR (*Ultra-Tech*, p. 56). All have Portable Tool Kits suitable for their jobs; these tool kits often include laser cutting torches (*Ultra-Tech*, p. 80).

* Includes +2 from Artificer.

† Conditional +2 from Artificer when duplicating one of those skills.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Punch	1d-3 cr	C	8	–	–	10
–	Kick	1d-2 cr	C, 1	n/a	–	–	10

Real Name: Rachel Trelawney.

Occupation: Terrorist, former socialite.

Identity: Known to the authorities.

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

Other Aliases: "Siren".

Place of Birth: Atlantic City, New Jersey.

Marital Status: Single.

Known Relatives: Parents and older siblings (names unrevealed).

Group Affiliation: Sky-Wolves.

Base of Operations: Mobile; maintains a residence in Hightown, Madripoor.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

History: Rachel Trelawney was one of the jet set, a socialite from a rich family who didn't have to worry about anything, as she could afford anything she wanted. Anything, that is, except a relief to her boredom. She had a trust fund and a Master's degree in acoustic engineering, but was essentially blocked from engaging in the family-owned corporation by her parents and older siblings.

So it was that she was on a Caribbean cruise liner with her family and boyfriend when the Sky-Wolves attacked it in the hopes of finding someone to hold for ransom (see *Sky-Wolves*). Their leader in that operation was Captain Ken Acciarito, one of the more colorful Sky-Wolves. Rachel was immediately attracted to him and flirted with her captor. Seeing an opportunity for adventure, Rachel quietly betrayed her family and the others on the cruise ship by informing on them to Acciarito, indicating who had money for the ransom. She offered herself and a few other passengers as hostages, who were flown by the Sky-Wolves to one of their mobile base ships. (Her family paid her ransom, but in return she sent back a video message about staying in Madripoor for a while.)

Once away from the cruise ship, Rachel shocked everyone (and amused Captain Acciarito) by asking to sign on with her captors. While her technical skills were considered for the support staff, Rachel insisted on undergoing combat training. In her spare time, she built herself some gauntlet-mounted sonic weaponry (based on sonic mining equipment designs she'd developed in college and owned the patent for but which the family company had shelved).

Rachel rose quickly through the ranks of the Sky-Wolves, taking quickly to the role of sky pirate. Within a year she had achieved the rank of Lieutenant; her use of sonic weapons instead of the Sky-Wolves' typical weapons earned her a special call-sign, "Air-Raid Siren".

Air-Raid Siren's first recorded outing had her leading a flight of Sky-Wolves against a cargo ship that was reportedly carrying a piece of experimental Stark Industries technology the Sky-Wolves' mysterious benefactor was interested in (see *Stark Industries*). However, this cargo ship proved to be a trap set by CIA agents Nick Fury and Phil Coulson, and Stark Industries' CEO Tony Stark, who was also on board in his identity as Iron Man, as Fury and Coulson investigated who was behind the Sky-Wolves (see *Coulson, Agent Phil; Fury, Nick; Iron Man*). Although she held her own against them, she and her troops were defeated and taken into custody.

She didn't stay in custody for long, as Captain Acciarito led a squad to bust her and her men out of the CIA black site they were being interrogated in. During that conflict, Siren attempted to kill Fury's friend and fellow CIA agent, Gabe Jones, by using her sonic weaponry to pulverize his bones into dust, only to be stopped by Fury who interceded with a vibranium shield (see *Common Technologies; Jones, Gabe*). Outclassed, the Sky-Wolves fled, scattering once airborne before rendezvousing on one of their cargo ships.

She was later seen leading a raid on a Worthington Industries plant, where she came into conflict with Angel and Cyclops of the X-Men and Angel's cousin Daria, aka Red Raven (see *Angel; Cyclops; Red Raven; X-Men*). Although she outmaneuvered and nearly defeated Angel and Red Raven in an aerial fight, she and her Sky-Wolves were forced to flee. It was later revealed the raid was not to acquire spare parts, as the trio of mutants assumed, but to place a virus in the corporate computer system to permit them to arrange deliveries of spare parts at a later time.

Where Air-Raid Siren will strike next remains to be seen. For now, however, she is having the time of her life.

Age: 27.

Height: 5' 5".

Weight: 120 lbs.

Eyes: Brown.



Hair: Brown.

Uniform: Lavender tactical vest over a light gray flight suit, gray leg coverings, large gray and light purple bracers, light grey gloves, brown calf-length lace-up boots, dark purple tactical belt, gray helmet with a protective visor, gray and light purple breather mask.

Strength Level: Air-Raid Siren 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: Air-Raid Siren is a trained but inexperienced hand to hand combatant, having learned the basics of military combat and the use of a stun baton. She has training in conventional military weaponry, but is only of average ability. Most importantly, however, she is a highly skilled aerial combatant with the Sky-Wolves' jet packs and skilled in engineering acoustic technology.

Weapons and Paraphernalia: As a Sky-Wolf, Air-Raid Siren utilizes the typical armaments and jet pack of the Sky-Wolves. Her own jet pack utilizes multi-axis thrust vectoring, controlled either through controls on the hands or via electronics in her helmet. However, she is notable for her use of sonic weaponry she designed and built herself.

Her bracers contain emitters which can produce intense sonic vibrational pulses. These pulses can be tightened to punch through concrete or solid rock, or widened to push multiple people away or even once deflect incoming bullets. The bracers are also designed to absorb feedback from the vibration emitters so she doesn't injure herself when she uses them. Most of the time she controls them through circuitry in her helmet, but the gauntlets have hand controls so she can still use them if she loses the helmet in combat.

447 points

ST: 13 [30]	HP: 13 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 12 [0]	Move: 6 [0]
IQ: 12 [40]	Per: 13 [5]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dmg: 1d/2d-1 **BL:** 34 lbs.

Dodge: 10 **Parry:** 10 **DR:** 20

Power Block: 12

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Artificer 2 [20]; Combat Reflexes [15]; Crushing Attack (*Sonic Beam*) 6d (Damage Modifier: Double Knockback, +20%; Gadget/Breakable: DR 20, SM -6, Complex Machine, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Increased Range ×5, +40%; Jet, +0%; Rapid Fire: RoF 2, +40%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%; Alternative Attack, ×1/5) [9]; Crushing Attack (*Wide-Angle Attack*) 6d (Cone: 10 yd radius, +150%; Damage Modifier: Double Knockback, +20%; Gadget/Breakable: DR 20, SM -6, Complex Machine, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Increased 1/2D Range ×5, +10%; Link, +10%; Reduced Range ×1/2, -10%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%) [65]; Crushing Attack (*Wide-Angle Attack*) 6d (Cone: 10 yd radius, +150%; Damage Limitation: No Wounding, -50%; Damage Modifier: Double Knockback, +20%; Gadget/Breakable: DR 20, SM -6, Complex Machine, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Increased 1/2D Range ×5, +10%; Link, +10%; Reduced Range ×1/2, -10%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%) [47]; Damage Resistance (*Deflection Field*) 20 (Directional: Aimed By Emitters, -20%; Force Field, +20%; Gadget/Breakable: DR 20, SM -6, Complex Machine, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Hardened 1, +20%; Limited Defense: Kinetic Ranged Attacks, -20%; Requires Active Defense (Power Block), -40%; Switchable, +10%; Electronic, -30%; Elemental: Sound/Vibration, -10%; Alternative Ability, ×1/5) [4]; Fit [5]; High Pain Threshold [10]; Paramilitary Rank 3 [12]; Security Clearance (Sky-Wolves; "Need to Know" access on a narrow range of secrets) [5]; Signature Gear (Sky-Wolves' Jet Pack) [4]; Social Chameleon [5]; Wealth (Very Wealthy) [30].

Perks: Full Tank [1]; Off-Screen Reload [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Callous [-5]; Code of Honor (Soldier's) [-10]; Enemy (Law Enforcement) (12) [-40]; Social Stigma (Criminal Record) [-5].

Quirks: Audacious [-1]; Flirtatious [-1]; Gourmand [-1]; Limited Hearing Loss (Low-Frequency) [-1]; Needs Bifocals [-1].

Skills: Administration (A) IQ+0 [2] – 12; Aerobatics (H) DX+3 [8] – 16*; Armoury/TL8 (Small Arms) IQ+2 [2] – 14†; Brawling (E) DX+0 [1] – 13; Climbing (A) DX+0 [2] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Dancing (A) DX+0 [2] – 13; Detect Lies (H) Per-1 [2] – 12; Engineer/TL8 (Acoustics) (H) IQ+2 [4] – 12†; Engineer/TL8 (Electronics) (H) IQ+2 [4] – 12†; Escape (H) DX-1 [2] – 12; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+0 [1] – 13; Guns/TL8 (Grenade Launcher) (E) DX+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+0 [1] – 13; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Guns/TL8 (Submachine Gun) (E) DX+0 [1] – 13; Hiking (A) HT+0 [2] – 13; Innate Attack (Beam) (E) DX+3 [8] – 16; Judo (H) DX+0 [4] – 13; Knife (E) DX+0 [1] – 13; Leadership (A) IQ+1 [4] – 13; Literature (H) IQ-2 [1] – 10; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Flight Pack) IQ+1 [1] – 13†; Navigation/TL8 (Air) IQ+3 [2] – 15†; Observation (A) Per+1 [4] – 14; Physics/TL8 (Acoustics) (H) IQ+0 [4] – 12; Piloting/TL8 (Flight Pack) (A) DX+3 [8] – 16§; Running (A) HT+0 [2] – 13; Savoir-Faire (High Society) (E) IQ+1 [2] – 13; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Shortsword (A) DX+0 [2] – 13; Smuggling (A) IQ+0 [2] – 12; Soldier/TL8 (A) IQ+0 [2] – 12; Stealth (A) DX+0 [2] – 13; Strategy (Air) (H) IQ+0 [4] – 12; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+0 [4] – 12; Throwing (A) DX+0 [2] – 13; Weather Sense (A) IQ+0 [2] – 12; Wrestling (A) DX-1 [1] – 12.

Starting Spending Money: \$80,000 (20% of Starting Wealth)

* Includes +2 from 3D Spatial Sense.

† Includes +2 from Artificer.

‡ Includes +3 from 3D Spatial Sense.

§ Includes +1 from 3D Spatial Sense.

Role-Playing Notes:

Air-Raid Siren is very much a modern-day air pirate who basically joined her captors to relieve her own boredom. While some may attribute her activities to Stockholm Syndrome or brainwashing, in many ways she has always been a sociopath; the attack on her cruise liner merely gave her an opportunity to be herself. She occasionally flirts with those she finds physically attractive, regardless of gender, although to her it is equal parts amusement and manipulation. While she enjoys the thrill of danger the life of a sky pirate brings, she isn't reckless, and always has an angle.

She still enjoys the finer things in life, and has a well-stocked wine cellar in her Madripor domicile.

BRAWLING

<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>
—	Brawling Punch	1d-1 cr	C	10	—	—	13	
—	Brawling Kick	1d cr	C, 1	n/a	—	—	13	

INNATE ATTACK (BEAM)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
8^	Sonic Blast	6d cr dbk	3	25/50	Jet	n/a	—	—	1	
8^	Wide Area Attack	6d (10 yds) cr dbk	3	10/20	Jet	n/a	—	—	1	
	<i>linked</i>	6d (10 yds) cr dbk nw					—	—		

Design Notes:

1. Paramilitary Rank is based on rules from *Social Engineering* dealing with Rank when it is not worth the full 5/level. In this case, it is priced at 4/level, as it lacks the "dominant" aspect of Military Rank.

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*).

Age: 19.

Height: 5' 7".

Weight: 115 lbs.

Eyes: Brown.

Hair: Brown.

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.

95 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.50 [0]

DX: 11 [20] **Will:** 10 [0] **Move:** 5 [0]

IQ: 10 [0] **Per:** 10 [0]

HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 10 **Parry:** 8 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Enhanced Dodge 2 [30]; 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.

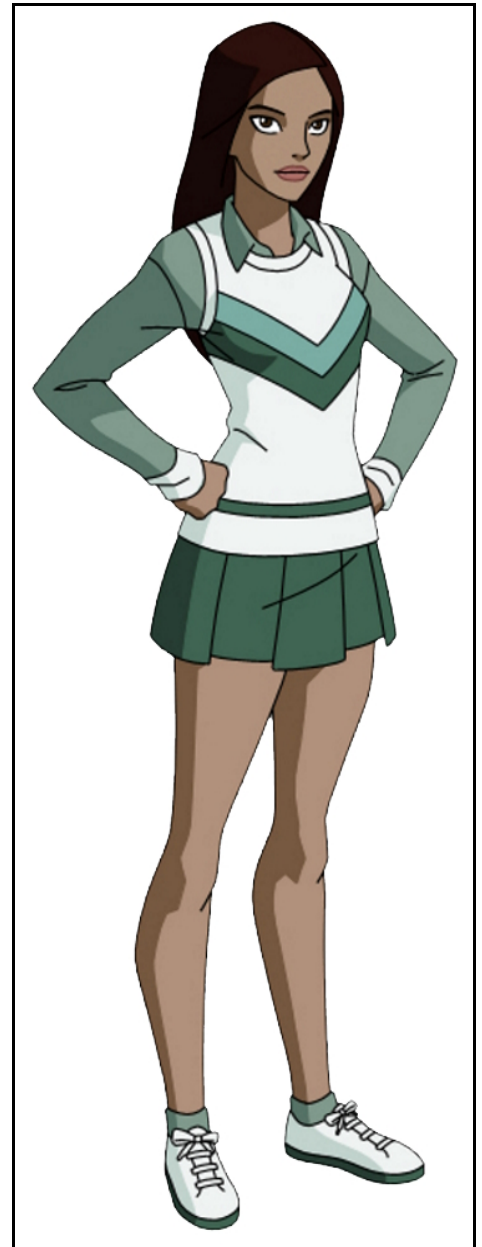
Starting Spending Money: \$2,000 (20% of Starting Wealth)

* Includes +1 from Perfect Balance.

Role-Playing Notes:

Liz is a courageous young woman who doesn't realize the depth of her own courage. The world of the superhuman has intruded into her life, and she's not afraid to stand up to it. With guidance and training, she could one day become a respected hero in her own right, should she choose to go that route.

Should she find herself in combat, Liz will be constantly on the move, using Move, All-Out Defense (Determined), and Wait maneuvers, angling her opponent into making a mistake, using Acrobatic Dodge whenever possible.



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>
—	Punch	1d-3 cr	C	8	—	—	10
—	Kick	1d-2 cr	C, 1	—	—	—	10

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, and 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.

Age: 22.

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

Weight: 145 lbs.

Eyes: Black.

Hair: None.

Skin: Green with black spots.

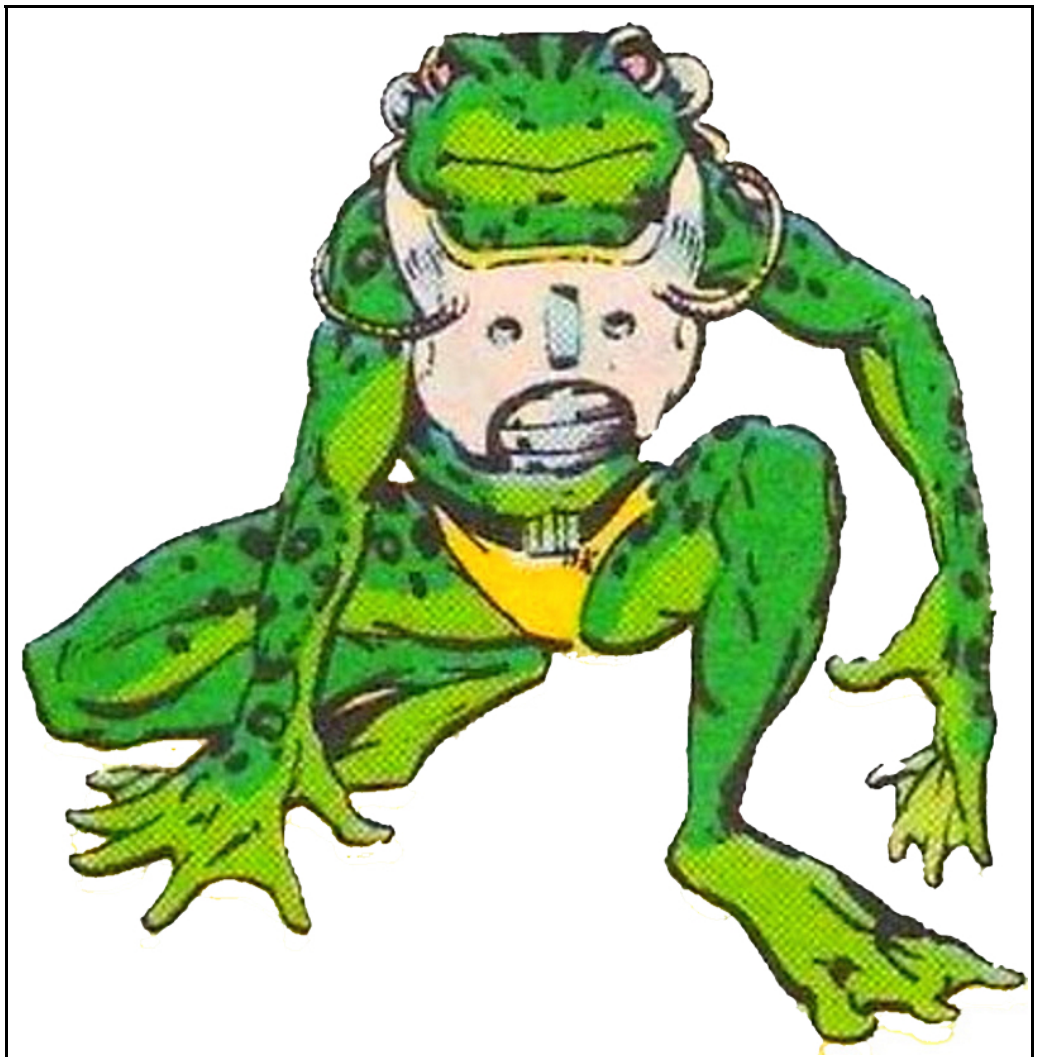
Other Distinguishing Features: Amphibius has the form of a humanoid frog.

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

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [0]
DX: 13 [60] **Will:** 10 [0] **Ground Move:** 6 [0]
IQ: 10 [0] **Per:** 12 [10] **Water Move:** 7 [5]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 13 **Parry:** 11 **DR:** 6 (chest only, uniform)

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

Cultural Familiarities: Savage Land (Native) [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

Role-Playing Notes:

Amphibius is not the most pleasant of the Mutates; his mutated form greatly disturbs him, and he'll lash out at anyone that disturbs him or comments on his body. He's not a leader, however, and he knows it. He's loyal to the Mutates but not their Master, and if given the opportunity to be restored to a more human form without betraying his friends, he may leap (sorry for the pun) at the chance.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20	
–	Brawling Bite	1d-1 cr	C	n/a	–	–	11	

Design Notes:

- 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).
- In Year Two or Year Three, the Savage Land Mutates' Patron will be revealed as none other than ~~XXXXXX~~ ~~Apocalypse~~. As I am only chronicling Year One at this time, however, GMs are free to make their mysterious Patron whoever they wish.

Real Name: Yao (full name unknown; it is not even known if "Yao" is his family name or his given name).

Occupation: Sorcerer, former warrior monk.

Identity: The general public 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), "Archimage" (a case of mistaken identity).

Place of Birth: Kamar-Taj, Tibet (currently controlled by China).

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

Known Relatives: None.

Group Affiliation: Mentor to Karl Mordo and Doctor Strange, leader of the Order of Kamar-Taj, former partner of Kaluu.

Base of Operations: Kamar-Taj, Tibet, China.

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

History: As a youth, Yao studied the mystic arts alongside his friend Kaluu, although Kaluu proved to have ambitions beyond simply studying magic (see *Kaluu*). At Kaluu's urging, the two performed a ritual which eliminated disease and aging, and increased the crop yields of the fields of their home village, Kamar-Taj. Unknown to the young mystic, however, Kaluu also wove a will-dampening effect into the ritual, making the people subservient to his will. Under Kaluu's leadership, Kamar-Taj became a realm of warriors, conquering their neighbors whom they enslaved. Aghast at this, Yao attempted to reverse the ritual, but he inadvertently unleashed a plague which killed everyone in the area controlled by Kamar-Taj except for Kaluu and Yao himself. The two fought, and Yao's magic proved superior that day; Yao banished Kaluu to a timeless netherworld. As a result of these actions, Yao himself was no longer immortal, although he aged at a fraction of the human norm.

Not long after, Yao sought out an order of mystic monks in order to learn from them (see *Order of Kamar-Taj*). This order was dedicated to preventing the invasion of the Earth by extradimensional entities. Yao graduated after a century and a half to being the leader of the order, in recognition of his formidable magical prowess and his age, where he eventually became known as the Ancient One, a title given to every grand master of the Order since its founding. In time, the Ancient One relocated the Order's primary monastery to the site of Kamar-Taj. At one point he became Earth's Sorcerer Supreme, a position he held for several centuries, although on occasion others would assume the mantle when Yao was otherwise indisposed.

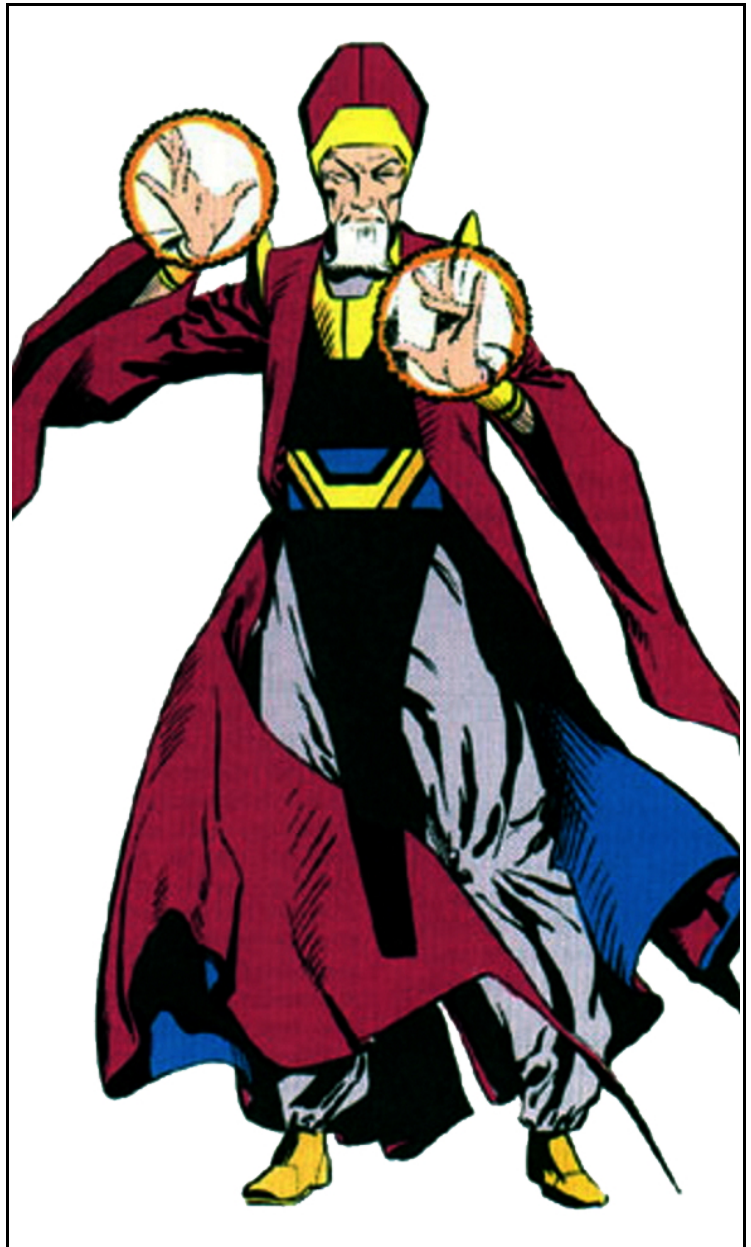
In his time, the Ancient One defended the world, making sojourns from the monastery every few decades to learn about the rest of the world. During these sojourns he trained several Westerners in the mystic arts, occasionally without inducting them into the Order. Some of these students, including Isaac Newton and Aleister Crowley, served temporarily as Sorcerer Supreme.

More recently, the Ancient One retreated to Kamar-Taj to oversee the training of the next generation of sorcerers. Many of those in recent decades who joined the Order have been described as "broken" in some sense; whether the Ancient One deliberately sought out those suffering from mental traumas to heal them or for some greater purpose is as yet unknown. His two most powerful students, those who he took as his primary disciples, were former soldier Karl Mordo and former neurosurgeon Doctor Stephen Strange (see *Doctor Strange; Mordo, Karl*).

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 "semi-retirement". He (probably rightfully) believes he has only a few decades left to live, and is content to live those years in peace in Kamar-Taj. 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*).

Age: 740 (estimated).

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. Among the entities he invokes are Agamotto, Oshtur, Hoggoth (who together form the Vishanti triad), the Vishanti as a whole, Raggador, Ikonn, Munnipor, Cytorrak, Valtorr, Watoomb, the Faltine, the Seraphim, Balthakk, and Dormammu, although he prefers not to call upon the last one (see *Dormammu; Mystic Principalities*).

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: I don't understand. 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

ST: 8 [-20]	HP: 8 [0]	Speed: 4.50 [0]
DX: 10 [0]	Will: 14 [0]	Move: 4 [0]
IQ: 14 [80]	Per: 14 [0]	
HT: 8 [-20]	FP: 8 [0]	SM: -1
Threshold: 90	ER: 60	

Dmg: 1d-3/1d-2 **BL:** 13 lbs.

Dodge: 7 **Parry:** 8 **DR:** 0

Languages: Dark Dimensional (Native Spoken) [3]; Tibetan (Native) (Native Language) [0].

Cultural Familiarities: Central Asian (Native) [0]; Netherworlds [2].

Advantages: Appearance (Handsome) (Impressive, +0%) [12]; Claim to Hospitality (Order of Kamar-Taj) [10]; Combat Reflexes [15]; Compartmentalized Mind 2 (Limited: Powers Only, -5%; Mentalism, -10%; No Mental Separation, -20%) [65]; Cultural Adaptability [10]; Danger Sense (Magical, -10%) [14]; Energy/4 [80]; Energy Reserve (Magical) 60 [180]; Extended Lifespan (×8) [6]; Fit [5]; Forceful Chi 2 [30]; Increased Threshold 10 (Threshold: 90) [50]; Inner Balance 2 [30]; Magery 4 (Solitary Ceremonial, +10%) [49]; Matter/4 [80]; Mind/4 [80]; Omnilingual [40]; Pitiable [5]; Safer Excess (+1 per 40 pts) [30]; Social Regard (Venerated) 2 [10]; Space/4 [80]; Spirit/4 [80]; Time/4 [80]; Trained By a Master [30]; Unfazeable [15]; Visualization [10].

Perks: Autotrance [1]; Cloaked [1]; I Lived It! (Research) 4 [4]; Magical School Familiarity (Order of Kamar-Taj) [1]; Mystic Gesture [1]; Patience of Job [1]; Sanctum [1]; Style Familiarity (Shaolin Kung-Fu) [1].

Disadvantages: Bad Sight (Mitigator: Corrective Lenses, -60%) [-10]; Chronic Pain (Mild; Interval: 2 hours) (9) [-5]; Discipline of Faith (Asceticism) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Earth Dimension) [-20].

Quirks: Always Gives the Vaguest Possible Answer to Questions [-1]; Devout Believer (Taoism and Confucianism) [-1]; Disciplined [-1]; Ethnic Diet [-1]; Likes Tea [-1].

Skills: Acrobatics (H) DX+2 [12] – 12; Autohypnosis (H) Will+6 [16] – 20*†; Blind Fighting (VH) Per+5 [20] – 19*; Body Control (VH) HT+5 [20] – 13*; Body Language (Human) (A) Per+1 [1] – 15*; Body Sense (H) DX+2 [4] – 12*‡; Breath Control (H) HT+4 [12] – 12*; Detect Lies (H) Per-1 [2] – 13; Diplomacy (H) IQ-1 [2] – 13; Escape (H) DX+0 [4] – 10; First Aid/TL8 (E) IQ+0 [1] – 14; Force Saber (A) DX+5 [20] – 15; Gesture (E) IQ+0 [1] – 14; Hidden Lore (Demon Lore) (A) IQ+2 [8] – 16; History (Modern Era World History) (H) IQ+0 [4] – 14; Hypnotic Hands (H) IQ+6 [20] – 20§; Hypnotism (H) IQ+0 [1] – 14§; Immoveable Stance (H) DX+6 [20] – 16*; Innate Attack (Beam) (E) DX+5 [16] – 15; Innate Attack (Breath) (E) DX+5 [8] – 15#; Judo (H) DX+2 [12] – 12; Karate (H) DX+2 [12] – 12; Kiai (H) HT+6 [20] – 14; Knot-Tying (E) DX+0 [1] – 10; Leadership (A) IQ+1 [4] – 15; Lip Reading (A) Per+0 [2] – 14; Literature (H) IQ+4 [20] – 18; Meditation (H) Will+6 [20] – 20*; Mental Strength (E) Will+8 [20] – 22; Observation (A) Per+1 [4] – 15; Philosophy (Buddhism) (H) IQ+1 [8] – 15; Philosophy (Confucianism) (H) IQ+1 [8] – 15; Philosophy (Taoism) (H) IQ+1 [8] – 15; Research/TL8 (A) IQ+0 [2] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 14; Shadowing (A) IQ+0 [2] – 14; Shield (Force) (E) DX+5 [16] – 15; Staff (A) DX+2 [8] – 12; Stealth (A) DX+2 [8] – 12; Survival (Arctic) (A) Per+0 [2] – 14; Survival (Mountain) (A) Per+0 [2] – 14; Teaching (A) IQ+0 [2] – 14; Thaumatology (VH) IQ+8 [24] – 22¥; Theology (Buddhism) (H) IQ+1 [8] – 15; Throwing (A) DX+0 [2] – 10; Weather Sense (A) IQ-1 [1] – 13; Writing (A) IQ+0 [2] – 14.

Magical Realm Skills: Energy (VH) IQ+8 [24] – 22¥; Matter (VH) IQ+8 [24] – 22¥; Mind (VH) IQ+8 [24] – 22¥; Space (VH) IQ+8 [24] – 22¥; Spirit (VH) IQ+8 [24] – 22¥; Time (VH) IQ+8 [24] – 22¥.

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

* Includes +2 from Inner Balance.

† Defaulted from Meditation.

‡ Defaulted from Acrobatics.

§ Includes +2 from Forceful Chi.

Defaulted from Innate Attack (Beam).

¥ Includes +4 from Magery.

Role-Playing Notes:

The Ancient One has lived lifetimes, and has forgotten more about the world and magic than most people could dream of knowing. This makes him extremely patient, with a sense of humor that seems odd to others. Think of Yoda when he was introduced in *The Empire Strikes Back*, but without the reverse grammar speech patterns, and you'll be close.

The Ancient One is also tired of living, and having trained Doctor Strange to be his successor is preparing to spend his final decades in peace. Attempts to disturb him for advanced training will likely be refused. Despite this, he is still willing, albeit not eager, to enter danger should the Earth itself be threatened by extradimensional forces.

In combat, the Ancient One's patience is paramount to his strategy. He will Concentrate, Evaluate, or Aim for as long as the situation will permit before making an attack or releasing a spell. He will willingly sacrifice himself if it means saving the world from invasion.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-3 cr	C	8	–	–	8	
–	Karate Kick	1d-2 cr	C, 1	n/a	–	–	8	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Bolts of Bedevilment	HT-16 aff var	3	10/100	4	–	–	–	1	
–	Bolts of Force	4d×4 cr var	3	10/100	4	–	–	–	1	

All spell effects subject to changes in Range, Damage, Armor Divisor, Rate of Fire, and Area of Effect at the time of casting; these are meant to represent a selection to provide a quick reference during play.

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 4 (Solitary Ceremonial, +10%) [44]. It just looked wrong when placing the two on the sheet together.

ANDROMEDA

Hero

Real Name: Andromeda Attumasen.

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 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; at present, only Namor suspects the truth.

Age: 26.

Height: 5' 8"

Weight: 180 lbs.

Eyes: Green.

Hair: Auburn.

Skin: Blue.

Uniform: Bronze cuirass and pauldrons, bronze bracers, bronze greaves, purple whaleskin pants and boots. Occasionally wears a bronze pot helm.

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 a few minutes before suffocating.

Also, Andromeda possesses superhuman resilience and resistance to injury, traits she also inherited from her father.

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.

940 points

ST: 31/170 [0*†] **HP:** 31 [0]

Speed: 6.50 [0]

DX: 13 [60] **Will:** 13 [10]

Ground Move: 5 [0]

IQ: 11 [20] **Per:** 14 [15]

Water Move: 6/18 [0]

HT: 13 [10†] **FP:** 18 [15]

SM: 0

Dmg: 3d+1/6d-1 (18d/20d)

BL: 192 lbs. (5,780 lbs.)

Dodge: 10 **Parry:** 12

DR: 6/4 (chest, forearms, and shins/abdomen; armor)

IT:DR: /4

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

Cultural Familiarities: Atlantis (Native) [0].



Advantages: Appearance (Beautiful) [12]; Atlantean [135]; Combat Reflexes [15]; Enhanced Move (Water) 1.5 (Water Move 18) [30]; [Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction, /4) (Passive Biological, -5%) [95]; Status 3 [15]; Super ST +11/+150 (Super, -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+1 [4] – 12; 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 +11/+150 from Super ST.

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

‡ Defaulted from Survival (Open Ocean).

§ Defaulted from Spear.

Role-Playing Notes:

Andromeda is a woman isolated and alone in the crowd. She's stronger than all but one of the males around her in a male-oriented position, with a father she never knew 'till recently trying to kill her, and the only people she can relate to – Namor and Namora – are several social levels above her. Because she's a woman in a man's field, she feels she has to try three times as hard to be considered half as good when the truth is the men around her are intimidated by her. This leads her to taking chances others would consider suicidal.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+6 cr	C	12	–	–	31	
–	– <i>Super ST</i>	18d+35 cr	C	12	–	–	170	
–	Karate Kick	3d+7 cr	C, 1	n/a	–	–	31	
–	– <i>Super ST</i>	18d+36 cr	C, 1	n/a	–	–	170	

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†	

STAFF

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Spear Pole: swung	6d-13 cr	1, 2	14	\$120	4	7‡	[1]
	Spear Pole: thrust	3d+9 cr	1, 2	14			7‡	

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]

Notes:

[1] Fine Quality.

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); Daria Worthington (alias Red Raven, cousin).

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 (see *Worthington Industries*). 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.

Lately, he has often been 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*).

Age: 19.

Height: 6'.

Weight: 150 lbs.

Eyes: Blue.

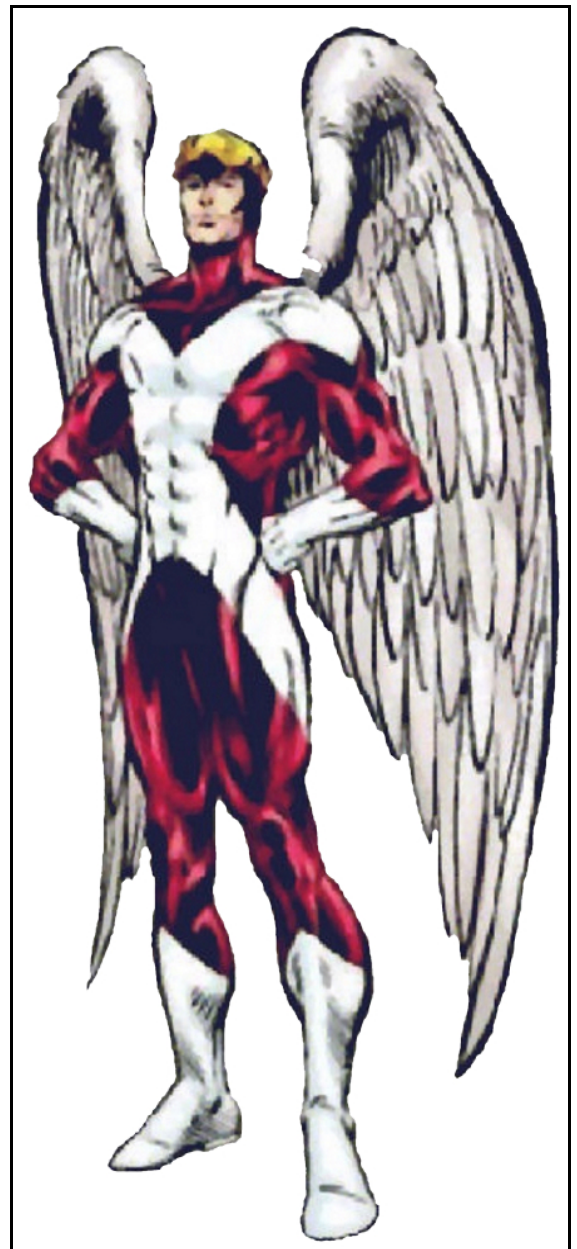
Hair: Blond.

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.



385 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 11 [0] **Ground Move:** 7 [0]
IQ: 11 [20] **Per:** 11 [0] **Air Move:** 12/36 [-4]
HT: 13 [30] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 13 **Parry:** 12 **DR:** 12/4 (flexible; uniform)

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 Dodge 2 [30]; 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 Multimillionaire 2) [60].

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.

Role-Playing Notes:

Angel 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. Despite this, he is a good man at heart, and one of the more well-adjusted people among the super-set who genuinely tries to do what he feels is the right thing because it's the right thing to do.

BRAWLING

<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>
–	Brawling Punch	1d-1 cr	C	12	–	–	12	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	12	
–	Wing Striker	1d cr	C	12	–	–	12	

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 funding the lab (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 #

Membership Roster

Ape-Man – Founding member. The muscle of the group, but not the brightest thinker.

Bird-Man – Founding member. Bird-Man tends to take the lead when the group is operating on their own.

Cat-Man – Founding member.

Dragonfly – Founding member. Dragonfly has also been seen operating solo from time to time.

Frog-Man – Founding member.

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

Ani-Men

Mission Statement: To commit crimes for money, and to protect one another from exploitation.

Capabilities

TL: 8

Members: 5

Wealth: Struggling.

Contacts: Criminal Skills-12 [5].

Member Traits: Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Notable Resources: None.

Reaction-Time Modifier: +0.

Costs and Values

Startup Cost: \$70,200

Resource Value: \$351.

Patron Value: 0 points.

Enemy Value: -10 points.

Ally and Dependent Value: The Ani-Men can provide temporary Allies from between 200 and 450 points; they tend

Social Attributes

Type: Criminal, Voluntary.

Loyalty: Neutral (10; +0).

CR: 1.

Rank: None.

Income Range: Struggling.

Reputation: +0. The individual members are not known for being exceptionally good nor exceptionally bad at being criminals.

Notes

The Ani-Men are very informal, consisting mainly of five petty criminals who escaped from a science lab at the same time and decided to stick together. They operate in a kind of "majority rule" with no formal charter, no dues, and splitting their takes as evenly as possible among themselves.

Real Name: Annihilus (English translation of his chosen name).

Occupation: Conqueror, despot.

Identity: Publicly known in the Negative Zone, unknown to the people of Earth.

Legal Status: Citizen of Arthros, a planet in Sector 17A of the Negative Zone (as charted by Reed Richards).

Other Aliases: None.

Place of Hatching: Arthros, Sector 17A, Negative Zone.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Leader of the Annihilation Wave.

Base of Operations: Arthros, Sector 17A of the Negative Zone.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Annihilus is an insectoid being who was hatched on the planet Arthros, a barren, desolate planet in the antimatter universe known as the Negative Zone (see *Negative Zone*). Though barren, Arthros had ruins from an ancient star-faring civilization, and at some point in the distant past Annihilus sought out these ruins, seeking power. He found the power he was looking for in the Cosmic Control Rod, which he claimed as his scepter of power. Annihilus used the Rod to conquer his people, and then set them to re-discovering and restoring the rest of the technology from the ancient ruins.

Dubbing his army the Annihilation Wave, Annihilus set about conquering the rest of the Negative Zone. Over the next few hundred years, Annihilus carved out an interstellar empire to support his growing conquests. Those who did not submit themselves to his rule were often subject to genocide if the planets had readily-available resources he could make use of, or simply had their planets destroyed if the desired resources were buried deep within.

Then one day his scouts reported a strange craft appearing through a warp gate deep inside his empire. Curious, Annihilus himself investigated; the craft was called the *Fantastic*, and its strange crew called themselves the Fantastic Four (see *The Fantastic*; *Fantastic Four*). Using a universal translator previously obtained from the Skrull Empire, the Fantastic Four explained to him how they had come from another universe, one with slightly different laws of physics, on a mission of exploration (see *Skrulls*). (The gateway to the Negative Zone used by the Fantastic Four instantly converts any matter passing from Earth into antimatter, and vice versa, so as to avoid their own destruction when passing through.) Learning about their homeworld, Annihilus desired its resources as well as the resourceful natives there known as "hyoo-mons" as slaves, and attempted to take the *Fantastic* and its crew for himself, attempting to use its knowledge and technology. Although the Fantastic Four managed to free themselves and defeat Annihilus before he could bring the Annihilation Wave to Earth, they were unable to capture or depose him.

Annihilus later followed the Fantastic Four back to Earth through their Negative Zone portal. He was driven back through the portal, but not before stealing some of the FF's technology.

Annihilus continues to be a threat to both the Negative Zone and to Earth.

Age: Indeterminate.

Height: 5' 11".

Weight: 200 lbs.

Eyes: Green.

Hair: None.

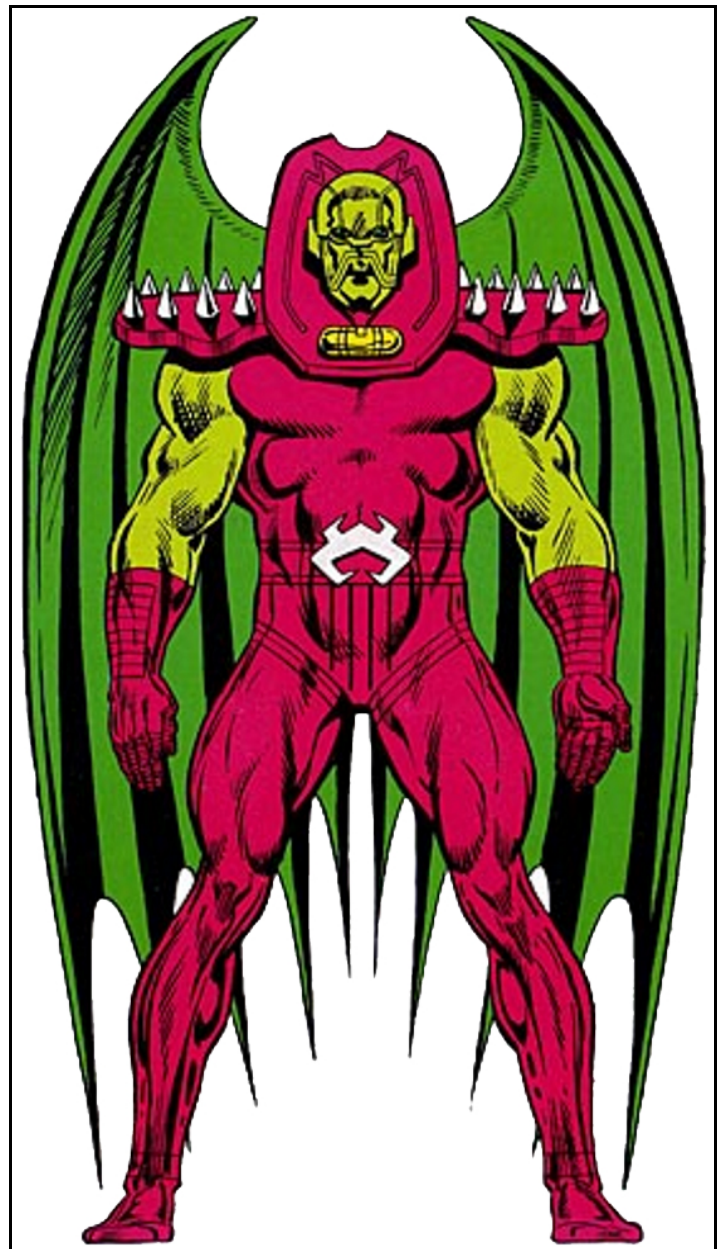
Skin: Green.

Other Distinguishing Features: Large leathery wings emerging from his shoulder-blades.

Uniform: Green and red body armor.

Strength Level: Annihilus possesses superhuman strength enabling him to lift (press) around 50 tons.

Known Superhuman Powers: Most of Annihilus's powers come from his alien insectoid biology. His body is able to withstand both the rigors of space and pressures up to those found in the deepest trenches of the ocean floor. He apparently either does not need to



breathe or he can breathe the trace amounts of hydrogen (or anti-hydrogen in the Negative Zone) found in space and most atmospheres. His leathery wings permit him to fly at speeds of up to 150 miles per hour; he is capable of even greater speeds thanks to the Cosmic Control Rod (see below).

Weapons: Annihilus wields the so-called Cosmic Control Rod, which has extended his lifespan to the point where he has not aged since claiming it. The Cosmic Control Rod is also capable of projecting energy for a variety of purposes. It can project a protective force field which has shrugged off the Thing's superhuman blows (see *Thing*). It is also capable of firing a beam of destructive energy which can disintegrate almost any matter (or in the Negative Zone's case, antimatter) it comes into contact with. The Rod is also impervious to damage, and can be used as a melee weapon. The Rod may also be used as a propulsion source, permitting spaceflight at incredible speeds.

3,722 points

ST: 62/250 [100*] **HP:** 62 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 14 [0] **Ground Move:** 6 [0]
IQ: 14 [80] **Per:** 14 [0] **Air/Space Move:** 12/72 [-4]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 7d+1/9d+2 (26d/28d) **BL:** 769 lbs. (12,500 lbs./6.25 tons)
Dodge: 9 **Parry:** 10 **DR:** 200/20 (force field/natural)
IT:DR: /10

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

Cultural Familiarities: Negative Zone (Native) [0].

Advantages: Damage Resistance 20 (Semi-Ablative, -20%) [80]; Doesn't Breathe [20]; Enhanced Move (Air) 2.5 (Air Move 72/144 mph) [50]; Flight (Space Flight, +50%; Winged, -25%) [50]; High TL +3 [15]; Injury Tolerance (Damage Reduction /10; No Blood; No Vitals) [160]; Military Rank 11 (Rank Replaces Status) [110]; Pressure Support 3 [15]; Social Regard (Feared) 4 [20]; Ultravision [10]; Vacuum Support [5]; Vibration Sense [10]; Wealth (Multimillionaire 4) [150].

Cosmic Control Rod: Corrosion Attack 7d×5 (Cosmic: Irresistible Attack (ignores DR), +300%; Gadget, -55%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Requires Beam Weapons (Pistol) Roll, +0%) [1,313]; Crushing Attack 6d×2 (Armor Divisor (10), +200%; Gadget, -55%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Requires Beam Weapons (Pistol) Roll, +0%; Alternative Attack ×1/5) [40]; Damage Resistance 200 (Force Field, +20%; Gadget, -55%) [650]; Extra ST 30 (Gadget, -55%) [135]; Immunity to Metabolic Hazards (Gadget, -55%) [30]; Super ST +12/+200 (Gadget, -55%) [414]; Unaging (Gadget, -55%) [7]. As a melee weapon, the Cosmic Control Rod acts as a BATON (p. B273) with no minimum or maximum ST score, doing *sw cr* or *thr cr* damage, essentially a 0-point feature.

Perks: Striking Surface [-1].

Disadvantages: Intolerance (Total) [-10]; Megalomania [-10]; Obsession (Stave Off Own Death) (9) [-15]; Paranoia [-10]; Selfish (6) [-10]; Terminally Ill (Up to One Year) (Mitigator: Cosmic Control Rod, -60%) [-40].

Quirks: Careful [-1]; Sexual Orientation (Asexual) [-1]; Third Person [-1].

Skills: Aerobatics (H) DX+0 [4] – 12; Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 14; Electronics Operation/TL11 (Communications) (A) IQ+0 [2] – 14; Electronics Operation/TL11 (Electronic Warfare) (A) IQ+0 [2] – 14; Electronics Operation/TL11 (Sensors) (A) IQ+0 [2] – 14; Flight (A) HT+0 [2] – 12; Intelligence Analysis/TL11 (H) IQ+0 [4] – 14; Intimidation (A) Will+0 [2] – 14; Inventor! (WC) IQ+0 [24] – 14; Karate (H) DX+2 [12] – 14; Leadership (A) IQ+0 [2] – 14; Mathematics/TL11 (Applied) (H) IQ+0 [4] – 14; Shortsword (A) DX+0 [2] – 12; Strategy (Interstellar) (H) IQ+0 [4] – 14; Strategy (Land) (H) IQ+0 [4] – 14; Strategy (Space) (H) IQ+0 [4] – 14; Weird Science (VH) IQ+0 [8] – 14; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$4,000,000,000 (20% of Starting Wealth), albeit in Annihilation Wave currency (worthless on Earth).

* Includes +30 from Extra ST and +12/+200 from Super ST.

Role-Playing Notes:

Annihilus is not the most subtle of characters. He's in charge of a nearly unstoppable army and used to having things his way. Those who don't bow to his wishes he kills. The only thing he fears is the theft of the Control Rod; granted, he suspects *everyone* of desiring it, whether they know about it or not.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+2 cr	C	10	–	–	20	
–	Enhanced ST	7d+14 cr	C	10	–	–	62	
–	Super ST	26d+51 cr	C	10	–	–	250	
–	Karate Kick	2d+3 cr	C, 1	n/a	–	–	20	
–	Enhanced ST	7d+15 cr	C, 1	n/a	–	–	62	
–	Super ST	26d+52 cr	C, 1	n/a	–	–	250	

Common Annihilation Wave Soldier

65 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 10 [0] **Move:** 5 [0]
IQ: 10 [0] **Per:** 10 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 9 **Parry:** 10 **DR:** 0

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

Cultural Familiarities: Negative Zone (Native) [0].

Advantages: Combat Reflexes [15]; Military Rank 0 [0].

Perks: Racial Gifts (Claws or Wings) [1].

Disadvantages: Duty (Annihilation Wave) (15) [-15].

Skills: Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 12; Brawling (E) DX+0 [1] – 11; Electronics Operation/TL11 (*one* of Communications, Electronic Warfare, Security, *or* Sensors) (A) IQ+0 [2] – 10; Savoir-Faire (Military) (E) IQ+0 [1] – 10; Soldier/TL11 (A) IQ+0 [2] – 10; Wrestling (A) DX-1 [1] – 10.

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

BRAWLING

<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>
–	Brawling Punch	1d-2 cr	C	10	–	–	11	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	11	

Design Notes:

1. The Cosmic Control Rod's "Gadget, -55%" limitation is composed of: "Gadget/Can Be Stolen: Quick Contest of ST or DX, -30%" and "Gadget/Unique, -25%". The Rod is *not* Breakable.
2. The Crushing Attack came out to 198 points before the Alternative Attack was factored in.

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

Occupation: Particle physicist, adventurer.

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 Pym (wife, deceased).

Group Affiliation: Avengers; employee of Dynatechnics.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #1.

History: Dr. Henry Pym is a brilliant particle physicist with a solid knowledge of other scientific fields. A brilliant scientist, Dr. Pym earned his Ph.D. in Particle Physics in less than ten years after graduating high school. Employed by Dynatechnics (a materials science firm with contracts with nearly every manufacturing company in the world, headquartered in Chicago but with offices across the Rust Belt), 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 (see *Dynatechnics*). In his spare time, Dr. Pym studied ants, and discovered a means of communicating with them using an electronic helmet he had designed.

One night while late in the lab he accidentally shrunk himself and who he thought was a security guard to a fraction of an inch tall and wound up inside the lab's ant farm without his communications helmet (see *Luis*). After a harrowing adventure, he managed to escape the ant farm and return to his normal height, but not before befriendng and saving the life of the ant colony's queen.

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*).

Age: 29.

Height: 6'

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black armored bodysuit with red trim, black 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 a large ant, around half an 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 half inch height.

Ant-Man's belt contains capsules which store his Pym Particles. He no longer relies on them to change his size, but carries them for emergencies and assisting others.

As Ant-Man, Pym carries a number of devices he's cooked up miniaturized in pouches until he needs them.



450 points

ST: 11 [10]	HP: 11 [0]	Speed: 5.50 [0]
DX: 11 [20]	Will: 11 [-15]	Move: 5 [0]
IQ: 14 [80]	Per: 14 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 8

Parry: 9

DR: 50/30 (armor)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Animal Empathy [5]; Artificer 4 [40]; Gadgeteer [25]; High Manual Dexterity 3 [15]; Independent Income 10 [10]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Security Clearance 1 ("Need to Know" Access, Narrow Range of Subjects; Granting Organization is of Relatively Minor Importance, $\times 1/2$) [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 20, SM -4, -20%; Gadget/Break 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+0 [2] – 11; Computer Operation/TL8 (E) IQ+0 [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+0 [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.

Role-Playing Notes:

Hank Pym is a hero who isn't entirely sure why he's doing things the way he's doing them. At heart, he's a scientist, one of the best multidisciplinary scientists in the world; however, he's always held himself to impossibly high standards, comparing himself to such men as Reed Richards, Tony Stark, and Victor von Doom and in his mind coming up short. His creation of Ultron is the one thing he deeply regrets; that he *accidentally* created an advanced AI without assistance hasn't sunk in due to his guilt over Ultron's actions.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-1 cr	C	9	–	–	11	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	

Ant-Man's Armor

Ant-Man wears an experimental suit made of lightweight, durable materials developed by a coworker at his think-tank. This armor is not as durable as Iron Man's suit, but still provides remarkable protection against conventional and most laser weaponry (see *Iron Man*). His helmet is made of the same materials, and provides protection against all but the most powerful handguns.

The armor includes biomedical sensors, a waste relief system, a micro-climate control system enabling him to remain comfortable from -140°F (-95.5°C) to 140°F (60°C), and decent radiation protection. In addition to the loudspeaker and the ability to communicate with ants and other higher insects, the helmet comes with a retractable faceplate, a built-in GPS, a short-range radio, hearing protection, infrared sights, and air filters.

TL	Armor	Locations	DR	Cost	Weight	LC
9	Ant-Man's Armor	body	50/30	\$20,000	30	2
9	Ant-Man's Helmet	head	18/12	\$2,000	5	2

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.

Age: 35.

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 re-engineering, 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.

430 points

ST: 20/35 [100*] **HP:** 20 [0] **Speed:** 7.50 [0]

DX: 16 [120] **Will:** 10 [0] **Move:** 7 [0]

IQ: 10 [0] **Per:** 12 [10]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 2d-1/3d+2 (4d-1/6d+1) **BL:** 80 lbs. (245 lbs.)

Dodge: 11 **Parry:** 13 **DR:** 2 (Tough Skin)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Brachiator [5]; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; Enhanced ST +15 (Costs 1 FP, -5%; Biological, -10%) [102]; 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 "Ape-Man" 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+2 [2] – 13; Breakfall (Acrobatics) (A) def+1 [1] – 18; Choke Hold (Wrestling) (H) def+1 [2] – 14; Drop Kick (Brawling) (H) def+1 [2] – 18; Elbow Drop (Wrestling) (H) def+1 [2] – 12; 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+2 [3] – 17; Neck Snap (ST) (H) def+1 [2] – 17; Piledriver (ST) def+1 [2] – 16; Wrench Arm (ST) (H) def+1 [2] – 17.

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

* Includes +15 from Enhanced ST.

† Includes +1 from Perfect Balance.

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

Role-Playing Notes:

Even before being imprisoned, Gordon Keefer was mean and short-tempered. His time in prison and the experiments that turned him into Ape-Man have only exacerbated these traits.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Brawling Punch	2d cr	C	13	–	–	20
	– <i>Enhanced ST</i>	4d+2 cr	C	13	–	–	30
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20
	– <i>Enhanced ST</i>	4d+3 cr	C, 1	n/a	–	–	30
–	Brawling Bite	2d cr	C	n/a	–	–	20
	– <i>Enhanced ST</i>	4d+2 cr	C	n/a	–	–	30

Real Name: Inanna.

Occupation: Goddess of love, fertility, and beauty, former adventurer, former goddess of war.

Identity: Aphrodite's adventuring career using her Venus identity is a matter of public record; however, the general public does not believe that she is the actual Greco-Roman and Mesopotamian deity.

Legal Status: Citizen of Olympus with no criminal record.

Other Aliases: Venus, Ishtar, Astarte.

Place of Birth: Paphos, Isle of Cyprus, Mediterranean Sea.

Marital Status: Married.

Known Relatives: Suen (alias Nannar, father), Ningal (mother), Ereshkigal (sister), Lilith (niece), Enlil, Enki (grandfathers), Ninlil, Ningal (grandmothers), Hephaestus (husband), Tammuz (aka Damuzi, ex-husband), Hermaphroditos (son/daughter by Hermes), Tyche (daughter by Hermes), Phobos, Deimos, Eros (sons by Ares), Harmonia (daughter by Ares), Rhode (daughter by Apollo), Aeneas (son by Anchises, deceased), Zeus (father-in-law), Hera (mother-in-law), Apollo, Ares, Dionysus, Hercules, Hermes, Nergal (brothers-in-law), Artemis, Athena, Eris, Hebe, Nyssa Savakis, Persephone (sisters-in-law), Helen of Troy (sister-in-law, deceased).

Group Affiliation: Gods of Olympus; formerly Atlas and the Gods of Sumer.

Base of Operations: Olympus; formerly Mesopotamia.

First Historical Appearance: VENUS #1 (August, 1948).

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Aphrodite is a rarity among the Olympian gods in that she was not born to them (see *Olympian Gods*). Aphrodite was born Inanna, descended from the ancient Mesopotamian god Enlil and his consort Ninlil, on the Isle of Cyprus. At first she was worshipped in Mesopotamia, first by her Sumerian name Inanna and later by her Akkadian name Ishtar; by these names she was the patron deity of the city of Uruk, in modern-day Iraq. She was also worshipped by the Canaanites (in what is today Syria, Jordan, and Israel) and early Hebrews as Astarte. As the influence of the Olympian gods spread, threatening to overrun the worship of the Mesopotamian gods, Inanna decided that if she couldn't beat them she would join them; as such, she essentially seduced her way into the Olympian pantheon. The center of her worship in the Mediterranean she maintained at her birthplace on Cyprus. Thus, as the worship of her native Mesopotamian religion faded, her worship spread.

Because of her beauty and reputation for busted hearts, Zeus, the head of the Olympians, decided it would be best if she was to marry Hephaestus, the lame god of the forge, who plied her with many wedding gifts (see *Hephaestus*; *Zeus*). She accepted, though her passion has always been for Heph's more warlike brother, Ares, whose nature more closely matched her own (see *Ares*). In addition, she took many lovers among both gods and mortals, and gave birth to many children. She was directly responsible for the Trojan War by making the Trojan prince Paris fall in love with Zeus's mortal daughter Helen, considered the most beautiful woman of her generation, who was then married to Menelaus of Sparta; Paris fled with Helen to Troy – some mythographers claim Helen was a willing participant, others say she was forced to away to Troy against her will – which led to Menelaus leading over twelve hundred ships to besiege the city.

In the 1950s and 1960s, Aphrodite, going by her Roman name Venus, engaged in a number of adventures on Earth, eventually joining the team known as Atlas, led by FBI agent Jimmy Woo, operating alongside heroes such as Gorilla Man, Marvel Boy, the Human Robot, and Namora (see *Namora*). After the team broke up – and reports are vague as to whether this happened before or after she attempted to seduce Namora's cousin, King Namor of Atlantis – Venus ultimately went back to Olympus (see *Atlantis*; *Namor*). (It has not been revealed if her seduction of Namor was in any way successful.)

More recently, Aphrodite was seen as part of a council of Olympian gods debating whether to interfere with Hera's machinations against Zeus's most recent mortal progeny, Nyssa Savakis (see *Hera*; *Savakis*, *Nyssa*). For reasons unknown, Aphrodite voted to "wait and see" after it was revealed that Hercules has become involved in protecting Savakis (see *Hercules*). She has since been seen giving assistance and advice to Herc's sister-wife, Hebe (see *Hebe*).

Age: Indeterminate.

Height: 5' 9".

Weight: 360 lbs.

Eyes: Variable, currently green.

Hair: Variable, currently red.

Uniform: None.



Strength Level: Aphrodite possesses the normal superhuman strength of an Olympian of her height and build who engages in regular exercise, enabling her to lift (press) roughly 25 tons.

Known Superhuman Powers: Aphrodite possesses the typical attributes of an Olympian goddess. She is immortal and impervious to terrestrial poisons, diseases, and other metabolic hazards. Preternaturally beautiful, she is able to alter her appearance to match the ideal of any given culture.

She also possesses the deific ability to alter and enhance the emotions of those around her.

Other Abilities: As a former war goddess, Aphrodite has training in the art of war practiced by the ancient Sumerians, Babylonians, and Akkadians.

1,297 points

ST: 31/170 [10*] **HP:** 31 [0] **Speed:** 7.25 [0]

DX: 13 [60] **Will:** 13 [10] **Move:** 7 [0]

IQ: 11 [20] **Per:** 12 [5]

HT: 16 [40†] **FP:** 16 [0] **SM:** 0

Dmg: 3d+1/6d+1 (18d/20d) **BL:** 192 lbs. (5,780 lbs./3 tons)

Dodge: 11 **Parry:** 11 **DR:** 0

IT:DR: /3

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

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

Advantages: Allure 4 [20]; Appearance (Transcendent) [16‡]; Claim to Hospitality (Sumerian Gods) 2 [2]; Combat Reflexes [15]; Cultural Adaptability [10]; Elastic Skin [20]; Mind Control (Cosmic: Irresistible Attack, +300%; Emotion Control, -50%; Independent, +70%; Rationalization, +20%; Reliable +10, +50%) [245]; Olympian God [605]; No Low TL +4 [20]; Social Chameleon [5]; Terror (Awe) (Will-7; Selective Area, +20%) [120]; Very Fit [15].

Perks: Sexy Feints [1]; Sexy Pose [1]; Style Familiarity: Heroic Spear Fighting [1].

Disadvantages: Bad Temper (12) [-10]; Chummy [-5]; Jealousy [-1]; Lecherousness (9) [-22]; Selfish (6) [-10]; Stubbornness [-5].

Quirks: Broad-Minded [-1]; Careful [-1]; Easily Seduced 1 [-1]; Immodest [-1]; Vanity [-1].

Skills: Acting (A) IQ+1 [4] – 12; Body Language (Humanoid) (A) Per+2 [8] – 14; Boxing (A) DX+1 [4] – 14; Carousing (E) HT+0 [1] – 16; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 11; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 11; Dancing (A) DX+7 [12] – 20§; Erotic Art (Humanoid) (A) DX+7 [12] – 20§; Fast-Talk (A) IQ+3 [12] – 14; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+1 [8] – 14; Knot-Tying (E) DX+1 [2] – 14; Makeup/TL8 (E) IQ+4 [1] – 15§; Poetry (A) IQ-1 [1] – 10; Running (A) HT+0 [2] – 16; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Sex Appeal (Humanoid) (A) HT+14 [8] – 30§#; Shield (E) DX+1 [2] – 14; Shortsword (A) DX+0 [2] – 13; Singing (E) HT+4 [1] – 20§; Soldier/TL1 (A) IQ+1 [4] – 12; Spear (A) DX+1 [4] – 14; Staff (A) DX+0 [1] – 13¥; Swimming (E) HT+0 [1] – 16; Thrown Weapon (Spear) (E) DX+1 [2] – 14.

Techniques: Arm Lock (Judo) (A) def+0 [0] – 14; Feint (Sex Appeal (Human)) (H) def+0 [0] – 30.

Starting Spending Money:

* Includes +9 to ST and +11/+150 from Super ST, part of Olympian God.

† Includes +2 to HT from Olympian God.

‡ Upgraded from Appearance (Attractive), part of Olympian God.

§ Includes +4 from Allure.

Includes +8 from Appearance.

¥ Defaulted from Spear.

Role-Playing Notes:

Aphrodite is quite often vain, self-centered, and given to powerful fits of temper tantrums when her wishes are for any reason denied. She is quite passionate about anything or anyone that catches her eye.

She does not get along with her former teammate Namora; the two have a long-standing grudge against each other from when Aphrodite, as Venus, attempted to seduce Namor.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	3d+3 cr	C	11	–	–	31	
–	– <i>Super ST</i>	18d+17	C	11	–	–	170	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	3d+1 cr	C, 1	n/a	–	–	31	
–	– <i>Super ST</i>	18d	C, 1	n/a	–	–	170	

Design Notes:

1. This Aphrodite builds on the syncretic traditions of the Ancient Greeks who equated her with the Sumerian Inanna,

Babylonian/Akkadian Ishtar, and Canaanite Astarte. Inanna/Ishtar was a goddess of love and war, and some scholars have indicated that her worship spread from the Middle East into the Aegean. This Aphrodite also combines the Venus character from the 1950s, who was recently retconned to be a Siren using the name rather than the actual Aphrodite. Marvel's own Ishtar – and most of the other Mesopotamian gods – have degenerated into demons; I'm toying with the idea that while that was the fate of most of the others, Ishtar and Marduk escaped that fate by joining the Olympians. Nothing set in stone, of course.

2. I had to do serious research for Aph's family tree, given that she's a member of two different pantheons. I'm toying with the idea that Anu, the Mesopotamian god of the sky, was the Greek Ouranos, son of Gaea, in another name, and the sea dragon Tiamat was a spawn of Set, giving the Mesopotamian gods lineage to two of the primordial Elder Gods, rather than the one (Gaea) of the other pantheons.

Real Name: Jonathan Drew.

Occupation: Genetics scientist, retired superhero.

Identity: Secret.

Legal Status: Naturalized citizen of the United States with no known criminal record.

Other Aliases: "Spider-Dude".

Place of Birth: London, England.

Place of Death: San Francisco, California.

Marital Status: Married.

Known Relatives: Jessica (alias Spider-Woman, daughter); Miriam (wife, deceased); Anabelle (sister; deceased).

Group Affiliation: Former member of the Shadowguard.

Base of Operations: San Francisco, California; formerly Los Angeles, California; formerly Mount Wundagore, Romania; formerly mobile.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN ANNUAL #1/2.

History: As youths Jonathan Drew and his sister Anabelle were friends of aspiring geneticist Herbert Wyndham; together, the three of them pooled their resources to purchase Wundagore Mountain in what was then on the border between Yugoslavia and Romania (currently between the small republic of Transia and Romania). Discovering a vein of uranium on the mountain, the three funneled the profits from a mine into opening up a scientific research citadel.

Not much later, however, Jonathan and Anabelle both came down with radiation sickness. To save their lives, Jonathan and Herbert combined their expertise to develop a serum based on various spider venoms which Jonathan injected into both himself and his sister, then the two entered one of Wyndham's custom-built genetic accelerator pods which slowed their aging while the serum took effect.

Thirty years later, the two had only aged ten years at most. However, events during that time had caused Wyndham to forcibly evolve himself along with several animals, becoming known as the High Evolutionary and the Knights of Wundagore (see *High Evolutionary*). Not long after, while returning from visiting a nearby village at the foot of the mountain, Anabelle was mauled to death by what appeared to be a wild animal. Although the High Evolutionary promised to investigate, Jonathan felt his old friend had lost his humanity and left the citadel.

Jonathan relocated to Los Angeles, California, where he soon discovered he'd gained several powers similar to that of a spider. Calling himself Araneus, he began a crimefighting career which spanned a decade. During this time, he briefly joined the outlaw team known as the Shadowguard. At one point, in the late 1980s, he was briefly reunited with the High Evolutionary when the Evolutionary had finally tracked down the creature who had killed Anabelle: a werewolf named Baron Gregor Russoff – allegedly the father or grandfather of present-day werewolves Jack and Lissa Russell – who lived in a nearby castle (see *Russell, Lissa; Werewolf*). Most of Araneus's activities during this time period are unrecorded.

Eventually, Jonathan married a woman named Miriam, with whom he shared his secret identity; not long after the birth of their daughter Jessica, he retired from his crimefighting career. Every so often, he would come out of retirement to assist later superhuman crimefighters and adventurers, though these instances were few and far between. Also at some unrevealed point in time, he and his family relocated to San Francisco, where he worked as a genetic scientist. As Jessica grew older, she learned she had inherited Jonathan's powers, and he trained her in their use (see *Spider-Woman*).

Recently, Jonathan's wife and daughter were kidnapped by an old enemy of his, the Spider-Wasp, who forced him to become Araneus one last time (see *Spider-Wasp*). During their fight, although Jessica was able to free herself and her mother using her own powers, Miriam was killed in the crossfire by one of Spider-Wasp's stray poisoned darts. In the end, both Araneus and Spider-Wasp were apparently killed when the building they were in exploded.

To distance herself from her parents' deaths, Jessica moved to Los Angeles, wearing a variation on Araneus's old uniform in her career as Spider-Woman.

It should be noted that the ghost of the ancient Arthurian-era sorcerer Magnus claimed to know Araneus, but the circumstances of their meeting are not yet depicted (see *Magnus*).

Age: 87 (appeared 47).

Height: 5' 11".

Weight: 180 lbs.

Eyes: Brown.

Hair: Gray, formerly black.

Uniform: Red bodysuit with a white spider-pattern on the chest, red gloves with white triangles on the backs of the hands, red boots, red full-face cowl with white eye-coverings. (Think the Symbiote-Suit Spider-Man, only red instead of black.)



Strength Level: Araneus possessed superhuman strength enabling him to lift (press) roughly ten tons.

Known Superhuman Powers: In addition to his enhanced strength, Araneus possessed superhuman durability, enabling him to withstand superhuman blows. His agility is many times that of a normal person's, bordering on the superhuman. His fingers and toes secrete a near-invisible adhesive substance 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. His physiology and metabolism is such that he has a near immunity to radiation and toxins. In addition, his senses of hearing and smell are extraordinarily acute.

Araneus's body also produced an inordinate amount of bio-electricity, which he could discharge from his hands in what he called his "venom blast". He is able to modulate his bioelectricity in order to merely stun a person or cause them pain, or push enough power in order to electrocute his target.

Other Abilities: Jonathan Drew was a skilled genetics scientist and biologist, having studied with and under the High Evolutionary.

Limitations: Due to wear and tear on his body from repeated injuries sustained earlier in his career, near the end Jonathan suffered from chronic aches and pains. He could only exert himself for a short amount of time before his body decided to "shut down".

1,165 points

ST: 22/112 [20*] **HP:** 22 [0] **Speed:** 8.00 [0]

DX: 18 [80†] **Will:** 14 [0] **Move:** 8 [0]

IQ: 14 [80] **Per:** 14 [0]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 2d/4d (12d/14d) **BL:** 97 lbs. (2,508 lbs/1.25 tons)

Dodge: 15 **Parry:** 15 **DR:** 12/4* (uniform)

IT:DR: /10

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4]; Romanian (Broken) [2].

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

Advantages: Affliction (*Venom Blast*) 6 (HT-5; Accurate +3, +15%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Irritant: Moderate Pain, +20%; Rapid Fire: RoF 2, +40%; Reduced Range ×1/5, -10%; Selectivity (Irritant), +10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%) [114]; Burning Attack (*Venom Blast*) 6d (Accurate +3, +15%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 2, +40%; Reduced Range ×1/5, -10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, ×1/5) [10]; Clinging (Super, -10%); Combat Reflexes [15]; Danger Sense (Super, -10%) [14]; Enhanced Dodge +3 (Super, -10%); Enhanced Time Sense (Upgraded from Combat Reflexes, -15; Super, -10%) [27]; Extra Attack 1 [25]; Extra DX +4 (Super, -10%) [72]; Fit [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10) (Limited: Crushing Attacks Only, -40%; Super, -10%) [75]; Legal Enforcement Powers 2 (Informal, -50%) [5]; Perfect Balance (Super, -10%) [14]; Super Jump 2 (Super, -10%); Super Jump +2 (Costs 2 FP, -10%; Super, -10%) [16]; Super ST +10/+100 (Super, -10%) [390]; Wealth (Comfortable) [10].

Perks: Skintight Costume [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Self-Sacrificing Behavior (9) [-22]; Dependents (Wife and Daughter; Loved Ones; No more than 100%) (12) [4]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5].

Quirks: Aches and Pains [-1]; Broad-Minded [-1]; Confident [-1]; Imaginative [-1]; Restless Sleeper [-1].

Skills: Acrobatics (H) DX+2 [8] – 20‡; Bioengineering/TL8 (Genetic Engineering) (H) IQ+0 [4] – 14; Biology/TL8 (Earth) (VH) IQ-1 [4] – 13; Body Language (A) Per+0 [2] – 14; Brawling (E) DX+4 [12] – 22; Chemistry/TL8 (H) IQ-1 [2] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Detect Lies (H) Per+0 [4] – 14; First Aid/TL8 (E) IQ+0 [1] – 14; Innate Attack (Beam) (E) DX+4 [12] – 22; Intimidation (A) Will+0 [2] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Mind Block (A) Will+0 [2] – 14; Move! (WC) DX+2 [24] – 18; Observation (A) Per+1 [4] – 15; Occultism (A) IQ+0 [2] – 14; Research/TL8 (A) IQ+0 [2] – 14; Shadowing (A) IQ+1 [4] – 15; Stealth (A) DX+1 [4] – 19; Weather Sense (A) IQ+0 [4] – 14; Wrestling (A) DX+4 [16] – 22.

Techniques: Acrobatic Stand (Acrobatics) (A) def+2 [2] – 16.

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

* Includes +10/+100 from Super ST.

† Includes +6 from Extra DX.

‡ Includes +1 from Perfect Balance.

Role-Playing Notes:

Araneus was a confident man who tended to put others ahead of himself. He was always trying to do the right thing, accepting that the right thing may not always be the legal thing; despite that, he always tried to work with the authorities whenever possible. In many ways, he was quite similar to Peter Parker/Spider-Man, though he didn't quip in combat quite so snappily.

BRAWLING

<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>
–	Brawling Punch	2d+1 cr	C	15	–	–	22	
–	– <i>Super ST</i>	12d+11 cr	C	15	–	–	112	
–	Brawling Kick	2d+2 cr	C, 1	n/a	–	–	22	
–	– <i>Super ST</i>	12d+12 cr	C, 1	n/a	–	–	112	

INNATE ATTACK (BEAM)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>Cost</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Venom Blast	6d burn sur	6	25/50	2	–	–	–	–	1	
–	<i>or</i>	HT-5 aff sur	6	25/50	2	–	–	–	–	1	

Design Notes:

- Jonathan as Araneus takes most of the details of Spider-Woman's classic origin (as described in *Spider-Woman* v1 ca. 1978-83, and *The Official Handbook of the Marvel Universe Deluxe Edition*, ca. 1985-6) as his own origin.
- Are Araneus and Spider-Wasp actually dead? Hard to say, considering they died in an explosion. What Marvel character ever actually *died* in an explosion, anyway, without eventually coming back? No plans as yet, but the option for one or both to resurface is there.

Real Name: Aña Corazón.

Occupation: High school student, part-time superhero, part-time child-sitter.

Identity: Secret.

Legal Status: Dual citizen of the United States and Mexico with no known criminal record; still a minor.

Other Aliases: Anya Corazon, Spider-Girl, "little spider", Arañita (a nickname given to her by her father).

Place of Birth: Santa Barbara, California.

Marital Status: Single.

Known Relatives: Gilberto "Gil" Corazón (father); Sophia Araña Corazón (mother, deceased).

Group Affiliation: Occasional partner of Spider-Woman.

Base of Operations: Canoga Park, Los Angeles, California.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN #

History: Aña "Anya" Corazon was raised by her father, Gil, an investigative reporter, after their mother died in a fire while residing in Mexico City. According to an account by her father, Anya's mother, Sofia, had been a costumed hero in the city, but was shot and killed by a crimelord while at home; said crimelord then burned the house down. Anya was six at the time, and only vaguely remembers the funeral.

Not long after, Gil moved him and Anya to Canoga Park, Los Angeles, California, where Gil took a job with the Los Angeles News Group, often working long hours while investigating and exposing the city's organized crime syndicates. Despite that, he was always there for Anya when she needed him, and she for him.

Recently, Anya found herself developing powers which appeared to match those of various others in the past who had taken on spider-themed identities both recently and in the past. At the same time, she began to see her mother in her dreams, urging her to embrace her destiny.

That destiny came sooner than she thought. During a school field trip to the Los Angeles Natural History Museum, the museum was attacked by a group known as the Sisterhood of the Wasp (see *Sisterhood of the Wasp*). According to the leader of the Sisterhood's strike team, the Wasps had detected two of what they referred to as "totems", supers whose powers reflected and were in some way linked to an animist spirit; in this particular case, both totems were spider-totems. Anya was attacked by the Sisterhood's "drone" soldiers – seemingly identical men in suits who never said a word – only to be saved by Spider-Woman; Spider-Woman had been at the museum in her civilian identity of private investigator Jessica Drew, and was one of the two totems the Sisterhood had detected (see *Spider-Woman*). During the fracas, Anya was temporarily knocked unconscious, at which time her vision of her mother warned that the Wasps were after her as well, as Anya was the second spider totem.

Sofia revealed that while living in Mexico she had opposed the Wasps as a spider totem, and that Anya had inherited her spider-powers. Upon waking, Anya saw the Wasps about to kill Spider-Woman and sprung into action to save her. At the same time, her tattoo flared and covered her with a light-blue carapace. Calling herself by her mother's maiden name, Araña – perhaps not ironically the Spanish word for "spider" – Anya came to Spider-Woman's defense, and the two forced the Sisterhood's "drones" to flee.

As Araña, she has become Spider-Woman's part-time partner; while the press has referred to Araña as Spider-Woman's sidekick, Anya and Jessica see each other as colleagues, and have shared their histories with each other. Araña has spent most of her summer "interning" for Jessica's private investigation firm. Despite Anya's best efforts, Gil Corazon soon learned that Araña was Anya; however, both have decided that it is probably best for Anya to not attend any superhuman-oriented high school, such as San Francisco's Champions Academy or New York's Xavier Institute for Gifted Youngsters, instead keeping Anya in her usual school in Los Angeles (see *Champions Academy*; *Xavier Institute*).

Anya occasionally works as a child-sitter, minding younger children for various single parents. Among her charges are Gus and Evie Blake, the children of Eden Blake, who is secretly the adventurer sorceress Mantra (see *Mantra*). At present, neither Eden nor Anya are aware of the other's secret identities, despite both answering the call to assist the superhero community when the Zodiac Cartel raised a force dome around Manhattan (see *Zodiac Cartel*).

Age: 15.

Height: 5' 3".

Weight: 115 lbs.; (with carapace) 123 lbs.



Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Araña has a blue tattoo in the shape of a spider on her right upper arm.

Uniform: White sleeveless t-shirt with a red spider logo, black spandex leggings, black fingerless gloves with red padding over the knuckles and a set of pouches around the wrist, black sneakers with red trim and laces, red belt with a silver clasp and red pouch, black choker with a red gem, and goggles with yellow lenses in a black frame. Carries a red knapsack with red pouches on the straps.

Strength Level: Araña possesses superhuman strength, enabling her to lift (press) roughly five tons. As she is not yet fully grown, it is believed her strength will grow over time, potentially matching or even exceeding Spider-Woman's ability to lift (press) 10 tons.

Known Superhuman Powers: In addition to her superhuman strength, Araña possesses superhuman reflexes and agility. She is able to perceive bullets in flight and is quick enough to dodge them. She is able to adhere to most surfaces with her hands and feet, even through gloves and sneakers. She also possesses a kind of danger sense which often warns her of trouble. Her leg muscles enable her to perform a standing high jump up to 25 feet.

Araña's spider-tattoo on her arm is composed of a light blue metal that's been referred to as a kind of organic steel; when she wills it, the tattoo forms a red and blue carapace which covered most of her body; she is able to alter the coverage as she requires. The carapace is strong enough to withstand most conventional police and military rifles, as well as advanced laser rifles; it is probably not strong enough to protect against anti-tank weaponry.

Other Abilities: Anya possesses a sharp and inquisitive mind. She was also a skilled gymnast and athlete before her powers manifested, skills which were only enhanced by her powers. In addition, she is knowledgeable in mechanical and electrical systems, enabling her to design and build her spider-bola.

Anya is bilingual, being fluent in both English and Spanish.

Paraphernalia: Araña uses a home built spider-head bola which she can use as either a grappling hook or as a weapon to trip and entangle opponents. The bola has a 100 foot spool of high-tensile wire which can retract into the head as needed.

Limitations: When armored up in her organic steel carapace, Araña will panic if even partially submerged in water. She does not suffer this affliction when the carapace is not active; whether this is related to her being one of the spider-totems is not currently known.



1,196 points

ST: 19/80 [0*] **HP:** 19 [0] **Speed:** 8.00 [0]
DX: 18 [40+] **Will:** 15 [10] **Move:** 8 [0]
IQ: 13 [60] **Per:** 14 [5]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 2d-1/3d+1 (9d/11d) **BL:** 72 lbs. (1,280 lbs.)
Dodge: 15 **Parry:** 13 **DR:** 30
IT:DR: /10

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

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

Advantages: Appearance (Attractive) [4]; Clinging (Magical, -10%) [18]; Damage Resistance 30 (Hardened 1, +20%; Link (w/ IT:DR), +10%; Reflexive, +20%; Switchable, +10%; Temporary Disadvantage: Hydrophobia (6), -16%; Magical, -10%) [231]; Danger Sense (Magical, -10%) [14]; Double-Jointed [15]; Enhanced Dodge +3 (Magical, -10%) [41]; Enhanced Time Sense (Magical, -10%) [41]; Extra DX +6 (Magical, -10%) [108]; Injury Tolerance (Damage Reduction /10) (Link (w/ DR), +10%; Switchable, +10%; Magical, -10%) [165]; Super Jump 3 (Magical, -10%) [27]; Super ST +9/+70 (Magical, -10%) [351]; Very Fit [15].

Perks: Citizenship (Mexico) [1]; Climbing Line [1]; Compact Frame [1]; Dabbler (Eight High School subjects, all def+1) [1]; Masked [1]; Swinging [1]; Weapon Bond (Spider-Bola) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Guilt Complex [-5]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Minor) [-5]; Stubborn [-5]; Wealth (Poor) [-15].

Quirks: Congenial [-1]; Distinctive Feature (Spider-Tattoo on Right Arm) [-1]; Lapsed Catholic [-1]; Mouthy [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX-2 [1] – 16; Area Knowledge (Los Angeles) (E) IQ+0 [1] – 13; Armoury/TL8 (Missile Weapons) (A) IQ-1 [1] – 12; Bolas (A) DX+2 [8] – 20; Brawling (E) DX+0 [1] – 18; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+4 [1] – 22+;

Computer Operation/TL8 (E) IQ+0 [1] – 13; Engineer/TL8 (Missile Weapons) (H) IQ-2 [1] – 11; Escape (H) DX+3 [1] – 21‡; First Aid/TL8 (E) IQ+0 [1] – 13; Kusari (H) DX+0 [4] – 18; Lasso (A) DX+2 [8] – 20; Lifting (A) HT-1 [1] – 13; Lip-Reading (A) Per-1 [1] – 13; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 11; Observation (A) Per+0 [2] – 14; Running (A) HT+0 [2] – 14; Shadowing (A) IQ+1 [4] – 14; Sports (Field Hockey) (A) DX-1 [1] – 17; Stealth (A) DX+0 [2] – 18; Swimming (E) HT+2 [4] – 16; Throwing (A) DX+0 [2] – 18; Tracking (A) Per+0 [2] – 14; Urban Survival (A) Per+0 [2] – 14; Wrestling (A) DX+0 [2] – 18; Writing (A) IQ-1 [1] – 12.

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

* Includes +9/+70 from Super ST.

† Includes +6 from Extra DX.

‡ Includes +5 from Double-Jointed.

Role-Playing Notes:

Perhaps because of her upbringing, Anya does not take crap from anyone. She tries not to jump to conclusions, but she tends to be stubborn on a position until someone can convince her otherwise.

BRAWLING

<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>
–	Brawling Punch	2d-2 cr	C	13	–	–	19	
–	– <i>Super ST</i>	9d-1 cr	C	13	–	–	80	
–	Brawling Kick	2d-1 cr	C, 1	n/a	–	–	19	
–	– <i>Super ST</i>	9d cr	C, 1	n/a	–	–	80	

Design Notes:

1. Anya is Poor because her father as a journalist possesses Struggling Wealth and she lives on an allowance and pay from her sitting jobs.
2. I'm not quite sure just yet whether her father counts as a low-frequency Ally or Patron, a Dependent, or both.

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*).

Age: 30.

Height: 5' 6".

Weight: 140 lbs.

Eyes: Blue.

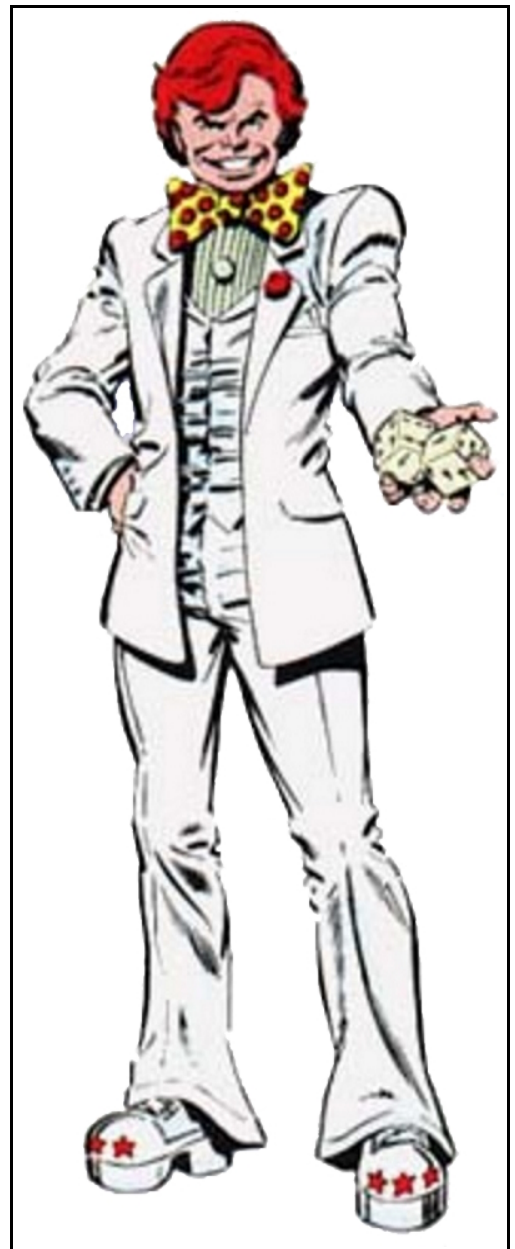
Hair: Red.

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

245 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.00 [0]

DX: 10 [0] **Will:** 10 [-15] **Move:** 5 [0]

IQ: 13 [60] **Per:** 13 [0]

HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 8 **Parry:** 8 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [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) [-5]; 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.

Role-Playing Notes:

Two words define Arcade: "entertainment" and "honor". To him, the game is more important than the outcome, and his sense of honor demands that a well-played and entertaining game is to be rewarded. However, the fact that his "games" are lethal death-traps designed to kill the "player" is not to be forgotten, and that he will do everything he can to "win" his "game", including kidnapping loved ones to use as bait and turning the targets against each other.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

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.

Real Name: Ares.

Occupation: God of war, adventurer.

Identity: Ares is not generally believed by the public to be anything other than a mythological figure.

Legal Status: Citizen of Olympus with no criminal record.

Other Aliases: Mars.

Place of Birth: Mount Olympus.

Marital Status: Single.

Known Relatives: Zeus (father), Hera (mother), Hephaestus (brother), Eris, Hebe (sisters), Apollo, Dionysus, Hercules, Hermes (half-brothers), Artemis, Athena, Persephone, Nyssa Savakis (half-sisters), Aphrodite (sister-in-law), Demeter, Hestia (aunts), Hades, Poseidon (uncles), Phobos, Deimos, Eros, (sons by Aphrodite), Harmonia (daughter by Aphrodite), Enyalios (son by Eris), Thrax (son, from an unidentified consort, deceased), many other children (some mortal and 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 *Theogony* and other works.

Group Affiliation: Gods of Olympus, Warhawks.

Base of Operations: Mobile, formerly Mount Olympus.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Ares is the oldest son was born to Zeus, lord of the gods of Mount Olympus, and his sister-wife, Hera (see *Hera*; *Olympian Gods*; *Zeus*). It is known that he was worshipped in Mycenaean Greece, and possibly as far back as Minoan Crete. As the god of war, he was worshipped primarily by the Thracians and Spartans, both of whom claimed descent from him. During the Roman era he was known as Mars, and held as one of the Roman Empire's chief gods.

Ares's most humiliating defeat occurred during the Trojan War, when he and his Thracians sided with Troy against the Achaeans, who were supported by his half-sister Athena, the Greek goddess of tactical war (see *Athena*). Ares and Athena fought on the battlefield, and Athena's use of superior tactics defeated Ares despite his superior strength.

In recent decades, Ares has essentially abandoned Mount Olympus for traveling the world as an adventurer. Very few of his adventures could be considered "noble" endeavors, however. He was often accompanied on these adventures by his twin sister, Eris (see *Eris*). Many of his "adventures" were little more than criminal endeavors; in essence, he sought out fights with those he could take on. He has also alluded to having fought the Juggernaut in an undocumented location ("somewhere in flyover country") prior to the Juggernaut's first conflict with the X-Men, which probably ended badly for him (see *Juggernaut*; *X-Men*).

Ares's first fully documented actions in recent years were when he and Eris were contacted by their mother, Hera, to cause trouble for their mortal half-sister, Nyssa Savakis, the most recent child of Zeus to come to her attention (see *Savakis*, *Nyssa*). To start, the twins organized a biker gang, the Warhawks, who started harassing Nyssa in her native Los Angeles (see *Warhawks*). These efforts were thwarted by their half-brother, Hercules, who Ares still bears a grudge against for deeds in the far distant past (see *Hercules*). Despite this, Ares was not revealed as the leader of the Warhawks until much later.

Ares continues to lead the Warhawks in attacks against Herc and Nyssa, while occasionally assisting them against other threats. The latter annoys Hera, but Ares has managed to placate her with a statement about not wanting others to take his victory.

Age: Indeterminate.

Height: 6' 4"

Weight: 750 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Typically none. Occasionally wears armor that is a mix of ancient and modern designs, commonly in shades of brown and black. Mostly, however, he dresses like a biker when operating on Earth, often adorned with skull iconography.

Strength Level: Ares possesses superhuman strength enabling him to lift (press) around 100 tons.

Known Superhuman Powers: In addition to his superhuman strength, Ares possesses the typical attributes of an Olympian God. He



is impervious to terrestrial diseases, and possesses superhuman durability. He is able to shrug off modern assault rifle fire with ease.

Other Abilities: Ares is a skilled warrior, able to use nearly every weapon with ease.

Weapons: Ares uses a number of weapons, both ancient and modern; he is commonly found with a wide selection of knives, short swords, and handguns. His favorite weapon, however, is an oversized orichalcum greatsword forged for him by Hephaestus.

1,692 points

ST: 33/355 [10*] **HP:** 33 [0] **Speed:** 7.00 [0]

DX: 13 [60] **Will:** 14 [15] **Move:** 7 [0]

IQ: 11 [0] **Per:** 12 [5]

HT: 15 [30†] **FP:** 15 [0] **SM:** 0

Dmg: 8d/10d (36d/38d) **BL:** 218 lbs. (25,205 lbs./12.6 tons)

Dodge: 11 **Parry:** 14 **DR:** 30 (tough skin)

Block: 13

IT:DR: /20

Languages: Ancient Greek (Native) (Native Language) [0]; English (Accented) [4]; Latin (Native) [6].

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

Advantages: Damage Resistance 30 (No Signature, +20%; Tough Skin, -40%) [90]; Enhanced ST +35 (Accessibility: Only With Super ST, -10%) [253]; Enhanced Time Sense [45]; Gang Rank 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction (/20)) [200]; No Low TL 4 [20]; Olympian God [605]; Signature Gear (Oversized Orichalcum Greatsword) [2]; Super ST +13/+300 [80‡]; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20]; Weapon Master (All Melee) [40].

Perks: Acceleration Tolerance [1]; Dirty Fighting [1]; Fearsome Stare [1]; Focused Fury [1]; Gangster Swagger [1]; Huge Weapons (SM) 1 [1]; I Lived It! (Soldier/TL1+) [1]; Power Grappling [1]; Rules Exemption (No MaxST on Orichalcum Weapons) [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]; Sure-Footed (Uneven) [1]; Weapon Bond (Oversized Orichalcum Greatsword) [1].

Disadvantages: Bloodlust (9) [-15]; Bully (9) [-15]; Code of Honor (Pirate's) [-5]; Impulsiveness (6) [-20]; No Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [-45]; On the Edge (9) [-22]; Overconfidence (6) [-10]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Bloody Mess [-1]; Chauvinistic [-1]; Incurable Flirt [-1]; Rude and Crude [-1]; Scruffy-Looking [-1].

Skills: Blade! (WC) DX+7 [108] – 20; Body Language (Humanoid) (A) Per+0 [2] – 12; Breath Control (H) HT-2 [1] – 15; Carousing (E) HT+0 [1] – 15; Climbing (A) DX-1 [1] – 12; Connoisseur (Beer!) (A) IQ-1 [1] – 10; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 14; Fist! (WC) DX+3 [60] – 16; Games (First-Person Shooters) (E) IQ+0 [1] – 11; Games (Pankration) (E) IQ+1 [2] – 12; Games (Wrestling) (E) IQ+1 [2] – 12; Guns (Pistol) (E) DX+1 [4] – 14; Hiking (A) HT-1 [1] – 14; Intimidation (A) Will+4 [16] – 18; Jumping (E) DX+0 [1] – 13; Lifting (A) HT-1 [1] – 14; Riding (Equines) (A) DX+1 [4] – 14; Running (A) HT-1 [1] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Shield (E) DX+5 [16] – 18; Soldier/TL8 (A) IQ-1 [1] – 10; Streetwise (A) IQ+1 [4] – 12; Survival (Mountain) (A) Per+0 [2] – 12; Survival (Woodlands) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [8] – 12; Teamster (Equines) (A) IQ+2 [4] – 12§; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Spear) (E) DX+3 [8] – 16.

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

* Includes +9 from Olympian God, +13/+300 from Super ST, and +35 from Enhanced ST.

† Includes +2 from Olympian God.

‡ Upgraded from Super ST +11/+150, part of Olympian God.

§ Defaulted from Riding (Equines).

Role-Playing Notes:

As a passionate warrior and consummate brawler, Ares is much more concerned about personal glory and defeating an enemy through sheer force of arms than he is completing a mission for a greater cause or use of clever tactics, or even the safety of himself and those under his command. He will use any and every dirty trick in the book to complete his goals, and will charge recklessly at an enemy. He doesn't care for modern combat, due to its increasingly impersonal nature.

Much to his own dismay, he's been portrayed as the pantheon's butt monkey, particularly after the Trojan War where he got his ass handed to him by his half-sister, Athena. He's constantly trying to prove to himself and the rest of the pantheon that he's not a joke, which has led him into conflict with others in the pantheon.

FIST!

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
–	Fist! Punch	3d+7 cr	C	11	–	–	33
–	– <i>Super ST</i>	36d+71 cr	C	11	–	–	355
–	Fist! Kick	3d+8 cr	C, 1	n/a	–	–	33
–	– <i>Super ST</i>	36d+72 cr	C, 1	n/a	–	–	355
–	Fist! Bite	3d+4 cr	C	n/a	–	–	33
–	– <i>Super ST</i>	36d+35 cr	C	n/a	–	–	355

BLADE!

<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>
–	Oversized Orichalcum Greatsword	6d+17 cut	1-3	14	\$12,150	47.25	33†	[1, 2]
–	– <i>Super ST</i>	38d+81 cut	1-3	14	–	–	355†	
–	<i>or</i>	3d+13 imp	3	14	–	–	33†	
–	– <i>Super ST</i>	36+77 imp	3	14	–	–	355†	

Notes:

[1] Composed of Olympian Orichalcum, which is always Very Fine quality.

[2] Designed for use by an SM +1 character.

Design Notes:

1. Price for Gang Rank (2 per level) is derived from rules in *Social Engineering* for variant rank schemes.
2. Stats for the Oversized Orichalcum Greatsword derived by starting with a base of the THRUSTING GREATSWORD (*Low-Tech* p. 70) , resized using *Low-Tech Companion 2: Weapons and Warriors*, and applying the Olympian Orichalcum modifiers from the *Common Technologies* entry.

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*). In a broader sense, the name can also refer to the conglomeration of worlds connected to both Earth and Asgard; these include Vanaheim, home of the Vanir, the Aesir's sister race; Alfheim, home of the light elves; Nidavallir, home of the dwarves; Jotunheim, home of the giants; Svartalfheim, home of the dark elves; Nifflheim, which Hela rules and has turned into the land of her disgraced dead; and Muspelheim, home of Surtur and the fire demons (see *Hela*; *Surtur*). Earth is considered one of the Nine Worlds of Asgard, called "Midgard" by 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. In fact, there is evidence that a human who spends any significant length of time – several months at minimum – in any of the Nine Worlds (save Midgard itself) will eventually become thrice as dense themselves, due to constantly ingesting Asgardian food.

The city of Asgard sits on the edge of a wide plain bordering the edge of the landmass sharing its name. This landmass is roughly the size of a small continent, rivaling Australia or Europe in size. Despite not being spherical, the continent has a definite top and bottom, with a center of gravity located at a point beneath it. The continent appears to "float" in space, and a sea that sits on the edge does not empty into outer space.

There are portals located on the continent to most of the other Nine Worlds. The only world that is not permanently connected to the others is Earth, thanks mainly to the recent sundering of the rainbow bridge Bifrost. (There are still means of traveling between Earth and Asgard that do not rely on the Bifrost.)

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 the Germanic 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 Alfar, 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 with magical potential 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 was 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*; *Thrud*). 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 gods, primarily the ruling elite, have increased Injury Tolerance and replace the Extended Lifespan with Unaging (Temporary Disadvantage: Maintenance, 1 Person, Monthly, -2%) [15], representing the Apples of Idunn which extend their lives indefinitely.

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

206 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%; Elemental: Heat/Fire, -10%) [11]; Damage Resistance 10 (Cannot Wear Armor, -40%; Limited: Heat/Fire, -40%) [10]; 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].

Asgardian Mortal

100 points

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

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

Advantages: Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) [45].

Disadvantages: Low TL -5 [-25].

ASMODEUS

Villain

Real Name: Dr. Charles Benton.

Occupation: Surgeon, cult leader.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Place of Death: New York City, New York.

Marital Status: Widower.

Known Relatives: Children (names unrevealed); wife (name unrevealed, deceased).

Group Affiliation: Sons of Satannish; pawn of Satannish.

Base of Operations: New York City, New York.

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

History: A former colleague of neurosurgeon Dr. Stephen Strange, Charles Benton became despondent after the death of his wife in an automobile accident (see *Doctor Strange*). Like Strange, Benton eventually turned to the occult; unfortunately for him, his studies in the occult led him not to the Ancient One's order of sorcerers at Kamar-Taj but to the Sons of Satannish, a cult of demon-worshippers dedicated to the demon Satannish, whom the cult confused with the Judaeo-Christian Satan (see *Ancient One*; *Order of Kamar-Taj*; *Satan*; *Satannish*). Each member of the Sons took the name of a demon from the Bible or other Abrahamic texts; Benton took the name Asmodeus, one of the demons from the *Testament of Solomon*. (What relationship that Asmodeus has with the demon Azmodeus, who has menaced the Ghost Rider, is currently unknown; see *Azmodeus*; *Ghost Rider*). Over time, Benton, as Asmodeus, came to control the Sons of Satannish as their leader.

Benton had always been resentful of Strange for his success, and secretly rejoiced when the latter's hands were crippled. (That Strange was exceedingly arrogant about his skill did nothing to endear him to any of his colleagues, either.) After a time, Benton discovered that Strange had become Earth's Sorcerer Supreme, which also made Strange Satannish's natural enemy as well. At first, Benton visited Strange in his capacity as a surgeon, asking Strange to be a consultant at the hospital. Strange was initially wary because he'd parted ways with the hospital in bad terms years before. After several visits, however, Benton had seemingly convinced Strange to return as a consultant at their old hospital.

On Strange's third consulting visit, however, Benton and the Sons of Satannish ambushed him in an unused operating theater. Despite Asmodeus's planning, the Sons were no match for Strange. During this encounter, Asmodeus attempted to summon Satannish, and arrogantly tried to command the demon to destroy Strange. Satannish, however, decided that this affront by one of his "pawns" was too great, and killed Asmodeus, claimed his soul, and carried it to his hell dimension.

Whether Asmodeus will return in a new demonic form in the future has yet to be determined.

Age: 48.

Height: 5' 9".

Weight: 185 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Red long-sleeved knee-length tunic with a gold diamond pattern on the chest, red pants, red gloves, black boots, red half-mask set with horns on the side, black belt, red cloak with a high collar, metallic bracers.

Strength Level: Asmodeus possessed the normal human strength of a man his age, height, and build who engaged in moderate exercise.

Known Superhuman Powers: Asmodeus was a sorcerer, a practitioner of magic. Strictly speaking, Asmodeus 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 living person can tap into an infinite amount of mystical energy. However, each person is limited by his or her own amount of training, discipline, knowledge, and enlightenment as to the mystical arts.

Asmodeus's magic was derived from three major sources: powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); powers gained through invoking entities or objects



of power existing in mystical dimensions tangential to his own; and powers drawn from tapping the energies of unwilling subjects, usually through death, to power his spells. (The last is commonly known as "black" magic.) The most commonly invoked entity was Satannish; Asmodeus invoked Satannish for every spell he cast, except for casting subtle illusions which were able to (temporarily) fool Doctor Strange, although it may be that Strange was just not paying attention.

464 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.50 [0]

DX: 11 [20] **Will:** 14 [10] **Move:** 5 [0]

IQ: 12 [40] **Per:** 14 [10]

HT: 11 [10] **FP:** 11 [0] **SM:** 0

Threshold: 30

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 8 **Parry:** 9 **DR:** 12/4* (uniform)

Languages: Ancient Greek (Accented) [4]; Ancient Hebrew (Accented) [4]; English (Native) (Native Language) [0]; Latin (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Eidetic Memory [5]; Energy/3 (Pact: Satannish, -10%) [54]; Fit [5]; Healer 4 [40]; High Manual Dexterity 3 [15]; Hospital Rank 2 [8]; Illusion/3 [30]; Inert Matter/2 (Pact: Satannish, -10%) [18]; Magery 0 (Subtle Aura (-5 to Mage-Detection Rolls), +20%) [6]; Magery 1 (Illusion Realm Only, -40%; Solitary Ceremonial, +10%; Subtle Aura (-5 to Mage-Detection Rolls), +20%) [9]; Magery 2 (External Energy Only, -60%; Pact: Satannish, -10%; Solitary Ceremonial, +10%; Subtle Aura (-5 to Mage-Detection Rolls), +20%) [12]; Organization Rank 2 [4]; Spirit/3 [60]; Status 2 [0*]; Wealth (Very Wealthy) [30].

Perks: Spirit Contract (Satannish) [1].

Disadvantages: Black Magic Taint -5 [-15]; Callous [-5]; Post-Combat Shakes (12) [-5]; Secret Identity (Imprisonment or Exile) [-20]; Stubbornness [-5]; Vow (Destroy Dr. Strange) [-10].

Quirks: Ambitious [-1]; Careful Planner [-1]; Conceited [-1]; Lip Service (Hippocratic Oath) [-1]; Tiny Hands [-1].

Skills: Acting (A) IQ+0 [2] - 12; Artist (Drawing) (H) IQ+0 [4] - 12; Brawling (E) DX+1 [2] - 12; Climbing (A) DX+0 [2] - 11; Computer Operation/TL8 (E) IQ+0 [1] - 12; Connoisseur (Wine) (A) IQ+0 [2] - 12; Detect Lies (H) Per+0 [4] - 14; Diagnosis/TL8 (H) IQ+4 [4] - 16; Diplomacy (H) IQ-1 [2] - 11; Electronics Operation/TL8 (Medical) (A) IQ+1 [4] - 13; Fast-Talk (A) IQ+0 [2] - 12; First Aid/TL8 (Human) (E) IQ+4 [0] - 16†‡; Force Sword (A) DX+1 [4] - 12; Gambling (A) IQ+0 [2] - 12; Guns/TL8 (Pistol) (E) DX+1 [2] - 12; Holdout (A) IQ+0 [2] - 12; Innate Attack (Beam) (E) DX+1 [2] - 12; Innate Attack (Projectile) (E) DX+1 [2] - 12; Knife (E) DX+1 [2] - 12; Lifting (A) HT+0 [2] - 11; Occultism (A) IQ+0 [2] - 12; Physician/TL8 (Human) (H) IQ+4 [4] - 16†; Physiology/TL8 (Human) (H) IQ+4 [4] - 16†; Pickpocket (H) DX+1 [8] - 12; Running (A) HT+0 [2] - 11; Shadowing (A) IQ+0 [2] - 12; Sleight of Hand (H) DX+1 [8] - 12; Sports (Racquetball) (A) DX+1 [4] - 12; Stealth (A) DX+1 [4] - 12; Surgery/TL8 (Human) (VH) IQ+4 [8] - 16†; Swimming (E) HT+0 [1] - 11; Throwing (A) DX+0 [2] - 11; Wrestling (A) DX+1 [4] - 12.

Magical Realm Skills: Energy (VH) IQ+3 [12] - 15§; Illusion (VH) IQ+4 [12] - 16#; Inert Matter (VH) IQ+3 [12] - 15§; Spirit (VH) IQ+3 [12] - 15§.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +1 from Wealth and +1 from Hospital Rank.

† Includes +4 from Healer.

‡ Defaulted from Physician.

§ Includes +2 from Magery.

Includes +3 from Magery.

Role-Playing Notes:

Benton was almost as self-centered and arrogant as Dr. Strange was before Strange lost the use of his hands; after learning some magic himself, Benton may even have been *more* arrogant. He hid his arrogance behind a facade of professionalism, but he was arrogant enough to believe he could command his patron demon.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Brawling Punch	1d-3 cr	C	9	-	-	10	
-	Brawling Kick	1d-2 cr	C, 1	n/a	-	-	10	

Design Notes:

- Hospital Rank is based on Merchant Rank but built as 4 points per level, lacking the "domination" clause as per guidelines in *GURPS Social Engineering*. Likewise, Organization Rank is based on Organized Criminal Rank found in *Social Engineering*, being 2 points per level.
- My own thought is that Stephen Strange and Charles Benton would have worked at Mt. Sinai Hospital on Madison Avenue. YMMV, of course.

Real Name: Unrevealed; it is possible that "Cleopatra" is her given first name.

Occupation: Professional criminal, former exotic dancer.

Identity: Known to the authorities.

Legal Status: Citizen of both the United States and Egypt with a criminal record in the United States.

Other Aliases: Cleopatra Nefertiti; Cleo.

Place of Birth: Tanta, Egypt.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Lethal Legion.

Base of Operations: Mobile.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: An exotic dancer of Egyptian ancestry, the woman calling herself Cleopatra Nefertiti (clearly an alias) answered a false employment ad from Dr. Elias Starr, who was seeking super-powered henchmen for an attack on Ant-Man and the Wasp (see: *Ant-Man*; *Starr*; *Dr. Elias*; *Wasp*). As she did not possess powers at the time, Starr performed a number of experiments on her which enhanced her natural bio-electricity to greater levels. For unknown reasons, she agreed to join his team, the first Lethal Legion; it is likely that Starr held his "gift" of powers over her (see *Lethal Legion*).

As a member of the Legion, Asp was involved in several skirmishes against Ant-Man and Wasp, and once faced off against Iron Fist, though she escaped imprisonment each time (see *Iron Fist*). When the Legion disbanded several months in, Asp was contacted by the Crimson Cowl to join the second incarnation of the Lethal Legion (see *Crimson Cowl*). As a member of the Cowl's Legion, Asp fought against the Avengers, but was defeated by the Wasp and Captain America acting in concert (see *Avengers*; *Captain America*).

Asp was later seen as part of a massive prison breakout led by the Rhino (see *Rhino*). Although she has not since been seen in action, her activities were researched by the Viper as a candidate to expand his Serpent Squad (see *Serpent Squad*; *Viper*).

Age: 23.

Height: 5' 9".

Weight: 115 lbs.

Eyes: Brown.

Hair: Black.

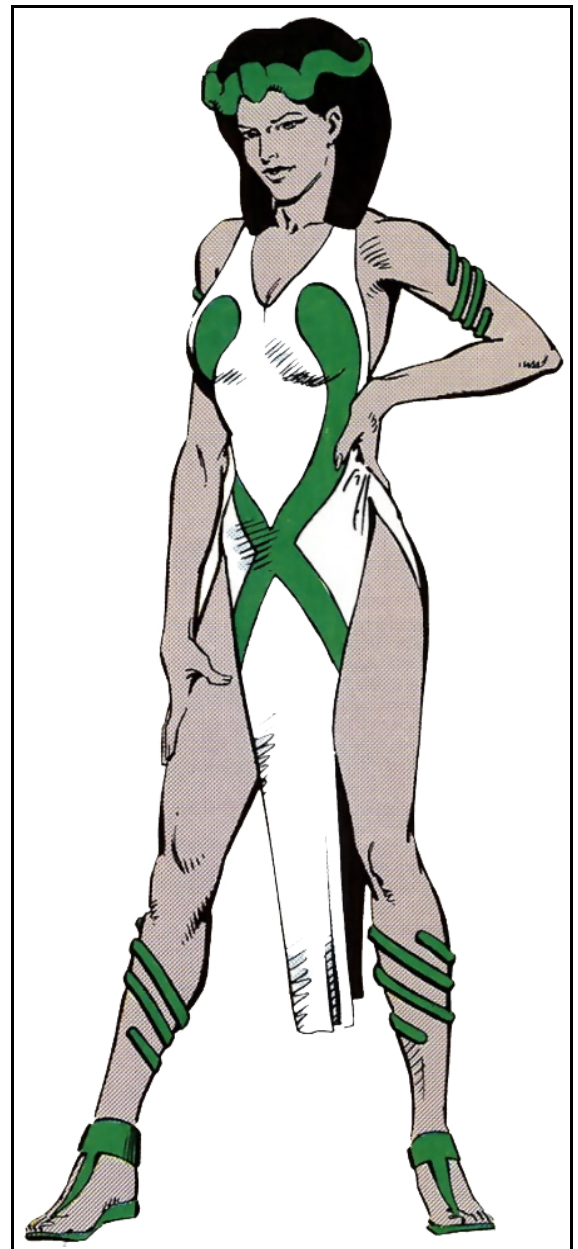
Uniform: White dress (sleeves and back optional, depending on weather) with green snakes decorating it, cut high on her thighs for ease of movement, green sandals or white boots (again, depending on weather), metallic green snakes wrapping around her upper arms and lower legs, metallic green snake tiara. Occasionally wears green leggings for warmth; when wearing the leggings, the snakes on her legs are silver rather than green.

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

Known Superhuman Powers: The Asp possesses the ability to generate and project electrical energy from her body; she normally chooses to shoot this energy from her hands, what she calls a "venom blast", she has in the past created an omnidirectional shock wave. She normally shoots this energy in a low enough voltage to stun her opponents, though she can generate a powerful enough blast to kill a person. As her body is constantly producing and discharging minute amounts of bio-electricity, prolonged physical contact with her may be fatal.

After discharging her body's reserve of bio-electricity, it normally takes her roughly half an hour to return to full power. By dancing or moving in an undulating dance-like fashion, however, she can restore her bio-electric reserve in under ten minutes.

Other Abilities: The Asp is an accomplished dancer and stage hypnotist, often combining the two, using her dancing to lull people into a hypnotic trance.



408 points

ST: 10 [0]	HP: 10 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 10 [0]	Move: 6 [0]
IQ: 10 [0]	Per: 10 [0]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 9 **Parry:** 10 **DR:** 0

Languages: Arabic (Accented) (Defaulted from Egyptian Arabic) [0]; Egyptian Arabic (Native) (Native Language) [0]; English (Native) [6].

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

Advantages: Affliction (*Venom Blast*) 6 (HT-5, Costs 6 ER (Variable), -15%; Damage Modifier: Surge: Arcing, +100%; Increased 1/2D Range ×10, +15%; Reduced Range ×1/5, -20%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%) [99]; Allure 3 [15]; Appearance (Beautiful) [12]; Burning Attack (*Shock Wave*) 6d (Costs 10 FP/ER, -50%; Damage Modifier: Surge: Arcing, +100%; Dissipation, -50%; Emanation, -20%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, ×1/5) [16]; Burning Attack (*Venom Blast*) 6d (Costs 6 ER (Variable), -15%; Damage Modifier: Surge: Arcing, +100%; Increased 1/2D Range ×10, +15%; Reduced Range ×1/5, -20%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, ×1/5) [10]; Energy Reserve (Bio-Electric) 30 [90]; Flexibility [5]; Perfect Balance [15]; Regeneration (Fast: 3 ER/min) (Accessibility: Only When Dancing/Undulating, -30%; Energy Reserve Only, -0%) [35]; Toxic Attack (*Static Discharge Aura*) (Always On (Dangerous Effects), -40%; Aura, +80%; Melee Attack: Reach C, -30%; Onset (Exposure Time): Delay 1 hour, -40%; Unconscious Only, -20%; Uncontrollable (Destructive Power), -30%; Elemental: Electricity, -10%; Super, -10%) [1]; Very Fit [15].

Perks: Citizenship (Egypt) [1]; Dancing Feints [1]; Dancing Kicks [1]; Disarming Smile [1]; Generator [1]; Sexy Pose [1]; Sure-footed (Slippery) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Pacifism (Cannot Kill) [-15]; Sense of Duty (Teammates) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Dislikes Violence [-1]; Dual Identity [-1]; Flirtatious [-1]; Social [-1]; Static Shock Touch [-1].

Skills: Breath Control (H) HT+0 [4] – 13; Carousing (E) HT+0 [1] – 13; Climbing (A) DX+3 [1] – 16* †; Connoisseur (Dance) (A) IQ+1 [2] – 11 ‡; Connoisseur (Music) (A) IQ+0 [2] – 10; Dancing (A) DX+3 [2] – 16§; Escape (H) DX+2 [2] – 15*; Fast=Talk (A) IQ+0 [2] – 10; Hypnotism (Human) (H) IQ+1 [8] – 11; Innate Attack (Beam) (E) DX+2 [4] – 15; Judo (H) DX-1 [2] – 12; Jumping (E) DX+0 [1] – 13; Makeup/TL8 (E) IQ+3 [1] – 13§; Pickpocket (H) DX+0 [4] – 13; Sex Appeal (Human) (A) HT+7 [2] – 20§#; Stealth (A) DX-1 [1] – 12; Streetwise (A) IQ+1 [4] – 11; Swimming (E) HT+0 [1] – 13; Throwing (A) DX+1 [4] – 14; Wrestling (A) DX+1 [4] – 14.

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

* Includes +3 from Flexibility.

† Includes +1 from Perfect Balance.

‡ Defaulted from Dancing.

§ Includes +3 from Allure.

Includes +4 from Appearance.

Role-Playing Notes:

Cleo is not a criminal by choice, but has currently resigned herself to that being the only life that is currently available to her. She does not care for violence, especially the needless violence others seem to relish. On top of that, the side effect of her powers, potentially harming anyone she spends time with physically, are such that she's feeling lonely.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	10	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Venom Blast	HT-5 aff sur arc	3	20	1	–	–	–	1	
–	or	6d burn sur arc	3	20	1	–	–	–	1	

Design Notes:

- Her static discharge aura is currently a kludge, as it's not meant to be a "combat time" ability, but more of a "if you stick around too long my touch will hurt or even kill you" ability. By all rights, the static discharge aura should be a disadvantage along the lines of Lifebane, but I have no idea how to adjust that without breaking RAW.

ASTI THE ALL-SEEING

Non-Villain Antagonist

Real Name: Asti (presumably).

Occupation: Servant, spy.

Identity: Asti's existence is unknown to the general populace of Earth; its existence is public knowledge in the Dark Dimension.

Legal Status: Property of Dormammu.

Other Aliases: "the All-Speaking" (an insult given to it by several Dark Dimension denizens).

Place of Birth/Creation: Presumably the Dark Dimension.

Marital Status: Unrevealed, possibly inapplicable.

Known Relatives: None, possibly inapplicable.

Group Affiliation: Servant of Dormammu and Umar.

Base of Operations: The Dark Dimension.

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

History: The origin of the magical creature (or maybe construct) known as Asti is unknown. It is believed that it was created by Dormammu to continuously survey the Dark Dimension to ensure his rule continues unchallenged (see *Dark Dimension*; *Dormammu*). (It is entirely possible there are multiple copies of Asti roaming the Dark Dimension, although only one Asti has ever been seen at a time.)

Asti was first seen spying on Doctor Strange during his first trip into the Dark Dimension (see *Doctor Strange*). It was also seen bringing news of Clea's covert aiding of Strange to Dormammu (see *Clea*).

Months later, Asti was spotted outside Dr. Strange's Greenwich Village brownstone keeping tabs on the Doctor and Clea, who had been banished to Earth by Dormammu (see *Doctor Strange's Sanctum Sanctorum*), but turned invisible as the two left the building.

Age: Indeterminate.

Height: 3' 8".

Weight: Unrevealed.

Eyes: Red.

Hair: None.

Other Distinguishing Features: Asti appears as a disembodied gold-yellow triangular face with a bird-like beak; the inside of the mouth is the same shade of red as the eyes.

Uniform: None.

Strength Level: Asti is a fairly weak entity owing to its small size and lack of manipulators. It can carry in its mouth no more than ten pounds.

Known Superhuman Powers: Asti is able to fly at great speeds, possibly approaching the speed of sound when in the Earth dimension. It is also highly resistant to damage and is apparently immune to metabolic hazards. There is a very good chance Asti is not actually "alive" as is understood by science on Earth, instead being a magical construct.

As implied by its epitaph of "the All-Seeing", Asti possesses a wide range of visual powers. It can see clearly for miles in absolute darkness, including seeing color with no light sources. It is also able to see in infrared, ultraviolet, terahertz radar waves, and X- and gamma rays, can see inside sealed crates, and can make out microscopic figures as small as single-celled organisms.

Asti can also traverse dimensions at will and bend light around it to turn invisible.



715 points

ST: 5 [-50]

HP: 23 [36]

Speed: 6.50 [0]

DX: 12 [40]

Will: 12 [10]

Air Move: 15/360 [4]

IQ: 10 [0]

Per: 14 [20]

Space Move: 15/360 [4]

HT: 14 [40]

FP: 14 [0]

SM: -2

Dmg: 1d-4/1d-3 **BL:** 5 lbs.

Dodge: 9 **Parry:** n/a **DR:** 5 (tough skin)

Languages: Dark Dimensional (Native) (Native Language) [0].

Cultural Familiarities: Netherworlds (Native) [0].

Advantages: Acute Vision 4 [8]; Damage Resistance 5 (Tough Skin, -40%) [15]; Dark Vision (Color Vision, +20%; Magical, -10%); Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enhanced Move (Air) 4.5 (Costs 5 FP (Variable), -10%; Magical, -10%) [72]; Enhanced Move (Space) 4.5 (Costs 5 FP (Variable), -10%; Magical, -10%) [72]; Flight (Space Flight, +50%; Magical, -10%) [56]; Hyperspectral Vision (Extended High-Band, +30%; Extended Low-Band, +30%; Magical, -10%) [38]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Invisibility (Electromagnetic) (Affects Machines, +50%; Switchable, +10%; Magical, -10%) [60]; Jumper (World) (Cannot Escort, -10%; Reliable +10, +50%; Magical, -10%) [130]; Microscopic Vision 2 (Magical, -10%) [9]; Penetrating Vision 2 (Magical, -10%) [18]; Peripheral Vision [15]; Sealed [15]; Single-Minded [5]; T-Ray Vision (Magical, -10%) [23]; Telescopic Vision 5 (Magical, -10%) [23]; Vacuum Support [5]; Xeno-Omnilingual (Magical, -10%) [72].

Disadvantages: Callous [-5]; Code of Honor (Professional) [-5]; Dependency (Magic, Constantly) [-25]; Duty (Ruler of the Dark Dimension; Involuntary) (15) [-20]; Fragile (Unnatural) [-50]; Hidebound [-5]; No Legs (Aerial) [0]; No Manipulators [-50]; No Sense of Humor [-10]; Pacifism (Self-Defense Only) [-15]; Reprogrammable [-10]; Selfless (6) [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: Mouthy [-1]; Nosy [-1]; Pompous [-1]; Tactless [-1].

Skills: Aerobatics (H) DX+0 [4] – 12; Area Knowledge (Dark Dimension) (E) IQ+4 [12] – 14; Current Affairs/TL3+5 (E) IQ+4 [12] – 14; Detect Lies (H) Per+0 [4] – 14; Flight (A) HT+0 [2] – 14; Navigation/TL3+5 (Dark Dimension) (A) IQ+2 [8] – 12; Observation (A) Per+6 [8] – 20*; Public Speaking (Oratory) (E) IQ+0 [1] – 10; Savoir-Faire (Servant) (E) IQ+2 [4] – 12; Shadowing (A) IQ+4 [12] – 14†; Stealth (A) DX+2 [8] – 14; Tracking (A) Per+6 [12] – 20‡.

Starting Spending Money: \$0.

* Includes +4 from Acute Vision; conditional +3 from Hyperspectral Vision or +2 from T-Ray Vision.

† Defaulted from Observation.

‡ Includes +3 from Hyperspectral Vision; conditional +4 from Acute Vision.

Role-Playing Notes:

Asti is a self-important git, constantly proclaiming its importance to all around whenever it is in transit back to Dormammu (or whoever is in charge of the Dark Dimension this year).

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Bite	1d-5 cr	C	n/a	–	–	5	

Real Name: Pallas Athene.

Occupation: Goddess of war, domestic craftsmanship, and wisdom.

Identity: Athena's existence as anything other than a mythological being is unknown to the general public.

Legal Status: Citizen of Olympus with no criminal record.

Other Aliases: Athene, Athena Parthenos, Minerva (her Roman name), Virgin Mary (a case of mistaken identity), Molly Pitcher.

Place of Birth: Olympus.

Marital Status: Single.

Known Relatives: Zeus (father); Metis (mother), Poseidon, Hades, the Potamoi (uncles), Demeter, Hestia, Hera, Styx, the Oceanids (aunts), Artemis, Eris, Ilithyia, Hebe, Persephone, Nyssa Savakis (half-sisters), Apollo, Ares, Dionysus, Hephaestus, Hercules, Hermes (half-brothers), Pallas (first cousin once removed, deceased); Oceanus, Cronus (grandfathers), Tethys, Rhea (grandmothers). For more details on her extended family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogony* and other works.

Group Affiliation: Gods of Olympus.

Base of Operations: Mount Olympus.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #1.

History: Athena is the daughter of Zeus, king of the Olympian gods, and his first wife Metis, a second-generation Titan, born of Oceanus and Tethys (see *Olympian Gods*; Zeus). According to myth, the primordial earth goddess Gaea, progenitor of the Olympian pantheon, prophesied that Zeus's children by Metis would be powerful; any son by Metis would overthrow him, as he had overthrown his own father, Cronus, and Cronus his father Ouranos (see *Gaea*). Fearing this, Zeus tricked Metis into taking the form of a fly and then swallowed her. Athena was later born when Zeus received intense headaches, leading his son Hephaestus to cleave his head open with an adze; Athena then leaped out of Zeus's head, fully armed and armored. (One myth indicated that it was Metis forging Athena's armor and weapons inside him that gave Zeus the headache.)

How much truth there is in the mythological account is unknown, but it is unlikely that Zeus swallowed Metis or that Athena sprang from his head. Metis's own whereabouts since Athena's conception are unknown, however. At present, both Zeus and Athena hold that there is "little truth" to the myth, hinting that Metis was exiled after Athena's birth or possibly even before, with Athena being accepted as Zeus's daughter only after achieving adulthood.

Athena's activities in Mycenaean times are well documented by mythographers. The city of Athens has always been "her" city from the time of its founding, and the center of her worship in Classical times was in the Parthenon of Athens (which replaced a temple constructed during Mycenaean times). Her chosen name of "Pallas Athena" comes from when she accidentally killed her cousin Pallas, the daughter of Triton (son of Poseidon), while sparring (see *Poseidon*). She is known for her cursing of Arachne, and for her actions in assisting Perseus, Bellerophon, Hercules, and Odysseus in their respective heroic deeds (see *Hercules*). Her actions in the events leading up to and during the Trojan War, where she sided with the Achaeans (the Greeks) put her in conflict with her half-brother, Ares, who favored the Trojans (see *Ares*). In Roman times, Athena was worshipped by the name Minerva and sought mainly for her wisdom rather than her blessing in war. Like the rest of the Olympians, however, her worship faded with the rise of Christianity and Islam.

Unlike the other Olympians, however, Athena was not content to let the reverence of the Olympians fade. Acting subtly, she used the Muslims to preserve the knowledge and myths of the Olympians in written form from the Christians who were actively destroying those works. When she appeared to occasionally aid early Eastern Christians, she was often mistaken for the Virgin Mary (who became known in the early Eastern Roman Empire as a warrior maiden as a result). During the 15th and 16th Centuries, it was Athena who inspired many of the Italian Renaissance artists to render scenes out of Classical Greek antiquity. (There is some debate over whether she posed for the Mona Lisa.)

Athena has appeared in many other guises over the course of history. During the American Revolution, she inspired the folk tale of Molly Pitcher, appearing as or inspiring many women working the Colonial artillery. She has also been or inspired Harriet Tubman, Susan B. Anthony, and several other suffragettes, and has inspired many women soldiers in the late 20th and early 21st Centuries. She has even alluded to flying sorties for the United States over in Iraq and Afghanistan.



Athena's first confirmed appearance in modern times coincided with the awakening of deific power in her mortal half-sister Nyssa Savakis (see *Savakis, Nyssa*). At the time, she was having lunch with Hercules in Los Angeles, and investigated when Nyssa called down a bolt of lightning from the clear sky, thinking Zeus was up to no good. She soon came to the conclusion that Nyssa was Zeus's child and hence her half-sister, promising Nyssa assistance should she ever ask. It was Athena who proposed the "wait and see" approach to see how Herc's assistance of Nyssa would turn out to the other Olympians.

Age: Indeterminate.

Height: 5' 10".

Weight: 510 lbs.

Eyes: Gray.

Hair: Brown with a slight auburn tint.

Uniform: None; will occasionally wear armor patterned after that of a Greek Hoplite, often complemented with a Corinthian helm and long red cloak. Her armor and helmet are made of orichalcum, a coppery metal forged by Hephaestus which is for all intents and purposes indestructible.

Strength Level: Athena possesses superhuman strength enabling her to lift (press) around 80 tons.

Known Superhuman Powers: In addition to her superhuman strength, Athena possesses the normal traits of an Olympian goddess, including superhuman durability enabling her to withstand incredible blows, and immunity to terrestrial diseases and poisons.

In addition to these powers, Athena has the deific ability to alter the appearance of others. She normally uses this power to assist mortals by disguising them to be nondescript, as she did with Odysseus, but on occasion has used it to curse people with animal forms like she did Arachne. This alteration normally lasts until a particular condition is met or until she dismisses the disguise.

Other Abilities: Athena is skilled in the arts of war as practiced by the ancient Greeks, and has kept up on military skills throughout the ages, including becoming an artillery woman and a skilled fighter pilot. She is also a highly skilled weaver and gourmet chef.

Allies: Athena is usually accompanied by a snow-white barn owl named Bubo, who often acts as both a familiar and a second set of eyes. She has also been seen on occasion with a brass and iron clockwork barn owl built by Hephaestus, which also answers to the name Bubo; it is not known how many clockwork Bubos she has access to. These owls, despite not speaking in the traditional sense, can make themselves understood to select mortals if they or Athena so chooses.

Weapons and Paraphernalia: Athena's orichalcum shield has the head of Medusa the Gorgon mounted on it, enabling her to petrify her enemies at will. Normally the petrification lasts for an hour. Her sword, spear, and armor are enchanted for increased ability, but otherwise have no special abilities.

2,389 points

ST: 33/320 [10*†] **HP:** 33 [0] **Speed:** 8.00 [0]

DX: 16 [120] **Will:** 16 [0] **Move:** 8 [0]

IQ: 16 [120] **Per:** 20 [20]

HT: 16 [40*] **FP:** 16 [0] **SM:** 0

Dmg: 3d+2/6d (33d/35d) **BL:** 218 lbs. (20,480 lbs./10 tons)

Dodge: 12 **Parry:** 17 **DR:** 50*

Block: 17

IT:DR: /3

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

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

Advantages: 360° Vision (Granted By Familiar, -40%) [15]; Affliction 1 (Alter Other) (Advantage: Morph, +20%; Extended Duration: Permanent w/ Dispelling Conditions, +150%; Malediction (-1/yd), +100%; Magical, -10%) [134]; Ally (Bubo the Owl; 25% of Point Value) (15) [3]; Ally Group (Bubo the Clockwork Owls; 25% of Point Value; Group Size: 6-10) (9) [6]; Appearance (Very Beautiful) [12‡]; Born Tactician 4 [40]; Classic Homemaker 4 [40]; Damage Resistance 50 (Tough Skin, -40%) [150]; Energy Reserve 6 (Drains Familiar, -50%) [9]; Enhanced Block 3 [15]; Enhanced Parry (All Parries) [30]; Enhanced Time Sense [45]; Gunslinger [25]; Mind Reading (Accessibility: Only the Bubos, -80%; Multiple Contacts, +50%; Plane-Spanning (Includes Same Plane), +100%; Sensory, +20%) [57]; Mindlink (2-9 People; Plane-Spanning (Includes Same Plane), +100%; Sensory, +20%) [22]; Natural Athlete 4 [40]; No Low TL +4 [20]; Olympian God [605]; Special Rapport (Bubo the Owl) [5]; Super ST +13/+300 [80§]; Telecommunications (Telesend) (Accessibility: Only the Bubos, -80%; Plane-Spanning (Includes Same Plane), +100%; Sensie, +80%) [60]; Trained By a Master [30]; Truth-Seeker 4 [20]; Very Fit [15]; Wealth (Multimillionaire 2) [100]; Weapon Master (All Melee) [40].

Perks: Acceleration Tolerance [1]; Alcohol Tolerance [1]; Classic Greek Features [1]; Fearsome Stare [1]; Focused Fury [1]; Grip Mastery (Spear) [1]; Improvised Weapons (Karate) [1]; Off-Screen Reload [1]; Power Grappling [1]; Sea Legs [1]; Shield Wall Training [1]; Style Familiarity (Greco-Roman Wrestling) [1]; Style Familiarity (Heroic Spear Fighting) [1]; Style Familiarity (Hoplomachia) [1]; Style Familiarity (Krav Maga) [1]; Style Familiarity (Sword-and-Shield Fighting) [1]; Tracer Eyes [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Jealousy [-10]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Vow of Chastity [-5].

Quirks: Blunt [-1]; Confident [-1]; Decisive [-1]; Intensely Dislikes Ares [-1]; Perfectionist [-1].

Skills: Acrobatics (H) DX+4 [20] – 20; Animal Handling (Owls) (A) IQ+4 [2] – 20#; Artillery/TL8 (Bombs) (A) IQ+4 [16] – 20; Artillery/TL8 (Cannon) (A) IQ+4 [16] – 20; Artillery/TL4 (Catapult) (A) IQ+4 [16] – 20; Artillery/TL8 (Guided Missile) (A) IQ+4 [16] – 20; Artist (Pottery) (H) IQ+4 [4] – 20#; Axe/Mace (A) DX+4 [16] – 20; Breath Control (H) HT+4 [4] – 20¥; Broadsword (A) DX+4 [16] – 20; Climbing (A) DX+4 [16] – 20; Computer Operation/TL8 (E) IQ+1 [2] – 17; Disguise/TL2 (Human) (A)

IQ+4 [16] – 20; Driving/TL8 (Heavy Wheeled) (A) DX-1 [1] – 15; Driving/TL8 (Tracked) (A) DX-1 [1] – 15; Engineer/TL8 (Combat) (H) IQ+0 [4] – 16; First Aid/TL8 (Human) (E) IQ+0 [1] – 16; Games (Wrestling) (E) IQ+0 [1] – 16; Gunner/TL8 (Cannon) (E) DX+4 [11] – 20¶; Gunner/TL3 (Catapult) (E) DX+4 [12] – 20; Gunner/TL8 (Machine Gun) (E) DX+4 [12] – 20; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+4 [11] – 20⊘; Guns/TL8 (Rifle) (E) DX+4 [12] – 20; Hiking (A) HT+4 [2] – 20¥; Housekeeping (E) IQ+4 [1] – 20#; Immovable Stance (H) DX+0 [4] – 16; Intelligence Analysis/TL8 (H) IQ+2 [1] – 18£; Intimidation (A) Will+2 [8] – 18; Judo (H) DX+4 [20] – 20; Jumping (E) DX+4 [1] – 20¥; Karate (H) DX+4 [20] – 20; Kiai (H) HT-1 [2] – 15; Knot-Tying (E) DX+2 [3] – 18€; Lance (A) DX+4 [12] – 20©; Leadership (A) IQ+4 [2] – 20£; Lifting (A) HT+4 [2] – 20¥; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 14; Mimicry (Bird Calls) (H) IQ+0 [4] – 16; Observation (A) Per+0 [2] – 20; Piloting/TL8 (Helicopter) (A) DX+0 [1] – 16@; Piloting/TL8 (High-Performance Airplane) (A) DX+4 [16] – 20; Poetry (A) IQ+0 [2] – 16; Polearm (A) DX+4 [14] – 20©; Professional Skill (Dyer) (A) IQ+4 [2] – 20#; Professional Skill (Tanner) (A) IQ+4 [2] – 20#; Professional Skill (Weaver) (A) IQ+4 [2] – 20#; Propaganda/TL8 (A) IQ+0 [2] – 16; Riding (Equines) (A) DX+0 [2] – 16; Running (A) HT+4 [2] – 20¥; Savoir-Faire (High Society) (E) IQ+0 [1] – 16; Savoir-Faire (Military) (E) IQ+4 [1] – 20£; Sewing/TL8 (E) DX+4 [1] – 20#; Shield (Buckler) (E) DX+4 [8] – 20®; Shield (Shield) (E) DX+4 [12] – 20; Shortsword (A) DX+4 [2] – 20¢; Soldier/TL8 (A) IQ+4 [2] – 20£; Spear (A) DX+4 [16] – 20; Staff (A) DX+4 [8] – 20©; Stealth (A) DX+0 [2] – 16; Strategy (Land) (H) IQ+4 [4] – 20£; Strategy (Naval) (H) IQ+4 [4] – 20£; Swimming (E) HT+4 [1] – 20¥; Tactics (H) IQ+4 [4] – 20£; Teamster (Equines) (A) IQ-1 [1] – 15; Throwing (A) DX+4 [2] – 20¥; Thrown Weapon (Spear) (E) DX+4 [12] – 20; Two-Handed Sword (A) DX+4 [14] – 20¢; Wrestling (A) DX+4 [16] – 20; Wrestling Sport (A) DX+1 [1] – 17♫; Writing (A) IQ+0 [2] – 16.

Techniques: Targeted Attack (Spear Thrust/Vitals) (H) def+2 [3] – 19.

Starting Spending Money: \$160,000,000 (80% of Starting Wealth).

* Includes +9 to ST and +2 to HT from Olympian God.

† Includes +13/+300 from Super ST.

‡ Upgraded from Appearance (Attractive) from Olympian God.

§ Upgraded from Super ST +11/+150 from Olympian God.

Includes +4 from Classic Homemaker.

¥ Includes +4 from Natural Athlete.

¶ Defaulted from Gunner/TL8 (Machine Gun).

⊘ Defaulted from Guns/TL8 (Rifle).

£ Includes +4 from Born Tactician.

€ Defaulted from Climbing.

© Defaulted from Spear.

@ Defaulted from Piloting/TL8 (High-Performance Airplane).

® Defaulted from Shield (Shield)

¢ Defaulted from Broadsword.

♫ Defaulted from Wrestling.

Role-Playing Notes:

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch		C		–	–		
–	– <i>Super ST</i>		C		–	–		
–	Kick		C, 1	n/a	–	–		
–	– <i>Super ST</i>		C, 1	n/a	–	–		

Bubo the Owl

Bubo is a snowy white barn owl who is Athena's near-constant companion. Slightly larger than most owls, he measures a full 18 inches tall. As her familiar, he possesses intelligence far above that of regular owls, and in fact is smarter than most mortals. He is also a consummate know-it-all.

As a native of Mount Olympus, Bubo is of denser flesh than most owls. This grants him a modicum of increased resistance to injury.

373 points

ST: 6 [-40] HP: 10 [8] Speed: 6.00 [0]
DX: 12 [40] Will: 13 [0] Ground Move: 2 [-20]
IQ: 13 [60] Per: 16 [15] Air Move: 12/24 [0]
HT: 12 [20] FP: 12 [0] SM: -4

Dmg: 1d-4/1d-3 BL: 5 lbs.
Dodge: 9 Parry: n/a DR: 0



IT:DR: /3

Languages: None.

Cultural Familiarities: Mount Olympus (Native) [0].

Advantages: 360° Vision [25]; Affliction 1 (Advantages: Speak With Animals (Specialized: Owls, -60%), +100%; Based on (Target's) Will, +20%; Malediction 2 (SSR Table), +150%; No Signature, +20%; Magical, -10%) [38]; Claws (Sharp Claws) [5]; Dark Vision (Color Vision, +20%) [30]; Enhanced Move 1 [20]; Flight (Winged, -25%) [30]; Injury Tolerance (Damage Reduction /3) [75]; Mindlink (Athena) (Plane-Spanning (Includes Same Plane), +100%; Sensory, +20%) [11]; Telecommunications (Telesend) (Accessibility: Athena Only, -80%; Plane-Spanning (Includes Same Plane), +100%; Sensie, +80%) [60]; Parabolic Hearing 3 [12]; Silence 2 [10]; Special Rapport (Athena) [5]; Teeth (Sharp Beak) [1]; Unaging [15].

Perks: Feathers [1]; One-Way Fluency (Understands Ancient Greek) [1]; One-Way Fluency (Understands English) [1]; One-Way Fluency (Understands Latin) [1]; One-Way Fluency (Understands Modern Greek) [1].

Disadvantages: Cannot Speak [-15]; Foot Manipulators (2 Feet) [-6]; Sense of Duty (Athena) [-2]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: Condescending to Everyone Except Athena [-1]; Deadpan Snarker [-1].

Skills: Aerobatics (H) DX-1 [2] - 11; Brawling (E) DX+2 [4] - 14; Flight (A) HT+1 [4] - 13; Observation (A) Per+1 [4] - 17; Survival (Woodlands) (A) Per+1 [4] - 17.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Punch	1d-3 cr	C	8	-	-	10	
-	Kick	1d-2 cr	C, 1	n/a	-	-	10	

Bubo the Clockwork Owl

A clockwork owl of brass, iron, and orichalcum, crafted by Hephaestus for Athena when she circumvented an order by Zeus to send her beloved Bubo to one of the ancient heroes. It's unknown how many of these owls Athena has; she has said that one was stolen in the distant past by one of the Sumerian goddesses. Unlike the actual Bubo, these owls have a cheerful and helpful personality.

383 points

ST: 6 [-40] **HP:** 12 [12] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 13 [0] **Ground Move:** 2 [-20]
IQ: 13 [60] **Per:** 16 [15] **Air Move:** 12/24 [0]
HT: 12 [20] **FP:** 0 [0] **SM:** -4

Dmg: 1d-4/1d-3 **BL:** 5 lbs.
Dodge: 9 **Parry:** n/a **DR:** 3
IT:DR: /3

Languages: None.

Cultural Familiarities: Mount Olympus (Native) [0].

Advantages: 360° Vision [25]; Affliction 1 (Advantages: One-Way Fluency (Bubo's Clicks and Whistles), +10%; Based on (Target's) Will, +20%; Malediction 2 (SSR Table), +150%; No Signature, +20%; Magical, -10%) [29]; Claws (Sharp Claws) [5]; Damage Resistance 3 [15]; Dark Vision (Color Vision, +20%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Move 1 [20]; Flight (Winged, -25%) [30]; Injury Tolerance (Damage Reduction /3) [75]; Machine [25]; Mindlink (Athena) (Plane-Spanning (Includes Same Plane), +100%; Sensory, +20%; Magical, -10%) [11]; Telecommunications (Telesend) (Accessibility: Athena Only, -80%; Plane-Spanning (Includes Same Plane), +100%; Sensie, +80%; Magical, -10%) [57]; Parabolic Hearing 3 [12]; Special Rapport (Athena) [5]; Teeth (Sharp Beak) [1]; Unaging [15].

Perks: One-Way Fluency (Understands Ancient Greek) [1]; One-Way Fluency (Understands English) [1]; One-Way Fluency (Understands Latin) [1]; One-Way Fluency (Understands Modern Greek) [1].

Disadvantages: Cannot Speak [-15]; Dependency (Mana; Constantly) [-25]; Foot Manipulators (2 Feet) [-6]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Reprogrammable [-10]; Sense of Duty (Athena) [-2]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: Cheerful [-1]; Friendly [-1]; Helpful [-1].

Skills: Aerobatics (H) DX-1 [2] - 11; Brawling (E) DX+2 [4] - 14; Flight (A) HT+1 [4] - 13; Observation (A) Per+1 [4] - 17; Survival (Woodlands) (A) Per+1 [4] - 17.



BRAWLING

<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>
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. Athena's Wealth and Starting Cash reflect that she has the resources of Mount Olympus to draw upon, and that she doesn't use as much for her day to day living compared to mortals of the same effective Wealth.

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 reside in the Pacific Ocean, commonly known as Lemurians, have developed green skin instead. Centuries of worshipping the primordial god Set have given the Lemurians a fine layer of scales (see *Set*).

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; this strength enables them to move through the water as a surface-worlder moves through air. 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, who they know by his Roman name Neptune (see *Poseidon*). They are also believed, in some circles, to be an offshoot of the Inhuman race, who were themselves 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 four half-breeds are currently known to exist: King Namor, his cousin Namora, and the renegade Lemurian half-breeds Llyra and Pisces (see *Llyra*; *Namor*; *Namora*; *Pisces*). 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 (or green if part Lemurian) 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+1, resembling a Bronze Age society, similar in many ways to the Mycenaean/Heroic Greek or Mesopotamian culture, 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+1, not TL8 as assumed by the racial packages below. In essence, no character would have the Low TL -7 trait. Characters such as Namor would be able to purchase High TL +7.

Atlantean

130 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]; Extended Lifespan 1 (×2) [2]; Night Vision 8 [8]; Pressure Support 2 [10]; Speak Underwater [5]; Ultravision [10].

Disadvantages: Low TL -7 [-35].

Features: Early Maturation 1 [0].

Lens:

Lemurian (+1): Scales [1].

Atlantean Half-Breed

144 points

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

Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; 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 -7 [-35].

Features: Early Maturation 1 [0].

Lens:

Lemurian Half-Breed (+1): Scales [1].

While the origins of the underwater subspecies of humanity, the Atlanteans, are unknown, the origins of Atlantis itself are well-documented (see *Atlanteans*).

Originally, Atlantis was an island-continent, roughly the size of Australia, rising to prominence some time between 20,000 B.C. and 18,000 B.C., being a nation of explorers and sea traders. One expedition reached the hidden Savage Land (see *Savage Land*). During this time, the ocean level was lower, as it was still in the last ice age. Linger tales of Atlantis inspired Plato to use it as a setting for one of his treatises during the Classical Greek era. The northernmost reaches of Atlantis were covered by glacial ice; the southernmost point of the continent sat due west of modern-day France.

Around 18,000 B.C., during the reign of King Kamuu and his wife, Queen Zarta, both renowned warriors, tragedy struck. The continent (in truth, the entire world) was shook by earthquakes as the ice age came to an end. These earthquakes, combined with flooding from rising water levels, broke up Atlantis. Many died, and the remaining population of Atlantis scattered, merging into the indigenous populations of the Americas, Europe, and Africa.

At some point following this, the Atlantean people appeared, a nomadic people that soon divided into various tribes who spread across the oceans.

Over twelve thousand years after Atlantis sank, or around 6,000 B.C., a young Atlantean warrior stumbled upon the ruins of the old capital city. Somehow able to read the ancient Atlantean texts, he learned of the reign of Kamuu and Zarta. Leading his tribe to the ruins, this young Atlantean took on the name Kamuu, and his wife changed her name to Zarta, declaring their intention to restore the city.

It's not known when the Atlanteans first started worshipping the Greek god Poseidon, in his Roman name of Neptune (see *Poseidon*). However, the practice has persisted for at least the last two thousand years.

The first recorded contact between Atlanteans and baseline humans occurred in the early 1920s, when Princess Fen, daughter of King Thakorr, sneaked aboard an American icebreaker in the North Atlantic, the *Oracle*, and married the captain, Leonard MacKenzie, after learning English from him (see *Fen*). However, while tales circulated during the '20s and '30s about the undersea people, they were mostly disbelieved or remained unproven.

Atlantis first came to the world's attention during the opening days of World War II, when the adventurous and brash Prince Namor, the half-breed son of Fen and Leonard MacKenzie, calling himself the Sub-Mariner, came to New York City in a misguided attempt to conquer the surface world (see *Namor*). Namor's wrath was soon tempered by police secretary Betty Dean and the android Human Torch, and he pledged Atlantis's support towards the Allies against Nazi Germany. To that end, Namor joined the Allied super-team called the Invaders.

Thakorr died in 1957, prompting Namor to return to Atlantis to take up the throne. In 1975, Atlantis was finally accepted as a member of the United Nations.

Today, Atlantis is a thriving city, supported by farms of seaweed and the farming of various types of fish for food. Although lacking fire, except in a nearby volcanic vent, Atlantis is able to grow and shape coral and other materials. There are various crafting guilds and entertainment troupes in the city, a standing militia, and a university.

However, things are not always peaceful in Atlantis. The barbarian Attuma has recently learned of a prophecy of one who would conquer the city and began plotting means to take it over, including a number of sieges over the last few years. In addition, Namor's cousin Byrrah, a pure-blooded Atlantean, has been plotting to overthrow Namor for years (see *Attuma*; *Byrrah*). On top of all that, Atlantis has proven to be rather hostile to companies and countries that engage in off-shore drilling.

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+1

Wealth: Average (×1)

Status: -1 to 7

Political Environment

Government: Dictatorship (Monarchy)

CR: 3

Military Resources: \$81.7M

Defense Bonus: +5

Notes

There are about ten times as many Atlanteans living in fish and seaweed farms around the city. During times of siege by barbarians, the small militia will be reinforced by conscripts and volunteers from the surrounding people.

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: None.

Place of Birth: Sparti, Greece.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Mutant Liberation Front.

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 Mutant Liberation Front by their leader, Mystique (see *Mutant Liberation Front*; *Mystique*). The MLF has clashed several times with the X-Men, most notably when they 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*).

Age: 24.

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.

890 points

ST: 11 [10]	HP: 11 [0]	Speed: 5.50 [0]
DX: 11 [20]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 9 **Parry:** 11 **DR:** 30 (chest), 12/4* (bodysuit)

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

Cultural Familiarities: Eastern European [1]; Middle Eastern [1]; Western (Native) [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%; Alternative Attack, ×1/5) [5]; 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 (Mutant Liberation Front) [-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.

Role-Playing Notes:

BRAWLING

<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>
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	

INNATE ATTACK (BEAM)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Corrosion Attack	5d (2) cor ex	3	25/50	1	–	–	–	1	[1]
–	Crushing Attack	5d cr dbk ex nw	3	25/50	1	–	–	–	1	

Notes:

[1] Cannot affect living/organic tissue.

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 *Fantastic Four*; *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 (see *Stark Industries*). 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 afterward, 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 soon offered membership to Captain America, who resides in New York (see *Captain America*). The Captain has accepted, and has become the team's unofficial leader.

First Post-Reboot Appearance: AVENGERS #1.

Hulk: Hulk not play well with others.

Thor: Thou are the reason the Avengers first gathered.

Hulk: Don't pin that on me.

– *Avengers Assemble* #2

		
ANT-MAN (Dr. Henry Pym) Founding Member	HULK (Dr. Bruce Banner) Founding Member	IRON MAN (Tony Stark) Founding Member
		
THOR (Sigurd Jarlson) Founding Member	WASP (Janet van Dyne) FOUNDING MEMBER	CAPTAIN AMERICA (Steve Rogers) Joined AVENGERS #
		
RICK JONES Ally Active AVENGERS #1	EDWIN JARVIS Butler Active AVENGERS #2	FRIDAY Ally Active AVENGERS #2
		
BUCKY (Rikki Buchanan) Ally Active AVENGERS #	JOHN JAMESON Pilot, Ally Active AVENGERS #	SHARON CARTER SHIELD liaison, Ally Active AVENGERS #

Membership Roster

Ant-Man – Founding member.

Hulk – Founding member. While the Hulk is not normally a team player, his alter ego, Bruce Banner, has proven invaluable to the team on many occasions.

Iron Man – Founding member.

Thor – Founding member.

Wasp – Founding member.

Captain America – First recruit. Since joining, Captain America has gravitated towards the leadership position.

Rick Jones – Rick has been an ally of the Avengers since their founding, often monitoring threats and relaying the information to the team.

Bucky – Captain America's trainee and partner, Bucky is not an official member of the team, but has come to their assistance several times.

Edwin Jarvis – Jarvis was the butler of the Stark family mansion in Manhattan, and has stayed on to serve the Avengers in this capacity.

Friday – Friday is Iron Man's AI assistant, and is very enthusiastic about assisting the Avengers however possible.

John Jameson – Captain America's friend and pilot, Jameson has occasionally assisted the Avengers using the team's Quinjets.

Sharon Carter – Originally Captain America's SHIELD liaison, Carter has since served the team in the same albeit unofficial capacity.

Avengers

Mission Statement: The Avengers are a team of superheroes who have gathered to combat menaces that no single hero can face on their own. As such, they strive to keep a working relationship with the United States government and with the United Nations, while not being a part of either hierarchy. While they have no official chair person at present, with a rotating chair during their meetings, Captain America is their acknowledged leader when in the field.

Capabilities

TL: 8.

Members: 11.

Wealth: Very Wealthy.

Contacts: Scientific Skills-21 [20]; Military Skills-15 [10]; Police Skills-18 [15]; Engineering Skills-21 [20].

Member Traits: None.

Notable Resources: Tony Stark has donated his Manhattan family mansion and a warehouse facility outside Wichita, Kansas, for the team's use for meetings and training. The team also has a number of Quinjets at their disposal, which are maintained at private hangars in the cities where the individual members reside, and a custom-built air-car parked on the top floor of the Stark mansion for their private use when traveling around New York City.

Reaction-Time Modifier: +2.

Costs and Values

Startup Cost: \$11,325,600 **Resource Value:** \$56,628

Patron Value: 10 points. **Enemy Value:** -20 points.

Ally and Dependent Value: Individual Avengers can range from 250 to 4,000 points in value. Jarvis and Rick are the only ones who would be Dependents, and even they are in the 150-200 point value range.

Social Attributes

Type: Enforcement,

Loyalty: Very Good (17; +3)

Investigative, Voluntary.

CR: 2.

Rank: N/A.

Income Range: Average (\$2,600) to Wealthy (\$13,000)

Reputation: +2 from Law Enforcement and the general public;

Notes

The "12" in Members indicates not only the six active members of the team but also their support staff and full-time allies (Jones, Bucky, Jameson, Jarvis, Friday, and Carter).

Thanks to collaborations between Tony Stark and Reed Richards of the Fantastic Four, the Avengers have access to a number of select TL10⁺ technologies.

The Avengers are funded through a non-profit foundation – the Maria Stark Foundation – set up by Tony Stark to ensure the Avengers' operations continue regardless of the state of his personal fortune (or even his own membership in the team).

Because of the wide variety of traits possessed by the various Members, present and probably future, there are no standardized Member Traits.

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, 2 fuel tanks/hr \$2M
 [5-6, core] Fuel Tank; 15 tons, \$90K

Design Features:

Winged; \$500K

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	120	17,000	\$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, 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.

Age: 18.

Height: 5' 7".

Weight: 116 lbs.

Eyes: Blue.

Hair: Blond.

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

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [5]
DX: 12 [40] **Will:** 11 [0] **Move:** 6 [0]
IQ: 11 [20] **Per:** 11 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

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.

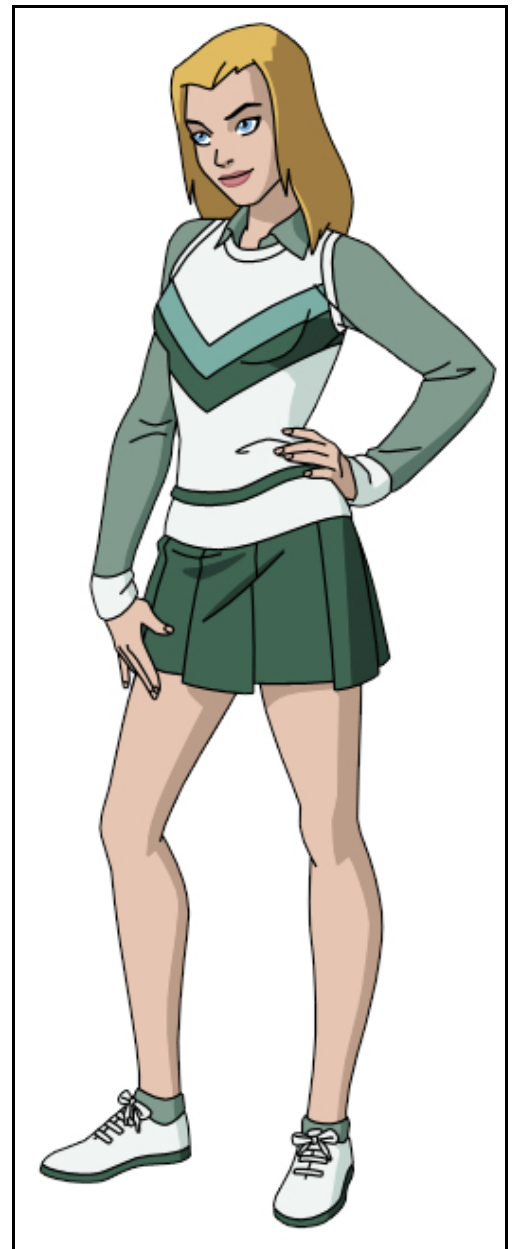
Starting Spending Money: \$2,000 (20% of Starting Wealth)

Role-Playing Notes:

Sally is a young woman with a chip on her shoulder in regards to her own abilities, which are not as impressive as she makes them out to be. She is on good terms with the X-Men, some of whom she shares classes with.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Punch	1d-3 cr	C	9	-	-	10	
-	Kick	1d-2 cr	C, 1	n/a	-	-	10	



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: Sean Cassidy (father); Tom Cassidy (first cousin once removed).

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*). As a student at the Institute, Theresa was one of the small army of students organized by Scott Summers to rescue his brother Alex from the Living Pharaoh and his Cult (see *Cyclops*; *Havok*; *Living Pharaoh*). It is known her father is a teacher at the Institute, though it is currently unknown what he teaches.

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 Mutant Liberation Front, but was soon tasked with investigating and arresting them for various crimes (see *Gyrich*, *Henry Peter*; *Mutant Liberation Front*; *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 Oliver Trask, designer of SHIELD's robotic Sentinel enforcers, despite Interpol regulations prohibiting investigations of racially-charged crimes (see *Sentinels*; *Trask*, *Oliver*). (Interpol does not prohibit investigations of corruption, however, which is how she's justifying it in her mind.)

Age: 20,

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. When operating as a plainclothes agent, she often carries a .40S&W semi-automatic.

679 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.75 [0]
DX: 13 [60] **Will:** 12 [0] **Ground Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0] **Air Move:** 13/52 [0]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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%; Damage Modifier: Non-Incendiary, -10%; 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) [9]; 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.

Role-Playing Notes:

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d cr	C	11	–	–	11	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	11	

INNATE ATTACK (BREATH)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Sonic Scream	HT-4 aff (32 yds)	3	25/50	1	–	–	–	1	
–	or	6d (3) burn	3	25/50	1	–	–	–	1	[1]
–	or	6d cr dbk	3	25/50	1	–	–	–	1	

Notes:

[1] Lacks an incendiary effect.

BARBARUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Barbarus'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 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, and 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*).

Age: 26.

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

ST: 31/170 [100*] **HP:** 31 [0] **Speed:** 6.50 [0]

DX: 13 [60] **Will:** 10 [0] **Move:** 7/21 [5]

IQ: 10 [0] **Per:** 12 [10]

HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 3d+1/6d-1 (18d/20d) **BL:** 192 lbs. (5,780 lbs.)

Dodge: 10 **Parry:** 14 **DR:** 10 (tough skin)

IT:DR: /10

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

Cultural Familiarities: Savage Land (Native) [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.

Role-Playing Notes:

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	3d+6 cr	C	12	–	–	31	
–	Super ST	18d+35 cr	C	12	–	–	170	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	3d+1 cr	C, 1	n/a	–	–	31	
–	Super ST	18d cr	C, 1	n/a	–	–	170	
–	Bite	3d cr	C	n/a	–	–	31	

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 BLOOD

Villain

Real Name: Lord Johnathan Falsworth.

Occupation: Former war saboteur.

Identity: Known to various intelligence and police officials in the United Kingdom and Germany, not generally known by them to be a vampire.

Legal Status: Citizen of the United Kingdom with no criminal record, legally deceased.

Other Aliases: John Falsworth, Jr; Dr. Charles Cromwell.

Place of Birth: Falsworth Manor, England.

Place of Death: Castle Dracula, Transylvania, Austria-Hungary Empire, in what is currently Romania.

Marital Status: Single.

Known Relatives: William, Baron Falsworth (father, deceased); Montgomery, Baron Falsworth (alias Union Jack I, brother, deceased); Brian, Baron Falsworth (alias Union Jack II, nephew); Lady Jacqueline Falsworth Creighton (alias Spitfire, niece, deceased); Lord William Falsworth (grand-nephew, deceased); Lord Jack Falsworth (alias Union Jack III, great-grandnephew); Kenneth, Lord Creighton (grand-nephew).

Group Affiliation: Formerly German intelligence during both World Wars, formerly Super-Axis during World War II; currently none.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A gentleman explorer from late Victorian and Edwardian England, Lord John Falsworth traveled throughout Eastern Europe, Africa, and the Indochinese peninsula. Shortly before the outbreak of World War I, John's father William passed away, and the title and the bulk of the estate passed to John's older brother Montgomery, according to the British laws of primogeniture. Inspired by Bram Stoker's 1897 novel *Dracula*, Lord John decided to seek out the castle to see if the rumors of the events of the novel being fact were indeed true; John intended through various unspecified means to control the vampire to take the bulk of his family's wealth for himself (see *Dracula*; *Vampires*). To his horror, he fell victim to Dracula's hypnotic powers, died from the vampire's bite, and rose as a vampire under Dracula's control several days later.

Because of Lord John's British background, Dracula sent him back to England to wreak havoc on the nation where he'd suffered an embarrassing defeat. When World War I broke out, Lord John offered his services to German intelligence, who gave him an outfit which made him resemble a human-sized bat and code-named him Baron Blood. Baron Blood was soon opposed by the original Union Jack, secretly his brother Montgomery, who had discovered that Baron Blood was in fact a vampire. In the final days of World War I, Union Jack and Baron Blood discovered each other's identities, and Montgomery wounded his brother with a silver stake, though he missed the heart.

Baron Blood's activities during the inter-war period are unknown. With Hitler's rise to power, Blood offered his services to Nazi Germany. German scientists in the Hydra science division performed a number of experiments on Blood, removing several of his vampire weaknesses, including the weakness to sunlight, and granting him the ability to fly unaided (see *HYDRA*). Returning to England, he posed for a time as his own son, who had been conceived prior to Blood's trip to Transylvania. However, his identity was discovered by his nephew Brian, who took on the role of Union Jack to defeat him. During this time, Blood bit his niece Jacqueline, whose life was saved by an emergency blood transfusion from the visiting original android Human Torch and Captain America; Jacqueline herself gained superhuman speed powers and took the costumed identity of Spitfire (see *Captain America*). Brian and Jacqueline joined the Allies' super-team, the Invaders, and clashed several times with Baron Blood. During World War II, Baron Blood teamed with a number of other Axis agents (mostly Nazis) to form the team known as Super-Axis, a counterpart to the Invaders. At the end of the war, Blood was impaled by a wooden stake by his nephew; because he was a member of the aristocracy, his remains were interred in the Tower of London.

Decades passed, with Blood existing in a state between death and undeath, believed dead by all. His remains were jostled during the internment of another nobleman, accidentally removing the stake from his chest, and he awoke. During the intervening decades,



probably because he had been reduced to simply a skeleton, the experiments the Nazis had performed on him had faded, and he was once again vulnerable to all vampiric weaknesses. At first eager to take vengeance on his brother, he was saddened to discover that Montgomery had died of natural causes decades ago; indeed, the body next to his in the Tower was his brother's and he never knew it. Denied his vengeance, he slew and took over the identity of Dr. Charles Cromwell, his now elderly nephew's doctor. To keep others from knowing the truth, he mentally enslaved one of Dr. Cromwell's daughters and turned the other, Lily, into a vampire like himself. (Dr. Cromwell's own remains were laid in Blood's place in the Tower of London.) To cover their tracks when they fed, Blood and his protege killed their victims by slashing open their victim's throats with their fingernails or with knives rather than with their fangs; this also prevented their victims from inadvertently rising as vampires themselves.

His identity went undiscovered for months, until his great-grandnephew Jack, now adopting the identity of Union Jack himself, teamed with the visiting Captain America and his teenage sidekick, Bucky, to investigate the rash of slasher killings plaguing the region (see *Bucky*; *Union Jack*). Jack Falsworth and his grandfather had suspicions that Baron Blood was again active, but were unable to prove it until Bucky was able to infiltrate the Tower and confirm that Blood's remains were missing.

Baron Blood fought Captain America, Bucky, and Union Jack, but were unable to defeat them. The trio defeated the Baron and drove a stake through his heart; the Captain then beheaded Blood with his shield, seemingly ending the threat of Baron Blood forever. Whether this truly is the last the world has seen of Baron Blood, however, remains to be seen. Lily Cromwell was not known to be a vampire, and as such has escaped destruction.

Age: 132; looks 27.

Height: 5' 10".

Weight: 180 lbs.

Eyes: Red.

Hair: Brown.

Uniform: Purple and black bodysuit with large bat-like wings running from under the arms to the outside of the legs; purple gloves; black boots, black cowl resembling the head of a bat.

Strength Level: An athletic man in life, Baron Blood's strength as a vampire has been enhanced to enable him to lift (press) roughly 1,500 pounds.

Known Superhuman Powers: Baron Blood possesses the usual vampire powers. For a time during World War II, he was also able to withstand sunlight, allowing him to operate during the day, as well as fly unaided, but these powers have since worn off.

Paraphernalia: Baron Blood's uniform allows him to glide on air currents even without transforming into a bat or were-bat.

Weaknesses: Baron Blood possesses the usual vampire weaknesses. During World War II, he lacked the ability to become mist or take animal forms, but these abilities returned with his resurrection.

1,000 points

ST: 30* [50] **HP:** 30 [0] **Speed:** 7.00 [5]

DX: 13 [60] **Will:** 12 [0] **Move:** 7 [0]

IQ: 12 [40] **Per:** 14 [0*]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 3d/5d+2 **BL:** 180 lbs.

Dodge: 11 **Parry:** 11 **DR:** 12/4* (uniform)

Languages: English (Native) (Native Language) [0]; French (Accented) [4]; German (Accented) [4]; Polish (Accented) [4]; Serbian (Accented) [4].

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

Advantages: Appearance (Attractive) [4]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Status 4 [15†]; Wealth (Wealthy) [20]; Vampire [757].

Perks: Power Grappling [1]; Supersuit [1].

Disadvantages: Callous [-5]; Megalomania [-10]; Obsession (Destroy Family) (9) [-15]; Sadism (12) [-15]; Secret Identity (Death) [-30]; Selfish (6) [-10].

Quirks: Chauvinistic [-1]; Insists on "Proper Gentlemanly" Behavior (When It Won't Inconvenience Him) [-1].

Skills: Acting (A) IQ+0 [2] – 12; Boxing (A) DX+2 [8] – 15; Connoisseur (Literature) (A) IQ+0 [2] – 12; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Diagnosis/TL8 (Human) (H) IQ+0 [4] – 12; Escape (H) DX+0 [4] – 13; Intimidation (A) IQ+1 [4] – 13; Knife (E) DX+1 [2] – 14; Navigation/TL6 (Land) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 14; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 14; Physician/TL8 (Human) (H) IQ+0 [4] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 13; Sex Appeal (Human) (A) HT+0 [1] – 14‡; Stealth (A) DX+1 [4] – 14; Survival (Mountain) (A) Per+0 [2] – 14; Survival (Woodlands) (A) Per+0 [2] – 14; Wrestling (A) DX+1 [4] – 14.

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

* Includes +15 to ST and +2 to Per from Vampire.

† Includes +1 from Wealth.

‡ Includes +1 from Appearance.

Role-Playing Notes:

Baron Blood is out for revenge against the family that he believes scorned him. At first this need for vengeance was directed at his brother, but has since been redirected towards his brother's descendants. An opportunist by nature who was never that patriotic, he has

no qualms about working with his country's enemies to achieve this vengeance.

Baron Blood is able to control his bloodlust to an extent, and rarely feeds without killing his target first – usually by snapping the neck or slashing the throat open – to keep investigators from suspecting the work of vampires.

BOXING

<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>
–	Boxing Punch	3d+5 cut	C	11	–	–	30	

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>	<i>Notes</i>
–	Kick	3d-1 cut	C	n/a	–	–	30	
–	Bite	3d cut	C	n/a	–	–	30	

BARON STRUCKER

Villain

Real Name: Wulfgang II, Baron von Strucker.

Occupation: Industrialist, subversive.

Identity: Baron Strucker's identity as the Supreme HYDRA is a secret.

Legal Status: Citizen of Germany with no criminal record.

Other Aliases: Supreme HYDRA.

Place of Birth: Bonn, Germany.

Marital Status: Married.

Known Relatives: Wolfgang (grandfather, deceased), Andreas (father, deceased), Andrea (aunt, deceased), Joli (mother), Zelinda (wife), Gunilla (daughter).

Group Affiliation: HYDRA.

Base of Operations: Berlin, Germany.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

History: In the final days of World War II, Baron Wolfgang von Strucker along with a sizable contingent from the Nazi Hydra Science Division fled into the Far East, spreading throughout the Orient and reorganizing into the modern HYDRA organization (see *HYDRA*). In order to hide HYDRA's existence, Baron Strucker organized it into a cell structure, then returned to a now divided Germany, settling into the West German capital of Bonn. He avoided the Nuremberg Trials through a combination of political connections, destroying German records, and the alibi of having been overseas for much of the war (and hence not involved in the atrocities committed by others in the Nazi leadership).

At the turn of the 21st century, the leadership of HYDRA passed to Baron Strucker's namesake grandson; the current Baron Strucker's father, Andreas, had died in combat with the now-disbanded outlaw team Shadowguard. The present Baron Strucker remains in contact with almost all HYDRA cells; he is the one person who knows the identities of all of HYDRA's cell leaders.

More ambitious than his late father, the current Baron Strucker has begun seeding as many government agencies in as many countries as possible with HYDRA sleeper agents, while ordering several other cells to engage in an increasing series of seemingly random terrorist attacks worldwide, designed to spread the law enforcement and intelligence communities thin.

To the public, the current Baron Strucker appears as a member of the old aristocracy who has shown good business sense, rising to a position on the board of directors for a conglomerate of German companies including Fokker Aircraft, Kraus-Moffei Wegman (producer of the Leopard 2 MBT), Heckler & Koch Firearms, and several others.

So far, Strucker's position as the Supreme HYDRA is unknown to both the world at large and those in positions of authority; even his sleeper agents don't know Strucker's name or face, as he communicates with them through indirect means. He has recently taken an interest in a pair of CIA agents – Nick Fury and Natasha Romanov – who have thwarted a number of his distractions (see *Black Widow*; *Fury*, *Nick*). At present, however, a direct confrontation between Strucker and Fury seems a long way off; Fury is currently unaware of Strucker's existence.

Age: 26.

Height: 6' 2".

Weight: 225 lbs.

Eyes: Brown.

Hair: Bald.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Baron Strucker is a skilled hand to hand combatant and a marksman with most conventional weapons.

Weapons and Paraphernalia: Baron Strucker has access to a wide array of advanced technology, both mass-produced and one-off experiments, due to HYDRA's contacts with AIM.



450 points

ST: 13 [30]	HP: 13 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 13 [0]	Move: 6 [0]
IQ: 13 [60]	Per: 13 [0]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dmg: 1d/2d-1 **BL:** 34 lbs.
Dodge: 9 **Parry:** 10 **DR:** 12/4* (concealed vest)

Languages: Arabic (Accented) [4]; English (Accented) [4]; French (Native) [6]; German (Native) (Native Language) [0]; Japanese (Accented) [4]; Mandarin (Accented) [4]; Swahili (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 3 [15]; Fit [5]; Gizmo 1 [5]; High Pain Threshold [10]; HYDRA Rank 8 [24]; Merchant Rank 5 [25]; Security Clearance (Free Access to a Narrow Range of Secrets) [10]; Status 6 [5*]; Wealth (Multimillionaire 2) [100].

Perks: Dirty Fighting [1].

Disadvantages: Megalomania [-10]; Secret Identity (Imprisonment) [-20]; Selfish (9) [-7].

Quirks: Attentive [-1]; Chauvinistic [-1]; Needs Reading Glasses [-1]; Wears Grandfather's Monocle (With Replaced Lens) [-1].

Skills: Accounting (H) IQ-1 [2] – 12; Administration (A) IQ-1 [1] – 12; Connoisseur (Literature) (A) IQ-1 [1] – 12; Connoisseur (Visual Arts) IQ-1 [1] – 12; Current Affairs (Business) (E) IQ+0 [1] – 13; Current Affairs (Headline News) (E) IQ+0 [1] – 13; Current Affairs (Politics) (E) IQ+1 [2] – 14; Fast-Talk (A) IQ+1 [4] – 14†; Finance (H) IQ+1 [8] – 14; Guns/TL8 (E) DX+2 [3] – 15‡; Guns/TL8 (Rifle) (E) DX+2 [4] – 15; Hiking (A) HT-1 [1] – 12; Intimidation (A) Will+1 [4] – 14†; Judo (H) DX+2 [12] – 15; Jumping (E) DX+0 [1] – 13; Karate (H) DX+2 [12] – 15; Knife (E) DX+0 [1] – 13; Lifting (A) HT-1 [1] – 12; Market Analysis (H) IQ+1 [8] – 14; Musical Instrument (Violin) (H) IQ-2 [1] – 11; Observation (A) Per+1 [4] – 14; Politics (A) IQ+1 [4] – 14; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 13†; Savoir-Faire (Mafia) (E) IQ+0 [1] – 13†; Streetwise (A) IQ-1 [1] – 12‡; Swimming (E) HT+0 [1] – 13; Throwing (A) DX-1 [1] – 12; Wrestling (A) DX+0 [2] – 13.

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

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

† Conditional +3 from Charisma when making Influence rolls.

‡ Defaulted from Guns (Rifle).

Role-Playing Notes:

Baron Strucker is a patient man, seeing himself as a chess player with the entire world as his board. He believes himself to have a great destiny – to be the one to unite the world under one rule, his rule – and is determined to learn from the mistakes of those who have tried and failed in the past.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+1 cr	C	10	–	–	13	
–	Karate Kick	1d+2 cr	C, 1	n/a	–	–	13	

Design Notes:

1. HYDRA Rank is designed at 3/level using rules in *Social Engineering* for creating a criminal/subversive hierarchy, and does not add to his Status.

BARON ZEMO

Villain

Real Name: Harbin Zemo.

Occupation: Billionaire playboy, 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, organizer of the Masters of the World.

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 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.

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 aiding 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 and his Fourth Reich have clashed with Captain America and Bucky several times since. Upon learning that Captain America had joined the Avengers, he created a team of his own, which he called the Masters of the World, to oppose them (see *Masters of the World*).

Age: 29.

Height: 5' 10"

Weight: 185 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Black bodysuit with a royal purple chest decoration, yellow gloves and boots with white fur trim, yellow belt, royal purple full-face cowl with white eye holes, gold-plated 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, an expert rapier fencer, 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 and technicians to provide him with high-tech weaponry and equipment.

490 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 15 [10] **Move:** 6 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 10 **Parry:** **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Handsome) [12]; Charisma 4 [20]; Combat Reflexes [15]; Organized Crime Rank 5 [10]; Fit [5]; Gizmos 3 [15]; Hard to Subdue 3 [6]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Independent Income 20 [20]; Merchant Rank 5 [20]; Status 5 [0]*; Wealth (Multimillionaire 2) [100].

Perks: Style Familiarity (Fencing - La Verdadera Destreza) [1]; Style Familiarity (Sport Fencing - Epée) [1]; Sure-Footed (Uneven) [1].

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

Quirks: Atheist [-1]; Careful [-1]; Chauvinistic [-1]; Fond of Cats [-1]; Not Until My First Cup! [-1].

Skills: Acting (A) IQ+2 [8] – 15; Administration (A) IQ+1 [4] – 14; Artist (Painting) (H) IQ-1 [2] – 12; Body Language (Human) (A) Per+1 [4] – 14; Boxing (A) DX+3 [12] – 15; Brainwashing/TL8 (H) IQ+0 [4] – 13; Connoisseur (Literature) (A) IQ+0 [2] – 13; 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+1 [8] – 14; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will-1 [1] – 14; Judo (H) DX+3 [16] – 15; Leadership (A) IQ+7 [12] – 20‡; Mathematics/TL8 (Pure) (H) IQ-1 [2] – 12; Poetry (A) IQ-1 [1] – 12; Politics (A) IQ+1 [4] – 14; Propaganda/TL8 (A) IQ+1 [4] – 14; Public Speaking (A) IQ+5 [4] – 18‡; Rapier (A) DX+3 [12] – 15; Rapier Sport (A) DX+1 [2] – 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; Targeted Attack (Rapier Thrust/Neck) (H) def+3 [4] – 13; Targeted Attack (Rapier Thrust/Vitals) (H) def+2 [3] – 14.

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

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

† Defaulted from Savoir-Faire (High Society)

‡ Includes +4 from Charisma

§ Defaulted from Rapier.

Role-Playing Notes:

Harbin is not an adherent of Nazi ideology, acknowledging that its day has passed; he sees the Fourth Reich as just a pawn in a larger chess game, with himself as a player.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d cr	C	10	–	–	12	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	
–	Bite	1d-2 cr	C	n/a	–	–	12	

Design Notes:

1. Organized Crime Rank is built as 2/level as per the guidelines on p. 15 of *Social Engineering*.
2. Merchant Rank is built as 4/level as per the guidelines on p. 15 of *Social Engineering*.

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*).

Age: 26.

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

ST: 10 [0]	HP: 12 [4]	Speed: 5.50 [0]
DX: 11 [20]	Will: 10 [-5]	Move: 5 [0]
IQ: 11 [20]	Per: 12 [5]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 9 **Parry:** 10 **DR:** 12/5* (concealed vest)

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

Cultural Familiarities: Western (Native) [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)

Role-Playing Notes:

Turk is a two-time loser who is constantly trying to rise up in the criminal ranks; just like the Earth-616 Rick Jones is "sidekick for hire", Turk is the quintessential "henchman for hire". That he's constantly shooting himself in the foot (literally on at least one occasional) and getting beat up by Daredevil on a regular basis before squealing limits his usefulness to more successful criminals.



BRAWLING

<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>
–	Brawling Punch	1d-3 cr	C	10	–	–	10	
–	Brawling Kick	1d-2 cr	C, 1	n/a	–	–	10	
–	Brawling Bite	1d-3 cr	C	n/a	–	–	10	

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.

The so-called Bar With No Name is in reality a series of drinking establishments; every major city in the United States has at least one, and New York City is known to have five: one in Harlem, one in Greenwich Village, one in Brooklyn, one in the Bronx, and one in Queens. There are rumors that the chain is international, ranging from Canada and Mexico to Europe and such locales as Brazil, Egypt, Russia, China, and India, although no such Bars outside the United States have been depicted.

The Bars cater to the costumed criminal underworld, a place for such criminals and mercenaries to relax and network away from the prying eyes of the police and costumed vigilantes. From the outside, these bars appear to be regular bars, all under a variety of names. A secret entrance in the rear leads to a staircase leading down to the criminal bar. The separation is as much to keep the regular clientele safe as it is to the criminal, since many normal people get nervous when around costumes, regardless of whether a crime is being committed. Once a week, the Bar With No Name in Harlem hosts a poker tournament; every so often, the villains will even "invite" (read: temporarily kidnap) Ben Grimm of the *Fantastic Four* to play poker with them (see *Fantastic Four*; *Thing*). The first time this happened, he was surprised, particularly as he was invited by Rhino and Juggernaut (who nearly trashed the block in a brawl before Juggernaut mentioned being late for the poker game), but he understands that even villains have the need to unwind (see *Juggernaut*; *Rhino*). No charges have ever been filed against the Bar or those sent to invite him, as he's always "released" unharmed at the end of the night (and usually a few thousand dollars richer).

Surprisingly, while the locations of each Bar With No Name is generally only known to the criminal underworld, the bars are completely legal! The bars always follow the local liquor laws, including generally not being open on certain days or times proscribed by law, maintaining their liquor licenses, and paying proper taxes. On top of that, there is no law in any locale where a known Bar With No Name exists that prevents people from drinking and socializing while dressed in outlandish outfits.

It is believed the first Bar With No Name was opened in Chicago, Illinois, during the Prohibition era as a meeting place for bootleggers; most believe it was a secret speakeasy for Al Capone. During World War II, with the emergence of costumed superhuman criminals, the Chicago bar began to cater to the costumed set. It wasn't long before the first of New York's opened, believed to be in Harlem. As each generation of superhuman criminals and crimefighters rose and waned, the number of Bars With No Name slowly increased. Today it is not uncommon to find retired super-criminals mingling with and giving advice to their younger, more active counterparts; even the retired criminals are known to wear their uniforms in the Bars.

Besides the New York and Chicago establishments, Bars With No Name are known to exist in Los Angeles, California; Houston, Texas; and Philadelphia, Pennsylvania. Others are believed to exist in Las Vegas, Nevada; San Francisco, California; Phoenix, Arizona; and New Orleans, Louisiana, though they have yet to be depicted.

First Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #.

The Bar With No Name

Mission Statement: To provide a safe haven for costumed criminals to relax, enjoy each others' company, and network while in their working uniforms. The Bar maintains a strict no-violence policy among its patrons, which it can't really enforce but which the patrons follow anyway (mostly because they don't want their safe haven destroyed). Each Bar is independent of the others, and maintains a second bar for regular clientele.

Capabilities

TL: 8

Members: 12

Wealth: Average

Contacts: Criminal Skills-18 [15]

Member Traits: Unfazeable [15]; Professional Skill (Bartending)-12.

Notable Resources: Each Bar is its own two-level establishment, usually with room on the lower level for those villains who are larger than average.

Reaction-Time Modifier: -1

Costs and Values

Startup Cost: \$374,400

Resource Value: \$1,872

Patron Value: 10 points.

Enemy Value: -20 points.

Ally and Dependent Value: The Bars don't offer any Allies or Dependents themselves, but can be used to find temporary Allies of up to 150% point value.

Social Attributes

Type: Commercial

Loyalty: Neutral (10)

CR: 1.

Rank: Merchant Rank [2/level], does not exceed Rank 1.

Income Range: \$1,300 (Struggling) to \$2,600 (Average).

Reputation: +2 from costumed criminals, +0 from everyone else who learns about them.

Notes

The "members" of the Bar With No Name are the proprietor and his staff, which includes two bartenders on each level, four waitresses, and a small kitchen staff of a short order cook and a dishwasher. The criminals that frequent the bar are merely clientele, but will (generally) come to its defense.

BATROC, GEORGES

Non-Villain Antagonist

Real Name: Georges Batroc.

Occupation: Mercenary, former soldier and professional prize fighter.

Identity: Publicly known.

Legal Status: Citizen of France with an international criminal record.

Other Aliases: The Leaper.

Place of Birth: Marseilles, France.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Batroc's Brigade, formerly the French Army.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Georges Batroc first earned fame on the savate circuit in France as one of the youngest competitors, fighting multiple championship bouts before reaching the age of eighteen. Forced for a time to give up competitive fighting when he enlisted in the French Army, Batroc earned a reputation as a discipline problem with a penchant for insubordination. Despite this, he always completed his missions, though not always in the ways that his immediate superiors wanted him to.

Given an involuntary discharge upon completing his tour of duty, Batroc soon found his skills in demand as a mercenary. With the recent rise of costumed adventurers, Batroc designed a uniform for himself. At first billing himself as the Leaper, he ambushed and fought Captain America to a standstill as a means of advertising his skills (see *Captain America*). (Batroc has since dropped the "Leaper" moniker to use only his last name.)

Needing help on a mission, he found other non-powered costumed mercenaries at one of the so-called Bars With No Name, a drinking and networking establishment for the super-criminal element (see *Bar With No Name*). This was the first time he formed what has become known as Batroc's Brigade (see *Batroc's Brigade*).

Over the last few months, Batroc and his Brigade have fought not only Captain America but also Angel of the X-Men, Daredevil, Iron Fist, and Spider-Woman (see individual entries). Most of his clients hire him when expecting costumed opposition; that he, too, wears a colorful outfit ensures that the ensuing fight remains focused on him rather than his clients.

Recently, however, Batroc was hired by Captain America to assist in taking down the criminal "academy" run by the Taskmaster (see *Taskmaster*). During the course of this caper, it was then revealed that Batroc and the Taskmaster have a long-standing rivalry, the origin of which has not yet been revealed.

Age: 25.

Height: 6'.

Weight: 205 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Purple and gold bodysuit, gold gloves, gold boots, gold belt, gold cowl with black whatever-those-are over the eyes.

Strength Level: Georges Batroc 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: Batroc is an expert hand to hand combatant specializing in the French martial art savate. An avid parkour athlete, he has adapted several parkour moves into his style. He is also skilled in the use of modern firearms.



505 points

ST: 15 [50]

HP: 17 [4]

Speed: 6.50 [0]

DX: 13 [60]

Will: 11 [0]

Move: 6 [0]

IQ: 11 [20]

Per: 12 [5]

HT: 13 [30]

FP: 13 [0]

SM: 0

Dmg: 1d+1/2d+1 **BL:** 34 lbs.

Dodge: 13 **Parry:** 16 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) [15]; Extra Attack 1 [25]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Resistant to Poisons (+3) [5]; Striking ST (Kick Only, -60%) +4 [8]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Focused Fury [1]; Special Exercises (DR 1 with Tough Skin) [1]; Special Exercises (Striking ST +1) 4 [4]; Style Familiarity (Savate); Technique Mastery (Kicking) [1].

Disadvantages: Code of Honor (Professional) [-5]; Enemy (Taskmaster; Rival) (9) [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Dislikes Monty Python References [-1]; Exaggerated His Accent [-1]; Holds His Mercenary Allies To His Professional Code [-1]; Wants To Prove Skill Is As Important As Powers [-1].

Skills: Acrobatics (H) DX+3 [16] – 16; Climbing (A) DX+2 [1] – 15*; Flying Leap (H) IQ+1 [8] – 12; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Jumping (E) DX+2 [4] – 15; Karate (H) DX+7 [32] – 20; Karate Art (H) DX+5 [4] – 18†; Karate Sport (H) DX+5 [4] – 18†; Knife (E) DX+2 [4] – 15; Observation (A) Per+1 [4] – 13; Parachuting/TL8 (E) DX+0 [1] – 13; Power Blow (H) Will+1 [8] – 12; Running (A) HT+1 [4] – 14; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+1 [2] – 14; Throwing (A) DX+0 [2] – 13; Wrestling (A) DX+3 [12] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+5 [6] – 16; Kicking (Karate) (H) def+6 [7] – 24; Spinning Kick (H) def+3 [4] – 20.

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

* Includes +3 from Flexibility.

† Defaulted from Karate.

Role-Playing Notes:

Batroc is a man who is constantly seeking to improve his skills and prove that superior skill is still a viable resource in the world of the superhuman. He's constantly on the lookout for others to test his skills against. He holds himself to a mercenary's code of honor: always complete the mission, never betray your client, and keep the bystanders out of the crossfire; he also expects those in his employ to abide by the same code.

Feel free to make his French accent, in the words of Monty Python, *outrageous*!

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>
–	Karate Punch	1d+2 cr	C	16	–	–	13	
–	Karate Kick	2d+3 cr	C, 1	n/a	–	–	17	

BATROC'S BRIGADE

Non-Villain Antagonist Team

Batroc's Brigade is named after its founder, the costumed mercenary Georges Batroc (see *Batroc, Georges*). Unlike other similar organizations, none of the members of Batroc's Brigade possess superhuman abilities, although many of them rely on advanced technology.

Batroc hired his first Brigade in a mission to steal Captain America's shield for an undisclosed client who wished to study and possibly duplicate the metal (see *Captain America*). For this, he hired Boomerang, Machete, and Zaran (see individual entries). This group was successful in their mission, although Captain America later re-acquired the shield from their client, who turned out to be Sin, daughter of the Red Skull, Captain America's greatest WWII adversary (see *Sin*).

Batroc hired his second Brigade, this time consisting of Porcupine and the Swordsman, when he was hired to face off against the X-Man known as Angel during a social event so his clients could steal a valuable heirloom (see *Angel*; *Porcupine*; *Swordsman*; *X-Men*). Following this, Batroc dismissed Porcupine in disgust for having violated Batroc's operating code, but told Swordsman he'd be in touch.

Batroc later hired Boomerang, Machete, Zaran, and Matador to organize a raid on Stark Industries' Dallas, Texas, plant while Captain America was visiting (see *Matador*; *Stark Industries*).

The most recent version of Batroc's Brigade consisted of Batroc, Boomerang, Zaran, and Swordsman to assist Captain America in taking down the Taskmaster (see *Taskmaster*).

No doubt the Brigade will be seen together in future endeavors.

First Post-Reboot Appearance: CAPTAIN AMERICA #

Membership Roster

Batroc, Georges – Founder and leader of the Brigade; it wouldn't be *Batroc's* Brigade without him at the helm.

Boomerang – Boomerang has proven to be one of Batroc's primary allies, being one of the longest-running Brigade members.

Machete – Machete has proven to be one of Batroc's primary allies, being one of the longest-running Brigade members.

Zaran, Maximilian – Zaran has proven to be one of Batroc's primary allies, being one of the longest-running Brigade members.

Porcupine – Hired for a mission involving engaging Angel of the X-Men for a client. Dismissed following the mission for breaking Batroc's code.

Swordsman – Hired for a mission involving engaging Angel of the X-Men for a client, Swordsman was defeated by Angel's girlfriend, Candy Southern. Despite this, he has been kept on retainer by Batroc.

Matador – Hired on a provisional basis, Matador has only occasionally been seen with the Brigade.

 <p>GEORGES BATROC Founder, Leader Active CAPTAIN AMERICA #</p>	 <p>BOOMERANG (Fred Meyers) Active CAPTAIN AMERICA #</p>
 <p>MACHETE (Ferdinand Lopez) Active CAPTAIN AMERICA #</p>	 <p>ZARAN (Maximilian Zaran) Active CAPTAIN AMERICA #</p>
 <p>PORCUPINE (Alex Gentry) Active X-MEN ANNUAL #1</p>	 <p>SWORDSMAN (Jacques Duquesne) Active X-MEN ANNUAL #1</p>
 <p>MATADOR (Manuel Eloganto) Active CAPTAIN AMERICA #</p>	

Batroc's Brigade

Mission Statement: Batroc's Brigade is a small costumed mercenary unit formed and led by Georges Batroc, composed entirely of folks who rely on skill and occasionally technology instead of powers when expecting to face superhuman opposition.

Capabilities

TL: 8

Members: 5

Wealth: Comfortable.

Contacts: Criminal Skills-15 [10].

Member Traits: No member has superhuman powers, though many

Notable Resources:

Reaction-Time Modifier:

Costs and Values

Startup Cost: \$

Patron Value: points.

Ally and Dependent Value:

Resource Value: \$

Enemy Value: - points.

Social Attributes

Type:

CR:

Rank:

Income Range:

Reputation:

Loyalty:

Notes

The Brigade is formed as needed by Batroc on a temporary basis for a single job. The "5" in Members is the maximum number of members available for a caper at any given time, including Batroc himself.

The Baxter Building is a 30-story apartment and office building located in Manhattan on Lexington Avenue between 51st and 52nd Streets; the top five floors serve as the headquarters of the Fantastic Four (see *Fantastic Four*). One high-speed maglev elevator has been installed to run from the ground floor to the twenty-sixth, while all of the other elevators in the building stop at the twenty-fifth.

Prior to the formation of the Fantastic Four, the top five floors were rented out by Dr. Reed Richards, with the top four converted into a combination of observatory and physics laboratory (see *Mister Fantastic*). Following the formation of the Fantastic Four, the rest of the team moved in while Dr. Richards studied the changes to their physiologies. More recently, following a dispute with their landlord, Dr. Richards purchased the building outright. After buying the building, Dr. Richards added some additional features, including the afore-mentioned high-speed elevator.

Top Floor

This floor consists of the astrophysics lab, observatory, and hangar space for the Fantastic Four's about-town air-car, the so-called Fantasticar, with an elevator to bring the air-car to the roof (see *The Fantasticar*).

Twenty-Ninth Floor

This floor consists of the Negative Zone portal, blockaded with doors made of adamantium to prevent hostiles from forcing their way to Earth, and Dr. Richards' own particle accelerator (see *Negative Zone*).

Twenty-Eighth Floor

This floor consists of laboratories for various scientific disciplines. It includes a full surgical operating suite with a Stark Industries automatic diagnostic bed, and a rapid prototyping 3D printer capable of handling most materials (see *Stark Industries*).

Twenty-Seventh Floor

This floor contains the Fantastic Four's training facilities, including a weight room with machines that can simulate weights up to 100 tons for use by Ben Grimm and various superhumanly strong allies (see *Thing*).

Twenty-Sixth Floor

This is the primary living and office space for the Fantastic Four. The elevator to the ground floor opens into a lobby where visitors are greeted by Roberta, an artificially intelligent robot made to look and sound like a live human being from the waist up. Not far from the lobby is a conference room with windows that have been treated with a process that can adjust their transparency from opaque to almost invisible by adjusting the flow of electricity through them. There are four suites on this floor, which the members of the Fantastic Four use as their private quarters.

Eleventh through Twenty-Fifth Floors

These floors consist primarily of apartments leased to other tenants in the building.

Second through Tenth Floors

These floors are rented as office space to other businesses operating in New York City.

Ground Floor

This floor consists of the primary public offices of the Fantastic Four.

Basement Levels

The basement of the Baxter Building had been converted at some point in the past to act as a parking garage for tenants. The lowest level, however, has been adapted to house a Stark Industries arc reactor, which is used to power the top floors of the building without drawing from the New York City power grid.

First Post-Reboot Appearance: FANTASTIC FOUR #

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.

Age: 19.

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

ST: 20/36 [100*] **HP:** 25 [10] **Speed:** 7.00 [0]
DX: 15 [100] **Will:** 13 [-5] **Move:** 10/20 [15]
IQ: 14 [80] **Per:** 13 [-5]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 2d-1/3d+2 (4d-1/6d+1) **BL:** 80 lbs. (259 lbs.)
Dodge: 14 **Parry:** 12 **DR:** 12/4* (uniform)

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

Role-Playing Notes:**BRAWLING**

<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>
–	Brawling Punch	2d cr	C	12	–	–	20	
–	<i>Enhanced ST</i>	4d+2cr	C	12	–	–	36	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20	
–	<i>Enhanced ST</i>	4d+3 cr	C, 1	n/a	–	–	36	

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.

Age: 31.

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 ladar 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

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.25 [0]
DX: 11 [20] **Will:** 13 [0] **Move:** 5 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 8 **Parry:** 9 **DR:** 42/30 (battlesuit)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Battlesuit) (Gadget/Can Be Stolen: Forcibly Removed, -10%) [585]; 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.

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

* Includes +2 from Artificer

Role-Playing Notes:

Beetle Battlesuit

634 points

Attribute Adjustments: ST +24 [240].

Advantages: Clinging [20]; Combat Reflexes (Accessibility: Only On Opponents Whose Style Is Programmed In, -20%) [12]; Damage Resistance 12 (Partial: Torso and Groin Only, -5%; Hardened 1, +20%) [69]; Damage Resistance 30 [150]; Electrolaser: Burning Attack 1d (Link, +10%) [6] plus Affliction 4 (HT-3; Link, +10%) [44]; Enhanced Move (Air) 1.5 [30]; Flight (Winged, -25%) [30]; Infravision [9]; Ladar (Targeting Only, -40%) [12]; Protected Vision [5]; Sealed [15]; Telecommunications (Radio) [10].

Perks: Accessory: Personal Computer [1].

Disadvantages: Electrical [-20].

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cr	C	9	–	–	11	
–	– <i>Battlesuit ST</i>	4d-2 cr	C	12	–	–	35	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	11	
–	– <i>Battlesuit ST</i>	4d-1 cr	C, 1	n/a	–	–	35	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Electrolaser	1d burn	3	10/100	1	–	–	–	1	
–	<i>linked</i>	HT-3 aff	–	–	–	–	–	–	–	

Real Name: Unrevealed; "Belathauzer" is the name he uses among humans, though that is not likely his "true" name.

Occupation: Ruler of a hell dimension, would-be world conqueror; possessed a US Air Force general.

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

Legal Status: Ruler of an unnamed hell dimension; his human host is a citizen of the United States with no known criminal record.

Other Aliases: Balthazar; General Tyler Hayward (his human host).

Place of Birth: Earth in the far distant past.

Marital Status: Unrevealed, possibly inapplicable.

Known Relatives: Unrevealed, possibly counts the Elder Gods (Chthon, Gaea, Oshtur, Set) or the various Hell Lords (Lucifer, Mephisto, Nyx, Satannish, etc.) as siblings.

Group Affiliation: Ruler of his own demon-filled dimension; posing as a member of the United States Air Force.

Base of Operations: An unidentified US Air Force base, formerly an unnamed hell dimension.

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

History: The full history of Belathauzer is unknown. He has claimed to be an Elder God, but that may simply be a baseless claim (demons are notorious liars, after all; see *Demons*). It is more likely that he was one of the deities and demons spawned by the Demogorge after the latter had destroyed most of the original Elder Gods who had degenerated into demons. What is known is that Belathauzer for a time conquered and ruled over part of the Earth in the distant past before being banished through unrevealed means to a hell dimension (presumably by Agamotto, Earth's first Sorcerer Supreme; see *Mystic Principalities*).

Belathauzer's activities between his initial banishment and the present are unknown, although he apparently became known enough to have his name recorded among the various demons in various religious works (although usually transliterated as "Balthazar").

Recently Belathauzer was contacted by a half-demon sorceress named Vera Gemini, who herself led a group known as the Cult of the Harvester of Eyes (see *Gemini*, *Vera*). Gemini had a plan which would return Earth to being ruled by demons; as part of this plan she intended to replace key government officials in several nations with demons, ostensibly demons under her control. Belathauzer was the first demon lord she contacted. To this end, she had her cult kidnap a US Air Force General, Tyler Hayward, who was to be Belathauzer's host body.

Ultimately, Gemini and her cult were defeated by Earth's current Sorcerer Supreme, Doctor Strange, and several of his allies, including Clea and a former assassin for the cult, a man known as the Devil-Slayer (see *Clea*; *Doctor Strange*; *Devil-Slayer*). Belathauzer's whereabouts following Gemini's defeat, however, is unknown; presumably he remains in his position of power inside the US Air Force, but that is unconfirmed.

Age: Indeterminate (true form); 53 (General Hayward).

Height: 8' 10" (true form); 5' 9" (General Hayward).

Weight: 3,375 lbs (true form, estimated); 195 lbs (General Hayward).

Eyes: Gold, glowing (true form); brown (General Hayward).

Hair: None (true form); black with gray streaks (General Hayward).

Skin: Orange-yellow (true form); normal human skin tone (General Hayward).

Other Distinguishing Features: In his normal form, Belathauzer possesses two faces on his head, and a row of horns above both sets of eyes. His hands and feet end in claws.

Uniform: None; as General Hayward, wears the standard US Air Force dress uniform.

Strength Level: Belathauzer possesses superhuman strength enabling him to lift (press) over 200 tons on a regular basis.

Known Superhuman Powers: In addition to his superhuman strength, Belathauzer possesses many traits inherent to his being a demon. First, he is superhumanly durable and practically immune to fire, as well as being immune to all mundane terrestrial diseases, poisons, and similar metabolic hazards. He heals much more rapidly from injury than normal, and can regrow his limbs if they are severed. As a demon, he is essentially unkillable; destroying his physical form will merely banish him back to his hell dimension.

In addition, he is able to produce and control fire. He usually generates this fire through his hands and mouths, but has



occasionally generated intense flame with a gesture. He can also see clearly through smoke and in pitch darkness.

Belathauzer is also able to physically possess human (and presumably other mortal) beings, gaining full access to his mortal host's knowledge and memories enabling him to pass nearly unnoticed in his host's life.

Allies: Belathauzer commands a horde of lesser demons native to the hell dimension he rules.

2,762 points

ST: 44/530 [180*] **HP:** 44 [0] **Speed:** 7.75 [0]

DX: 13 [60] **Will:** 18 [10] **Move:** 7 [0]

IQ: 16 [120] **Per:** 16 [0]

HT: 18 [80] **FP:** 18 [0] **SM:** +1

Dmg: 5d/7d+1 (54d/56d) **BL:** 387 lbs. (56,180 lbs/28 tons)

Dodge: 11 **Parry:** 11 **DR:** 25* + 50* (second number vs Heat/Fire only)

IT:DR: /10

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

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

Advantages: Burning Attack (*Fire Blast/Breath*) 4d×5 (Accurate +7, +35%; Cone (2 yds), +70%; Increased 1/2D Range ×10, +15%; Increased Range: Line-of-Sight, +40%; Variable, +5%; Magical, -10%) [255]; Burning Attack (*Fire Eruption*) 8d (Area Effect: 32 yd radius, +250%; Based on IQ (Own Roll), +20%; Malediction (Uses SSRT), +150%; Overhead, +30%; Selective Area, +20%; Selectivity (Overhead, Wall), +10%; Variable, +5%; Wall: Permeable, +30%; Magical, -10%) [242]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Control Fire 10 (Magical, -10%) [180]; Create Fire 10 (Magical, -10%) [90]; Damage Resistance 25 (Flexible, -20%; Hardened 2, +40%) [150]; Damage Resistance 50 (Flexible, -20%; Limited: Fire, -40%) [100]; Dark Vision (Magical, -10%) [23]; Extra Mouth 1 [5]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Infernal Rank 8 [40]; Injury Tolerance (Damage Reduction /10) [150]; Peripheral Vision [15]; Possession (Full Memory Access, +10%; Spiritual, -20%; Magical, -10%) [80]; Regeneration (Fast: 1 HP/min) (Magical, -10%) [45]; Regrowth (Magical, -10%) [36]; Social Chameleon [5]; Super ST +14/+500 (Size, -10%) [546]; Teeth (Sharp Teeth) [1]; Unkillable 3 [150]; Versatile [5]; Wealth (Multimillionaire 2) [100].

Perks: Fearsome Stare [1]; Obscure True Name [1].

Disadvantages: Bully (12) [-10]; Callous [-5]; Dependency (Magic Energy; Constantly) [-25]; Intolerance (Half-Demons) [-5]; Paranoia [-10]; Social Stigma (Monster) [-15]; Stubbornness [-5].

Quirks: Ambitious [-1]; Disciplines [-1]; Sarcastic [-1]; Symbol-Shy [-1]; Treacherous [-1].

Skills: Acting (A) IQ+0 [2] – 16; Administration (A) IQ+0 [2] – 16; Alchemy/TL8 (VH) IQ+0 [8] – 16; Artillery/TL8 (Guided Missile) (A) IQ-1 [1] – 15; Climbing (A) DX+0 [2] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 16; Diplomacy (H) IQ+0 [4] – 16; Force Sword (A) DX+1 [4] – 14; Force Whip (A) DX+1 [4] – 14; Gunner/TL8 (Machine Gun) (E) DX+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+0 [1] – 13; Hidden Lore (Demon Lore) (A) IQ+0 [2] – 16; Hiking (A) HT+0 [2] – 18; Innate Attack (Beam) (E) DX+3 [8] – 16; Innate Attack (Breath) (E) DX+3 [6] – 16†; Intimidation (A) Will+2 [8] – 20; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Karate (H) DX+1 [8] – 14; Leadership (A) IQ-1 [1] – 15; Lifting (A) HT+0 [2] – 18; Navigation/TL8 (Air) IQ-1 [1] – 15; Observation (A) Per+0 [2] – 16; Piloting/TL8 (High-Performance Aircraft) (A) DX-1 [1] – 12; Poisons/TL8 (H) IQ+0 [4] – 16; Politics (A) IQ+0 [2] – 16; Running (A) HT+0 [2] – 18; Savoir-Faire (Military) (E) IQ+0 [1] – 16; Speed-Reading (A) IQ+0 [2] – 16; Stealth (A) DX+1 [4] – 14; Strategy (Air) (H) IQ-2 [1] – 14; Streetwise (A) IQ+0 [2] – 16; Throwing (A) DX+0 [2] – 13; Wrestling (A) DX+1 [4] – 14.

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

* Includes +14/+500 from Super ST; modified with "Size, -10%".

† Defaulted from Innate Attack (Beam).

Role-Playing Notes:

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	5d+9 cut	C	11	–	–	44	
–	– <i>Super ST</i>	54d+107 cut	C	11	–	–	530	
–	Karate Kick	5d+10 cut	C, 1	n/a	–	–	44	
–	– <i>Super ST</i>	54d+108 cut	C, 1	n/a	–	–	530	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Fire Blast	4d×5 burn var (2d)	10	100/LoS	1	–	–	–	1	

INNATE ATTACK (BREATH)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Fire Breath	4d×5 burn var (2d)	10	100/LoS	1	–	–	–	1	

Design Notes:

1. No TL adjustments were given for two reasons. First, Belathauzer has possessed a human Air Force general, giving him the knowledge to use modern skills without penalty. Secondly, it's near impossible for me to figure out a Tech Level for the various hell dimensions. Way I see it, the demon lords have kept up with modern times, although some lesser demons (the foot soldiers) have not.

BENTLEY, VICTORIA

Supporting Cast

Real Name: Dame Victoria Bentley.

Occupation: Socialite, sorceress.

Identity: Victoria does not use a dual identity; however, her status as a sorceress is not public knowledge.

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

Other Aliases: Lady Bentley, Lady Victoria, Baronetess Bentley.

Place of Birth: Canterbury, England, United Kingdom.

Marital Status: Single.

Known Relatives: Sir Clive Bentley (father, deceased).

Group Affiliation: Occasional ally of Doctor Strange; apprentice of Lord Julian Pfyffe; Order of Kamar-Taj (through association).

Base of Operations: Bentley Manor, County of Kent, England; also owns a flat (apartment) in London, England.

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

History: Victoria Bentley was the daughter of a wealthy professor and secret magician, Sir Clive Bentley, who had been a friend of Dr. Stephen Strange during the latter's training as a sorcerer in Tibet (see *Doctor Strange; Order of Kamar-Taj*). After her father died, she inherited his baronetcy, which consisted mainly of the family manor and a sizable stock portfolio as well as the family title. Unknown to Victoria, her father had in his possession a number of minor mystic artifacts.

Victoria first met Doctor Strange when he was apparently summoned to the manor by Sir Clive; in reality, Sir Clive was being impersonated by Strange's rival and former friend, Karl Mordo (see *Mordo, Karl*). Victoria was at the time under Mordo's mental control in order to lure Strange into a trap. At the time, both Strange and Mordo sensed that Victoria possessed the potential for becoming a powerful sorceress, but was completely untrained. Strange, however, sensed the spell on Victoria and freed her from Mordo's control; Victoria then informed Strange of her father's passing.

After that incident, Victoria asked Strange if she could be his apprentice. Strange declined, due in no small part to already having an apprentice in Clea, a native of another dimension; however, he introduced her to a sorcerer closer to her home, Lord Julian Pfyffe, a resident of London (see *Clea; Pfyffe, Lord Julian*).

Some time later, Victoria was one of the sorcerers – along with Lord Pfyffe, Rama Kaliph, Dakihm the Enchanter, Jennifer Kale, Mantra, and Wong – summoned by Doctor Strange to provide assistance in repelling an invasion from the otherdimensional entity Tiboro (see individual entries).

Age: 25.

Height: 5' 7".

Weight: 130 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

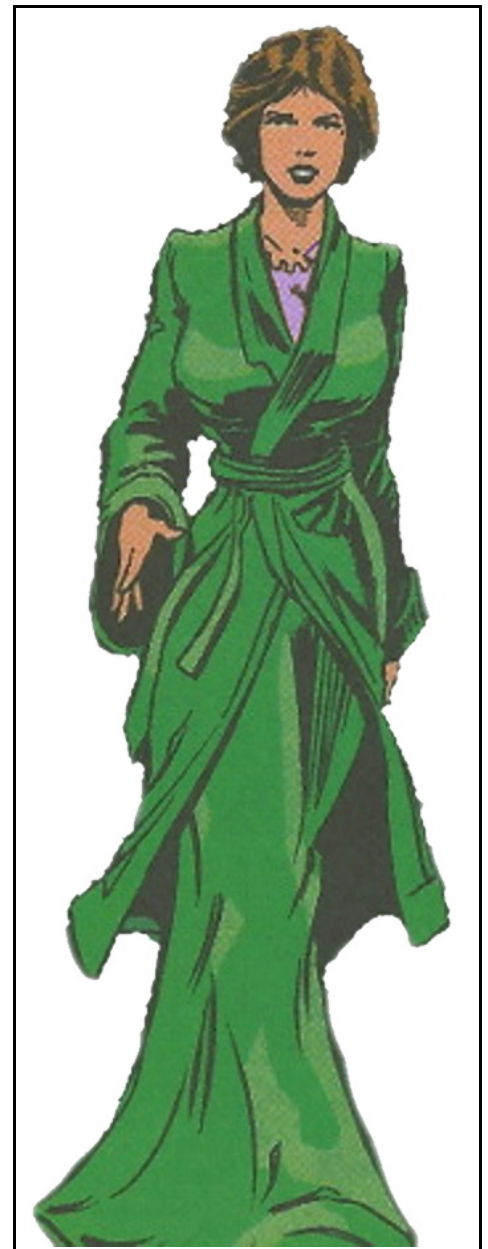
Strength Level: Victoria Bentley possesses the normal human strength of a woman of her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Victoria Bentley is a sorceress, a wielder of mystical energy. 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.

Bentley's magic, like that of other magicians, is derived from three major sources: egocentric, that is, personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); ecocentric powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally exocentric 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. Bentley has shown skill at ego- and exocentric magic but has not exhibited any significant skill in the way of ecocentric magic.

To begin with Victoria's personal powers, she is able to read the surface thoughts of others and to alter the memories of those around her in order to hide the existence of mystic effects. She can communicate with other sorcerers such as Dr. Strange and Lord Pfyffe as well as other psychics (mutant and otherwise) at transatlantic distances; her ability to communicate with non-psychics and non-sorcerers via telepathy tends to be limited to distances roughly equal to that of the British Isles. She has not yet mastered the art of astral projection; it still takes her several minutes to achieve, and she can only remain away from her body for an hour.

She also knows a number of spells enabling her to tap other-dimensional entities to create a wide range of effects. She has used the



Crimson Bands of Cyttorak, the Winds of Watoomb, the Shield of the Seraphim, the Vapors of Valtorr, and the Images of Ikonn, but has yet to invoke the entities to create her own spells.

Other Abilities: Even before learning magic, Victoria Bentley was skilled at social interactions and business, as well as being fluent in French, Italian, and Latin. She has also become skilled at the art of alchemy.

Weapons and Paraphernalia: Bentley has inherited several minor mystic artifacts. These include but are not limited to a crystal ball which enables her to view other locations when she focuses on them, a selection of amulets (which she occasionally wears as brooches at social events) granting a wide range of protections from various mystic effects, an invisibility cloak, a selection of wands which can be used to cast select spells stored in them indefinitely, a far larger collection of one-use charms (thankfully well-marked) which can be used to cast a single spell before it is used up, and a library of lesser mystic tomes.

420 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.75 [0]
DX: 11 [20] **Will:** 13 [5] **Move:** 5 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 12 [20] **FP:** 12 [20] **SM:** 0
Threshold: 30

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 8 **Parry:** 8 **DR:** 0

Languages: English (Native) (Native Language) [0]; French (Native) [6]; Italian (Native) [6]; Latin (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally (Edward Catharwood, Butler; built on 50% point value) (12) [4]; Appearance (Attractive) [4]; Charisma 1 [5]; Claim to Hospitality (Order of Kamar-Taj) [10]; Energy/2 [40]; Fashion Sense [5]; Gizmos 2 (Accessibility: Minor Magic Items Only, -60%) [4]; Magery 4 (Extravagant Rituals 1, -10%; Solitary Ceremonial, +10%) [45]; Matter/2 [40]; Mind/2 [40]; Social Chameleon [5]; Spirit/3 [60]; Status 1 [0*]; Wealth (Wealthy) [20].

Perks: Courtesy Title (Baronetess) [1].

Disadvantages: Combat Paralysis [-15]; Low Pain Threshold [-10]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (British Isles) [-10].

Quirks: Altruistic [-1]; Broad-Minded [-1]; Code of Honor (Casual) [-1]; Incompetence (Ecocentric Magic) [-1]; Responsible [-1].

Skills: Accounting (H) IQ+0 [4] – 12; Alchemy/TL8 (VH) IQ+1 [12] – 13; Breath Control (H) HT+0 [4] – 12; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+0 [2] – 11; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Music) (A) IQ+0 [2] – 12; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Fast-Talk (A) IQ+1 [4] – 13; Finance (H) IQ+0 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Hiking (A) HT+0 [2] – 12; Innate Attack (Beam) (E) DX+1 [2] – 12; Judo (H) DX-1 [2] – 10; Jumping (E) DX+0 [1] – 12; Karate (H) DX-1 [2] – 10; Lip Reading (A) Per+0 [2] – 12; Literature (H) IQ+0 [4] – 12; Market Analysis (H) IQ+0 [4] – 12; Occultism (A) IQ+1 [4] – 13; Psychology (Human) (H) IQ+0 [4] – 12; Public Speaking (A) IQ+0 [1] – 12‡; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12‡; Speed-Reading (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Thaumatology (VH) IQ+1 [1] – 13; Throwing (A) DX+0 [2] – 11; Typing (E) DX+0 [1] – 11; Wrestling (A) DX-1 [1] – 10.

Magical Realm Skills: Energy (VH) IQ+2 [2] – 14§; Matter (VH) IQ+2 [2] – 14§; Mind (VH) IQ+2 [2] – 14§; Spirit (VH) IQ+2 [2] – 14§.

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

* Includes +1 from Wealth.

† Conditional +1 from Charisma.

‡ Includes +1 from Charisma.

§ Includes +4 from Magery.

Role-Playing Notes:

Victoria is a brave woman who is still adjusting to the new nature of her reality.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-3 cr	C	8	–	–	10	
–	Karate Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

- I intended the listed Magery to include an unmodified Magery 0 alongside a modified Magery 4; however, due to the way the pricing lands, it is not out of place to have Magery 0 modified the same as the higher levels of Magery. YMMV.
- This version of Victoria Bentley diverges greatly from her canon Marvel counterpart. The canon Victoria never truly studied magic, being primarily a damsel in distress or mind controlled lure who was later unceremoniously killed off in the early to mid '90s. That Victoria was constantly "she has potential, but we dare never train her"; this Victoria is currently in training.

BIRD-MAN

Villain

Real Name: Unrevealed (his first name may or may not be Henry).

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.

Age: 28.

Height: 5' 9".

Weight: 180 lbs.

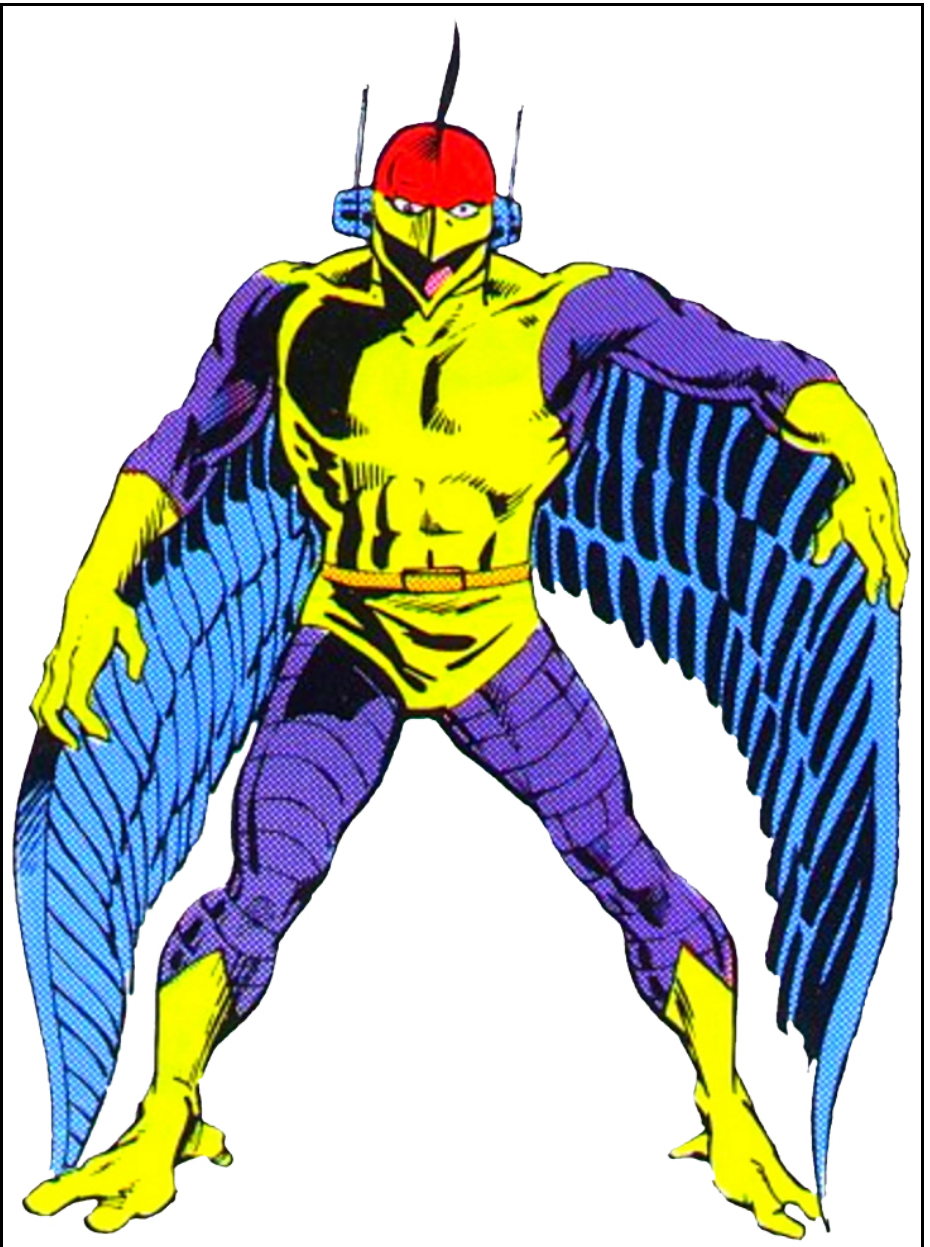
Eyes: Blue.

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

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.50 [0]
DX: 16 [120] **Will:** 11 [0] **Ground Move:** [0]
IQ: 11 [20] **Per:** 12 [5] **Air Move:** 15
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.
Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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.

Role-Playing Notes:

AEROBATICS

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Aerobic Kick	1d cr	C, 1	n/a	–	–	14	
–	Drop Kick	1d+2 cr	C, 1	n/a	–	–	14	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-1 cr	C	11	–	–	14	
–	Bite	1d-1 pi+	C	n/a	–	–	14	

BLACK, CYRUS

Villain

Real Name: Cyrus Black.

Occupation: Sorcerer.

Identity: Cyrus Black does not use a dual identity; however, his status as a sorcerer is unknown to the general public.

Legal Status: Citizen of the United States with no known 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: DOCTOR STRANGE: SORCERER SUPREME #

History: Little is known about Cyrus Black's past. Unlike most known sorcerers, who learned the art of sorcery from a mentor, he is believed to be self-taught.

At some point in the past when the latter was still a student in Kamar-Taj, Black and Stephen Strange were brought before the mystic principality named Watoomb to duel for possession of an artifact known as the Wand of Watoomb (see *Doctor Strange; Mystic Principalities; Order of Kamar-Taj*). (The reasons why those two were chosen for this contest are still unclear.) The details of the duel are currently unrevealed; however, Strange emerged the winner, while Black retreated to a homeless shelter in Hell's Kitchen. Black briefly considered abandoning his mystic studies, but threw himself into furthering them instead.

Years later, Black attempted to take the Wand of Watoomb from Dr. Strange's Greenwich Village Sanctum Sanctorum, sending his rat familiar, Nebuchadnezzar, into the building to search for it (see *Doctor Strange's Sanctum Sanctorum*). Despite his guile and illusions he cast which appeared to warp reality around him, Strange was able to defeat him, though Black was shown to be casting from outside the Sanctum and escaped.

Months later, Black was among those sorcerers who gathered at Strange's request to assist against the Zodiac Cartel when the Zodiac erected a force dome around Manhattan (see *Zodiac Cartel*). Despite his cooperation in this instance, Black warned Strange that the two would next meet as foes.

Black's later activities have yet to be documented.

Age: 42.

Height: 6'.

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Loose red tunic, dark red pants, black boots, gold wrist bands, gold belt with a circular buckle inscribed with a down-pointing equilateral triangle, black high-collar cloak clasped with an oval gold brooch with a white four-pointed star.

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

Known Superhuman Powers: Cyrus Black is an adept sorcerer. Strictly speaking, Black 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. Although potent, Black's sorcery pales before that of Dr. Strange.

Black's magic, 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.

Black is a master of egocentric magic, relying primarily on mental illusions that fool those around him into believing he's altering reality around them. The illusions he creates are incredibly complex, so much so that psychosomatic damage from the illusion is known to cause actual physical harm, including broken bones and death.

Black's use of ecocentric magic appears to be rudimentary. He has created bolts and shields of magic energy, though they proved ineffective against Strange's own magic.

Allies: Cyrus Black has a rat familiar named Nebuchadnezzar. This rat works as a scout with Black seeing the world through its eyes, and on occasion he has cast spells through it.

505 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.50 [0]
DX: 10 [0] **Will:** 13 [0] **Move:** 5 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Threshold: 30 **ER:** 10+6

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 9 **Parry:** 10 **DR:** 0
Block: 10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally (Nebuchadnezzar, Rat Familiar; Up to 5% of Starting Points; Non-Sapient, +0%) (15) [1]; Combat Reflexes [15]; Energy/2 [40]; Energy Reserve (Magical) 10 [30]; Energy Reserve (Magical) +6 (Granted by Familiar, -40%) [11]; Fearlessness 5 [10]; Illusion/2 (Sub-Realm of Mind) [20]; Magery 2 (Solitary Ceremonial, +10%) [27]; Magery +3 (One Realm Only: Mind Realm, -40%; Solitary Ceremonial, +10%) [21]; Matter/2 [40]; Mind/3 [60]; Mindlink (w/ Familiar) [5]; Single-Minded [5]; Space/2 [40].

Perks: Cloaked [1]; Fearsome Stare [1]; Sure-Footed (Uneven) [1].

Disadvantages: Appearance (Unattractive) [-4]; Chronic Pain (Mild; Interval: 1 hr) (12) [-5]; Loner (12) [-5]; Low Self-Image [-10]; Status -2 [-10]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Dishonest Face [-1]; Easily Winded [-1]; Horrible Hangovers [-1]; Uncongenial [-1]; Vindictive [-1].

Skills: Area Knowledge (Hell's Kitchen) (E) IQ+0 [1] – 13; Artist (Illusion) (H) IQ+3 [16] – 16; Autohypnosis (H) Will+1 [8] – 14; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Force Sword (A) DX+2 [8] – 12; Forced Entry (E) DX+1 [2] – 11; Fortune-Telling (Astrology) (A) IQ+1 [4] – 14; Fortune-Telling (Crystal Gazing) (A) IQ+1 [4] – 14; Fortune-Telling (Palmistry) (A) IQ+1 [4] – 14; Fortune-Telling (Tarot) (A) IQ+1 [4] – 14; Hidden Lore (Demon Lore) (A) IQ+1 [4] – 14; Hiking (A) HT+0 [2] – 12; Hypnotism (Human) (H) IQ-2 [1] – 11; Innate Attack (Beam) (E) DX+4 [12] – 14; Intimidation (A) Will-1 [1] – 12; Lip Reading (A) Per-1 [1] – 12; Literature (H) IQ-1 [2] – 12; Lockpicking/TL8 (A) IQ-1 [1] – 12; Occultism (A) IQ+1 [4] – 14; Panhandling (E) IQ+0 [1] – 13; Research/TL8 (A) IQ+1 [4] – 14; Scrounging (E) Per+0 [1] – 13; Shield (Force) (E) DX+2 [4] – 12; Speed-Reading (A) IQ+1 [4] – 14; Stealth (A) DX+0 [2] – 10; Streetwise (A) IQ+0 [2] – 13; Thaumatology (VH) IQ+4 [4] – 17*†; Theology (Comparative) (H) IQ-2 [1] – 11; Throwing (A) DX+0 [2] – 10; Urban Survival (A) Per+0 [2] – 13; Veterinary/TL8 (H) IQ-1 [2] – 12; Weather Sense (A) IQ-1 [1] – 12; Wrestling (A) DX+0 [2] – 10.

Magical Realm Skills: Energy (VH) IQ+1 [4] – 14*; Illusion (VH) IQ+8 [20] – 21*†; Matter (VH) IQ+1 [4] – 14*; Mind (VH) IQ+4 [4] – 17*†; Space (VH) IQ+1 [4] – 14*.

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

* Includes +2 from Magery.

† Includes +3 from Magery (Mind Realm Only).

Role-Playing Notes:

Black is a bitter man driven primarily by his stubbornness and a vindictive streak against his old rival Dr. Strange. He has contemplated abandoning his craft several times, only to stubbornly continue on instead; he believes that without magic he truly is nothing. (This belief is compounded by his inability to hold any mundane job for any significant amount of time, resulting in his living among the homeless of Hell's Kitchen in abandoned buildings.)

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	9	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. The first Magery 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.
2. The Illusion Realm is a Sub-Realm of Mind; therefore it was fitting that the Magery +3 with One Realm Only: Mind Realm (-40%) also applied to the Illusion Sub-Realm as well as Mind.

BLACK BISHOP

Villain

Real Name: Harrison "Harry" Leland.

Occupation: Lawyer, businessman.

Identity: Harry Leland's position as the Black Bishop of the Hellfire Club is a matter of public record; his status as a mutant is a secret.

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

Other Aliases: "Evil Perry Mason".

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Inner Circle of the Hellfire Club.

Base of Operations: Hellfire Club Mansion, Manhattan, New York City; owns property in his native Boston, in New York City, and in Los Angeles.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Harry Leland was born in Boston, Massachusetts, to old money. He has on occasion claimed members of his family arrived on the *Mayflower*, but this claim is often made by all of the old money in New England, true or (more often) not. He attended Harvard in anticipation of taking control of the family business, but his interest in the law drove him to eventually become a lawyer.

How long Leland has been involved in the politics of the Hellfire Club is unknown (see *Hellfire Club*). However, he is known to be a long-time ally of Sebastian Shaw, the current Black King, from when they were both new to the Club (see *Black King*). When Shaw was made King, he promoted Leland to the then-vacant Black Bishop position.

As the Black Bishop, Leland has on two separate occasions come into conflict with the mutant adventurers known as the X-Men over various unethical and illegal dealings the Club was involved in; it was Leland's own legal wrangling which enabled the Club to escape repercussions from these incidents (see *X-Men*).

Age: 58.

Height: 5' 10".

Weight: 330 lbs.

Eyes: Green.

Hair: Red.

Uniform: None normally; when operating in official capacities as the Black Bishop of the Hellfire Club, wears a black and dark blue Revolutionary/Napoleonic-era suit with a white ruffled shirt.

Strength Level: Harry Leland possesses the normal human strength of a man his age, height, and build who engages in little to no exercise.

Known Superhuman Powers: Leland possesses the ability to increase the mass of any person or object within his line of sight for a short amount of time. Typically this mass increase is used to immobilize his enemies. Presumably this extra mass is drawn from the same sidereal dimension where mass is virtual instead of actual utilized by size-changers that utilize Pym particles, but unlike the size-changers Leland does not increase the size of his targets (see *Ant-Man*).

Other Abilities: Leland is a skilled lawyer with years of courtroom experience.

Limitations: Leland is overweight and an alcoholic with a weak heart. His powers often put a strain on his heart when he uses them.

432 points

ST: 9 [-10]	HP: 14 [10]	Speed: 4.75 [0]
DX: 9 [-20]	Will: 12 [0]	Move: 4 [0]
IQ: 12 [40]	Per: 14 [10]	
HT: 10 [0]	FP: 10 [0]	SM: 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

Dodge: 7 **Parry:** 7 **DR:** 12/4* (concealed vest)

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

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 14 [10]; Will 12 [0]; Per 14 [10]; FP 10 [0]; Basic Speed 4.75 [0]; Basic Move 4 [0]; Dodge 7.

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

Cultural Familiarities: Western [0].

Advantages: Affliction (Mass Increase) (HT±0; Advantage: Extra ST/HP +20, +2,000%; Cardiac Stress (HT Roll Every 10 Seconds),



-40%; Malediction (SSRT), +150%; No Signature, +20%; Requires Concentrate, -15%; Mutant Psionic, -10%) [221]; Binding (Mass Increase) 20 (Cardiac Stress (HT Roll Every 10 Seconds), -40%; Engulfing, +60%; Malediction (SSRT), +150%; No Signature, +20%; Requires Concentrate, -15%; Unbreakable, +40%; Variable, +5%; Mutant Psionic, -10%; Alternative Attack, ×1/5) [25]; Business Acumen 2 [20]; Corporate Rank 6 [12]; Independent Income 20 [20]; Intuitive Statesman 3 [30]; Status 6 [10*]; Wealth (Multimillionaire 1) [75].

Perks: License (Lawyer) [1].

Disadvantages: Alcoholism [-15]; Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Low Pain Threshold [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Sebastian Shaw/Black King) [-2]; Unfit [-5]; Workaholic [-5].

Quirks: Amoral [-1]; Careful Planner [-1]; Chauvinistic [-1]; Distinctive Speech (Thick Boston Accent) [-1]; Panics in Combat [-1].

Skills: Administration (A) IQ+4 [1] – 16†‡; Body Language (A) Per+0 [2] – 14; Carousing (E) HT+0 [1] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 14; Diplomacy (H) IQ+3 [4] – 15‡; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Interrogation (A) IQ+2 [8] – 14; Law (Massachusetts Criminal) (H) IQ+2 [2] – 14‡; Law (New York Criminal) (H) IQ+2 [2] – 14‡; Law (US Business) (H) IQ+2 [2] – 14‡; Literature (H) IQ-1 [2] – 11; Politics (A) IQ+2 [1] – 14‡; Propaganda/TL8 (A) IQ+4 [1] – 16†‡; Public Speaking (A) IQ+4 [4] – 16‡; Research/TL8 (A) IQ+1 [4] – 13.

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

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

† Includes +2 from Business Acumen.

‡ Includes +3 from Intuitive Statesman.

Role-Playing Notes:

Harry Leland is not a combatant at heart, being utterly unprepared for it the few times he faced the X-Men. The courtroom is his battlefield, which is where he excels; he once legally outmaneuvered Matt Murdock. Being Boston Old Money, he holds himself above the "nouveau riche" of most of the Hellfire Club, save for some reason Shaw.

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>	<i>Notes</i>
–	Punch	1d-3 cr	C	7	–	–	9	
–	Kick	1d-2 cr	C, 1	n/a	–	–	9	

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.

Age: 18.

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.



430 points

ST: 11 [10] **HP:** 14 [6] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 12 [0] **Move:** 7 [0]

IQ: 12 [40] **Per:** 14 [10]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 13 **Parry:** 11 **DR:** 12/4* (uniform)

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%; Hands Only, -0%) [5]; Combat Reflexes [15]; Contact: Fence (Merchant-15; Frequency: 12 or less; Somewhat Reliable) [4]; Daredevil [15]; Enhanced Dodge 3 [45]; Flexibility [5]; Foresight (Getaways) 3 [15]; 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.

Role-Playing Notes:

Felicia is mostly in the business for the kicks. When things don't go her way, she's more liable to cut her losses and run rather than stick around to fight. She also cases her escape routes in advance, setting things up ahead of time to give the illusion of luck manipulation so she can hinder those pursuing her.

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>
–	Karate Punch	1d-1 cut	C	11	–	–	11	
–	Karate Kick	1d cr	C, 1	n/a	–	–	11	

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 Oliver Trask and SHIELD to produce the Sentinel robots; 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, Oliver*).

Age: 45.

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.

1,285 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 12 [0] **Move:** 6 [0]

IQ: 12 [40] **Per:** 12 [0]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

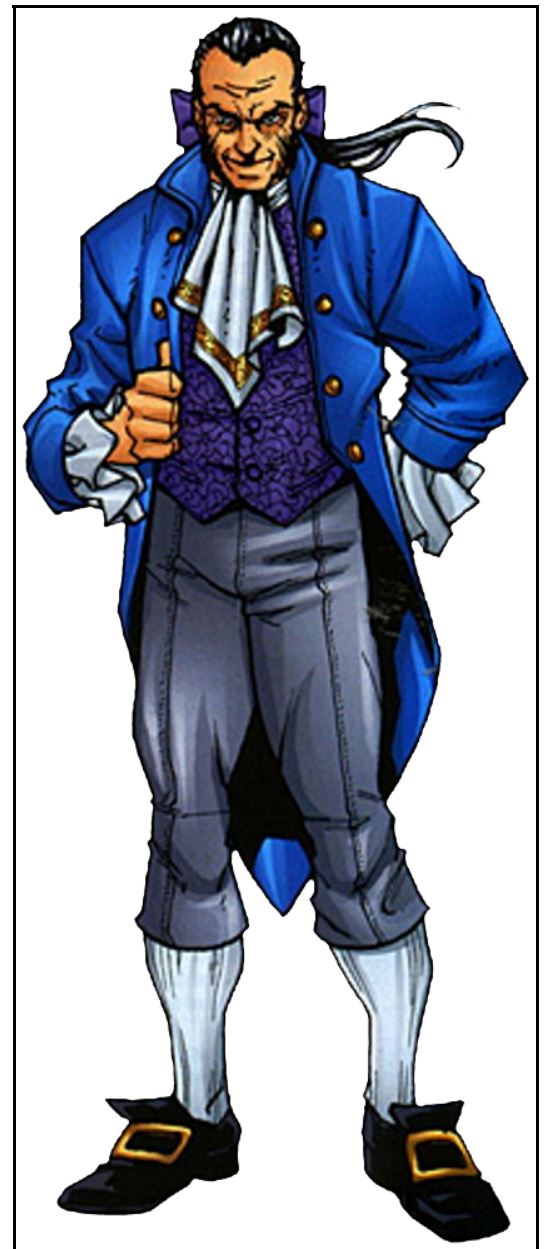
Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 9 **Parry:** 10 **DR:** 20* (absorption)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Handsome) [12]; Business Acumen 4 [40]; Charisma 2 [10]; Damage Resistance 20



(Absorption ×20 (Four Traits: ST, DX, Basic Move, and DR (Tough Skin), +20%; Extended Duration ×1000, +100%), +880%; Limited: Kinetic Attacks, -20%; No Signature, +20%; Tough Skin, -40%; Mutant, -10%) [930]; Damage Resistance 0 (No Signature, +20%; 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.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	10	–	–	12	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	12	

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, Sir Percy of Scandia (alleged ancestors).

Group Affiliation: Masters of the World; former employee of the Crimson Cowl.

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

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

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.

Garrett was, however, broken out of jail weeks later by the Asgardian known as the Executioner on behalf of Baron Zemo, and invited to join Zemo's group, the Masters of the World (see *Asgardians*; *Baron Zemo*; *Executioner*; *Masters of the World*). As a member of the Masters, the Black Knight fought the Avengers, of whom Ant-Man and Wasp are members, but was captured and sent back to prison.

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

Age: 31.

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.

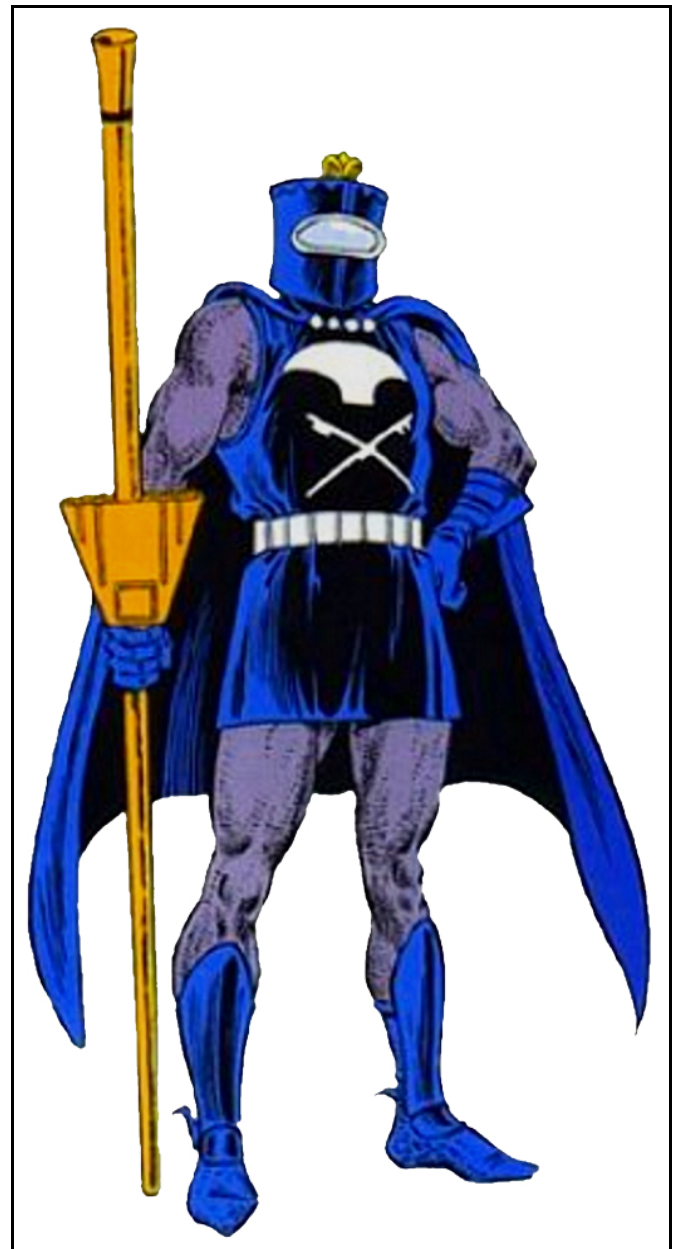
Other Abilities: Nathan Garrett has trained himself to be proficient with his power lance (see below), as well as with the standard knightly weapons of a sword and shield.

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 sword and shield 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

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 12 [0] **Move:** 5 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 8 **Parry:** 9 **DR:**

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)

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cut	C	11	–	–	11	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	11	

Hasufel

42 points

ST: ST 22 [60*†] **HP:** 22 [0] **Speed:** 5.00 [0]
DX: 9 [-20] **Will:** 11 [35] **Ground Move:** 8/16 [15]
IQ: 4 [-120] **Per:** 12 [40] **Air Move:** 10/30
HT: 11 [10] **FP:** 11 [0] **SM:** +1

Dmg: 2d/4d **BL:** 97 lbs.

Dodge: 9 **Parry:** n/a **DR:** 0

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.

* Adjusted with "Size, -10%"

† Adjusted with "No Fine Manipulators, -40%"

BRAWLING

<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>
–	Bite	2d-5 cr	C	n/a	–	–	22	
–	Fore Hoof	2d-1 cr	C	n/a	–	–	22	
–	Kick	2d	C, 1	n/a	–	–	22	

Black Knight's Power Lance

LANCE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>
–	Power Lance (Ground)	1d+3 imp	4	n/a	–	6	12
–	Power Lance (Air)	1d+3 imp	4	n/a	–	6	12

BEAM WEAPONS (RIFLE)

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

GUNS (LIGHT MACHINE GUN)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>
8	5.7×26mm CL Machine Gun	5d (0.5) pi+	5	480/3,400	10!	1,000 (5)	8†	-6	2

BLACK QUEEN

Villain

Real Name: Selene Gallio.

Occupation: Socialite, sorceress.

Identity: Publicly known; however, the general public 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, possibly several thousand, 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*).

Age: Indeterminate.

Height: 5' 10".

Weight: 130 lbs.

Eyes: Red; usually wears brown-tinted contacts.

Hair: Black.

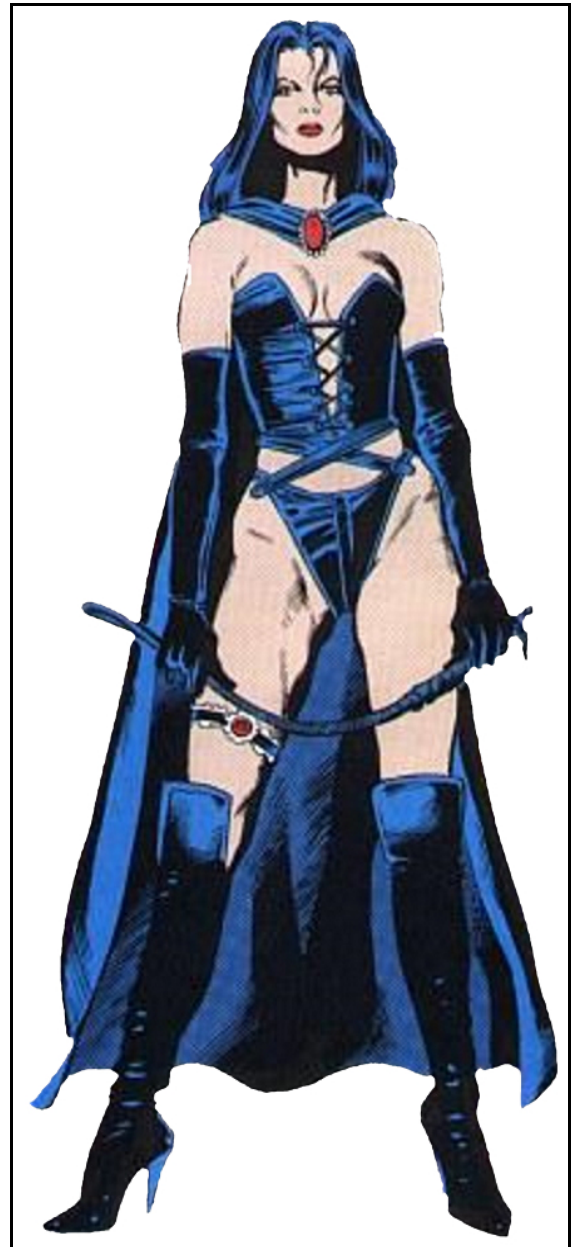
Uniform: None; when performing her duties as the Hellfire Club's Black Queen, Selene usually wears a front-laced black leather bustier, black leather bikini bottoms, upper arm length black leather gloves, knee-high black leather boots with 4-inch heels, and a black ankle-length cape secured by a gold 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 *Soulfire*; *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 magical practitioners on Earth.



1,193 points

ST: 10 [0]	HP: 13 [6]	Speed: 6.25 [0]
DX: 12 [40]	Will: 15 [10]	Move: 6 [0]
IQ: 13 [60]	Per: 13 [0]	
HT: 13 [30]	FP: 13 [0]	SM: 0
Threshold: 30	ER: 10	

Dmg: 3d/5d+2	BL: 180 lbs.
Dodge: 10	Parry: 10 DR: 3 (Heat/Fire)

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

Cultural Familiarities: Western (Native) [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]; 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*]; Steal Life 3 (Link: Powers Can Be Used Separately, +20%) [50]; Striking ST +20 (Mutant, -10%) [90]; 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.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d-1cr	C	10	–	–	30	
–	Brawling Kick	3d cr	C, 1	n/a	–	–	30	

BLACK TALON

Villain

Real Name: Unrevealed.

Occupation: Cult leader, drug supplier.

Identity: Secret.

Legal Status: Citizen of the United States (Puerto Rico) with no criminal record.

Other Aliases: The Living Loa, "Chicken-head".

Place of Birth: Presumably somewhere in Puerto Rico.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Head of his own voodoo cult.

Base of Operations: A sugar/cocaine plantation in Puerto Rico.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: The history of the drug supplier and cult leader known as the Black Talon is currently unrevealed. At some point in the past, he learned the art of voodoo and put that talent to work in raising zombies to work a farm – in reality a Colonial-era plantation he either inherited or acquired – where he grew marijuana and coca plants alongside sugar cane (the plantation's legitimate crop). At the same time, he began a cult of voodoo worshippers who revered him as a "living loa" (the "loa" being the spirits or gods – the line between them is often blurred – invoked by voodoo practitioners.). In time, he became one of the largest suppliers of marijuana and cocaine in the Caribbean, with contacts in Miami, Havana, San Juan, and New Orleans.

Black Talon's operations first came into conflict with the current generation of superheroes when a rocket launched by NASA carrying a payload of a powerful nerve gas to be disposed of by being sent into the sun was sabotaged and landed off the coast from his plantation. This brought him into conflict with Captain Marvel, who was under orders from his superior, Colonel Yon-Rogg, to release the nerve gas on a human settlement (see *Captain Marvel*; *Yon-Rogg*). Black Talon found out about the nerve gas and sent his zombies to retrieve it, intending to use it on a nearby town to use their corpses to expand his operation. During the scuffle, the nerve gas was released on the plantation, and Captain Marvel convinced Black Talon to mentally order his zombies to fall over as if affected by it. To do so, the Captain indicated that he'd owe Black Talon a favor to be collected at a later date.

Some time later, Black Talon encountered Doctor Strange and Doctor Voodoo as they were investigating a rash of voodoo-related murders (see *Doctor Strange*; *Doctor Voodoo*). Following this confrontation, he was rendered comatose by Doctor Voodoo. He has recently recovered from this coma and has begun plotting his revenge against the houngan.

Age: 36.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

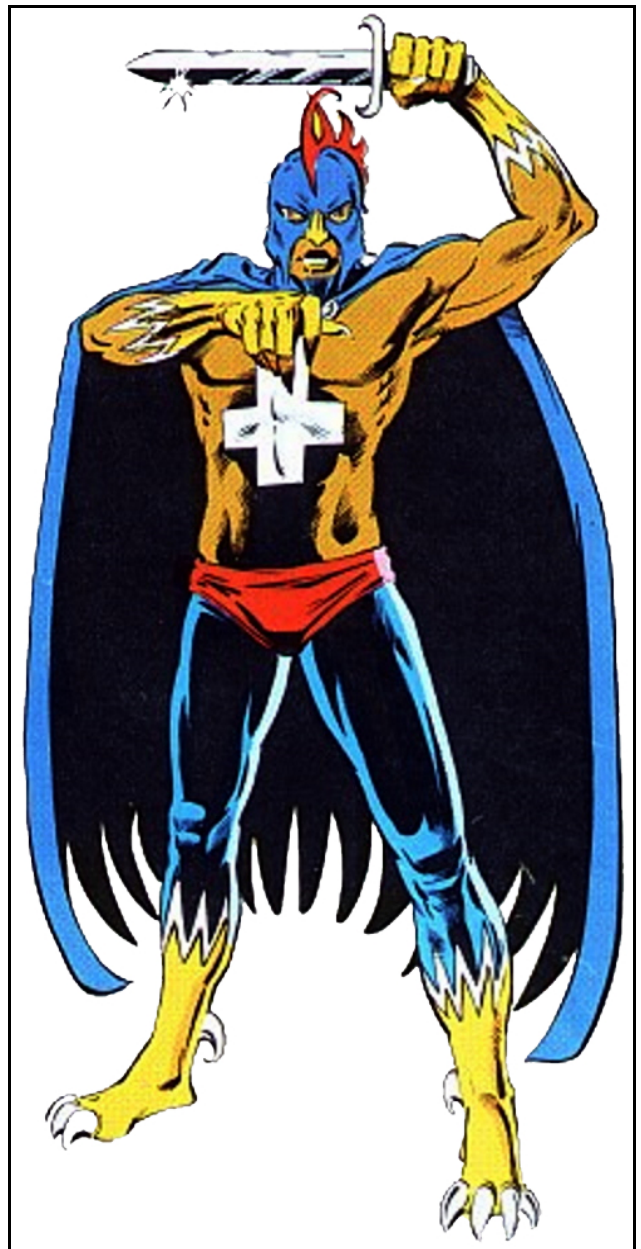
Hair: Black.

Uniform: Black leggings, yellow gloves with white trim, yellow boots with white trim patterned like chicken feet, blue-black cloak, blue-black loose cowl with a red rooster crest and yellow nose. White upside-down cross painted on his bare chest.

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

Known Superhuman Powers: Black Talon is a skilled practitioner of the mystic arts of Voodoo. Among his most common feats are the raising of the dead as zombies under his control; mentally contacting, healing, or causing a person pain through use of a wax or plastic doll fitted with a piece of his target's hair or a drop of blood; and summoning the loa (voodoo spirits/gods) for various effects.

Weapons: Black Talon has access to a number of conventional firearms and AIM pulse laser weapons, many of which he equips his more intact zombies with for security around his plantation. He also carries a silver-coated short sword for ritual purposes.



428 points

ST: 12 [20] HP: 12 [0] Speed: 5.75 [0]

DX: 11 [20] Will: 14 [10] Move: 5 [0]

IQ: 12 [40] Per: 12 [0]

HT: 12 [20] FP: 12 [0] SM: 0

Threshold: 30

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 8 **Parry:** 9 **DR:** 0

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

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

Advantages: Ally Group (Zombies; 5% of Starting Point Value; Group Size: 21-50; Minion, +0%; Non-Sapient, -0%) [6]; Body/2 [20]; Charisma 2 [10]; Contact Group (Drug Smugglers; Effective Skill-12; Somewhat Reliable) (9) [5]; Favor (Captain Marvel, 150% Point Value) (9) [2]; Illusion/1 [10]; Magery 3 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [25]; Mind/2 [20]; Spirit/3 [60]; Status 4 [15*]; Wealth (Filthy Rich) [50].

Perks: Intuitive Cantrip (Corpse Smart) [1]; Magical School Familiarity (Voodoo) [1]; Wizardly Garb [1].

Disadvantages: Compulsive Rhetoric (12) [-5]; Enemy (Law Enforcement) (9) [-20]; Greed (12) [-15]; Secret Identity (Imprisonment) [-20]; Selfish (9) [-7].

Quirks: Careful [-1]; Devout Believer (Voodoo) [-1]; Easily Riled (Don't Mock the Chicken Suit) [-1]; Holds Grudges [-1]; Rule-Breaker [-1].

Skills: Administration (A) IQ+0 [2] - 12; Artist (Illusion) (H) IQ+0 [4] - 12; Brainwashing/TL8 (H) IQ+0 [4] - 12; Brawling (E) DX+1 [2] - 12; Climbing (A) DX-1 [1] - 10; Current Affairs/TL8 (Politics) (E) IQ+0 [1] - 12; Farming/TL8 (A) IQ+1 [4] - 13; Fast-Talk (A) IQ+0 [2] - 12; First Aid/TL8 (Human) (E) IQ+0 [1] - 12; Guns/TL8 (Pistol) (E) DX+1 [2] - 12; Herb Lore/TL8 (VH) IQ+0 [8] - 12; Hiking (A) HT-1 [1] - 11; Holdout (A) IQ+0 [2] - 12; Hypnotism (Human) (H) IQ+0 [4] - 12; Intimidation (A) Will+0 [2] - 14; Jumping (E) DX+0 [1] - 11; Knife (E) DX+0 [1] - 11; Leadership (A) IQ+2 [2] - 14†; Lifting (A) HT-1 [1] - 11; Mind Block (A) Will+0 [2] - 14; Naturalist (Earth) (H) IQ+0 [4] - 12; Observation (A) Per+0 [2] - 12; Occultism (A) IQ+2 [8] - 14; Pharmacy/TL8 (Herbal) (H) IQ+0 [4] - 12; Poisons/TL8 (H) IQ+2 [12] - 14; Psychology (Human) (H) IQ-1 [2] - 11; Public Speaking (A) IQ+2 [2] - 14†; Religious Ritual (Voodoo) (H) IQ+0 [4] - 12; Research/TL8 (A) IQ+0 [2] - 12; Running (A) HT-1 [1] - 11; Savoir-Faire (Mafia) (E) IQ+0 [1] - 12; Shortsword (A) DX+1 [4] - 12; Smuggling (A) IQ+1 [4] - 13; Streetwise (A) IQ+0 [2] - 12; Swimming (E) HT+0 [1] - 12; Throwing (A) DX-1 [1] - 10; Weather Sense (A) IQ+0 [2] - 12; Whip (A) DX+1 [4] - 12; Wrestling (A) DX+1 [4] - 12.

Magical Realm Skills: Body (VH) IQ+3 [8] - 15‡; Illusion (VH) IQ+1 [2] - 13‡; Mind (VH) IQ+4 [12] - 16‡; Spirit (VH) IQ+4 [12] - 16‡.

Starting Spending Money: \$399,520 (20% of Starting Wealth, minus cost of the silver-coated shortsword).

* Includes +1 level from Wealth.

† Includes +2 from Charisma.

‡ Includes +3 from Magery.

Role-Playing Notes:

Black Talon prefers to operate in relative obscurity, as far as his criminal drug enterprise is concerned. He actively tries to avoid getting involved in superhuman fights, and appeals to him as a businessman will often work better than threats of violence.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Brawling Punch	1d-2 cr	C	9	-	-	12	
-	Brawling Kick	1d-1 cr	C, 1	n/a	-	-	12	
-	Brawling Bite	1d-2 cr	C	n/a	-	-	12	

SHORTSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
8	Silver-Coated Shortsword	1d+2 cut	1	9	\$480	2	8	[1, 2]
	or	1d imp	1	9	-	-	8	

Notes:

[1] Good Quality; price is ×0.4 that of the values in the Basic Set and Low-Tech, due to being produced after TL6.

[2] Silver-Coated, price is ×3 that of the values in the Basic Set and Low-Tech.

Design Notes:

1. The Magery price combines the price of Magery 3 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [21] with Magery 0 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [4]. It just looked wrong when placing the two on the sheet together.

BLACK WIDOW

Hero

Real Name: Natalia Alianovna Romanova. ("Natasha" is the informal version of her name. She has long ago dropped her married surname of Shostakova.)

Occupation: Espionage agent, former assassin.

Identity: Secret; the Black Widow's existence is a classified secret in the intelligence community.

Legal Status: Naturalized citizen of the United States with no criminal record, former citizen of Russia.

Other Aliases: Tasha, Natalie Romanov, Natasha Romanoff, Natalie Rushman, many others used on assignment.

Place of Birth: St. Petersburg, Russia.

Marital Status: Divorced, officially widowed.

Known Relatives: Alexei Shostakov (alias Red Guardian, ex-husband).

Group Affiliation: Employee of the CIA, partnered with Nick Fury; former employee of the Russian FSB.

Base of Operations: Arlington, Virginia; formerly Moscow, Russia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #3.

History: Natasha Romanov originally trained as a ballerina, but her career ended when she married test pilot Alexi Shostakov. When he apparently died in an accident involving live-fire testing, she was in the proper emotional state to be recruited into the FSB (Federal Security Bureau of the Russian Federation, the successor to the infamous KGB). (Unknown to Natasha at the time, Shostakov's death had been staged, and he was given the role of the now-current Red Guardian. See *Red Guardian*.)

Natasha was trained as an espionage agent in the FSB, specializing in the infiltration of organizations and elimination of key personnel (assassination). Ultimately, she became known in the Intelligence community as the mysterious Black Widow, such was the reputation she cultivated both inside and outside Russia.

It was on one such assignment for the FSB that she first crossed paths with the American agent Nick Fury, when she was ordered to get close enough to him to kill him (see *Fury, Nick*). During this assignment, which involved her seeming defection to the CIA under deep cover, she encountered her supposedly late husband.

Upset that she had been lied to for so long by both the FSB and her husband, Natasha explained everything to Fury, offering to operate as a double agent. During this time, she fed the CIA information on the FSB while stalling the latter in regards to her assignment. The FSB, however, discovered that her defection had become genuine and sent Red Guardian to kill her.

While Natasha survived that attempt, no one can tell for certain whether he pulled his punches. In addition, due to certain things Alexi said, Natasha has become uncertain as to whether her marriage – or any of her past, for that matter – was real or if it was implanted through telepathy and hypnosis.

Today Natasha is one of the few people fully trusted by Fury.

Age: 27.

Height: 5' 7".

Weight: 125 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Officially none. When going into a combat situation, however, she tends to wear a blue-black bodysuit made from an advanced/experimental ballistic fabric, blue-black gloves, blue-black boots, gold utility belt, pistol holsters strapped to her thighs, and her bracelet guns.

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

Known Superhuman Powers: None.

Other Abilities: The Black Widow is an Olympic-level gymnast, a skilled hand to hand combatant, and a marksman with most conventional handguns. She is also skilled at faking a number of accents from across the world, and is fluent in over a dozen languages, including but not limited to Russian, English, Mandarin and Cantonese Chinese, Japanese, Arabic, French, Spanish, and German.

Weapons: The Black Widow wears a pair of bracelets with various weaponry built in, the actual loadout changing based on the needs of the assignment. Among the weapons depicted so far have been aerosol gas sprayers, low-caliber caseless projectiles, lasers, a retractable garrote, a taser, and a vortex ring projector. In addition, one of the bracelets can fire a grapnel line which can embed itself in brick up to 300 feet away.



In addition, Natasha Romanov carries a pair of Glock 20 pistols, using the full-powered 10mm Auto round. She normally loads the pistols with dual-purpose APHP (armor-piercing hollow-point) ammunition. (This round is a hollow-point round with a dense core protruding into the hollow cavity. Against "hard" or armored targets, the bullet acts as an armor-piercing round, while against "soft" fleshy targets, such as a human body, the bullet acts like a standard hollow-point round.) While she rarely uses it, both pistols are equipped with laser sights.

"I'm in the middle of an interrogation here. This moron is telling me everything."

- Agent Romanov, *Marvel's Avengers*

964 points

ST: 12 [20] **HP:** 15 [6] **Speed:** 7.50 [0]
DX: 15 [100] **Will:** 14 [10] **Move:** 10 [15]
IQ: 12 [40] **Per:** 14 [10]
HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dmg: 2d-1/3d+1 **BL:** 29 lbs.

Dodge: 14 **Parry:** 17 **DR:** 12/4* (uniform)

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

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

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Charisma 3 [15]; CIA Rank 4 [20]; Combat Reflexes [15]; Cultural Adaptability [10]; Empathy [15]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 [25]; Fearlessness 2 [4]; Flexibility [5]; Gunslinger [25]; Hard to Kill 1 [2]; Hard to Subdue 1 [2]; High Pain Threshold [10]; Intuition [15]; Language Talent [10]; Legal Enforcement Powers 3 [15]; Omnilingual [40]; Night Vision 2 [2]; Perfect Balance [15]; Peripheral Vision [15]; Recovery [10]; Reputation (as the Black Widow) +4 (Large Class of People: Intelligence Community) (10) [5]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Security Clearance (need-to-know on broad range of secrets) [10]; Smooth Operator 4 [60]; Social Chameleon [5]; Striking ST +7 [35]; Trained By A Master [30]; Very Fit [15].

Perks: Accent (Hollywood American/Southern Californian) [1]; Akimbo (Guns (Pistol)) [1]; Cross-Trained (Guns (Pistol)) [1]; Cross-Trained (Guns (Rifle)) [1]; Cross-Trained (Guns (SMG)) [1]; Disarming Smile [1]; Off-Hand Weapon Training (Guns (Pistol)) [1]; Off-Screen Reload [1]; Pants-Positive Safety [1]; Photogenic [1]; Pistol-Fist (Guns (Pistol)) [1]; Quick Reload (Detachable Magazine) [1]; Sexy Pose [1]; Special Exercises (Striking ST +7) [7]; Style Familiarity: Double Trouble [1]; Style Familiarity: Jeet Kun Do [1]; Style Familiarity: Sambo [1].

Disadvantages: Code of Honor (Personal) [-5]; Duty (CIA) (15) [-15]; Enemy (FSB; Hunter) (6) [-15]; Secret Identity (Possible Death) [-30]; Selfless (12) [-5].

Quirks: OUCH! [-1]; Rule-Breaker [-1]; Self-Deprecating Sense of Humor [-1]; Uncertain as to whether details of her past are real [-1].

Skills: Acrobatics (H) DX+5 [20] – 20*; Acting (A) IQ+6 [8] – 18†; Climbing (A) DX+5 [4] – 20‡; Dancing (A) DX+1 [4] – 16; Driving/TL8 (Automobile) (A) DX-1 [1] – 14; Escape (H) DX+3 [4] – 18‡; Fast-Draw (Ammo) (E) DX+1 [1] – 16§; Fast-Draw (Pistol) (E) DX+1 [1] – 16§; Garrote (E) DX+3 [8] – 18; Guns/TL8 (Pistol) (E) DX+3 [8] – 18; Guns/TL8 (Rifle) (E) DX+3 [6] – 18#; Guns/TL8 (SMG) (E) DX+3 [6] – 18#; Interrogation (A) IQ+4 [16] – 16; Judo (H) DX+5 [24] – 20; Jumping (E) DX+3 [8] – 18; Karate (H) DX+5 [24] – 20; Knife (E) DX+1 [2] – 16; Lockpicking/TL8 (A) IQ+2 [8] – 14; Mimicry (Speech) (H) IQ+0 [4] – 12; Observation (A) Per+1 [4] – 15; Savoir-Faire (High Society) (E) IQ+4 [1] – 16†; Search (A) Per+0 [2] – 14; Sex Appeal (A) HT+10 [8] – 25†¥; Stealth (A) DX+3 [12] – 18; Wrestling (A) DX+5 [20] – 20.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 20; Counterattack (Karate) (H) def+5 [6] – 20; Dual-Weapon Attack (Guns (Pistol)) (H) def+4 [5] – 18; Elbow Strike (Karate) (A) def+2 [2] – 20; Fighting While Seated (Karate) (H) def+2 [3] – 20; Head Lock (Wrestling) (H) def+3 [4] – 20; Kicking (Karate) (H) def+2 [3] – 20; Knee Strike (Karate) (A) def+1 [1] – 20; Sweep (Wrestling) (H) def+3 [4] – 20; Targeted Attack (Knife Thrust/Vitals) (H) def+2 [3] – 15; Wrench Arm (H) def+7 [8] – 15.

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

* includes +1 from Perfect Balance

† includes +4 from Smooth Operator

‡ includes +3 from Flexibility

§ includes +1 from Combat Reflexes

defaulted from Guns/TL8 (Pistol)

¥ includes +4 from Appearance

Role-Playing Notes:

Natasha has an uncanny ability to fully become whatever role she needs to be, enabling her to fool even the most sensitive lie-detection devices and even telepaths probing for deception. This, however, sometimes causes her to wonder who she really is at times.

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>
–	Karate Punch	2d+2 cr	C	17	–	–	19	
–	Karate Kick	2d+3 cr	C, 1	n/a	–	–	19	
–	Elbow Strike	2d+2 cr	C	n/a	–	–	19	
–	Knee Strike	2d+3 cr	C	n/a	–	–	19	
–	Wrench Arm	3d+1 cr	C	n/a	–	–	19	

Design Notes:

1. This Black Widow is not a recipient of any Russian "super-soldier" treatments, at least not revealed as such by the end of Year One.
2. CIA Rank is derived from ***Social Engineering: Pulling Rank***, based off using the CIA as a 20-point Patron with an assistance roll of 9 or less. It does not affect her Status.

BLACK WIDOW

Anti-Hero

Real Name: Claire (last name unrevealed).

Occupation: Medium, mystic, serial murderer; former wartime vigilante.

Identity: Secret.

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

Other Aliases: Claire Voyant, Madame Claire, Madam Satan, Spawn of Satan, Satan's Courier, "spider lady".

Place of Birth: Unrevealed.

Known Relatives: (allegedly) Debbie (sister, deceased).

Group Affiliation: Servant of Satan, former ally of the Invaders.

Base of Operations: Mobile.

First Historical Appearance: MYSTIC COMICS #4 (Aug 1940).

First Post-Reboot Appearance: GHOST RIDER #

History: The true origin of the mysterious woman who calls herself Claire Voyant may never be known.

According to one account, in 1928 her younger sister Debbie moved to Los Angeles following a dream to become a rich and famous Hollywood actress. After a few months, Debbie invited Claire to visit her. Taking her up on the offer, Claire met Debbie's boyfriend, a connected man named Lester Maddox. She first met Maddox at a speakeasy and instantly took a disliking to the man due to his excessive drinking; in a drunken stupor, Maddox offered Claire to participate in a threesome with him and Debbie. That night, Claire tried to warn Debbie about getting further involved with Maddox, but Debbie was too engrossed in the life of money and privilege he gave her, no matter how shady. One night, Maddox shot Debbie dead for some unknown indiscretion. Claire attempted to have the authorities bring Maddox to justice, however Lester was so well connected in organized crime that nobody dared touch him. After Debbie's funeral, Claire swore vengeance over her murdered sister's grave and accepted an offer of power from a demon who called himself Satan in exchange for her soul and service (see *Lucifer*). Her first victim was Maddox, who had apparently made a deal with the devil to avoid prison time in exchange for a service he never provided.

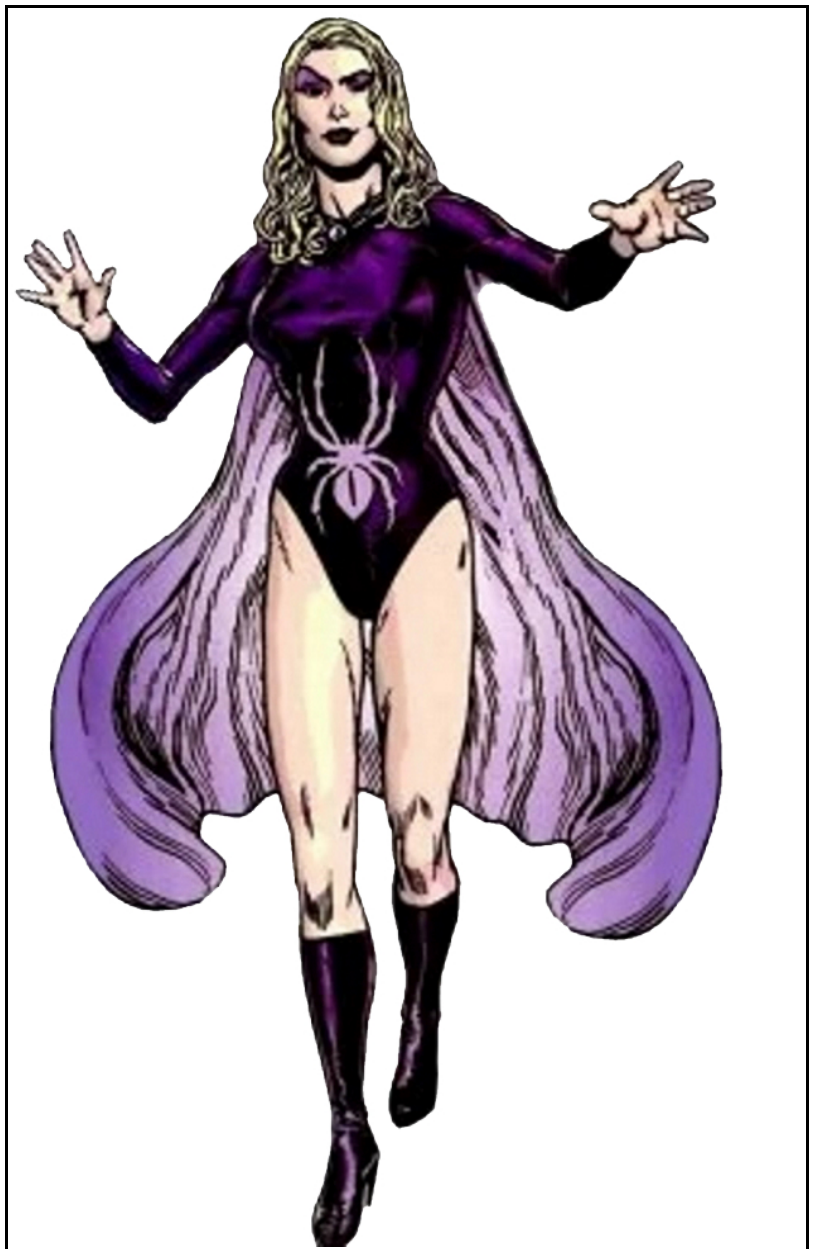
According to another account, she was a small-time medium who in 1940 was contacted during a seance by Satan. Satan prompted her to place a curse upon her current clients, Mrs. Wagler and her adult children Patricia and James, then manipulated the hapless victims into a car crash that was intended to kill all three of them. James survived, however, and killed Voyant in revenge. After her death, Satan brought her body to his realm of Hades (presumably unrelated to the Greco-Roman underworld ruled by the Olympian god of the same name) and revived her as his supernaturally-powered operative (see *Hades*; *Olympian Gods*). As an incentive, she was allowed to kill James Wagler as her first target.

In both origins described to date, Satan empowered Claire to collect the souls of those who attempted to renege on his deals and the souls of those who were corrupted and in "danger" of repenting their evil ways.

During World War II, Claire, going by the moniker Black Widow, fought against the Nazis, sometimes allying with but never joining the wartime team known as the Invaders. On at least one occasion she committed war crimes on par with those she fought against, slaughtering entire villages in Germany – except for the very young and others she deemed "innocent". On only one known occasion, she used her powers to heal an innocent who had been conned by her target.

Following the War, records of her activities are sparse. It is believed she continued killing those who either she or Satan considered "wicked". She has admitted to never staying in one place for very long, traveling the world to, in her words, "collect on the devil's deals." It is unknown how many of those she killed were truly wicked and how many were targets of convenience.

In her first recorded actions in more than sixty-five years, Claire lured a pornography "talent scout" into a compromising position in an alleyway, killing him with her death touch. She was then attacked by the similarly demonic-powered Ghost Rider, who had sensed the man's death (see *Ghost Rider*). Although the Rider physically overpowered her, she laughed off his penance stare, claiming



to no longer have a soul. She chastised the Rider for reneging on his own deal with the devil, attempting to claim his soul with her death touch, but recoiled when she found "two souls, neither belonging to Satan" (thereby confirming that the "Satan" the Black Widow serves is *not* Mephisto, the devil whom Johnny Blaze, the Ghost Rider, had made his deal with; see *Mephisto*). The Black Widow then teleported away, claiming the two would meet again.

In her next recorded activity, she killed a casino owner in Las Vegas, Nevada. This brought her into conflict with occult investigator Daimon Hellstrom, who had recently moved to the city (see *Hellstorm*). During this altercation, the Black Widow recognized Hellstrom as the son of Satan, ending the fight by kneeling in supplication to her master's kin, relating how her sister's murder led her to her own deal with Satan, and how each soul she claimed for him was one he'd made a deal with; none of her kills were truly innocent (or so she claimed). She agreed to a truce between herself and Hellstrom, where any time she was in Las Vegas she would inform him of her target before acting, to give him time to investigate before she acted.

The Black Widow was later seen among the superhuman heroes and adventurers who opposed the Zodiac Cartel when the Zodiac formed a force dome over Manhattan Island (see *Zodiac Cartel*). During this time, she flirted with Captain America, reminding him of an unrecorded incident between them in Germany (see *Captain America*). During this fight, she used her death touch on the Zodiac member and alleged founder Taurus, revealing him as industrialist Cornelius van Lundt, claiming his soul belonged to Satan (see *Taurus*). This killing put her in conflict with most of the other adventurers involved and the authorities, but she teleported away to Hades.

The Black Widow was last seen receiving new orders from Satan: to find and if necessary arrange for another candidate to become a Black Widow. Whether this means Satan plans to replace her or has other plans requiring a second Black Widow remain to be seen.

Age: between 94 and 106, appears 24.

Height: 5' 9"

Weight: 150 lbs.

Eyes: Blue; red when using her powers.

Hair: Blond.

Uniform: Black bodysuit with a white spider emblem on her stomach and abdomen and purple spider web design on the arms and legs, black boots, and a red knee-length cloak with a hellfire motif.

Strength Level: The Black Widow possesses superhuman strength, enabling her to lift (press) roughly 1 ton under optimum conditions.

Known Superhuman Powers: In addition to her superhuman strength, the Black Widow possesses a number of powers gifted to her by Satan.

Her primary power is her death touch, which leaves a brand in the shape of a spider where she touches her target. When she uses her death touch, her target's soul leaves the body and is sucked into a black portal to Hades; only she and other mystics can see this portal. She is also able to see auras surrounding people indicating their innate tendencies; she sees folks like Captain America and Spider-Man as having white or blue-white auras, while most of her targets have dark red or even black auras (see *Spider-Man*).

Her body is incredibly resilient. She does not bleed, and takes no damage from most pistol bullets. According to her, she is already dead, making her immune to poisons, disease, and environmental hazards. She does not need to breathe, eat, drink, or even sleep. In addition, she heals at an accelerated rate, and has regrown severed limbs in minutes.

The Black Widow no longer has a soul, so she is immune to effects that target the soul, like the Ghost Rider's penance stare.

Apparently, even before her deal with Satan, Claire was a trained mystic, posing as a spirit medium. Satan enhanced her raw mystical power to unknown levels. Among her recorded feats, she is able to fly, travel between Earth and Hades with relative ease, fire bolts and create shields of eldritch energy, create realistic illusions in the minds of others, and read others' surface thoughts. She is also able to change into her uniform from regular clothes in seconds.

Other Abilities: Before her deal with the devil, Claire Voyant was apparently a skilled psychic medium and fortune teller. She is only moderately skilled at hand to hand combat. In addition, the Black Widow is adept and using her beauty, charm, and sensuality to get what she wants.

2,757 points

ST: 15/35 [50*]	HP: 15 [0]	Speed: 7.50 [0]
DX: 12 [40]	Will: 18 [25]	Ground Move: 6 [-5]
IQ: 13 [60]	Per: 14 [5]	Air Move: 15/30 [0]
HT: 18 [80]	FP: 18 [0]	SM: 0
Threshold: 30		

Dmg: 1d+1/2d+1 (4d-1/6d+1)	BL: 45 lbs. (245 lbs.)
Dodge: 11	Parry: 10
Block: 11	DR: 10*

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

Cultural Familiarities: Hell [2]; Western (Native) [0].

Advantages: Affliction (*Death Touch*) 19 (HT-18; Armor Divisor (∞), +300%; Heart Attack, +300%; Melee Attack: Reach C, -30%; Demonic, -10%) [1,254]; Appearance (Beautiful) [12]; Body/3 [30]; Combat Reflexes [15]; Damage Resistance 10 (No Signature, +20%; Tough Skin, -40%) [40]; Detect Alignment Aura (Switchable, +10%; Demonic, -10%) [20]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Empath 4 [20]; Empathy [15]; Energy/3 [60]; Enhanced Move (Air) 1 (Air Move 30/60 mph; Demonic, -10%) [18]; Flight (Demonic, -10%) [36]; Immunity to Soul-Searing [5]; Injury Tolerance (Unliving) [20]; Lifting ST +20 (Costs 1 FP, -5%; Demonic, -10%) [51]; Magery 1 [15]; Magery +2 (Demonic, -10%) [18]; Mind/3 [60]; Occultist 4 [40];

Regeneration (Very Fast: 1 HP/sec) (Demonic, -10%) [90]; Space/2 [40]; Spirit/3 [60]; Striking ST +20 (Costs 1 FP, -5%; Demonic, -10%) [85]; Supernatural Durability [150]; Unfazeable [15]; Unkillable 3 (Demonic, -10%) [135]; Voice [10]; Wealth (Comfortable) [10].

Perks: Cloaked [1]; Fearsome Stare [1]; High-Heeled Heroine [1]; Quick-Change Uniform [1]; Sexy Pose [1].

Disadvantages: Bloodlust (9) [-15]; Callous [-5]; Dependency (Ambient Magical Energy; Very Common; Constantly) [-25]; Duty to Satan (15) [-15]; Loner (12) [-5]; Stubbornness [-5].

Skills: Acting (A) IQ+1 [4] – 14; Boxing (A) DX+1 [4] – 13; Carousing (E) HT+0 [1] – 18; Current Affairs/TL8 (People) (E) IQ+1 [2] – 14; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+6 [2] – 20†‡; Fast-Talk (A) IQ+2 [2] – 15§; First Aid/TL7 (Human) (E) IQ+1 [2] – 14; Flight (A) HT-1 [1] – 17; Forced Entry (E) DX+2 [4] – 14; Fortune-Telling (Astrology) (A) IQ+7 [2] – 20†‡; Fortune-Telling (Palmistry) (A) IQ+7 [2] – 20†‡; Fortune-Telling (Tarot) (A) IQ+7 [2] – 20†‡; Gambling (A) IQ+1 [4] – 14; Hidden Lore (Demon Lore) (A) IQ+4 [2] – 17#; Innate Attack (Beam) (E) DX+2 [4] – 14; Intimidation (A) Will+0 [2] – 18; Musical Instrument (Keyboard) (H) IQ-1 [2] – 12; Observation (A) Per+1 [4] – 15; Occultism (A) IQ+5 [4] – 18#; Psychology (Human) (H) IQ+3 [2] – 16†; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Sewing/TL7 (E) DX+0 [1] – 12; Sex Appeal (Human) (A) HT+7 [2] – 25§¥; Shadowing (A) IQ+0 [2] – 13; Shield (Force) (E) DX+2 [4] – 14; Speed-Reading (A) IQ-1 [1] – 12; Stealth (A) DX+1 [4] – 13; Streetwise (A) IQ+0 [2] – 13; Thaumatology (VH) IQ+5 [2] – 18¶; Throwing (A) DX+1 [4] – 13.

Realm Magic Skills: Body (VH) IQ+1 [2] – 14¶; Energy (VH) IQ+1 [2] – 14¶; Mind (VH) IQ+3 [8] – 16¶; Space (VH) IQ+1 [2] – 14¶; Spirit (VH) IQ+5 [16] – 18¶.

Starting Spending Money: \$40,000 (100% of Starting Wealth).

* Includes +20 from Enhanced ST.

† Includes +4 from Empath.

‡ Includes +3 from Empathy.

§ Includes +2 from Voice.

Includes +4 from Occultist.

¥ Includes +4 from Appearance.

¶ Includes +3 from Magery.

Role-Playing Notes:

The Black Widow is cold, callous, and ruthless, enjoying her work as the devil's debt collector and enforcer. She has long stopped caring about anyone or anything, and has "bought off" any "good" disadvantages she may have had in the past.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

- Magery 1 includes the price of Magery 0. It just looked odd putting them both on the sheet separately. The Demonic modifier on Magery 2 indicates that Satan can severely restrict her raw mystic power at his whim.

Real Name: Eric Brooks.

Occupation: Vampire hunter.

Identity: Publicly known.

Legal Status: Citizen of the United States with no known criminal record, wanted by Interpol, the FBI, and many other law enforcement agencies across the world at all levels from the municipal to the national, for many alleged murders.

Other Aliases: Unrevealed.

Place of Birth: Unrevealed, although hints have been given that he was born in Detroit, Michigan.

Marital Status: Single.

Known Relatives: Brielle (daughter); Vanessa (mother; undead); father (name unrevealed, deceased); Saffron Caulder (common-law ex-wife).

Group Affiliation: Associate of Abraham Whistler and Scud, reluctant ally of Rachel van Helsing's band of vampire hunters.

Base of Operations: Mobile.

First Post-Reboot Appearance: DRACULA UNLEASHED #

Origin: DRACULA UNLEASHED ANNUAL #1, tale 2.

History: Very little is known about the past of the dhampir known as Blade save for what his mentor, Abraham Whistler, has revealed to others, and Whistler's own sources are currently suspect (see *Whistler, Abraham*).

According to Whistler, Blade's mother Vanessa was bitten and turned by a vampire just minutes before she gave birth (see *Vampires*). This altered the baby on a level undetectable by science, turning him into a dhampir (a kind of half-vampire that can develop many of the vampire's powers as they get older). His parents had given him the name Eric before he was born, and he was raised by his father and later his father's new girlfriend. As he entered his teens, his dhampiric nature asserted itself, which led him to be diagnosed with a rare type of porphyria, a disease where he needed regular infusions of hemoglobin. His father, however, knew that Eric had inherited *something* from the vampire that bit Vanessa, and started asking around in certain circles for assistance. A man – Whistler – showed up just as Eric in the throes of a hunger pang had bit into the bag of blood instead of letting it enter him intravenously. A fight broke out, Whistler's knee was crippled, Eric fled, and Eric's father was apparently shot and killed.

Eric apparently lived on the streets for several years before he was found again by Whistler, who took in the lad and taught him how to fight the thirst with the assistance of a serum an unnamed associate had cooked up, and then use his increasing strength and speed to fight vampires, eventually being known as Blade due to his preference for knives and swords.

At some undisclosed point in the years since teaming with Whistler, Blade was involved with a woman named Saffron and fathered a daughter, Brielle (see *Brooks, Brielle*). For their own safety, Blade and Saffron split up, although he continued to send her whatever monetary support he could, usually taken from the vampires he killed.

Blade, Whistler, and their new ally, Scud, have recently encountered Rachel van Helsing's own small band of vampire hunters while hunting a vampire named Deacon Frost; Whistler had recently learned that Frost was the doctor who was present at Blade's birth (see *Frost, Deacon*; *Scud*; *Van Helsing, Rachel*). During their first meeting, Blade sensed something was different about two members of van Helsing's team, Lucy Harker and Hannibal King, although he could not tell offhand what that something was (see *Harker, Lucy*; *King, Hannibal*). A recent fight with Frost was interrupted by his mother; Vanessa indicated she knew about and was looking forward to getting to know her granddaughter before disappearing into the night.

Age: Indeterminate.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

Strength Level: As a dhampir, Blade possesses superhuman strength equivalent to "ten men", which with his build enables him to lift (press) roughly 2,300 lbs. (or slightly more than one ton).

Known Superhuman Powers: In addition to his superhuman strength, as a result of the circumstances of his birth, Blade possesses



enhanced speed, durability, stamina, reflexes, leaping ability, and senses.

Blade is able to run without tiring for at least half an hour at speeds up to 45 miles per hour, and is able to stay awake for days on end without sleep. His leg muscles enable him to leap incredible distances, up to 10 feet high and 40 feet distant from a standing stance. His reflexes are such that he often reacts faster than almost anyone else who is not a vampire; his eyesight is such that he can see bullets in flight, which assists in his reflexes. He is able to see at least four times as far as most people, and can shift his vision to see into the near infrared and ultraviolet spectrums. In addition, he has perfect night vision, seeing clearly in near-pitch darkness. His hearing is superhumanly acute, enabling him to make out whispered conversation from across a crowded room when he concentrates. His sense of smell is likewise acute, although not to the degree of others such as Daredevil or Wolverine; he is able to track blood by scent for several hours after it is spilled (see *Daredevil*; *Wolverine*).

Blade also possesses a healing factor which enables him to recover faster from injuries sustained during his hunts for vampires. He has not yet exhibited the vampiric ability to regrow his limbs if severed. This same healing factor makes him extremely durable, taking less damage from physical attacks than a regular person. He is also immune to vampiric mind control, either through the bite or hypnosis.

Unlike the other known dhampir, Lucy Harker, Blade has not yet exhibited other vampiric abilities, including but not limited to the ability to turn into a mist or take the form of a large bat. Whether he is able to do so and chooses not to or if the serum he takes to mitigate his vampiric thirst actually prevents him from developing these powers is currently unknown.

Other Abilities: Blade is a master of unarmed combat, although he doesn't follow any particular style. He is also a master knife fighter, swordsman, and marksman with conventional weapons. He is also skilled at throwing knives and various other weapons. Unknown to most, he is also a skilled jazz trumpeter.

Weapons and Paraphernalia: Blade is never without at least two automatic machine pistols which fire silver hollow-points filled with garlic paste, a number of wooden and silver-coated throwing knives, a series of solid silver stakes, and a special-built military-style side-sword which has a trapped hilt with, if someone applies pressure to the grip without flipping the hidden thumb switch, four silver-edged blades flip out to cut through the hand holding it. He is also known to carry a pump-action shotgun, a sawed-off double-barreled break-action shotgun pistol which he can use to fire silver stake rounds, and a pair of throwing blades he calls "glaives", which have razor-sharp blades and which can fly in curved paths. The glaives can be stored collapsed and used as throwing knives in their collapsed state, but he nearly always flips them open fully before throwing them. All of his blades, wielded and thrown, with the exception of the wooden ones, are exceptionally sharp and/or coated with silver.

Despite his durability, Blade is known to wear a police style ballistic fabric vest with ceramic trauma plate inserts for protection against gunfire.

Blade also carries a number of flash-bang grenades to create diversions.

Weaknesses: Blade suffers from a need to drink the blood of the living to sustain his existence. The serum he takes mitigates this thirst while providing the same nourishment as he would get from blood, but makes him unable to stomach regular food.

1,095 points

ST: 22/48 [120*] **HP:** 22 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 15 [15] **Move:** 8/24 [5]

IQ: 12 [40] **Per:** 15 [15]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 2d/4d (5d+2/8d-1) **BL:** 97 lbs. (461 lbs.)

Dodge: 12 **Parry:** 18 **DR:** 12/5* + 25 (assault vest w/ trauma plates)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Discriminatory Smell (Passive Biological, -5%) [15]; Doesn't Sleep (Accessibility: Requires Minimum 1 Night's Sleep Per Week, -5%) [19]; Enhanced Move (Ground) 1.5 (Move 21/42 mph; Biological, -10%) [27]; Enhanced Parry (All Parries) +3 [30]; Enhanced ST +26 (Biological, -10%) [188]; Enhanced Time Sense (Upgraded from Combat Reflexes, -15; Passive Biological, -5%) [29]; Gizmos 2 [10]; Hard to Kill +2 [4]; Hard to Subdue +2 [4]; High Pain Threshold [10]; Hyperspectral Vision (Passive Biological, -5%) [24]; Immunity to Vampiric Mind Control [5]; Indomitable [15]; Injury Tolerance (Damage Reduction /2; Limited: Physical Attacks, -20%; Passive Biological, -5%) [38]; Natural Swordsman 4 [40]; Parabolic Hearing 3 (Passive Biological, -5%); Single-Minded [5]; Stalker 4 [20]; Telescopic Vision 2 (Passive Biological, -5%) [10]; Tough Guy 4 [20]; Unfazeable [15]; Vampiric Bite (1 HP/sec) [30]; Very Fit [15]; Weapon Master (All Swords) [30].

Perks: Biting Mastery [1]; Off-Hand Weapon Training (Knife) [1]; Off-Hand Weapons Training (Pistols) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Dependent (Safron Caulder, Loved One; No More than 15%/165 pts.) (6) [-12]; Draining (Common: Blood; Illegal; Mitigator: Weekly Treatment (Special Serum), -65%) [-3]; Enemy Group (Law Enforcement; Group Size: 6-20 people at a time) (6) [-10]; Intolerance (Vampires) [-5]; Loner (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Disciplined [-1]; Nervous Stomach (Result of the Serum) [-1]; OUCH! [-1]; Perfectionist [-1]; Secretive [-1].

Skills: Acrobatics (H) DX+0 [4] - 14; Body Language (A) Per+1 [4] - 16; Breath Control (H) HT+0 [4] - 14; Broadsword (A) DX+6 [8] - 20†; Camouflage (E) IQ+4 [1] - 16‡; Carousing (E) HT+0 [1] - 14; Climbing (A) DX+0 [2] - 14; Computer Operation/TL8 (E) IQ+0 [1] - 12; Connoisseur (Music) (A) IQ+0 [2] - 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] - 13; Current Affairs/TL8 (People) (E) IQ+0 [1] - 12; Detect Lies (H) Per+1 [8] - 16; Electronics Repair/TL8 (Surveillance) IQ+0 [2] - 12;

Explosives/TL8 (Demolition) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+4 [1] – 18§; Guns/TL8 (Pistol) (E) DX+4 [12] – 18; Guns/TL8 (Shotgun) (E) DX+4 [8] – 18#; Guns/TL8 (Submachine Gun) (E) DX+4 [8] – 18#; Hiking (A) HT+4 [2] – 18‡; Interrogation (A) IQ+3 [8] – 15¥; Intimidation (A) Will+5 [4] – 20§; Judo (H) DX+2 [12] – 16; Jumping (E) DX+2 [4] – 16; Karate (H) DX+2 [12] – 16; Knife (E) DX+8 [12] – 22‡; Lifting (A) HT+0 [2] – 14; Musical Instrument (Valved Brass) (H) IQ+0 [4] – 12; Navigation/TL8 (Land) (A) IQ+3 [1] – 15‡; Observation (A) Per-1 [1] – 14; Occultism (A) IQ-1 [1] – 11; Photography/TL8 (A) IQ+0 [2] – 12; Running (A) HT+0 [2] – 14; Search (A) Per-1 [1] – 14; Shadowing (A) IQ+4 [2] – 16§; Stealth (A) DX+4 [2] – 18‡; Streetwise (A) IQ+3 [1] – 15§; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+0 [4] – 12; Throwing (A) DX-1 [1] – 14; Thrown Weapon (Knife) (E) DX+4 [12] – 18; Tracking (A) Per+6 [1] – 21‡¶; Traps/TL8 (A) IQ+0 [2] – 12; Two-Handed Sword (A) DX+6 [8] – 20‡; Urban Survival (A) Per-1 [1] – 14; Wrestling (A) DX+2 [8] – 16.

Techniques: Targeted Attack (Knife Thrust/Vitals) (H) def+2 [3] – 21; Targeted Attack (Guns (Pistol)/Vitals) (H) def+1 [2] – 16.

Starting Spending Money: \$16,000 (80% of Starting Wealth, not yet accounting for his gear and arsenal).

* Includes +26 from Enhanced ST.

† Includes +4 from Natural Swordsman.

‡ Includes +4 from Stalker.

§ Includes +4 from Tough Guy.

Defaulted from Guns (Pistol)

¥ Defaulted from Intimidation.

¶ Includes +3 from Hyperspectral Vision; Conditional +4 from Discriminatory Smell.

Role-Playing Notes:

Blade is a no nonsense man with his own innate sense of honor who is driven by his body's need for blood and a desire to avenge his mother's (un)death. He is suspicious of anyone exhibiting vampiric traits, be they vampire or fellow dhampir (with the exception of his own daughter), and will not willingly work with one unless circumstances dictate otherwise; he's always on the lookout for a betrayal from any vampires he'll work with. The only people he actually trusts are Whistler, Safron, and Brielle; everyone else, including Van Helsing's team and his newest tech, Scud, he keeps at arms length.

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
8	Side Sword	4d+10 cut	1	18	\$1,650	3	10	[1, 2, 3]
	– Enhanced ST	5d+20 cut	1	18			10	
	or	2d+6 imp	1	18			10	
	– Enhanced ST	3d+12 imp	1	18			10	

Notes:

[1] Silver-Coated

[2] Very Fine.

[3] Does 1d-1 (2) cut damage to any hand holding it withing 5 seconds of being drawn unless the safety is flicked on; safety is off by default and requires a Ready maneuver or a successful Fast-Draw (Sword) roll to turn on.

GUNS (SUBMACHINE GUN)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	H&K UMP45, .45ACP	2d+1 pi+	2	160/1,700	5.5/1.6	10	25+1 (3)	10	-3	2	\$900	2	[1]

Notes:

[1] The standard UMP45 has a folding stock; Blade, Whistler, and Scud have removed the stock entirely from Blade's own UMPs in order to fire them as pistols; the UMP45 in *High-Tech* lists Weight 6.5/1.6, ST 8†, and Bulk -4*.

GUNS (SHOTGUN)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	Ithaca Model 37, 12G 2.75"	1d+1 pi-	3	40/800	7/0.4	2×9	4+1 (2i)	10†	-6*	1/5	\$450	3	[1, 3]
8	Shotgun Pistol, 12G 2.75"	1d pi-	1	30/150	3.4/0.22	1×9	2 (3i)	11	-2	1/6	\$650	2	[1, 2]
	or silver stake	4d imp	1			1	2 (3i)	11		6			
	or wooden stake	4d (0.5) imp	1			1	2 (3i)	11		6			

Notes:

[1] First Rcl number is for shot, second is for slugs.

[2] Modified with a collapsible/folding stock; with stock folded has Acc 2, Bulk -5, ST 12†, and Rcl 1/6.

[3] Based on the muzzle-loaded Diablo double-barrel 12G pistol with a 6" barrel, although the model used by Blade is breech-loaded and firing wooden or silver stakes, presumably made by Whistler and/or Scud by cutting down commercial 12G double-barrel shotguns.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+3 cr	C	14	–	–	22	
	– <i>Enhanced ST</i>	5d+11 cr	C	14	–	–	48	
–	Karate Kick	2d+4 cr	C, 1	n/a	–	–	22	
	– <i>Enhanced ST</i>	5d+12 cr	C, 1	n/a	–	–	48	
–	Karate Bite	2d+3 cut	C	n/a	–	–	22	
	– <i>Enhanced ST</i>	5d+11 cut	C	n/a	–	–	48	
	<i>follow-up</i>	1 HP/sec	–	–	–	–	–	

KNIFE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Wooden Knife	3d+15 (0.5) cr	C, 1	18	\$4	1	6	[1]
	– <i>Enhanced ST</i>	3d+15 (0.5) cr	C, 1	18			6	
	<i>or</i>	1d+13 (0.5) imp	C	18			6	
	– <i>Enhanced ST</i>	1d+13 (0.5) imp	C	18			6	
0	Wooden Stake	1d+6 (0.5) imp	C	18	\$4	0.5	5	
	– <i>Enhanced ST</i>	1d+12 (0.5) imp	C	18			5	
8	Silver Stake	1d+6 imp	C	18	\$2,400	0.5	5	[2]
	– <i>Enhanced ST</i>	1d+12 imp	C	18			5	

Notes:

[1] Built as a LARGE KNIFE made from Wood as per *Low-Tech*, p. 71.

[2] Composed of solid silver

THROWN WEAPON (KNIFE)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Cost	Notes
0	Wooden Knife	1d+12 (0.5) imp	0	11/22	1	1	T(1)	6	-2	\$4	[1]
	– <i>Enhanced ST</i>	1d+12 (0.5) imp	0	24/48							
0	Wooden Stake	1d+12 (0.5) imp	0	11/22	0.5	1	T(1)	5	-2	\$4	
	– <i>Enhanced ST</i>	1d+12 (0.5) imp	0	24/48							
8	Silver Stake	1d+12 imp	0	11/22	0.5	1	T(1)	5	-2	\$2,400	[2]
	– <i>Enhanced ST</i>	1d+12 imp	0	24/48							
8	Small Throwing Knife	1d+12 imp	0	11/22	0.5	1	T(1)	5	-2	\$90	[3, 4]
	– <i>Enhanced ST</i>	1d+12 imp	0	24/48							
8	Throwing Glaive	3d+7 cut	0	18/33	2	1	T(1)	6	-2	\$240	[3, 4, 5]
	– <i>Enhanced ST</i>	3d+15 cut	0	38/72							
	<i>or</i>	1d+7 imp	0	18/33				6			
	– <i>Enhanced ST</i>	1d+13 imp	0	38/72							

Notes:

[1] Built as a LARGE KNIFE made from Wood as per *Low-Tech*, p. 71.

[2] Composed of solid silver.

[3] Silver-Coated

[4] Fine quality.

[5] Double-bladed; built as a LARGE THROWING KNIFE at twice the weight and cost.

TWO-HANDED SWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
8	Side Sword	4d+11 cut	1	18	\$6,600	3	9†	[1, 2, 3]
	– <i>Enhanced ST</i>	5d+20 cut	1	18			9†	
	<i>or</i>	2d+6 imp	1	18			9†	
	– <i>Enhanced ST</i>	3d+11 imp	1	18			9†	

Notes:

[1] Silver-Coated

[2] Very Fine.

[3] Does 1d-1 (2) cut damage to any hand holding it withing 5 seconds of being drawn unless the safety is flicked on; safety is off by default and requires a Ready maneuver or a successful Fast-Draw (Sword) roll to turn on.

Design Notes:

- Blade's origin comes more from the *Blade* trilogy of movies and TV series than it does the comics (*Tomb of Dracula* (1972) and *Marvel Preview* (1975) #3-4), where Blade was born in London, raised in a London brothel (with the implication his mother worked there), and trained by a hunter named Jamal Afari before Afari was turned (and later reconnected to Blade effectively having Unaging, as his mother was bitten by Deacon Frost at the end of the Victorian era). Whether he is Unaging in the Reboot has yet to be determined.1212

2. "Immunity to Vampiric Mind Control" is built as a Rare Resistance. Counting down from Resistant to Psionics, which in the ***Basic Set*** is considered Very Common, Telepathy as a subset of Psionics would be Common, Mind Control as a subset of Telepathy is Occasional, and Vampiric Mind Control as a subset of Mind Control is then Rare. It won't break anything to make him immune to non-vampiric mind control, however, being only 5 additional points. YMMV.

BLASTAAR

Villain

Real Name: Blastaar.

Occupation: Monarch.

Identity: Publicly known in the Negative Zone; Blastaar's existence is essentially unknown to the people of Earth.

Legal Status: Monarch of the planet Baluur in the Negative Zone.

Other Aliases: None.

Place of Birth: Baluur, a planet in Sector 56-D of the Negative Zone, as charted by Dr. Richards.

Marital Status: Widower.

Known Relatives: Nyglar (wife, deceased)

Group Affiliation: None.

Base of Operations: Baluur, Negative Zone.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Blastaar is a resident of the planet Baluur in the antimatter universe known as the Negative Zone (see *Negative Zone*). Having conquered his home planet, he was content, at least until he received news that the Annihilation Wave, an army feared throughout the antimatter universe, was about to descend upon his world. During the fighting, Annihilus, the leader of the Annihilation Wave, personally slew Blastaar's wife in a move intended to cause Blastaar to bow to him (see *Annihilus*). Instead, the move had quite the opposite effect, and Blastaar challenged Annihilus to single combat, with the winner leaving the planet. Blastaar won, but only because Annihilus fled when it became clear that Blastaar intended to kill him.

Learning of Annihilus's attacks on the Fantastic Four, Blastaar approached them as possible allies (see *Fantastic Four*). While Blastaar presented himself as a victim of the Annihilation Wave, his own goals had changed; he now intended to conquer the Negative Zone himself. Discovering his true nature, the Fantastic Four abandoned him. Swearing vengeance on them as well, he followed them through their portal to the Baxter Building, only to be driven back and the portal sealed (see *Baxter Building*).

Blastaar remains a threat to both the Negative Zone and Earth.

Age: Indeterminate.

Height: 6' 6".

Weight: 520 lbs.

Eyes: Gray.

Hair: Gray.

Skin: Gray.

Uniform: Blue and gray armor, blue bracers, blue boots.

Strength Level: Blastaar possesses superhuman strength enabling him to lift (press) around 50 tons.

Known Superhuman Powers: In addition to his superhuman strength, Blastaar possesses superhuman durability and endurance. He is virtually tireless. He able to withstand temperatures from around -200°F to 10,000°F, and pressures from the vacuum of space up to those found on ocean floors.

Blastaar's primary power, however, is the ability to project concussive energy from his fingers. This energy is able to penetrate 6 inch thick titanium steel at close range, but has a maximum range of about 1,000 feet. By projecting the energy under him, Blastaar is able to propel himself through the air at great speeds; he is able to reach escape velocity from Earth's gravity well (about 25,000 miles per hour), and can remain in flight almost indefinitely.



2,500 points

ST: 32/250 [100*] **HP:** 32 [0]

DX: 12 [40] **Will:** 12 [0]

IQ: 12 [40] **Per:** 12 [0]

HT: 20 [100] **FP:** 20 [0]

Speed: 8.00 [0]

Ground Move: 8 [0]

Air Move: 18/13,056 [2]

Space Move: 18/13,056 [2]

SM: 0

Dmg: 3d+1/6d-1 (26d/28d) **BL:** 205 lbs. (12,500 lbs./6.25 tons)
Dodge: 10 **Parry:** **DR:** 45 (tough skin)
IT:DR: /10

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

Cultural Familiarities: Negative Zone (Native) [0].

Advantages: Administrative Rank 8 [40]; Crushing Attack 12d (Armor Divisor (3), +100%; Damage Modifier: Double Knockback, +20%; Increased Range (×2), +10%; Rapid Fire (RoF 2), +40%; Super, -10%) [156]; Damage Resistance 45 (Tough Skin, -40%; Passive Biological, -5%) [124]; Enhanced Move (Air) 9.5 (Air Move 13,056/26,112 mph) (Handling Penalty -3, -15%) [162]; Enhanced Move (Space) 9.5 (Space Move 13,056/26,112 mph) (Handling Penalty -3, -15%) [162]; Extra ST +30 (Super, -10%) [270]; Flight (Cannot Hover, -15%; Space Flight, +50%; Super, -10%; Alternative Ability, ×1/5) [10]; High Pain Threshold [10]; High TL +3 [15]; Injury Tolerance (Damage Reduction /10) (Passive Biological, -5%) [142]; Pressure Support 2 [10]; Super ST +12/+200 (Super, -10%) [468]; Super Throw 2 (Biological, -10%) [18]; Temperature Tolerance 484 [484]; Vacuum Support [5]; Wealth (Multimillionaire 4) [150].

Perks: Dirty Fighting [1]; Fur [1]; Power Grappling [1].

Disadvantages: Bully (12) [-10]; Code of Honor (Soldier's) [-10]; Nightmares (12) [-5]; Selfish (12) [-5]; Vow (Vengeance) [-15].

Quirks: Bloody Mess [-1]; Pharma-Fever [-1].

Skills: Acting (A) IQ+0 [2] – 12; Administration (A) IQ+0 [2] – 12; Brawling (E) DX+2 [4] – 14; Breath Control (H) HT-2 [1] – 18; Driving/TL11 (Hovercraft) (A) DX+0 [2] – 12; Flight (A) HT-1 [1] – 19; Innate Attack (Beam) (E) DX+4 [12] – 16; Intelligence Analysis/TL11 (H) IQ+0 [4] – 12; Interrogation (A) IQ+0 [2] – 12; Intimidation (A) Will+0 [2] – 12; Leadership (A) IQ+0 [2] – 12; Piloting/TL11 (High-Performance Spacecraft) (A) DX+0 [2] – 12; Propaganda/TL11 (A) IQ+0 [2] – 12; Public Speaking (Rhetoric) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+2 [4] – 14; Strategy (Interstellar) (H) IQ+1 [8] – 13; Strategy (Land) (H) IQ+1 [8] – 13; Sumo Wrestling (A) DX+2 [8] – 14; Throwing (A) DX+0 [2] – 12.

Techniques: Drop Kick (Sumo Wrestling) (H) def+1 [2] – 14; Kicking (Brawling) (H) def+2 [3] – 14; Sweep (Sumo Wrestling) (H) def+3 [4] – 14.

Starting Spending Money: \$400,000,000 (20% of Starting Wealth), in Baluuri currency (worthless on Earth).

* Includes +30 from Extra ST and +12/+200 from Super ST.

Role-Playing Notes:

Blastaar is driven to avenge the death of his wife at the hands of Annihilus. However, his chosen method – the conquering of the territory of the Negative Zone controlled by Annihilus – has netted him few allies.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	7d+7 cr	C	10	–	–	62	
–	Super ST	26d+25 cr	C	10	–	–	250	
–	Brawling Kick	7d+8 cr	C, 1	n/a	–	–	62	
–	Super ST	26d+26 cr	C, 1	n/a	–	–	250	
–	Brawling Bite	7d+7 cr	C	n/a	–	–	62	

SUMO WRESTLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Drop Kick	7d+17 cr	C, 1	n/a	–	–	62	
–	Super ST	26d+54 cr	C	10	–	–	250	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
–	Concussive Energy Blast	12d (3) cr dbk	3	20/200	2	n/a	–	–	1

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*). He was later seen with the Brotherhood during their brief sojourn in the Savage Land (see *Savage Land*).

Age: 27.

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), 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.

2,651 points

ST: 26/116 [54*] **HP:** 26 [0] **Speed:** 6.25 [0]

DX: 12 [40] **Will:** 12 [10] **Move:** 5 [-5]

IQ: 10 [0] **Per:** 12 [10]

HT: 13 [30] **FP:** 13 [0] **SM:** +1

Dmg: 2d+2/5d (12d/14d) **BL:** 135 lbs. (2,691 lbs.)

Dodge: 9 **Parry:** 10 **DR:** 125

IT:DR: /4

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Claim to Hospitality (Circus Performers) [2]; Damage Resistance 125 (Hardened 4, +80%; No Signature, +20%; Tough Skin -40%; Mutant Biology, +0%) [1,000]; 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 and modified by "Size, -10%".

† Defaulted from Performance.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Brawling Punch	2d+3 cr	C	10	-	-	26	
-	- <i>Super ST</i>	12d+11 cr	C	10	-	-	116	
-	Brawling Kick	2d+4 cr	C, 1	n/a	-	-	26	
-	- <i>Super ST</i>	12d+12 cr	C, 1	n/a	-	-	116	
-	Headbutt	2d+1 cr	C	n/a	-	-	26	
-	- <i>Super ST</i>	12d-1 cr	C	n/a	-	-	116	

SUMO WRESTLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Drop Kick	2d+8 cr	C, 1	n/a	-	-	26	
-	- <i>Super ST</i>	12d+26 cr	C, 1	n/a	-	-	116	

The so-called Blue Area of the Moon is a region on Earth's moon which through advanced alien technology maintains a breathable atmosphere with enough atmospheric pressure to enable people from Earth (and similar worlds) to survive without needing pressure suits or carrying air with them. The Blue Area sits in the Luther crater in the Mare Serenitatis and is visible from Earth through binoculars or a telescope, though it does not have a blue tint to it when viewed from Earth; the name "Blue Area" comes from the fact that the sky in this area of the moon appears blue during the two week long "day" (due to having a similar chemical makeup as Earth's atmosphere).

Over twenty thousand years ago, the alien Kree discovered Earth and the fledgling human species (see *Kree*). Presumably it was the Kree who created the Blue Area, as they built a watchpost there which grew into a small city. At this time, Kree scientists took a tribe of humans and performed experiments on them, turning them into the Inhuman sub-species (see *Inhumans*). At some unspecified point after this, the Kree abandoned the Blue Area, though they left a sentry robot in standby there to alert them if and when humans would discover the ruins.

The Blue Area was first charted by humans during the Apollo 9 and 10 missions, which orbited the moon without landing. It wasn't until the Apollo 13 mission when people first landed, only to be attacked by the Kree sentry (the failure of the Apollo 13 mission has since been the subject of a NASA cover up, which was reported as being a problem while en route). The Apollo 18 mission was scheduled to land just outside the Blue Area and

explore it on foot, but the mission was scrapped by NASA officials reviewing the Apollo 13 footage of the area. Instead, both NASA and the Soviet Space Agency sent unmanned probes to study the area, collecting data on the air there.

It wasn't until the 1980s that the existence of the Blue Area was admitted to exist by space agencies across the world. Despite a push to explore (and colonize) the Blue Area, it remained a scientific curiosity rather than a subject of serious study. (Many have accused the government of being too afraid to acknowledge the implications if it was indeed artificial.) It was only the recent migration of the Inhuman city of Attilan to the southeast corner of the Blue Area, recorded by astronomers across the world, that spurred serious scientific interest in the Blue Area.

The first people to visit the Blue Area besides the Inhumans were the Fantastic Four, who flew their starship there on behalf of NASA (see *Fantastic Four*). While the Four noted the newer city in the distance, they were more interested in the ruins of the older city that dominated the crater. The Four accidentally activated the Kree sentry robot, which tried to capture them; it was not prepared for their powers, however, and was swiftly defeated. The Kree's response to the sentry's defeat is unknown, but has likely spurred Colonel Yon-Rogg to accelerate his own timetable to conquer the planet for the Kree (see *Yon-Rogg*).

Other than the Inhumans, the entity known as Uatu the Watcher makes his abode in the Blue Area (see *Watcher*). It is not known whether humans will attempt to colonize the Blue Area.

First Post-Reboot Appearance: FANTASTIC FOUR #

BOOMERANG

Villain

Real Name: Fred Meyers.

Occupation: Mercenary, costumed criminal, former professional athlete.

Identity: Known to the authorities.

Legal Status: Dual citizen of Australia and the United States with a criminal record in the States.

Other Aliases: None.

Place of Birth: Melbourne, Australia.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Occasional member of Batroc's Brigade, former member of an unnamed minor league professional baseball team.

Base of Operations: Mobile.

First Post-Reboot Appearance: IRON MAN #

History: Fred Meyers was born in Australia but moved with his parents, at least one of whom was an American citizen, to the States as a young kid. As a youth he soon discovered a passion for baseball and growing up developed an incredible pitching arm. He attended college on baseball scholarships and was recruited into a minor league team affiliated with the New York Mets. After a year, however, he was suspended for accepting bribes. Upset, he was soon recruited by the unscrupulous industrialist Justin Hammer and given the identity of Boomerang along with related paraphernalia which included a number of boomerangs designed by Hammer's R&D department (see *Hammer, Justin*). In this guise, he originally fought Iron Man but was defeated, but was released on bail soon after (see *Iron Man*). Realizing that he was unused to throwing his now signature weapon, he retreated to the Australian Outback for a month of intense self-training.

As Boomerang, he has fought Captain America, Iron Man, Iron Fist, Spider-Man, and Daredevil, and occasionally hired by Georges Batroc as a member of Batroc's Brigade (see individual entries). He was last seen escaping from the Ryker's Island prison facility during the jailbreak led by the Rhino (see *Rhino*).

Age: 24.

Height: 5' 11".

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue and purple bodysuit with two large boomerangs strapped to the chest and two on the back, purple gloves, blue boots, blue belt with a series of boomerangs stored on it, purple cowl with a boomerang motif on the forehead.

Strength Level: Boomerang 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: Boomerang is a skilled athlete with an incredible pitching arm, able to hurl objects such as baseballs and his boomerangs at incredible speeds and strength.

Weapons and Paraphernalia: Boomerang carries an undisclosed number of boomerangs, including the ones on his uniform, several of which are rigged with explosives or given sharp edges for cutting. Boomerang's boots have miniature rockets in them to provide him lift, using technology Hammer stole from Stark Industries, but because he lacks flight stabilizers he doesn't use them for sustained flight (see *Stark Industries*).

340 points

ST: 12 [20]	HP: 12 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 12 [5]	Ground Move: 6 [0]
IQ: 11 [20]	Per: 12 [5]	Air Move: 13 [0]
HT: 13 [30]	FP: 13 [0]	SM: 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Fit [5]; Flight (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Low Ceiling: 10 foot ceiling, -20%) [20]; High Pain Threshold [10];



Imbue 2 (Limited Skill Access: Three Skills, -40%) [12]; Natural Athlete 2 [20]; Signature Gear (Consumable: Specialty Boomerangs) [2]; Striking ST +6 (One Attack Only: Throwing Arm, -60%) [12]; Wealth (Comfortable) [10]; Weapon Master (Thrown Weapons) [35].

Perks: Acceleration Tolerance [1]; Citizenship (Australia) [1]; Dirty Fighting [1]; Eye For Distance [1].

Disadvantages: Code of Honor (Mercenary's) [-5]; Greed (12) [-15]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Bad With Names [-1]; Dislikes Crocodile Dundee and Steve Irwin Jokes/References [-1]; Dual Identity; Rule-Breaker [-1].

Skills: Arching Shot (Thrown Weapon (Stick)) (VH) DX+0 [8] – 13; Boxing (A) DX+1 [4] – 14; Breath Control (H) HT+1 [2] – 14*; Far Shot (Thrown Weapon (Stick)) (VH) DX+0 [8] – 13; Jumping (E) DX+2 [1] – 15*; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 10; Parry Missile Weapons (H) DX+1 [8] – 14; Physics/TL8 (Aerodynamics) (H) IQ+1 [8] – 12; Piloting/TL8 (Light Airplane) (A) DX-1 [1] – 12; Returning Shot (Thrown Weapon (Stick)) (VH) DX+0 [8] – 13; Running (A) HT+1 [1] – 14*; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Sports (Baseball) (A) DX+1 [1] – 14*; Streetwise (A) IQ+1 [4] – 12; Survival (Desert) (A) Per+0 [2] – 12; Throwing (A) DX+1 [1] – 14*; Thrown Weapon (Stick) (E) DX+7 [24] – 20; Wrestling (A) DX+1 [4] – 14.

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

* Includes +2 from Natural Athlete.

Role-Playing Notes:

At the start of his career, Boomerang is a man who is bitter at the world. He has since accepted that it was his own fault for being suspended from his first love, baseball, and in fact has begun to enjoy working as a costumed mercenary.

BOXING

<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>
–	Boxing Punch	1d-1 cr	C	11	–	–	12	

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>	<i>Notes</i>
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	
–	Bite	1d-2 cr	C	n/a	–	–	12	

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>Rcl</i>
8	Boomerang	3d cr	2	108/180	1	1	T(1)	\$20	6	-2	–

BRAINCHILD

Villain

Real Name: Unrevealed.

Occupation: Strategist.

Identity: Brainchild'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 man known as Brainchild are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and 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*).

Age: 18 (possibly younger).

Height: 5' 8".

Weight: 125 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

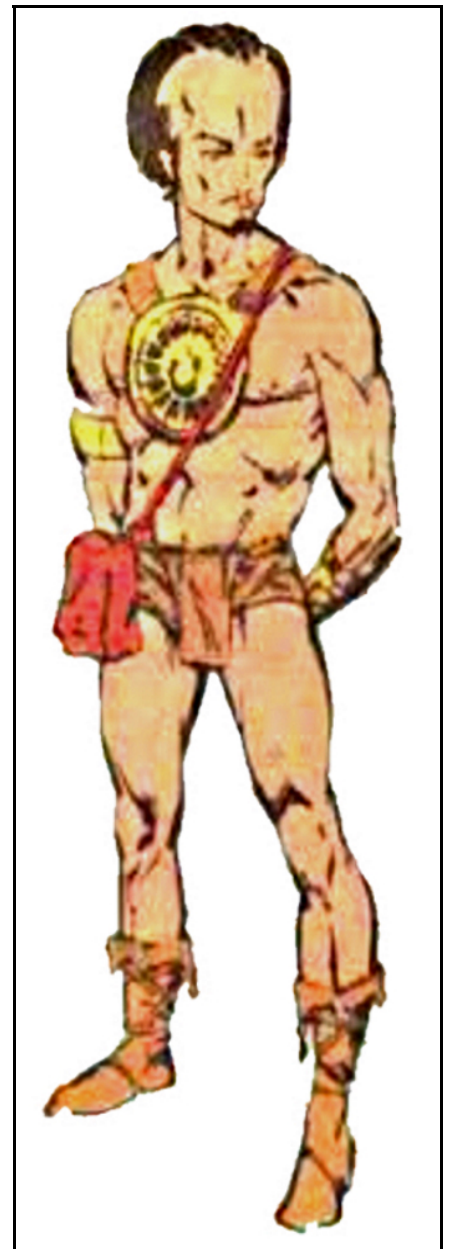
Strength Level: Brainchild possesses the normal human strength of a man his apparent age, height, and build who engages in light regular exercise.

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

ST: 10 [0]	HP: 10 [0]	Speed: 5.50 [0]
DX: 10 [0]	Will: 12 [-10]	Move: 5 [0]
IQ: 14 [80]	Per: 13 [-5]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-2/1d	BL: 20 lbs.	
Dodge: 9	Parry: 8	DR: 0

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.

Role-Playing Notes:

Brainchild is emotionally immature, often throwing tantrums when things do not go according to his well-laid plans.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	
–	Bite	1d-3 cr	C	n/a	–	–	10	

CROSSBOW

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Rcl	Notes
2	Crossbow	1d+2 imp	4	200/250	6/0.06	1	1(4)	\$150	7†	-6	–	[1, 2]

Notes:

[1] Rated for ST 10; the ST 7† is for carrying and shooting, not for cocking.

[2] Cost is calculated for a TL8 campaign. Quadruple price to \$600 for campaigns set entirely in the Savage Land with its inherent TL0.

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 of mutant supremacy (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*).

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

Membership Roster

Magneto – Founder. The self-proclaimed "master of magnetism", Magneto founded the Brotherhood and has led them since their formation, save for a short stint when he was captured and imprisoned on an extraterrestrial prison world.

Toad – Founding member. The Toad has served the Brotherhood faithfully since its founding.

Scarlet Witch – Founding member. Originally joining the Brotherhood by being swayed by Magneto's charisma, the Scarlet Witch has grown into a role of leading the Brotherhood in Magneto's absence. She is now officially the Brotherhood's deputy leader.

Quicksilver – Founding member. Twin brother to the Scarlet Witch, Quicksilver has served with the Brotherhood since the beginning, mostly to protect his sister. With the Witch's change in personality, it's only a matter of time before he betrays the Brotherhood.

Mastermind – Founding member. Mastermind has been with the Brotherhood since the beginning, and has clashed with the Scarlet Witch over the leadership in Magneto's absence. He recently quit in protest over Lorelei's membership.

Blob – First recruit. The Blob joined in order to gain allies against the X-Men.

Unus the Untouchable – Second recruit. Unus joined the Brotherhood to assist his friend the Blob.

Lorelei – Third recruit. Formerly one of the Savage Land Mutates, Lorelei defected to the Brotherhood during the Brotherhood's sojourn in the Savage Land, and was confirmed as a member despite the protests of some of the other Brotherhood members.

 <p>MAGNETO (Magnus) Founder, Leader</p>	 <p>TOAD (Mortimer Toynbee) Active X-MEN #4</p>
 <p>SCARLET WITCH (Wanda Maximoff) Deputy Leader Active X-MEN #4</p>	 <p>QUICKSILVER (Pietro Maximoff) Active X-MEN #4</p>
 <p>MASTERMIND (Jason Wyngarde) Active X-MEN #4 Quit MCP #34</p>	 <p>BLOB (Fredrick J. Dukes) Joined X-MEN #</p>
 <p>UNUS (Angelo Unuscione) Joined X-MEN #</p>	 <p>LORELEI (real name unrevealed) Joined MCP #30</p>

Brotherhood of Mutants

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members:

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Type:

CR:

Rank:

Income Range:

Reputation:

Social Attributes

Loyalty:

Costs and Values

Startup Cost: \$

Resource Value: \$

Notes

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. For the last few years, she has been in an on-again, off-again relationship with a fellow for-thrills juvie, Miles Morales.

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, James "Bucky" Buchanan Barnes. Rikki keeps threatening to "modernize" the uniform.

In addition to her training with Captain America, Bucky has attended one of the Taskmaster's training programs, until she helped shut it down, as well as under Kim Possible, herself a former teen hero (see *Possible, Kim*; *Taskmaster*).

Age: 15.

Height: 5' 2".

Weight: 103 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinctive Features: Bucky possesses a gang tattoo on her right arm.

Uniform: Blue bodysuit in military-style cut, red gloves, red knee-high boots with silver trim, red belt, red domino mask or red goggles, depending on the situation.

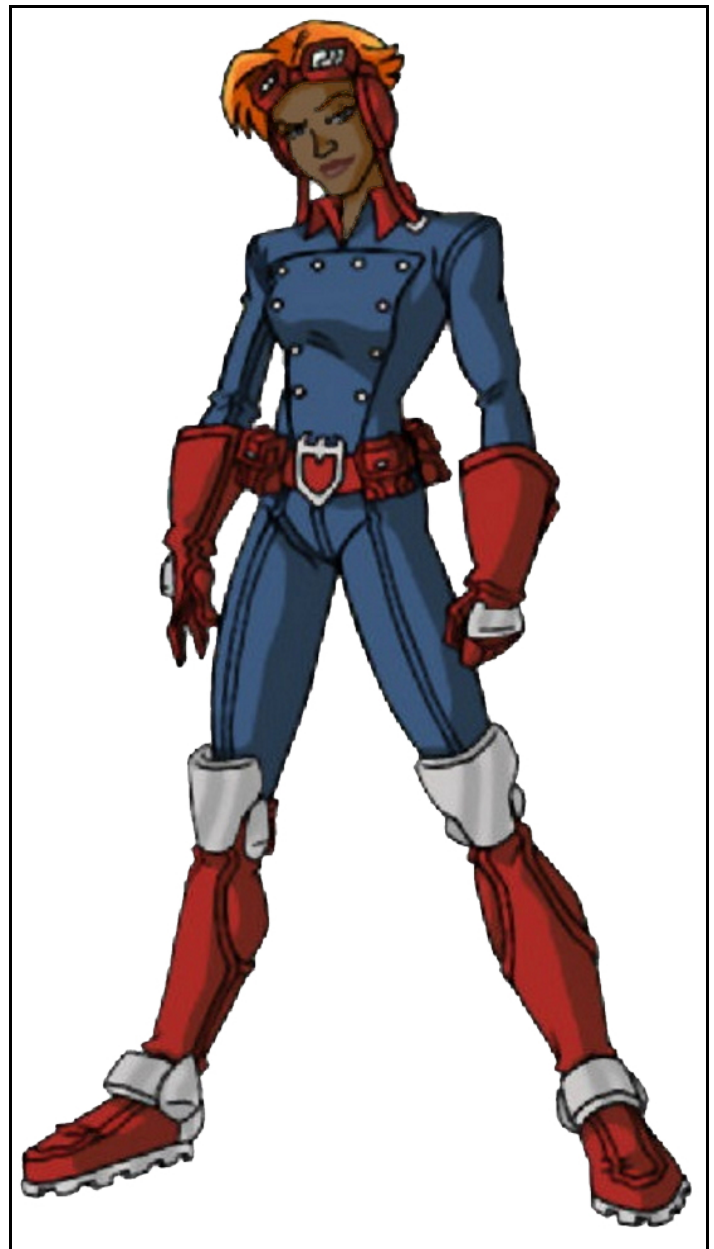
Strength Level: Rikki Buchanan has the normal human strength of a girl her age, height, and build who engages in intensive regular exercise.

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.

Weapons: Bucky carries a number of aerodynamic 4-inch diameter throwing discs on her person, which are crafted and weighted in such a way as to provide a slight lift as they fly. She also carries a few smoke bombs, explosive pellets (for distractions), and throwing spikes in her belt.

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 claustrophobes.



305 points

ST: 11 [10]

HP: 11 [0]

Speed: 7.00 [5]

DX: 14 [80]

Will: 11 [0]

Move: 7 [0]

IQ: 11 [20]

Per: 13 [10]

HT: 12 [20]

FP: 11 [0]

SM: 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 13

Parry: 11

DR: 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Daredevil [15]; Enhanced Dodge 2 [30]; Fearlessness 3 [6]; Flexibility [5]; Hard to Subdue 3 [6]; Legal Enforcement Powers 2 (Informal, -10%) [5]; 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]; Overcompensates For Her Inexperience With Cheerful Enthusiasm [-1].

Skills: Acrobatics (H) DX+1 [4] – 15*; Brawling (E) DX+3 [8] – 17; Climbing (A) DX+5 [4] – 19*†; Dancing (A) DX+0 [2] – 14; Escape (H) DX+2 [4] – 17†; Filch (A) DX+2 [8] – 16; First Aid/TL8 (Human) (E) IQ+2 [4] – 13; Holdout (A) IQ+2 [8] – 13; Jumping (E) DX+2 [4] – 16; Lockpicking/TL8 (A) IQ+3 [12] – 14; Pickpocket (H) DX [4] – 14; Stealth (A) DX+2 [8] – 16; Streetwise (A) IQ+3 [12] – 14; Urban Survival (A) Per+3 [12] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Elbow Strike (Brawling) (A) def+2 [2] – 17; Eye-Rake (Brawling) (H) def+5 [6] – 17; Knee Strike (Brawling) (A) def+1 [1] – 17; Slip Handcuffs (Escape) (H) def+5 [6] – 17; Targeted Attack (Brawling Knee Strike/Groin) (H) def+2 [3] – 16; Work By Touch (Lockpicking) (H) def+5 [6] – 14.

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

* +1 from Perfect Balance.

† +3 from Flexibility.

Role-Playing Notes:

Rikki is (perhaps overly) enthusiastic about helping out Captain America, constantly seeking acceptance and eager to prove herself capable of being his partner/sidekick. She sees him as the father figure she never had in her life. With training and experience she may prove herself to be a genuine hero in her own right.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	

THROWN WEAPON (DISC)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Rcl	Notes
2	Throwing Disc	1d cr	2	26/40	0.5	1	T(1)	\$10	3	-1	–	

Design Notes:

1. I always intended Bucky to be Hispanic. I just don't have a pic for a female Bucky that's not Rikki Barnes from the *Heroes Reborn* Counter-Earth, who was the granddaughter of the WWII Bucky Barnes, and certainly not the proper ethnicity.
2. Bucky's throwing discs are treated as a DISCUS (*Low-Tech*, p.77) scaled down by -2 SMs with weight and ST recalculated as per p.21 of *Low-Tech Companion 2: Weapons and Warriors*. Because *LTC2* doesn't want to scale thrown weapons, I multiplied Range by the number under the Reach column on that page.
3. I plan to have Miles Morales (the younger Spider-Man) as Rikki's boyfriend. Whether he has spider-powers yet is up to individual GMs.

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.

Age: 29.

Height: 6'

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

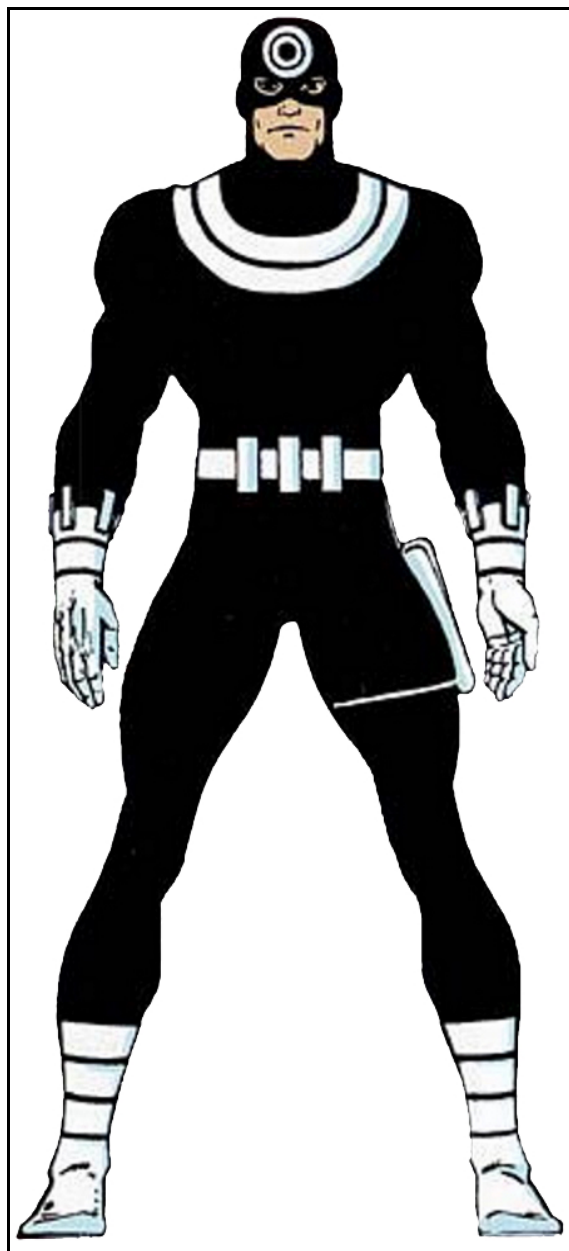
Uniform: Black bodysuit with two white circles between the neck and shoulders, around the head; white gloves; white boots; black cowl with a bull's-eye pattern on the forehead; white belt with a pouch on the right hip.

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

ST: 14 [40] **HP:** 14 [0] **Speed:** 6.50 [0]

DX: 14 [80] **Will:** 14 [15] **Move:** 6 [0]

IQ: 11 [20] **Per:** 13 [10]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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

Role-Playing Notes:

Bullseye is a psychopathic killer who prides himself on never missing his target. He holds a special grudge against Daredevil for causing him to miss on multiple occasions.

BOXING

<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>
–	Boxing Punch	1d-1 cr	C	11	–	–	14	

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>
–	Karate Punch	1d cr	C	11	–	–	14	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	14	

Real Name: Unrevealed; it is known that "Luke Cage" is an assumed identity.

Occupation: Adventurer, escaped convict, former gang member.

Identity: Luke Cage does not use a dual identity.

Legal Status: Citizen of the United States with a criminal record, wanted by the authorities in his legal identity.

Other Aliases: None.

Place of Birth: Harlem, New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Renegades.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: The man who would later be known as Luke Cage grew up in Harlem, and while for a time was a small-time gang member he did his best to try and get out of it. He had a legitimate job and a girlfriend, and was trying to get his life turned around. However, one of his old gang, Willis Stryker, had his own designs on Cage's girlfriend (see *Diamondback (Stryker)*). To this end, his "friend" planted heroin, cocaine, and a sheet with the names and contact numbers of suppliers and users known to the police in Cage's apartment and left the police an anonymous tip. During Cage's arrest, he spotted his former friend in the crowd already making his move on Cage's girlfriend.

Cage was sentenced to several years in prison. Angry at having been framed and unable to prove it, he ended up getting a reputation as a brawler, spending many weeks in solitary confinement. His parole hearings tended to end in violence. Ultimately, he was transferred to a prison on an island off the coast of Georgia. He became the frequent target of one of the guards there, Bob Rackham, whose brutality led to a demotion he blamed on Cage.

Cage was later recruited by Dr. Noah Burnstein, who was working on a variant of the Super-Soldier program that had produced Captain America, for an experiment involving cellular regeneration (see *Captain America*). As part of the deal, Burnstein would see about getting Cage's sentence reduced. Burnstein immersed Cage in an electrified organic chemical bath. However, Rackham struck Burnstein from behind, incapacitating the scientist, and then deliberately misused the controls, intending to kill Cage. Instead, the experiment increased his strength and durability to superhuman levels, as well as adding almost a full foot of growth and a lot of muscle mass.

Using this new strength, Cage broke out of prison and was originally presumed to have drowned in the passage between the prison and the coastline. At this point he started using the name "Luke Cage" instead of his real identity, somehow procuring documents which made it appear legal – at least legal enough to pass cursory examination. Making his way back to New York City, he became involved in a brawl between a few other unaffiliated superhumans and the Wrecking Crew (see *Wrecking Crew*). This group he fell in with decided to stick together to assist each other in achieving their individual goals; in Cage's case, this includes clearing his name (see *Renegades*). Despite some reluctance on his part, he has come to respect and even once again trust others, in particular his new teammates.

Age: 27.

Height: 6' 6".

Weight: 425 lbs.

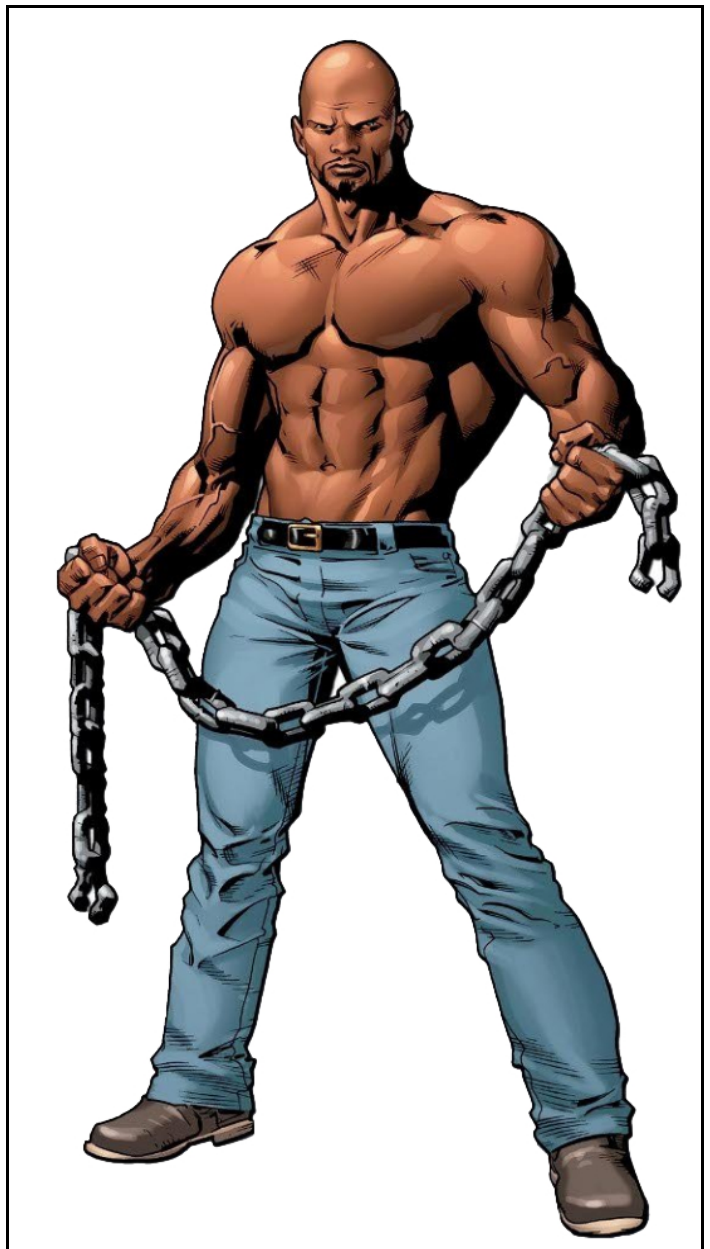
Eyes: Brown.

Hair: Black, shaved bald.

Uniform: None.

Strength Level: Luke Cage possesses superhuman strength enabling him to lift (press) 25 tons on a regular basis.

Known Superhuman Powers: In addition to his superhuman strength, Luke's body has been altered to grant him near invulnerability. At present, he is bullet-proof against conventional and police sniper rifles with armor-piercing bullets, and AIM's laser weaponry (see *AIM*).



Despite his near invulnerability, it is possible for Cage to be hurt, but he heals quickly. He can recover in a single day from an injury that would leave a normal man bedridden for nearly a week.

Other Abilities: Luke Cage is a skilled, if somewhat unorthodox, street fighter.

1,203 points

ST: 26/177 [50*] **HP:** 26 [0] **Speed:** 6.50 [0]
DX: 12 [40] **Will:** 11 [0] **Move:** 6 [0]
IQ: 11 [20] **Per:** 11 [0]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 2d+2/5d (18d/20d) **BL:** 135 lbs. (6,266 lbs./3.13 tons)
Dodge: 10 **Parry:** 11 **DR:** 45*
IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Identity (Illegal) [15]; Appearance (Attractive) [4]; Combat Reflexes [15]; Contact (Underworld; Effective Skill 12; Somewhat Reliable) (9) [1]; Damage Resistance 45 (Hardened +1, +20%; Tough Skin, -40%; Passive Biological, -5%) [169]; Enhanced ST +12 (Accessibility: Only With Super ST, -10%; Passive Biological, -5%) [82]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: Three Skills, -40%; Passive Biological, -5%) [22]; Injury Tolerance (Damage Reduction /10) (Passive Biological, -5%) [142]; Regeneration (Regular: 2 HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Social Regard (Feared) 2 [10]; Super ST +11/+150 (Passive Biological, -5%) [435]; Super Throw 2 (Biological, -10%) [18]; Tough Guy 3 [15].

Perks: Fearsome Stare [1]; Gangster Swagger [1]; Improvised Weapon (Kusari) [1]; Striking Surface [1].

Disadvantages: Bad Temper (9) [-15]; Code of Honor (Pirate's) [-5]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Comrades) [-5]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Always Meets Peoples' Eyes [-1]; Goal (Clear Name) [-1]; Rule-Breaker [-1]; Show-Off [-1].

Features: High-Pressure Lungs [0].

Skills: Body Language (Human) (A) Per+1 [2] – 12; Boxing (A) DX+2 [8] – 14; Brawling (E) DX+2 [4] – 14; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Criminology/TL8 (A) IQ+1 [4] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Forced Entry (E) DX+3 [1] – 15†; Forceful Blow (Unarmed) (VH) DX+0 [8] – 12; Intimidation (A) Will+3 [4] – 15†; Kusari (H) DX+0 [4] – 12; Lifting (A) HT+0 [2] – 14; Observation (A) Per+1 [4] – 12; Penetrating Strike (Unarmed) (VH) DX+0 [8] – 12; Savoir-Faire (Prison) (E) IQ+1 [2] – 12; Scrounging (E) Per+1 [2] – 12; Shockwave (Unarmed) (VH) DX+0 [8] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+3 [4] – 15†; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+2 [8] – 14; Wrestling (A) DX+2 [8] – 14.

Techniques: Aggressive Parry (Brawling) (H) def+1 [2] – 11; Head Butt (Brawling) (H) def+3 [4] – 16; Piledriver (Wrestling) (H) def+5 [6] – 14; Uppercut (Boxing) (A) def+1 [1] – 14.

Starting Spending Money: \$2,000 (50% of Starting Wealth).

* includes +12 from Enhanced ST and +11/+150 from Super ST.

† includes +3 from Tough Guy.

Role-Playing Notes:

Luke Cage is a man who has had his whole life turned upside down by a man he once trusted, and finds it hard to trust others because of it. His temper occasionally gets the better of him, something he often regrets. He's not certain what he will do once he finally does manage to clear his name; he's accepted that he will likely need to return to prison on a jailbreaking charge.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	2d+5 cr	C	11	–	–	26	
–	Super ST	18d+35	C	11	–	–	177	

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d+3 cr	C	11	–	–	26	
–	– Super ST	18d+17	C	11	–	–	177	
–	Brawling Kick	2d+4 cr	C, 1	n/a	–	–	26	
–	– Super ST	18d+18	C, 1	n/a	–	–	177	
–	Headbutt	2d+1 cr	C	n/a	–	–	26	
–	– Super ST	18d-1	C	n/a	–	–	177	

Real Name: Giuseppe Balsamo.

Occupation: Adventurer, sorcerer, occultist, alchemist, high society socialite.

Identity: Cagliostro's existence in the 18th Century is a matter of public record; however, the general public is unaware of his continued existence.

Legal Status: Citizen of Sicily (now part of the Republic of Italy) with a criminal record in France and the Papal State of Rome, legally deceased; has legal documents proclaiming him a citizen of the United States with no criminal record.

Other Aliases: Joseph Balsamo; Guiseppe Cagliostro; Joseph Cagliostro; Count Alessandro di Cagliostro; Christophe Dominick Duminy de Glapion.

Place of Birth: Albergheria, Palermo, Sicily.

Marital Status: Widower.

Known Relatives: Lorenza Seraphina Feliciani (alias Serafina Cagliostro, first wife, deceased); Pietro (father, deceased); Felicità (mother, deceased); Giuseppe Bracconeri (maternal grandfather, deceased); Maria Bracconeri (maternal grandmother, deceased); Matteo Martello (great-grandfather, deceased); Vincenza Cagliostro (maternal great-aunt, deceased); Giuseppe Cagliostro (maternal great-uncle by marriage, deceased); Matteo Bracconeri (maternal uncle, deceased); Antonia Bracconeri (maternal aunt, deceased); Antonino Balsamo (paternal grandfather, deceased); unnamed sister (deceased); Marie Laveau (common-law second wife, separated); Marie Eucharist Eloise Laveau (daughter, deceased); Marie Philomene Glapion (alias Marie Laveau II, daughter, allegedly deceased); unnamed children and descendants (mostly deceased; may still have living descendants).

Group Affiliation: Brothers Hospitallers of St. John of God (expelled); Freemasons; mentor to Marie Laveau.

Base of Operations: Mobile; maintains residences under his birth name in numerous cities across the world.

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

History: The sorcerer known as Cagliostro was born Giuseppe Balsamo in 18th Century Sicily to a Jewish family. Despite his family's financial hardships – his grandfather had declared bankruptcy around the time of Giuseppe's birth – Giuseppe was given a solid education with a number of tutors. At least one of these tutors was a magician from the East who discovered that Giuseppe possessed a natural talent for sorcery (it's implied but not confirmed that the magician was the sorcerer Yao, later known as the Ancient One; see *Ancient One*).

Upon reaching adulthood, Giuseppe traveled to Rome, where he met and married his wife, Serafina. Around this same time he began portraying himself as a member of the nobility, using a number of aliases; he eventually settled upon calling himself Count Alessandro di Cagliostro, gaining a reputation as an alchemist and magician throughout Europe, notably Spain, France, Italy, and Russia. At some point he gained access to a copy of the *Darkhold*, the foremost book of black magic (though not the parchments inscribed by the book's author, the Elder God Chthon, themselves, which were at the time stored in a vault at the Vatican), most notably pages pertaining to various alchemical practices (see *Chthon*).

Cagliostro was in Paris prior to the American Revolution when he first encountered the vampire lord Dracula, which led to their mutual enmity (see *Dracula*; *Vampires*). Cagliostro attempted to obtain Dracula's blood to use as an ingredient in a longevity elixir learned from the *Darkhold*; in retaliation, Dracula turned Serafina into a vampire. Despite this, Cagliostro and Serafina lived and loved each other for another decade. He was later implicated in the 1784-85 "Affair of the Diamond Necklace" as one of those who had forged Queen Marie Antoinette's signatures and imprisoned for several months, although no evidence was ever presented. As Dracula was also in Paris at the time, Cagliostro suspected Dracula's involvement in the accusation, but could not prove it. While imprisoned in the Bastille, vampire hunters pursuing Dracula were forced to stake Serafina.

History reports that Cagliostro was arrested and imprisoned in Rome by the Inquisition in 1789 and died in prison in 1795. However, Cagliostro had anticipated such a move and had created a magical duplicate to take his place. Instead, Cagliostro traveled to New Orleans, Louisiana, then under Spanish rule, and traveled around the French and Spanish American Colonies and fledgling United States for decades. In the 1820s, once again in New Orleans, under the alias Christophe Dominick Duminy de Glapion, supposedly a descendant of minor French nobility, he became the mentor and lover of Marie Laveau, teaching her many magical



practices which she later combined with native voodoo practices as the Voodoo Queen of New Orleans (see *Laveau, Marie*). Among the alchemical practices he taught her was the longevity elixir brewed with vampire blood, although there is evidence the elixir he taught her was not the same one he used himself, but a flawed copy.

More recently Cagliostro, again using his birth name of Giuseppe Balsamo, again clashed with Dracula, this time in a four-way confrontation between himself, his old student Marie Laveau, Dracula, and the current Sorcerer Supreme, Doctor Strange, who was attempting to prevent Dracula from obtaining a copy of the *Darkhold* (see *Doctor Strange*). (Ironically the copy of the *Darkhold* was said to be the very copy Cagliostro previously owned, which was in Laveau's possession.) The two sorcerers parted on respectful terms, though Cagliostro and Laveau did not.

Cagliostro reportedly learned the secrets of time travel from a future time traveling sorcerer, Sise-Neg, who briefly impersonated Cagliostro in France. Cagliostro used Sise-Neg's notes on time travel to pen *The Book of Cagliostro: A Study of Time*, the definitive treatise on temporal magic.

However, this publication history presents several unsolved contradictions, including the timeline of the *Book's* composition, and the exact causal sequence of Sise-Neg's and Cagliostro's mutually derivative discoveries. If Sise-Neg initially learned the secrets of time travel from *The Book of Cagliostro*, he may have intentionally left his notes for Cagliostro to plagiarize, in order to prevent a paradox. *The Book of Cagliostro's* origins remain one of magic's most notable chicken-or-egg questions.

Age: 268.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

Strength Level: Cagliostro possesses the normal human strength of a man in his prime who engages in moderate regular exercise.

Known Superhuman Powers: Cagliostro is a talented sorcerer and alchemist with close to three hundred years of experience. As a sorcerer, Cagliostro has the ability to tap this universe's store of ambient magical energy and manipulate this to a variety of effects. The skill derived from three major sources: personal powers of the mind/soul/body, powers gained by tapping the universe's ambient magical energy and employing it for specific effects, and, finally, powers gained through the tapping of extra-dimensional energy by invoking entities or objects of power existing in tangential mystical dimensions.

To begin with his personal powers, Cagliostro 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. Cagliostro 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.

Cagliostro has the ability to mesmerize people to do his bidding, both in person and at a distance, although he seldom employs his mastery 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 Cagliostro's 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.

Cagliostro 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. Cagliostro is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Most notably, however, Cagliostro is the world's foremost authority on *temporal* magic, utilizing the ambient energies to speed up, slow down, and reverse the flow of time in what appear to be impossibly wide areas. He is also capable of traveling through time, and has been known to travel to other eras. His key rule is to never travel to the same time and general locale he already exists in to avoid temporal paradoxes; as such, he does not travel forward in time if he can help it, to mitigate the possibility of such a paradox. Cagliostro's temporal magic is allegedly able to alter the past without creating diverging timelines.

Cagliostro 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. Unlike many other sorcerers, Cagliostro prefers not to rely on extradimensional entities for power. (This is most likely due to his study of the *Darkhold*.)

His lifespan has been unnaturally extended through alchemy derived from the *Darkhold* using an elixir using the blood of vampires as an ingredient.

Other Abilities: Cagliostro possesses a very charming personality and is a master con artist. He is also gifted at forgery and alchemy, having kept his skills up to date with modern technology over the centuries.

Allies: Cagliostro has a sextet of golems he animated with magic which he uses to do his "heavy lifting", including but not limited to killing his vampire captives and moving large drums of chemicals.

1,165 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.75 [0]
DX: 11 [20] **Will:** 14 [0] **Move:** 5 [0]
IQ: 14 [80] **Per:** 14 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Threshold: 42 **ER:** 10

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 9 **Parry:** 10 **DR:** 12/4* (concealed vest)

Block: 11

Languages: English (Native) [6]; French (Native) [6]; German (Native) [6]; Italian (Native) (Native Language) [0]; Russian (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group (Golems) (25% of Starting Points; Group Size: 6; Minion, +0%; Non-Sapient, +0%) [12]; Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Energy/3 [60]; Energy Reserve 10 [30]; Fashion Sense [5]; High Manual Dexterity 3 [15]; Impersonator 4 [20]; Increased Threshold 2 (Threshold: 42) [10]; Indomitable [15]; Magery 3 (Solitary Ceremonial, +10%) [38]; Magery +2 (Solitary Ceremonial, +10%; Time Realm Only, -40%) [14]; Matter/3 [60]; Mind/3 [60]; Occultist 4 [40]; Social Chameleon [5]; Space/3 [60]; Spirit/3 [60]; Status 5 [10*]; Time/5 [100]; Unfazeable [15]; Visualization [10]; Wealth (Multimillionaire 2) [100].

Perks: Accent (American Mid-Atlantic) [1]; Accent (Oxford British) [1]; Accent (Parisian) [1]; Disarming Smile [1]; Efficient (Alchemy) [1]; Haughty Sneer [1]; I Lived It! (Alchemy) 4 [4]; I Lived It! (Forgery) 4 [4].

Disadvantages: Code of Honor (Gentleman's) [-10]; Enemy (Dracula; Equal in Power) (9) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Selfish (9) [-7].

Quirks: Aristocratic [-1]; Chauvinistic [-1]; Checkered Past [-1]; Disadvantage Embellishment (Vampires Aren't "Innocent") [-1]; Flirtatious [-1].

Skills: Acting (A) IQ+4 [2] – 18; Alchemy/TL8 (VH) IQ+6 [16] – 20‡; Artist (Illumination) (H) IQ-1 [2] – 13; Astronomy/TL8 (Observation) (A) IQ+0 [2] – 14; Autohypnosis (H) Will+0 [4] – 14; Body Language (Human) (A) Per+3 [1] – 17†; Brawling (E) DX+2 [4] – 13; Climbing (A) DX+0 [2] – 11; Connoisseur (Literature) (A) IQ+0 [1] – 13; Connoisseur (Music) (A) IQ+0 [1] – 13; Connoisseur (Visual Arts) (A) IQ+0 [1] – 13; Connoisseur (Wine) (A) IQ+0 [1] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Dancing (A) DX-1 [1] – 10; Diplomacy (H) IQ+0 [4] – 14; Esoteric Medicine (H) Per+0 [4] – 14; Exorcism (H) IQ+4 [4] – 18‡; Fast-Talk (A) IQ+0 [2] – 14§; Forgery/TL8 (H) IQ+2 [12] – 16; Gambling (A) IQ+0 [2] – 14; Heraldry (A) IQ-1 [1] – 13; Hiking (A) HT+0 [2] – 12; History (Napoleonic to Modern Western) (H) IQ+2 [1] – 16‡; Holdout (A) IQ+0 [2] – 14; Hypnotism (Human) (H) IQ+0 [4] – 14; Innate Attack (Beam) (E) DX+3 [8] – 14; Innate Attack (Gaze) (E) DX+3 [6] – 14#; Judo (H) DX+1 [8] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Mathematics/TL8 (Pure) (H) IQ+0 [4] – 14; Mind Block (A) Will+1 [4] – 15; Naturalist (Earth) (H) IQ-2 [1] – 12; Observation (A) Per+0 [2] – 14; Pharmacy/TL8 (Herbal) (H) IQ+0 [4] – 14; Poisons/TL8 (H) IQ+0 [4] – 14; Politics (A) IQ+0 [2] – 14; Psychology (Human) (H) IQ+0 [4] – 14; Public Speaking (A) IQ+2 [1] – 16¥; Rapier (A) DX+1 [4] – 12; Research/TL8 (A) IQ+3 [1] – 17‡; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+4 [1] – 18†§; Sex Appeal (A) HT+3 [1] – 15§¶; Shadowing (A) IQ+0 [2] – 14; Shield (Force) (E) DX+3 [8] – 14; Stealth (A) DX+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Teaching (A) IQ+0 [2] – 14; Thaumatology (VH) IQ+6 [4] – 20□; Theology (Comparative) (H) IQ-2 [1] – 12; Throwing (A) DX+0 [2] – 11.

Magical Realm Skills: Energy (VH) IQ+2 [4] – 16□; Matter (VH) IQ+2 [4] – 16□; Mind (VH) IQ+2 [4] – 16□; Space (VH) IQ+2 [4] – 16□; Spirit (VH) IQ+2 [4] – 16□; Time (VH) IQ+11 [32] – 25£.

Alchemical Techniques: Alchemical Antidote (Alchemy) (H) def+3 [4] – 20; Forgetfulness (Alchemy) (H) def+4 [5] – 20; Hybridization (Alchemy) (H) def+4 [5] – 20; Youth (Alchemy) (H) def+9 [10] – 20.

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

* Includes +3 from Wealth.

† Includes +4 from Impersonator.

‡ Includes +4 from Occultist.

§ Conditional +3 from Charisma when used as an Influence skill.

Defaulted from Innate Attack (Beam).

¥ Includes +3 from Charisma.

¶ Includes +4 from Appearance.

□ Includes +3 from Magery.

£ Includes +5 from Magery.

Role-Playing Notes:

Cagliostro generally presents himself as suave, charming, and friendly, with an "Old World" air about him. However, he is primarily concerned with his own affairs, seeing people simply as a means to an end. At one point, he loved his wives: Serafina and Marie Laveau; he probably still loves them, though both relationships ended badly.

The exception to his charm is when vampires are concerned; he never considers vampires to be the victims, and feels no guilt about taking their blood for his elixirs.

BRAWLING

<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>
–	Brawling Punch	1d-1 cr	C	10	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	

Design Notes:

1. The Magery 3 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. In the Marvel Universe, it is possible to increase one's Magery level through study.
2. Cagliostro's One-Realm Only Magery is due to him having mastered time magic. For the Time Realm and any of its sub-realms, treat him as having Magery 5 instead of Magery 3.

Real Name: Unrevealed.

Occupation: None.

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

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*).

Age: Indeterminate.

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).

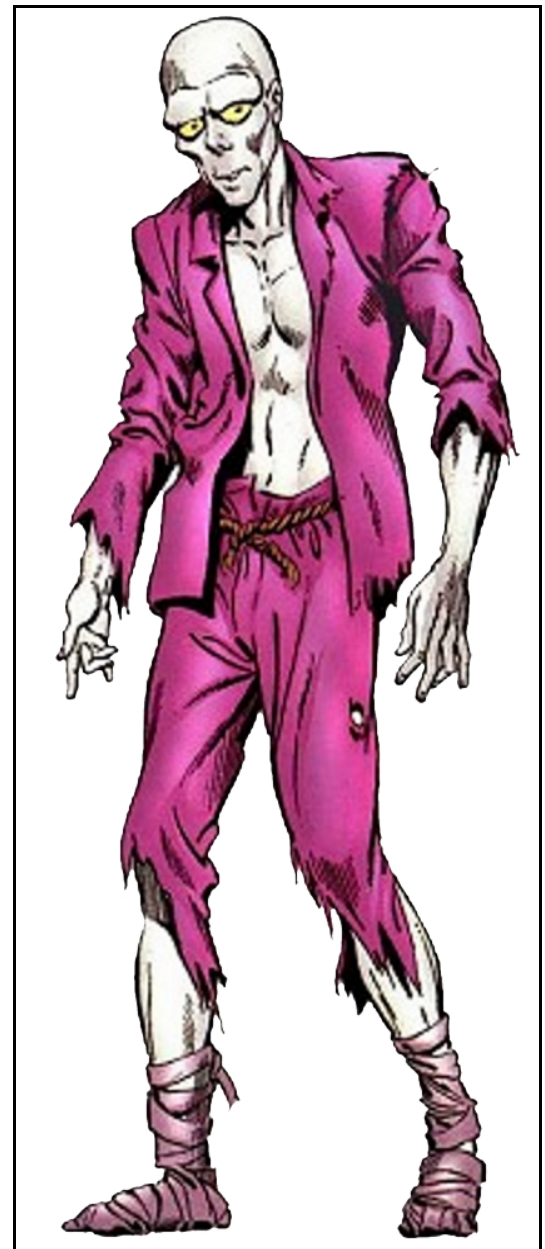
Known Superhuman Powers: In addition to his adrenaline-enhanced strength, Caliban possesses two psionic abilities:

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

ST: 11/25 [10*] **HP:** 11 [0] **Speed:** 5.00 [10]

DX: 9 [-20] **Will:** 12 [10] **Move:** 5 [0]

IQ: 10 [0] **Per:** 12 [10]

HT: 9 [-10] **FP:** 10 [3] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 8 **Parry:** 7 **DR:** 0

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

Cultural Familiarities: Western (Native) [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.

Role-Playing Notes:

Caliban is a lonely man. Although he has friends in the Morlocks, he thinks he will never find love, and will likely obsess over any pretty woman who shows him the slightest affection.

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>	<i>Notes</i>
–	Punch	1d-2 cr	C	7	–	–	11	
–	– <i>Enhanced ST</i>	2d+1 cr	C	7	–	–	25	
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	
–	– <i>Enhanced ST</i>	2d+2 cr	C, 1	n/a	–	–	25	

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 came 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*).

Age: 31.

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.

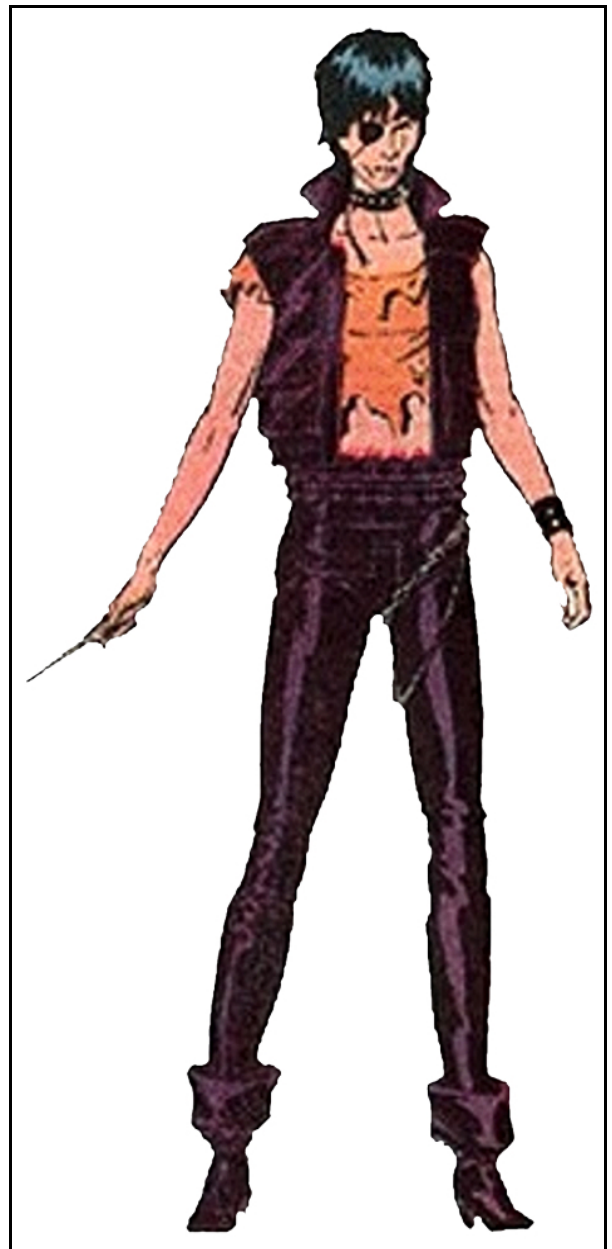
Strength Level: Callisto possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

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

ST: 13 [30] **HP:** 13 [0] **Speed:** 6.50 [0]

DX: 13 [60] **Will:** 12 [5] **Move:** 6 [0]

IQ: 11 [20] **Per:** 15 [20]

HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d/2d-1 **BL:** 34 lbs.

Dodge: 10 **Parry:** 11 **DR:** 0

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

Cultural Familiarities: Western (Native) [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.

Role-Playing Notes:

Callisto is a bitter woman who has found solace of sorts being at the top of the food chain among the outcast sewer-dwellers. Even so, she secretly longs to return to who she was before her disfigurement.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	13	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	13	

KNIFE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Stiletto	1d-1 imp	C	10	–	–	5/13	[1, 2]

Notes:

[1] Cheap quality (p. B274), multiplies price of the weapon by 0.2 at TL6+.

[2] First ST number is the minimum ST needed to use the weapon effectively, and limits the maximum ST. Second ST number is the ST used to calculate damage.

MAIN-GAUCHE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Stiletto	1d-1 imp	C	11F	–	–	5/13	[1, 2]

Notes:

[1] Cheap quality (p. B274), multiplies price of the weapon by 0.2 at TL6+.

[2] First ST number is the minimum ST needed to use the weapon effectively, and limits the maximum ST. Second ST number is the ST used to calculate damage.

It was a time of myth and magic, when the fair folk of Avalon would occasionally travel between the worlds to visit the British Isles. The Romans had retreated from Britain, while encouraging their pagan Germanic *foederati* – the Angles, Saxons, and Jutes – to take their place, particularly following their success against Attila the Hun in 451 A.D. As the Angles and Saxons conquered the southeast of Britain, the Celtic druid sorcerer Merlin saw that a king would arise in Camelot to unite the Britons and inspire countless generations of heroes to come (see *Merlin*).

Merlin's first choice was Uthur Pendragon, a stalwart warrior; however, circumstances led Merlin to decide Uthur's first-born son, Arthur, was instead the destined king (see *King Arthur*). Merlin acted as Uthur's and later Arthur's court wizard and advisor. With Merlin's guidance, Arthur established the Knights of the Round Table, a knightly order composed of noblemen and men-at-arms where all the knights were considered "equal", though in practice most deferred to King Arthur and several notable knights, such as Sir Lancelot and Sir Gawain, for leadership (see *Gawain; Knights of the Round Table; Lancelot*). Several of the Knights of the Round Table hailed from Briton kingdoms in Wales, Armorica (later Brittany in France), and Ireland, as well as the Kingdom of the Franks.

Camelot stood in what would become Somerset County, at or near the site of Cadbury Castle. As such, it stood as a bastion against the Saxons of the neighboring Kingdom of Wessex. It is unclear how many battles were fought between the Britons and Saxons in this area, nor where they were fought. By 520 A.D., Camelot and Wessex had signed a peace treaty, although tensions were still high a few years later. Despite this, in 527 A.D., Camelot and Wessex united briefly to war against Mercia, ruled by the Angles, to the north.

The Castle of Camelot where Arthur held his court sat atop a hill with towers overlooking the surrounding land, and several tall stone walls surrounding it in a series of rings, the doors of which did not line up so as to make the job of besieging armies harder. The town itself grew up around the hill, and at its height reached a population of around 5,400; some have called Camelot in its time the largest of the Briton cities. The architecture of the town of Camelot was both functional and artistic; the people took pride in their town, making it a work of art. Unlike other towns, Saxon and Brittonic alike, Camelot had cobblestoned roads with Roman-style drainage gutters along the side, and trees lined every road into the city. Surrounding the town were wide fields used for farming and herding livestock.

The official religion of Camelot, like that of most of the Celtic kingdoms of the British Isles, was Christianity. Among the populace, the older Celtic religion still holds sway (particularly among those that treat with the fae); the pagan Germanic gods (the Asgardian gods under another name) are worshiped in nearby Wessex (see *Asgardians*). Magic was not unknown in Camelot, as Merlin and his student Morgan la Fey were known magicians; unknown to most, including apparently Arthur himself, Queen Guinevere was also a practicing sorceress (see *Morgan la Fey; Queen Guinevere; Appendix: Magic*). However, most knights and the populace held magic in fear and awe, or considered it a throwback to pagan times; those few who practiced magic tended to keep it hidden; indeed, the Queen kept her practice of magic secret from the King.

One of the Knights of the Round Table, Prince Mordred of Lothian (a kingdom bordering the Anglian kingdom of Bernicia and the chiefdoms of the Picts), the nephew and illegitimate son of Arthur from the King's half-sister Morgause (who had a one-night stand with Arthur at the start of his reign without either realizing their familial connection), coveted the throne of Camelot for his own, yet was passed over as heir in favor of Mordred's half-brother Gawain (see *Mordred*). Mordred paired with his aunt Morgan la Fey, another of Arthur's half-sisters, to indirectly challenge Arthur for the throne.

Legend holds that Camelot fell to the treachery Mordred at the Battle of Camlann circa 537 A.D.; legend also holds that Arthur was transported from the battlefield to his half-sister Morgan la Fey's castle in Avalon to be healed, where he continues to slumber today. These events – and Arthur's final fate – have yet to be depicted, so it is unclear just how close the legends hold to the actual reality.

First Post-Reboot Appearance: THE KNIGHTS OF CAMELOT #1.

Camelot, 527 A.D.

Population: 5,400 (Search 0).

Physical and Magical Environment

Terrain: Plains.

Appearance: Beautiful (+3).

Hygiene: +0.

Normal Mana (Rare Enchantment)

Culture and Economy

Language: Brythonic, British Latin, Saxon. **Literacy:** Broken.

TL: 3.

Wealth: Comfortable (×2).

Status: -2 to +5.

Political Environment

Government: Feudal (Monarchy).

CR: 3 (Corruption -1).

Military Resources: \$140,000. **Defense Bonus:** +8.

Notes

The bulk of the common people speak Brythonic, the Celtic language which later evolved into modern Breton, Welsh and Cornish. British Latin is the colloquial form of Latin spoken by those of Status 0 or better as an administration and trade language; most notably, all of the Knights of the Round Table speak some form of Latin. Saxon is most common along the border with Wessex, and spoken by several merchants, bards, and others who have dealings with the ruling elite in the newer Anglo-Saxon kingdoms.

Camelot uses the Latin alphabet for most of its official records and proclamations. A number of knights and mages, including Merlin himself, use the ogham script for various reasons.

The bulk of Camelot's army takes the form of the Knights of the Round Table, a group of roughly fifty landed knights who could raise levies of a few hundred soldiers from their own lands in times of need.

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 are 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' unflattering photos of her 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*).

Age: 18.

Height: 5' 6".

Weight: 170 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 up until recently engaged 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

ST: 9 [-10] **HP:** 11 [4] **Speed:** 5.00 [5]

DX: 9 [-20] **Will:** 12 [0] **Move:** 5 [0]

IQ: 12 [40] **Per:** 12 [0]

HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

Dodge: 9 **Parry:** 8 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

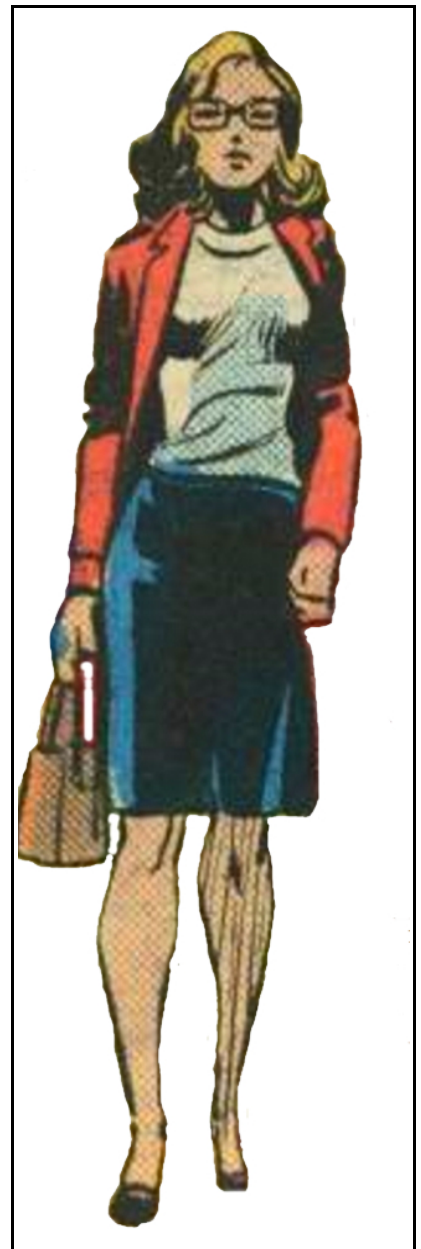
Advantages: Combat Reflexes [15]; Luck [15]; Unfazeable [15].

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)

Role-Playing Notes:

Vera is an otherwise normal woman who has had the public eye thrust on her, and isn't really able to cope. She finds the world of the superhuman more "normal" to her than the world of the press and paparazzi hounding her every move.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-3 cr	C	8	–	–	9	
–	Brawling Kick	1d-2 cr	C, 1	n/a	–	–	9	

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.

Real Name: Dawn Fury (alleged).

Occupation: Professional criminal, alleged former sailor and ship engineer.

Identity: Secret.

Legal Status: Citizen of the United States with no known criminal record, wanted by federal authorities for questioning in relation to a number of crimes.

Other Aliases: None.

Place of Birth: (allegedly) Hell's Kitchen, Manhattan, New York City.

Marital Status: Single.

Known Relatives: Nick (alleged brother), Jake (alias Scorpio, alleged brother).

Group Affiliation: Zodiac Cartel; head of her own criminal organization; frequent partner of Scorpio; allegedly formerly the US Navy.

Base of Operations: Detroit, Michigan.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #.

History: Very little is known about the past of the woman calling herself Capricorn. There is circumstantial evidence to suggest that she is Dawn Fury, the younger sister of noted CIA field agent Nick Fury and the professional criminal Jake Fury, more commonly known by his costumed alias, Scorpio (see *Fury*, *Nick*; *Scorpio*). If Capricorn really is Dawn Fury, then the following is true:

Dawn Fury is the youngest of three children who grew up in Hell's Kitchen, in Manhattan. Both of her brothers entered the US Marine Corps when they came of age in an effort to get out of the Kitchen. Idolizing her brothers, Dawn enlisted in the Navy, intending to follow in their footsteps, but was discharged a several years later under the Don't Ask, Don't Tell policy when she was caught in a lesbian relationship with a fellow sailor. Her whereabouts since her discharge are unknown.

Not long after Dawn's discharge from the Navy, a new player appeared on the scene in the Detroit, Michigan, underworld. This woman, calling herself Capricorn, rose to become the leader of the city's organized criminal cartel, often by killing the other leaders and acquiring their operations. It is believed Capricorn was mutated into her present form by the Zodiac Cartel's scientists prior to making her move to control the crime in Detroit (see *Zodiac Cartel*).

Capricorn has been seen many times working closely with Scorpio, often deferring to his judgment and leadership. During the Zodiac's attempt to hold the island of Manhattan hostage, using a force field powered by Scorpio's Zodiac Key, Capricorn was openly critical of the plan and sided with the rogue faction abandoning the plan as the city's superhuman adventurers and crimefighters mounted their final combined assault against them.

While there is evidence pointing to Capricorn being Dawn Fury, there is also evidence to the contrary. First there is her relationship with Scorpio, which has at times seemed more romantic than familial. Also, a woman matching Dawn Fury's description was seen in Manhattan during the Zodiac confrontation, though it is unknown if that truly was Dawn.

Age: 24.

Height: 5' 6".

Weight: 130 lbs.

Eyes: Brown.

Hair: Brown.

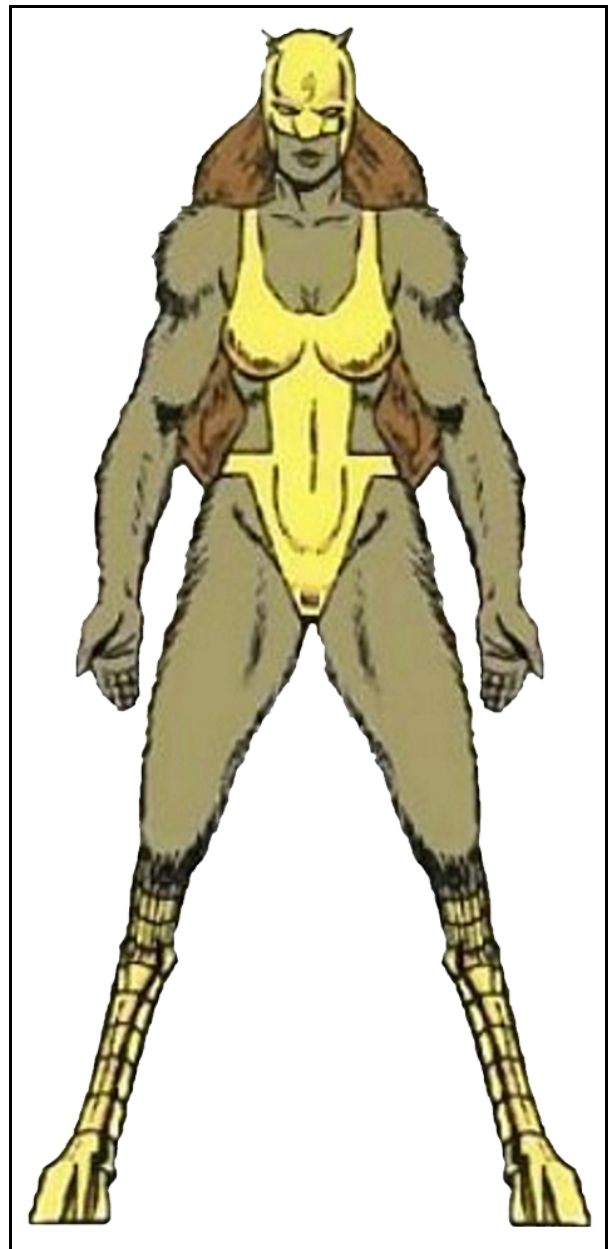
Other Distinguishing Features: Capricorn's body is covered with a coating of light brown fur. In addition, her feet have been altered to be digitigrade.

Uniform: Gold low-neckline leotard, gold half-face cowl that lets her hair flow, gold boots.

Strength Level: Capricorn possesses the normal human

Known Superhuman Powers: Capricorn possesses superhuman agility and superior striking power with her feet. In addition, she appears to possess superhuman durability, though she is probably not bulletproof.

Other Abilities: Capricorn is a skilled melee combatant, proficient in savate. Dawn Fury was a skilled naval mechanic, cross-trained in repairing and maintaining a wide range of on-board systems.



633 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 7.25/8.25 [0*]
DX: 14/18 [80*] **Will:** 14 [10] **Move:** 7/8 [0*]
IQ: 12 [40] **Per:** 12 [0]
HT: 15 [50] **FP:** 20 [15] **SM:** 0
 ER: 10

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 11/12* (14†/15*†)

Parry: 12/14*

IT:DR: /2

DR: 12/4* (uniform) + 4

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Hearing 3 [6]; Claws (Hooves) [3]; Combat Reflexes [15]; Damage Resistance 4 (Passive Biological, -5%) [19]; Energy Reserve (Biological) 10 [30]; Enhanced Dodge 3 (Biological, -10%); Extra DX +4 (Biological, -10%) [72]; Injury Tolerance (Damage Reduction /2) (Passive Biological, -5%) [47]; Night Vision 3 [3]; Organized Crime Rank 6 [12]; Status 4 [10‡]; Striking ST +10 (Kicks Only, -60%; Biological, -10%) [15]; Trained By A Master [30]; Wealth (Filthy Rich) [50].

Perks: Fur [1]; Style Familiarity (Savate) [1]; Technique Mastery (Kicking) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Jealousy [-10]; Overconfidence (9) [-7]; Secret Identity (Imprisonment) [-20]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Deferential to Scorpio [-1]; Hold Grudges [-1]; Nosy [-1]; Pharma-Fever [-1]; Rule-Breaker [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Area Knowledge (Detroit) (E) IQ+1 [2] – 13; Carousing (E) HT+0 [1] – 15; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Music) (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 13; Fast-Talk (A) IQ+0 [2] – 12; Forced Entry (E) DX+1 [2] – 15; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Hiking (A) HT-1 [1] – 14; Intelligence Analysis (H) IQ+0 [4] – 12; Intimidation (A) Will+1 [4] – 15; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Leadership (A) IQ+2 [8] – 14; Market Analysis (H) IQ+0 [4] – 12; Observation (A) Per+1 [4] – 13; Politics (A) IQ+0 [2] – 12; Running (A) HT-1 [1] – 14; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Streetwise (A) IQ+1 [4] – 13; Swimming (E) HT+0 [1] – 15; Throwing (A) DX+0 [2] – 14; Wrestling (A) DX+0 [2] – 14.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 14; Back Kick (H) def+2 [3] – 14; Flying Jump Kick (Karate) (H) def+3 [4] – 12; Jump Kick (Karate) (H) def+2 [3] – 14; Kicking (Karate) (H) def+6 [7] – 20; Lethal Kick (Karate) (H) def+4 [5] – 16; Spinning Kick (H) def+3 [4] – 14.

Features: Digitigrade Posture [0]

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

If she really *is* Dawn Fury, then she possesses the following:

+20 points

Advantages: Artificer 1 [10].

Skills: Armoury/TL8 (Heavy Weapons) (A) IQ+0 [1] – 12§; Electrician (A) IQ+0 [1] – 12§; Electronics Operation/TL8 (Sonar) (A) IQ+0 [2] – 12; Electronics Repair/TL8 (Communications) (A) IQ+0 [1] – 12§; Electronics Repair/TL8 (Electronics Warfare) (A) IQ+0 [1] – 12§; Electronics Repair/TL8 (Sensors) (A) IQ+0 [1] – 12§; Electronics Repair/TL8 (Sonar) (A) IQ+0 [1] – 12§; Mechanic (Gas Turbine) (A) IQ+0 [1] – 12§; Seamanship (E) IQ+0 [1] – 12.

* Includes +4 to DX, +1.00 to Basic Speed, +1 to Basic Move, +1 to Dodge and +2 to Parry from Extra DX.

† Includes +3 from Enhanced Dodge.

‡ Includes +2 levels from Wealth.

§ Includes +1 from Artificer.

Role-Playing Notes:

Capricorn is ruthless in pursuit of her goals, and doesn't suffer foolishness easily. The only person she has shown any deference to is Scorpio.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d cr	C	12/14	–	–	12	[1]
–	Karate Kick	2d+4 cr	C, 1	n/a	–	–	22	
–	Karate Jump Kick	2d+6 cr	C, 1	n/a	–	–	22	

Notes:

[1] Parry increases to 14 when DX is boosted.

Design Notes:

1. Organized Crime Rank is built at 2/level as per the guidelines on p. 15 of ***Social Engineering***. It does not add to Status.
2. Skills calculated with DX set to the lower number; increase all skills by 4 when spending FP to increase DX to 18.
3. I'm intentionally leaving it vague as to whether she truly is Nick and Jake's younger sister. In my mind, yes, she is; however, in any game, LMDs can always be involved.

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: Brooklyn, New York City.

Marital Status: Widower.

Known Relatives: Joseph (father, deceased), Sarah (mother, deceased), Margaret "Peggy" Carter (wife, deceased), James (son, missing in action), Sharon Carter (great-niece by marriage).

Group Affiliation: Avengers, partner and mentor to Bucky II, former member of the Invaders and All-Winners Squad, former partner to Bucky I and Golden Girl.

Base of Operations: New York City.

First Historical Appearance: CAPTAIN AMERICA COMICS #1 (1939).

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 what was believed 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.

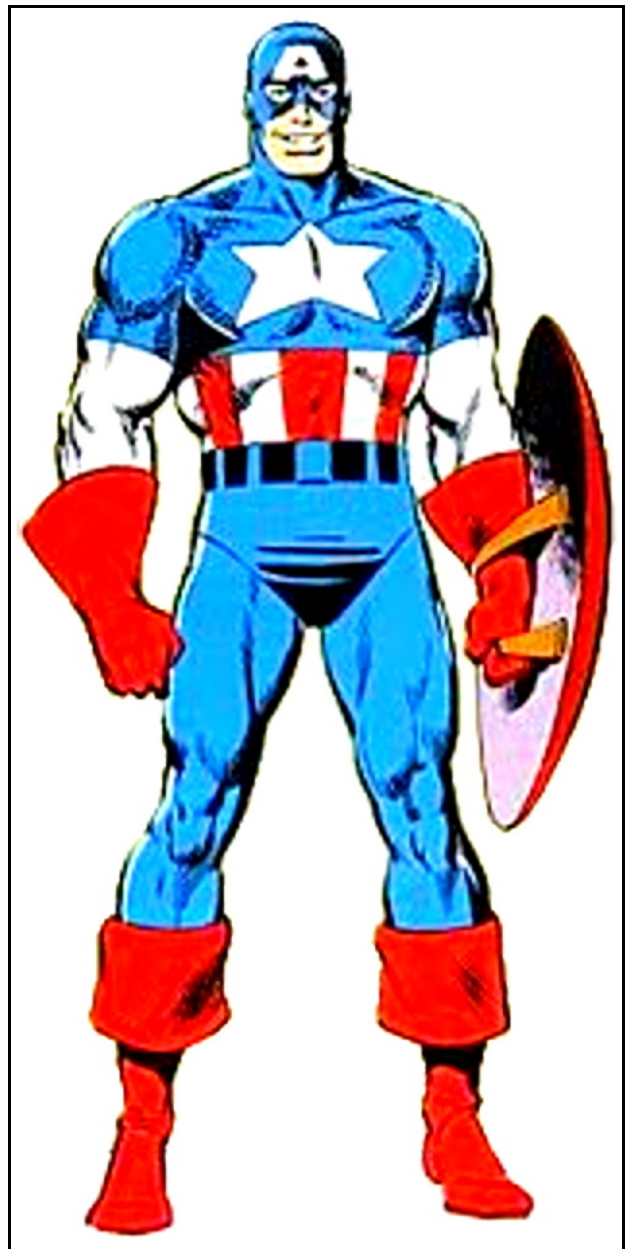
Steve Rogers was then given the uniform and identity of Captain America, the fighting symbol of America. During World War II, Captain America operated alongside the Invaders, a team which included the Sub-Mariner, Union Jack, the android Human Torch, the British speedster Spitfire, and his Soviet counterpart Red Guardian, as well as working for a time with a sidekick, James Buchanan "Bucky" Barnes (see *Namor*; *Red Guardian*; *Union Jack*). His most persistent nemesis during this time was the Nazi war criminal known as the Red Skull; the Red Skull was believed killed at the end of the war. While operating in occupied France, he met the woman who would one day become his wife, Peggy Carter, who at the time was working for the OSS (Office of Strategic Services, the predecessor to the modern CIA) in organizing and supporting the French Resistance.

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. It was during this time that he married Peggy Carter. He then served during the Korean War, working with a new partner, Golden Girl, for a brief time while Bucky was recuperating from injuries incurred by the criminal Lavender. While Bucky was recuperating, Peggy gave birth to Steve's son, who was named James in honor of Bucky. (It is not known whether the effects of the super-soldier serum were passed onto James Rogers.) 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. In the 1960s, Peggy Carter was killed in a communist terrorist attack in West Germany while she, Steve, and James were visiting several of the monuments to the war there.

Steve's son, James, who had declined his father's role, attended the Naval Academy in Annapolis, Maryland, and became a Navy A-6 Intruder pilot during the Vietnam War, but was shot down and reported missing in action; whether James is still alive or not is unknown. Following his son's disappearance, Steve temporarily returned to action as Captain America (without authorization) in an ill-fated attempt to find and rescue his son, only to admit defeat several months later. The identity was retired by the government altogether following the Vietnam War.

It was at this time, in the 1970s, that Steve realized that he effectively wasn't aging; tests at military hospitals 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 at Midtown High 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-vibranium alloy shield previously used by the Vietnam-era Captain America. His activities have been monitored by SHIELD agent Sharon Carter, who has since become his ally in several cases (see *Carter; Sharon; SHIELD*).

Captain America was recently invited to join the Avengers, and over the last few months has gravitated toward leading the team (see *Avengers*).

Age: 88.

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 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 almost 70 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 an alloy of adamantium and vibranium. 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.

Red Skull: What makes you special? What makes you deserving of this power?

Captain America: Nothing. I'm just a kid from Brooklyn.

– Captain America: The First Avenger

992 points

ST: 23 [130] **HP:** 23 [0] **Speed:** 8.00 [5]

DX: 16 [120] **Will:** 15 [15] **Move:** 8 [0]

IQ: 12 [40] **Per:** 15 [15]

HT: 15 [50] **FP:** 20 [15] **SM:** 0

Dmg: 2d+1/4d+1 **BL:** 106 lbs.

Dodge: 15 **Parry:** 16 **DR:** 12/4* (uniform)

Block: 19

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

Cultural Familiarities: East 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]; Imbue 2 (Limited Skill Access: One Skill (Bank Shot), -80%) [4]; Legal Enforcement Powers 3 [15]; Rapid Healing [5]; Signature Gear: Adamantium-Vibranium 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: Artist (Drawing) (H) IQ+0 [4] – 12; Bank Shot (Thrown Weapon (Disc)) (VH) DX+4 [24] – 20; Breath Control (H) HT+0 [4] – 15; Climbing (A) DX+4 [1] – 20*; Current Affairs/TL8 (Headline News) (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [4] – 15; Diplomacy (H) IQ+1 [8] – 13; Driving/TL8 (Automobile) (A) DX-1 [1] – 15; Driving/TL8 (Motorcycle) DX-1 [1] – 15; First Aid/TL8 (Human) (E) IQ+1 [2] – 13; Fist! (WC) DX+9 [132] – 25; Forced Entry (E) DX+0 [1] – 16; Games (Boxing) (E) IQ+0 [1] – 11; Hiking (A) HT-1 [1] – 14; History (20th Century) (H) IQ+1 [8] – 13; Jumping (E) DX+0 [1] – 16; Knife (E) DX [1] – 16; Leadership (A) IQ+8 [20] – 20†; Mechanic/TL6 (Automobile) (A) IQ-1 [1] – 11; Navigation/TL7 (Land) (A) IQ+0 [2] – 12; Photography/TL7 (A) IQ-1 [1] – 11; Piloting/TL7 (Light Airplane) (A) DX-1 [1] – 15; Public Speaking (A) IQ+3 [2] – 15†; Running (A) HT-1 [1] – 14; Savoir-Faire (Dojo) (E) IQ [1] – 12; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Search (A) Per-1 [1] – 14; Shield (E) DX+9 [32] – 25; Soldier/TL7 (A) IQ+1 [4] – 13; Stealth (A) DX+0 [2] – 16; Survival (Desert) Per+0 [2] – 16; Survival (Mountain) Per+0 [2] – 16; Survival (Swampland) Per+0 [2] – 16; Survival (Woodlands) Per+0 [2] – 16; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [8] – 13; Teaching (A) IQ+0 [2] – 12; Thrown Weapon (Disc) (E) DX+10 [36] – 25; Tracking (A) Per-1 [1] – 14.

Techniques: Counterattack (Shield) (H) def+5 [6] – 25; Feint (Shield) (H) def+4 [5] – 29; Rope Up (Climbing) (A) def+2 [2] – 20; Scaling (Climbing) (H) def+3 [4] – 20; Timed Defense (Shield) (H) def+2 [3] – 19.

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

* includes +5 from Double-Jointed

† includes +3 from Charisma

Role-Playing Notes:

Captain America often gives the appearance of a man out of time, but this is commonly a ruse. He is an honorable man who always tries to do what he feels is the right thing. He tries to ensure that people live lives free from fear; in World War II, he opposed Hitler, while in the 1950s he was openly critical of both McCarthy and the Communists. Nowadays he's openly critical of both Muslim extremists and the Religious Right movements.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	2d+4 cr	C	16	–	–	23	

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+4 cr	C	16	–	–	23	
–	Karate Kick	2d+5 cr	C, 1	n/a	–	–	23	

Captain America's Shield

SHIELD

TL	Shield	DB	Cost	Weight	DR	LC
7^	Medium Vibranium Alloy Shield	2	\$600K	12	150	2

SHIELD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
7^	Medium Vibranium Alloy Shield Bash	2d+1 cr	1	No	\$600K	12	23

THROWN WEAPON (DISC)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
7^	Medium Vibranium Alloy Throwing Shield	2d+4 cr	2	115/160	12	1	T(1)	\$600K	23	-5

Notes:

[1] The shield's DR is hardened to reduce any damage penetration by four steps (for instance, from (10) to (1)). 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.

Real Name: Mar-Vell.

Occupation: Adventurer, former soldier and intelligence agent.

Identity: Known to the Kree authorities; the general public 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 throughout space, formerly the starship *Helion* in orbit around Earth.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Mar-Vell is one of the so-called "white Kree", a subspecies 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 are currently 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 initial invasion force. 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.

Age: 28 (Earth equivalent).

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. Prior to that, wore the standard Kree military uniform.

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.



1,186 points

ST: 24/114 [0*] **HP:** 24 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 12 [0] **Ground Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0] **Air Move:** 13/832 [0]
HT: 13 [30] **FP:** 18 [0†] **Space Move:** 13/4,992 [0]
SM: 0
Dmg: 2d+1/4d+2 (12d/14d) **BL:** 115/2,599 lbs.
Dodge: 10 **Parry:** 11 **DR:** 24/8* (uniform)
IT:DR: /100

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

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

Advantages: 3D Spatial Sense [10]; Ally (Una; Up To 25% Point Value) (12) [2]; 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%; Nanotech, -10%) [60]; Combat Reflexes [15]; Crushing Attack 7d (Increased Range, +20%; Increased Range (1/2D Range only), +10%; Underwater, +20%; Variable, +5%; Nanotech, -10%; Alternative Attack, ×1/5) [11]; Enhanced Move (Air) 6 (Air Move 832/1,664 mph) (Super, -10%) [108]; Enhanced Move (Space) 8.5 (Space Move 4,992/9,984 mph) (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%; Nanotech, -10%) [150]; Rapid Healing [5]; Reputation (Hero) 2 (Frequency: Sometimes, 10 or Less; People Affected: Almost Everyone Except Those From Backwater Worlds or Skrulls) [3]; Super ST +10/+100 (Nanotech, -10%) [390]; 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.

Role-Playing Notes:

Early on, Mar-Vell is torn between his Duty as a spy and his growing affection for humans, with his superiors' orders often running contrary to his wish to not harm anyone. Later on, after he is branded a traitor, Mar-Vell is much more open about opposing the Kree Army's actions when they affect innocents.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch		C		–	–		
–	– <i>Super ST</i>		C		–	–		

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch		C		–	–		
–	– <i>Super ST</i>		C		–	–		
–	Karate Kick		C, 1	n/a	–	–		
–	– <i>Super ST</i>		C, 1	n/a	–	–		

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
–					1	n/a	–	–	1
–					1	n/a	–	–	1

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 considered a TL 11 setting, reducing his point cost by 15 points (net 1,171 points) and increasing his Starting Money (to \$7,500).
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.

CARTER, SHARON

Supporting Cast

Real Name: Sharon Carter.

Occupation: Government agent.

Identity: Sharon Carter does not use a dual identity.

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

Other Aliases: "Kate".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Marguerite "Peggy" Carter (great-aunt, deceased), Steve Rogers (great-uncle by marriage), James Rogers (first cousin once removed, presumed deceased).

Group Affiliation: SHIELD; ally of Captain America.

Base of Operations: SHIELD's New York City branch office.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Many of the details of Sharon Carter's early life are as yet unrevealed. She is the grand-niece of Peggy Carter, the late wife of Captain America, and grew up being told tales of her famous great-uncle (see *Captain America*).

As an adult, Sharon decided to enter law enforcement. Due to her familial relations, while attending the FBI Academy she was recruited into SHIELD, becoming one of their top special agents (see *SHIELD*). She would often take the name "Kate" when performing undercover investigations.

When Captain America returned to active duty, Sharon was assigned to work with him as his official SHIELD liaison. Sharon was at first apprehensive about working with her "Uncle Steve" (as she called him), but was surprised to discover how young he remained – the two had not actually met since she was a young child. This soon turned towards a bit of resentment as he would actively try to shield her from harm, until she released "the fabled Carter temper" at him, giving him a piece of her mind about his overly-protective treatment. Since then, the two have tried to work as equals, with Sharon assisting in helping train Cap's new partner, Rikki Buchanan, the new Bucky (see *Bucky*).

Age: 28.

Height: 5' 8".

Weight: 135 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

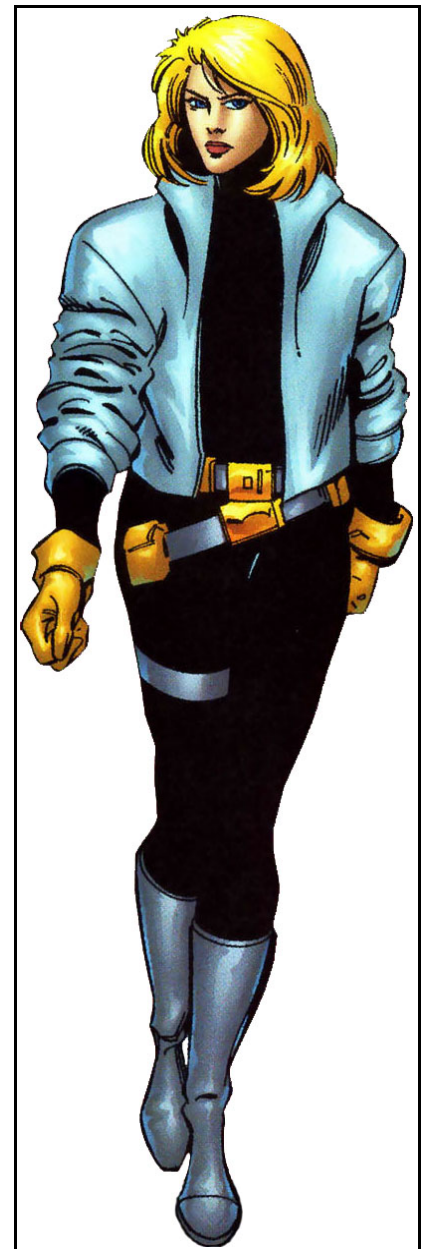
Strength Level: Sharon Carter possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Sharon Carter is a skilled hand to hand combatant, having been trained in ABA Bando, Hwa Rang Do, and Jeet Kune Do, and a marksman with conventional firearms. She is also skilled at operating undercover during investigations.

Weapons and Paraphernalia: Sharon often wears a vest made of a lightweight advanced ballistic fabric underneath her normal shirt; her pants and jacket are usually made of the same fabric. Her SHIELD-issued service pistol is a Glock 22 chambered for the .40S&W round, normally loaded with 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.)

As a SHIELD agent, Sharon has access to a wide variety of weapons and technical gear designed to locate, capture, and restrain superhuman targets.



515 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 6.50 [0]

DX: 13 [60] **Will:** 14 [10] **Move:** 6 [0]

IQ: 12 [40] **Per:** 14 [10]

HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d/2d-1 **BL:** 34 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (concealed as clothes)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Craftiness 2 [10]; Extra Attack 1 [25]; Fit [5]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Legal Enforcement Powers 2 [10]; Natural

Copper 2 [20]; Rapid Healing [5]; SHIELD Rank 4 [20]; Smooth Operator 2 [30]; Social Chameleon [5]; Unfazeable [15]; Wealth (Comfortable) [10].

Perks: Controllable Disadvantage (Bad Temper) [1]; Controllable Disadvantage (Callous) [1]; One-Task Wonder (Electronics Repair/TL8 (Security), Disabling Only) [1]; Style Familiarity (ABA Bando) [1]; Style Familiarity (Hwa Rang Do) [1]; Style Familiarity (Jeet Kune Do) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Duty (SHIELD) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5].

Quirks: Constantly Trying To Set Up Captain America On Dates With Her SHIELD Co-Workers [-1]; Infatuated With Captain America [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Acting (A) IQ+3 [2] – 16*†; Boating/TL8 (Motorboat) (A) DX+0 [2] – 13; Body Language (Human) (A) Per+2 [2] – 16†; Carousing (E) HT+4 [2] – 16†; Climbing (A) DX+0 [2] – 13; Criminology/TL8 (A) IQ+2 [4] – 15‡; Detect Lies (H) Per+2 [1] – 16†‡; Driving/TL8 (Automobile) (A) DX+0 [2] – 13; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 12; Escape (H) DX+0 [4] – 13; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 14§; Fast-Draw (Knife) (E) DX+1 [1] – 14§; Fast-Draw (Pistol) (E) DX+1 [1] – 14§; Filch (A) DX+0 [2] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 14; Guns/TL8 (Rifle) (E) DX+2 [3] – 14#; Guns/TL8 (Submachine Gun) (E) DX+2 [3] – 14#; Holdout (A) IQ+1 [1] – 13*; Intelligence Analysis/TL8 (H) IQ+2 [4] – 14‡; Interrogation (A) IQ+2 [1] – 14‡¥; Intimidation (A) Will+2 [2] – 16†; Judo (H) DX+2 [12] – 15; Jumping (E) DX+0 [1] – 13; Karate (H) DX+2 [12] – 15; Karate Sport (H) DX-1 [1] – 12□; Knife (E) DX+1 [2] – 14; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+2 [2] – 16‡; Pickpocket (H) DX+0 [4] – 13; Running (A) HT+0 [2] – 13; Savoir-Faire (Dojo) (E) IQ+2 [1] – 14†; Savoir-Faire (High Society) (E) IQ+2 [1] – 14†; Savoir-Faire (Mafia) (E) IQ+2 [1] – 14†; Savoir-Faire (Police) (E) IQ+5 [2] – 17†‡; Sex Appeal (Human) (A) HT+5 [1] – 18†‡; Shadowing (A) IQ+4 [2] – 16*‡; Skiing (H) HT-1 [2] – 12; Stealth (A) DX+2 [2] – 15*; Streetwise (A) IQ+4 [2] – 16†‡; Swimming (E) HT+0 [1] – 13; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Wrestling (A) DX+2 [8] – 15.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 13; Back Kick (Karate) (H) def+4 [5] – 15; Head Lock (Judo) (H) def+3 [4] – 15; Kicking (Karate) (H) def+2 [3] – 15; Slip Handcuffs (Escape) (H) def+5 [6] – 13; Sweeping Kick (Karate) (H) def+3 [4] – 15.

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

* Includes +2 from Craftiness.

† Includes +2 from Smooth Operator.

‡ Includes +2 from Natural Copper.

§ Includes +1 from Combat Reflexes.

Defaulted from Guns/TL8 (Pistol).

¥ Defaulted from Intimidation.

□ Defaulted from Karate.

‡ Includes +4 from Appearance.

Role-Playing Notes:

Sharon is a confidant woman who is said to have nerves of steel. She has a deep attraction for Steve, which she knows is not right, given he's her great-uncle (by marriage), and deflects this by constantly trying to find him a date from among her co-workers at SHIELD. (As an April Fool's gag, she once suggested one of her gay male co-workers, just to gauge his reaction.)

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+1 cr	C	11	–	–	13	
–	Karate Kick	1d+2 cr	C, 1	n/a	–	–	13	

Design Notes:

- SHIELD Rank is derived from *Social Engineering: Pulling Rank*, based off using SHIELD as a 20-point Patron with an assistance roll of 9 or less.

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: Sean (cousin); Theresa Rourke (alias Bainsidhe, first cousin once removed).

Group Affiliation: Occasional partner of the Juggernaut.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Thomas Cassidy was the second son born to a lesser Irish noble house. Bored with the role of a wealthy gentleman of leisure, he left home at an early age (reports conflict over the age; both 16 and 18 have been mentioned), ultimately becoming a soldier of fortune in Africa. While there, he became friends with another mercenary by the name of Cain Marko. It is not known when he discovered his mutant abilities.

After serving in a few campaigns in Africa's war-torn interior, Cassidy started committing crimes in Europe, more as a means of avoiding going home to boredom than from any real desire to obtain more wealth. More than once, he was deported back to Ireland.

Seeking new frontiers (and barred from entering most of Europe), Black Tom traveled to New York City, where he encountered his old friend Marko, now transformed into the superhuman powerhouse Juggernaut, in a bar on the west side (see *Juggernaut*). The two then joined forces to take on the X-Men (see *X-Men*). While he was taken into custody, he soon escaped. His future plans are currently unknown.

Age: 46.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black leather bodysuit with a large red symbol resembling a stylized bat or leather-winged humanoid on the chest, red gloves, red boots, red and black belt.

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

Known Superhuman Powers: Black Tom is a mutant who is able to produce intense bolts of energy from his body. To date, he has been observed producing both concussive force and intense heat.

Normally, he channels his power through wooden objects; on one occasion, however, he was shown to be able to produce his energy without it, but this energy was much stronger and less controlled than normal. This has led the Beast to hypothesize that he uses the wood as a kind of resistor rather than a conductor (see *Beast*).

Other Abilities: As a former soldier of fortune, Black Tom has received training in all modern conventional firearms and some unarmed combat.

Weapons: Black Tom carries a wooden shillelagh, a three foot long staff or cane of Irish design. He has fooled many people into believing the shillelagh is a high-tech energy weapon, rather than a focus for his powers.

Willow: He says he's enjoying being a gentleman of leisure.

Buffy: "Gentleman of leisure." Isn't that just British for "unemployed"?

– *Buffy the Vampire Slayer* #4.01



290 points

ST: 11 [10]	HP: 11 [0]	Speed: 5.75 [0]
DX: 12 [40]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 9 **Parry:** 11 **DR:** 12/4* (uniform)

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

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

Advantages: Appearance (Handsome) [12]; Burning Attack 5d (Increased 1/2D Range ×2, +5%; Increased Range ×2, +10%; Uncontrollable (Mitigator: Wooden Focus, -60%), -12%; Variable, +5%; Elemental: Heat/Fire, -10%; Mutant, -10%; Alternative Attack, ×1/5) [5]; Charisma 2 [10]; Combat Reflexes [15]; Crushing Attack 5d (Increased 1/2D Range ×2, +5%; Increased Range ×2, +10%; Uncontrollable (Mitigator: Wooden Focus, -60%), -12%; Variable, +5%; Mutant, -10%) [25]; Fashion Sense [5]; Fit [5]; High Pain Threshold [10]; Social Chameleon [5]; Status 2 [5*]; Wealth (Very Wealthy) [30].

Perks: Courtesy Military Rank 1 [1]; Dirty Fighting [1].

Disadvantages: Addiction (Tobacco) (Cheap; Highly Addictive; Legal) [-5]; Code of Honor (Gentleman's) [-10]; Overconfidence (9) [-7]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Agnostic [-1]; Chauvinistic [-1]; Hidden Scar (Abdominal Scarring) [-1]; Not Until My First Cup! [-1].

Skills: Acting (A) IQ+0 [2] – 11; Area Knowledge (Congo/Zaire) (E) IQ+0 [1] – 11; Area Knowledge (Northern Europe) (E) IQ+0 [1] – 11; Artillery/TL8 (Cannon) (A) IQ+0 [2] – 11; Boating/TL8 (Motorboat) (A) DX+0 [2] – 12; Brawling (E) DX+3 [8] – 15; Broadsword (A) DX+2 [8] – 14; Camouflage (E) IQ+1 [2] – 12; Climbing (A) DX+0 [2] – 12; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 12; Driving/TL8 (Heavy Wheeled) (A) DX-1 [1] – 11; Driving/TL8 (Tracked) DX-1 [1] – 11; First Aid/TL8 (Human) IQ+0 [1] – 11; Forced Entry (E) DX+1 [2] – 13; Gambling (A) IQ+1 [4] – 12; Games (Card Games) (E) IQ+1 [2] – 12; Gesture (E) IQ+1 [2] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 13; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+1 [2] – 13; Guns/TL8 (Rifle) (E) DX+1 [2] – 13; Guns/TL8 (Submachine Gun) (E) DX+1 [2] – 13; Hiking (A) HT+0 [2] – 11; Holdout (A) IQ+0 [2] – 11; Innate Attack (Beam) (E) DX+4 [12] – 16; Literature (H) IQ-1 [2] – 10; Observation (A) Per+1 [4] – 12; Running (A) HT+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Smuggling (A) IQ+1 [4] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Stealth (A) DX+1 [4] – 13; Streetwise (A) IQ+1 [4] – 12; Survival (Jungle) (A) Per+1 [4] – 12; Survival (Plains) (A) Per+1 [4] – 12; Survival (Woodlands) (A) Per+1 [4] – 12; Tactics (H) IQ-1 [2] – 10; Wrestling (A) DX-1 [1] – 11.

Starting Spending Money: 79,995 (20% of Starting Wealth, minus the cost of a Light Club/Shillelagh).

* Includes +1 from Wealth.

Role-Playing Notes:

Tom Cassidy is in many ways a "gentleman rogue" who commits crimes mostly for the thrill rather than for any real gain, unless that gain happens to be full control over the family home.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	
–	Brawling Bite	1d-1 cr	C	n/a	–	–	11	

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Shillelagh	1d+2 cr	1	11	\$5	3	10	[1]
–	or	1d cr	1	11	–	–	10	[2]

Notes:

[1] Swing damage.

[2] Thrust damage.

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
–	Concussive Energy blast	5d cr var	3	40/200	1	n/a	–	–	1
–	Flame Blast	5d burn var	3	40/200	1	n/a	–	–	1

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.

Age: 23.

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.



449 points

ST: 15/30 [50*]	HP: 15 [0]	Speed: 7.50 [0]
DX: 16 [120]	Will: 11 [0]	Move: 7 [0]
IQ: 11 [20]	Per: 13 [10]	
HT: 14 [0]	FP: 14 [0]	SM: 0

Dmg: 3d/5d+2 **BL:** 180 lbs.
Dodge: 11 **Parry:** 12 **DR:** 12/4* (uniform), 2 (tough skin)

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

Cultural Familiarities: Western (Native) [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]; Enhanced ST +15 (Biological, -10%) [109]; 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 +15 from Enhanced ST.

† Includes +1 from Perfect Balance.

Role-Playing Notes:

While not considering himself one of the brightest thinkers, Cat-Man's experience as a career criminal has caused him to gravitate toward the leadership position among the Ani-Men. He is quick to think on his feet and to come up with simple plans that adapt quickly. (Some would say he's beginning to become proficient in Xanatos Speed Chess.)

BRAWLING

<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>
–	Brawling Punch	3d-1 cut	C	12	–	–	30	
–	Brawling Kick	3d cut	C, 1	n/a	–	–	30	
–	Brawling Bite	3d-1 cut	C	n/a	–	–	30	

CERBERUS

Supporting Cast

Real Name: Cerberus.

Occupation: Guard dog.

Identity: Cerberus's existence as anything other than a mythological figure is unknown to the general public.

Legal Status: Property of Hades.

Other Aliases: Hound of Hades, Hound of Hell.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Typhon (father), Echidna (mother), Lernean Hydra, Orthrus (brothers, deceased), Chimera (sister, deceased), Sphinx (niece, deceased), Nemean Lion (nephew, deceased), Gaea (grandmother), Tartarus (grandfather). For more details on his extended family tree, consult Hesiod's *Theogony* and other works.

Group Affiliation: Denizens of the Underworld.

Base of Operations: The underworld realm of Hades.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Born of monsters, Cerberus would have been consigned to life as yet another monster to be slaughtered by the ancient heroes had it not been for his cousin, Hades, who treated the giant three-headed dog with respect (see *Hades*). Hades placed Cerberus under his protection in exchange for Cerberus's services as the watchdog of his realm, the ancient Greek underworld. Only twice is Cerberus known to have relaxed in his duty: once when Orpheus persuaded Hades to restore the mortal's wife to life, and once when he was taken out of the underworld by Hercules as part of the demigod's Twelve Labors (see *Hercules*).

The latter incident has been related by both Hercules and Hades's wife, Persephone, as follows: Hercules had been ordered by his cousin Eurystheus, King of Tiryns, to deliver Cerberus to him as Herc's twelfth and final Labor (see *Persephone*). Descending into the underworld, accompanied by Athena and Hermes, Herc was welcomed as a guest by his uncle and half-sister (Hades and Persephone, respectively) and given every hospitality (see *Athena*; *Hermes*). Hades did not want Cerberus harmed, and Cerberus agreed to be carried to the surface world if Hercules could succeed in defeating him in unarmed combat. Hercules not only succeeded, but treated the hound with such respect afterward, including releasing Cerberus and accompanying him back to the underworld the moment the Labor was complete that the two soon formed a close friendship which continues to this day.

Cerberus was on hand to greet Hercules and his half-sister, Nyssa Savakis, when the two visited the Greek underworld (see *Savakis*, *Nyssa*). Nyssa was scared of Cerberus at first, but the giant dog soon won over her affections.

Presumably Cerberus remains the ever-watchful guard dog of Hades's realm.

Age: Indeterminate.

Height: 5' 6" at the shoulder.

Length: 8' 10".

Weight: 4500 lbs.

Eyes: Varies, commonly depicted as blue, green, or red.

Fur: Black.

Other Distinguishing Features: Cerberus has three heads.

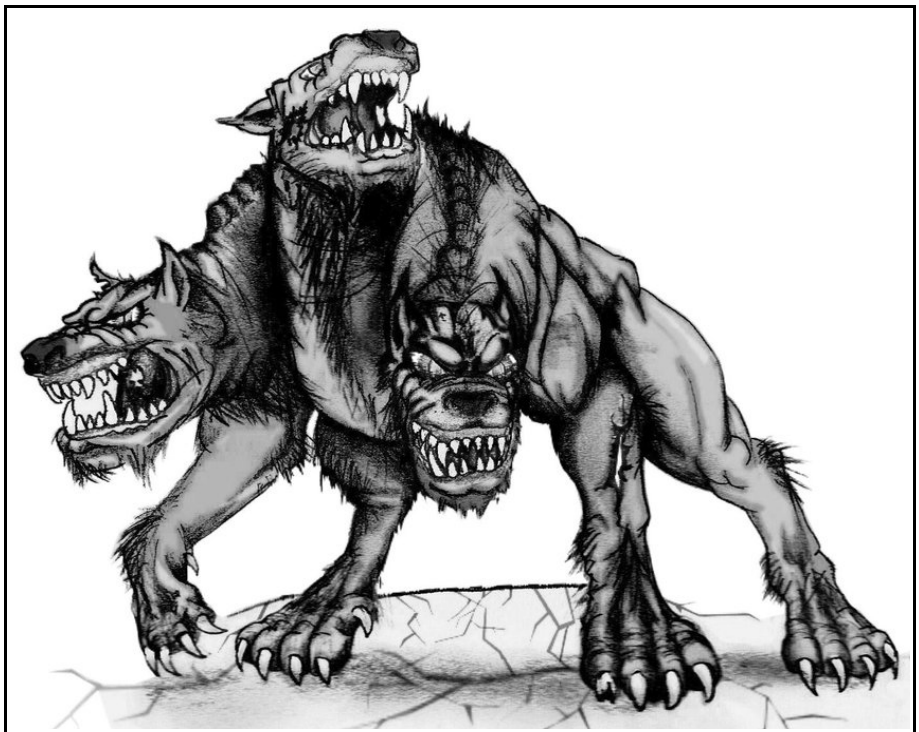
Uniform: None.

Strength Level: Cerberus possesses superhuman (supercanine?) strength. Using two of his heads in unison, he is able to effectively lift (press) up to 80 tons.

Known Superhuman Powers: In addition to his strength, Cerberus has superhuman durability. His physical form is such that he can run at up to 50 miles per hour. His three heads permit him to look and pay attention in almost any direction at the same time. He otherwise has all the typical features and senses of a canine, albeit one much larger than most.

Like all Olympian deities, he is immune to all terrestrial diseases and poisons/toxins, and does not age.

Other Abilities: Unlike many of his siblings, Cerberus has a human-level intellect and is not instinctively afraid of fire.



1,141 points

ST: 46/332 [115*†‡] **HP:** 46 [0] **Speed:** 6.50 [0]

DX: 12 [24†] **Will:** 13 [15] **Move:** 6 [0]

IQ: 10 [0] **Per:** 13 [15]

HT: 14 [40] **FP:** 14 [0] **SM:** +1

Dmg: 5d+2/8d-1 (34d/36d) **BL:** 423 lbs. (22,178 lbs./11 tons)
Dodge: 9 **Parry:** 11 **DR:** 30
IT:DR: /3

Languages: Ancient Greek (Native) (Native Language) [0].

Cultural Familiarities: Mount Olympus (Native) [0].

Advantages: Appearance (Handsome) (Impressive, +0%) [12]; Claws (Blunt Claws) [3]; Combat Reflexes [15]; Damage Resistance 30 (Hardened 1, +20%; Tough Skin, -40%) [120]; Danger Sense [15]; Discriminatory Smell [15]; Enhanced Move (Ground) 2 [40]; Enhanced Tracking 2 [10]; Extra Attack 2 [50]; Extra Head 2 [30]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /3) [75]; Night Vision 6 [6]; Patron (Hades) (12) [30]; Regeneration (Regular: 4 HP/hr) [25]; See Invisible (Spirits) (Magical, -10%) [14]; Social Regard (Feared) 3 [15]; Super Jump 1 [10]; Super ST +13/+300 (No Fine Manipulators, -10%; Size, -10%) [455]; Teeth (Sharp Teeth) [1]; Ultrahearing [5]; Unaging [15].

Perks: Fur [1]; Limited Camouflage (Shadows) [1]; One-Way Fluency (Understands English) [1]; One-Way Fluency (Understands Modern Greek) [1]; One-Way Fluency (Understands Latin) [1]; Patience of Job [1].

Disadvantages: Cannot Speak [-15]; Chummy [-5]; Colorblindness [-10]; Gluttony (12) [-5]; Hidebound [-5]; Low TL -4 [-20]; Quadruped [-35]; Social Stigma (Valuable Property [-10]; Stress Atavism (Moderate) (12) [-15]; Stubbornness [-5]; Wealth (Dead Broke) [-25].

Quirks: Attentive [-1]; Enjoys Pretending to be a Dumb Mutt Hound Dog [-1]; Lonely [-1]; Nosy [-1].

Skills: Animal Handling (Dogs) (A) IQ+2 [8] – 12; Area Knowledge (Hades and Tartarus) (E) IQ+4 [12] – 14; Body Language (Human) (A) Per+1 [4] – 14; Brawling (E) DX+3 [8] – 15; Filch (A) DX+0 [2] – 12; Intimidation (A) Will+1 [4] – 14; Lip Reading (A) Per+0 [2] – 13; Mount (A) DX+0 [2] – 12; Observation (A) Per+1 [4] – 14; Shadowing (A) IQ+2 [7] – 12 †; Stealth (A) DX+2 [8] – 14; Sumo Wrestling (A) DX+2 [8] – 14; Survival (Mountain) (A) Per+0 [2] – 13; Swimming (E) HT+0 [1] – 14; Tracking (A) Per+1 [4] – 14; Urban Survival (A) Per-1 [1] – 12.

Features: Born Biter 2 [0]; Ordinary Tail [0].

Starting Spending Money: \$0

* Includes Super ST +13/+300

† Defaulted from Observation.

Role-Playing Notes:

Cerberus is dedicated to his role as the watchdog of Hades, ensuring that no one exits the realm without express permission. Despite – or perhaps because of – his position, he is very lonely, as there are very few beings in Hades who are not shades of the dead.

He is very friendly with Hercules, as Herc – when he visits – always brings him a large snack (the last time was a 50 ton crate of Kibbles & Bits).

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Bite	5d+6 cut	C, 1	n/a	–	–	46	
–	– <i>Super ST</i>	34d+33 cut	C, 1	n/a	–	–	332	
–	Brawling Foreclaw	5d+11 cr	C, 1	11	–	–	46	
–	– <i>Super ST</i>	34d+67 cr	C, 1	11	–	–	332	
–	Brawling Kick	5d+12 cr	C, 1	n/a	–	–	46	
–	– <i>Super ST</i>	34d+68 cr	C, 1	n/a	–	–	332	

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*).

Age: 31.

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

ST: 12 [20]	HP: 12 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 12 [0]	Move: 6 [0]
IQ: 12 [40]	Per: 14 [10]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

Languages: Arabic (Native) [4*]; English (Native) (Native Language) [0]; Japanese (Native) [4*]; Mandarin Chinese (Native) [4*]; Russian (Native) [4*]; Spanish (Native) [4*].

Cultural Familiarities: East 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

Role-Playing Notes:

The Chameleon is a patient man, as befitting someone working in corporate espionage. He prefers to get in, get the job done, and get out before anyone is the wiser, often posing as someone who works at the place in order to gain access. If things go wrong, he will attempt to run instead of standing and fighting, believing that if combat occurs things have gone incredibly wrong.

BOXING

<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>
–	Boxing Punch	1d-2 cr	C	9	–	–	12	

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>	<i>Notes</i>
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	
–	Bite	1d-2 cr	C	n/a	–	–	12	

CHANGELING

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Secret.

Legal Status: Uncertain; no known criminal record.

Other Aliases: Too many to count; has impersonated Charles Xavier and Magneto, among others.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Former employee of the High Evolutionary, former associate of the X-Men.

Base of Operations: Mobile, formerly New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Not much is known about the Changeling's early history. It is believed he discovered his abilities at an early age and kept them secret, using them to pass unnoticed. Over time, he grew to become a world-class thief, committing crimes that were ultimately figured as inside jobs, with someone else – the person he was impersonating – getting arrested and convicted.

At some point, however, the mysterious being calling himself the High Evolutionary approached the Changeling, indicating that he had proof of the Changeling's crimes, essentially blackmailing the criminal into assisting the Evolutionary (see *High Evolutionary*).

Resentful towards being blackmailed, the Changeling assisted the Evolutionary in his scheme to attempt to "evolve" the entire population of New York City into mutants, which would have resulted in the deaths of thousands in the process. This scheme was thwarted by the X-Men with the Changeling's assistance, but both the Changeling and the High Evolutionary escaped (see *X-Men*). (As the High Evolutionary's own motives are unknown, it is possible that he expected the Changeling to assist the X-Men, and that his scheme to "evolve" the city was never meant to succeed.)

Learning that he was dying of lung cancer, the Changeling approached the X-Men, professing to wanting to do some good before he died. He assisted the X-Men in a case, but his criminal methods and amoral attitude soon had them arguing with him. Upon receiving a letter from his doctor that his cancer had gone into remission, the Changeling decided to try his luck with his criminal career elsewhere and left the city. His current whereabouts and activities are unknown.

Age: 26.

Height: 5' 11".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue bodysuit with purple trim, purple gloves, purple boots, purple belt, black eye-mask.

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

Known Superhuman Powers: The Changeling is a metamorph, with the mutant power to make himself look and sound like any person of either gender he has a chance to study. He is able to control his skin pigmentation, eye color, hair color and length, and even his height and build to a slight extent, adjusting his height by several inches while maintaining his overall weight. The Changeling's control is such that he is able to fool retina scans, fingerprint readers, and voice-print software.

Weapons and Paraphernalia: While working for the High Evolutionary, the Changeling had access to a number of high-tech weapons and devices. During his time assisting the X-Men, he was shown to still have one of the High Evolutionary's laser pistols, and his uniform was made of a lightweight ballistic fabric intermingled with unstable molecules which protected him from conventional gunfire and permitted his uniform to resemble normal clothing while maintaining the same level of protection.



188 points

ST: 10 [0]	HP: 10 [0]	Speed: 6.00 [5]
DX: 12 [40]	Will: 12 [0]	Move: 6 [0]
IQ: 12 [40]	Per: 12 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 10 **Parry:** 10 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Body Control Talent 4 [20]; Combat Reflexes [15]; Elastic Skin (Link w/ Hermaphromorph, Can Be Used Separately, +20%; Mutant, -10%) [22]; Fit [5]; Hermaphromorph (Link w/ Elastic Skin, Must Be Used Together, +10%; Mutant, -10%) [5]; Mimicry (Voice Library, +50%; Mutant, -10%) [14]; Sensitive [5]; Social Chameleon [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Accent (British) [1]; Accent (Deep South) [1]; Accent (French) [1]; Cutting-Edge Training (Beam Weapons (Pistol)) 2 [2]; Hyper-Specialization (John Wayne B-Movie Trivia) [1]; Pistol-Fist (Beam Weapons (Pistol)) [1]; Supersuit [1].

Disadvantages: Callous [-5]; Compulsive Lying (12) [-15]; Greed (9) [-22]; Light Sleeper [-5]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Terminally Ill (Up to 2 years) (Mitigator: Weekly Treatment, -65%) [-17].

Quirks: Attentive [-1]; Closet Fan (John Wayne Movies) [-1]; Sexual Orientation (Bisexual) [-1].

Skills: Beam Weapons/TL10 (Pistol) (E) DX+1 [2] – 13; Boxing (A) DX+1 [4] – 13; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [2] – 12*; Disguise/TL8 (Human) (A) IQ+4 [2] – 16†; Fake! (WC) IQ+2 [48] – 14‡; Hobby Skill (John Wayne Movies) (E) IQ+0 [1] – 12; Judo (H) DX+0 [4] – 12; Observation (A) Per+1 [4] – 13; Photography/TL8 (A) IQ+0 [2] – 12; Search (A) Per+0 [2] – 12; Sleight of Hand (H) DX+0 [4] – 12; Smuggling (A) IQ+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Typing (E) IQ+0 [1] – 12.

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

* Includes +1 from Sensitive.

† Includes +4 from Elastic Skin

‡ Conditional +1 from Mimicry when impersonating someone.

Role-Playing Notes:

The Changeling is a con artist and thief who finds that, although he is a superhuman himself the world of the superhuman often more than what he bargains for. He is occasionally known to have pangs of conscience, and when push comes to shove he *will* do the right thing, but even then he will approach his good deeds with a criminal's attitude, not hesitating to swipe a wallet if the opportunity presents itself.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-2 cr	C	10	–	–	12	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-2cr	C, 1	n/a	–	–	12	
–	Bite	1d-3 cr	C	n/a	–	–	12	

BEAM WEAPONS (PISTOL)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	High Evolutionary Laser Pistol	3d+1 (2) burn	6	420/1,250	2.1/C	3	52(3)	5	-2	1	\$1,600	3	
–	or	3d+1 cr ex	6	840/2,500	–	3	–	5	–	1	–	–	

Notes:

[1] Price quadrupled due to being produced two TLs early.

Design Notes:

1. While his uniform is essentially the same as the picture I'm using, I am **not** giving him that weird-ass helmet from the '60s!
2. I'm not sure yet whether the Changeling will have, or use as an alias, the real name given to his counterparts (both given the codename "Morph" due to legal issues stemming from a DC character using the name Changeling at the time) from the *X-Men* animated series or the *Exiles* comic, "Kevin Sydney". In his original appearance in *X-Men* v1 in the mid-1960s and in the issue where it was revealed (read: retconned) that he was impersonating Charles Xavier when he died, as well as in the *Official Handbooks* (original through the *Master Edition*, at least), his true name was never revealed.

Real Name: Charon.

Occupation: Ferryman.

Identity: Charon's existence as anything other than a mythological figure is unknown to the general

Legal Status: Citizen of Hades with a pardoned criminal record.

Other Aliases: None.

Place of Birth: The realm of Hades.

Marital Status: Single.

Known Relatives: Nyx (mother), Erebus (father), Aether, Gerus, Hypnos, Thanatos (brothers), Hemera, Nemesis, Styx (sisters), Pasithea (sister-in-law), For more details on his extended family tree, consult Hesiod's *Theogony* and other works.

Group Affiliation: Gods of the Olympian Underworld.

Base of Operations: Rivers Styx and Acheron, in Hades.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: Born to the primordial gods Nyx and Erebus, themselves believed to be children of the Elder Goddess Gaea, and said to predate humanity, Charon for millennia has been the ferryman across the rivers that bound the underworld realm of Hades, the Greek realm of the dead (see *Gaea*). During the Minoan and Mycenaean eras and well into the waning of the Roman Empire, Charon ferried the souls of believers across the rivers into the court of Hades, god of the dead, charging only a single coin as proof of proper funeral rites (see *Hades*). It is known that he occasionally ferried the living across the rivers, such as Hercules, Odysseus, and Theseus, among others (see *Hercules*).

With the decline of the worship of the Greek gods in favor of Christianity, Charon found himself relaxing and just exploring the underworld rivers for the first time in millennia (see *Olympian gods*). During this time he formed a friendship with his Egyptian counterpart Anubis, a friendship which continues to this day. He is also on friendly terms with the Persian deity Daena, who serves a similar role for Zoroastrians; there are hints that the two were more than friends in the past, but have drifted apart. However, as he explained to Hercules and Heec's half-sister Nyssa Savakis when the two visited the underworld, enough people still believe in the Greek myths that business never ended; it just slowed to a crawl (see *Savakis, Nyssa*).

In recent centuries he has begun to embrace modern sensibilities. No longer does he push a small pole-boat across the rivers; he has traded up to a large pontoon boat with a cabin cruiser for VIPs, the latter in which he likes to blast Chris de Burgh's "Don't Pay the Ferryman" for effect when pulling up to the docks on the Styx. (As he put it, the at the time nearly worthless coins he collected from the dead over the millennia have added up to a few million Euros from collectors.) He also traded out the old hooded wool cloak he's always been depicted wearing for a more relaxed look, favoring Hawaiian shirts and Bermuda shorts.

Age: Indeterminate.

Height: 5' 4".

Weight: 330 lbs.

Eyes: Black.

Hair: Black.

Uniform: None.

Strength Level: As an Olympian god, Charon possesses superhuman strength enabling him to lift (press) roughly 25 tons.

Known Superhuman Powers: Charon possesses the normal attributes of an Olympian god. In addition to his superhuman strength, he possesses superhuman durability enabling him to withstand incredible blows, and immunity to terrestrial diseases and poisons. He possesses the ability to alter his physical characteristics slightly; while appearing as an old man with a hooked nose during the Mycenaean and Classical periods, he presently appears as a fairly handsome older man, and has been known to take the appearance of a robed skeleton ("for the fans who can't tell me and my brother apart"). It's believed his hooked nose and skeletal forms are mere illusions, and the form he takes nowadays is his true form. Furthermore, he is one of a few of the Olympian deities who is able to physically touch the shades of the dead.

Other Abilities: Charon is a skilled river rat, being able to operate any boat and navigate rivers, lakes, and seas without needing any GPS equipment (he still has some on his motorboats anyway for when he crosses over into the Aegean). He has by necessity become skilled at inboard and outboard motor maintenance.

Paraphernalia: Charon owns a fleet of boats, from ancient river ferries and dugout canoes to modern cabin cruisers and pontoon party boats.



And then the ferryman said,
 "There is trouble ahead,
 So you must pay me now." (Don't do it!)
 "You must pay me now." (Don't do it!)
 And still that voice came from beyond,
 "Whatever you do....
 – Chris de Burgh, "Don't Pay the Ferryman"

890 points

ST: 30/170 [0*†] **HP:** 30 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 16 [25] **Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5]
HT: 12 [0*] **FP:** 12 [0] **SM:** 0

Dmg: 3d/5d+2 (17d/19d) **BL:** 180 lbs. (5,780 lbs./2.9 tons)
Dodge: 9 **Parry:** 9 **DR:** 0
IT:DR: /3

Languages: Ancient Greek (Native) (Native Language) [0]; English (Accented) [4]; Greek (Native) [6].

Cultural Familiarities: Hell [2]; Mount Olympus (Native) [0]; Western [1].

Advantages: Born Sailor 4 [20]; Elastic Skin (Glamour (Will-4), -10%; Magical, -10%) [16]; High Pain Threshold [10]; No Low TL +4 [20]; Olympian God [605]; Perfect Balance [15]; Social Chameleon [15]; Social Regard (Feared) 2 [10]; Touch Insubstantial [15]; Unfazeable [15]; Very Fit [15]; Walk on Liquid [15]; Wealth (Very Wealthy) [30].

Perks: I Lived It! (Boating) 7 [7].

Disadvantages: Code of Honor (Professional) [-5]; Duty (to Hades) (9) [-5]; Mistaken Identity (Grim Reaper) [-5]; Pacifism (Self-Defense Only) [-15]; Truthfulness (9) [-7].

Quirks: Collects Odd Coins [-1]; Congenial [-1]; Plays "Don't Pay the Ferryman" at Full Blast [-1]; Quirky Sense of Humor [-1].

Skills: Boating/TL8 (Large Powerboat) (A) DX+4 [2] – 16‡; Boating/TL8 (Motorboat) (A) DX+4 [2] – 16‡; Boating/TL8 (Sailboat) (A) DX+4 [2] – 16‡; Boating/TL8 (Unpowered) (A) DX+4 [2] – 16‡; Judo (H) DX+0 [4] – 12; Mechanic/TL8 (Gasoline Engine) (A) IQ+1 [4] – 12; Mechanic/TL8 (Large Powerboat) (A) IQ+1 [4] – 12; Mechanic/TL8 (Unpowered Boat) (A) IQ+1 [4] – 12; Navigation/TL4 (Sea) (A) IQ+4 [2] – 15‡; Polearm (A) DX+0 [2] – 12; Seamanship/TL4 (E) IQ+4 [1] – 15‡; Weather Sense (A) IQ+4 [2] – 15‡.

Starting Spending Money: \$80,000 (20% of Starting Wealth)

* Includes +9 to ST and +2 to HT from Olympian God.

† Includes +11/+150 from Super ST.

‡ Includes +4 from Born Sailor.

Role-Playing Notes:

Charon has been at his job for millennia, even with the last two being a mere trickle of souls compared to the previous four. During this time, he's developed a quirky sense of humor, partly to help him cope with the boredom.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	3d-1 cr	C	9	–	–	30	
	– <i>Super ST</i>	17d-1 cr	C	9	–	–	170	
–	Kick	3d cr	C, 1	n/a	–	–	30	
	– <i>Super ST</i>	17d cr	C, 1	n/a	–	–	170	

The interstellar nation known as the Charter of Independent Systems, also called the Charter Federation, Charter Confederacy, the Charter Alliance, or simply the Charter, is an alliance of star systems in the Milky Way Galaxy in a region close to that of Earth. The Charter has been aware of Earth for centuries and consider it an unofficial protectorate.

Each system in the Charter has its own form of government. Some are various forms of democracies, others monarchies, feudal or constitutional, and one is said to be a military dictatorship, while another is a theocracy. Each system has to be voted in by a 2/3 majority in the Senate. Known species whose worlds are members of the Charter include (but are not limited to) the A'askvarii, Axi-Tun, Dakkamites, Entemen, Glx, Kronans, Krylorians, Kymellians, Lem, Lumina, Myndai, Nanda, Procyonites, Spartax, Xartans, Xeronians, Zenn-Lavians, and several Rigellian colony worlds (who have seceded from the Rigellian Annex; see *Rigellians*; *Appendix: Other Alien Races*).

At the center of this complex web is the Senate, a unicameral assembly of representatives from every system in the Charter. While each system can send as many representatives as they wish, each system counts only as one vote in the Senate. The Senate is chaired by a Chancellor, who acts as the chief-of-state for the Charter as a whole. The Chancellor appoints the heads of various Ministries – such as State, Treasury, Defense, Justice, etc. The current Chancellor is Yrik Whitmane, a Kymellian career politician (see *Whitmane*, *Yrik*).

While the Charter is the most peaceful of the major powers in the known galaxy, the Charter is by no means truly pacifistic. Each system is required to maintain its own military forces; in addition, the Charter maintains a centralized military for patrolling its borders and intervening when disputes between member systems threaten to erupt into civil war.

It is believed by the Kree and Skrulls that the Charter's fleet intervened in the Skrulls' earliest thwarted invasion of Earth, an invasion that cost Earth the lives of the entire First Line, an intervention publicly denied by the Charter itself (see *Kree*;

Skrulls). This belief stems from statements made by Chancellor Whitmane about Sol and Alpha Centauri being protectorate systems. An ambassador from the Charter attempted to make contact with Earth not long after the thwarted invasion, but while unsuccessful as a whole was a founding member of the interim team called the Shadowguard as well as managing to open relations between the Charter and Atlantis (see *Atlantis*). It was later suspected though unconfirmed that Skrull spies in the American and Soviet governments prevented this ambassador from making actual first contact.

More recently, Chancellor Whitmane met with Emperor D'ken of the Shi'ar Empire, Emperor Dorrek VIII of the Skrull Empire, and Prime Minister Zarek of the Kree Empire in an interstellar summit, all of whose empires have laid claim to the system for various reasons (see *D'ken*; *Dorrek VIII*; *Shi'ar*; *Zarek*). During the summit, Chancellor Whitmane reaffirmed Earth's status as a protectorate, warning that any overtly hostile invasion force by any of the Empires would be considered an act of war against the Charter. Unclassified details of the summit were later forwarded to Earth from the Chancellor's office via the Fantastic Four, Earth's *de facto* ambassadors to the various interstellar nations (see *Fantastic Four*). How the Charter responds to the pending Kree invasion organized by Col. Yon-Rogg remains to be seen (see *Yon-Rogg*).

First Post-Reboot Appearance: (first mentioned) CAPTAIN MARVEL #1; (Chancellor Whitmane) FANTASTIC FOUR #.

Game Mechanical Details:

The Charter is a TL 11⁺ interstellar empire possessing the standard space opera superscience technologies: artificial gravity, contragravity lifters, and force screens. Thanks to their Rigellian members they have access to advanced psychotronic tech, including but not limited to telepathic earplugs, psi-blocking earplugs, and advanced universal translator technology. The Charter also has access to advanced biology-based technology that is grown rather than manufactured.

Real Name: Chthon.

Occupation: Inapplicable.

Identity: Chthon's existence is not known to the general public.

Legal Status: Inapplicable.

Other Aliases: "The Great Wolf-Father", God of Chaos, the Dark God, the Dark Mystic.

Place of Birth/Creation: An unidentified location on Earth in the Pre-Cambrian era (believed but not confirmed to be Mt. Wundagore in the Balkans).

Marital Status: Single, possibly inapplicable.

Known Relatives: The N'Garai race of demons, the Other (spawn); Gaea, Oshtur (sisters); Set (brother); Agamotto, Atum (alias the Demogorge), Ouranos (nephews); Hyppus (brother, deceased).

Group Affiliation: The Elder Gods of Earth; manipulator of Modred the Mystic; worshiped by the Darkholders/Cult of the Darkhold.

Base of Operations: The Flickering Realm, his own pocket dimension typically accessed on Mt. Wundagore, on the border between Latveria, Transia, and Romania.

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

Age: Indeterminate.

History: According to accounts in both the *Darkhold* and the *Book of the Vishanti* – tomes of black and white magic respectively who are held as mirror images of each other – billions of years ago, when the Earth was new, the enigmatic Demiurge seeded the planet to create life. Among this life were the planet's first deities, known collectively as the Elder Gods: Gaea, Oshtur, Set, Chthon, and numerous others (see *Gaea*; *Set*).

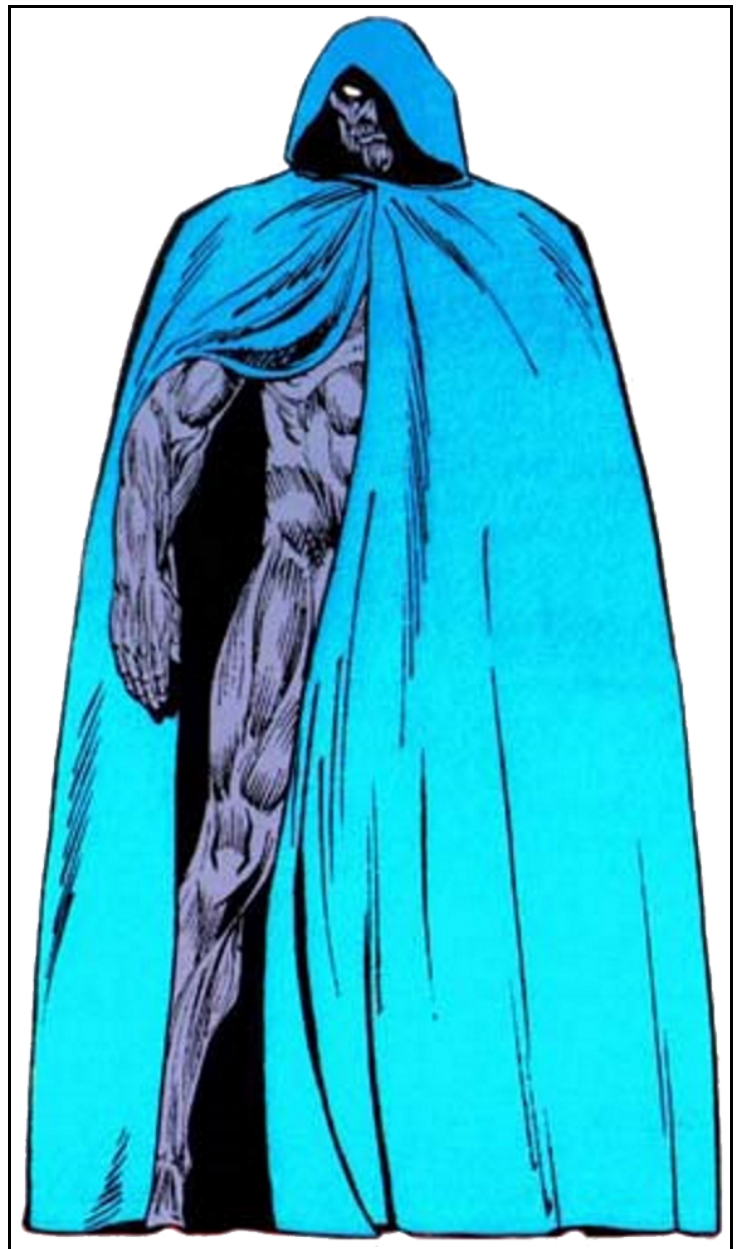
Chthon and his sister Oshtur were among those most interested in the mystic arts; Chthon quickly learned (some have said "created") the black arts of chaos and necromantic magic (see *Appendix: Magic*). Everything he learned and created he inscribed on a series of parchment sheets, rendered indestructible with the magic inscriptions; over time, these parchments – at first presented as scrolls but later bound in leather bindings – became known as the *Darkhold* (also known in some circles as the *Book of Sins*).

Chthon shared the basics of black magic with his serpentine brother Set, notably that one could gain power from the energy released at death. Intrigued with the idea of gaining power in such a way, Set devoured their centaur-like brother Hyppus. Over time, the other Elder Gods – save for Gaea and Oshtur – grew in power at the expense of their kin, devolving into demons by becoming addicted to the death energies, or were killed off (Oshtur was absent from Earth exploring the rest of the universe at the time, while Gaea merged with the Earth's biosphere to protect and nurture life). In desperation, Gaea summoned and mated with the Demiurge to produce an offspring powerful enough to combat the demons that now ran rampant across the planet. This offspring, Atum, became known as the Demogorge after consuming several of the demons and forcing most of the surviving others to flee.

As one of the two greatest demons (Set being the other), Chthon fled to a pocket dimension he created, which became known as the Flickering Realm, leaving behind the *Darkhold* as his anchor on Earth. Eventually, the four surviving Elder Gods of Earth came to an agreement: none of them would attempt to invade the realms of the others, nor even attempt passage unless invited; any such uninvited incursion would trigger the return of the Demogorge. (As per the agreement, Earth was Gaea's realm; Oshtur created her own realm of Ma'at in order to avoid the Demogorge's attention; and Set fled to a realm known as the Serpent Sea after fighting futilely against the Demogorge.)

Chthon created the N'Garai to serve him in the Flickering Realm (see *N'Garai*). From time to time, he would unleash the N'Garai or other creations/spawn on Earth; as lesser demons, they were able to cross the barrier without drawing the Demogorge's attention while Chthon himself could not. However, Chthon had worked a loophole into the agreement: he could return to Earth if invited through the proper rituals, rituals he made sure were inscribed into the *Darkhold*.

The first known use of the *Darkhold* by mortals was in antediluvian Atlantis, where the scrolls were used by a mystic cult known as the Darkholders (see *Atlantis*). The Darkholders used the scrolls to create the first vampires, but the scrolls were lost during the



Great Cataclysm that destroyed the island continent (see *Vampires*).

The next recorded activity of Chthon's Darkholders occurred during the Greek Heroic Age, when the Olympian gods and their heroic mortal progeny were most active on Earth (see *Olympian Gods*). At this time, Lycaon, then the king of the central Peloponnese region of Arcadia, and most of his fifty sons scoured the known world gathering the lost scrolls, collecting them in one place for the first time in millennia. In the course of the collection, all but the youngest son, Nyctimus, used spells on the scrolls which called upon Chthon for power, ultimately forfeiting their souls to Chthon. Lycaon himself used a page that turned him into the first werewolf; he was then killed by Zeus by a thunderbolt for daring to perform human sacrifices in Zeus's name (see *Zeus*).

In the 6th Century AD, the pages of the *Darkhold* were again gathered in one place and for the first time bound in book form; the tome was allegedly bound in leather made from human flesh, though this remains unsubstantiated. At this time, the Darkholders were led by the sorceress Morgan la Fey and her apprentice Magnus; together with the rest of the Darkholders, the two attempted to summon Chthon to Earth (see *Magnus*; *Morgan la Fey*). However, upon realizing the Elder God would not be under their control, the two reversed the incantation, calling upon Gaea for assistance in expelling Chthon. As a result, Chthon was bound to Mount Wundagore in the Balkans, trapped mid-transit. To prevent its future use, Magnus stole the *Darkhold* and imprisoned it in a tower in Cornwall, weaving spells to prevent those of ill intent from entering.

However, during the final days of Camelot, a young mystic of good heart named Modred entered the Darkhold Tower seeking a means to stand against the evil Prince Mordred (see *Modred the Mystic*). Chthon, speaking through his creation known as "the Other", tricked Modred into trading his soul to Chthon; Modred was then cast into a timeless realm, only reappearing recently into a changed world.

Not long after Camelot fell, the Christian monk later known as St. Brendan, fearing the evil the *Darkhold* could command (and mistakenly believing the book to have been penned by the Devil), removed the *Darkhold* from Darkhold Tower and attempted to destroy it. This only resulted in the pages again being scattered.

At some point in the past, many of the *Darkhold's* pages were copied, translated, and bound in book form. One copy of this book found its way into the hands of the Sicilian sorcerer Cagliostro; another, mistakenly believed to be the original, was stored in the Vatican, tended to by the Montesi family, a line of priests who were believed incorruptible and granted special dispensation by the Roman Catholic Church to continue the bloodline after the Church forbade priests from marrying (see *Cagliostro*). A third copy was owned by Baron Gregor Russoff in Romania; Russoff, an alleged descendant of Lycaon, was turned into a werewolf, triggering a hereditary curse which affects his modern-day descendants, Jack and Lissa Russell (see *Russell, Lissa*; *Werewolf*).

Chthon recently returned Modred to Earth, manipulating the mystic into attempting to complete the ritual Morgan la Fey and Magnus aborted centuries before. However, Modred was opposed by Earth's Sorcerer Supreme, Doctor Stephen Strange, and the spirit of Morgan la Fey (see *Doctor Strange*). (Morgan's motives at the time were unclear. Strange surmised that she was attempting to atone for her part in Chthon's ancient summoning, but Modred himself taunted Morgan about her inability to control Chthon.)

Doctor Strange later came into conflict with the vampire lord Dracula over a copy of the *Darkhold* which holds the so-called Montesi Formula, a series of spells alleged to be able to destroy every vampire in existence.

Chthon no doubt has other long-term schemes to return to Earth from the Flickering Realm waiting to come to fruition at later dates.

Age: Indeterminate.

Height: Variable, possibly inapplicable.

Weight: Variable, possibly inapplicable.

Eyes: Variable, typically depicted as yellow, white, or red.

Hair: None.

Skin: Variable, typically depicted as either gray or as transparent with gray muscles underneath.

Uniform: None; commonly depicted wearing a long blue or black hooded cloak.

Strength Level: As an Elder God, Chthon's strength is incalculable.

Known Superhuman Powers: Chthon is the greatest of black magicians, having essentially created the black arts in distant prehistoric times. On his own plane he is omniscient and omnipotent; he is, however, bound by ancient mystic wards preventing him from crossing over onto Earth uninvited.

Stats: Don't worry about it!

Role-Playing Notes:

Chthon delights in corrupting the good and decent to evil. He's not so interested in villains, however, as he is fallen heroes; he will take control of people who fought against him in the past, twisting them into a mockery of their past selves, then relinquish his control to begin the process anew. As a schemer, he likely has three or four different long-term plots going at once to "invite" him back to Earth so he can again conquer it.

Chthon is definitely not suitable as a PC. He makes a good Enemy, however, generally as a campaign BBEG, and can also work as a Patron to various characters with his own agenda. Most of the time, however, he will be seen working through the *Darkhold*.

Whether Chthon has a role to play in the Scarlet Witch's mutant ability to cast magic is at this point unrevealed.

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); Doyle Dormammu (cousin); Sinifer (maternal grandparent, deceased); Olnar (paternal grandfather, deceased).

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 *Dark Dimension*; *Dormammu*; *Orini*; *Umar*). 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 friend and housemate, 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. However, her goal remains to one day return to the Dark Dimension and free its people from the tyranny of its present rulers.

Age: Indeterminate, appears 26.

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.



839 points

ST: 12 [20]	HP: 15 [6]	Speed: 6.00 [5]
DX: 11 [20]	Will: 15 [10]	Ground Move: 6 [0]
IQ: 13 [60]	Per: 13 [0]	Air Move: 12 [0]
HT: 12 [20]	FP: 12 [0]	SM: 0
Threshold: 30	ER: 12	

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 9 **Parry:** 9 **DR:** 2* (tough skin)

Block: 9

Languages: Dark Dimensional (Native) (Native Language) [0]; English (Accented Spoken; Broken Written) [3].

Cultural Familiarities: Netherworlds (Native) [0].

Advantages: Appearance (Beautiful) [12]; Damage Resistance 2 (Limited: Crushing Damage, -40%; Tough Skin, -40%) [2]; Energy/3 [60]; Energy Reserve (Magical) 12 [36]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 2 [4]; Flight (Magical, -10%) [36]; Magery 2 (Solitary Ceremonial, +10%) [27]; Magery 1 (One Realm Only: Energy, -40%) [6]; Matter/2 [40]; Mind/2 [40]; Regeneration (Fast: 1 ER/min) (Energy Reserve Only, -0%) [50]; Space/2 [40]; Spirit/2 [40]; Time/1 [20]; Unaging [15].

Perks: Autotrance [1]; Courtesy Status 7 [7]; Extra Option (Egocentric Energy Realm) [1]; High-Heeled Heroine [1]; Ignition [1]; Illumination [1]; Magical School Familiarity (Kamar-Taj) [1]; Magical School Familiarity (Muhruuks) [1].

Disadvantages: Charitable (12) [-15]; Enemy: Dormammu (Individual, More Powerful; Rival) (9) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Denizens of the Dark Dimension) [-15]; Stubbornness [-5]; Truthfulness (9) [-7]; Unusual Biochemistry [-5].

Quirks: Broad-Minded [-1]; Careful [-1]; Dislikes Earth Coffee [-1]; Distinctive Speech [-1]; Goal (Free the Dark Dimension From Tyranny) [-1].

Skills: Area Knowledge (Dark Dimension) (E) IQ+1 [2] – 14; Artist (Illusion) (H) IQ-1 [2] – 12; Autohypnosis (H) Will+0 [4] – 15; Body Language (Dark Dimension Denizen) (A) Per+0 [2] – 13; Body Sense (H) DX+1 [8] – 12; Broadsword (A) DX+1 [4] – 12; Detect Lies (H) Per+1 [8] – 14; Diplomacy (H) IQ+1 [8]; First Aid/TL3+5^ (Dark Dimension Denizen) (E) IQ+1 [2] – 14; Flight (A) HT+0 [2] – 12; Force Sword (A) DX+1 [4] – 12; Hidden Lore (Mystic Realms) (A) IQ+1 [4] – 14; Innate Attack (Beam) (E) DX+3 [8] – 14; Innate Attack (Projectile) (E) DX+3 [6] – 14*; Intimidation (A) Will-1 [1] – 14; Judo (H) DX+1 [8] – 12; Karate (H) DX+1 [8] – 12; Lip Reading (A) Per+1 [4] – 14; Meditation (H) Will+0 [4] – 15; Observation (A) Per+1 [4] – 14; Occultism (A) IQ+1 [4] – 14; Public Speaking (A) IQ-1 [1] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Shadowing (A) IQ+1 [4] – 14; Shield (Force) (E) DX+1 [2] – 12; Speed-Reading (A) IQ-1 [1] – 12; Stealth (A) DX+1 [4] – 12; Strategy (Land) (H) IQ-2 [1] – 11; Tactics (H) IQ-2 [1] – 11; 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: \$4,000 (20% of Starting Wealth).

* Defaulted from Innate Attack (Beam).

† 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)

Role-Playing Notes:

Clea is a caring young woman who is just now finding her hidden inner strength to stand on her own. She cares for the people of the Dark Dimension, and will provide aid to any rebels against Dormammu she comes across.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-2 cr	C	8	–	–	12	
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	

Design Notes:

- 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.
- 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.

Material Technologies

Adamantium

Adamantium is a ferrous alloy, the composition and manufacturing process of which is a highly classified state secret, owned by the United States government and shared with only a select few chosen close allies (most notably Canada and the United Kingdom). The largest producer of this metal is Dynatechnics, who has licensed the formula with the agreement not to sell more than a limited amount on the open market (see *Dynatechnics*).

The metal is for all practical purposes indestructible. It has to be created in vats and kept in liquid form at extremely high temperatures, and unlike most other ferrous alloys needs to be cast instead of worked. If allowed to cool to a semi-solid state it can be sharpened to a nearly mono-molecular edge, but once it cools to a solid it cannot be cut or reheated. At that point, only technology that can affect matter on a molecular level can affect it or change its shape (those who can manipulate metal through superhuman means, such as Magneto, can shape adamantium, but it still resists shaping in this manner; see *Magneto*). Thick plates of adamantium can withstand incredible blows, not denting even when attacked by the Hulk; one dome made of adamantium was used to contain a nuclear explosion, though the explosion was only that of a small atomic fission bomb, not that of a larger hydrogen fusion bomb (see *Hulk*). Many cells in the federal prison for superhumans known as the Vault, as well as in state penitentiaries in New York, California, Illinois, Texas, Arizona, Pennsylvania, and New Jersey, are made of adamantium (see *Vault*).

Adamantium was developed at the start of the Cold War in the 1950s by Dr. Myron MacLain, a metallurgist and chemist working for the Department of Defense. At the time, Dr. MacLain was working on designing armor for tanks, war planes, and light armored vehicles in case of a war with the Soviet Union. Dr. MacLain later lamented that what he developed was too expensive for major mass production.

The mutant adventurer Wolverine has had adamantium bonded to his skeleton through unknown means (see *Wolverine*).

Advanced Ballistic Fabrics

Even before Kevlar was made affordable to the general public, both Stark Industries and Advanced Idea Mechanics were working on the next generation of bullet-resistant fabrics (see *AIM*).

In the early '00s, engineers at Stark Industries developed and patented a fabric which attempted to mimic some of the properties of vibranium, absorbing and redirecting the kinetic energy of bullets away from the point of impact (see *Stark Industries*). Under the trade name ArmorWeave, this fabric has come to be used as the standard military and big-city police SWAT armor by the United States and her allies.

At the same time, AIM developed a very similar fabric they market as NuSkinWeave. AIM has sold suits of NuSkinWeave on the gray market and to government agencies; the gray market sales are generally to costume shops that cater to both sides of the super-set, such as Spotlight Costumes in Hell's Kitchen, New York City (see *Gladiator*). Nearly every superhuman adventurer and criminal possesses an outfit made of ArmorWeave or NuSkinWeave as their primary uniform.

Dynamic Molecules

Fabric made from what are called "dynamic molecules" is actually made of a kind of memory polymer designed to look and feel like fabrics such as cotton, nylon, and Lycra. Clothing made from dynamic molecules stretches and lets damaging powers – such as the Human Torch's flame aura – pass through it unharmed (see *Human Torch*). This has made it popular as both regular clothing and adventuring uniforms among many supers on both sides of the law.

Even from a young age, Reed Richards's genius was apparent (see *Mister Fantastic*). While in middle school, one of his classmates was a mutant who could change into a reptilian form, but this unnamed mutant would need to disrobe completely in order to change. Many times, his clothing would be destroyed. Richards developed the first dynamic molecule clothing, then, realizing the growing need for mutants and other super-powered people to have clothing that shifts with them, licensed it to a number of clothing manufacturers. (Richards apparently doesn't mind criminals purchasing clothing and uniforms composed of dynamic molecules, as he says even the criminals shouldn't need to worry about losing their clothes.)

Recent collaboration between Richards and Tony Stark has produced a synthesis of dynamic molecules and ArmorWeave (see *Iron Man*).

Uru and Orichalcum

Uru, also known as Asgardian steel, is a metal produced by the metalsmiths of Asgard and the Dwarves of Nidavallir (see *Asgard*; *Asgardians*). Like all matter in the Nine Realms (save Earth/Midgard), it is thrice as dense and hence thrice as heavy as a comparable amount of Earth-made steel. This gives items made of uru increased resistance to damage. Uru is also readily enchanted.

Orichalcum is a similar metal forged by Hephaestus and the Cyclopes on Mount Olympus.

Vibranium

Vibranium is a metallic element of apparently extraterrestrial origin found only in the nation of Wakanda in Africa (see *Wakanda*). The Great Vibranium Mound's origin is currently unknown.

Chemically, Vibranium acts in a manner similar to nickel, platinum, and palladium. However, it is vibranium's unique physical properties that make it so valuable. Vibranium armor and shields absorb and redirect kinetic energy directed at it, making bullets fired lose their momentum. Only weapons made of vibranium or adamantium are able to penetrate vibranium armor. Should the kinetic energy impacted with vibranium armor be exceptionally powerful, there is a chance of it projecting the excess outward in a shockwave.

Weapon Technologies

Armor-Piercing Hollow-Point (APHP) Ammunition

A dual-purpose round used mainly by law-enforcement and intelligence agencies, APHP rounds are available in most common pistol and rifle calibers. Pioneered by the Belgian company VBR, who marketed it in a proprietary round, 7.92×24mm AP-HPF (Armor-Piercing – Hollow-Point Fragmenting), the overall design was copied by a number of other ammunition manufacturers in a variety of rounds.

APHP rounds are designed with a small tungsten core encased in a softer metal sabot (generally lead but sometimes brass). Against "hard" targets, such as most forms of vehicle and body armor, APHP rounds act as armor-piercing rounds, with a sub-caliber inner steel penetrator. Against "soft", fleshy targets, the rounds act as a more conventional hollow-point round, expanding on impact to create a larger wound channel.

At present, the largest known users of the rounds are the United States, Canadian, and British governments, and big city police departments such as those in New York City; Chicago, Illinois; Los Angeles, California; and London, England. Because of their armor-piercing capability, they are not sold in civilian markets. (This does not mean that organized crime cannot get hold of them, however; there is a large demand for them on the black market.)

Power Generation

ARC Reactor

The Asynchronous Rotation Catalyst Reactor, better known as the ARC Reactor or simply the ARC, was invented by Howard Stark, Jr, in the mid-1970s, and the prototype still powers the Stark Industries Los Angeles plant. The ARC generates electricity by tapping into and condensing the cosmic background radiation of the universe.

Tony Stark, the current CEO of Stark Industries, has recently refined the ARC to a fist-sized unit, which he uses to power the Iron Man armor. Mr. Stark hasn't yet released the smaller unit for public use, though a sizable number of larger ARCs have been built since Tony took the reins. The smaller units have been licensed to NASA for long-range probes.

Anti-Super-Power Technologies

Power-Dampening Shackles

No one knows who invented the first set of power dampeners, but it was Stark Industries that patented it. The first units were produced in the early 1970s for the NYPD. Since then, the technology has been purchased by a number of law enforcement agencies, including the FBI and SHIELD (see *SHIELD*).

A set of power-dampening shackles is designed to bind the wrists, though there are models that bind the wrists and ankles, and even more rarely bind the neck as well as the limbs. A number of "shackles" are simply collars. These shackles are designed to temporarily suppress super-powers from a wide variety of sources, though those whose powers are mystical in nature are generally immune to the shackles.

At present, nearly twenty thousand units are in use across the United States, with nearly the same amount being exported to allied nations. The largest number are possessed by SHIELD and the federal prison known as the Vault, though many prisons have them for their superhuman wings.

Because of their nature, power-dampening shackles are used primarily during the arrest, court appearances, and transportation of superhumans to and from prison. Most prisons with superhuman inmates also have null-power field generators (see below) in the prisons proper.

Null-Power Fields

Related to and invented at the same time as the power-dampening shackles, null-power field generators are designed to provide large areas where the powers of mutants and other

superhumans are turned off. These generators are generally built into the cell blocks and common areas of the prisons.

Squelch

Squelch is a drug that can be administered in many forms – generally delivered in a pill or via injection – that is designed to suppress super-powers which are akin to biological processes that are generally immune to power-dampening shackles or null-power fields.. Each dose of Squelch takes a few minutes to take effect, and lasts anywhere from six to ten hours; most prisons and medical institutions that use Squelch deliver consecutive doses every six hours.

Game Mechanical Details:

Ballistic Fabric Armor Pieces:

Bodysuit: Covers the torso, arms, and legs. DR 12/4*, 6.7 lbs., \$1,000.

Bodyshirt: Covers the torso and arms. DR 12/4*, 4 lbs., \$600.

Trousers: Covers the legs and groin. DR 12/4*, 2.9 lbs., \$420.

Half-Mask: Covers the eyes, nose, and cheeks; lets the hair flow freely. DR 6/2*; 0.3 lbs.; \$50.

Cowl: Covers the skull, and all areas covered by the half-mask; may have an opening for letting hair flow Batgirl-style. DR 9/3*, 0.64 lbs.; \$100.

Armor Modifiers:

Adamantium†: Metal armor only; renders the armor effectively indestructible, grants twenty times the effective DR and grants Hardened 4 (negating Armor Divisor (10)). +999 CF, -1 LC, to a minimum LC 1.

Dynamic Molecules‡: Cloth/fabric armor types only. Enables various body-alteration powers to operate without damaging the armor. +0.5 CF.

Olympian Orichalcum†: Metal armor only; armor made of Olympian orichalcum is three times as heavy and possesses three times the DR of regular armor of the same design. Olympian orichalcum armor automatically resizes to fit its wearer. +29 CF

Uru†: Also known as Asgardian iron. Metal armor only; armor made of uru is three times as heavy and possesses three times the DR of regular armor of the same design. Uru armor can be enchanted at half the energy cost. +2 CF.

Vibranium†‡: Any armor; fabric armor consists of a lightweight weave interwoven into the fabric. Grants twelve times the effective DR and converts any cutting, piercing, and impaling damage that makes it through DR to crushing damage. +99 CF

† Adamantium, Olympian Orichalcum, Uru, and Vibranium are mutually exclusive.

‡ Dynamic Molecules and Vibranium weave can be combined.

Weapon Modifiers:

Adamantium†: Metal weapons only; renders the weapon effectively indestructible. Adds +1/die damage to all weapons; for weapons with cutting, impaling, and all piercing damage types, adds Armor Divisor (10). +999 CF; apply CF to CPS for ammunition.

Olympian Orichalcum†: Metal weapons only; weapons made of Olympian orichalcum are three times as dense and hence thrice as heavy as a regular weapon. In addition, the weapon is automatically considered Very Fine. The weapon's ST score will need to be recalculated as per *GURPS Low-Tech Companion 2: Weapons and Warriors*. +5 CF for games set at

TL 7+, or +21 CF for games set at TL 0-6.

Uru†: Also known as Asgardian iron. Metal weapons only; weapons made of uru are three times as dense and hence thrice as heavy as a regular weapon. Uru weapons can be enchanted at half the energy cost. The weapon's ST score will need to be recalculated as per **GURPS Low-Tech Companion 2: Weapons and Warriors**. +2 CF.

Vibranium†: Any cutting, impaling, or piercing weapon gains an Armor Divisor (5); negates the benefits of Vibranium armor. +99 CF; apply CF to CPS for ammunition.

† Adamantium, Olympian Orichalcum, Uru, and Vibranium are mutually exclusive.

APHP Ammo: Against targets that possess DR, add an Armor Divisor (2). If the caliber is below 20mm (0.80"), reduce damage type one step – pi++ becomes pi+, pi+ becomes pi, pi becomes pi-, no effect on pi-. (In a more realistic game, multiply damage by 0.7; on top of the above effects.)

Against soft targets lacking DR, treat them as having DR 1 and increase damage type one step – pi- becomes pi, pi becomes pi+, pi+ becomes pi++, no effect on pi++.

+1 CF to CPS.

ARC Reactors

The typical ARC Reactor is a TL9^ zero-point energy (ZPE) reactor costing \$2 million and weighing 200 tons, but can last for twenty years before needing servicing, and indefinitely with regular maintenance. It can be used to power anything requiring an external power source. LC3.

The smaller ARC Reactors are TL10^ ZPE reactors that cost \$20,000 and weigh 5 pounds, providing external power for 50 years. LC2.

Power-Dampening Technology

Power-Dampening Cuffs or Collar (TL8^): Affects those with Super, Psionic, Mutant, and Mutant Psionic power modifiers, along with other powers that have technological countermeasures. \$4,000, 0.1 lb, T/50 hr. LC3.

Null-Power Field (TL8^): Affects those with Super, Psionic, Mutant, and Mutant Psionic power modifiers, along with other powers that have technological countermeasures. A generator covering a 2 yard radius, usually built into a cell, costs \$40,000, weighs 70 lbs., and runs off external power; emergency VL/20 hr. Increasing the size of the generator by a factor of three increases the size and cost of the field by a factor of 10, and divides the duration of the emergency battery by a 3. LC2.

Squelch (TL8^): Affects those with the Biological, Chemical, and Passive Biological power modifiers, along with other powers that have pharmaceutical countermeasures. Each dose lasts for 20-HT hours, resisted at HT-6. Delivered via injection, takes 8d seconds to take effect; via inhalation 1d minutes; and via pill 1d×10 minutes. \$100 per dose, LC2.

Design Notes:

1. One of the guys on IRC mentioned "unstable molecules sound like they will disintegrate at inappropriate times", and recommended changing them to "dynamic molecules." Seems a better fit overall, too.

COULSON, AGENT PHIL

Supporting Cast

Real Name: Philip Coulson.

Occupation: Secret agent.

Identity: Phil Coulson does not use a dual identity.

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

Other Aliases: None known.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: CIA, occasional associate of Nick Fury and Black Widow.

Base of Operations: CIA Headquarters, Arlington, Virginia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #2.

History: Phil Coulson is one of the CIA's more experienced field agents. The full details of his past are, to date, classified.

Coulson's first documented assignment was as an observer and backup agent on rookie agent Nick Fury's first assignment, a scenario experienced CIA agents affectionately refer to as "the *Casino Royale* test" (see *Fury*, *Nick*). Since then, he has occasionally assisted Fury in an advisory role. He played a significant role in convincing Russian agent Natasha Romanov to defect (see *Black Widow* (*Romanov*)).

Age: 41.

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown, worn short, with a receding hairline.

Uniform: None, usually seen wearing navy blue suits.

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

Known Superhuman Powers: None.

Other Abilities: Phil is a skilled intelligence agent trained in hand to hand combat and a marksman with a pistol and a rifle. However, his primary strengths are his analytical mind and his ability to think outside the box.

Weapons: Phil normally uses a compact Glock 23 chambered in .40S&W, commonly loaded with dual-purpose APHP rounds. (This round is a hollow-point round with a dense core protruding into the hollow cavity. Against "hard" or armored targets, the bullet acts as an armor-piercing round, while against "soft" fleshy targets, such as a human body, the bullet acts like a standard hollow-point round.)

Paraphernalia: Agent Coulson has a penchant for using superspy technology, preferring those with a "vintage" feel. His (analog) wristwatch contains a small digital camera and two-way radio, and his left shoe allegedly contains a built in cell-phone with a rotary dial inside the heel.

Agent Coulson: With everything that's happening, the things that are about to come to light, people might just need a little "old-fashioned."

– *Marvel's Avengers*

325 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 13 [5] **Move:** 6 [0]

IQ: 12 [40] **Per:** 13 [5]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 0

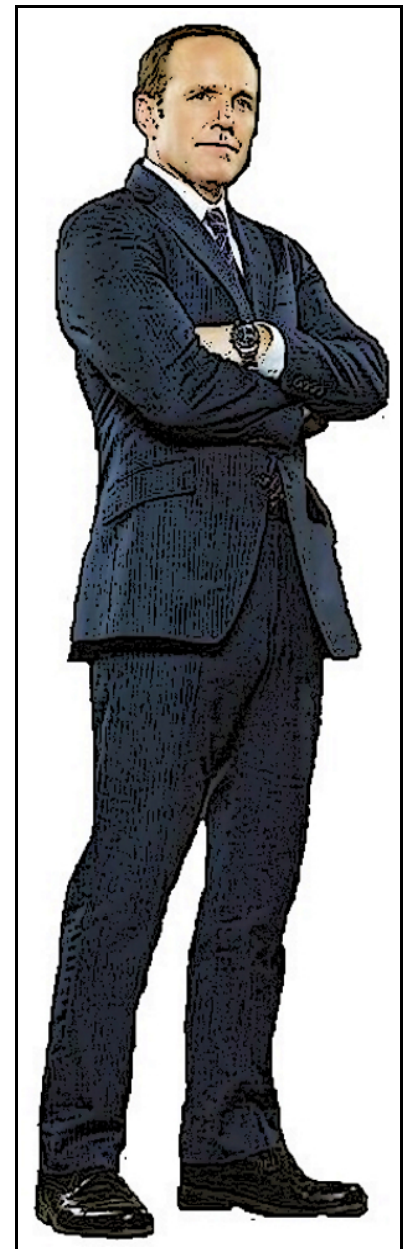
Languages: Arabic (Accented) [4]; Cantonese (Accented) [4]; English (Native) (Native Language) [0]; Japanese (Accented) [4]; Mandarin Chinese (Accented) [4]; Russian (Accented) [4].

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

Advantages: CIA Rank 4 [20]; Combat Reflexes [15]; Fit [5]; Gizmo 2 [10]; Hard to Kill 3 [6]; High Pain Threshold [10]; Indomitable [15]; Natural Copper 2 [20]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Social Chameleon [10]; Unfazeable [15]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Convincing Nod [1]; Dirty Fighting [1]; Disarming Smile [1]; Forgettable Face [1]; Pistol-Fist (Guns (Pistol)) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Soldier's) [-10]; Duty to CIA (15) [-15]; Light Sleeper [-5]; Pacifism (Cannot Harm Innocents) [-10].



Quirks: Broad-Minded [-1]; Imaginative [-1]; Rule-Breaker [-1]; Willfully Anachronistic [-1].

Skills: Acrobatics (H) DX-1 [2] – 10; Acting (A) IQ+1 [4] – 12; Body Language (Human) (A) Per+1 [1] – 14* Connoisseur (Music) (A) IQ+0 [2] – 12; Detect Lies (H) Per+1 [2] – 14*; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Escape (H) DX+1 [8] – 12; Fast-Draw (Pistol) (E) DX+1 [1] – 12†; Fast-Talk (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 12; Guns/TL8 (Pistol) DX+3 [8] – 14; Guns/TL8 (Rifle) DX+3 [6] – 14‡; Guns/TL8 (Wrist Gun) (E) DX+0 [1] – 11; Holdout (A) IQ+1 [4] – 12; Intelligence Analysis/TL8 (H) IQ+4 [12] – 15*; Interrogation (A) IQ+3 [4] – 14*; Judo (H) DX+2 [12] – 13; Jumping (E) DX+1 [2] – 12; Karate (H) DX+2 [12] – 13; Lockpicking/TL8 (A) IQ+1 [4] – 12; Observation (A) Per+3 [4] – 16*; Parachuting/TL8 (E) DX+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Search (A) Per+1 [1] – 14*; Shadowing (A) IQ+3 [4] – 14*; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+3 [4] – 14*; Swimming (E) HT+1 [2] – 12; Traps/TL8 (A) IQ+0 [2] – 11.

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

* Includes +2 from Natural Copper.

† Includes +1 from Combat Reflexes.

‡ Defaulted from Guns/TL8 (Pistol).

Role-Playing Notes:

Coulson is generally soft-spoken and laconic, often getting right to the point in as few words as possible. First and foremost, however, is his desire to help people however and whenever he can, which is what brought him to the CIA's attention in the first place. He has occasionally been known to go against orders in order to do what he perceives as the right thing, and has faced down Asgardian warriors with the same silent badass treatment as he would Muslim extremists.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d cr	C	11	–	–	11	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	11	

Design Notes:

1. CIA Rank is derived from **Social Engineering: Pulling Rank**, based off using the CIA as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. The use of Maxwell Smart's "shoe-phone" is meant to be an in-joke for the title; the other agents will comment on the shoe-phone's existence, but Coulson himself is not meant to be shown actually using it.

CRIMSON COWL

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Unrevealed.

Known Relatives: Father (name unrevealed).

Group Affiliation: Lethal Legion.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Very little is known about the origins of the woman known as the Crimson Cowl. She has made reference to her father not approving of her lifestyle choice, though whether this comment was in relation to her criminal career or her sexual orientation is unknown.

The Crimson Cowl first appeared in Chicago performing a number of corporate espionage heists, only to encounter Ant-Man and Wasp when she attempted to infiltrate the Dynatechnics lab to obtain notes on a new material they were researching (see *Ant-Man*; *Dynatechnics*; *Wasp*). Although forced to flee, she managed to complete her mission and teleported out with a flash drive containing the information.

Following that altercation, the Cowl approached Nathan Garrett, a genius civil engineer who had racked up several large gambling debts. The Cowl agreed to pay off his debts in exchange for him creating several new technologies for her.

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 *Black Knight*). 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, essentially firing him.

Despite this setback, the Crimson Cowl used several of his technologies to form the second incarnation of the Lethal Legion, filling the ranks with various other criminals, including several that were on the original team (see *Lethal Legion*). The Cowl's Legion faced off against the Avengers, but were defeated (see *Avengers*). Once again, however, the Cowl teleported out before she could be captured, carrying the Living Laser with her (see *Living Laser*). She later freed several of the other Lethal Legionnaires using her teleportation cloak.

The Crimson Cowl's current whereabouts are unknown.

Age: Indeterminate; believed to be in her mid 20s.

Height: 5' 9".

Weight: 120 lbs.

Eyes: Unrevealed.

Hair: Unrevealed.

Uniform: Red armored bodysuit, red gloves, red boots, red hooded cloak, black full-face cowl with mirrored eye-lenses.

Strength Level: The Crimson Cowl possesses the normal human strength of a woman of her height and build in the prime of her life who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: The Crimson Cowl is a skilled hand to hand combatant and marksman with conventional and energy weapons.

Weapons and Paraphernalia: The Crimson Cowl's cloak possesses experimental technology which permits her to teleport herself and one other person. Using the cloak, she can also produce any weapon she has stored in an undisclosed location; among these weapons are a number of conventional firearms and energy weapons, including but not limited to a sniper rifle, an assault carbine, a pair of machine pistols, a sonic shotgun, and a blaster carbine. The cloak can also be used as a makeshift parachute.



680 points

ST: 11 [10]

HP: 11 [0]

Speed: 6.50 [0]

DX: 13 [60]

Will: 12 [0]

Move: 6 [0]

IQ: 12 [40]

Per: 12 [0]

HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 0

Block: 11

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Business Acumen 1 [10]; Combat Reflexes [15]; Extra Attack 1 [25]; Fit [5]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Snatcher (Gadget/Breakable: DR 2, SM -1, -40%; Gadget/Can Be Stolen: Quick Contest of DX or ST, -30%; Large Items, +50%; More Weight: 20 lbs, +20%; Recall, -25%; Reduced Fatigue Cost: -1 FP, +20%; Reduced Time: 1 second, +80%; Superscience, -10%) [132]; Teleportation Talent 3 [15]; Warp (Blind, +50%; Extra Carrying Capacity (Extra-Heavy Encumbrance), +50%; Gadget/Breakable: DR 2, SM -1, -40%; Gadget/Can Be Stolen: Quick Contest of DX or ST, -30%; No Strain, +25%; Range Limit: 100 miles, -20%; Takes Recharge: 15 seconds, -20%; Superscience, -10%) [105]; Wealth (Filthy Rich) [50].

Perks: Cloaked [1]; Dirty Fighting [1]; Off-Screen Reload [1]; Safe Teleport [1].

Disadvantages: Greed (12) [-15]; Secret Identity (Imprisonment) [-20]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Careful [-1]; Haughty [-1]; Scornful [-1]; Sexual Orientation (Homosexual) [-1]; Two Strikes and Out [-1].

Skills: Accounting (H) IQ+0 [2] – 13*; Acrobatics (H) DX+0 [4] – 13; Acting (A) IQ+0 [2] – 12; Artist (Interior Decorating) (H) IQ+0 [4] – 12; Beam Weapons/TL8 (Pistol) (E) DX+2 [4] – 15; Beam Weapons/TL8 (Projector) (E) DX+2 [4] – 15; Beam Weapons/TL8 (Rifle) (E) DX+2 [4] – 15; Body Sense (H) DX+4 – 17†‡; Climbing (A) DX+0 [2] – 13; Cloak (A) HT+1 [4] – 14; Computer Hacking/TL8 (VH) IQ+0 [8] – 12; Computer Operation/TL8 (E) IQ+2 [4] – 14; Computer Programming/TL8 (H) IQ+0 [4] – 12; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Economics (H) IQ+0 [1] – 12*§; Electronics Operation/TL8 (Security) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 13; Electronics Repair/TL8 (Security) (A) IQ+2 [7] – 14#; Explosives/TL8 (Demolition) (A) IQ+2 [8] – 14; Fast-Draw (Long Arm) (E) DX+1 [1] – 14¥; Fast-Draw (Pistol) (E) DX+1 [1] – 14¥; Filch (A) DX+1 [4] – 14; Finance (H) IQ+2 [8] – 14*; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+2 [3] – 15□; Guns/TL8 (Rifle) (E) DX+2 [4] – 15; Judo (H) DX+1 [8] – 14; Jumping (E) DX+0 [1] – 13; Karate (H) DX+1 [8] – 14; Leadership (A) IQ+1 [4] – 13; Lifting (A) HT+0 [2] – 13; Liquid Projector/TL8 (Flamethrower) (E) DX+2 [4] – 15; Observation (A) Per+1 [4] – 13; Parachuting/TL8 (E) DX+1 [2] – 14; Photography/TL8 (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+1 [4] – 13; Running (A) HT+0 [2] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Search (A) Per+1 [4] – 13; Snatch (H) IQ+3 [4] – 15‡; Stealth (A) DX+1 [4] – 14; Swimming (E) DX+0 [1] – 13; Tactics (H) IQ+0 [4] – 12; Teleport (H) IQ+3 [4] – 15‡; Throwing (A) DX+1 [4] – 14; Wrestling (A) DX+1 [4] – 14.

Techniques: Quick Teleport (Teleport) def+5 [6] – 15.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 from Business Acumen.

† Includes +3 from Absolute Direction.

‡ Includes +3 from Teleportation Talent.

§ Defaulted from Finance.

Defaulted from Electronics Operation (Security).

¥ Includes +1 from Combat Reflexes.

□ Defaulted from Guns (Rifle).

Role-Playing Notes:

The Crimson Cowl carries herself as though she's above everyone else. She doesn't deal well with insubordination, seeing her team as assets, and while willing to bail out an asset once, she will not make a habit out of it.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. I'm not sure if I want this Crimson Cowl to be Justine Hammer or some other person as yet. Part of me wants to make her related to Darren and William Cross.

CROSSBONES

Villain

Real Name: Brock Rumlow.

Occupation: Terrorist, 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: Employee of an unrevealed benefactor; partner of Sin; formerly ULTIMATUM and student of the Taskmaster.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Brock Rumlow was a career criminal who claims to have at one point enrolled in one of the Taskmaster's criminal training academies (see *Taskmaster*). It is unknown who he has worked for in the past. He first appeared as a member of the organization known as ULTIMATUM, working with the terrorist anti-nationalism revolutionary Flag-Smasher in an attack on the United Nations (see *Flag-Smasher*; *ULTIMATUM*). This attack was thwarted by the efforts of Captain America and Spider-Man, who captured him and his ULTIMATUM cronies, turning them over to the authorities (see *Captain America*; *Spider-Man*). Flag-Smasher escaped, and apparently some time later Rumlow was either released or escaped from prison.

Some months later, now calling himself Crossbones and working alongside Sin – who claims to be Sinthia Schmidt, the daughter of Captain America's greatest World War II foe, the Red Skull – attacked a world meeting of national superheroes in Geneva, Switzerland, which Captain America was attending (see *Sin*). Crossbones fought and crippled the Italian hero Omerta before he and Sin were taken out by Captain America, the Russian Red Guardian, and the British Union Jack working together (see *Red Guardian*; *Union Jack*). He was again taken into custody.

How he escaped custody is unknown, but he has again appeared working alongside Sin and the criminal psychologist Dr. Faustus, who once tried to manipulate Captain America into committing suicide, in the Malay archipelago island nation of Madripoor (see *Doctor Faustus*). While at present Sin and Crossbones appear to simply be obtaining wealth by attacking banks and major businesses in Singapore, Hong Kong, and other major cities in the South China Sea, it has been revealed they are working on a greater scheme for an unknown employer. Sin and Crossbones recently fought Captain America and his trainee, Bucky, in Hong Kong, but escaped (see *Bucky*).

Age: 26.

Height: 6' 4".

Weight: 210 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black full-face mask with a white skull motif, black tactical vest, black t-shirt under the tac-vest with a pair of white crossbones on the chest, black gun-belt with crossbones on the buckle.

Strength Level: Crossbones 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: Rumlow is a skilled if unorthodox hand to hand combatant, and proficient with most conventional firearms.

Weapons and Paraphernalia: Crossbones wears a tactical vest made of an advanced ballistic fabric with trauma plates inserted into both the front and back. In addition, he is known to carry a wide variety of pistols, submachine guns, and grenades in various holsters and pouches strapped to his legs, belt, and tac-vest.



500 points

ST: 13 [30] **HP:** 15 [4] **Speed:** 7.00 [5]

DX: 13 [60] **Will:** 13 [10] **Move:** 7 [0]

IQ: 11 [20] **Per:** 12 [5]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d+1/2d+2 **BL:** 34 lbs.

Dodge: 11 **Parry:** 13 **DR:** 18/7* +34 (tactical vest w/ trauma plates)

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

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

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Danger Sense [15]; Extra Attack 1 (Multi-Strike, +20%) [30]; Gunslinger (Gun Rack: One-Handed Guns Only, -40%) [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Indomitable [15]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Striking ST +3 [15]; Tough Guy 4 [20]; Trained By A Master [30]; Very Fit [15]; Very Rapid Healing [15].

Perks: Akimbo (Guns (Pistol)) [1]; Cross-Trained (Guns (Pistol)) [1]; Cross-Trained (Guns (SMG)) [1]; Quick-Reload (Detachable Magazine) [1]; Special Exercises (Striking ST) +3 [3]; Walking Armory [1].

Disadvantages: Bloodlust (6) [-20]; Bully (12) [-10]; Overconfidence (12) [-5]; Sadism (9) [-22]; Sense of Duty (Sin) [-2]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Attentive [-1]; Bloody Mess [-1]; Dual Identity [-1]; Proud [-1].

Skills: Breaking Blow (Guns) (H) IQ+1 [8] – 12; Carousing (E) HT+0 [1] – 14; Climbing (A) DX-1 [1] – 12; Driving/TL8 (Automobile) (A) DX+1 [4] – 14; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 14; Escape (H) DX+0 [4] – 13; Explosives/TL8 (Demolition) (A) IQ+2 [8] – 13; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 14*; Fast-Draw (Knife) (E) DX+1 [1] – 14*; Fast-Draw (Submachine Gun) (E) DX+1 [1] – 14*; Forced Entry (E) DX+4 [1] – 17†; Guns/TL8 (Grenade Launcher) (E) DX+1 [1] – 14‡; Guns/TL8 (Pistol) (E) DX+5 [8] – 18‡; Guns/TL8 (Rifle) (E) DX+3 [1] – 16‡; Guns/TL8 (Shotgun) (E) DX+3 [1] – 16‡; Guns/TL8 (Submachine Gun) (E) DX+5 [16] – 18; Hiking (A) HT-1 [1] – 13; Holdout (A) IQ+1 [4] – 12; Interrogation (A) IQ+3 [12] – 14; Intimidation (A) Will+3 [1] – 16†; Jumping (E) DX+0 [1] – 13; Karate (H) DX+5 [24] – 18; Knife (E) DX+3 [8] – 16; Mind Block (A) Will+0 [2] – 13; Observation (A) Per+1 [4] – 13; Pressure Points (Human) (H) IQ+1 [8] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Stealth (A) DX-1 [1] – 12; Streetwise (A) IQ+5 [4] – 16†; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Wrestling (A) DX+3 [12] – 16.

Techniques: Combat Driving (Automobile) (H) def+4 [5] – 18; Combat Driving (Motorcycle) (H) def+4 [5] – 18; Dual-Weapon Attack (Guns (Submachine Gun)) (H) def+3 [4] – 17;

Starting Spending Money: \$1,350 (20% of Starting Wealth, minus the cost of weapons and armor)

Weapons and Armor: Two Ingram MAC-10s, Beretta 9mm Pistol, Reflex Tac-Vest.

* Includes +1 from Combat Reflexes.

† Includes +4 from Tough Guy.

‡ Defaulted from Guns (Submachine Gun).

Role-Playing Notes:

Rumlow is a career criminal with a vicious sadistic streak that has only grown with time. He's deeply in love with Sin, and would slowly torture anyone who harms her before killing his victim just so both he and Sin could enjoy the victim's screams and pleas for a mercy that will never come.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+2 cr	C	13	–	–	16	
–	Karate Kick	1d+3 cr	C, 1	n/a	–	–	16	

Design Notes:

1. It probably goes without saying that Crossbones is working for the Red Skull, although this won't be revealed until early in Year Two.

Real Name: Byron Calley.
Occupation: Government agent, former 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: Freedom Force.
Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Crucible prior to his first appearance, although it has been revealed that he has several prior convictions.

He, along with the rest of the team that would come to be known as Freedom Force, first came to public attention when they attempted to rob an armored car in Washington, DC, only to have their efforts thwarted by Captain America and his partner-in-training, Bucky, who were there to testify in front of the Senate Committee on Superhuman Affairs (see *Bucky*; *Captain America*; *Freedom Force*).

While sitting in a federal prison awaiting trial, Crucible and his teammates were given the option to become government agents under the direction of Department of Homeland Security agent Valerie Cooper as an alternative to SHIELD's Sentinel program, in exchange for having the charges for their armored car robbery dropped (see *SHIELD*; *Sentinels*). Accepting, Crucible and the others were given the name Freedom Force.

As a member of Freedom Force, Crucible has come into conflict with the Renegades and Captain America, the latter in a case of mistaken intentions while both were investigating the Serpent Squad (see *Renegades*; *Serpent Squad*).

Recently, however, Crucible was contacted by an unknown party to work against the United States government from within. It is unknown whether he has accepted, or who it was that contacted him.

Age: 27.

Height: 5' 10"

Weight: 175 lbs.

Eyes: Brown.

Hair: White.

Uniform: Yellow and purple bodysuit with black trim, yellow gloves, yellow boots, black belt; formerly had a black domino mask (which didn't hide his identity).

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

Known Superhuman Powers: Crucible is a mutant with the psionic power to create fires at any point in his line of sight, and to shoot fire from his hands. He is immune to the flames he creates, but not to other flames. Theoretically, he should one day be able to develop the full range of powers possessed by the Human Torch (see *Human Torch*).



221 points

ST: 10 [0]	HP: 11 [2]	Speed: 5.50 [0]
DX: 11 [20]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-2/1d	BL: 20 lbs.	
Dodge: 9	Parry: 10	DR: 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Burning Attack 5d (Increased Range (×2), +10%; Jet, +0%; Variable, +5%; Elemental: Heat/Fire, -10%; Mutant Psionic, -10%; Alternative Attack, ×1/5) [5]; Burning Attack 5d (Area Effect: 4 yd radius, +100%; Increased Range: Line-of-Sight, +40%; Persistent, +40%; Variable, +5%; Wall: Permeable, +30%; Elemental: Fire/Heat, -10%; Mutant Psionic, -10%) [74]; Combat Reflexes [15]; Create Fire 3 (Increased Range: Line-of-Sight, +40%; Ranged, +40%; Elemental: Heat/Fire, -10%; Mutant Psionic,

-10%; Alternative Attack, ×1/5) [10]; Damage Resistance 30 (Limited: Own Fire, -80%; Mutant, -10%) [30]; DHS Rank 4 [20]; Fit [5]; Heat/Fire Talent 3 [15]; Immunity to Heat Effects (Mutant Biology, -0%) [10]; Temperature Tolerance 1 [1].

Perks: Ignition [1]; Skintight Outfit [1].

Disadvantages: Duty (Department of Homeland Security) (12) [10]; Greed (12) [-15]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Pyromania (12) [-5]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [-1]; Congenial [-1]; Distractible [-1]; Dual Identity [-1]; The World Owes Me A Living [-1].

Skills: Boxing (A) DX+1 [4] – 12; Climbing (A) DX+0 [2] – 11; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Innate Attack (Beam) (E) DX+3 [8] – 14; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 12; Leadership (A) IQ+1 [4] – 12; Observation (A) Per+1 [4] – 12; Pyrokinesis (H) IQ+3 [4] – 13*; Running (A) HT+0 [2] – 11; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Savoir-Faire (Police) (E) IQ+1 [2] – 12; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+1 [2] – 12; Throwing (A) DX+0 [2] – 11.

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

* Includes +3 from Heat/Fire Talent.

Role-Playing Notes:

Crucible is a team player and has grown into a good field leader. He wants to make things better for mutants, which is why he accepted Val Cooper's offer, but for the most part his greed has gotten the better of him.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-2 cr	C	10	–	–	10	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Fire Wall	5d burn var (4 yd)	3	LoS	1	–	–	–	1	
–	Flame Jet	5d burn var	3	10/20	Jet	–	–	–	1	

Design Notes:

1. DHS Rank is derived from **Social Engineering: Pulling Rank**, based off using the Department of Homeland Security as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. I went with "Crucible" rather than "Burner" for his name because of the two names he's used in the comics I thought it was the better one. The Resistants had some really good names in their line-up (and a few generic ones... I'm looking at you, Quill).

Real Name: Crystalia Amaquelin.

Occupation: College student pursuing a liberal arts degree.

Identity: Crystal's status as an Inhuman is unknown to the general public; she has thus far avoided using her powers in public.

Legal Status: Exiled citizen of Attilan, residing in the United States using forged identification.

Other Aliases: "Crys".

Place of Birth: Attilan, Blue Area of the Moon.

Marital Status: Single.

Known Relatives: Quelin (father), Ambur (mother), sister (name unrevealed).

Group Affiliation: Sometime partner of the Human Torch.

Base of Operations: Empire State University, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Very little has been revealed about Crystal's past. It is known that she is an Inhuman, a branch of humanity that split from the general human line through Kree genetic manipulation almost 20,000 years ago (see *Inhumans*; *Kree*). It is known that her family was exiled from the Inhuman city of Attilan, which now resides in the so-called Blue Area of the Moon, a region of Earth's moon with an artificial atmosphere matching Earth's air pressure and composition, but she has not revealed the circumstances which led to the exile (see *Blue Area of the Moon*). Crystal has mentioned that her family kept moving around, hunting for her older sister who was separated from the family, but has not revealed her sister's name.

Crystal first met Johnny Storm, the Human Torch, at the registration desk at Empire State University when both were checking in as freshmen (see *Human Torch*). Not long after, the two began dating. Even more recently, Crystal came to Johnny's assistance in one of his confrontations with the Trapster, revealing her own powers to him (see *Trapster*). When pressed, Crystal told him that she had gained her powers relatively recently without going into detail. Johnny knows she hasn't told him everything; whether he'll press for details or let her reveal things when she's ready is unknown.

Age: 18.

Height: 5' 6".

Weight: 110 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

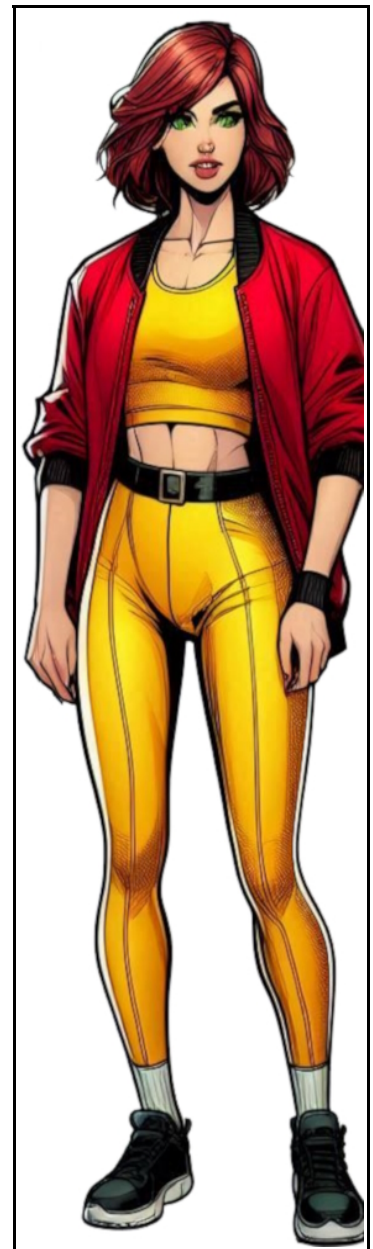
Strength Level: Crystal possesses the normal strength of an Inhuman woman of her age, height, and build who engages in regular exercise. Inhumans are stronger on average than humans of the same build, but not superhumanly so.

Known Superhuman Powers: Crystal possesses the psionic ability to manipulate the four classical "elements": fire, water, earth, and air. She can cause fire to spontaneously ignite or can douse it by removing the oxygen feeding it. Through concentration, she can form and toss balls of fire from her hands, much like the Human Torch can.

She can control the movement of water by manipulating its surface tension, causing it to flow in any direction designated. She has not been observed manipulating very much water; because she is still young, her powers may still be growing.

She can control the various substances that make up common bedrock (earth, shale, granite, limestone, etc), creating seismic tremors which can reach up to 6.7 on the Richter scale (more if there's a major fault line nearby). She can also reshape nearby rock at will, using it to capture opponents or hurl it at her opponents as a kind of missile. While this works on asphalt, it does not work on steel girders.

She is able to manipulate the air around her to create localized cyclones and strong gusts of wind up to 100 mph. She is also able to create a wide range of atmospheric conditions. By intermingling the other elements, she can create a dust storm, a typhoon, an ice storm, or a firestorm.



2,712 points

ST: 12 [0*]	HP: 12 [4*]	Speed: 6.00 [0]
DX: 12 [0*]	Will: 12 [0]	Move: 6 [0]
IQ: 12 [20*]	Per: 12 [0]	
HT: 12 [0*]	FP: 12 [0]	SM: 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 10 **Parry:** 10 **DR:** 0

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

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

Advantages: Air Talent 2 [10]; Binding (*Entombment*) 20 (Environmental (Very Common), -5%; One-Shot, -10%; Elemental: Earth, -10%; Psionic, -10%) [26]; Burning Attack (*Fireball*) 6d (Accurate +3, +15%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Heat/Fire, -10%; Psionic, -10%) [29]; Burning Attack (*Firestorm*) 3d (Area Effect: 4 yds, +100%; Malediction: Speed/Range Table, +150%; Persistent, +40%; Elemental: Air, -10%; Elemental: Heat/Fire, -10%; Psionic, -10%) [54]; Cold/Ice Talent 2 [10]; Combat Reflexes [15]; Control Earth/Stone 10 (1/2 ton; Collective, +100%; Ranged, +40%; Reduced Range ×1/2, -10%; Elemental: Earth, -10%; Psionic, -10%) [420]; Control Precipitation 5 (0.5 mile radius; Natural Phenomena, +100%; Elemental: Air, -10%; Psionic, -10%) [135]; Control Water 10 (1/2 ton/125 gallons; Collective, +100%; Elemental: Water, -10%; Psionic, -10%) [360]; Control Water 10 (1/2 ton/125 gallons; Collective, +100%; Super-Effort, +400%; Elemental: Water, -10%; Psionic, -10%) [1,160]; Control Winds 3 (0.3 mile radius; Natural Phenomena, +100%; Elemental: Air, -10%; Psionic, -10%) [81]; Create Fire 2 (Destruction: Create and Destroy, +100%; Ranged, +40%; Reduced Range ×1/2, -10%; Elemental: Heat/Fire, -10%; Psionic, -10%) [42]; Crushing Attack (*Big Rock Attack*) 5d (Accurate +3, +15%; Environmental (Very Common), -5%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Earth, -10%; Psionic, -10%) [23]; Crushing Attack (*Earthquake*) 3d (Area Effect: 16 yd radius, +200%; Damage Limitation: No Blunt Trauma, -20%; Damage Modifier: Double Knockback, +20%; Environmental (Very Common), -5%; Malediction: Speed/Range Table, +150%; Requires Concentrate, -15%; Selective Area, +20%; Elemental: Earth, -10%; Psionic, -10%) [65]; Crushing Attack (*Pebble Assault*) 2d (Increased 1/2D Range ×5, +10%; Rapid Fire (RoF 8), +100%; Reduced Range ×1/2, -10%; Elemental: Earth, -10%; Psionic, -10%) [18]; Cutting Attack (*Ice Dagger*) 6d (Accurate +3, +15%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Cold/Ice, -10%; Psionic, -10%; Alternative Attack, ×1/5) [8]; Earth Talent 2 [10]; Fit [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Heat/Fire Talent 2 [10]; High Pain Threshold [10]; Impaling Attack (*Ice Dagger*) 6d (Accurate +3, +15%; Increased 1/2D Range ×5, +10%; Reduced Range ×1/2, -10%; Elemental: Cold/Ice, -10%; Psionic, -10%) [46]; Inhuman [100]; Obscure (Vision) (*Dust Storm*) 5 (Defensive, +60%; Environmental (Very Common), -10%; Elemental: Air, -10%; Elemental: Earth, -10%; Psionic, -10%) [12]; Water Talent 2 [10].

Perks: Air Jet [1]; Good With Dogs [1]; Ignition [1].

Disadvantages: Impulsiveness (12) [-10]; Overconfidence (12) [-10]; Pacifism (Cannot Kill) [-15]; Secret (Illegal Alien) (Imprisonment or Deportation) [-20]; Vow (Keep Existence of Inhumans a Secret) [-10]; Wealth (Struggling) [-10].

Quirks: Altruistic [-1]; Distinctive Accent [-1]; Enjoys Carousing [-1]; Infatuated With Johnny Storm [-1]; Refuses To Talk About Her Family [-1].

Skills: Acting (A) IQ+1 [4] – 14; Animal Handling (Dogs) (A) IQ-1 [1] – 10; Artist (Drawing) (H) IQ-1 [2] – 10; Carousing (E) HT+0 [1] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 11; Dancing (A) DX-1 [1] – 11; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+1 [8] – 12; Duststorm (H) IQ+3 [8] – 14†; Earthquake (H) IQ+3 [8] – 14‡; Entombment (H) IQ+3 [8] – 14‡; Firestorm (H) IQ+3 [8] – 14#; Ignition (H) IQ+3 [8] – 14#; Innate Attack (Projectile) (E) DX+2 [4] – 14; Observation (A) Per+0 [2] – 12; Pilot/TL8 (Vertol) (A) DX+0 [2] – 12; Research/TL8 (A) IQ-1 [1] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Skating (H) HT-1 [2] – 11; Speed-Reading (A) IQ-1 [1] – 10; Swimming (E) HT+0 [1] – 12; Typing (E) DX+0 [1] – 12; Water Control (H) IQ+3 [8] – 14§; Wind Control (H) IQ+3 [8] – 14†.

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

* Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from Inhuman.

† Includes +2 from Air Talent.

‡ Includes +2 from Earth Talent.

Includes +2 from Heat/Fire Talent.

§ Includes +2 from Water Talent.

Role-Playing Notes:

Crystal is a kind-hearted young woman who until recently was trying to live the illusion of a normal life. She is torn between her love for Johnny and her vow of secrecy in keeping the Inhumans away from regular humanity. She's debating whether to ask the FF for help in finding her missing sister.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-2 cr	C	10	–	–	12	
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	
–	Bite	1d-2 cr	C	n/a	–	–	12	

INNATE ATTACK (PROJECTILE)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Big Rock Attack	5d cr	6	25/50	1	–	–	–	1	
–	Fireball	6d burn	6	25/50	1	–	–	–	1	
–	Ice Dagger	6d cut	6	25/50	1	–	–	–	1	
	or	6d imp	6	25/50	1	–	–	–	1	
–	Pebble Assault	2d cr	3	25/50	8	–	–	–	1	

POWER SKILLS

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Duststorm	spec. (2 yd)	–	–	–	–	–	–	–	
–	Earthquake	3d cr dbk nbt mal (16 yd)	–	Speed/Range	–	–	–	–	–	
–	Entombment	spec. (ST 20)	3	100	–	–	–	–	–	
–	Firestorm	3d burn (4 yd)	–	Speed/Range	–	–	–	–	–	

Design Notes:

1. Yes, Crystal and Medusa are still sisters in the Reboot; however, their familial relationship is *not* going to be revealed this early. Crystal first appears *late* in Year One – she and Johnny are a year behind Spidey and the X-Men at ESU – and not everything should be revealed at once.

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 damaged during the 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*).

Age: 19.

Height: 6' 3"

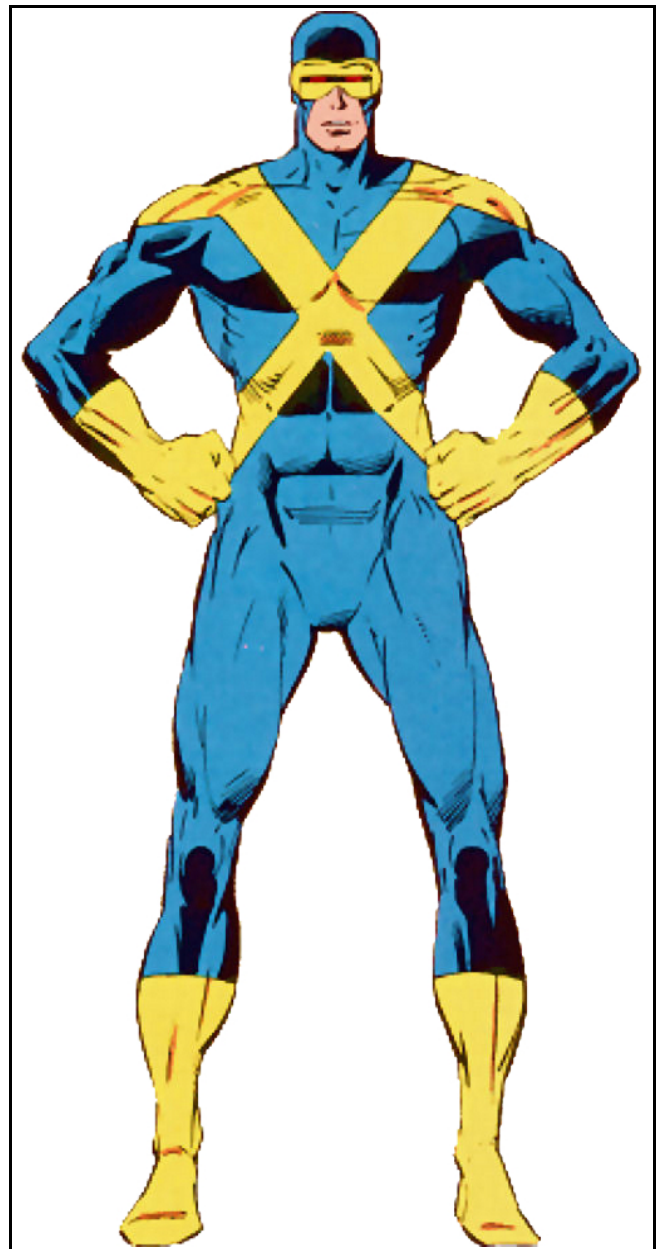
Weight: 175 lbs.

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.

Wolverine: "Hey, hey. It's me."

Cyclops: "Prove it."

Wolverine: "You're a dick."

– *X-Men (2000)*

400 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 11 [0] **Move:** 6 [0]

IQ: 11 [20] **Per:** 11 [0]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Damage Resistance 50 (Absorption: Into Plasma Blasts, +80%; Limited Defense: Powers of Blood Relations (Rare), -80%; Tough Skin, -40%; Mutant, -10%) [125]; 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: Unusual Training (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+0 [4] – 11; Swimming (E) HT [1] – 12; Tactics (H) IQ+2 [12] – 13; Wrestling (A) DX+2 [8] – 14.

Techniques: Tight-Beam (Innate Attack (Gaze)) (H) def+2 [3] – 16.

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.

Role-Playing Notes:

Cyclops is a natural leader, though he suffers from being incredibly shy in dealing with his personal matters. He is quick to think on his feet, coming up with plans and counter-plans at the drop of a hat.

BOXING

<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>
–	Boxing Punch	1d cr	C	11	–	–	11	

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>	<i>Notes</i>
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	
–	Bite	1d-2 cr	C	n/a	–	–	11	

INNATE ATTACK (GAZE)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Optic Blast	8d cr dbk var	7	100/1,000	1	–	–	–	1	[1]
–	or	8d cr dbk var (3 yd)	7	100/1,000	1	–	–	–	1	[1]
–	or	8d cr dbk var	7	40/400	Jet	–	–	–	1	[1]

Notes:

[1] Always full power when he takes off his visor.

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 (but is not limited to) 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.

Daily Bugle

Mission Statement: The Daily Bugle is a news service with print and online news covering the greater New York City Metro area, with a tabloid format but handling more serious news.

Capabilities

TL: 8

Members: 30

Wealth: Average.

Contacts: News Skills-15 [10].

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Costs and Values

Startup Cost: \$

Resource Value: \$

Patron Value: 10 points.

Enemy Value: -2 points.

Ally and Dependent Value: Any reporter, photographer, or columnist is likely to be a 100 point or less character.

Social Attributes

Type: Commercial

Loyalty: Neutral (10)

CR: 1.

Rank: Merchant Rank 0 to 2 [2/level]

Income Range: Struggling to Comfortable.

Reputation: +1 from the general public for honesty, -1 from superheroes for Jameson's negative publicity.

Notes

If taken as an Enemy, the Daily Bugle will always be a Watcher.

Real Name: Dakimh.

Occupation: Sorcerer, swamp dweller.

Identity: Dakimh's existence is unknown to the general public; his identity of Dave Kraft is known to the people of Citrusville, Florida, although they are unaware of his existence as a sorcerer.

Legal Status: Citizen of the United States with no known criminal record; former citizen of antediluvian Atlantis.

Other Aliases: Dave Kraft.

Place of Birth: An unrevealed location in pre-Cataclysm Europe, believed but not confirmed to be in the Pyrenees Mountains.

Marital Status: Unrevealed, possibly a widower several if not hundreds of times over.

Known Relatives: None.

Group Affiliation: Mentor to Jennifer Kale; former disciple of Zhered-Na; adjunct member of the Cult of Zhered-Na.

Base of Operations: A pocket dimension connected to the Nexus of All Realities in the Florida Everglades, outside Citrusville, Florida.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME ANNUAL #2.

History: Over twenty thousand years ago, the island continent of Atlantis was ruled by King Kamuu and Queen Zartra, with the sorceress Zhered-Na as the nation's court wizard and high priestess of the gods (see *Atlantis*). However, Zhered-Na prophesied Atlantis's destruction by sinking beneath the waves, and refused to recant the prophecy when ordered to by the King; because of her station, Kamuu exiled Zhered-Na from Atlantis rather than having her killed as he wished.

Zhered-Na spent much of her time on the sea in meditation, during which time she was gifted with visions of events of things to come, from the fall of Atlantean civilization to the rise of the superhuman age. Upon landing on the shore – in a region now believed to be the Pyrenees Mountains between France and Spain – she settled in a cave and drew several disciples to her from a nearby settlement; Dakimh was one of these disciples. Several of these disciples, presumably including Dakimh, transcribed Zhered-Na's knowledge and prophecies to scrolls; in later millennia the surviving scrolls would be gathered as the *Tome of Zhered-Na*.

When the Great Cataclysm hit, sinking Atlantis, Dakimh's home settlement was hit with earthquakes. The people there, reportedly influenced by the demon D'spayre, irrationally believed Zhered-Na to be responsible and attacked her cave (see *Demons*; *D'spayre*). Sacrificing her life, Zhered-Na told her followers to scatter with the scrolls. One of her last spells extended Dakimh's lifespan.

Dakimh's activities during the intervening millennia are unknown. It is known he faced the demon D'spayre on numerous occasions, but the details are lost to history and prehistory. He is alleged to have tutored several sorcerers who have held the position of Sorcerer Supreme of Earth, although which ones remain unrevealed.

Dakimh helped found the most recent incarnation of the Cult of Zhered-Na in and around the Florida Everglades town of Citrusville, in part to protect the Nexus of All Realities, located only a few miles outside the town (see *Nexus of All Realities*). To facilitate keeping an eye on the Nexus, Dakimh moved to a castle in a pocket dimension anchored to a cabin in the swamp near the Nexus. Although he has not participated in their rituals in decades, he has kept a close eye on the Cult, occasionally sneaking into their meetings; the only one aware of Dakimh's nature is their leader, Joshua Kale, whose granddaughter, Jennifer, has since become Dakimh's apprentice (see *Kale, Jennifer*).

When the demon Thog the Netherspawn attempted to pass his demonic army through the Nexus in an attempt to conquer the Earth, Dakimh, fearing he and Jennifer would not be sufficient to hold back the demons, sent out a mystic call for help (see *Thog*). This call was answered by Earth's Sorcerer Supreme Doctor Strange, Strange's ally Wong, Strange's own apprentice Clea, and Daimon Hellstrom (see individual entries). The battle left Dakimh near death, although he later recovered under Strange's medical care.

When the Zodiac Cartel erected an energy dome around and over the island of Manhattan, Dakimh was unable to assist when Strange gathered a number of mystics to combat them; he instead sent Jennifer in his place (see *Zodiac Cartel*).

Dakimh continues to tutor Jennifer in the Atlantean mystic arts.

Age: over 20,000, appears 80-ish.

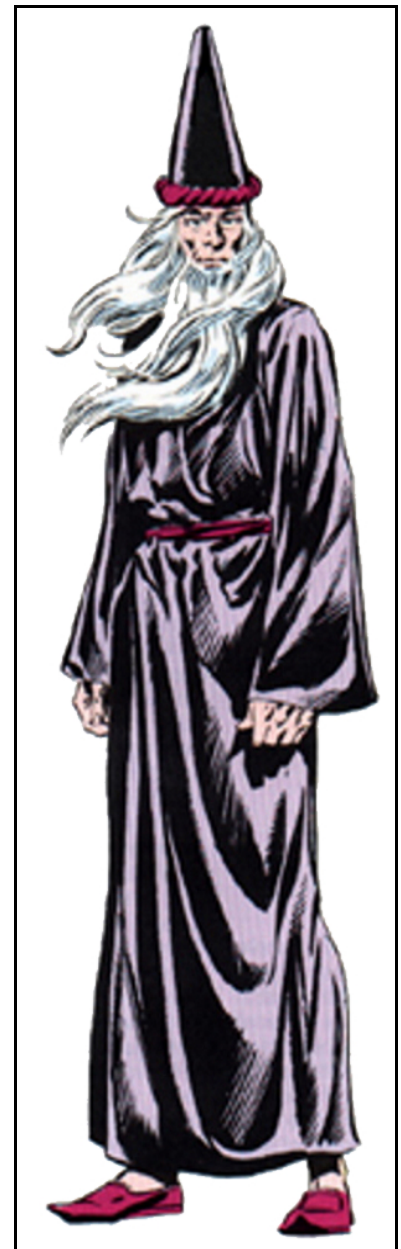
Height: 5' 8".

Weight: 145 lbs.

Eyes: Hazel.

Hair: White, formerly light brown.

Uniform: None; prefers to wear loose dark purple-gray robes, a pointed dark purple-gray hat with a dark red brim, a dark red rope belt, and leather moccasins.



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

Known Superhuman Powers: Dakihm the Enchanter is one of the world's foremost wielders of arcane magics. Strictly speaking, Dakihm 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 oldest living sorcerer on Earth, Dakihm possesses a greater knowledge of the arts than almost anyone else on Earth.

Dakihm'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. Dakihm is a master of the magic practiced in ancient Atlantis; how this differs from that of other sorcerers such as Doctor Strange is unknown.

To begin with his personal powers, Dakihm 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. Dakihm 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 closer to 18 to 24 hours. 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.

Dakihm 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 half dozen minds at a time.

Dakihm 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, and erect energy shields or screens with a high degree of resistance 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 millennia of activity, Dakihm 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. Presumably Dakihm, Jen Kale, and the Cult of Zhered-Na invoke different entities than those invoked by Strange's mystical order.

Through unknown spells, Zhered-Na extended Dakihm's lifespan, enabling him to age very slowly over the intervening millennia.

Other Abilities: Dakihm is fluent in a multitude of languages, many of which are otherwise considered dead languages or not even known to or guessed at by modern-day linguists. He is also a skilled alchemist, specializing in the alchemy of ancient Atlantis. It's often said that he's forgotten more magic than most other sorcerers will ever know.

Paraphernalia: Dakihm owns a castle in a pocket dimension connected to a cabin near the Nexus of All Realities. This castle possesses a large mystic library that Dakihm has collected over the millennia, as well as a number of mystic artifacts.

Limitations: Dakihm is physically an old man with all the physical aches and pains that entails. His extreme old age has taken its toll on his once prodigious mind, making him forget to take various precautions or overlook various solutions that may be obvious to others.

Where did you dig up that old fossil?

– Han Solo, *Star Wars*

1,083 points

ST: 9 [-10]	HP: 11 [4]	Speed: 5.50 [0]
DX: 10 [0]	Will: 18 [20]	Move: 4 [-5]
IQ: 14 [80]	Per: 14 [0]	
HT: 12 [20]	FP: 10 [-6]	SM: 0
Threshold: 45	ER: 30	

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

Dodge: 8 **Parry:** 8 **DR:** 0

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

Cultural Familiarities: Netherworlds [2]; Western (Native) [0].

Advantages: Academic 4 [20]; Eidetic Memory [5]; Energy/3 [60]; Energy Reserve (Magical) 20 [60]; Increased Threshold (Partial) 13 (Threshold 45) [13]; Indomitable [15]; Magery 3 (Solitary Ceremonial, +10%) [38]; Matter/3 [60]; Mind/3 [60]; Occultist 6 [60]; Omnilingual [40]; Social Regard (Venerated) 2 [10]; Space/3 [60]; Spirit/3 [60]; Time/3 [60]; Unfazeable [15]; Wealth (Filthy Rich) [50].

Perks: Magical School Familiarity (Cult of Zhered-Na) [1].

Disadvantages: Absent-Mindedness [-15]; Bad Back (Mild) [-15]; Chronic Pain (Mild; Interval: 1 hour) (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Status 0 [-5*].

Quirks: Congenial [-1]; Fashion Disaster [-1]; Hoarder [-1]; Limited Hearing Loss (Low-Frequency) [-1]; Tactless [-1].

Skills: Alchemy/TL6 (VH) IQ+6 [8] – 20†; Area Knowledge (Extradimensional Realm of Therea) (E) IQ+0 [1] – 14; Dreaming (H) Will+0 [4] – 18; Exorcism (H) Will+4 [1] – 22†; Fast-Talk (A) IQ+0 [2] – 14; First Aid/TL7 (Human) (E) IQ+0 [1] – 14; Gardening (E) IQ+0 [1] – 14; Hidden Lore (Demon Lore) (A) IQ+5 [1] – 19†; Hiking (A) HT+0 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 12; Innate Attack (Projectile) (E) DX+2 [3] – 12‡; Literature (H) IQ+4 [1] – 18†; Mind Block (A) Will+0 [2] – 18; Naturalist (Earth) (H) IQ-2 [1] – 12; Observation (A) Per+2 [8] – 16; Occultism (A) IQ+11 [20] – 25†; Panhandling (E) IQ+0 [1] – 14; Public Speaking (Storytelling) (E) IQ+4 [1] – 18§; Research/TL7 (A) IQ+10 [2] – 24†§; Riding (Equines) (A) DX+0 [2] – 10; Savoir-Faire (High Society) (E) [1] – 14; Scrounging (E) Per+2 [4] – 16; Survival (Mountain) (A) IQ-1 [1] – 13; Survival (Swampland) (A) IQ-1 [1] – 13; Swimming (E) HT+0 [1] – 12; Symbol Drawing (Atlantean Sorcery) (H) IQ+0 [4] – 14; Teaching (A) IQ+3 [1] – 17§; Thaumatology (VH) IQ+11 [16] – 25†#; Weather Sense (A) IQ+0 [2] – 14; Writing (A) IQ+4 [2] – 18§.

Magical Realm Skills: Energy (VH) IQ+11 [40] – 25#; Matter (VH) IQ+11 [40] – 25#; Mind (VH) IQ+11 [40] – 25#; Space (VH) IQ+11 [40] – 25#; Spirit (VH) IQ+11 [40] – 25#; Time (VH) IQ+11 [40] – 25#.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +6 from Occultist.

‡ Defaulted from Innate Attack (Beam).

§ Includes +4 from Academic.

Includes +3 from Magery.

Role-Playing Notes:

Dakihm is perhaps *the* oldest living person on the planet, having lived over 20,000 years (only the senile Aged Genghis may rival him in age). This has granted him near-infinite patience and a unique perspective on the world around him. Extreme age has also dulled his wits, as he will often occasionally fail to take various precautions until something or someone reminds him.

Dakihm is not normally suited for use as a PC; he's basically Gandalf to Jen Kale's Bilbo, Frodo, or Pippin (he even looks the part!). As such, he makes a good Patron or Ally for a PC group.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. The Great Cataclysm happened ca. 18,000 BC. Read it. Learn it. Live it. Love it.
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.
3. Dakihm's Status reflects how his Dave Kraft identity is viewed by the citizens of Citrusville, Florida, who believe he lives alone in a cabin in the swamp.
4. The points in and levels of his magical skills reflects his twenty thousand years of experience, while his Magery 3 reflects his reduced power owing to old age.

DANVERS, CAROL

Supporting Cast

Real Name: Carol Danvers.

Occupation: Astronaut, pilot.

Identity: Carol does not use a dual identity.

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

Other Aliases: Warbird (her callsign).

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: Marie (mother), Joseph Sr. (father), Joseph Jr, Steven (brothers).

Group Affiliation: NASA; United States Air Force.

Base of Operations: Cape Canaveral, Florida.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Little is known about Carol's past prior to encountering the Kree Captain Marvel, but the following has been revealed or implied in several conversations (see *Captain Marvel*; *Kree*). She enrolled in the Air Force Academy in Colorado Springs, Colorado, probably just out of high school, and pursued a career in the US Air Force as a fighter pilot, rising to the rank of Major during the conflicts, flying both the A-10 and F-22. She has claimed to have flown sorties over Iraq and Afghanistan before transferring to NASA for astronaut training, including several months aboard the International Space Station. While at NASA, Danvers worked closely with fellow pilot Ben Grimm, and was slated as the backup pilot of the *Fantastic* if Ben was ever incapacitated prior to the test flight (see *The Fantastic*; *Thing*).

It was while stationed at Cape Canaveral, Florida, that she met the Kree Captain Mar-Vell during his assignment to spy on Earth's (specifically the United States') space and military capabilities for the Kree Empire. During Mar-Vell's brief career as a superhero on Earth, Danvers often worked closely with him, and was perhaps the only human to learn of his alien origins, though she was never told his true mission. She assisted him in a few capers, earning the enmity of his commanding officer, Colonel Yon-Rogg, and being seen as a rival for Mar-Vell's affections by his lover, Una (see *Una*; *Yon-Rogg*).

Recently, after Captain Marvel was taken to the Kree homeworld for a court martial, Yon-Rogg captured Danvers and subjected her to several tests to determine just how adaptable the human body and genetic structure was, going so far as to use retrovirus injections of Kree DNA into her. Danvers escaped and piloted a Kree fighter down to Earth. (The fighter was then taken to a classified location for study.) Presumably she has reported on Yon-Rogg's intentions to invade the Earth, but what measures the United States and her allies are taking to attempt to thwart the invasion are unknown.

Age: 29.

Height: 5' 9"

Weight: 185 lbs.

Eyes: Green.

Hair: Brown.

Uniform: Standard USAF uniforms.

Strength Level: Originally, Carol Danvers possessed the normal human strength of a woman of her age, height, and build who engaged in moderately intensive regular exercise. A recent incident involving Kree technology has enhanced her strength, granting her roughly twice the strength of a woman of her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Originally none. At present, Carol's physiology has been enhanced to grant her virtual immunity to poisons and toxins, including fatigue poisons generated by her own body due to exertion, as well as enhanced agility, reflexes, stamina, speed, and durability, though she is not bullet-proof. Her muscle mass is slightly denser than a normal human's, and her outer skin is harder than a normal human's. She has also developed a special sense which alerts her of danger and gives her a sense of what her opponent is likely to do next, though she cannot yet fully rely on this ability.

Other Abilities: Carol is a skilled astronaut and jet fighter pilot, and has received training in hand to hand combat, firearms, and desert survival.



510 points

ST: 15 [50] **HP:** 15 [0] **Speed:** 8.00 [0]
DX: 16 [60*] **Will:** 12 [5] **Move:** 8 [0]
IQ: 11 [20] **Per:** 13 [10]
HT: 16 [30†] **FP:** 20 [12] **SM:** 0

Dmg: 1d+1/2d+1 **BL:** 45 lbs.

Dodge: 12/14 **Parry:** 12/14 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Damage Resistance 6 (Tough Skin, -40%; Passive Biological, -5%) [17]; Danger Sense (Unreliable/Activation-14, -10%; Psionic, -10%) [12]; Enhanced Dodge 2 (Unreliable/Activation-14, -10%; Psionic, -10%) [24]; Enhanced Move (Ground) 1 (Move 16/32 mph) [20]; Enhanced Parry (All Parries) 2 (Unreliable/Activation-14, -10%; Psionic, -10%) [18]; Enhanced Time Sense (Psionic, -10%) [41]; Extra Attack 1 [25]; Extra DX +3 (Super, -10%) [54]; Extra HT +3 (Super, -10%) [27]; High Pain Threshold [10]; Immunity to Poisons/Toxins [15]; Military Rank 4 [20]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Armor Familiarity (Judo) [1]; Armor Familiarity (Karate) [1]; Cutting-Edge Training (Piloting (High-Performance Spacecraft) 3 [3]; On Alert [1]; Suit Familiarity (Vacc Suit) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Soldier's) [-10]; Duty to USAF/NASA (12) [-10]; Enemy (Yon-Rogg; Equal in Power) (9) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5].

Quirks: Always Meets Peoples' Eyes [-1]; Broad-Minded [-1]; Infatuated with Captain Marvel [-1]; Not Until My First Cup! [-1]; Speed Freak [-1].

Skills: Artillery/TL8 (Guided Missile) (A) IQ+3 [12] – 14; Breath Control (H) HT+0 [4] – 16; Climbing (A) DX-1 [1] – 15; Free Fall (A) DX+0 [2] – 16; Gunner/TL8 (Cannon) (E) DX+2 [4] – 18; Guns/TL8 (Submachine Gun) (E) DX+2 [4] – 18; Hiking (A) HT-1 [1] – 15; Judo (H) DX+0 [4] – 16; Karate (H) DX+0 [4] – 16; Knife (E) DX+0 [1] – 16; Leadership (A) IQ+1 [4] – 12; Piloting/TL8 (Aerospace) (A) DX+0 [1] – 16‡; Piloting/TL8 (High-Performance Airplane) (A) DX+1 [4] – 17; Piloting/TL11 (High-Performance Spacecraft) (A) DX-1 [1] – 15; Piloting/TL8 (Low-Performance Spacecraft) (A) DX+0 [2] – 16; Soldier/TL8 (A) IQ+1 [4] – 12; Survival (Desert) (A) Per-1 [1] – 12; Swimming (E) HT+0 [1] – 16; Vacc Suit/TL8 (A) DX+1 [4] – 17.

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

* Includes +3 from Extra DX.

† Includes +3 from Extra HT.

‡ Defaulted from Piloting/TL8 (High-Performance Airplane).

Role-Playing Notes:

Carol is confident, if not overconfident, in her skills and abilities. The fact that she worked alongside an alien – Captain Marvel – and was abducted to a Kree ship in orbit has not fazed her in the least; if anything, she finds the idea that some aliens are humanoid and able to pass for human intriguing.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+1 cr	C	10/12	–	–	15	
–	Karate Kick	1d+2 cr	C, 1	n/a	–	–	15	

Design Notes:

1. Carol will not gain her full classic power set – Class 80 superhuman strength, a bullet-proof physique, and flight – until somewhere in Year Two.

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 (see *Nelson, Foggy*). 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*).

Age: 30.

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 see a photographic print, as those register as flat on his radar sense. 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.

596 points

ST: 14 [40]	HP: 14 [0]	Speed: 6.50 [0]
DX: 14 [80]	Will: 12 [0]	Move: 6 [0]
IQ: 12 [40]	Per: 15 [15]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d/2d	BL: 39 lbs.	
Dodge: 13	Parry: 15	DR: 12/4* (uniform)

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]; Para-Radar (Extended Arc: 360°, +125%; Super, -10%) [86]; 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.

Role-Playing Notes:

BOXING

<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>
–	Boxing Punch	1d+1 cr	C	15	–	–	14	

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>
–	Karate Punch	1d+1 cr	C	15	–	–	14	
–	Karate Kick	1d+2 cr	C, 1	n/a	–	–	14	
–	Elbow Strike	1d+1 cr	C	n/a	–	–	14	
–	Knee Strike	1d+2 cr	C	n/a	–	–	14	

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:

1. The combat penalties that Daredevil would normally have due to his Blindness have been effectively counteracted by his Imaging Radar advantage.

There are many other dimensions in what is known as the universe. Many of these are home to entities that are called upon for mystic power: the Crimson Cosmos of Cyttorak, the Twelve Moons of Munnipor, the Purple Dimension, and the Veils of Valtorr, to name a few. Most feared among these by the denizens of the mystic realms is the Dark Dimension of the Dread Dormammu, one of a number of dimensions known as the Splinter Realms (see *Dormammu*). Dormammu is not the original ruler, but he has claimed to rule it for a hundred thousand Earth years to date.

According to legend, the many netherworlds currently known as the Splinter Realms were once one dimension. Due to ancient mystic conflicts, the dimension was shattered; the largest of these splintered realms soon became known as the Dark Dimension. For a long time, the Dark Dimension was a fairly peaceful realm, whose near-human people were ruled by a cabal of sorcerers known as Mhuruuks. The leader of the Mhuruuks and hereditary ruler of the dimension was an ambitious man known as Olnar, who sought to return to wars of conquest. However, Olnar had already conquered all of the Dark Dimension, and expanding into the other Splinter Realms was proving difficult.

That is when Olnar was visited by two Faltinians: Dormammu and Umar, siblings who claimed to be fleeing persecution by the rest of the Faltine and had taken on forms of matter rather than energy in order to hide (see *Umar*). (In truth, the two were exiled for unspecified crimes against another Faltinian.) Dormammu showed Olnar how to merge other Splinter Realms into the Dark Dimension in order to facilitate their conquest. Secretly, however, Dormammu and Umar plotted to take the throne themselves. At Umar's urging, Olnar connected the Dark Dimension to another of the Splinter Realms, only to be immediately killed by that realm's denizens, the Mindless Ones, a nearly indestructible race who only sought the destruction of every living being – including each other, when no other targets presented themselves (see *Mindless Ones*). Dormammu changed back into his Faltinian energy form in order to fight back the Mindless Ones and seal them behind a mystic barrier; Umar refused to return to energy state and as a result was severely weakened. The people of the Dark Dimension hailed Dormammu and Umar as saviors; riding on this wave of popularity, Dormammu named himself regent of the Dark Dimension until such time as Olnar's infant son, Orini, was able to take over (see *Orini*).

Dormammu, however, had no plans to relinquish the throne, nor to face any other possible claimants to the throne. Orini was raised to become Dormammu's high priest and loyal disciple, while Umar was banished to a far corner of the dimension. Dormammu would send people to Umar to make sure she wouldn't escape or plot against him. After Orini achieved adulthood, he was sent to oversee Umar for a year. Neither Umar nor Orini said what happened, but Orini returned with an infant girl in his hands, who he named Clea and claimed he had adopted to raise as his own daughter (see *Clea*). Although Dormammu suspected the child was the daughter of Orini and Umar, he could not be certain, and never again sent Orini to meet with Umar.

Dormammu has long sought to break down the barriers between Earth (which many of the Netherworlds call "Eden") and the Dark Dimension. This has brought him into conflict with Earth's Sorcerer Supreme and other mystics throughout the ages. Most of these conflicts are undocumented; it is possible he has only recently learned of Earth, though it is equally possible that

other conflicts – presumably with other mystic principalities – has kept his attention away from Earth for long periods of time. It is known that in the early 20th Century the Sorcerer Supreme known as the Ancient One defeated and humiliated Dormammu, leading to Dormammu's hatred of the Ancient One and those the Ancient One taught (see *Ancient One*). This enmity has extended to the Ancient One's successor and the current Sorcerer Supreme, Doctor Stephen Strange (see *Doctor Strange*).

Doctor Strange has visited the Dark Dimension on two known occasions; both times he ended up facing off against Dormammu. On the second occasion, Clea secretly weakened the barrier keeping the Mindless Ones contained; which led to Strange aiding Dormammu in repairing the barrier. (Clea was later banished from the Dark Dimension to Earth as a result.)

Dormammu was recently ousted from rulership of the Dark Dimension by Umar under unrevealed circumstances. Umar is said to be far more cunning, manipulative, and imaginative – and equally as ambitious – as her brother. What this means for the Dark Dimension and Earth in the long term has yet to come to light.

The people of the Dark Dimension age at a greatly reduced rate compared to people of Earth. Whether this is an attribute of the Dark Dimension (and mystic realms in particular) or an attribute of the people themselves is unknown.

Space in the Dark Dimension is multi-faceted, working on four or greater spatial dimensions. It is possible to enter a doorway or other portal and wind up in an entirely different portion of the plane, and gravity is often subjective; there are places in the Dark Dimension that greatly resemble something out of an Escher painting.

It should be noted that the Netherworlds ruled by mystic principalities such as Cyttorak, Dormammu, and Raggador are separate from the various Hell dimensions ruled by Earth-spawned demons such as Mephisto, Satannish, Chthon, and Set, as well as from deific realms such as Avalon, Olympus, and Asgard (see individual entries).

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

Game-Mechanical Details

The Dark Dimension is in a very interesting place, technologically speaking. In some ways it is a low-tech society, with most technology used by the denizens in the TL 1 to TL 3 range, but the high degree of magic makes broadcasting holographic images with sound plane-wide a literal snap. Treat the Dark Dimension as TL 3+4[^] or TL 3+5[^] – effectively TL7 or TL8 with a TL3 veneer using magic "superscience". Most denizens live in simple dwellings which lack most modern amenities. For things such as effective Starting Wealth and monthly incomes, treat the Dark Dimension as being TL5 (\$5,000 for Starting Wealth and \$1,100 per month, before Wealth level modifiers).

The Dark Dimension is considered a very high mana area/place of power for casting. This means that FP/ER spent on egocentric magic – or for contacting entities for exocentric magic – is recovered at the start of the mage's next turn, and the threshold for working ecocentric magic is doubled. In addition, the recovery rate for ecocentric magic is also doubled. On the other hand, failures are automatically critical failures, and fail *spectacularly*, all ecocentric failures rolled on the Critical Spell Failure Table (*Magic*, p. 7) reroll on a 9 to 12, and ecocentric failures roll on the Calamity table (*Thaumatology*, pp. 77-78),

adding 10 to the roll.

The Mhuruuks and other humanoid denizens of the Dark Dimension are effectively human, with the added ability to change their skin, eye, and hair colors at whim (at best, this is a Perk, though here this ability is treated as a 0-point Feature since

it's like changing one's hair style or clothing). There are other denizens who do not fit the traditional humanoid frame, but all are potentially adept at magic. Most denizens only have Magery 2 [25] (price includes Magery 0) and points in the Energy, Matter, and Space Realms without exceeding skill 15.

DEATH

Cosmic Entity

Real Name: Inapplicable.

Occupation: Inapplicable.

Identity: Publicly known.

Legal Status: Inapplicable.

Other Aliases: Mistress Death.

Place of Birth: The "big bang".

Marital Status: Inapplicable.

Known Relatives: Eternity ("sibling").

Group Affiliation: One manifestation is an associate of Thanos.

Base of Operations: Inapplicable.

First Post-Reboot Appearance: INFINITY QUEST #

History: The cosmic entity known as Death came into being early in the universe, possibly nanoseconds after the universe was created, when the first living being perished. Because they were formed at the same time, she sees Eternity, the embodiment of the physical nature of the universe, as a sibling (see *Eternity*). For some reason, Death often manifests bodies in a feminine manner, so that most people across the universe speak of Death as a female, though as an embodiment of a cosmic abstraction Death does not have a defined gender as mortals would view such things.

The exact relationship between Death and the various rulers of realms of the afterlife – such as Hela and Hades – and hell dimensions such as those ruled by Mephisto and "Satan" is uncertain (see *Hades*, *Hela*, *Mephisto*, *Satan*).

Somehow, Death came to the attention of the mad Titan Thanos, who fell in love with her (see *Thanos*). For some reason, Death decided to manifest as his constant silent companion, appearing as a young humanoid woman of indeterminate species and variable appearance, and expressing herself through body language alone as Thanos attempted to show his love and win her favor. Death's motives for doing this are unknown.

Death has claimed that when the universe comes to an end, she will be the last to go. Death has also claimed that she is the one being the Living Tribunal, the supreme multiversal authority, has no power over (see *Living Tribunal*).

Age: Indeterminate.

Height: Variable; primary manifestation is 5' 8".

Weight: Variable.

Eyes: Variable.

Hair: Variable.

Uniform: None; her primary manifestation wears a hooded black floor-length robe.

Strength Level: Immeasurable; her most commonly manifested body has not been shown doing any physical action, so that body's strength – if any – is unknown.

Known Superhuman Powers: She's Death. She has been shown being able to end a life at will, often with a touch. Her manifestations tend to vary between solid and ethereal.

Stats: She's Death.



Role-Playing Notes:

When appearing beside Thanos, Death prefers to remain silent, speaking through body language alone. Other times, she will speak to those who meet her. Her motives are inscrutable, and her methods mysterious. The best that can be said is that she is patient, and will not claim a life before its time.

DEATH-ADDER

Villain

Real Name: Roland Burroughs.

Occupation: Mercenary, professional criminal.

Identity: Known to the authorities.

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

Other Aliases: "Fin-head" (a nickname given to him by Bucky).

Place of Birth: Bronx, New York City.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little is known about Death-Adder's past, though the criminal scientist Karl Malus is suspected of having a hand in the acquisition of his powers (see *Malus, Dr. Karl*). There is evidence to believe he was a criminal before he obtained his powers. He was approached by the criminal Viper and his brother, the Eel, to join their team of snake-themed mercenaries, which Viper dubbed the Serpent Squad (see *Eel*; *Serpent Squad*; *Viper*).

In the Serpent Squad's first outing, Death-Adder came into conflict with Captain America and his young partner, Bucky, while attempting to acquire information from Oscorp's Bronx plant's computers (see *Bucky*; *Captain America*; *Green Goblin*). Though defeated and most of the Squad taken into custody, Death-Adder (and the rest of the Squad who had been captured) was released from prison on bail by an unknown benefactor.

Death-Adder has twice more fought Captain America as a member of the Serpent Squad, as well as teaming up with the criminal Tiger Shark to attack the Atlantean monarch Namor and his cousin Namora (see *Atlanteans*; *Namor*; *Namora*; *Tiger Shark*).

Age: 28.

Height: 5' 6".

Weight: 150 lbs.

Eyes: Blue-green.

Hair: None.

Skin: Yellowish green.

Other Distinguishing Features: Death-Adder possesses pointed ears, a large fin running from his skull down to his mid-back, and a four foot long spiked tail.

Uniform: Purple and blue bodysuit, purple gloves, blue boots, yellow and black belt

Strength Level: Death-Adder possesses superhuman strength, enabling him to lift (press) roughly one ton.

Known Superhuman Powers: Death-Adder's whole physiology has been adapted for swimming. His larynx has been replaced by gills, enabling him to breathe underwater; these gills close up to allow air to pass through to his lungs while on land. His body is able to withstand the pressures along the continental shelves, though it is not known how he will handle the ocean floor; this also grants him better than average physical durability. His eyesight has been adapted to let him see in the green to low ultraviolet spectrum; he cannot see reds as anything other than shades of black. His tail, which assists him in steering while swimming, can be whipped around to act as a weapon in combat. This tail also helps propel him through the water; Death-Adder has been known to reach speeds up to 30 knots (34.5 mph).

In addition, his fingers have been adapted into claws which secrete a paralyzing poison. The spikes on his tail also secrete this same poison.

Limitations: Death-Adder is mute.



678 points

ST: 21/35* [50] **HP:** 21 [0]

Speed: 6.50 [0]

DX: 13 [60] **Will:** 12 [5]

Ground Move: 6 [0]

IQ: 11 [20] **Per:** 12 [5]

Water Move: 6/18 [0]

HT: 13 [30] **FP:** 13 [0]

SM: 0

Dmg: 2d/4d-1 (4d-1/6d+1)

BL: 88 lbs. (245 lbs.)

Dodge: 10 **Parry:** 11

DR: 12/4* (uniform) +5 (tough skin)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (Localized Paralysis) 3 (HT-2; Follow-Up: Claws or Impaling Striker, +0%; Incapacitation: Paralysis, +150%) [75]; Amphibious [10]; Claws (Sharp Claws) (Hands Only, -0%) [5]; Combat Reflexes [15]; Damage Resistance 5 (Tough Skin, -40%) [15]; Doesn't Breathe (Gills, -50%) [10]; Enhanced Move (Water) 1.5 (Water Move 18/36 mph/31 knots) [30]; Extra Arms 1 (Extra-Flexible, +50%; Long +1, +100%) [25]; Fit [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Natural Diver 4 [20]; Night Vision 6 [6]; Pressure Support 1 [5]; Striker (Crushing; Tail) (Long +1, +100%; Alternative Attack, ×1/5) [2]; Striker (Impaling; Tail) (Long +1, +100%) [16]; Super ST +6/+20 (Passive Biological, -5%) [237]; Temperature Tolerance 2 [2].

Perks: Rinse [1].

Disadvantages: Callous [-5]; Code of Honor (Pirate's) [-5]; Mute [-25]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Vulnerability to Dehydration (Fatigue Only, -50%; Wounding Modifier ×3) [-15].

Quirks: Attentive [-1]; Distinctive Feature [-1]; Enamored With Diamondback [-1]; OUCH! [-1]; Teetotaler [-1].

Skills: Aquabatics (H) DX+5 [8] – 14†; Body Language (Human) (A) Per+0 [2] – 12; Brawling (E) DX+2 [4] – 15; Climbing (A) DX-1 [1] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; First Aid/TL8 (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 13; Gambling (A) IQ+1 [4] – 12; Gesture (E) IQ+3 [8] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 13; Intimidation (A) Will+1 [4] – 13; Jumping (E) DX+0 [1] – 13; Lifting (A) HT-1 [1] – 12; Lip Reading (A) Per+1 [4] – 13; Navigation/TL8 (Sea) (A) IQ+1 [4] – 12; Running (A) HT-1 [1] – 12; Speed Reading (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+1 [4] – 12; Survival (Fresh-Water Lake) (A) Per+0 [2] – 12; Survival (Island/Beach) (A) Per+0 [2] – 12; Survival (Reef) (A) Per+0 [2] – 12; Swimming (E) HT+5 [2] – 15†; Throwing (A) DX-1 [1] – 12; Tracking (A) Per+1 [4] – 13; Wrestling (A) DX+1 [4] – 14.

Features: Altered Visual Spectrum (Yellow to Low Ultraviolet) [0].

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

* Includes +6/+20 from Super ST.

† Includes +4 from Natural Diver.

Role-Playing Notes:

Death-Adder is a silent, deadly killer, presenting an imposing figure. He is loyal to the rest of the Squad, working with them easily.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d+1 cut	C	11	–	–	21	
–	– <i>Super ST</i>	4d+2 cut	C	11	–	–	35	
–	<i>follow-up</i>	HT-2 aff	–	–	–	–	–	[1]
–	Brawling Kick	2d+2 cr	C, 1	n/a	–	–	21	
–	– <i>Super ST</i>	4d+3 cr	C, 1	n/a	–	–	35	
–	Tail Striker	2d+4 imp	C, 1	11	–	–	21	
–	– <i>Super ST</i>	4d+7 imp	C, 1	11	–	–	35	
–	<i>follow-up</i>	HT-2 aff	–	–	–	–	–	[1]
–	<i>or</i>	2d+4 cr	C, 1	11	–	–	21	
–	– <i>Super ST</i>	4d+7 cr	C, 1	11	–	–	35	

Notes:

[1] Claws and tail produce a localized paralytic poison, resisted at the listed damage.

DEATHCRY

Anti-Hero

Real Name: Sharra Neramani.

Occupation: Warrior, adventurer, former guerrilla.

Identity: Known to the Shi'ar authorities; Deathcry's existence is unknown to the people of Earth.

Legal Status: Exiled citizen of the Shi'ar Empire, still a minor.

Other Aliases: "DC".

Place of Birth: (presumably) the Aerie, the Shi'ar throneworld.

Marital Status: Single.

Known Relatives: Cal'syee (alias Deathbird, alleged mother); D'ken (alleged uncle); Lilandra (alleged aunt); unnamed grandparents (deceased).

Group Affiliation: Ally of Captain Marvel; allegedly a rebel dissident faction operating against D'ken.

Base of Operations: Port Nowhere; formerly mobile throughout Shi'ar space.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Very little is known about the past of the young Shi'ar girl known as Deathcry (see *Shi'ar*). According to her own account, her mother was exiled from the Shi'ar Empire for patricide, a sentence which Deathcry claims affects her as well; it is not known whether she assisted her mother or if the Shi'ar justice system automatically assumes a "sins of the parent are the sins of the child" stance. As the Shi'ar criminal Deathbird also claims that she was exiled for the same crime, there is a very real possibility that Deathcry is Deathbird's daughter, although her father's parentage is unknown (see *Deathbird*). Deathcry claims that for a time in her youth she worked with a rebel dissident organization against the Shi'ar Emperor D'ken, though whether this was before or after her exile is unknown (see *D'ken*).

Deathcry was first encountered by Captain Marvel in a gladiatorial pit run by the Grandmaster at Port Nowhere, a neutral station and free port outside the authority of any of the interstellar empires (see *Captain Marvel*; *Grandmaster*; *Port Nowhere*). The two fought fiercely, earning each other's respect, and worked together to escape when the Grandmaster insisted one of them die. Deathcry then joined Captain Marvel in his efforts to stop his treacherous commanding officer, Colonel Yon-Rogg, from invading Earth (see *Yon-Rogg*).

Deathcry is currently traveling with Mar-Vell and his small but growing band of misfits and crusaders. Even more recently, Deathcry has revealed exactly how old she really is (the equivalent of sixteen Earth years) and why she was exiled. However, there may be more at play, as she has recently sent an encoded message to the Shi'ar Imperial Guard, the contents of which only she and the Guard are aware.

Age: 16 (Earth equivalent).

Height: 5' 9".

Weight: 165 lbs.

Eyes: Yellow.

Feathers: Black.

Skin: Purple.

Other Distinguishing Features: Deathcry's skin is decorated with a series of red warrior tattoos. Her fingers end in retractable claws. Like all Shi'ar, she possesses feathers instead of hair.

Uniform: Gold-titanium alloy body armor covering her torso and legs; metallic blue knee-high armor boots.

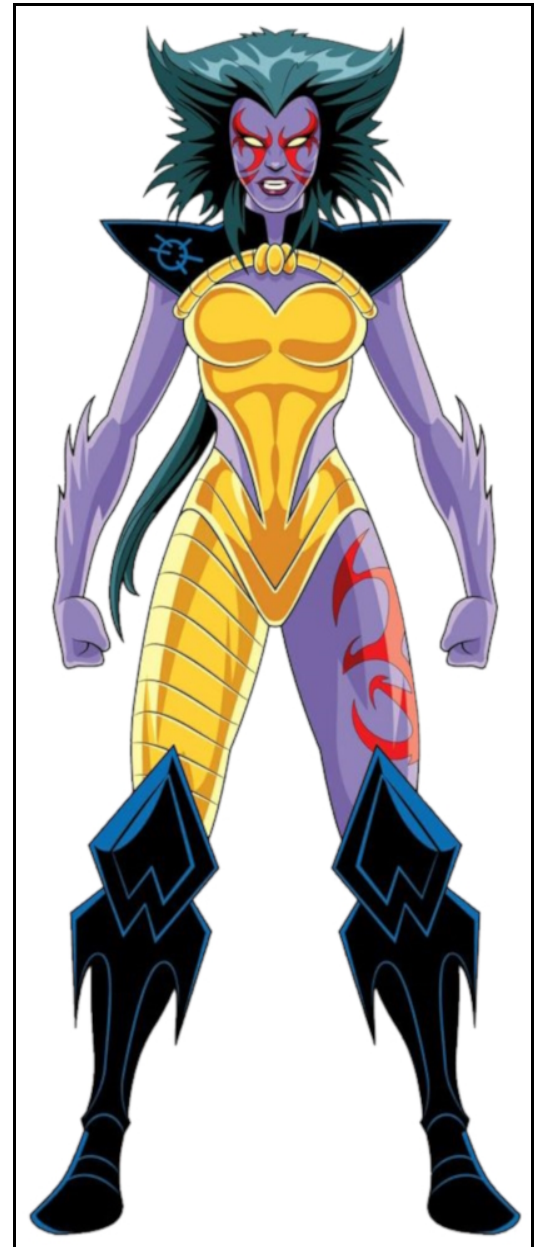
Strength Level: Deathcry possesses superhuman strength enabling her to lift (press) roughly 2 tons.

Known Superhuman Powers: In addition to her superhuman strength, Deathcry possesses superhuman agility, reflexes, durability, and endurance. Her durability is such that she is able to withstand shots from blaster fire with little more than minor burns. Her metabolism is such that she can exert herself for several hours without appreciably tiring. Her reflexes enable her to dodge bullet and even laser fire with ease. Her enhanced physiology also enables her to heal at faster than normal speeds.

Deathcry also possesses a translator implant enabling her to speak, read, and understand the main interstellar languages.

Other Abilities: Deathcry is a talented starship and starfighter pilot, and skilled in most Shi'ar weapons, from blasters to spears and swords used in ritual duels.

Weapons: Deathcry commonly wields a blaster rifle of Shi'ar manufacture, and has been known to wield a ritual vibrosword.



1,140 points

ST: 27/50 [90*] **HP:** 27 [0] **Speed:** 8.00 [0]

DX: 16 [80†] **Will:** 13 [10] **Move:** 8 [0]

IQ: 11 [20] **Per:** 13 [10]

HT: 16 [60] **FP:** 25 [27] **SM:** 0

Dmg: 3d-1/5d+1 (5d+2/8d-1) **BL:** 146 lbs. (500 lbs.)
Dodge: 14 **Parry:** 13 **DR:** 20 (Hardened 3; tough skin)
IT:DR: /3

Languages: Shi'ar (Native) (Native Language [0].

Cultural Familiarities: Shi'ar Empire (Native) [0].

Advantages: Claws (Sharp Claws) (Hands Only, +0%; Switchable, +10%) [6]; Damage Resistance 20 (Hardened 3, +60%; No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [135]; Enhanced Dodge 2 [30]; Enhanced Time Sense [45]; Injury Tolerance (Damage Reduction /3) (Passive Biological, -5%) [71]; Omnilingual (Temporary Disadvantage, Shutdown: Electric, -20%) [32]; Shi'ar [66]; Super ST +7/+30 (Passive Biological, -5%) [277].

Perks: Dirty Fighting [1]; Fearsome Stare [1]; Off-Screen Reload [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Impulsiveness (12) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5].

Quirks: Devout Believer (Shi'ar State Religion) [-1]; Distinctive Features (Tattoos) [-1]; Overcompensates Her Brave Face [-1]; Rule-Breaker [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX-1 [2] – 15; Acting (A) IQ+1 [4] – 12; Artillery/TL11 (Guided Missile) (A) IQ+3 [12] – 14; Beam Weapons/TL11 (E) DX+2 [4] – 18; Brawling (E) DX+2 [4] – 18; Breath Control (H) HT-1 [2] – 15; Broadsword (A) DX+0 [2] – 16; Camouflage (E) IQ+1 [2] – 12; Carousing (E) HT+0 [1] – 16; Climbing (A) DX-1 [1] – 15; Electronics Operation/TL11 (Electronic Warfare) (A) IQ+1 [4] – 12; Electronics Operation/TL11 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL11 (Surveillance) (A) IQ+1 [4] – 12; Electronics Repair/TL11 (Communications) (A) IQ+1 [4] – 12; Electronics Repair/TL11 (Force Shields) (A) IQ+1 [4] – 12; Electronics Repair/TL11 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL11 (Surveillance) (A) IQ+1 [4] – 12; Escape (H) DX+0 [4] – 16; Expert Skill/TL11 (Computer Security) (H) IQ+0 [4] – 11; Explosives/TL11 (Demolition) (A) IQ+1 [4] – 12; Explosives/TL11 (Underwater Demolition) (A) IQ+1 [3] – 14‡; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 17§; Fast-Draw (Knife) (E) DX+1 [1] – 17§; First Aid/TL11 (Shi'ar) (E) IQ+0 [1] – 11; Forced Entry (E) DX+0 [1] – 16; Free Fall (A) DX-1 [1] – 15; Gunner/TL11 (Beams) (E) DX+0 [1] – 16; Hazardous Materials/TL11 (Chemical) (A) IQ+1 [4] – 12; Hiking (A) HT-1 [1] – 15; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+2 [12] – 18; Jumping (E) DX+0 [1] – 16; Karate (H) DX+2 [12] – 18; Knife (E) DX+2 [4] – 18; Lifting (A) HT-1 [1] – 15; Lip Reading (A) Per-1 [1] – 12; Lockpicking/TL11 (A) IQ+1 [4] – 12; Mimicry (Animal Sounds) (H) IQ-1 [2] – 10; Navigation/TL11 (Hyperspace) (A) IQ-1 [1] – 10; Observation (A) Per+1 [4] – 14; Pickpocket (H) DX-2 [1] – 14; Piloting/TL11 (High-Performance Spacecraft) (A) DX-1 [1] – 15; Piloting/TL11 (Low-G Wings) (A) DX-1 [1] – 15; Running (A) HT-1 [1] – 15; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Savoir-Faire (Servant) (E) IQ+1 [2] – 12; Scrounging (E) Per+1 [2] – 14; Search (A) Per+1 [4] – 14; Shadowing (A) IQ+1 [4] – 12; Shield (Force) (E) DX+2 [4] – 18; Smuggling (A) IQ+1 [4] – 12; Soldier/TL11 (A) IQ+1 [4] – 12; Spacer/TL11 (E) IQ+1 [2] – 12; Stealth (A) DX+0 [2] – 16; Streetwise (A) IQ+1 [4] – 12; Survival (Plains) (A) Per-1 [1] – 12; Survival (Woodlands) (A) Per-1 [1] – 12; Swimming (E) HT+0 [1] – 16; Throwing (A) DX-1 [1] – 15; Thrown Weapon (Knife) (E) DX+2 [4] – 18; Tracking (A) Per+1 [4] – 14; Traps/TL11 (A) IQ+3 [12] – 14; Two-Handed Sword (A) DX+0 [2] – 16; Vacc Suit/TL11 (A) DX+0 [2] – 16; Wrestling (A) DX+2 [8] – 18.

Starting Spending Money: \$10,000 (50% of Starting Wealth).

* Includes +1 to ST from the Shi'ar racial package, and +7/+30 from Super ST.

† Includes +2 to DX from the Shi'ar racial package.

‡ Defaulted from Explosives (Demolition).

§ Includes +1 from Enhanced Time Sense.

Role-Playing Notes:

For all of her "tough warrior woman" exterior, Deathcry is really just a scared teenager who feels out of her depth.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+1 cr <i>or</i> cut	C	13	–	–	27	
–	– <i>Super ST</i>	5d+6 cr <i>or</i> cut	C	13	–	–	50	
–	Brawling Kick	3d+2 cr	C, 1	n/a	–	–	27	
–	– <i>Super ST</i>	5d+7 cr	C, 1	n/a	–	–	50	

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+4 cr <i>or</i> cut	C	13	–	–	27	
–	– <i>Super ST</i>	5d+11 cr <i>or</i> cut	C	13	–	–	50	
–	Karate Kick	3d+5 cr	C, 1	n/a	–	–	27	
–	– <i>Super ST</i>	5d+12 cr	C, 1	n/a	–	–	50	

TWO-HANDED SWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
11	Shi'ar Ritual Vibrosword	6d+7 (10) cut	1, 2	12	\$90K	11.25	10	[1, 2]
–	– <i>Super ST</i>	9d+5 (10) cut	1, 2	12	–	–	10	
–	<i>or</i>	3d+4 (10) imp	2	12	–	–	10	
–	– <i>Super ST</i>	5d+7 (10) imp	2	12	–	–	10	

Notes:

- [1] Built as a TL11 Hyperdense Vibroblade (*Ultra-Tech*, p. 164) THRUSTING GREATSWORD (*Low-Tech*, p. 70).
- [2] Cost calculated for a campaign TL 11, as would be the norm for the character; for TL8 campaigns, increase cost to \$720K, owing to being a piece of gear from three Tech Levels above the campaign TL.

BEAM WEAPONS (RIFLE)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Rcl	LC	Notes
11	Shi'ar Blaster Rifle	5d (5) burn sur	10+3	800/2,400	7.8/4C	9#/10	34(3)	\$24,200	6†	-4	1	2	[1, 2, 3]

Notes:

- [1] HUD Link (Sees distance to target; *Ultra-Tech*, p. 149)
- [2] Compact Targeting Scope (gives +3 to Acc, Hyperspectral Vision, and 8× magnification; Acc bonus, weight, and cost already factored on stat line; *Ultra-Tech*, p. 149)
- [3] Cost calculated for a campaign TL 11, as would be the norm for the character; for TL8 campaigns, increase cost to \$193.6K, owing to being a piece of gear from three Tech Levels above the campaign TL.

Design Notes:

1. Deathcry's racial High TL (from her Shi'ar racial package) and Starting Wealth are calculated from a TL8 campaign, as would be encountered on Earth. In a more cosmic campaign, the campaign TL would be TL 11; as such, she would lose the High TL trait and gain Wealth (Struggling), lowering her point value by 25 points.

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.

Age: 32.

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

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 13 [0] **Move:** 6 [0]

IQ: 13 [60] **Per:** 13 [0]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 10 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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).

Role-Playing Notes:

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>
–	Karate Punch	1d-1 cr	C	10	–	–	11	
–	Karate Kick	1d cr	C, 1	n/a	–	–	11	

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
	<i>or</i>	2d burn	C	No	–	–	2

Demons come in a wide range of entities, varying in power from minor physical beings with the barest magical power to some of the most powerful entities entreated by sorcerers for power.

The first kind of demon are known as Elder Gods, and include the Elderspawn as well. Over a billion years ago, the primeval Demiurge (quite possibly related to the Phoenix Force) seeded the Earth, causing the first Earth-native beings of power to spontaneously spawn from the soil. These beings included the four primary Elder Gods – Gaea, Chthon, Set, and Oshtur – as well as many others (see *Chthon*; *Gaea*; *Oshtur*; *Set*).

Set and Chthon discovered means of gaining power by consuming other life forms (a practice known as necromancy or black magic), and with other Elder Gods who listened to their teachings proceeded to consume most of the other Elder Gods. This practice caused most of the Elder Gods to degenerate into demons. Gaea mated with the Demiurge and gave birth to the Demogorge; the Demogorge proceeded to destroy or consume the demonic Elder Gods; only Chthon and Set survived this purge by fleeing to pocket dimensions. Gaea and Oshtur, because they had refused to engage in necromantic arts, likewise were permitted by the Demogorge to remain.

Gaea soon merged her essence with that of Earth. She then mated with the Demogorge, giving birth to a number of other gods. In this manner, Gaea eventually became the progenitor of the pantheons of gods that have been worshipped by mortals, including but not limited to the Aesir and Vanir of Scandinavia, the Olympian gods of the Aegean, the Annunaki of ancient Mesopotamia, and the Heliopolitan gods of ancient Egypt (see *Asgardians*; *Olympian Gods*). After a time, Oshtur decided to explore the universe and left Earth.

Other Elder Gods besides those four exist. Hoggoth of the Vishanti is believed to be an Elder God of the Kree (see *Kree*; *Vishanti*). Ymir and Surtur of the Asgardians are also Elder Gods, having formed independently of the Elder Gods of Earth in Nifflheim and Muspelheim respectively (see *Surtur*; *Ymir*).

Other known Elderspawn are: Agamotto, Earth's first Sorcerer Supreme and son of Oshtur; Tiamat, daughter of Set and co-progenitor of the Annunaki; and the N'Garai, the Other, and the Dwarf, spawn and agents of Chthon (see *N'Garai*).

Each Elder God is said to have a role or personality that affects the grand scheme. Gaea creates and nurtures; Set consumes. Oshtur teaches white magic, marveling at and delighting in the unpredictability of mortals; Chthon teaches black magic, marveling at and upset by the unpredictability of mortals. Surtur cleanses with fire; Ymir dies so that life may thrive, only to constantly be recreated. And Hoggoth protects.

The second kind of demon, the Hell Lords and their kin, also originated on Earth, but come from later generations. When the Demogorge was done destroying or consuming the Elder Gods, he attempted to replicate the Demiurge's feat of seeding the planet with additional life. However, because it had consumed malevolent and parasitic beings in the course of its duties, the energy is spread about was "tainted". As a result, most of this second group arose as demons, although a few rose as gods. Most

of these eventually left Earth to various other dimensions (typically Hell dimensions).

Chief among these demons are the demons presently known as Mephisto, Lucifer, Satannish, and Lilith; lesser demons are either born/created from these or are gods who have degenerated into demons (see *Lilith (Demon)*; *Mephisto*; *Satan*; *Satannish*). Many of these Hell Lords, as they are referred to in a group, have claimed to be the Judaeo-Christian "Devil", although whether any of them are in fact *the* Devil rather than taking advantage of human belief is unknown. Other Hell Lords have posed as gods of death such as Hades and Hela, tarnishing the reputations of these gods among mortals (see *Hades*; *Hela*). In addition, various magical principalities such as Ikonn, Cyttorak, and Watoomb are believed to come from the second spontaneous generation who never degenerated into demons, although this is as yet unconfirmed.

A third type of demon has no immediately apparent connection to Earth, originating in mystic dimensions far from Earth. These demons include but are not limited to Nightmare, Dormammu, Aggamon, Tiboro, and the Mindless Ones (see individual entries). Like the Hell Lords, these demons often have lesser demons serving them, although most have mortal servants as well.

Various entities that claim to be the Judaeo-Christian "God" and angels that serve them also exist, although like the Devil, it is unknown whether any of these are in fact *the* God or just impostors taking advantage of or encouraging human belief. If the Judaeo-Christian God does in fact exist, he (or she) is possibly a either a surviving Elder God or is one of the later generations of gods. Some demons are known to be angels who have degenerated into a demonic status; more rarely, some angels may be demons who purged themselves of their demonic taint.

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

Game-Mechanical Details

There are dozens if not hundreds of species of demons found in various Hell dimensions, from the classic imps and succubi to the various demons described in literature, role-playing games, and computer games. It is recommended for GMs wishing to have demons as a regular occurrence in their games to use *Dungeon Fantasy Monsters 5: Demons* to help develop them. Vulnerability to Iron (including the organic steel of various characters with Body of Metal!) is a common Disadvantage among Marvel demons, though this is not an absolute.

Demons may be magic users, primarily using ecocentric and necromantic magic, but again, this varies by the type of demon and occasionally by individual demon (see *Appendix: Magic*). For a canon example, the demons of Belasco's Limbo – with the exception of N'astirh – including Belasco's and Illyana's chief enforcer S'ym are primarily physical brutes, while N'astirh was a rare sorcerer demon. In essence, the Hell Lords and chief demons of extradimensional origin are magicians, while their underlings tend not to be; a magic-using "lesser" demon is probably going to be a noteworthy NPC, rather than one of the nameless hordes.

DESTINY

Villain

Real Name: Irene Adler.

Occupation: Terrorist; former occupations unknown.

Identity: Known to the authorities.

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

Other Aliases: None.

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

Marital Status: Widowed.

Known Relatives: Raven Darkholme (alias Mystique, life partner), Rogue (real name unrevealed, foster daughter).

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: The full details of Irene Adler's history remains unknown. She has hinted that in her youth she knew Sir Arthur Conan Doyle, who wrote her into his Sherlock Holmes novels, but the veracity of this claim is disputed; it is much more likely that her parents named her after Doyle's character.

What is known is that she has been in a same-sex relationship with Mystique for decades, and that she has helped Mystique raise the young woman known as Rogue as if their own daughter, but little more than that (see *Mystique*; *Rogue*).

Destiny's first major appearance to the public was as a member of Mystique's mutant terrorist organization, the Mutant Liberation Front, during their attempt to assassinate SHIELD director Henry Gyrich at the unveiling of the new robotic Sentinels (see *Gyrich*, *Henry Peter*; *Mutant Liberation Front*; *Sentinels*; *SHIELD*). Although defeated, Destiny – along with Mystique and Rogue – escaped capture, and proceeded to rebuild the Mutant Liberation Front.

Age: 72.

Height: 5' 7".

Weight: 110 lbs.

Eyes: White (due to cataracts).

Hair: Silver (formerly brown).

Uniform: Blue leotard, blue gloves reaching to the upper arms, blue thigh-high boots, metallic blue helmet with a gold face-plate, gold belt, blue floor-length cape fastened at the neck.

Strength Level: Destiny has the normal human strength of a woman of her advanced age, height, and build who engages in little regular exercise.

Known Superhuman Powers: Destiny possesses precognitive powers, giving her the ability to psionically scan the events of alternate futures and, through concentration, focus on the realities that were most likely to come true. She can use this to "see" her own future or that of those near her, actively predicting what her enemies would do next in battle, which made her an invaluable strategist. Destiny can usually correctly predict events that will occur in the next ten seconds.

Other Abilities: Irene Adler is an excellent shot with both a crossbow and conventional handguns.

Weapons: Destiny occasionally uses a crossbow, preferring it over firearms due to its near-silent nature.

Limitations: Destiny is physically blind, as her reliance on her precognitive powers have caused her eyes to atrophy and develop cataracts.



394 points

ST: 10 [0]	HP: 10 [0]	Speed: 5.50 [0]
DX: 11 [20]	Will: 12 [0]	Move: 5 [0]
IQ: 12 [40]	Per: 12 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-2/1d	BL: 20 lbs.	
Dodge: 11	Parry: 10	DR: 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Timing [2]; Clairsentience (Clairvoyance, -10%; Second Nature, +70%; ESP, -10%) [75]; Combat Reflexes (ESP, -10%) [14]; Enhanced Dodge 2 [20]; ESP Talent 4 [20]; Fit [5]; Gizmo 2 [10]; Longevity [2]; Pitiable [5]; Precognition

(Directed +100%; Inspired +100%; Reduced Fatigue 2, +40%; Reduced Time 10, +200%; Reflexive +40%; Reliable +10, +50%; Requires Precognition Roll, +0%; ESP, -10%) [155]; Social Chameleon [5]; Social Regard (Venerated) 1 [5]; Status 1 [0*]; Wealth (Wealthy) [20].

Perks: Crossbow Finesse [1].

Disadvantages: Blindness (Mitigator: Clairvoyance, -60%) [-20]; Chronic Pain (Mild) (Interval: 2 hours) (9) [-5]; Intolerance (Non-Mutants) [-5]; Overconfidence (9) [-7]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Mystique and Rogue) [-5].

Quirks: Agnostic [-1]; Attentive [-1]; Closet Fan (Teen Supernatural Romance Novels) [-1]; Mild OCD [-1]; Sexual Orientation (Lesbian) [-1].

Skills: Brawling (E) DX+1 [2] – 12; Combat Sense (H) IQ+4 [4] – 16†; Crossbow (E) DX+3 [8] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 13; First Aid/TL8 (Human) IQ+0 [1] – 12; Guns/TL8 (E) DX+2 [4] – 13; Judo (H) DX+1 [8] – 12; Market Analysis (H) IQ+0 [4] – 12; Poetry (A) IQ+0 [2] – 12; Precognition (H) IQ+8 [20] – 20†; Public Speaking (Rhetoric) (E) IQ+2 [4] – 14; Savoir-Faire (Servant) (E) IQ+0 [1] – 12.

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

* Includes +1 from Wealth.

† Includes +4 from ESP Talent.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cr	C	10	–	–	10	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	10	

CROSSBOW

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
3	Composite Crossbow	1d+3 imp	4	250/300	7/0.06	1	1(4)	\$950	8†	-6	[1]

Notes:

[1] Crossbow bolts cost \$2 each.

Design Notes:

1. In Destiny's case, the ESP power modifier is built off "Mutant Psionic, -10%" (see *Appendix: Power Modifiers*).

DEVIL-SLAYER

Anti-Hero

Real Name: Eric Simon Payne.

Occupation: Adventurer, former marine, former criminal hitman.

Identity: Secret.

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

Other Aliases: Reaper of Souls.

Place of Birth: Philadelphia, Pennsylvania.

Marital Status: Divorced.

Known Relatives: Cory (ex-wife).

Group Affiliation: Former member of the Cult of Harvester of Eyes and the Maggia; formerly the United States Marine Corps.

Base of Operations: Mobile, formerly Philadelphia, Pennsylvania.

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

History: Eric Simon Payne grew up in poverty, joining the US Marine Corps right out of high school in order to get out of the slums. He has said that during his time in the service as a sniper he did little he was actually proud of; he was ultimately court-martialed and dishonorably discharged for injuring a number of civilians during a firefight against Taliban forces.

Once he served his time in a military prison, he found his prospects for employment extremely slim. In desperation, he took a job working as a hitman for the Philadelphia Maggia (see *Maggia*). He deluded himself into thinking his targets were other criminals and crooked police on the payroll of rival cartels. However, the hit that changed his life was that of police officer Frank Castle, perhaps one of the few officers who was trying to bring down the cartel (see *Punisher*). It was Payne who was responsible for car-bombing Castle's family. Disgusted with himself, he left town.

Almost immediately after, he was recruited by the half-demon cult leader calling herself Vera Gemini to act as one of her Harvester of Souls, the cult's enforcers and assassins (see *Demons*; *Gemini*, *Vera*). He stayed with Gemini's cult, the Cult of the Harvester of Eyes, long enough to gain information on their plans before using the Shadow Cloak they'd given him to flee, seeking assistance in bringing them down.

This assistance he found in Doctor Strange, Earth's Sorcerer Supreme, and Strange's apprentice Clea, who assisted Payne in bringing a halt to Gemini's plans (see *Clea*; *Doctor Strange*). Payne himself was the one who defeated Gemini by sending her through myriad dimensions with his Shadow Cloak. Although he briefly considered taking control of the Cult in order to forge it into a force for good rather than extradimensional evil, he ultimately decided to work toward dismantling the Cult's operations worldwide.

Payne, now calling himself Devil-Slayer, was next seen among those adventurers who gathered to fight the Zodiac Cartel when the Cartel formed an energy dome over Manhattan (see *Zodiac Cartel*). During this time, Castle discovered what Payne had done in the past; though the two fought side by side against the Zodiac's forces, Castle told Payne to keep looking over his shoulder. Payne then shocked everyone by pulling an assault carbine out of the Shadow Cloak, handing it to Castle, and putting the barrel against his own head, daring Castle to pull the trigger right there and end it, explaining his entire past and saying he deserved it. Castle, however, found himself unable to do the deed, having come to respect Payne, and the two parted on respectful terms.

Payne's current whereabouts are unknown.

Age: 36.

Height: 6' 1".

Weight: 200 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue-black bodysuit, red-orange gloves, red-orange boots, blue-black cowl that leaves the entire face visible, red-orange



cloak with a yellow-gold interior held with a gold clasp, red-orange belt, red-orange crossed straps over the chest.

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

Known Superhuman Powers: Devil-Slayer possesses minor psychic abilities. He can telepathically cloud the perceptions of others to appear as though he's wearing normal clothes or to hide completely from the sight of others, although cameras will always pick him up (if anyone in his vicinity is watching the camera's feed, however, they will perceive him as he wishes to be seen).

In addition, he is almost impossible to take by surprise, possessing an innate sense that lets him sense when he (or an ally) is in danger.

The origin of Devil-Slayer's psionic power is unknown; he does not register as a mutant.

Other Abilities: Eric Payne is a skilled hand to hand combatant and marksman familiar with most weapons.

Weapons and Paraphernalia: Devil-Slayer owns what is known as a Shadow Cloak, a magical garment which has a number of enchantments on it.

First, Devil-Slayer is able to use the Shadow Cloak to pull any weapon from across space and time he can visualize into his hands through the folds in the cloak. These weapons may be normal or enchanted, from the distant past into the far future. He has summoned enchanted swords, Asgardian uru axes, modern assault carbines, and even a laser pistol. Placing the weapon back into the folds of the cloak sends it back where it came from.

Furthermore, the Shadow Cloak can be used to teleport Payne and up to four other people through another dimension to any place on Earth. He is not able to use the cloak to teleport inside places warded by magic. He claims to be able to traverse all the dimensions, but the full extent of this ability is unknown. The teleport may not be instantaneous, and Payne and any passengers he is carrying may use the dimension connected to the cloak as a kind of way-station, remaining indefinitely if they so choose.

Finally, the Cloak responds to Devil-Slayer's thoughts, moving as if another pair of arms to grapple others Payne may specify. He is able to mentally control the Shadow Cloak from afar, though it's unknown if this is because he has a psychic link with the Cloak or if the Cloak is itself self-aware.

Devil-Slayer's Shadow Cloak is not the only one of its kind, as there are reportedly a number of these cloaks in existence. During the late '80s, Bellona of the Shadowguard reportedly retrieved a Shadow Cloak from an alternate timeline during one of that team's adventures. The Cult of the Harvester of Eyes reportedly owned several of these Shadow Cloaks, worn by their Agents of Fortune (thieves) and Reapers of Souls (assassins). It's unknown just how many of these Cloaks are in existence, nor their relationship with Doctor Strange's Cloak of Levitation.

981 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 13 [10] **Move:** 7 [0]

IQ: 11 [20] **Per:** 13 [10]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 11 **Parry:** 12 **DR:** 12/4* (uniform)

Block: 11

Languages: Afghan Persian (Accented) [4]; English (Native) (Native Language) [0]; Pashto (Broken) [2].

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

Advantages: Combat Reflexes [15]; Danger Sense (Psionic, -10%) [14]; Elastic Skin (Accessibility: Affects Clothing Only, -50%; Glamour (Will-5), -5%; Psionic, -10%) [7]; Fit [5]; Hard to Kill 1 [2]; Hard to Subdue 1 [2]; High Pain Threshold [10]; Invisibility (Glamorous (Will-5), -5%; Psionic, -10%) [34]; Temperature Tolerance 1 [1].

Shadow Cloak: Binding 15 (Constricting, +75%; Gadget/Can Be Stolen: Stealth or Trickery, -20%; Melee Attack: Dual, +10%; Melee Attack: Reach 1,2, -20%; One-Shot, -10%; Requires Concentrate, -15%; Unbreakable, +40%; Magical, -10%) [45]; Jumper (Pocket Dimension) (Affects Others 4, +200%; Bewildering Landscape, -20%; Can Carry Objects (Medium Encumbrance), +20%; Faster Concentration 4, +20%; Gadget/Can Be Stolen: Stealth or Trickery, -20%; Gyroscopic, +10%; Improved, +10%; Magical, -10%; Alternative Ability, ×1/5) [62]; Jumper (World) (Affects Others 4, +200%; Can Carry Objects (Medium Encumbrance), +20%; Faster Concentration 4, +20%; Gadget/Can Be Stolen: Stealth or Trickery, -20%; Improved, +10%; Interplanar, +100%; Magical, -10%) [420]; Snatcher (Gadget/Can Be Stolen: Stealth or Trickery, -20%; Large Items, +50%; More Weight: 20 lbs.; Permanent, +300%; Reduced Time 4, +80%; Specialized: Weapons Only, -10%; Unpredictable, -25%; Magical, -10%; Alternative Ability, ×1/5) [78]; Warp (Affects Others 4, +200%; Blind, +50%; Gadget/Can Be Stolen: Stealth or Trickery, -20%; No Strain, +20%; Range Limit: 10,000 miles, -10%; Reliable +10, +50%; Tracking, +20%; Magical, -10%; Alternative Ability, ×1/5) [81].

Perks: Cloaked [1]; Style Familiarity (Sniper) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Enemy (Cult of the Harvester of Eyes; Large Group, up to 1,000 people) (9) [-30]; On the Edge (12) [-15]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Adventuring Companions) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Poor) [-15].

Quirks: Alcohol Intolerance [-1]; Cynical [-1]; Foul-Mouthed [-1]; Insensitive [-1]; Limited Hearing Loss (Low-Frequency) [-1].

Skills: Acting (A) IQ+1 [4] - 12; Axe/Mace (A) DX+0 [2] - 14; Brawling (E) DX+2 [4] - 16; Broadsword (A) DX+0 [2] - 14; Climbing (A) DX+0 [2] - 14; Cloak (A) DX+0 [2] - 14; Computer Operation/TL8 (E) IQ+0 [1] - 11; Driving/TL8 (Heavy Wheeled) (A) DX-1 [1] - 13; Driving/TL8 (Tracked) (A) DX-1 [1] - 13; Explosives/TL8 (Demolition) (A) IQ+1 [4] - 12; Fast-Draw (Longarm) (E) DX+2 [2] - 16*; Fast-Draw (Pistol) (E) DX+2 [2] - 16*; Fast-Draw (Sword) (E) DX+2 [2] - 16*; First Aid/TL8 (Human) (E) IQ+0 [1] - 11; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+2 [4] - 16; Guns/TL8 (Pistol) (E) DX+2 [4]

– 16; Guns/TL8 (Rifle) (E) DX+2 [4] – 16; Hiking (A) HT+0 [2] – 14; Judo (H) DX+0 [4] – 14; Jumping (E) DX+1 [2] – 15; Lifting (A) HT+0 [2] – 14; Liquid Projector/TL8 (Flamethrower) (E) DX+0 [1] – 14; NBC Suit/TL8 (A) DX+0 [2] – 14; Observation (A) Per+1 [4] – 14; Parachuting/TL8 (E) DX+0 [1] – 14; Running (A) HT+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Shield (Shield) (E) DX+0 [1] – 14; Shortsword (A) DX+0 [2] – 14; Soldier/TL8 (A) IQ+1 [4] – 12; Spear (A) DX+0 [2] – 14; Staff (A) DX+0 [2] – 14; Stealth (A) DX+0 [2] – 14; Survival (Desert) (A) Per-1 [1] – 12; Survival (Mountain) (A) Per-1 [1] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Knife) (E) DX+1 [2] – 15; Two-Handed Sword (A) DX+0 [2] – 14; Wrestling (A) DX+0 [2] – 14.

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

Role-Playing Notes:

Devil-Slayer is in many ways a haunted man who has done terrible things in his time, and is attempting to atone for them in much the only way he knows how. In a way, he wants to die, but he wants to fix things as best he can before he does. This does not stop him from taking life-threatening risks in combat.

BRAWLING

<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>
–	Brawling Punch	1d cr	C	12	–	–	14	
–	Brawling Kick	1d+1 cr	C, 1	n/a	–	–	14	

Design Notes:

1. In the comics, Payne was not the hitman who killed Castle's family. In one of Payne's later appearances in the original run of *Defenders*, Payne was attacked by the journalist whose family he had killed in a manner similar to Castle's, which ultimately led him to reconcile with his wife (for a short time, at least, before they killed her off to get Payne active again).

DIABLO

Villain

Real Name: Esteban d'Ablo.

Occupation: Alchemist.

Identity: Publicly known.

Legal Status: Citizen of Romania, criminal record in the United States.

Other Aliases: None.

Place of Birth: An unnamed village in Iberia, near what is now Saragossa, Spain.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile; formerly a castle in Romania.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Esteban d'Ablo was born in a small Iberian village (what is now Spain) during the early Ninth Century. Leaving home at fourteen, he apprenticed himself to a traveling alchemist, whose travels took them to Paris, Venice, and Constantinople, where his surname was eventually rendered as "Diablo" among speakers of Romance languages, in no small part to his and his teacher's alchemical experiments. Diablo's skill at alchemy soon far surpassed his master's, and he quickly became known as one of medieval Europe's most successful (and notorious) alchemists. His work led, directly or indirectly, to the production of Greek fire and gunpowder during the later Crusades.

What Diablo kept a secret for a long time was that the more magical aspects of alchemy he discovered tended to be temporary. Eventually, however, the Byzantine Emperor learned the truth and declared him a fraud and heretic. Seeking to escape, Diablo traveled north into what later became Transylvania (and even more recently Romania), seeking many of its secrets. Diablo was already using his alchemy to extend his lifespan, and settled into a castle near the Borgo Pass (though not the one attributed to Vlad III Dracula) to continue perfecting his art (see *Dracula*).

Around the time that Constantinople fell to the Turks, Diablo was sentenced to life imprisonment in his castle by Prince Vlad of Wallachia for various offenses, including but not limited to experimentation on local peasants who were nominally under the Prince's protection. (This may seem unusually generous of Vlad the Impaler, but Diablo has stated that he suspected Vlad would torch the castle and had it alchemically treated to avoid such a fate.) Diablo retained access to his youth elixir, and had it not been for Prince Vlad's transformation into a vampire he would have been content to outlive his jailer. (Ironically, Dracula has forgotten Diablo's existence completely, having been more focused on other concerns.)

Diablo remained imprisoned in his castle through the centuries, as regimes rose and fell around him. In the 19th and 20th Centuries, the Ottomans, Nazis, and Soviets all investigated rumors of the "immortal devil", as he became known; many of those who investigated lost their minds.

Recently, Diablo was visited by the Fantastic Four, who were seeking a cure for their friend Alicia Masters, who had lost her eyesight several years back (see *Fantastic Four; Masters, Alicia*). Diablo was able to temporarily restore her eyesight, but was incensed when she chose to remain blind rather than remain in his castle so he could continue to give her treatments, and unsuccessfully fought the Fantastic Four. Following that defeat, Diablo decided to travel the world in order to learn more about it beyond the Carpathians he'd lived in for centuries.

Somehow, he learned of the artificial being later known as the Dragon Man that was created by Professor Gregory Gilbert of Columbia University, and convinced the doctor to let him use his alchemy to bring the creature to life (see *Dragon Man*). Diablo used the Dragon Man as a pawn to gain revenge on the Fantastic Four, but was defeated once again.

Diablo was last seen participating in the mass prison breakout led by the Rhino (see *Rhino*). Where he will appear next is anyone's guess.

Age: over 1,200.

Height: 6' 3".

Weight: 190 lbs.

Uniform: Royal purple shirt, black pants, green gloves, black boots, royal purple cloak, green and black cowl, belt and bandolier with a number of pouches containing alchemical reagents and elixirs.

Eyes: Brown.

Hair: Black.



Strength Level: Diablo possesses the normal human strength of a man his physical age, height, and build who engages in no exercise.

Known Superhuman Powers: Diablo has extended his lifespan by several centuries through his alchemical elixirs. Ever since Dracula was turned into a vampire, Diablo has also been taking an elixir that prevents his body from rising as a vampire should Dracula ever manage to slay him.

Other Abilities: Diablo is the world's foremost expert in alchemy. Having lived for over a thousand years, Diablo is not unfamiliar with modern technology, and is quite capable of combining his alchemy with regular technology.

Weapons: Diablo has access to any number of alchemical elixirs, carrying several on him at any one time. With a few exceptions, however, his elixirs tend to be transitory, enabling their effects for only a limited duration. While many of his elixirs take the form of potions, he is also known to use them in the forms of powders, incense, pastilles, and oils.

At present, Diablo is the only living alchemist capable of producing the legendary *lapis philosophorum* (Philosopher's Stone), a semi-precious gemstone which acts as an alchemical catalyst.

330 points

ST: 9 [-10] **HP:** 11 [4] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 14 [0] **Move:** 5 [0]
IQ: 14 [80] **Per:** 12 [-10]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.
Dodge: 8 **Parry:** 8 **DR:** 0

Languages: English (Accented) [4]; Greek (Native) [6]; Latin (Native) [6]; Old Spanish (Native) (Native Language) [0]; Romanian (Native) [6].

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

Advantages: Elder Gift 4 [20]; Gadgeteer (Quick) [50]; Gizmo 3 (Accessibility: Alchemical Potions Only, -10%) [14]; High Manual Dexterity 3 [15]; Natural Scientist 2 [20]; Resistant to Metabolic Hazards (+8) [15]; Unaging (Chemical, -10%) [14]; Wealth (Wealthy) [20].

Perks: Covenant of Rest [1]; Secret Knowledge (Alchemy).

Disadvantages: Low Pain Threshold [-10]; Obsession (Perfect His Alchemy) (12) [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Addiction (Chocolate) [-1]; Atheist [-1]; Hides the Transient Nature of His Alchemy [-1]; Not Until My First Cup! [-1]; Uncongenial [-1].

Skills: Alchemy/TL8 (VH) IQ+11 [36] – 25*; Astronomy/TL8 (Observational) (A) IQ+1 [1] – 15†; Biology/TL8 (Earthlike) (VH) IQ+0 [1] – 13‡; Blowpipe (H) DX-1 [2] – 10; Chemistry/TL8 (H) IQ+8 [4] – 21‡‡; Esoteric Medicine (H) Per+0 [4] – 12; Expert Skill (Natural Philosophy (H) IQ+1 [2] – 15‡; Explosives/TL8 (Fireworks) (A) IQ+4 [4] – 17#; Fast-Draw (Alchemical Elixir) (E) DX+2 [4] – 13; Fast-Talk (A) IQ-1 [1] – 13; First Aid/TL7 (Human) (E) IQ+0 [1] – 14; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 14; Holdout (A) IQ-1 [1] – 13; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 11; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 14‡; Metallurgy/TL8 (H) IQ+3 [4] – 17‡‡; Occultism (A) IQ+3 [1] – 17*; Poisons/TL8 (H) IQ+2 [8] – 16#; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Scrounging (E) Per+2 [4] – 14; Thaumatology (VH) IQ+1 [1] – 15*; Throwing (A) DX+0 [2] – 11.

Alchemical Elixirs: Hybridization (H) def+1 [2] – 22; Universal Antidote (H) def+1 [2] – 24; Youth (H) def+1 [2] – 17.

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

* Includes +4 from Elder Gift.

† Includes +2 from Natural Scientist.

‡ Defaulted from Alchemy.

Defaulted from Chemistry.

Role-Playing Notes:

Diablo is concerned with two things: increasing his alchemical knowledge, and vengeance upon the Fantastic Four.

While his alchemy tends to be transient, critical successes, like the one involved in Dragon Man's creation, can have more permanent effects.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	9	
–	Kick	1d-2 cr	C, 1	n/a	–	–	9	

Design Notes

- Diablo has lived for over 1,000 years, gaining scientific knowledge as it became available. Hence, he raised his own TL as it advanced, from his native TL3 to the current TL8.

DIAMONDBACK

Villain

Real Name: Rachel Leighton.

Occupation: Mercenary, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with no criminal record (due to a lack of convictions).

Other Aliases: None.

Place of Birth: Austin, Texas.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little has been revealed about Diamondback's history. She has stated that she once attempted to make the US Olympics gymnastics team, though it is unknown if she ever competed professionally nor what kept her out of the Olympics. It is known that she is a graduate of the Taskmaster's criminal training academies, though her initial motivations for attending are unknown (see *Taskmaster*). In her first documented appearance, she was approached by the criminal Viper and his brother, the Eel, to join their team of snake-themed mercenaries, which Viper dubbed the Serpent Squad (see *Eel*; *Serpent Squad*; *Viper*).

In the Serpent Squad's first outing, Diamondback came into conflict with Captain America and his young partner, Bucky, while attempting to acquire information from Oscorp's Bronx plant's computers (see *Bucky*; *Captain America*; *Oscorp*). Though defeated and most of the Squad taken into custody, Diamondback (and the rest of the Serpents who had been captured) was released from prison on bail by an unknown benefactor. The charges against Diamondback were apparently later dropped.

Diamondback has twice more fought Captain America as a member of the Serpent Squad, although the other Serpents have questioned the intensity of her in-combat flirting with the Captain. She was most recently hired by Captain America to assist in taking down one of the Taskmaster's training facilities. Her work ethic has apparently impressed Georges Batroc, who has indicated that if she tired of the Serpents that he would not mind having her in his Brigade (see *Batroc*, *Georges*; *Batroc's Brigade*).

Age: 24.

Height: 5' 6".

Weight: 140 lbs.

Eyes: Brown.

Hair: Brown, dyed magenta.

Uniform: Purple and black bodysuit, black gloves, black boots, purple half-mask, a belt with a diamond motif.

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

Known Superhuman Powers: None.

Other Abilities: Diamondback is a skilled gymnast with the ability to hurl small objects with incredible accuracy.

Paraphernalia: Diamondback usually carries an undisclosed number of aerodynamic throwing spikes in the shape of diamonds, several of which contain small amounts of plastic explosive, obscuring smoke, tear gas, or other payloads.

392 points

ST: 11 [10]	HP: 11 [0]	Speed: 5.50 [0]
DX: 14 [80]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 12 [20]	FP: 12 [0]	SM: 0

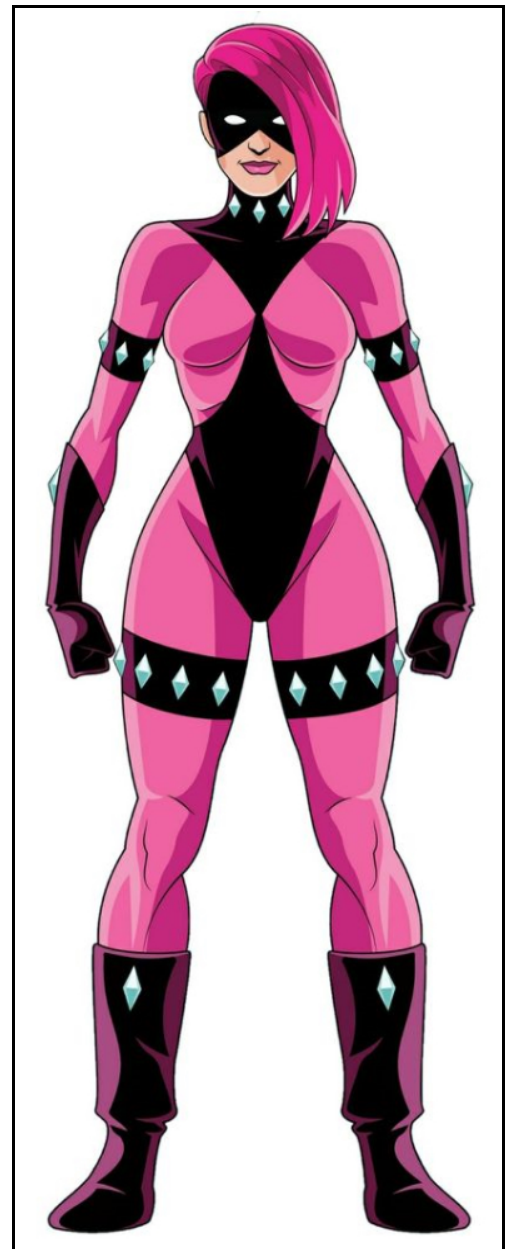
Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Fit [5]; Flexibility [5]; Gizmo 3 [15]; High Pain Threshold [10]; Perfect Balance [15]; Perfect Throw 4 [40]; Rapid Healing [5]; Resistant to Poisons (+3) [5]; Signature Gear (Throwing Diamonds; Consumable) [2]; Striking ST +9 (One Attack Only: Thrown Weapons, -60%) [18]; Super Throw 2 (Costs 1 FP, -5%) [19]; Weapon Master (All Thrown Weapons) [35].



Perks: Acrobatic Kicks [1]; Skintight Outfit [1]; Special Exercises (Super Throw) [1].

Disadvantages: Chummy [-5]; Code of Honor (Professional) [-5]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5].

Quirks: Attentive [-1]; Careful [-1]; Dual Identity [-1]; Enamored With Captain America [-1]; Incurable Flirt [-1].

Skills: Acrobatics (H) DX+2 [8] – 16*; Boxing (A) DX+0 [2] – 14; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+3 [1] – 17*†; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; Escape (H) DX+2 [2] – 16†; Fast-Draw (Shuriken) (E) DX+2 [2] – 16‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 14; Judo (H) DX+0 [4] – 14; Jumping (E) DX+0 [1] – 14; Lockpicking/TL8 (A) IQ+1 [4] – 14; Observation (A) Per+1 [4] – 12; Poisons/TL8 (H) IQ+1 [8] – 12; Running (A) HT+1 [4] – 13; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Sex Appeal (Human) (A) HT+3 [1] – 15§; Shadowing (A) IQ+1 [4] – 12; Sleight of Hand (H) DX+0 [4] – 14; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+4 [2] – 18#; Thrown Weapon (Dart) (E) DX+6 [4] – 20#; Thrown Weapon (Shuriken) (E) DX+6 [4] – 20#.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 16; Kicking (Acrobatics) (H) def+2 [3] – 16;

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

* Includes +1 from Perfect Balance.

† Includes +3 from Flexibility.

‡ Includes +1 from Combat Reflexes.

§ Includes +3 from Appearance.

Includes +4 from Perfect Throw.

Role-Playing Notes:

Despite her affinity for sharp, pointy objects, Diamondback is not particularly vicious, being in fact the least likely member of the Serpent Squad to press an attack, preferring to complete the job with a minimum of violence. She presents herself with a flighty personality, flirting with teammates and good-looking male adversaries (including Captain America) alike.

ACROBATICS

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Acrobatic Kick	1d-1 cr	C, 1	n/a	–	–	11	

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-2 cr	C	11	–	–	11	

THROWN WEAPON (SHURIKEN)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Notes
8	Throwing Diamonds	2d+1 imp	1	40/80	1	1	T(1)	\$3	5	0	[1]

Notes:

[1] Damage and Range adjusted for two levels of Super Throw, as per *Supers* p. 30.

Design Notes:

1. Diamondback's Signature Gear is calculated from her carrying about 30 specialty thimble grenades (25mm warheads) and other special tipped throwing spikes (built as SPIKE SHURIKEN, *Low-Tech* p. 76, before adding the warheads and other options from *High-Tech* and *Ultra-Tech*).

Real Name: Dionysus Eleutherios.

Occupation: God of grapes, wine, orchards, fertility, revelry, theater, freedom, ritual madness, and insanity.

Identity: Dionysus's existence as anything other than a mythological being is unknown to the general public.

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

Other Aliases: Bacchus, Liber (his Roman names), Zagreus, "twice-born" (a common epithet), Soma (a case of mistaken identity), Eiraphiotes ("insewn", a descriptive name in the *Homeric Hymns*).

Place of Birth: Hades (first birth); Thebes (second birth).

Marital Status: Married.

Known Relatives: Hades (first father), Persephone (first mother), Semele (second mother), Zeus (second father, surrogate mother), Ariadne (wife), Oenopion, Thoas (sons by Ariadne, 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 *Theogony* and other works.

Group Affiliation: Gods of Olympus.

Base of Operations: Mount Olympus; formerly mobile.

First Post-Reboot Appearance: HERCULES: THE LEGEND CONTINUES #

History: There are many renditions of Dionysus's history. What follows is what the gods themselves have recounted (see *Olympian Gods*):

Dionysus was originally born Zagreus, the son of Hades and Persephone (see *Hades*; *Persephone*). When presented to the court of Olympus, he climbed up on Zeus's lap and grasped one of the god's thunderbolts without harm, Zeus's wife Hera understood that, as Persephone was Zeus's daughter, Zagreus was a potential heir to the throne; this filled the queen of the gods with fear, though no one could say whether it was fear for her own safety or for her position (see *Hera*; *Zeus*). Hera conspired with some of the lesser Titans who had stayed out of the ancient war between the two peoples to have the infant torn limb from limb, killing him. Enraged, Zeus banished those Titans to Tartarus, deep in Hades's own realm, though he could not prove Hera was behind it.

Zeus saved Zagreus's spirit, however, and eventually came across Semele, daughter of King Cadmus of Thebes and the goddess Harmonia (herself the immortal daughter of Ares and Aphrodite) who was one of Zeus's priestesses (see *Aphrodite*; *Ares*). Zeus came to Semele as an eagle and visited her several times until he impregnated her with Zagreus's spirit. Hera grew jealous of Zeus's affair, and still fearing Zagreus's position as an heir of Zeus, came to Semele in the guise of an old woman. Hera befriended the mortal, who ultimately admitted that her lover was Zeus. Hera tricked Semele into asking to see Zeus in his full deific glory; while mythologists claimed that no mortal could set eyes on a god and live, Hades claimed it was Semele asking to touch one of the thunderbolts that killed her. Zeus saved the still-living infant from Semele's charred corpse and sewed him up inside his thigh until he could be fully born.

At first, Dionysus was given to Hermes for care, who took him far to the east, where he was raised by the Vedic god Soma in the Indus river basin, who taught Dionysus the art of brewing wine and the distilling of psychoactive herbs (see *Hermes*). From there, he wandered the world having many adventures with his followers, the wild Maenads. While on the isle of Naxos with the Athenian hero Theseus, he and Ariadne, the Cretan princess traveling with the hero, fell in love; Ariadne left with Dionysus. (Ariadne was later killed by Artemis for undisclosed reasons.)

To prove his divinity, Dionysus descended into Hades (reportedly alongside Hercules) and freed Semele and Ariadne from the underworld (see *Hercules*). The trio then ascended to Olympus and became full-fledged gods. When offered one of Zeus's thunderbolts, Dionysus refused to touch them, possibly remembering how he was torn apart then his second mother burned. In doing so, he made amends with Hera, who promised not only to never harm him but to protect him from harm.

Dionysus subtly maintained his ties to the mortal world even after the rise of Christianity, often venturing to Italy, France, and later California to inspire and occasionally assist in the creation of new wines.

When Zeus's latest offspring and designated heir, Nyssa Savakis, emerged into her power, Hera manipulated Dionysus into having his Maenads attack her (see *Savakis*, *Nyssa*). At the time, Dionysus was unaware that she was his mortal half-sister, nor was he aware she was being assisted by Hercules. Upon learning of Hera's deception, he recalled the Maenads and set them upon Hera until she relented.

He and Ariadne were later present at a feast in Hades's hall where he regaled Hercules and Nyssa with the tales of his births.

Age: Indeterminate.



Height: 5' 8".

Weight: 465 lbs.

Eyes: Brown.

Hair: Variable.

Other Distinguishing Features: Dionysus in his wilder aspects often appears with a pair of horns shaped like a crescent moon.

Uniform: None.

Strength Level: Dionysus possesses the typical superhuman strength of an Olympian God, being able to lift (press) roughly 25 tons.

Known Superhuman Powers: In addition to his superhuman strength, Dionysus possesses the normal traits of an Olympian god, including superhuman durability enabling him to withstand incredible blows, and immunity to terrestrial diseases and poisons.

Dionysus has the deific ability to control and manipulate plant life; he typically controls vines of grapes and ivy, but is also able to control apple, pear, and cherry trees as well as plants such as wheat, barley, maize, and hops. This control is typically used to stimulate the plants' growth as well as controlling the vines and branches to entangle others. It is not known if this ability extends to all plants or only those which produce wine and beer.

Dionysus is also capable of inducing temporary madness in women; those in the throes of this induced madness lose all reason and become murderous, lost in savage glee.

Former Superhuman Powers: In his first life, he was able to change shape with ease and hold Zeus's thunderbolts without injury; it is not known whether he has retained these abilities.

Other Abilities: Dionysus is a skilled warrior, though he normally does not use these skills unless he absolutely has to. As the god of wine and revelry, he has mastered the art of making wine, and is a master alchemist using natural ingredients.

Allies: Dionysus is often accompanied by a dozen or so women, known as the Maenads, who are able to whip themselves into a murderous frenzy through dance and the consumption of special psychoactive wines he makes specifically for them. While under the influence of this wine, the maenads' teeth sharpen, their hands and feet grow into talons, and they gain superhuman strength – roughly able to lift (press) 10 tons – and durability.

5,515 points

ST: 30/169 [0*†] **HP:** 30 [0] **Speed:** 7.75 [0]

DX: 13 [60] **Will:** 18 [25] **Move:** 6 [-5]

IQ: 13 [60] **Per:** 13 [0]

HT: 18 [60*] **FP:** 18 [0] **SM:** 0

Dmg: 3d/5d+2 (17d/19d) **BL:** 180 lbs (5,712 lbs/2.9 tons)

Dodge: 10 **Parry:** 10 **DR:** 0

Block: 10

IT:DR: /3

Languages: Ancient Greek (Native) (Native Language) [0].

Cultural Familiarities: Indian [1]; Mount Olympus (Native) [0]; Western [1].

Advantages: Affliction (*Murderous Insanity*) (Will-10; Accessibility: Only on Women, -20%; Advantage: Extra DX +6, +1,200%; Advantage: Extra ST +10, +1,000%; Area Effect: 64 yd radius, +300%; Based on Will (Target Roll), +20%; Cancellation, +10%; Cumulative, +400%; Disadvantage: Berserk (6), +20%; Extended Duration ×100, +80%; Irritant: Euphoria, +30%; Malediction (SSRT), +150%; Persistent, +40%; Selective Area, +20%) [6,385]; Ally Group (Maenads; 20% point value; Group Size: 11-20) (12) [13]; Binding (*Plant Growth*) 14/500 (Area Effect: 16 yd radius, +200%; Based on IQ (Own Roll), +20%; Constricting, +75%; Environmental (Needs Plant Life), -30%; Malediction (SSRT), +150%; One-Shot, -10%; Persistent, +40%; Selective Area, +20%; Super-Binding, +400%) [271]; Cultural Adaptability [10]; Fit [5]; Gadgeteer (Quick) (Concoctions, -50%) [25]; Gizmo 1 [5]; Green Thumb 6 [30]; High Pain Threshold [10]; No Low TL4 [20]; Olympian God [605]; Omnilingual [40]; Plant Control Talent 6 [30]; Plant Empathy [5]; Social Chameleon [5]; Telekinesis 14/500 (Animate Life Forms (Partial), +20%; Specific: Plants Only, -20%; Super-Effort, +400%) [375]; Wealth (Wealthy) [20].

Perks: Alcohol Tolerance [1]; Convincing Nod [1]; Disarming Smile [1].

Disadvantages: Compulsive Carousing (6) [-10]; Gluttony (12) [-5]; Lecherousness (12) [-15]; Selfish (15) [-2]; Trickster (15) [-7].

Quirks: Broad-Minded [-1]; Friendly Drunk [-1]; Proud [-1]; Social [-1]; Wanderlust [-1].

Skills: Carousing (E) HT+2 [4] – 20; Climbing (A) DX+1 [4] – 14; Connoisseur (Music) (A) IQ+1 [4] – 14; Connoisseur (Wine) (A) IQ+7 [28] – 20; Dancing (A) DX-1 [1] – 12; Diplomacy (H) IQ+1 [8] – 14; Farming/TL8 (A) IQ+3 [1] – 16‡; Fast-Talk (A) IQ+1 [4] – 14; First Aid/TL4 (Humanoid) (E) IQ+1 [2] – 14; Gardening (E) IQ+4 [1] – 17‡; Group Performance (Directing) (A) IQ+1 [4] – 14; Herb Lore/TL8 (VH) IQ+7 [20] – 20‡; Hiking (A) HT+0 [2] – 18; Jumping (E) DX+1 [2] – 14; Karate (H) DX+1 [8] – 14; Naturalist (Earth) (H) IQ+3 [2] – 16‡; Performance (A) IQ+1 [4] – 14; Professional Skill (Brewer) (A) IQ+7 [28] – 20; Professional Skill (Distiller) (A) IQ+3 [12] – 16; Professional Skill (Vintner) (A) IQ+7 [28] – 20; Public Speaking (A) IQ+1 [3] – 14§; Running (A) HT+0 [2] – 18; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Shield (Shield) (E) DX+1 [2] – 14; Shortsword (A) DX+1 [4] – 14; Spear (A) DX+1 [4] – 14; Stage Combat (A) DX+1 [4] – 14; Swimming (E) HT+0 [1] – 18; Teaching (A) IQ+3 [12] – 16; Throwing (A) (A) DX+1 [4] – 14; Thrown Weapon (Spear) (E) DX+1 [2] – 14; Wrestling (A) DX+1 [4] – 14.

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

* Includes +9 to ST and +2 to HT from the Olympian God racial package.

† Includes +11/+150 from Super ST, part of the Olympian God racial package.

‡ Includes +4 from Green Thumb.

§ Defaulted from Performance.

Role-Playing Notes:

Dionysus is usually a pretty laid back kind of guy who prefers to drink in celebration. He is not one to hold a grudge, but he has a long memory; he'll readily forgive a slight, but he'll never forget one.

He is one of the few gods who can safely stop Hercules when the latter has had too much to drink. Let's face it, when the god of wine and revelry says you've had too much, you'd listen too, right?

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+5 cr	C	10	–	–	30	
	– <i>Super ST</i>	17d+33	C	10	–	–	169	
–	Karate Kick	3d+6 cr	C, 1	n/a	–	–	30	
	– <i>Super ST</i>	17d+34	C, 1	n/a	–	–	169	

Maenads

658 points

ST: 20/110 [0*] **HP:** 20 [0] **Speed:** 8.00 [0]

DX: 16 [40†] **Will:** 14 [20] **Move:** 8 [0]

IQ: 10 [0] **Per:** 10 [0]

HT: 16 [20‡] **FP:** 16 [0] **SM:** 0

Dmg: 2d-1/3d+2 (12d/14d) **BL:** 80 lbs. (2,420 lbs/1.2 tons)

Dodge: 12 **Parry:** 14 **DR:** 3*

Languages: English (Native) (Native Language) [0] (or whatever language fits the region best).

Cultural Familiarities: Western (Native) [0] (or whatever CF fits the region best).

Advantages: Altered Time Rate 2 (Backlash: Euphoria, -30%; Costs 2 FP, -10%; Trigger: Dionysus's Brew, -40%) [40]; Claws (Talons) (Trigger: Dionysus's Brew, -40%) [5]; Damage Resistance 3 (No Signature, +20%; Tough Skin, -40%; Trigger: Dionysus's Brew, -40%) [6]; Enhanced Time Sense (Trigger: Dionysus's Brew, -40%) [27]; Extra DX +4 (Trigger: Dionysus's Brew, -40%) [48]; Extra HT +4 (Trigger: Dionysus's Brew, -40%) [24]; High Pain Threshold (Trigger: Dionysus's Brew, -40%) [6]; Indomitable (Trigger: Dionysus's Brew, -40%) [9]; Injury Tolerance (Damage Reduction /3 (Trigger: Dionysus's Brew, -40%)) [27]; Single-Minded (Trigger: Dionysus's Brew, -40%) [3]; Social Regard (Feared) 2 [10]; Super Jump (Trigger: Dionysus's Brew, -40%) [12]; Super ST +10/+100 (Trigger: Dionysus's Brew, -40%) [360]; Super Throw 2 (Trigger: Dionysus's Brew, -40%) [12]; Teeth (Sharp Teeth) (Trigger: Dionysus's Brew, -40%) [1].

Disadvantages: Berserk (Accessibility: Only Under the Influence of Dionysus's Brew, -30%; Battle Rage, +50%) (6) [-24]; Bloodlust (Accessibility: Only Under the Influence of Dionysus's Brew, -30%) (6) [-14]; Compulsive Carousing (12) [-5].

Skills: Brawling (E) DX+4 [12] – 20; Carousing (E) HT+0 [1] – 16; Dancing (A) DX+0 [2] – 16; Wrestling (A) DX+4 [16] – 20.

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

* Includes +10/+100 from Super ST.

† Includes +4 from Extra DX.

‡ Includes +4 from Extra HT.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d cut/imp	C	14	–	–	20	
–	– <i>Super ST</i>	12d+11 cut/imp	C	14	–	–	110	
–	Brawling Kick	2d+1 cut/imp	C, 1	n/a	–	–	20	
–	– <i>Super ST</i>	12d+12 cut/imp	C, 1	n/a	–	–	110	

Real Name: D'ken Neramani.

Occupation: Monarch, former military commander.

Identity: Publicly known to the interstellar community; his existence is unknown to the general public on Earth.

Legal Status: Ruler of the Shi'ar Empire.

Other Aliases: None.

Place of Birth: The Aerie, the Shi'ar throneworld.

Marital Status: Single, but has many concubines.

Known Relatives: Cal'syee (alias Deathbird, sister), Lilandra (sister), unnamed parents (deceased), Sharra (alias Deathcry, alleged niece), unnamed son.

Group Affiliation: Shi'ar Empire.

Base of Operations: The Aerie, the Shi'ar throneworld.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: As the second-born child to the ruling family of the Shi'ar Empire, D'ken never expected to inherit the throne (see *Shi'ar*). Upon achieving the age of majority, he entered the Imperial Shi'ar Military Academy, earning his commission and being assigned to the Second Imperial Expeditionary Fleet as their admiral. In this role he worked to expand the empire's borders through a series of military conquests.

All that changed when he was recalled to the Imperial Throneworld by the Imperial Advisory Committee to investigate the sudden murders of his parents. Evidence was uncovered which linked his older sister, Cal'syee, to the murders; using this evidence, D'ken convinced the Imperial Senate to confirm him as the Emperor over his sister. His first act was to exile Cal'syee from the Empire, stripping her of her name and birthright; she soon adopted the name Deathbird (see *Deathbird*).

D'ken's actions have expanded the power of the Emperor at the expense of the Senate. He has put several of his parents' advisers to death on charges of treason when they attempted to curb his ambitions. Also during this time he expanded his harem of concubines, several of them slaves captured by scout crafts from outside the Empire (one of whom, the mother of his son, was allegedly from Earth).

D'ken's tyrannical rule has led to many uprisings inside the Empire, which has curtailed its expansion as more of its military resources are dedicated to suppressing these revolts.

D'ken was recently seen meeting with Emperor Dorrek of the Skrull Empire, Prime Minister Zarek of the Kree Empire, and Chancellor Yrik Whitemane of the Charter over the various spy programs the first two powers have in place on the planet Earth (see *Charter*; *Dorrek*; *Kree*; *Skrulls*; *Whitemane*, *Yrik*; *Zarek*).

Age: 36 (Earth equivalent).

Height: 6'.

Weight: 210 lbs.

Eyes: Brown.

Feathers: Black.

Other Distinguishing Features: As a Shi'ar, D'ken possesses feathers instead of hair.

Uniform: None.

Strength Level: D'ken possesses the normal strength of a Shi'ar of his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: None.

Other Abilities: D'ken is a skilled military leader. He is also a skilled duelist using the vibrosword and force shield bracelet commonly used in Shi'ar ritual combats.

402 points

ST: 12 [10*] **HP:** 12 [0] **Speed:** 6.00 [0]

DX: 12 [0*] **Will:** 12 [0] **Move:** 6 [0]

IQ: 12 [40] **Per:** 12 [0]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

Languages: Interlang (Accented) [4]; Kree (Accented) [4]; Shi'ar (Native) (Native Language) [0]; Skrullian (Accented) [4].

Cultural Familiarities: Shi'ar Empire (Native) [0].

Advantages: Administrative Rank 11 [55]; Appearance (Attractive) [4]; Fit [5]; Shi'ar [66]; Status 8 [5†]; Wealth (Multimillionaire 4)



[150].

Disadvantages: Callous [-5]; Dependent (Son; No More than 50%; Loved One) (6) [-5]; Megalomania [-10]; Paranoia [-10]; Selfish (9) [-7]; Stubbornness [-5].

Quirks: Agnostic [-1]; Chauvinistic [-1]; Holds Grudges [-1]; Nervous Ranter [-1]; Not Until My First Cup! [-1].

Skills: Administration (A) IQ+0 [2] – 12; Beam Weapons/TL11 (Pistol) (E) DX+0 [1] – 12; Broadsword (A) DX+0 [2] – 12; Connoisseur (Galactic Cuisines) (A) IQ+0 [2] – 12; Current Affairs/TL11 (High Culture) (E) IQ+0 [1] – 12; Expert Skill (Military Science) (H) IQ+0 [4] – 12; Free Fall (A) DX-1 [1] – 11; Hiking (A) HT-1 [1] – 11; Intelligence Analysis/TL11 (H) IQ+0 [4] – 12; Intimidation (A) Will+2 [8] – 14; Law (Galactic) (H) IQ+0 [4] – 12; Law (Shi'ar Imperial) (H) IQ+0 [4] – 12; Leadership (A) IQ+0 [2] – 12; Politics (A) IQ+2 [8] – 14; Propaganda (A) IQ+0 [2] – 12; Public Speaking (A) IQ+1 [4] – 13; Running (A) HT-0 [1] – 11; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Shield (Force) (E) DX+0 [1] – 12; Strategy (Interstellar) (H) IQ+2 [12] – 14; Strategy (Space) (H) IQ+2 [11] – 14‡; Two-Handed Sword (A) DX+0 [2] – 12; Wrestling (A) DX+0 [2] – 12.

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

* Includes +1 to ST and +2 to DX from the Shi'ar racial package.

† Includes +4 from Administrative Rank and +3 from Wealth.

‡ Defaulted from Strategy (Interstellar).

Role-Playing Notes:

D'ken is a brutal tyrant who would rather surround himself with sycophants willing to follow his every command than advisers who could temper his ambition. He is a firm believer that "with great power comes the opportunity for even greater power".

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-2 cr	C	9	–	–	12	
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	

Designer's Notes:

1. D'ken's unnamed son is to be Adam-X Neramani, a half-Shiar/half-human mutant and the fan-favorite for the Third Summers Brother. (Many long-fans didn't care for the retcon that introduced Gabriel "Vulcan" Summers. I know I didn't. Adam-X was the better character overall, IMO.)
2. D'ken's racial High TL (from his Shi'ar racial package) and Starting Wealth are calculated from a TL8 campaign, as would be encountered on Earth. In a more cosmic campaign, the native TL would be TL 11; as such, he would lose the High TL trait, lowering his point value by 15 points, and his Starting Spending Money will increase from \$4,000,000,000 to \$15,000,000,000.
3. While D'ken is currently listed as "Supporting Cast", he is more accurately in the grand scheme of things a Non-Villain Antagonist if not a full-fledged Villain. It's just that his Year One appearances aren't yet showing his more sinister and power-hungry side.

DOCTOR DOOM

Villain

Real Name: Victor von Duum.

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 Haasenstadt (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 Duum 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.

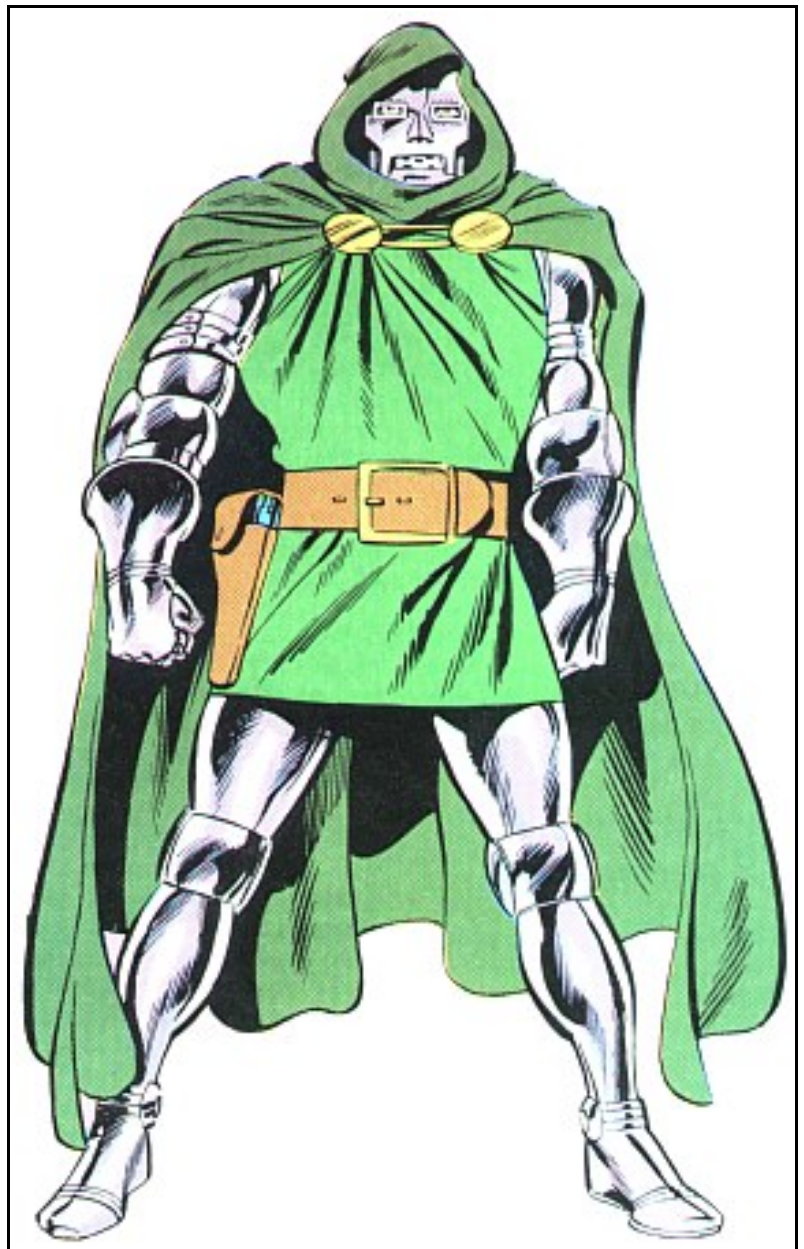
To that end, Victor threw himself into his studies, learning any skill and obtaining any knowledge anyone would teach him or he could find in the public libraries. His studiousness, natural intelligence, and the innovations he achieved with what little resources he had came to the attention of the Yugoslavian 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, his Doombots, 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 (based on theories put forth by Nikola Tesla).

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."

Age: 30.

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 main 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 ambient energy and extradimensional sources. Doom occasionally pulls energy from living sources as well, a variation commonly known as black magic.

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 spectra, 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.

1,001 points

ST: 12/50 [20]	HP: 12 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 15 [0]	Ground Move: 6 [0]
IQ: 15 [100]	Per: 15 [0]	Air Move: 12/48 [0]
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 10 **Parry:** 9 **DR:** 180 (Hardened 1; armor)

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

Advantages: Administrative Rank 7 [35]; Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Energy Realm 2 [40]; Gadgeteer [25]; High Manual Dexterity +3 [15]; High TL +1 [10]; Language Talent [10]; Legal Immunity (Diplomatic Immunity) [20]; Mathematical Ability 4 [20]; Matter Realm 2 [40]; Natural Scientist 4 [20]; Magery 2 (External Sources Only, -60%; Solitary Ceremonial, +10%) [13]; Social Regard (Respected) 3 [15]; Status 7 [10†]; Unfazeable [15]; Wealth (Multimillionaire 3) [125].

Perks: Suit Familiarity (Battlesuit) [1];

Disadvantages: Callous [-5]; Code of Honor (Gentleman's) [-10]; Compulsive Rhetoric (12) [-5]; Jealousy [-10]; Megalomania [-10]; Obsession: Destroy Reed Richards (9) [-7]; Obsession: Gain Ultimate Power (9) [-15]; Selfish (6) [-10]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Mild OCD [-1]; OUCH! [-1]; Third-Person [-1]; Vanity [-1].

Skills: Administration (A) IQ-1 [1] – 14; Alchemy/TL9 (VH) IQ+0 [8] – 15; Artist (Painting) (H) IQ-2 [1] – 13; Artist (Sculpting) (H)

IQ-2 [1] – 13; Battlesuit/TL9 (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/TL9 (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; Scholar! (WC) IQ+0 [24] – 15; Science! (WC) IQ+10 [144] – 25§; Thaumatology (VH) IQ+0 [2] – 15¥.

Magical Realm Skills: Energy (VH) IQ+0 [2] – 15#; Matter (VH) IQ+0 [2] – 15#.

Starting Spending Money: \$400,000,000 (20% Starting Wealth)

* Includes +38 from battlesuit's Enhanced ST.

† Includes +1 level from Language Talent.

‡ Includes +2 from Administrative Rank and +3 from Wealth.

§ Conditional +4 from Mathematical Ability.

Includes +3 from Charisma.

¥ Includes +2 from Magery.

Role-Playing Notes:

The primary word used when describing Dr. Doom is "ego". He monologues, recording every utterance for posterity on his armor's internal digital recording system. He refuses to believe he is ever in any way wrong, and has deluded himself into believing that what is good for Doom is good for the entire rest of the world.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-2 cr	C	9	–	–	12	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-1 cr	C, 1	n/a	–	–	12	

Doctor Doom's Battlesuit

1,698 points

Advantages: Burning Attack 5d (Damage Modifier: Surge, +20%; Increased Range (×10), +30%; Rapid Fire: RoF 8, +100%; Rapid Fire: Selective Fire, +10%) [65]; Damage Resistance 180 (Hardened 1, +20%) [1,080]; Doesn't Breathe (Oxygen Storage (×100), -30%) [14]; Enhanced Move (Air) 2 [40]; Enhanced ST +38 [304]; Flight [40]; Hyperspectral Vision [25]; Ladar (Extended Arc: 360°, +125%; Low-Probability Intercept, +10%; Targeting, +20%) [51]; Protected Hearing [5]; Protected Taste/Smell [5]; Protected Vision [5]; Radar (Extended Arc: 360°, +125%; Low-Probability Intercept, +10%; Multi-Mode, +50%; Targeting, +20%) [61]; Sealed [15]; Striking ST +38 [190]; Telecommunication (Radio) (Video, +40%) [14]; Telescopic Vision 3 [15].

Perks: Accessory: TL9 Small Computer [1]; Illumination [1].

Disadvantages: Electrical [-20]; Maintenance (Armoury) (1 Person, Every Other Week) [-3]; Numb [-20].

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	5d+1 cr	C	9	–	–	50	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	5d+2 cr	C, 1	n/a	–	–	50	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Notes
11	Charged Particle Beams	5d burn sur	3	100/1000	–	8	n/a	–	–	1	

Design Notes

1. Dr. Doom's Magery has all modifiers on both Magery 2 and Magery 0. It just looks weird putting both on the sheet together.
2. Dr. Doom's battlesuit should have a ton of Gadget/Breakable and Gadget/Can Be Stolen modifiers on it. I'm just not certain what SM to make the various components.

DOCTOR DRAKKEN

Villain

Real Name: Drew Theodore P. Lipski.

Occupation: Professional criminal, mad scientist.

Identity: Known to the authorities.

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

Other Aliases: "Drewby" (a nickname given to him by his mother), Dr. D.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Mother (full name unrevealed); Eddie (alias Motor Ed, cousin).

Group Affiliation: Employer of Shogo and several unnamed henchmen, former partner of other professional criminals.

Base of Operations: Mobile.

First Post-Reboot Appearance: (as Drew Lipski) #SHADOWGUARD #14; (as Dr. Drakken) INCREDIBLE HULK #

History: Dr. Drew Lipski was a college friend of Dr. James Possible, though after an aborted attempt at building robot girlfriends for himself and his friends their friendship was soured; Lipski then transferred to another school (see *Bebe*). It is believed they were graduate students at the time.

Both Lipski and Possible were later forcibly recruited by HYDRA and AIM to work on various projects for them on HYDRA's private artificial island (see *AIM*; *HYDRA*). Lipski's own projects were unrevealed, but he has said to have done an autopsy on a blue-skinned alien (presumably one of the Kree) either during his captivity or prior to it for some unrevealed agency (see *Kree*). They were rescued by the outlaw team known as the Shadowguard (who in the process ended up destroying HYDRA Island).

How Lipski became the criminal Dr. Drakken is unknown, but he is suspected of injecting himself with DNA from the alien he autopsied, in the form of an RNA retrovirus. It's also believed that the injection process was untested and unauthorized, as it turned his skin blue and addled his mind.

Drakken first came into contact with teen adventurer Kim Possible during an scheme to use an explosive micro-bot to force people to do his bidding under the threat of blowing their heads off (see *Possible*, *Kim*). Some time prior to this he had enlisted the services of the criminal mercenary Shogo; Shogo has been both his ally and his voice of sanity throughout their subsequent careers (see *Shogo*). Drakken and Possible have been arch-nemeses ever since.

During an apparent alien invasion (two alien warriors and their horde of giant robot walkers), Drakken assisted Possible in saving the world through the use of fast-growing mutated plants which obeyed his commands. Although hailed as a hero because of his actions, after a few years of laying low he returned to his acts of villainy. (He's justified his actions in saving the world as "eliminating the competition".) Since returning to action, he has been slightly more focused on removing Possible from his way than ever before.

Age: 48; appears 32.

Height: 5' 9".

Weight: 160 lbs.

Eyes: Blue.

Hair: Black.

Skin: Light blue.

Other Distinguishing Features: Doctor Drakken has a scar prominent on his left cheek.

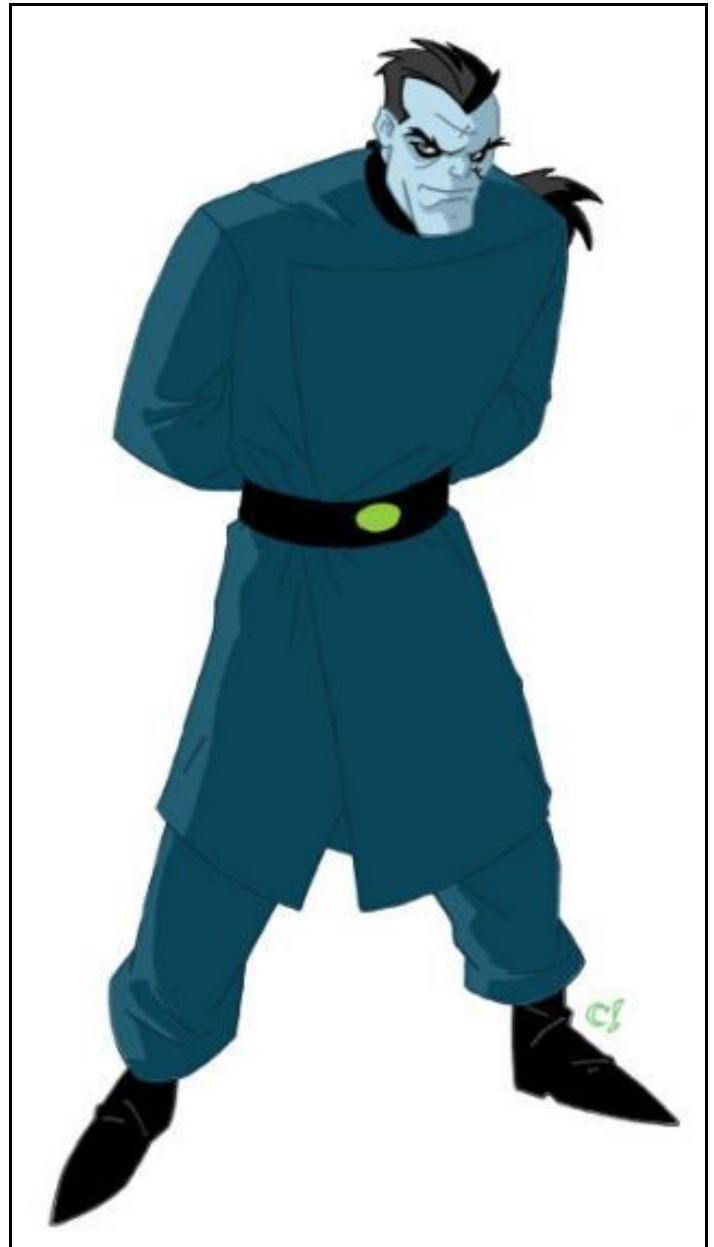
Uniform: Blue long coat, loose blue pants, black gloves, black boots, black belt with a green buckle.

Strength Level: Doctor Drakken 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: Drakken has a doctorate in either Robotics or Genetic Engineering.

Paraphernalia: Drakken has a wide array of technological devices (usually but not always stolen) at his disposal at any given time. His primary means of transportation is a series of open-cockpit circular hovercraft, which are usually armed with some kind of energy



weapon in an underslung pop-turret.

263 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.75 [0]
DX: 11 [20] **Will:** 11 [-10] **Move:** 5 [0]
IQ: 13 [60] **Per:** 12 [-5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 8 **Parry:** **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group (Henchmen; 25% of Starting Value; Group Size: 11-20) [16]; Artificer 2 [20]; Foresight (Getaways) 1 [5]; Gadgeteer [25]; High Manual Dexterity 2 [10]; High Pain Threshold [10]; Natural Scientist 2 [20]; Versatile [5]; Wealth (Wealthy) [20].

Perks: Base (Always a Backup Lair) [1].

Disadvantages: Compulsive Rhetoric (9) [-7]; Obsession (Destroy Kim Possible; Short-Term Goal) (9) [-7]; Obsession (Take Over the World; Long-Term Goal) (12) [-10]; Overconfidence (9) [-7]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Disorganized [-1]; Distinctive Feature (Blue Skin) [-1]; Distractable [-1]; Mirror-Image Disadvantages (Laziness/Workaholic) [-1]; Takes Shortcuts Whenever Possible [-1].

Skills: Beam Weapons/TL8 (Pistol) (E) DX+0 [1] – 11; Beam Weapons/TL8 (Rifle) (E) DX+0 [1] – 11; Bioengineering/TL8 (Cloning) (H) IQ+2 [8] – 15*; Climbing (A) DX-1 [1] – 10; Computer Operation/TL8 (E) IQ+0 [1] – 13; Computer Programming/TL8 (AI) (H) IQ+0 [4] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ+2 [4] – 15; Driving/TL8 (Mecha) (A) DX-1 [1] – 10; Filch (A) DX+1 [4] – 12; Gunner/TL8 (Beams) (E) DX+0 [1] – 11; Inventor! (WC) IQ+0 [24] – 13†; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 11; Navigation/TL8 (Air) IQ+0 [2] – 13; Observation (A) Per+1 [4] – 13; Piloting/TL11 (Light Airplane) (A) DX+0 [2] – 11; Piloting/TL11 (Vertol) (A) DX+0 [2] – 11; Research/TL8 (A) IQ+1 [4] – 14; Running (A) HT+0 [2] – 12; Science! (WC) IQ+0 [24] – 13‡; Scrounging (E) Per+1 [2] – 13; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+0 [2] – 13; Submarine/TL8 (Mini-Sub) (A) DX+0 [2] – 11; Swimming (E) HT+0 [1] – 12; Traps/TL8 (A) IQ+0 [2] – 13.

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

* Defaulted from Science!.

† Conditional +2 from Artificer.

‡ Conditional +2 from Natural Scientist.

Role-Playing Notes:

Drakken is obsessed with two things: Taking over the world, and destroying his arch-nemesis Kim Possible. He feels he cannot succeed at the former until he's succeeded at the latter. However, most of his plans are overly complex at best, to the point of being unnecessarily convoluted. He usually requires someone else, typically Shego, to keep him on track. He is rather prone to taking shortcuts, stealing others' technologies rather than developing them himself. He has a fascination with clones for some unexplained reason.

Drakken can be made more dangerous by increasing his skills and removing a few of his more comical Quirks. Even so, he is not a combatant, preferring to leave the combat to Shego and his henchmen.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

DOCTOR FAUSTUS

Villain

Real Name: Dr. Henry Faustus (possibly an alias).
Occupation: Psychiatrist, psychologist, subversive.
Identity: Doctor Faustus apparently does not use a dual identity.
Legal Status: Citizen of the United States, possibly naturalized, with no criminal record.
Other Aliases:
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.

Group Affiliation: Employee of an unknown backer.
Base of Operations: Madripoor; formerly Washington, DC.
First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Henry Faustus grew up in Washington, DC, where he grew up surrounded by politicians and lobbyists. By his own account, he grew fascinated by how lobbyists were able to influence the votes of Congressmen, sometimes even against the Congressman's own interests. This led to a lifelong interest in mind control and brainwashing. He attended college at Georgetown University, earning both his M.D. and Ph.D. in his fields.

His reputed skill and political connections led to his name being on the top of the list of psychiatrists in SHIELD's files when Captain America was being influenced by dreams of his son, who went MIA during the Vietnam War and was never accounted for (see *Captain America*; *SHIELD*). Unknown to Captain America or SHIELD, Doctor Faustus was working for an unrevealed subversive employer who sought to eliminate Captain America. Following each visit, the Captain's dreams got worse, to the point where Faustus was almost able to get the Captain to commit suicide; the Captain was talked down at the last minute by his SHIELD liaison and great-niece, Sharon Carter, who had discovered Faustus's attempt at mind control (see *Carter*, *Sharon*).

When Captain America and Carter attempted to arrest Faustus, however, they discovered that he had fled his offices and arranged passage to the island nation of Madripoor, which does not have an extradition treaty with the United States.

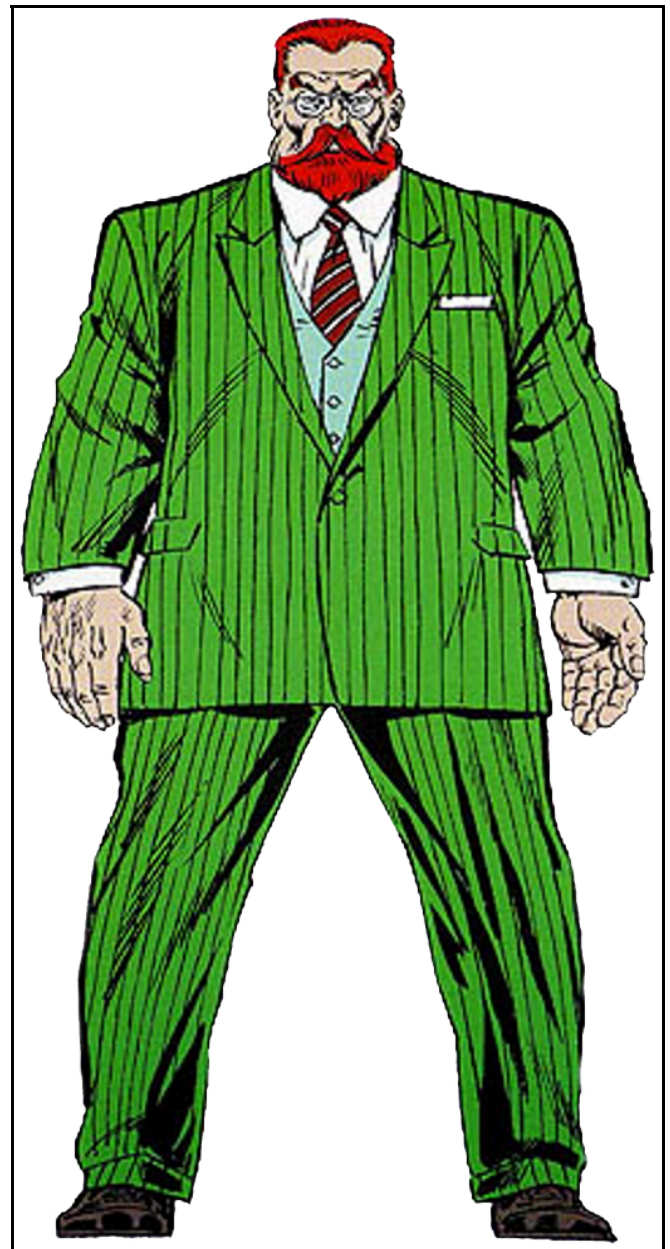
In Madripoor, he teamed up with the criminals Crossbones and Sin, who also were working for Faustus's undisclosed benefactor (see *Crossbones*; *Sin*). He has recently taken possession of a cryogenic stasis chamber; the identity of the person in the chamber and Faustus's intentions are currently unknown, but Faustus has remarked on the person's "striking resemblance" to someone he knows, and that the person in the chamber "will make an excellent test subject."

Age: 54.
Height: 6' 6".
Weight: 350 lbs.
Eyes: Green.
Hair: Red.
Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Doctor Faustus is a skilled psychiatrist and psychologist as well as a trained hypnotist. His specialty, however, is in various forms of brainwashing and mind control via mundane means.



254 points

ST: 11 [10]	HP: 14 [6]	Speed: 5.00 [5]
DX: 9 [-20]	Will: 14 [0]	Move: 4 [-5]
IQ: 14 [80]	Per: 14 [0]	
HT: 10 [0]	FP: 10 [0]	SM: 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 8

Parry: 7

DR: 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 3 [15]; Memetics 4 [40]; Patron ([FNORD]) (9) [15]; Reputation (Noted Psychiatrist) 2 (Large Class of People) (10) [2]; Status 2 [5*]; Voice [10]; Wealth (Wealthy) [20].

Perks: Controllable Disadvantage (Easy to Read) [1]; License (Psychiatrist) [1].

Disadvantages: Callous [-5]; Chronic Pain (Mild; Interval: 1 hour) (9) [-2]; Combat Paralysis [-15]; Enemy (Captain America; More Powerful) (9) [-20]; Gluttony (12) [-5]; Overconfidence (12) [-5]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Post-Combat Shakes (12) [-5].

Quirks: Careful [-1]; Overly Confident in his Persuasion Abilities [-1]; Proud [-1].

Skills: Acting (A) IQ+2 [8] – 16; Body Language (Human) (A) Per+2 [8] – 16; Brainwashing/TL8 (H) IQ+11 [32] – 25†; Connoisseur (Literature) (A) IQ-1 [1] – 13; Connoisseur (Visual Arts) (A) IQ-1 [1] – 13; Criminology/TL8 (A) IQ+0 [2] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Detect Lies (H) Per+0 [3] – 13‡; Diagnosis/TL8 (Human) (H) IQ+0 [4] – 14; Diplomacy (H) IQ+5 [2] – 19†§; Fast-Talk (A) IQ+7 [4] – 21†§#; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 10; Hypnotism (Human) (H) IQ+0 [4] – 14; Intimidation (A) Will+1 [3] – 15#¥; Lip Reading (A) Per+0 [2] – 14; Literature (H) IQ-1 [2] – 13; Persuade (H) Will+2 [12] – 16; Physician/TL8 (H) IQ-1 [2] – 13; Politics (A) IQ+5 [1] – 19†§; Propaganda/TL8 (A) IQ+5 [4] – 19†; Psychology (Human) (H) IQ+6 [12] – 20†; Public Speaking (A) IQ+6 [4] – 20†§; Research/TL8 (A) IQ+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 15; Sociology (H) IQ+3 [1] – 17†£; Suggest (H) Will+2 [12] – 16; Writing (A) IQ-1 [1] – 13.

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

* Includes +1 from Wealth.

† Includes +4 from Memetics.

‡ Defaulted from Body Language (Human).

§ Includes +2 from Voice.

Conditional +3 from Charisma.

¥ Defaulted from Acting.

£ Defaulted from Psychology (Human).

Role-Playing Notes:

Doctor Faustus is not a combatant, being primarily a manipulator of people for his own ends. If faced with violence, he will either flee or surrender, using his skills to lull his captor(s) into a false sense of security, and possibly even convincing them to let him go.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-2 cr	C	7	–	–	11	
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	

Design Notes:

1. It probably goes without saying that Faustus is working for the Red Skull, like in the mainstream titles, although this won't be revealed until early in Year Two. Also in Year Two, I plan to reveal that the person in the chamber is ~~Captain America's long-lost son, James Rogers~~. Enjoy the twist. :)
2. Faustus's real name is different from his given name on the Marvel wiki because I rather liked the idea that he wouldn't use a dual identity. He may have legally changed it, but leaving that up in the air.

Real Name: Minn-Erva.

Occupation: Geneticist, Kree military science officer.

Identity: Min-Erva's existence is unknown to the general populace of Earth.

Legal Status: Citizen of the Kree Empire with no known criminal record.

Other Aliases: Minerva.

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

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Kree military.

Base of Operations: The starship *Helion* in Earth orbit.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Minn-Erva was born to a prestigious Kree family on the Kree homeworld of Hala, in the Pama system in what is known as the Greater Magellanic Cloud on Earth (see *Kree*). As a member of the blue-skinned Kree elite, she had her choice of assignments after graduating from the Kree Imperial Science Academy; she chose an assignment to the spy ship *Helion*, which was assigned to spy on Earth, because she'd uncovered evidence that in ancient times Kree scientists were responsible for granting powers to a number of the native humans (see *Inhumans*).

Among her duties on the *Helion* was to grant the designated spy, decorated war hero Mar-Vell, the means to remain undetected on Earth (see *Captain Marvel*). Intrigued by the recent history of superhuman adventurers on the planet, she bent those orders to grant Vell an array of what she perceived to be "common" powers: superhuman strength, durability, flight, and the ability to project energy beams from his hands. From her post aboard the *Helion*, Erva observed Vell's exploits, particularly how the general public received him as a new "superhero".

When Mar-Vell was caught disobeying a direct order from their commanding officer, Colonel Yon-Rogg, and taken back to the Kree homeworld to face a court-martial, Erva encouraged Rogg to capture a human – in particular Carol Danvers, who had assisted Vell on a number of occasions – for her experiments (see *Danvers, Carol*; *Yon-Rogg*). Erva, identifying herself via a portable translator as "Doctor Minerva" and dressed in a uniform similar to the one she gave to Vell, then performed a number of experiments on Danvers before surreptitiously arranging for Danvers' escape in order to observe how she progressed in an uncontrolled environment.

At the same time, Erva made a secret pact with Maximus, ruler of the Inhumans, to acquire the genetic code for a number of Inhumans and a sample of the Inhumans' sacred Terrigen Mists (see *Maximus*).

When last seen, Minn-Erva was seen subjecting herself to the same processes which granted Mar-Vell his powers, granting her a number of powers similar to his.

Age: 30 (Earth equivalent).

Height: 5' 9".

Weight: 165 lbs.

Eyes: Blue.

Hair: Black.

Skin: Blue.

Uniform: Red and black bodysuit with a gold star insignia, black half-mask, black gloves, black boots, red scarf trailing behind her. Previously the Kree military uniform.

Strength Level: Doctor Minerva possesses superhuman strength, the current limits of which are unknown but presumably enabling her to lift (press) roughly ten tons.

Known Superhuman Powers: In addition to her superhuman strength, Doctor Minerva possesses superhuman durability able to withstand most conventional firearms, the ability to fly unaided through the air and space (though she still requires a source of oxygen to breathe in space), and the ability to fire concussive energy beams from her hands. She 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, she commonly slows to just under the speed of sound (around 700 mph).

Other Abilities: Minn-Erva is a gifted scientist focusing on genetic manipulation.



1,475 points

ST: 24/114 [0*]

DX: 14 [80] **Will:** 13 [0]

IQ: 13 [60] **Per:** 13 [0]

HT: 13 [30] **FP:** 18 [0+]

HP: 24 [0] **Speed:** 6.75 [0]

Ground Move: 6 [0]

Air Move: 13/832 [0]

Space Move: 13/4,992 [0]

SM: 0

Dmg: 2d+1/4d+2 (12d/14d) **BL:** 115 lbs. (2,588 lbs./1.3 tons)
Dodge: 9 **Parry:** 10 **DR:** 35
IT:DR: /10

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Academic 2 [10]; Alien Friend 2 [10]; Appearance (Attractive) [4]; Blue Kree [67]; Crushing Attack 7d (Blockable, +5%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Underwater, +20%; Variable, +5%; Super, -10%) [49]; Damage Resistance 35 (Hardened 1, +20%; No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [167]; Enhanced Move (Air) 6 (Air Move 832/1,664 mph/Mach 2.2) (Super, -10%) [108]; Enhanced Move (Space) 8.5 (Space Move 4,992/9,984 mph/Mach 13.1) (Super, -10%) [153]; Flight (Space Flight, +50%; Super, -10%) [56]; Injury Tolerance (Damage Reduction /10; Super, -10%) [135]; Military Rank 3 [15]; Natural Scientist 4 [40]; Status 2 [5‡]; Super ST +10/+100 (Super, -10%) [390]; Vacuum Support (Super, -10%) [5]; Wealth (Comfortable) [10].

Perks: Controllable Disadvantage (Callous) [1].

Disadvantages: Loner (12) [-5]; Oblivious [-5]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5].

Quirks: Does Not Actually Have a Doctorate Equivalent [-1]; Imaginative [-1]; Nosy [-1]; Proud [-1]; Superiority Complex [-1].

Skills: Anthropology (Human) (H) IQ+1 [2] – 14§; Beam Weapons/TL11 (Pistol) (E) DX+0 [1] – 14; Bioengineering/TL11 (Cloning) (H) IQ+1 [7] – 14#; Bioengineering/TL11 (Genetic Engineering) (H) IQ+3 [16] – 16; Bioengineering/TL11 (Tissue Engineering) (H) IQ+1 [7] – 14#; Biology/TL11 (Earthlike) (VH) IQ+3 [4] – 16¥; Brawling (E) DX+0 [1] – 14; Climbing (A) DX-1 [1] – 13; Current Affairs/TL11 (Science & Technology) (E) IQ+0 [1] – 13; Expert Skill (Xenology) (H) IQ+1 [2] – 14§; Fast-Draw/TL11 (Ammo) (E) DX+0 [1] – 14; First Aid/TL11 (Kree) (E) IQ+0 [1] – 13; Forgery/TL11 (H) IQ-1 [2] – 12; Free Fall (A) DX-1 [1] – 13; Hiking (A) HT-1 [1] – 12; Innate Attack (Beam) (E) DX+0 [1] – 14; Jumping (E) DX+0 [1] – 14; Lifting (A) HT-1 [1] – 12; Mathematics/TL11 (Applied) (H) IQ+2 [1] – 15¥; Mathematics/TL11 (Pure) (H) IQ-1 [2] – 12; Observation (A) Per+1 [4] – 14; Poisons/TL11 (H) IQ-1 [2] – 12; Research/TL11 (A) IQ+2 [2] – 15¶; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ-1 [1] – 12□; Science! (WC) IQ+0 [24] – 13£; Speed-Reading (A) IQ+1 [1] – 14¶; Swimming (E) HT+0 [1] – 13; Throwing (A) DX-1 [1] – 13; Weird Science (VH) (IQ+1 [12] – 14; Wrestling (A) DX+0 [2] – 14.

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

Lens:

80-ton Strength (+117 points): Increase Super ST to +13/+300 (Super, -10%) [507].

* Includes +4 to ST from Blue Kree and +10/+100 from Super ST.

† Includes +5 from Blue Kree.

‡ Includes +1 from Military Rank.

§ Includes +2 from Alien Friend.

Defaulted from Bioengineering (Genetic Engineering).

¥ Includes +4 from Natural Scientist.

¶ Includes +2 from Academic.

□ Includes -1 from Oblivious.

£ Conditional +4 from Natural Scientist.

Role-Playing Notes:

Doctor Minerva is in many ways the quintessential mad scientist who has no qualms about performing experiments on captives. She holds herself as superior to nearly everyone, including her superior officers, reserving respect only for her fellow Blue Kree, of which neither Mar-Vell, Una, nor Yon-Rogg are.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d cr	C	10	–	–	24	
	<i>(with optional lens)</i>	2d+1 cr	C	10	–	–	26	
–	<i>Super ST</i>	12d-1 cr	C	10	–	–	114	
	<i>(with optional lens)</i>	26d-1 cr	C	10	–	–	250	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	24	
	<i>(with optional lens)</i>	2d+2 cr	C, 1	n/a	–	–	26	
–	<i>Super ST</i>	12d cr	C, 1	n/a	–	–	114	
	<i>(with optional lens)</i>	26d cr	C, 1	n/a	–	–	250	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl
–	Concussive Energy Blast	7d cr var	3	250/500	1	n/a	–	–	1
–	Laser Beam	7d (2) burn var	3	250/500	1	n/a	–	–	1

Design Notes:

1. Doctor Minerva's racial High TL (from her Blue Kree racial package) and Starting Wealth are calculated for a TL8 campaign, as would be encountered on Earth. In a more cosmic campaign, the native TL would be TL 11; as such, she would lose the High TL trait, lowering her point value by 15 points, and her Starting Spending Money will increase from \$8,000 to \$30,000.
2. In the comics, Doctor Minerva has the same powers as Carol Danvers had as Ms. Marvel, including the traditional 50-ton lifting ability. I've added that as a lens for people who wish to play her with that level strength, which she will begin to exhibit in Year Two.

DOCTOR NEMESIS

Villain

Real Name: Dr. Craig Stockton.

Occupation: Metallurgist, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of the United States with an arrest record; pending trial.

Other Aliases: None.

Place of Birth: Browning, Rhode Island.

Marital Status: Separated.

Known Relatives: Wife (name unrevealed).

Group Affiliation: Former employee of Cross Technological Enterprises.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Dr. Stockton was a chemist working for Cross Technological Enterprises in Chicago, Illinois, who had contacts with AIM and the Silvermane family of the Maggia; when he saw a news report on the new hero Ant-Man, who was also based out of Chicago, he became intrigued with Ant-Man's size-changing powers (see *AIM*; *Ant-Man*; *Cross*, *Darren*; *Maggia*; *Silvermane*). Calling in favors with both AIM and Silvermane's men, he soon learned that both Ant-Man and Wasp were seen mostly around the Dynatechnics Chicago plant (which the Wasp, as Janet van Dyne, is part-owner of through her family; see *Dynatechnics*; *Wasp*). Then he hired a burglar to steal technology from the Dynatechnics labs; this burglar successfully pilfered notes on how to access Pym particles, including notes on calibrating them for increased size.

Utilizing these notes and the work of his fellow scientists at Cross, Stockton devised several pieces of technology, including weapons that used Pym particles to shrink objects to microscopic size. Designing a uniform for himself, he dubbed himself "Doctor Nemesis" and embarked on a criminal career, engaging in industrial espionage for Cross, though selling them the information rather than turning it over. This not only put him in conflict with Ant-Man and Wasp, who investigated the thefts from Pym's lab, but also with Silver Sable, Silvermane's granddaughter, investigating a theft from one of Silvermane's businesses (see *Silver Sable*). The fight was going poorly for Ant-Man and Wasp until Pym's colleague Dr. Bill Foster used the experimental growth particles to match Nemesis's height and strength, entering the fray in his first outing as Giant-Man (see *Giant-Man*). Following that altercation, Stockton was arrested.

Breaking out of prison prior to his trial, Doctor Nemesis has fought Ant-Man, Wasp, and Giant-Man on a number of occasions, returning to prison with each defeat. During his latest arrest, he learned that his wife was filing for divorce, unable to cope with his criminal career.

Age: 29.

Height: 5' 9" (variable from 1" to 11' 6").

Weight: 175 lbs (variable from a fraction of an ounce to 700 lbs at full giant size).

Eyes: Brown.

Hair: Brown.

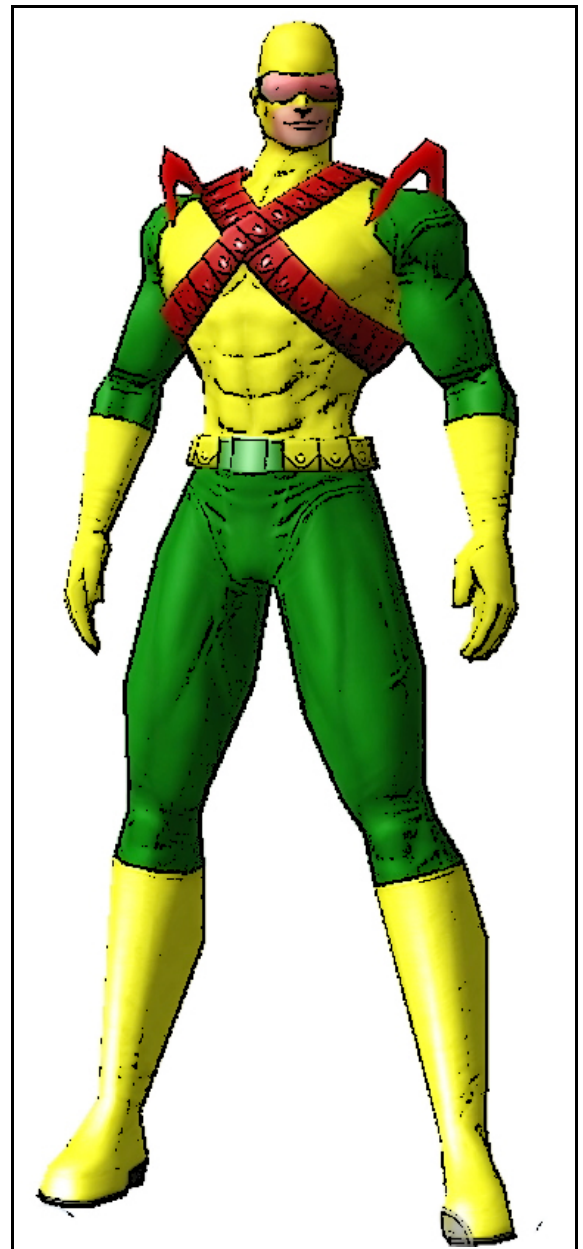
Uniform: Green bodysuit with a thicker yellow chest piece over it, yellow cowl with red goggles, red crossed bandoliers with a dozen pouches, red belt of pouches with a metallic green buckle, red rings on the shoulders, yellow gloves, yellow boots.

Strength Level: At his normal and shrunken heights, Doctor Nemesis possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. At his eleven and a half foot tall height, he possesses superhuman strength enabling him to lift (press) roughly 10 tons.

Known Superhuman Powers: Normally none. When using his pilfered technology to grow to larger than human size, he gains superhuman strength and durability. He retains his normal human strength when shrunk to smaller than human height.

Other Abilities: Dr. Stockton is a skilled chemist and metallurgist. He is adept at using and modifying advanced technology developed by others, but lacks the skill to truly invent new technologies himself. He is not able to produce super-advanced technology himself. For example, he has modified the Pym particle controlling circuitry to enable him to store large items in his uniform's many pouches.

Paraphernalia: Doctor Nemesis wears a belt containing Pym particles suspended in a nitrogen-oxygen mixture, controlled by circuitry in his cowl. Using these Pym particles, he is able to shrink himself to a height of one inch or to grow to a height of eleven and a half feet. In addition, Doctor Nemesis's visor enables him to see in extremely low light, as well as false-color images of the infrared and ultraviolet spectrum. The visor also grants him telescopic vision of an unspecified magnification. He has been known on occasion



to use lockpicks, blasting caps, a medical stethoscope (for listening to tumblers inside a rotary lock), an electronics toolkit, and advanced specialized biometric spoofing technologies, as well as more mundane items such as chainsaws, pipe wrenches, wire cutters, and jackhammers. He gas also on at least one occasion used an AIM-tech force field generator, but only uses it in emergencies due to its limited battery life.

977 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.50 [-5]
DX: 12 [40] **Will:** 12 [0] **Move:** 5 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs
Dodge: 8 **Parry:** 10 **DR:** 0

Growth Stats:

ST: 21/111 [10*] **HP:** 21 [0] **Speed:** 5.50 [-5]
DX: 12 [40] **Will:** 12 [0] **Move:** 5 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** +2

Dmg: 2d/4d-1 (12d/14d) **BL:** 88 lbs. (2,464 lbs/1.2 tons)
Dodge: 8 **Parry:** 10 **DR:** 60*
IT:DR: /5

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Shrink Items*) 1 (Accessibility: Machine Only, -20%; Gadget/Breakable: DR 4, SM -6, -25%; Gadget/Can Be Stolen (Forcefully Removed), -10%; Superscience, -10%) [54]; Ambidexterity [5]; Craftiness 3 [15]; Damage Resistance 60 (Accessibility: Only When Using Growth, -10%; Limited: Crushing Attacks Only, -40%; No Signature, +20%; Tough Skin, -40%) [90]; Fit [5]; Gizmo 2 [10]; Growth 2 (Gadget/Breakable: DR 4, SM -6, -25%; Gadget/Can Be Stolen (Forcefully Removed), -10%; Superscience, -10%) [11]; High Manual Dexterity 2 [10]; Injury Tolerance (Damage Reduction /5) (Accessibility: Only When Using Growth, -10%; Superscience, -10%) [100]; Shrinking 11 (Full Damage, +100%; Full HP, +30%; Gadget/Breakable: DR 4, SM -6, -25%; Gadget/Can Be Stolen (Forcefully Removed), -10%; Superscience, -10%) [102]; Super ST +10/+100 (Growth Size, -20%; Superscience, -10%) [370]; Wealth (Comfortable [10].

Perks: Convincing Nod [1]; Doodad 3 [3]; Huge Weapons (SM +1) [1]; Supersuit [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Greed (12 or less) [-15]; Kleptomania (12 or less) [-15]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Dislikes Shrinking [-1]; Dual Identity [-1]; Fashion Disaster [-1]; Holds Grudges [-1]; Treacherous [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Boating/TL8 (Motorboat) (A) DX+0 [2] – 12; Brawling (E) DX+2 [4] – 14; Chemistry/TL8 (H) IQ+0 [4] – 12; Climbing (A) DX+1 [4] – 13; Computer Hacking/TL8 (VH) IQ+0 [8] – 12; Computer Programming/TL8 (H) IQ-1 [2] – 11; Current Affairs/TL8 (Science & Technology) (E) IQ+2 [4] – 14; Disguise/TL8 (Human) (A) IQ+2 [1] – 14†; Driving/TL8 (Automobile) (A) DX+0 [2] – 12; Electronics Operation/TL8 (Security) (A) IQ+1 – 13 [4]; Electronics Repair/TL8 (Security) (A) IQ+2 [8] – 14; Engineer/TL8 (Electronics) (H) IQ+0 [4] – 12; Engineer/TL8 (Materials) (H) IQ+0 – [4] 12; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 12; Fast-Talk (A) IQ+0 [2] – 12; Filch (A) DX+1 [4] – 13; Jumping (E) DX+0 [1] – 12; Lifting (A) HT+1 [4] – 12; Lockpicking/TL8 (A) IQ+2 [8] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic! (WC) IQ+0 [24] – 12; Metallurgy/TL8 (H) IQ+0 [4] – 12; Observation (A) Per+1 [4] – 13; Physics/TL8 (VH) IQ-1 [4] – 11; Pickpocket (H) DX+2 [12] – 14; Research/TL8 (A) IQ+0 [2] – 12; Running (A) HT+1 [4] – 12; Stealth (A) DX+2 [1] – 14†; Streetwise (A) IQ+0 [2] – 12; Sumo Wrestling (A) DX+0 [2] – 12; Swimming (E) HT+1 [2] – 12; Throwing (A) DX+1 [4] – 13; Two-Handed Axe/Mace (A) DX+0 [2] – 12; Wrestling (A) DX+0 [2] – 12.

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

* Includes +10/+100 from Super ST (Growth Size, -20%).

† Includes +3 from Craftiness.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-1 cr	C	10	–	–	11	
–	– Growth ST	2d+1 cr	C	10	–	–	21	
–	– Super ST	12d+11 cr	C	10	–	–		
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	
–	– Growth ST	2d+1 cr	C, 1	n/a	–	–	21	
–	– Super ST	12d+12 cr	C, 1	n/a	–	–		

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 Oscorp's Research and Development Division, pursuing a method of creating and containing a nuclear fusion reaction using magnetic and acoustic fields (see *Oscorp*). 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 Oscorp, 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.

Age: 41.

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.

Guy named "Otto Octavius" winds up with eight limbs. What are the odds?

– J. Jonah Jameson, *Spider-Man 2*

628 points

ST: 10/50 [0*] **HP:** 12 [4] **Speed:** 5.00 [5]

DX: 9 [-20] **Will:** 14 [0] **Move:** 6/24 [5]

IQ: 14 [80] **Per:** 12 [-10]

HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d (5d+2/8d-1) **BL:** 20 lbs. (500 lbs.)

Dodge: 8 **Parry:** 9 **DR:** 12/4*; 30 (extra arms only)

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 ST +40 (Accessibility: Extra Arms Only, -10%; Temporary Disadvantage: Electrical, -20%) [224]; 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]; 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].

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 +40 from Enhanced ST.

† Includes +2 from Mathematical Ability.

‡ Defaulted from Physics.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cr	C	9	–	–	10	
–	– <i>Mechanical Arms</i>	5d+7 cut	C, 1	9	–	–	50	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	10	

DOCTOR STRANGE

Hero

Real Name: Dr. Stephen Strange.

Occupation: Surgeon (retired), author, occult expert.

Identity: Publicly known, although the general public does not believe that Doctor Strange has magical powers.

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

Other Aliases: Sorcerer Supreme, "Stevie", "Steviarino".

Place of Birth: Philadelphia, Pennsylvania.

Marital Status: Widower.

Known Relatives: Jessica (wife, deceased); Donna (sister, deceased); Victor (brother, deceased); father (name unrevealed, deceased).

Group Affiliation: None.

Base of Operations: Greenwich Village, New York City.

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

History: When Stephen Strange was a teenager, his family owned a vacation house in the Pocono Mountains of Pennsylvania. One summer day while swimming at the local swimming hole, his older sister Donna was pulled under the water; while Stephen dove to rescue her, he could not locate her and she was presumed to have drowned. (Donna Strange's body was never recovered.)

This tragedy led Stephen to enter medicine, eventually becoming a gifted neurosurgeon at a prestigious New York City hospital. However, as time went on, Stephen drifted away from his family, alienating his parents and younger brother Victor. When his father died of cancer, Stephen didn't bother to attend his funeral. Several days later, Victor visited Stephen at his New York townhouse, but after an argument between the brothers Victor left the townhouse in a hurry and was hit by a passing car. Stephen was unable to save Victor's life, and had his body cryogenically frozen in the hope that future medical treatments might revive him, setting up a trust fund to keep the cryogenic capsule's power on should anything happen to him.

Years later he 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 on top of past family tragedies, Stephen fell into a deep depression. At the urging of a former coworker from the hospital he used to work at (Strange never made friends at the hospital due to his attitude), 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 directed to a monastery called Kamar-Taj (see *Order of Kamar-Taj*). At first, Kamar-Taj's grand master, the Ancient One, at first refused to help Strange, especially after Strange made disparaging remarks refusing to believe in magic; refusing, at least, until the Ancient One forced Strange's astral form from his body and took it on a trip through several mystic dimensions (see *Ancient One*). Now believing in the impossible, Strange was eventually accepted as a student at Kamar-Taj, where he formed friendships for the first time with two other mystics: Karl Mordo, an Austrian ex-soldier who had been shattered by war, and Wong, son of the Ancient One's long-time servant and advisor, Hamir (see *Mordo, Karl; Wong*).

Recently, his apprenticeship complete, Strange has returned to the United States, accompanied by Wong; the two settled into a three story townhouse in Greenwich Village, New York City, where Strange has established himself as a local expert on the occult (see *Doctor Strange's Sanctum Sanctorum*). 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, including, sadly, his former friend Mordo. More recently, the Ancient One has passed the mantle of Sorcerer Supreme of Earth to Strange. As Sorcerer Supreme, he has formed strong working relationships not only with many of the world's sorcerers, both in the Ancient One's order and outside it, but with many of the superhuman adventurers across the globe.

Many of Strange's adventures take him through any number of mystic dimensions. In addition, Strange has recently taken on an apprentice of his own, a woman named Clea who hails from the mystic Dark Dimension (see *Clea; Dark Dimension*). Strange, Clea,



and Wong have faced many mystic threats together, most recently the return of the ancient Assyrian sorceress Salomé, who claims to have once been Sorceress Supreme herself and sought to reclaim the title (see *Salomé*). Following a harrowing confrontation with Salomé, she traveled into the past to remove all past Sorcerers Supreme; Strange and Clea have followed her in order to thwart those plans.

Age: 44.

Height: 6' 2".

Weight: 180 lbs.

Eyes: Grey.

Hair: Black with white temples.

Uniform: Black tunic with a red arcane design resembling a ghost on the chest, red sash belt, black leggings, black boots, red gloves, red high-necked cape with yellow trim (the Cloak of Levitation) clasped with a mystic amulet resembling an eye (Eye of Aggamoto).

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 has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his mastery 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 *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 friend and fellow sorcerer 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 distances. 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 of 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 as the clasp for his cloak. Its origins have not as yet been revealed.

You can't get hockey scores on the astral plane.

– Dr. Strange, Avengers: Illuminati

1,028 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 18 [20] **Move:** 5 [0]
IQ: 14 [80] **Per:** 14 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0
Threshold: 60 **ER:** 11

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 9 **Parry:** 10 **DR:** 12/4* (concealed vest)

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4]; Mandarin Chinese (Accented) [4]; Tibetan (Accented) [4].

Cultural Familiarities: East Asian [1]; Netherworlds [2]; Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Claim to Hospitality (Order of Kamar-Taj) [10]; Combat Reflexes [15]; Energy/5 [100]; Energy Reserve (Magical) 11 [33]; Fit [5]; Healer 3 [30]; Increased Threshold 5 (Threshold 60) [25]; Magery 5 (Solitary Ceremonial, +10%) [60]; Matter/5 [100]; Mind/4 [80]; Occultist 4 [40]; Photographic Memory [10]; Safer Excess (+1 per 10 pts) [10]; Space/5 [100]; Spirit/4 [80]; Status 1 [0*]; Time/3 [60]; Unfazeable [15]; Versatile [5]; Wealth (Very Wealthy) [30].

Perks: Autotrance [1]; Cloaked [1]; Intuitive Cantrip (Mystic Gesture) [1]; Magical School Familiarity (Kamar-Taj) [1]; Spell Duelist (Kamar-Taj) [1]; Style Familiarity (Chin Na) [1]; Style Familiarity (Tai Chi) [1]; Willful Casting [1].

Disadvantages: Bad Grip -1 [-5]; Code of Honor (Hero's) [-10]; Duty (as Sorcerer Supreme) (15) [-15]; Ham-Fisted -2 [-10]; Lecherousness (15) [-7]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Aloof [-1]; Closet Hockey Fan [-1]; Determined [-1]; Expression ("By the Hoary Hosts of Hoggoth!") [-1]; Long-Winded Explanations [-1].

Skills: Alchemy/TL8 (VH) IQ+1 [1] – 15†; Autohypnosis (H) Will+0 [4] – 18; Body Language (Human) (A) Per+0 [2] – 14; Breath Control (H) HT+1 [8] – 12; Carousing (E) HT+1 [2] – 12; Connoisseur (Music) (A) IQ-1 [1] – 13; Detect Lies (H) Per+0 [4] – 14; Diagnosis/TL8 (Human) (H) IQ+3 [4] – 17‡; Electronics Operation/TL8 (Medical) (A) IQ+1 [4] – 15; Esoteric Medicine (H) Per+2 [2] – 16‡; Flight (A) HT+0 [2] – 11; Fortune-Telling (Astrology) (A) IQ+0 [2] – 14; Fortune-Telling (Crystal Gazing) (A) IQ+0 [2] – 14; Fortune-Telling (Dream Interpretation) (A) IQ+0 [2] – 14; Fortune-Telling (Tarot) (A) IQ+0 [2] – 14; Hidden Lore (Demon Lore) (A) IQ+4 [2] – 18‡; Hiking (A) HT+0 [2] – 11; Hypnotism (Human) (H) IQ+1 [8] – 15; Innate Attack (Beam) (E) DX+3 [8] – 14; Innate Attack (Projectile) (E) DX+3 [6] – 14§; Judo (H) DX-1 [8] – 10#; Judo Art (H) DX-1 [1] – 10¥; Karate (H) DX+1 [8] – 12; Lip Reading (A) Per+0 [2] – 14; Meditation (H) Will+0 [4] – 18; Mind Block (A) Will+2 [8] – 20; Observation (A) Per+0 [2] – 14; Parachuting/TL8 (E) DX+0 [1] – 11; Physician/TL8 (Human) (H) IQ+3 [4] – 17‡; Physiology/TL8 (Human) (H) IQ+3 [4] – 17‡; Poisons/TL8 (H) IQ+0 [4] – 14; Research/TL8 (A) IQ+4 [2] – 18‡; Running (A) HT+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Surgery/TL8 (Neurosurgery) (H) IQ-2 [8] – 12‡; Swimming (E) HT+0 [1] – 11; Teaching (A) IQ+0 [2] – 14; Thaumatology (VH) IQ+9 [8] – 23‡; Throwing (A) DX+0 [2] – 11; Writing (A) IQ+0 [2] – 14.

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: \$80,000 (20% Starting Wealth).

* Includes +1 from Wealth.

† Includes +4 from Occultist.

‡ Includes +3 from Healer.

§ Defaulted from Innate Attack (Beam).

Includes -2 from Bad Grip.

¥ Defaulted from Judo.

¶ Includes -6 from Ham-Fisted.

⊠ Includes +5 from Magery.

Role-Playing Notes:

Strange sees his role as the Sorcerer Supreme as similar to that he had as a doctor: to prevent lasting harm by removing a threat with surgical precision. He believes he has overcome his arrogance from his younger days, although in many ways it has simply taken a new form. He takes his oath to aid anyone who needs protection very seriously. Most notable, however, is his tendency to "think outside the box", essentially breaking the rules with little regard for the long-term consequences, trusting that he can deal with those when they occur.

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>
–	Karate Punch	1d cr	C	9	–	–	11	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	11	

Cloak of Levitation

The Cloak of Levitation used by Doctor Strange is a unique magical relic that was woven thousands of years ago by an unknown artificer. In addition to permitting him to hover in mid-air and fly at speeds of up to 100 miles per hour, the Cloak can also act as a pair of arms or entangle others under Strange's mental direction, even when Strange is not wearing the Cloak. It seems as though the Cloak has a mind of its own, as it will occasionally act of its own accord to assist or guide Strange.

Eye of Agamotto

Alleged to have been created from one of the eyes of Agamotto, Earth's first Sorcerer Supreme (and son of the Elder Goddess Oshtur), the Eye of Agamotto has with a few exceptions been passed down to each Sorcerer Supreme in turn over the past 20,000 years. The Eye is said to be powered by Agamotto himself; rumors indicate the Eye may in fact be one of Agamotto's *actual* eyes, although this is as yet unproven.

The Eye has many functions. Foremost is the Eye's ability to channel mystic energy

Orb of Agamotto

Housed in a tripod stand on the third floor of Strange's Greenwich Village domicile, the Orb of Agamotto acts as a kind of scrying crystal for Strange, Wong, and Clea, as well as any visiting sorcerers.

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.

For decades, a townhouse at 177A Bleeker Street in New York's Greenwich Village, at the corner of Bleeker Street and Fenno Place, stood empty and abandoned until it was renovated by a front company for the Order of Kamar-Taj, a worldwide order of sorcerers (see *Order of Kamar-Taj*). The house was originally built in the 1720s on a site where the Carnasee tribe of the Lenape people allegedly performed numerous rituals. Over time, the house got a reputation for being "haunted"; although it was often scheduled for demolition, it was never actually knocked down. The Order acquired it in 1862, and over the next few decades a series of sorcerers lived there in relative obscurity.

In recent years, the house again stood empty until the Order renovated it for Doctor Stephen Strange and Wong, two of the Order's sorcerers (see *Doctor Strange; Wong*). Since the two moved in, rumors of the house being haunted have only grown.

The house itself is a place of power, and has a permanent mystical doorway connection to the Kamar-Taj monastery where the Order's grand master, the Ancient One, resides (see *Ancient One*). In addition, the inside of the house is constantly changing; the house is larger on the inside than it is on the outside; the second and third floors of the house appear to have labyrinthine corridors and passageways which have dozens of doors and which can loop around on themselves. The number and contents of the rooms appear to change by themselves at random intervals, usually when no one is around to witness the changes. Despite this, there are rooms that remain relatively unchanged; it is possible the house itself is aware of its inhabitants and attempts to cater to their needs.

The building is protected from magical incursion by an intricate permanent spell which is interwoven with the house's own mystic energies; for as long as the building stands – and potentially even if the house should be destroyed while the energies remain – the protection spell will remain intact. This prevents foes from attacking the residents using magic, and even prevents anyone of hostile intent from entering the building.

In addition to the sorcerers, the Sanctum is home to a pair of sassy talking snakes and a colony of six inch tall faeries. The snakes typically reside in the first floor living room, while the faeries can usually be found in the libraries, although all of them have full run of the house. (Clea in particular has formed a strong friendship with the snakes.)

There is a small courtyard in an alley behind the house branching off Fenno Place; this courtyard has an apple tree and a small gazebo for people to gather. Wong has stated that the gazebo itself is alive, but this statement is as yet unconfirmed.

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

Doctor Strange: Quite a place he's got here, isn't it? You know he calls it his--

Zelma Stanton: Sanctum Sanctorum, which is Latin for "Holy of Holies." A bit ostentatious for Bleeker Street, don't you think?

– Doctor Strange (2015) #1.

First Floor

The first floor contains the foyer, the main living room, the dining room, a library, and the kitchen. This floor is perhaps the most "normal" and changes the least over time.



Second Floor

This floor is dominated by at least four bedchambers, used by Strange, Wong, and Clea, with a fourth set aside for guest quarters (see *Clea*). Other rooms and hallways on this floor come and go, with doors and windows that can lead to other places on Earth and other dimensions.

Third Floor

This floor is dominated by a meditation chamber which doubles as Strange's occult library. It is this room which has the large circular window with a mystic glyph as its panels, and houses *The Book of the Vishanti*, *The Tome of Oshtur*, and many other mystic tomes. Another nearby chamber houses the Orb of Agamotto, a large globe-sized crystal ball which can be used to pinpoint supernatural threats and view other locations in the Earth dimension and in others. Also on this floor is a chamber which has a number of mystic artifacts set up as a kind of museum; each artifact is protected by a spell which prevents anyone except Strange or Wong from touching them.

Basement

The basement of the Sanctum contains everything one would expect from such a residence: the water heater, circuit breaker, furnace, and the wine cellar. There are also rooms here which act as cells to contain magical threats. Like the second floor, the basement often has labyrinthine passages and doors to other locations.

Game Mechanical Details

The Sanctum Sanctorum is a high mana location/place of power. This reduces the threshold tally from ecocentric casting by a quarter and enables those without Magery to perform egocentric and exocentric magic.

Should the GM decide the house is in fact aware of its residents, it should have IQ 8, Will 18, and Per 12; those using *The Fifth Attribute* can make its Will 10 and QN 18. The "dread gazebo" in the rear courtyard, should Wong be correct in that it is also alive, has IQ 3, Will 10, Per 10, and if using *The Fifth Attribute* QN 14.

DOCTOR SUN

Villain

Real Name: Dr. Sun Li.

Occupation: Former scientist, would-be world conqueror.

Identity: Doctor Sun's existence is not presently known to the general public.

Legal Status: Citizen of the People's Republic of China with no criminal record, legally deceased.

Other Aliases: None.

Place of Birth: Presumably somewhere in China.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Hong Kong.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Doctor Sun Li was a scientist in the employ of the People's Republic of China who was the mastermind behind "Project Mind", which would remove a living brain and connect it to a computer, permitting the computer to think like a living being rather than in just a binary format. While Dr. Sun experimented on higher primates – most notably chimpanzees – he somehow offended one of the generals in charge of the project, who had him arrested on trumped up charges and sentenced to death. This general, however, decided to use Dr. Sun himself as a test subject for Project Mind, and Sun's brain was removed from his body and transferred to a case tied to the project's computer systems.

However, Dr. Sun's colleagues who performed the surgery failed to remove the portions of Sun's brain that held his consciousness and memories. It is possible that this was done on purpose, either as part of an experiment to see if the consciousness would remain, or as willful negligence on the part of the scientists and doctors performing the surgery, as a form of rebellion against the general in charge. Sun has stated that it was standard practice to remove the chimps' consciousness centers in the trials he oversaw.

As part of the project's computer system, Sun discovered that he had obtained unlimited access to the Internet and the Chinese government intranet, which he used to falsify records erasing his previous existence and arranging for the general that destroyed his life to be arrested and executed for treason. Following that, he began making plans to conquer first China and then the world.

Still desiring a body, however, Sun ordered a factory to produce a series of humanoid robot bodies built to his specifications, and then had his brain capsule transferred to one of them, keeping the other bodies in reserve.

Learning from the Internet about the faster-than-light flight which turned the crew into the Fantastic Four, Dr. Sun decided to study them to see if their altered physiologies could be adapted to suit his purposes (see *Fantastic Four*). To this end, he sent them an invite to visit a colleague who lived in Hong Kong, then trapped them in a series of seeming deathtraps he'd devised under the city, separating them while his tests explored their limits. Posing as their nemesis Doctor Doom, he then appeared as a hologram to "congratulate" them, but Dr. Richards quickly determined that he wasn't Doom because he didn't monologue enough (see *Doctor Doom*; *Mister Fantastic*). He then appeared and took psychic control the Human Torch, but the Torch was freed when the Thing broke the robot body's brain case (see *Human Torch*; *Thing*).

It was later revealed that Sun's brain was actually encased in the robot body's chest, not in the vulnerable glass casing where the robot's head would be. Having determined that the Fantastic Four would be of no use to his plans, Doctor Sun was last seen viewing a listing of a number of superhumans – hero and villain alike – to determine who would make suitable pawns. Where Sun will appear next is anyone's guess.

Age: Indeterminate.

Height: (robot body) 7', original human height unknown.

Weight: (robot body) 1,500 lbs, original human weight unknown.

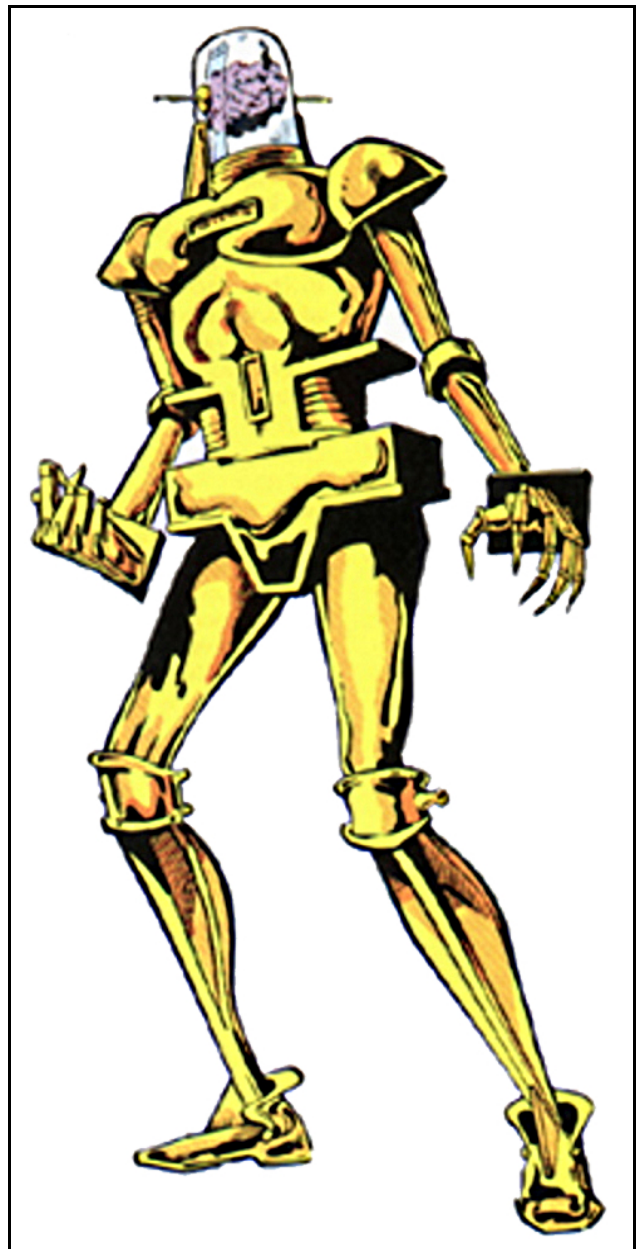
Eyes: None.

Hair: None.

Uniform: None.

Strength Level: Doctor Sun possesses a humanoid robot body with superhuman strength that can lift/press around two tons.

Known Superhuman Powers: Doctor Sun's robotic body, built from a gold-titanium alloy, possesses superhuman strength and



durability, and his hands are sharp enough to be used as claws. Contrary to those who see him, his brain is encased in the body's chest; the brain-under-glass on his shoulders is purely for show. His chest is capable of withstanding high-powered police sniper rifles, and his limbs are able to withstand typical police gunfire. The optic sensor on his chest is able to see in both the infrared and ultraviolet spectra as well as the normal visual spectrum. His brain still requires oxygen and nutrients to prevent cellular decay.

Doctor Sun also possesses a modicum of psionic power, most notably the ability to scan surface thoughts and to control the actions of others.

Other Abilities: Doctor Sun is a brilliant scientist with a solid grounding in primate physiology and psychotronics.

1,100 points

ST: 50 [400] **HP:** 50 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 14 [0] **Move:** 7 [0]

IQ: 14 [80] **Per:** 14 [0]

HT: 14 [40] **FP:** 0 [0] **SM:** 0

Dmg: 5d2/8d-1 **BL:** 500 lbs.

Dodge: 10 **Parry:** 10 **DR:** 25/10

Languages: Cantonese (Native) [6]; English (Native) [6]; Mandarin Chinese (Native) (Native Language) [0].

Cultural Familiarities: East Asian (Native) [0].

Advantages: Born to be Wired 3 [15]; Claws (Sharp Claws) [5]; Compartmentalized Mind 1 (Limited: Powers Only, -5%; Mentalism, -10%; No Mental Separation, -20%) [33]; Damage Resistance 10 [50]; Damage Resistance 15 (Partial: Torso Only, -10%) [68]; Hyperspectral Vision [25]; Machine [25]; Mind Control (No Memory, +10%; Psionic, -10%) [50]; Mind Reading (Reflexive, +40%; Psionic, -10%) [39]; Natural Scientist 3 [30]; Super Jump 2 [20]; Super Throw 2 [20]; Telecommunications (Cable Jack) (Secure, +20%; Video, +40%) [8]; Telecommunications (Radio) (Burst (1,000×), 90%; Secure, +20%; Short Wave, +50%; Video, +40%) [30]; Wealth (Very Wealthy) [30]; Zeroed [10].

Perks: Accessory (Small Computer) [1]; Penetrating Voice [1]; Striking Surface [1]; Style Familiarity (Wushu) [1].

Disadvantages: Disturbing Voice [-10]; Electrical [-20]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Megalomania [-10]; Restricted Diet (Liquid Nutrients) [-20]; Selfish (12) [-5].

Quirks: Cannot Float [-1]; Desires a New Human Body [-1]; Hams It Up [-1]; Likes Wuxia Films [-1]; Sexless [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Biology/TL8 (Earthlike) (VH) IQ+6 [20] – 20*; Computer Hacking/TL8 (VH) IQ+2 [4] – 16†; Computer Programming/TL8 (H) IQ+1 [1] – 15†; Cryptography/TL8 (H) IQ+2 [2] – 16†; Electronics Operation/TL8 (Medical) (A) IQ+0 [2] – 14; Engineer/TL8 (H) IQ+0 [4] – 14; Expert Skill (Computer Security) (H) IQ+2 [4] – 16†; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Judo (H) DX+0 [4] – 14; Judo Art (H) DX+0 [4] – 14; Jumping (E) DX+0 [1] – 14; Karate (H) DX+0 [4] – 14; Karate Art (H) DX+0 [4] – 14; Mathematics/TL8 (Applied) (H) IQ+2 [2] – 16*; Philosophy (Communism) (H) IQ+0 [4] – 14; Physiology/TL8 (Human) (H) IQ+6 [16] – 20*; Psychology (Human) (H) IQ+0 [4] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 14; Telecontrol (H) IQ+2 [12] – 16; Traps/TL8 (A) IQ+0 [2] – 14; Weird Science (VH) IQ+0 [8] – 14.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +3 from Natural Scientist.

† Includes +3 from Born to be Wired.

Role-Playing Notes:

Dr. Sun is amoral, interested more in the science than any ethical considerations surrounding it. That has not ended despite becoming the victim of his own science; if anything, he figures he has a unique perspective on the outcome that he couldn't get from studying chimpanzee brains. Despite this, he still wants a replacement human body; he just hasn't found a suitable replacement. Yet. The existence of his psionic powers intrigues him.

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>
–	Karate Punch	5d+6 cut	C	10	–	–	50	
–	Karate Kick	5d+7 cut	C, 1	n/a	–	–	50	

DOCTOR VODOO

Hero

Real Name: Dr. Jericho Drumm.

Occupation: Psychologist, houngan.

Identity: Known to the authorities.

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

Other Aliases: Doctor Drumm, Brother Voodoo.

Place of Birth: Port-au-Prince, Haiti.

Marital Status: Single.

Known Relatives: Matilda (aunt); Daniel (twin brother, deceased).

Group Affiliation: Occasional ally of Doctor Strange.

Base of Operations: Port-au-Prince, Haiti.

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

History: Jericho Drumm returned to Haiti after twelve years of education and practice in the United States to discover that his twin brother Daniel, the local houngan, was dying, a victim of the magic of a bokor (voodoo sorcerer) who claimed to be possessed by the spirit of Damballah, the voodoo serpent god. (Damballah's connection to the serpentine Elder God known as Set is currently unknown; see *Set*). Before he died, Daniel made Jericho promise to follow in his footsteps, learning at the feet of Papa Jambo, the houngan who had taught Daniel. Jericho did so, quickly learning all Papa Jambo had to teach; in a matter of weeks, Jericho had surpassed his brother in skill. To augment Jericho's might even further, Papa Jambo performed a ritual which summoned Daniel's spirit back from the dead and bound it to Jericho's own. As Papa Jambo explained it, this ritual could only be performed because the brothers were identical twins. Thus strengthened by their brotherly bond, Jericho became the latest in a line of houngans to take the name Brother Voodoo, a line stretching back to when Haiti was settled by French colonists and their African slaves. However, Drumm insisted on being called Doctor Voodoo instead.

Doctor Voodoo then challenged the Cult of Damballah and their leader, exposing the leader as a fraud who was under the influence of a demon (see *Demons*). Doctor Voodoo purged the demon from the cult leader and banished it.

Since then, Doctor Voodoo has come into conflict with the voodoo using crimelord known as the Black Talon, temporarily putting the Black Talon in a coma (see *Black Talon*). He was aided in this conflict by Earth's current sorcerer supreme, Doctor Strange, although Strange did little more than provide additional magic energy for Jericho to use (see *Doctor Strange*).

Age: 31.

Height: 6'.

Weight: 220 lbs.

Eyes: Brown.

Hair: Black with a white stripe on the top.

Uniform: Black bodysuit with mystic symbols on the chest and thighs, green sash, red cloak decorated with a pattern of green and black diamonds along the outside edges held on the chest with three interconnected gold rings and a string of bone talismans, necklace of small skulls, gold bracers, black boots.

Strength Level: Normally, Doctor Voodoo possesses the normal human strength of a man his age, height, and build who engages in moderately intensive regular exercise. Calling upon the strength of his brother's spirit enables him to double his own strength.

Known Superhuman Powers: As his name implies, Doctor Voodoo is a voodoo houngan.



points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0
Threshold:	ER:	

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes: ST ; DX ; IQ ; HT .

Secondary Characteristics: Dmg ; BL ; HP ; Will ; Per ; FP ; Basic Speed ; Basic Move ; Dodge .

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

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Magical Realm Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:

BRAWLING

<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>
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Note: Haiti's national hero and premier Vodoun houngan, Jericho Drumm is able to summon the spirit of his late brother, Daniel.

DORREK VII

Non-Villain Antagonist

Real Name: Dorrek VII.

Occupation: Monarch, politician.

Identity: Publicly known in the interstellar community; his existence is unknown to the general populace of Earth.

Legal Status: Citizen of the Skrull Empire with no known criminal record.

Other Aliases: None.

Place of Birth: Imperial City, Skrullos, Skrull Empire.

Marital Status: Married.

Known Relatives: R'Kill (wife); Anelle, Veranke (daughters).

Group Affiliation: Skrull Empire.

Base of Operations: Imperial City, Skrullos, Skrull Empire.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The son of a Skrull noble house whose family had once held the throne, Dorrek grew up a man of ambition. Like most Skrulls, he served a tour in the Imperial military; in his case, as an officer in the Imperial Star Navy. Using his political connections, he secured a place for himself in the Imperial Parliament, eventually rising to become the Minister of Logistics.

Following a disastrous attempt by the then-current Emperor to invade a small, relatively insignificant planet which the locals called "Earth", Minister Dorrek blamed the Emperor for not taking into account their spies' reports of the wide variety of powers the denizens of the planet could develop, which more than compensated for their relatively primitive technology. Gaining the support of the military, Minister Dorrek staged a coup, arresting and executing the Emperor for gross incompetence, instilling himself as the new Emperor, becoming the seventh Skrull Emperor of that name in their recorded history. To make his claim legitimate, he married the Emperor's daughter, Princess (later Queen) R'Kill. Although the couple have two daughters, the union has never been a happy one. (At some point in the past, he exiled his older daughter Veranke to a prison planet for undisclosed reasons, leaving Anelle his sole heir.)

As Emperor, Dorrek VIII decided to increase the number of spies on Earth. He has been visited several times by the Earth-born adventurers known as the Fantastic Four in their capacity as ambassadors of their planet (see *Fantastic Four*). During his reign, tensions between the Kree and Skrull Empires have grown, threatening to erupt into war (see *Kree*).

It was Dorrek that authorized the experiments that gave the Skrull warriors Kl'rt and Paibok their powers (see *Paibok the Power-Skrull*; *Super-Skrull*). Following an operation authorized by R'Kill but which Dorrek did not approve of, he promoted Kl'rt to head of the Skrull Imperial Guard.

Dorrek most recently met with Emperor D'ken of the Shi'ar Empire, Prime Minister Zarek of the Kree Empire, and Chancellor Yrik Whitemane of the Charter to discuss the various empires' efforts to spy on Earth, particularly after several Skrull spies were discovered by Earth's superhuman forces (see *Charter*; *D'ken*; *Shi'ar*; *Whitemane*, *Yrik*; *Zarek*). At the same time, R'Kill has begun quietly gathering support for a bid to overthrow her husband for the throne.

Age: 44 (Earth equivalent).

Height: 5' 4".

Weight: 135 lbs.

Eyes: Red.

Hair: Unrevealed, possibly none.

Uniform: None.

Strength Level: Dorrek possesses the normal strength of a Skrull male of his age, height, and build who is past his prime and engages in little regular exercise.

Known Superhuman Powers: Emperor Dorrek possesses the typical Skrull shapeshifting abilities.



418 points

ST: 10 [0]

HP: 10 [0]

Speed: 5.00 [0]

DX: 10 [0]

Will: 12 [5]

Move: 5 [0]

IQ: 11 [20]

Per: 12 [5]

HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 8 **Parry:** 8 **DR:** 0

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

Cultural Familiarities: Skrull Empire (Native) [0].

Advantages: Administrative Rank 11 [55]; Skrull [196]; Status 8 [5*]; Wealth (Multimillionaire 2) [100].

Disadvantages: Dependent (Anelle, Daughter; No More than 50%; Loved One) (9) [-10]; Enemy (R'Kill, Wife; Equal in Power; Rival) (9) [-5]; Hidebound [-5]; Paranoia [-10]; Stubbornness [-5]; Unfit [-5].

Quirks: Believes in "Harsh But Fair" Rule [-1]; Believes His Wife is Incapable of Betraying Him [-1]; Careful [-1]; Misogynist [-1]; Nervous Ranter [-1].

Skills: Administration (A) IQ+1 [4] – 12; Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 12; Current Affairs/TL11 (Politics) (E) IQ+3 [8] – 14; Intelligence Analysis/TL11 (H) IQ+1 [8] – 12; Interrogation (A) IQ+1 [4] – 12; Intimidation (A) Will+0 [2] – 12; Law (Skrull Imperial) (H) IQ+1 [8] – 12; Leadership (A) IQ+1 [4] – 12; Market Analysis (H) IQ-1 [2] – 10; Navigation/TL11 (Space) (A) IQ-1 [1] – 10; Politics (A) IQ+3 [12] – 14; Propaganda/TL11 (A) IQ+1 [4] – 12; Public Speaking (A) IQ+1 [4] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Shiphandling/TL11 (Spaceship) (H) IQ-1 [2] – 10; Soldier/TL11 (A) IQ-1 [1] – 10; Spacer/TL11 (E) IQ+0 [1] – 11; Strategy (Space) (H) IQ-1 [2] – 10; Tactics (H) IQ-1 [2] – 10.

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

* Includes +4 from Administrative Rank and +3 from Wealth.

Role-Playing Notes:

Dorrek is a man who is constantly on the lookout for those who would usurp him the way he usurped his power. At the same time he is trying to run the Empire without getting them into a long drawn-out fighting war with their age-old enemies, the Kree; that tensions are mounting over their joint claims to a backrocket mudball whose inhabitants are getting uppity vexes him. He's increasingly paranoid, seeing enemies everywhere except where he really has them: in his own home.

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>	<i>Notes</i>
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. R'Kill is considered a Rival Enemy rather than a Hunter at this point because she's only making life miserable for her husband. In the next few years, however, she's going to upgrade to Hunter and attempt to seize the throne and avenge her slain father.
2. Dorrek's racial High TL (from the Skrull racial package) and Starting Wealth are calculated for a TL8 campaign, as would be encountered on Earth. In a more cosmic campaign, the native TL would be TL 11; as such, he would lose the High TL trait, lowering his point value by 15 points, and his Starting Spending Money will increase from \$40 million to \$150 million.

DRAGONESS

Villain

Real Name: Tamara "Tammy" Kurtz.
Occupation: Bartender, professional criminal; former warehouse menial laborer.
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: Employee of the Los Angeles Bar With No Name; former employee of Dr. Karl Malus.
Base of Operations: Los Angeles, California.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN #

History: Little is known about the past of the mutant criminal known as Dragoness. What she has described has not yet been verified. According to her own account, Tammy Kurtz was a mutant who discovered her powers in her teens, but never used them for anything of note. She spent several years laboring in the Los Angeles area warehouse for one of the largest online retail outlets in the world before she was abducted by a mad scientist who grafted a set of bionic wings to her skeleton and nervous system.

She was first seen robbing an armored car and attempting to fly off with two duffel bags filled with cash before she was intercepted by Spider-Woman, who had witnessed the robbery (see *Spider-Woman*). Although she flew away during the fracas, she was forced to leave behind one of the bags. Spider-Woman tracked her to her destination, the underground laboratory of criminal scientist Dr. Karl Malus, presumably the scientist who had "gifted" Dragoness with her wings (see *Malus, Dr. Karl*). The two women fought, causing an electrical fire in the lab with their combined electric blasts; Dragoness flew away with Dr. Malus in her arms as Spider-Woman worked to put out the fire.

Dragoness was later seen alongside Dr. Malus's other test subjects turned henchmen – Armadillo, Angar the Screamer, and the misshapen Misfit – as they worked together in protecting him during a later encounter with Spider-Woman (see *Angar the Screamer; Armadillo; Misfit*). Apparently feeling disgusted with themselves, Armadillo and Dragoness turned on Malus, resulting in Malus's arrest, as well as their own.

Dragoness was later seen tending the bar at the Los Angeles Bar With No Name, an establishment for the costumed criminal element to network and relax; presumably she was out on bail or the charges dropped (see *Bar With No Name*). Whether this was a temporary gig between criminal endeavors or a permanent change of occupation is yet to be seen.

Age: 26.

Height: 5' 7".

Weight: 130 lbs.

Eyes: Hazel.

Hair: Auburn.

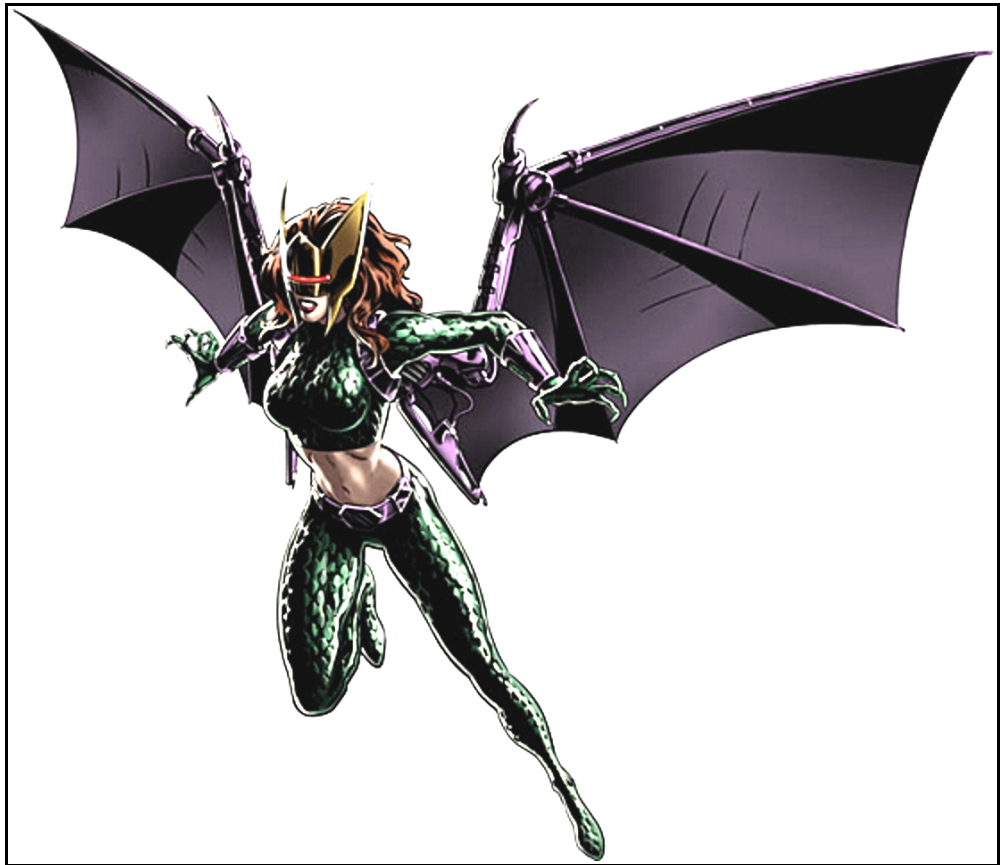
Other Distinguishing Features: Dragoness possesses large bionic wings, spanning fifteen feet when fully extended, surgically attached to her shoulder blades, and her fingers end in sharp claws. The wings possess a large spike on each of the "wrists" (roughly where the thumb would be on a hand).

Uniform: Green scaled long sleeved shirt which bares the midriff, green scaled tights, green gloves, green boots, metallic purple bracers, metallic purple utility belt, metallic gold winged half-mask with a red visor. Presumably she owns a variation which covers her entire body for slightly cooler climates.

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

Known Superhuman Powers: Dragoness is a mutant who naturally generates intense levels of bioelectricity. She is able to shoot bolts of electricity which can incapacitate or kill a person. She is also able to sheathe her hands in her bioelectricity to deliver these effects by touch.

Her bionic wings enable her to fly at speeds up to 60 mph, providing enough lift to permit her to carry at least her own body weight



aloft. The wings are designed to be as light and strong as possible; the framework extending from her back is composed of an advanced non-ferrous alloy composed of magnesium and titanium, among other materials, with a gold-titanium alloy used at the shoulder blades, and membranes composed of an experimental aluminum-treated polymer. The edges of the wings and the spikes on the wings' wrists are sharpened, allowing her to cut or stab with them as needed. Her wings act and react as if a natural part of her body. Apparently, her wings are powered off her body's own mutant bioelectricity.

473 points

ST: 10/14 [0*] **HP:** 10 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 11 [0] **Ground Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5] **Air Move:** 10/30 [-6]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d-2/1d (1d/2d) **BL:** 20 lbs. (39 lbs.)
Dodge: 9 **Parry:** 10 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western [0].

Advantages: 3D Spatial Sense [10]; Affliction 6 (*Electric Bolt*) (HT-5; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 2, +40%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [18]; Affliction 6 (*Shocking Grasp*) (HT-5; Armor Divisor (3), +100%; Damage Modifier: Surge, +20%; Incapacitation: Seizure, +100%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Stunning, +10%; Variable, +5%; Elemental: Electricity -10%; Mutant, -10%) [177]; Burning Attack 6d (*Electric Bolt*) (Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 2, +40%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [9]; Burning Attack 6d (*Shocking Grasp*) (Armor Divisor (3), +100%; Damage Modifier: Surge, +20%; Melee Attack: Destructive Parry, +10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [12]; Claws (Sharp Claws) [5]; Damage Resistance 10 (Partial: Wings Only, -20%) [40]; Enhanced Move (Air) 1.5 (Air Move 30/60 mph; Electronic, -30%) [21]; Fit [5]; Flight (Winged, -25%; Electronic, -30%) [18]; Lifting ST +4 (Accessibility: Only When Flying, -10%) [11]; Striker (Cutting; Wings) (Long +2, +200%; Thrusting Blade, +15%; Electronic, -30%) [20]; Striking ST +4 (One Attack Only: Wing Strikers, -60%) [8].

Perks: Generator [1]; Job Hunter [1]; Permit (Forklift Operator) [1].

Disadvantages: Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Attentive [-1]; Foul-Mouthed [-1]; Sarcastic [-1]; Slightly Unusual Biochemistry [-1]; Sunburns Easily [-1].

Skills: Aerobatics (H) DX+3 [8] – 16†; Body Language (A) Per+0 [2] – 12; Brawling (E) DX+2 [4] – 15; Carousing (E) HT+0 [1] – 13; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (E) IQ+0 [1] – 11; Driving/TL8 (A) DX-1 [1] – 12; Flight (A) HT+1 [4] – 14; Innate Attack (Beam) (E) DX+1 [2] – 14; Lifting (A) HT+1 [4] – 14; Lip Reading (A) Per+0 [2] – 12; Navigation/TL8 (Land) (A) IQ+2 [1] – 13‡; Observation (A) Per+0 [2] – 12; Professional Skill (Bartender) (A) IQ+1 [4] – 12; Search (A) Per+0 [2] – 12; Smuggling (A) IQ+1 [4] – 12; Speed-Reading (A) IQ-1 [1] – 10; Tracking (A) Per+0 [2] – 12; Typing (E) DX+0 [1] – 13; Wrestling (A) DX+1 [4] – 14.

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

* Includes +4 from Lifting ST and +4 from Striking ST.

† Includes +2 from 3D Spatial Sense.

‡ Includes +3 from 3D Spatial Sense.

Role-Playing Notes:

Dragoness is currently only a criminal through circumstance. She isn't greedy, but due to her situation is not one to turn down a job, despite the legality or lack of. She doesn't hate Spider-Woman (yet), but isn't willing to let herself be captured by the adventurer.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Venom Blast	HT-5 aff sur arc	3			–	–	–	1	
–	or	6d burn sur arc	3			–	–	–	1	

DRAGONFLY

Villain

Real Name: Veronica Dultry.

Occupation: Professional criminal, former exotic dancer.

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.

Age: 28.

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

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.25 [0]
DX: 13 [60] **Will:** 11 [5] **Ground Move:** 6 [0]
IQ: 10 [0] **Per:** 13 [15] **Air Move:** 12/24 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 10 **Parry:** 10 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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]; Incurable 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

Role-Playing Notes:

DANCING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Dancing Kick	1d-2 cr	C, 1	n/a	–	–	10	
–	– <i>in heels</i>	1d-3 pi+	C, 1	n/a	–	–	10	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C		–	–		

DRAGON MAN

Non-Villain Antagonist

Real Name: Inapplicable.

Occupation: None.

Identity: Publicly known.

Legal Status: Property of Dr. Gregory Gilbert.

Other Aliases: Dragon, "Bruce", "Fluffy".

Place of Creation: Columbia University, Manhattan, New York City.

Marital Status: Inapplicable.

Known Relatives: None.

Group Affiliation: Sometime pawn of Diablo, the Wizard, and Doctor Doom.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Dragon Man was an experimental creation of Dr. Gregory Gilbert, of Columbia University, Reed Richards's alma mater (see *Mister Fantastic*). The professor had fashioned an artificial dragon-like creature, equal parts robotic and organic, but was unable to determine how to give it a true semblance of life. Somehow learning of the creature, the alchemist Diablo convinced Dr. Gilbert to allow him to use his alchemy to bring the creature to life (see *Diablo*). Dr. Gilbert came to regret the choice, as Diablo used the creature, dubbed Dragon Man, in a plot of vengeance against the Fantastic Four (see *Fantastic Four*). The four were able to break the Diablo's hold on the creature, only to see the creature wander into the Hudson River.

Some time later, Dragon Man was discovered by the Wizard, who also used the creature in a plot against the Fantastic Four (see *Wizard*). Following that incident, Dragon Man was returned to Dr. Gilbert, who began training it to obey only him. Doctor Doom also once took control of the creature in a plot against the Fantastic Four, but at present Dragon Man is once again under the supervision of its creator.

Age: 2.

Height: 15' 3".

Weight: 3.2 tons.

Eyes: Gray.

Hair: None.

Skin: Gray.

Other Distinguishing Features: Dragon Man has large, leathery wings coming off his shoulder blades and a powerful tail half as long as he is tall. His hands have four fingers, including an opposable thumb (humans have five fingers, including the thumb).

Uniform: Red briefs.

Strength Level: Dragon Man possesses superhuman strength enabling it to lift (press) around 100 tons.

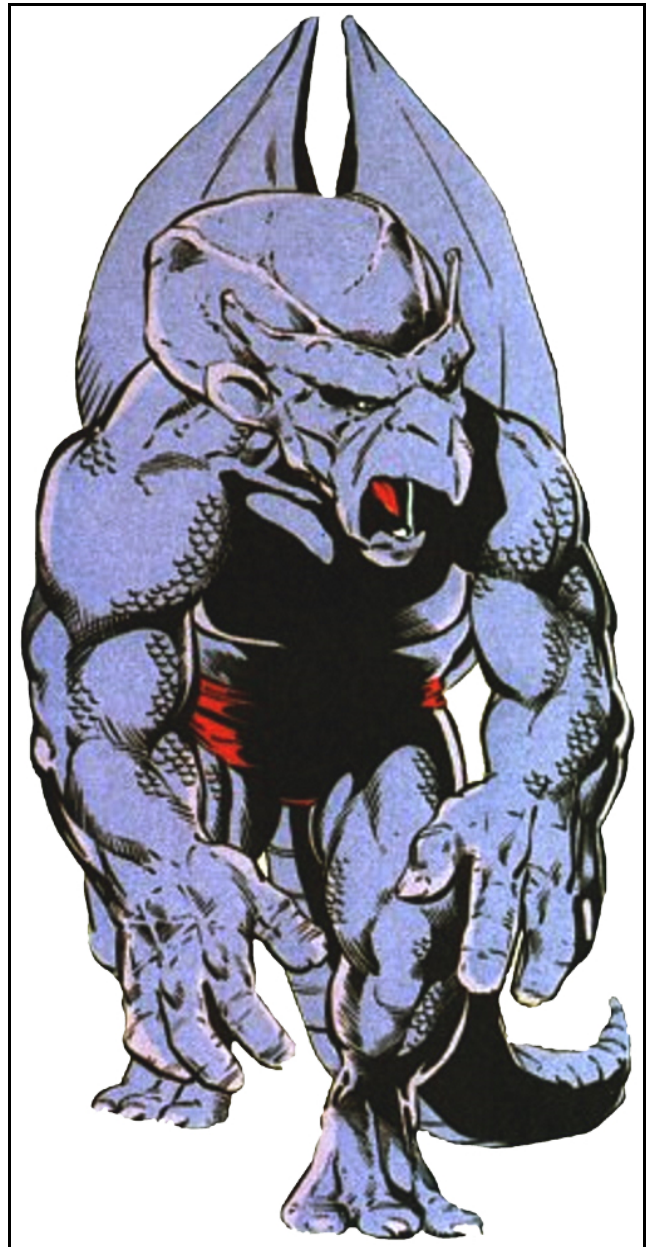
Known Superhuman Powers: As a non-human synthetic creature, Dragon Man has a number of superhuman attributes. For starters, Dragon Man's body is composed of high-density organic polymers which enable it to withstand ballistic impacts up to and including 120mm HEAT (High-Explosive Anti-Tank) tank shells without rupturing. It is capable of surviving extreme temperatures, and pressures from the vacuum of space to the ocean floor. Not truly alive, Dragon Man does not need oxygen to sustain its pseudo-life. Dragon Man *does* need to eat, however; it is an omnivore and capable of digesting all sorts of organic matter which would be poisonous to human life. Its 7 foot long tail can be whipped at speeds that enable it to smash a three foot thick stone wall, and which has sent the Thing flying (see *Thing*). Like most animals, it can hear in the ultrasonic range.

Dragon Man can fly due to an experimental antigravity generator built into its spine. Its bat-like wings, which have a wingspan of around 35 feet, aid him in steering. It can fly at a maximum speed of 30 miles per hour, and has been observed at an altitude of 1,800 feet. It is virtually tireless, and can fly for an indefinite period of time, not needing to sleep.

Dragon Man can breathe fire, which is produced by channeling the methane that builds up as a byproduct of its unique digestion system through vents in its throat back up to the mouth. The methane is then sparked by specialized teeth near the back of the throat. It can maintain its flame for a total of 8 minutes before it needs to wait for its digestion to "refuel" it.

The creature possesses a robotic skeleton and a computer regulating its body's autonomous functions; the higher functions are handled by an organic brain grown from a monkey's stem cells.

Limitations: Dragon Man possesses the intellectual level of a domestic dog, and is governed by simple thoughts and feelings.



2,040 points

ST: 67/354 [216*†] **HP:** 67 [0] **Speed:** 6.00 [-20]
DX: 10 [0] **Will:** 10 [30] **Ground Move:** 6 [0]
IQ: 4 [-120] **Per:** 10 [30] **Air Move:** 12 [0]
HT: 18 [80] **FP:** 18 [0] **SM:** +2

Dmg: 8d/10d (36d/38d) **BL:** 898 lbs. (25,063 lbs./12.5 tons)
Dodge: 9 **Parry:** 8 **DR:** 100* (Hardened 4)
IT:DR: /100

Advantages: Burning Attack (*Fire Breath*) 8d+2 (Jet, +0%; Jet: Increased 1/2D Range (×2), +5%; Elemental: Heat/Fire, -10%) [41]; Claws (Blunt Claws) [3]; Damage Resistance 100 (Flexible, -20%; Hardened 4 (protects against AD(10)), +80%) [800]; Doesn't Breathe [20]; Doesn't Sleep [20]; Flight (Planetary, -5%; Small Wings, -10%; Electronic, -10%) [22]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /100) [300]; Pressure Support 2 [10]; Striker (Crushing; Tail) (Clumsy -1, -20%; Limited Arc: Rear, -40%; Long +2, +200%) [12]; Super ST +13/+300 (Size, -20%) [494]; Teeth (Sharp Beak) [1]; Ultrahearing [5]; Universal Digestion [5]; Vacuum Support [5].

Perks: Scales [1].

Disadvantages: Bestial [-10]; Cannot Speak [-15]; Hidebound [-5]; Social Stigma (Monster) [-15]; Social Stigma (Valuable Property) [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Distractible [-1]; Sexless [-1].

Skills: Innate Attack (Breath) (E) DX+2 [4] – 12; Mount (A) DX+0 [2] – 10.

Starting Spending Money: \$0.

* Includes +13/+300 from Super ST.

† Adjusted with "Size, -20%"

Role-Playing Notes:

Dragon Man is best used as an NPC, either as an Ally or an adversary, and always under the direction of someone else. If left to its own devices, Dragon Man will just wander around and consume any organic materials it can as needed to sustain its existence, including trees and houses.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	8d+7 cr	C	8	–	–	67	
	– <i>Super ST</i>	36d+35 cr	C	8			354	
–	Kick	8d+8 cr	C, 1	n/a	–	–	67	
	– <i>Super ST</i>	36d+36 cr	C, 1	n/a	–	–	354	
–	Tail Striker	8d+8 cr	C, 1-2	7	–	–	67	
	– <i>Super ST</i>	36d+36 cr	C, 1-2	7	–	–	354	

INNATE ATTACK (BREATH)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Fire Breath	8d+2 burn	3	20/200	Jet	n/a	–	–	1	

Design Notes

1. In game terms, Dragon Man's pseudo-life is the result of a critical success on Diablo's Alchemy roll. ;)

DUGAN, DUM DUM

Supporting Cast

Real Name: Timothy Aloysius Dugan.

Occupation: Intelligence operative, former soldier.

Identity: Dugan does not use a dual identity.

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

Other Aliases: Rob Howley (alias used while doing undercover work).

Place of Birth: Clovelly, Devon, England.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: British Secret Intelligence Service/MI6, formerly British Army.

Base of Operations: Mobile.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

History: Timothy Dugan was born to a working-class family in England. To help provide for his family, he enlisted immediately out of high school in the British Army. While in the British Army, he was assigned to a NATO unit, first in Iraq and then later in Afghanistan, that was under the command of an American, Sergeant Nick Fury; because of this unit's success rate against insane odds, they became known as the Howling Commandos (see *Fury*, *Nick*). During this time, Dugan and Fury became close friends. At some point prior to this assignment, Dugan had earned the nickname "Dum Dum", presumably from his habit of carving crosses into his gun's bullets to help them expand better on a hit.

When Fury was recruited by the CIA, the rest of the Howling Commandos ended up leaving military service. Dugan was then recruited by the British Secret Intelligence Service (commonly known as MI6), the British counterpart to the CIA. Dugan was often sent overseas while posing as a British businessman in various intelligence gathering missions. It was during one of these missions in the small island nation of Madripoor that he was reunited with Fury. Neither told the other of their ties to their intelligence agencies until they were ambushed by a HYDRA cell (see *HYDRA*). Working together, the two managed to defeat the HYDRA cell while falling into old wartime habits.

Since then, Dugan was assigned by MI6 to assist the CIA in their operations, while under orders to report back anything of interest. These conflicting loyalties have not yet caused an issue between the two. Yet.

Age: 26.

Height: 6'.

Weight: 260 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Dugan is a skilled soldier, hand to hand combatant, and marksman with most conventional weapons. His agility is greater than a man of his bulk would appear to have, though not superhumanly so. He's also highly observant and a natural leader, having served as a second-in-command and later a field commander during wartime.

Limitations: Dugan occasionally suffers from bouts of pain from injuries taken during wartime. These injuries have not affected his performance under most circumstances, but will flare up at odd times.

340 points

ST: 15 [50]	HP: 15 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 12 [5]	Move: 6 [0]
IQ: 11 [20]	Per: 14 [15]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dmg: 1d+1/2d+1 **BL:** 45 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (concealed vest)

Languages: Dutch (Accented) [4]; English (Native) (Native Language) [0]; Farsi (Accented) [4]; Mesopotamian Arabic (Accented Spoken/Illiterate) [2]



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

Advantages: Alternate Identity (Legal) [5]; Born Soldier 2 [10]; Combat Reflexes [15]; Craftiness 2 [10]; High Pain Threshold [10]; MI6/SIS Rank 4 (Assistance Roll: 9) [20]; Security Clearance (MI6/SIS) ("Need to know" on a narrow range of secrets) [5]; Temperature Tolerance 1 [1]; Very Fit [15].

Perks: Courtesy Military Rank 1 (Sergeant) [1]; Off-Screen Reload [1].

Disadvantages: Addiction (Tobacco) [-5]; Chronic Pain (Severe; 1 hour) (9) [-5]; Code of Honor (Soldier's) [-10]; Duty to MI6 (12) [-10]; Nightmares (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Howling Commandos comrades) [-5].

Quirks: Congenial [-1]; Don't Disrespect the Military [-1]; Don't Mess With the Bowler Hat [-1]; Forthright [-1]; OUCH! [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Acting (A) IQ+1 [1] – 12*; Body Language (Human) (A) Per+0 [2] – 14; Climbing (A) DX+0 [2] – 13; Computer Operation/TL8 (E) IQ+1 [2] – 12; Detect Lies (H) Per+0 [4] – 14; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Escape (H) DX+0 [4] – 13; Explosives/TL8 (Demolitions) (A) IQ+1 [4] – 12; Filch (A) DX-1 [1] – 12; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 13; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 14; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Guns/TL8 (Rifle) (E) DX+1 [2] – 14; Hiking (A) HT+0 [2] – 13; Holdout (A) IQ+1 [2] – 12*; Intelligence Analysis/TL8 (H) IQ+0 [4] – 11; Judo (H) DX+1 [8] – 14; Jumping (E) DX+0 [1] – 13; Karate (H) DX+1 [8] – 14; Leadership (A) IQ+1 [1] – 12†; Lip Reading (A) Per+1 [4] – 15; Observation (A) Per+1 [4] – 15; Parachuting (E) DX+0 [1] – 13; Photography/TL8 (A) IQ+0 [2] – 11; Research/TL8 (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 13; Savoir-Faire (Military) (E) IQ+2 [1] – 13‡; Shadowing (A) IQ+2 [1] – 13*‡; Soldier/TL8 (A) IQ+1 [1] – 12‡; Stealth (A) DX+1 [1] – 14*; Sumo Wrestling (A) DX+1 [4] – 14; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+2 [4] – 13‡; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Typing (E) DX+0 [1] – 13; Wrestling (A) DX+1 [4] – 14.

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

* Includes +2 from Craftiness.

† Includes +2 from Born Soldier.

‡ Defaulted from Observation.

Role-Playing Notes:

Dugan is a solid team player and a good commander in any group setting, taking second banana only to Fury.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+2 cr	C	11	–	–	15	
–	Karate Kick	1d+3 cr	C, 1	n/a	–	–	15	

Design Notes:

1. MI6/SIS Rank is derived from *Social Engineering: Pulling Rank*, based off using MI6/the SIS as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.
2. Dugan was designed as a 300 pt. soldier-turned-spy at the point in Year One when he hooks back up with Fury, with an additional 40 points added in at the end of the Year due to earned XP.

Dynatechnics is a corporation with its national headquarters in the greater Chicago Metro area of Illinois and various facilities across the Rust Belt – most notably in Pittsburgh, PA; Cleveland, OH; Detroit, MI; and Milwaukee, WI, although other facilities are believed to exist – which primarily focuses on raw materials manufacturing, producing advanced materials such as high-tensile polymers, carbon fiber nanotubes, memory fabrics, and lightweight ceramics. Various facilities also have large research, development, and applied sciences divisions which work to develop new processes – and occasionally ultra-tech military hardware under contracts with DARPA.

Dynatechnics was founded the 1970s in Detroit by Roger van Dyne and William Carmody (later known as the Eternal Brain of the First Line) in an attempt to halt the decline of manufacturing jobs in the city, with Carmody retaining the controlling share. Carmody preferred to work out of his private research institute in Maine (later the headquarters for the First Line), leaving Van Dyne to manage the day to day operations of the company. Since the mid 1990s, Dynatechnics' main offices have been located in Chicago, Illinois.

In the early 1980s, the Cleveland branch's research division worked with DARPA to develop a weapon known as the neutron disintegrator. After the cost of the development grew to astronomical proportions, with only a single prototype – which in testing spectacularly failed to literally hit the broad side of a barn, in front of the Pentagon's top brass – the project was shelved.

The research branch then turned to using a laser spectroscope to study the chemical components of nearby stars. Through unknown means, in 1986 the Cleveland laser spectroscope brought Howard the Duck to Earth; less than a week later, Howard was forced to destroy the spectroscope with the neutron disintegrator to prevent an otherworldly invasion (see *Howard the Duck*).

Control of Dynatechnics later passed to van Dyne's son Vernon and Carmody's daughter Mary. Vernon has insisted his sons prepare to take over the business, leaving his daughter Janet to her own devices. At a company social function, Janet met Dr. Hank Pym, one of the scientists in the Chicago branch's applied sciences division. Hank and Janet have since become the adventurers Ant-Man and Wasp; it has not yet become common knowledge that the two are connected to the company (see *Ant-Man*; *Wasp*).

Ant-Man and Wasp have since helped stop a hostile takeover of Dynatechnics by their less scrupulous rival Cross Technological Enterprises (see *Cross*, *Darren*).

First Appearance: (Cleveland, Ohio, branch) *Howard the Duck* (movie, 1986).

First Post-Reboot Appearance: (Chicago, Illinois, headquarters) ASTONISHING ANT-MAN #1.

Design Notes:

1. Yes, the movie *Howard the Duck* starring Ed Gale and Lea Thompson is *canon* for the Reboot! Of course, this means that Howard and Beverly Switzer (and maybe the rest of the Cherry Bombs) will need to be rejuvenated somehow if I want to keep them active in the "now". Then again, there's always Doctor Bong . . .

Dynatechnics

Mission Statement: Dynatechnics is a corporation which engages in advanced materials processing, refining, and manufacturing, primarily in polymers, carbon fibers, memory fabrics, and similar advanced materials. Each branch has a sizable Applied Sciences division which develop entirely new and bleeding edge technologies and often engage in research outside the company's primary focus. They occasionally have government contracts through DARPA to develop exotic technologies.

Capabilities

TL: 8 (9 in materials)

Members: 50,000

Wealth: Comfortable

Contacts: Business Skills–12 [5], Manufacturing Skills–12 [5], Scientific Skills–15 [10].

Member Traits: Gadgeteer [25]; High TL +1 (Materials Science Only, -80%) [1];

Notable Resources: Manufacturing plants and research facilities across the Rust Belt

Reaction-Time Modifier: -1

Costs and Values

Startup Cost: \$4,555,200,000

Resource Value: \$22,776,000

Patron Value: 10 points.

Enemy Value: -10 points.

Ally and Dependent Value: Dynatechnics can often supply individual 50 to 100 point Allies and/or various Contacts for short periods of time, usually in the Applied Sciences divisions.

Social Attributes

Type: Commercial, Research **Loyalty:** Good (14)

CR: 3

Rank: Merchant Rank 0-7 [2/level]

Income Range: \$2,600 (Average) to \$260,000 (Filthy Rich)

Reputation: +1 (as a good place to work that takes care of their employees).

Notes

Materials science is more advanced in the Marvel Universe than in the real world. The setting has a TL8 infrastructure, and companies like Dynatechnics are able to produce and work with TL9 materials.

Real Name: Leonard Stryke.

Occupation: Aquarium caretaker turned costumed mercenary.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Los Angeles, California.

Marital Status: Single.

Known Relatives: Jordan (alias Viper, brother).

Group Affiliation: Member of the Serpent Squad, occasional employee of Count Nefaria and Mister Fear.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A caretaker at the New York City Aquarium, Leonard Stryke racked up a sizable gambling debt to several New Jersey and Indian reservation casinos. Unable to pay the debts on time and fearing for his life, Stryke commissioned the criminal inventor Tinkerer to come up with a uniform which duplicated the abilities of the electric eel (see *Tinkerer*). Using this suit, Stryke hired himself out to various organizations as the Eel. During his first recorded outing, he ran afoul of Captain America while stealing data on experimental nanotechnology for Count Luchino Nefaria, but managed to escape and complete the mission (see *Captain America*; *Count Nefaria*).

Following that mission, he and the criminal known as the Ox were coerced by Mister Fear into battling Daredevil on Fear's behalf (see *Daredevil*; *Mister Fear*; *Ox*). Following this, the Eel and his cohorts were sent to prison.

Stryke was later busted out of prison by his brother Jordan, who as the Viper was creating an organization of snake-themed mercenaries which he dubbed the Serpent Squad (see *Serpent Squad*; *Viper*). (While the eel is technically a fish, it is often mistaken for a snake due to its long, serpentine body.) As a member of the Serpent Squad, he again clashed with Captain America, though he managed to escape capture by leaping into the Hudson River.

Age: 28.

Height: 5' 8".

Weight: 180 lbs.

Eyes: Green.

Hair: Brown.

Uniform: Blue and maroon bodysuit, blue cowl with a maroon full-face mask and mirrored eye lenses, maroon gloves, maroon boots.

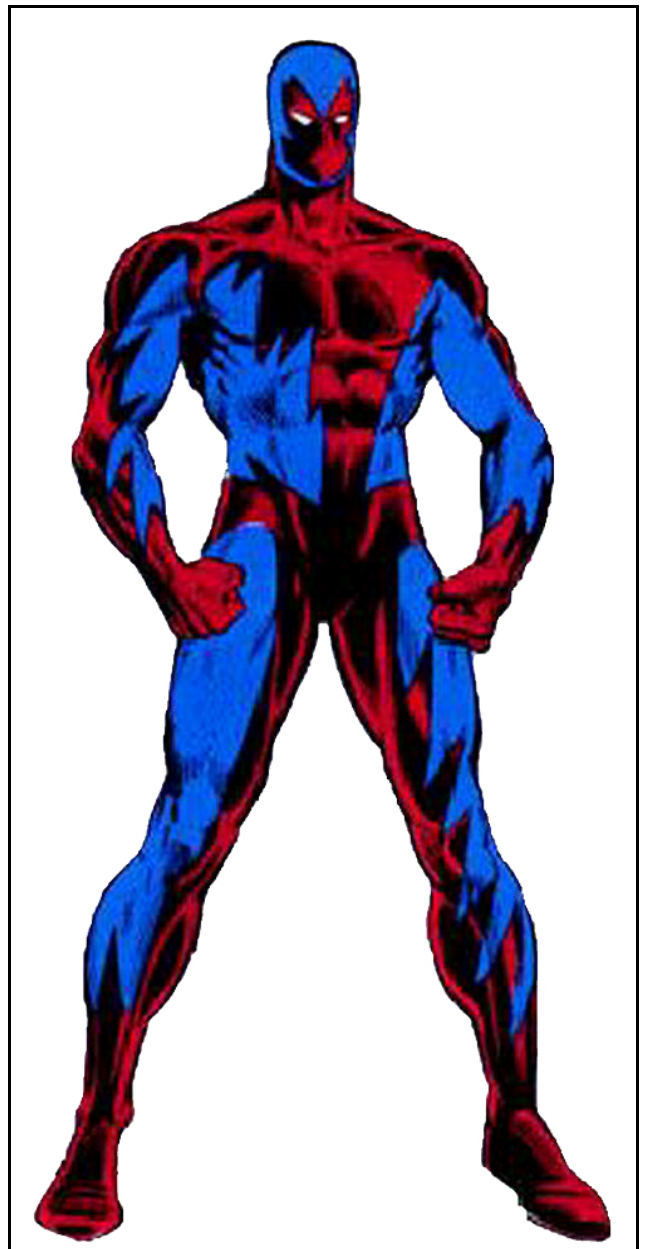
Strength Level: The Eel possesses the normal human strength of a man his age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Weapons and Paraphernalia: The Eel's uniform enables him to mimic the abilities of his aquatic namesake. First and foremost among these abilities is its ability to generate and project incredible bolts of electricity, which he can use to stun or kill a person. He is also able to charge his uniform with static electricity, which he can use to glow in the dark or electrocute anyone who touches him.

The uniform is coated with a lubricant which makes him extremely hard to hold onto; this lubricant is highly conductive, assisting in the suit's electric abilities.

In addition, the suit is composed of advanced ballistic fabric, enabling him to withstand police gunfire. The cowl possesses fibers which can extract oxygen from water for limited periods of time.



293 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 11 [0] **Move:** 6 [0]

IQ: 11 [20] **Per:** 12 [5]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 10 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Stun Bolt*) 6 (HT-5; Blockable (Can Be Blocked With Shield), -5%; Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/5), -20%; Variable, +5%; Electronic, -30%) [96]; Burning Attack (*Electric Aura*) 2d (Aura, +80%; Damage Modifier: Surge, Arcing, +100%; Melee Attack: Reach C, -30%; Electronic, -30%) [22]; Burning Attack (*Electric Bolt*) 6d (Blockable (Can Be Blocked With Shield), -5%; Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/5), -20%; Variable, +5%; Electronic, -30%; Alternative Attack, ×1/5) [10]; Combat Reflexes [15]; Doesn't Breathe (Badget/Breakable: DR 0, -20%; Gadget/Breakable: SM -8, -5%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Gills, -50%) [4]; Fit [5]; High Pain Threshold [10]; Slippery 3 [6].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Intuitive Repairman (Eel Suit) [1]; Skintight Outfit [1].

Disadvantages: Compulsive Gambling (9) [-7]; Debt -5 [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Comrades) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Careful [-1]; CRS (Cant Remember Stuff) -2 [-2]; Delusion (The Apollo Moon Landings Were Faked) [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Aquabatics (H) DX+0 [4] – 12; Boxing (A) DX+1 [4] – 13; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Expert Skill (Ichthyology) (H) IQ-1 [2] – 10; Forced Entry (E) DX+0 [1] – 12; Gambling (A) IQ+0 [2] – 11; Hazardous Materials/TL8 (Chemical) (A) IQ+1 [4] – 12; Housekeeping (E) IQ+1 [2] – 12; Innate Attack (Beam) (E) DX+3 [8] – 15; Jumping (E) DX+0 [1] – 12; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Scuba/TL8 (A) IQ+1 [4] – 12; Search (A) Per+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+2 [4] – 14.

Starting Spending Money: \$1,600 (20% of Starting Wealth, minus the cost of the Reflex Suit).

Role-Playing Notes:

The Eel is a criminal mainly because he can't earn enough money legitimately to pay off his gambling debts. He is not a killer by nature, and when facing off against superhumans will attempt to run or, barring that, surrender should the fight go against him. He's cautious, but not an outright coward. Despite all this, he's beginning to see the appeal of being a costumed mercenary. He's not a leader, but a solid team player, and works well with his brother, the Viper. His primary weakness is his gambling habit, which is what got him into the business to begin with.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-1 cr	C	10	–	–	11	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	
–	Electric Aura	2d burn sur arc	C	n/a	–	–	–	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Electric Bolt	6d burn sur arc var	3	10/20	1	n/a	–	–	1	
–	Stun Bolt	HT-5 aff sur arc var	3	10/20	1	n/a	–	–	1	

Real Name: Eisa Glutdotter.

Occupation: Valkyrie; all-around troublemaker.

Identity: The general public of Earth does not believe Eisa to be anything more than a mythological figure.

Legal Status: Subject of Jotunheim, citizen of Asgard.

Other Aliases: "Flamehead", "Fire-top", "Ash Princess", other similar derogatory names.

Place of Birth: Unrevealed, believed to be either Jotunheim or Muspelheim.

Marital Status: Single.

Known Relatives: Glut (mother), Loki (father), Farbauti (grandfather, deceased), Laufey (grandmother), Byleist, Helblindi (uncles, deceased), Angrboda (ex-stepmother), Sigyn (stepmother), Fenrir, Jormungandr, Slipeknir, Vali (half-brothers), Narvi (half-brother, deceased), Einmyria (sister), Hel (half-sister), Sam Lokispawn (alleged half-sibling, possibly adopted, gender unknown), Odin (foster grandfather), Frigga (foster grandmother), Thor, Tyr, Heimdall, Balder, Hod, Hermod, Bragi, Uller, Vidar (foster uncles), Freyja, Sif (foster aunts), Thrud (foster cousin).

Group Affiliation: Valkyries of the Nine Realms; Asgardian royal family.

Base of Operations: Mobile throughout the Nine Realms.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #X/2.

History: Eisa is the second daughter of the trickster god Loki and his first wife, Glut (see *Loki*). Due to Eisa's and her older sister Einmyria's appearances, Glut is believed to have hailed from Muspelheim rather than Loki's native Jotunheim, though this has not yet been proven (see *Asgard*). Unlike her mother and sister, Eisa remained on good terms with her father, and has from time to time assisted him in many of his endeavors both on behalf of and against the other Asgardians (see *Asgardians*). As such, she is grudgingly considered a member of the Asgardian royal family.

Eisa has a long-standing rivalry with her cousin Thrud, daughter of the thunder god Thor, Loki's foster brother; both Eisa and Thrud claim the other started it (see *Thor*; *Thrud*). When Thrud, along with her half-brothers Magni and Modi, relocated to Midgard (Earth), Eisa discreetly followed (see *Magni and Modi*). On one occasion she fought Thrud in the streets of Houston, though the fight ended before either could claim victory due to factors beyond their control. Eisa has also assisted her father and half-sibling Sam Lokispawn on occasions against Thor, though she only did so hoping for a rematch with her rival cousin (see *Sam Lokispawn*). (The rematch never happened.)

More recently, though, she was selected to join forces with a number of Valkyries from across the Nine Realms under the Valkyrie Brunnhilde's guidance in a mission to investigate and put an end to a long-dormant threat, the exact nature of which has not yet been revealed (see *Valkyrior*). Each member of the team hails from a different world; because of her powers and her mother's suspected lineage, Eisa is considered the Valkyrie from Muspelheim (Hljod is the official Valkyrie of Jotunheim; see *Hljod*). To their mutual dismay, Eisa and Thrud, Valkyrie of Vanaheim, have been paired off as wingmates. (It has since been revealed that Brunnhilde, the team's designated leader, did so in order to have Thrud keep watch on Eisa, since one of the Norns, Skuld, uttered a prophecy to Freyja and Brunnhilde that one of the nine shall betray the others (see *Freyja*; *Valkyrie*). Eisa, being the daughter of Loki, was considered the most likely suspect; however, because Skuld refused to specify *which* of the nine was the traitor, Brunnhilde did not want to falsely accuse someone who might be innocent. Neither Eisa nor Thrud are aware of this prophecy.)

Age: Indeterminate.

Height: 5' 9".

Weight: 240 lbs.

Eyes: Red, no pupils.

Hair: None; flames flow from her head in a manner that resembles hair.

Skin: Black with red patterns fluctuating all over.

Uniform: None, tends to create flowing dresses made of flame.

Strength Level: Eisa possesses superhuman strength enabling her to lift (press) roughly 10 tons.

Known Superhuman Powers: In addition to her superhuman strength, Eisa possesses notable physiological differences from the Asgardian norm. While composed of superhumanly dense materials, her body consists of material greatly resembling particulate ash and magma rather than flesh and bone. This grants her incredible resistance to injury. She is also able to regenerate any body part that



is severed or destroyed, including her head, in a matter of minutes. It is believed the only way to truly destroy her would be a large enough explosion to scatter her body's particulate matter beyond its ability to recuperate, but even that may not truly destroy her.

In addition, Eisa's body generates incredible heat, which makes it impossible for her to wear normal clothes (she has not learned about dynamic molecules; see *Common Technologies*). Normally, she produces flames from her head that resembles hair as cooling mechanism (much like how mortals and other Asgardians sweat); over the centuries, she has learned to regulate these flames to produce intense flame on demand. In addition, she is able to generate flames and magma from her hands, and shape both flames and magma, whether ambient in her immediate vicinity or those she generates herself, however she wishes. As normal clothes will burst into flame, she often shapes flames to appear as a diaphanous gown, providing her a modicum of decency.

Eisa has also learned some magic over the centuries, though she rarely utilizes it. This magic is geared mainly toward traversing the dimensions and various telepathic feats. As a Valkyrie, she has the ability to see a "death aura" around those who are soon going to die without assistance; Eisa does not yet have the ability to tell the reason for the impending death.

Weapons: As a Valkyrie, Eisa owns a sword and circular shield made of uru, but these weapons have not exhibited any magical properties beyond being unbreakable. She often causes both sword and shield to burst into flame, and has fooled more than one opponent into thinking the flames were enchantments on the sword and shield rather than coming from her.

Mount: Eisa rides a fiery version of the Valkyries' winged horses. This winged horse, named Logavindur ("flame wind"), is able to fly without tiring for hours on end and can traverse the Nine Realms with ease. In addition, Logavindur can breathe fire, shooting jets of flame from his mouth and nostrils at a distance of up to 150 feet.

1,543 points

ST: 30/120 [30*] **HP:** 30 [0] **Speed:** 6.50 [0]
DX: 12 [40] **Will:** 13 [10] **Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5]
HT: 14 [20†] **FP:** 14 [0] **SM:** 0
Threshold: 30 **ER:** 10

Dmg: 3d/5d+2 (13d/15d) **BL:** 180 lbs. (2,880 lbs.)
Dodge: 9 **Parry:** 10 **DR:** 10
Block: 9

Attributes: ST 30/120 [30*]; DX 12 [40]; IQ 11 [20]; HT 14 [20†].

Secondary Characteristics: Dmg 3d/5d+2 (13d/15d); BL 180 lbs. (2,880 lbs.); HP 30 [0]; Will 13 [10]; Per 12 [5]; FP 14 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9.

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

Cultural Familiarities: Asgard (Native) [0].

Advantages: Ally (Logavindur, Ashen Flying Horse; up to 50% starting points) (12) [4]; Asgardian Fire Demon [206]; Burning Attack (*Fire Cage*) 3d (Area Effect: 8 yd. radius, +150%; Malediction (SSRT), +150%; Variable, +5%; Wall: Permeable, +30%; Elemental: Heat/Fire, -10%; Alternative Attack, ×1/5) [13]; Burning Attack (*Fire Jet*) 6d×2 (Jet, +0%; Jet: Increased 1/2D Range ×2, +5%; Jet: Increased Range ×5, +40%; Rapid Fire: RoF 2, +40%; Variable, +5%; Elemental: Heat/Fire, -10%; Alternative Attack, ×1/5) [22]; Burning Attack (*Fireballs*) 8d (Guided, +50%; Guided: Extra Passes +2, +20%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 2×5, +100%; Variable, +5%; Elemental: Heat/Fire, -10%) [110]; Burning Attack (Flame Sword) 8d (Costs 1 FP, -5%; Melee Attack: Reach 1, Destructive Parry, -15%; Magical, -10%) [28]; Crossroads/3 [30]; Crushing Attack (*Hot Ash Flying Fists*) 3d (Damage Modifier: Incendiary, +10%; Increased 1/2D Range ×10, +15%; Rapid Fire: RoF 2, +40%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Earth, -10%; Alternative Attack, ×1/5) [9]; Detect Death's Aura (Reflexive, +40%; Sense-Based: Vision (Own), -20%; Vague, -50%; Magical, -10%) [12]; Energy Reserve (Magical) 10 [30]; Imbue 3 (Limited Skill Access: Incendiary Attack Only, -80%) [8]; Infravision [10]; Magery 3 [35]; Mind/2 [40]; Omnilingual (Power Cosmic 1, +10%) [44]; Regeneration (Very Fast: 3 HP/sec) [100]; Regrowth [40]; Super ST +10/+100 [400]; Unaging [15]; Unkillable 3 [150].

Perks: Dirty Fighting [1]; Ignition [1]; Illumination [1]; Self-Generated Fire "Clothing" [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Enemy (Thrud, Rival; Equal in Power) (9) [-5]; Impulsiveness (9) [-15]; Overconfidence (12) [-5]; Sense of Duty (Family) [-5]; Social Stigma (Freak) [-10]; Trickster (15) [-7].

Quirks: Alternative Sexuality (Asexual) [-1]; Daddy's Little Supervillain [-1]; Only *I* Can Do That To My Cousin! [-1]; Posh [-1]; Restricted Casting Style (No Exocentric Magic) [-1].

Skills: Acting (A) IQ+1 [4] – 14; Body Language (A) Per+1 [4] – 13; Brawling (E) DX+2 [4] – 14; Broadsword (A) DX+0 [2] – 12; Carousing (E) HT+1 [2] – 15; Climbing (A) DX+0 [2] – 12; Connoisseur (Dance) (A) IQ+1 [4] – 12; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+1 [8] – 13; Fast-Draw (Sword) (E) DX+0 [1] – 12; Force Sword (A) DX+0 [2] – 12; Forced Entry (E) DX+2 [4] – 14; Gesture (E) IQ+1 [2] – 12; Incendiary Weapon! (WC) DX+0 [24] – 12; Innate Attack (Beam) (E) DX+3 [8] – 15; Innate Attack (Projectile) (E) DX+3 [6] – 15‡; Lifting (A) HT+0 [2] – 14; Lip Reading (A) Per+1 [4] – 13; Mind Block (A) Will+2 [8] – 15; Naturalist (Muspelheim) (H) IQ+1 [8] – 12; Psychology (Asgardian) (H) IQ+1 [8] – 12; Riding (Equines) (A) DX+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Shield (Buckler) (E) DX+0 [1] – 12; Shield (Force) (E) DX+0 [1] – 12; Soldier/TL3 (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Survival (Muspelheim) (A) Per+1 [4] – 13; Thaumatology (VH) IQ+2 [4] – 14§; Throwing (A) DX+0 [2] – 12; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+0 [2] – 12.

Magical Realm Skills: Crossroads (VH) IQ+3 [12] – 15§; Mind (VH) IQ+3 [12] – 15§.

Starting Spending Money: \$10,000 (50% of Starting Wealth; not accounting for the uru sword and shield she wields as a Valkyrie).

* Includes +7 from the Asgardian Fire Demon racial package and +10/+100 from Super ST

† Includes +2 from the Asgardian Fire Demon racial package.

‡ Defaulted from Innate Attack (Beam).

§ Includes +3 from Magery.

Role-Playing Notes:

Eisa is impulsive and hot-headed, rarely thinking anything through before acting. She has a long-standing rivalry with her cousin Thrud, a rivalry which has occasionally resulted in violence. She is steadfastly loyal to her family, and despite her rivalry with her cousin has come to Thrud's defense on more than one occasion. ("You can't do that to my cousin! Only *I* can do that to my cousin!")

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+2 cr	C	10	–	–	30	
–	– <i>Super ST</i>	13d+12 cr	C	10	–	–		
–	Brawling Kick	3d+3 cr	C, 1	n/a	–	–	30	
–	– <i>Super ST</i>	13d+13 cr	C, 1	n/a	–	–		

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
3	Uru Broadsword	5d+4 cut	1	9			10	
	– <i>Super ST</i>							
	<i>or</i>	3d+3 imp	1	9			10	
	– <i>Super ST</i>							

FORCE SWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
3	Flame Sword	8d burn	1	9	–	–	–	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Fireballs	8d burn var	3	50/100	2×5	–	–	–	1	[1]
–	Fire Cage	3d burn var mal	–	–	1	–	–	–	–	
–	Fire Jet	6d×2 burn var	0	50	Jet×2	–	–	–	1	

Notes:

[1] Guided attack with two extra passes.

INNATE ATTACK (PROJECTILE)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Hot Ash Flying Fist	6d cr inc var	3	50	2	–	–	–	1	

Logavindur

512 points

ST: 27 [85*†] HP: 27 [0] Speed: 6.00 [0]
DX: 12 [24†] Will: 11 [30] Ground Move: 9/24 [10]
IQ: 5 [-100] Per: 12 [35] Air Move: 12/36 [0]
HT: 12 [20] FP: 12 [0] SM: +1

Dmg: 3d-1/5d+1 BL: 146 lbs.

Dodge: 10 Parry: n/a DR: 0

Attributes: ST 27 [85*†]; DX 12 [24†]; IQ 5 [-100]; HT 12 [20].

Secondary Characteristics: SM +1; Dmg 3d-1/5d+1; BL 146 lbs.; HP 27 [0]; Will 11 [30]; Per 12 [35]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 9 [10]; Basic Air Move 12 [0]; Dodge 10.

Languages: Old Norse (Accented/Illiterate) (Native Language) [-4].

Cultural Familiarities: None [-1].

Advantages: Acute Hearing 2 [4]; Burning Attack 2 pts (*Fiery Aura*) (Always On (Effects are Dangerous), -40%; Aura, +80%; Melee Attack: Reach C, -30%; Elemental: Heat/Fire, -10%) [4]; Burning Attack 3d (*Flame Breath*) (Increased Range ×5, +40%; Jet, +0%; Variable, +5%; Elemental: Heat/Fire, -10%) [21]; Claws (Hooves) [3]; Combat Reflexes [15]; Enhanced Move (Air) 1.5 (Air Move 36/72 mph) [30]; Enhanced Move (Ground) 1.5 (Ground Move 24/48 mph) [30]; Flight (Winged, -25%) [30]; Immunity to Fatigue Loss Due to Exertion [30]; Immunity to Thermal Stress [15]; Injury Tolerance (Diffuse) [100]; Jumper (World) (Can Carry Objects: Extra-Heavy Encumbrance, +50%; Interplanar (Nine Worlds), +0%; Reliable +10, +50%; Special Movement (Must Be In Flight), -20%; Magical, -10%) [170]; Night Vision 3 [3]; Peripheral Vision [15]; Ultrahearing [5].

Disadvantages: Domestic Animal [-35]; Quadruped [-35]; Weak Bite [-2]; Wealth (Dead Broke) [-25]

Skills: Aerobatics (H) DX+0 [4] – 12; Brawling (E) DX+2 [4] – 14; Flight (A) HT+0 [2] – 12; Innate Attack (Breath) (E) DX+2 [4] – 14; Intimidation (A) Will+0 [2] – 11; Mount (A) DX+2 [8] – 14; Running (A) HT+1 [4] – 13; Survival (Plains) (A) Per+0 [2] – 12.

* Includes -10% from Size.

† Includes -40% from No Fine Manipulators.

BRAWLING

<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>
–	Foreleg Kick	3d+1 cr	C, 1	n/a	–	–	27	
–	Rear Kick	3d-5 cr	C, 1	n/a	–	–	27	
–	Fiery Aura	2 burn	C	n/a	–	–	–	

INNATE ATTACK (BREATH)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Flame Breath	3d burn var	0	25/50	Jet	–	–	–	1	

Design Notes:

1. Crossroads is a Sub-Realm of Space, primarily covering teleportation.
2. "Immunity to Fatigue Loss Due to Exertion" is apparently from *Pyramid* #3/84, p. 25.
3. Logavindur ended up closer to 33% of Eisa's point value; I rounded up to 50% rather than down to 25% for his cost as her Ally.

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 or her homeworld, his or her species, and in some cases his or her home galaxy. While each Elder is the last of his or her race, the Elders all refer to themselves as "brothers" and "sisters".

To date, the only Elder known to have visited Earth is the Collector, who sought to add the Avengers to his collection (see *Avengers*; *Collector*). The Elder known as the Grandmaster has encountered a number of adventurers who have ties to Earth, most notably the Kree Captain Marvel and Peter Quill, but has not yet visited the planet (see *Captain Marvel*; *Grandmaster*; *Kree*; *Star-Lord*). Other Elders that may exist are currently unknown.

First Post-Reboot Appearance: CAPTAIN MARVEL #.

Game-Mechanic Details:

The Elders of the Universe all come from civilizations and species that 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.

Age: 23.

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

ST: 11 [10] **HP:** 14 [6] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 11 [0] **Ground Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5] **Air Move:** 10 [-4]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.**Dodge:** 9 **Parry:** 11 **DR:** 30 (absorption); 12/4* (uniform)**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).

Role-Playing Notes:**BOXING**

<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>
–	Boxing Punch	1d cr	C	11	–	–	11	

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>	<i>Notes</i>
–	Kick	1d-1 cr	C, 1	n/a	–	–	11	
–	Lightning Field	6d burn sur	C	n/a	–	–	–	

INNATE ATTACK (PROJECTILE)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Notes</i>
–	Lightning Bolt	6d burn sur var	0	25/50	1	n/a	–	–	1	
–	Stun Bolt	HT-5 aff sur var	0	25/50	1	n/a	–	–	1	

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 (see *Hellfire Club Mansion*). 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.

Age: 30.

Height: 5' 9"

Weight: 130 lbs.

Eyes: Blue-black.

Hair: Black.

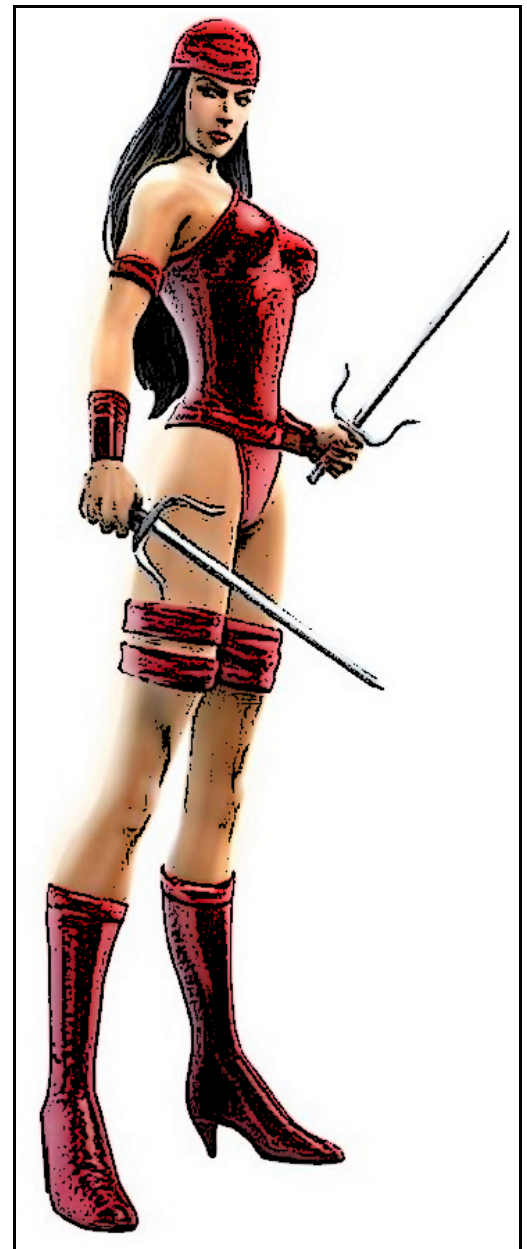
Uniform: Red one-shoulder leotard, red sash, red boots, red gloves. Alternately wears white instead of red.

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

668 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 13 [5] **Move:** 6 [0]
IQ: 12 [40] **Per:** 13 [5]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.
Dodge: 12 **Parry:** 17 **DR:** 0

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

Cultural Familiarities: East 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 (Taijitsu) [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 (Knife) (E) DX+1 [2] – 14; 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.

Role-Playing Notes:

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+1 cr	C	15	–	–	14	
–	Karate Kick	1d+2 cr	C, 1	n/a	–	–	14	

JITTE/SAI

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
3	Sai (×2)	1d+3 imp	1	17	\$60	1.5	7	[1, 2]
–	or	2d+4 cr	1	17	–	–	7	

Notes:

[1] Fine Quality weapon made after TL6

[2] Gets +2 to disarm.

THROWN WEAPON (KNIFE)

<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>
3	Sai (×2)	1d+3 imp	0	11/21	1.5	1	T(1)	\$60	7	-3	[1]

Notes:

[1] Fine Quality weapon made after TL6

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

Non-Villain Antagonist

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: Houston, Texas, formerly Asgard.

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

History: Amora 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*). Thor is currently unaware that "Jane Foster" is Amora.

Age: Indeterminate.

Height: 5' 9".

Weight: 360 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 20 tons.

Known Superhuman Powers: Amora is considered one of the foremost practitioners of magic in Asgard, but her skill pales next to those of Odin, Loki, and the Norn Queen Karnilla (see *Karnilla*; *Odin*). 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.

1,333 points

ST: 30/159 [0*] **HP:** 30 [0] **Speed:** 6.50 [0]

DX: 12 [40] **Will:** 16 [15] **Move:** 6 [0]

IQ: 13 [60] **Per:** 13 [0]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Threshold: 30 **ER:** 20

Dmg: 3d/5d+2 (17d/19d) **BL:** 180 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

IT:DR: /3

Languages: Dark Elven (Native) [6]; English (Native) [6]; Light Elven (Native) [6]; Old Norse (Native) (Native Language) [0];

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

Advantages: Allure 4 [20]; Alternate Form (Jane Foster) (Once On Stays On, +50%; Reciprocal Rest, +30%; Magical, -10%) [26]; Appearance (Transcendent) [16†]; Asgardian God [575]; Energy/2 [40]; Energy Reserve (Magical) 20 [60]; Fashion Sense [5];



Impersonator 2 [10]; Magery 2 (Solitary Ceremonial, +10%) [28]; Magery 2 (Limited: Matter and Mind Realms Only, -30%; Solitary Ceremonial, +10%) [16]; Matter/4 [80]; Mind/4 [80]; No Low TL +5 [25]; Social Chameleon [5]; Space/2 [40]; Status 4 [15‡]; Voice [10]; Wealth (Filthy Rich) [50].

Perks: Classic Nordic Features [1]; Extreme Sexual Dimorphism [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Perfume [1]; Sexy Feints [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Compulsive Lying (9) [-22]; Delusion ("I Can Make Thor Love Me!") [-10]; Jealousy [-10]; Obsession (Win Thor's Love) (6) [-20]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Reputation (Self-Centered Amoral Beyotch) -4 (Large Class (Asgardians), All the Time) [-10]; Selfish (6) [-10].

Quirks: Dislikes Sif [-1]; Holds Grudges [-1]; Incurable Flirt [-1]; Unsportsmanlike Conduct [-1]; Vanity [-1].

Skills: Acting (A) IQ+2 [2] – 15§; Alchemy/TL3 (VH) IQ+2 [16] – 15; Brainwashing/TL3 (H) IQ+0 [4] – 13; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 14; Dancing (A) DX+4 [2] – 16#; Detect Lies (H) Per+0 [4] – 13; Disguise/TL8 (Human) (A) IQ+2 [2] – 15§; Erotic Art (Asgardian) (A) DX+4 [2] – 16#; Fast-Talk (A) IQ+3 [4] – 16¥; Flight (A) HT+0 [2] – 14; Innate Attack (Beam) (E) DX+2 [4] – 14; Judo (H) DX+0 [4] – 12; Observation (A) Per+1 [4] – 14; Research/TL3 (A) IQ-1 [1] – 12; Riding (Equines) (A) DX+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+3 [2] – 16§; Sex Appeal (Human/Asgardian) (A) HT+16 [4] – 30#¶; Shield (Force) (E) DX+2 [4] – 14; Singing (E) HT+6 [1] – 20#¥; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [1] – 14§; Symbol Drawing (Futhark Runes) (H) IQ+1 [8] – 14; Thaumatology (VH) IQ+1 [4] – 14□; Wrestling (A) DX+0 [2] – 12.

Magical Realm Skills: Energy (VH) IQ+1 [4] – 14□; Matter (VH) IQ+5 [12] – 18£; Mind (VH) IQ+5 [12] – 18£; Space (VH) IQ+1 [4] – 14□.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +11/+150 from Super ST (part of the Asgardian God template).

† Upgraded from Appearance (Attractive) (part of the Asgardian God template).

‡ Includes +1 from Wealth.

§ Includes +2 from Impersonator.

Includes +4 from Allure.

¥ Includes +2 from Voice.

¶ Includes +8 from Appearance and +1 from Extreme Sexual Dimorphism.

□ Includes +2 from Magery.

£ Includes +4 from Magery.

Role-Playing Notes:

Amora is spoiled, mean, self-centered, and social conscious. Take every stereotype you've heard about blonde high school cheerleaders, crank them up to 11, and you'll be *close* to Amora. She is very much aware of her enhanced beauty, and will shamelessly use it to her advantage. She sees anyone who spurns her as an enemy, with one exception: the man she lusts for and cannot have, Thor.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	3d-1 cr	C	9	–	–	30	
–	– <i>Super ST</i>	16d-1	C	9	–	–	159	
–	Kick	3d cr	C, 1	n/a	–	–	30	
–	– <i>Super ST</i>	16d	C, 1	n/a	–	–	159	

Design Notes:

- Okay, how do you keep the character of Jane Foster, created in the 1960s and essentially one of the infinite number of damsels in distress from that period in the comics, when you have already established that Sif is Thor's *actual* wife, not just a fellow Asgardian vying for his attention? When faced with that dilemma, I decided to make Foster a guise for the other Asgardian in the comics who has been looking to get it on with Thor since the beginning. Don't get me wrong, I liked how they worked Jane into the movies (as a rather gutsy astrophysicist rather than a nurse or medical doctor), but I wrote Enchantress's bio back in '08 or so, before *Thor* was made.
- Amora's non-Limited Magery 2 includes Solitary Ceremonial (+10%) on both Magery and Magery 0; it just looked weird putting both on the sheet together.

EQUILIBRIUS

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Equilibrium'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 man known as Equilibrium are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and 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. During this encounter, Equilibrium exhibited incredible cowardice, fleeing from the fight as soon as it became clear the X-Men had shrugged off his power.

Equilibrium has not 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*). Instead, his position on the roster appears to have been taken by Vertigo, who has similar powers (see *Vertigo*). Whether Equilibrium remains among the living has yet to be determined.

Age: 22.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Violet tunic and loincloth, red helm, purple cape, violet armbands, violet boots, red belt.

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

Known Superhuman Powers: Equilibrium possesses the ability to disrupt a person's equilibrium (sense of balance) when he makes eye contact with that person.

278 points

ST: 11 [10]	HP: 11 [0]	Speed: 5.50 [0]
DX: 11 [20]	Will: 10 [0]	Move: 5 [0]
IQ: 10 [0]	Per: 10 [0]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 9 **Parry:** 10 **DR:** 0

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

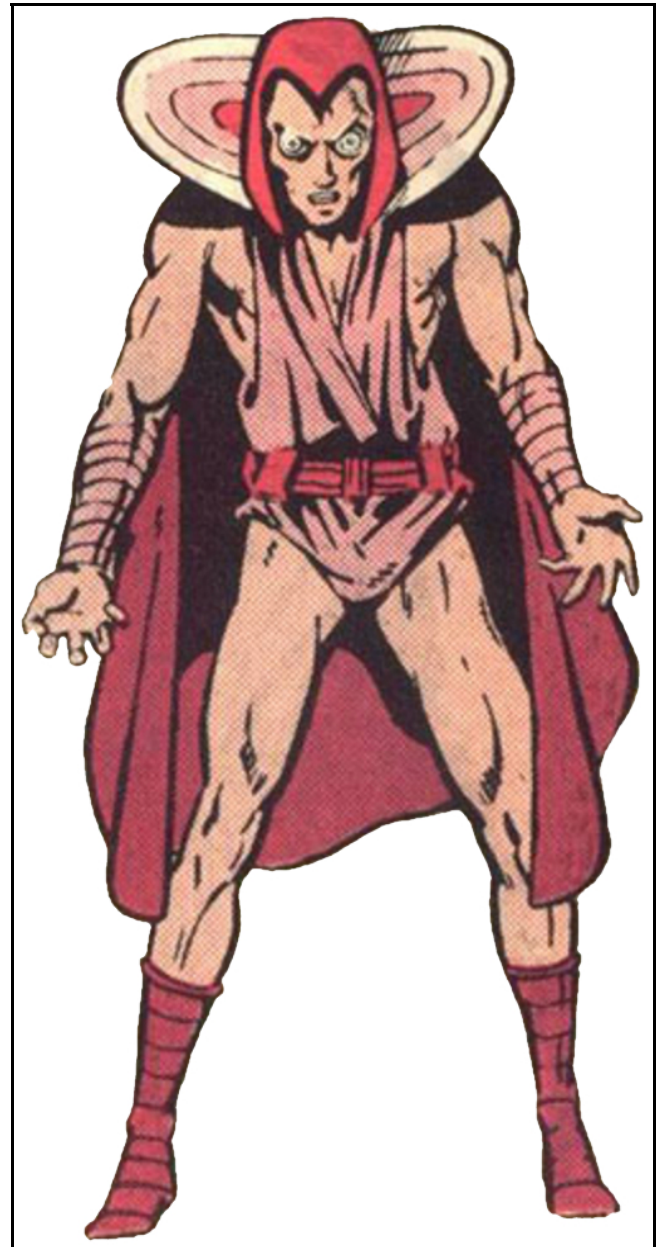
Cultural Familiarities: Savage Land (Native) [0].

Advantages: Affliction (Vertigo-Gaze) 6 (HT-5; Cancellation, -10%; Incapacitation: Seizure, +100%; Malediction (Uses Speed/Range Table), +150%; Secondary Irritant: Nauseated, +6%; Sense-Based: Vision, -20%; Variable, +5%; Psionic, -10%) [205]; Combat Reflexes [15]; Fit [5]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+3) [5].

Disadvantages: Cowardice (6) [-20]; Low Pain Threshold [-10]; Low TL -8 [-40]; Sadism (9) [-22]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Bad With Names [-1]; Nervous Ranter [-1]; Rule-Breaker [-1]; Uncongenial [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+2 [4] - 12; Armoury/TL0 (Melee Weapons) (A) IQ+0 [2] - 10; Brawling (E) DX+1 [2] - 12; Camouflage (E) IQ+2 [1] - 12*; Carpentry (E) IQ+2 [4] - 12; Climbing (A) DX+1 [4] - 12; First Aid/TL0 (Human) (E)



IQ+0 [1] – 10; Fishing (E) Per+2 [1] – 12*; Hiking (A) HT+1 [4] – 12; Innate Attack (Gaze) (E) DX+3 [8] – 14; Knife (E) DX+1 [2] – 12; Leatherworking (E) DX+1 [2] – 12; Navigation/TL0 (Land) (A) IQ+2 [2] – 12*; Riding (Theropods) (A) DX+1 [4] – 12; Shield (E) DX+1 [2] – 12; Shordsword (A) DX+1 [4] – 12; Spear (A) DX+1 [4] – 12; Stealth (A) DX+1 [4] – 12; Survival (Jungle) (A) Per+2 [2] – 12*; Swimming (E) HT+1 [2] – 12; Thrown Weapon (Spear) (E) DX+1 [2] – 12; Tracking (A) Per+2 [2] – 12*; Traps/TL0 (A) IQ+0 [2] – 10; Veterinary/TL0 (H) IQ+0 [4] – 10; Weather Sense (A) IQ+0 [2] – 10; Wrestling (A) DX+1 [4] – 12.

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

* Includes +2 from Outdoorsman.

Role-Playing Notes:

Equilibrius is a consummate coward, and will run from any fight should any of his opponents manage to overcome his powers.

Despite this cowardice, he is also quite the sadist, taking immense pleasure in inflicting mental and physical torture on his foes, provided they are not able to retaliate.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cr	C	10	–	–	11	
–	Brawling Kick	1d-1 cr	C, 1	n/a	–	–	11	

Design Notes:

1. Equilibrius, 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.

The cosmic entity known as Eternity is the embodiment of the physical totality of the universe. Everything – from the smallest subatomic particle to the largest supercluster of galaxies – is part of Eternity. He is aware of everything that happens in the universe, but most of the time rarely interferes unless the cosmos itself is threatened.

When he manifests – and Eternity always takes on a male form – Eternity appears as a humanoid male with a high-neck cape, whose body is an ever-shifting morass of star fields, galaxies, nebulae, and novae. His manifestations have altered in size from six feet to six miles tall, though most of the time he manifests at 100 feet tall when conversing with manifestations of the other cosmic entities.

It is said that each universe in the multiverse has their own version of Eternity. It is also said that Eternity spans the multiverse. Perhaps both are correct: Each universe in the multiverse is made of separate dimensions, such as the Purple Dimension of Aggamon, the Dark Dimension of Dormammu, the Microverse, the Negative Zone, the Dreamscape, and the Nightmare Realm, to name a few, are all distinct from Earth's universe, but all part of Eternity, while other timelines have their separate Eternity (see *Nightmare* and individual entries).

Eternity, along with his sibling Infinity, the embodiment of time, was formed at the creation of the universe (see *Infinity*). Their interaction led to the Big Bang which triggered the universe's expansion; it also led to the formation of their other sibling, Death, and released one other entity which allegedly predates the collapse of a prior universe, whose nature is currently unknown (see *Death*).

Although Eternity generally doesn't bother interacting with the various forms of life that are part of him, it is considered a rite of passage on Earth for its Sorcerer Supreme to seek an audience with Eternity, as to understand Eternity's nature is considered vital for the protection of Earth and the universe from mystic threats. According to the Ancient One, Earth's recently retired Sorcerer Supreme, only thrice in the history of Earth has this audience been granted: to Agamotto, Earth's first Sorcerer Supreme at the start of human history; the Ancient One himself, hundreds of years before at the start of his tenure; and Doctor Stephen Strange, the most recent to attain the position (see *Ancient One*; *Doctor Strange*; *Mystic Principalities*). The Ancient One indicated to Strange that such an audience "with the universe" has a price, a boon that will later appear as a curse. What form this boon/curse will take with Doctor Strange is unknown.

Eternity, alongside his sibling Infinity, has also seen fit to make his appearance known to Adam Warlock, the current holder of the Infinity Gem known as the Soul Gem, to warn Warlock to ensure one of his allies does not threaten reality (see *Infinity Gems*; *Warlock, Adam*). Which ally Eternity and Infinity spoke of is currently unknown, although several of Warlock's other allies suspect the Mad Titan Thanos, who secretly covets the Infinity Gems for his own purposes (see *Thanos*).

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

Stats: Don't worry about it. How do you give stats to an entire universe?



Design Notes:

1. Yes, that's a hint of Galactus's existence in there. Galactus himself won't be seen until Year Two.
2. The implication with the the boon/curse is that Agamotto used one of his own eyes to create the Eye of Agamotto, and the Ancient One's extreme longevity is both a blessing and a curse as he's long outlived nearly everyone he's known. I'm not sure what form Strange's boon/curse will be beyond "may you live an interesting life", so I'm keeping it vague for now.

Real Name: Unrevealed.

Occupation: Intelligence operative.

Identity: Falcona does not use a dual identity; her existence as an Inhuman is unknown to the general public.

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

Other Aliases: None.

Place of Birth: Attilan, Blue Area of the Moon.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Maximus's operatives on Earth.

Base of Operations: Attilan, Blue Area of the Moon.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Falcona's history is unknown. As an Inhuman, her powers are presumably a result of exposure to Terrigen crystals upon achieving adulthood (see *Inhumans*). It is not known how long she has worked for Maximus, the Inhumans' ruler (see *Maximus*).

Falcona was first encountered staging an attack on the Kree spy turned superhero Captain Marvel alongside a number of other Inhumans, as part of a deal between Maximus and Captain Marvel's immediate superior, Colonel Yon-Rogg, to discredit Marvel (see *Yon-Rogg*). After being defeated by the Captain, he was given orders to execute her and her fellow Inhuman co-conspirators. Instead, she and her co-conspirators were turned over to the authorities.

Falcona's Terrigen-altered DNA code was one of those provided to the Kree scientist Minn-Erva by Maximus (see *Doctor Minerva*). Her current whereabouts, however, are unknown.

Age: 31.

Height: 5' 6".

Weight: 135 lbs.

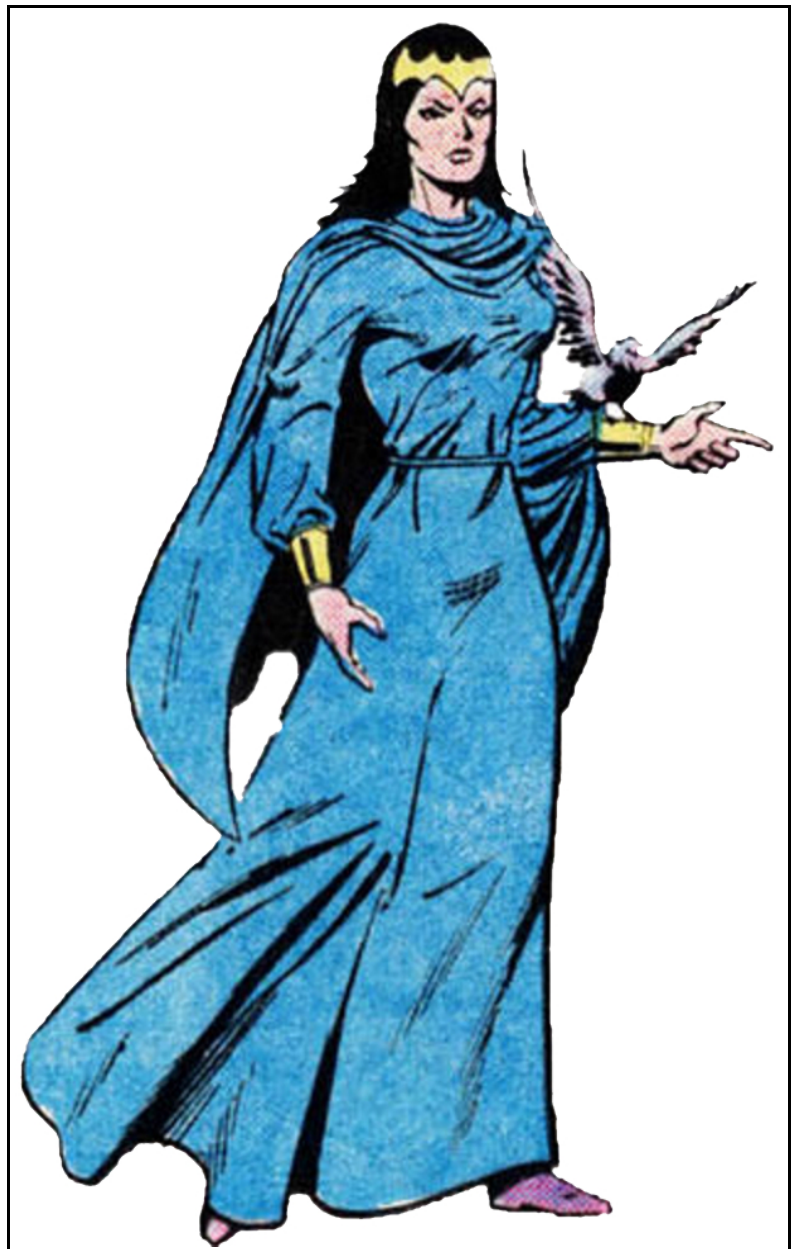
Eyes: Blue.

Hair: Black.

Uniform: Blue long-sleeved floor-length dress, black rope belt, gold bracelets, black shoes.

Strength Level: Falcona possesses the normal strength of an Inhuman of her age, height, and build who engages in regular exercise.

Known Superhuman Powers: Falcona possesses the psionic ability to communicate with and control birds of prey, most notably hawks and falcons. She has a special rapport with one gyrfalcon in particular, which travels with her wherever she goes. She is able to see through this falcon's eyes, and has mentioned that it can see through hers.



333 points

ST: 11 [-10*] **HP:** 10 [5*] **Speed:** 6.00 [0]

DX: 12 [0*] **Will:** 12 [0] **Move:** 5 [-5]

IQ: 12 [20*] **Per:** 12 [0]

HT: 12 [0*] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 9 **Parry:** 9 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Attilan (Native) [0].

Advantages: Ally (Hawk; 25% of Starting Value; Non-Sapient) (15) [3]; Animal Control Talent 4 [20]; Animal Empathy [5]; Animal Friend 2 [10]; Inhuman [100]; Mind Control (Extended Duration ×10, +40%; Independent, +70%; Specific: Birds, -40%; Psionic, -10%) [80]; Mind Reading (Sensory Only, -20%; Telecommunication, -20%; Psionic, -10%) [15]; Speak With Animals (Sapience, +40%; Specialized: Birds, -50%; Psionic, -10%) [20]; Special Rapport (Hawk) [5]; Telecommunication (Telesend) (Sensie, +80%;

Specific: Birds, -40%; Psionic, -10%) [39]; Telescopic Vision (Granted By Familiar, -40%) [6].

Perks: Call of the Wild [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Clueless [-10]; Duty (to Maximus) (12) [-10]; Odious Personal Habit (Hunter-Prey Behaviors) [-5]; Truthfulness (9) [-7].

Quirks: Literal-Minded [-1]; Long Fingernails [-1]; No Sex Drive [-1]; Rule-Breaker [-1]; Uncongenial [-1].

Skills: Animal Handling (Raptors) (A) IQ+4 [8] – 16†; Bird Control (H) IQ+4 [4] – 16‡; Climbing (A) DX-1 [1] – 11; Falconry (A) IQ+4 [8] – 16†; Hiking (A) HT-1 [1] – 11; Jumping (E) DX+0 [1] – 12; Lifting (A) HT-1 [1] – 11; Lip Reading (A) Per+2 [8] – 14; Mimicry (Bird Calls) (H) IQ+0 [4] – 12; Observation (A) Per+2 [8] – 14; Piloting/TL8 (Aerospace) (A) DX+0 [2] – 12; Piloting (Contragravity) (A) DX+0 [2] – 12; Piloting/TL8 (Low-G Wings) (A) DX+2 [8] – 14; Running (A) HT-1 [1] – 11; Shadowing (A) IQ+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Throwing (A) DX-1 [1] – 11; Veterinary/TL8 (Raptors) (A) IQ+2 [2] – 14†.

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

* Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from the Inhuman racial package.

† Includes +2 from Animal Friend.

‡ Includes +4 from Animal Control Talent.

Role-Playing Notes:

Falcona often approaches things from a hunter-prey point of view, something that has been known to unnerve many of her fellow Inhumans.

In combat, she will often find a place high up where she can see the field and direct her birds as needed.

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>	<i>Notes</i>
–	Punch	1d-2	C	9	–	–	11	
–	Kick	1d-1	C, 1	n/a	–	–	11	

The *Fantastic* is the name of two faster-than-light spacecraft used by the Fantastic Four (see *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 (see *Iron Man*, *Mister Fantastic*, *Thing*). It is this latter craft which sees use by the Fantastic Four on their missions to other star-faring races.

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 himself, 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>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>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>Habitat Breakdown:</u></p> <p>Labs:</p> <p>Science!: 1 (2), \$30M</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> <p>Total: 6</p>

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 *Fantastacar*). 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. At present, the *Fantastic* is housed and maintained at a private hangar at JFK International Airport, alongside the Fantastic Four's long-range private aircraft.

First Post-Reboot Appearance: FANTASTIC FOUR #

<p><u>Front:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 70, \$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>[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>Middle:</u></p> <p>[1] Armor, Advanced Metallic Laminate; DR 70, \$600K</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> <p>[4-5!] Standard Reactionless Engines, 1G acceleration, 0 Workspaces, \$600K</p>
<p>[2] Control Room; Complexity 5, Comm/Sensor 5, 3 Control Stations, 0 Workspaces, \$600K</p>	<p>[6!] Stardrive Engine; 0 Workspaces, \$3M</p> <p>[core] Power Plant, Fusion; 2 PP, 50 year endurance, 0</p>

Workspaces, \$3M	Labs:
<u>Design Features:</u>	Science!: 1 (2), \$30M
Artificial Gravity; \$300K	Sickbays: 3 (3)
<u>Design Switches:</u>	<u>Crew:</u>
Adjustable Force Screen; \$5M	Control Stations: 3
<u>Habitat Breakdown:</u>	Technicians: 1
Cabins: 3 (3).	Medics: 1
	<u>Scientists:</u> 1
	Total: 6

PILOTING (AEROSPACE)

<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 <i>Fantastic</i> Mk I	300	+3/4	13	30/2,100	100	2.1	+6	6SV	30	2 AU	\$3.4B	[1, 2, 3]
9^	The <i>Fantastic</i> Mk II	500	+1/5	13	10/1,300	300	35.6	+7	6ASV	70	40 ly	\$25B	[1, 4, 5]

PILOTING (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 <i>Fantastic</i> 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 <i>Fantastic</i> Mk II	500	-1/5	13	1G/c	300	35.6	+7	6ASV	70	40 ly	\$25B	[1, 4, 5]

Notes:

- [1] Streamlined Hull
- [2] Prototype built on existing limited production craft; final cost multiplied by a factor of 100 from book value.
- [3] Requires external boosters to reach low Earth orbit.
- [4] Prototype spacecraft built with experimental technologies; final cost multiplied by a factor of 1,000 from book value.
- [5] Adjustable Light Force Screen gives DR 500.

The Fantasticar is the name of the series of the Fantastic Four's personal air-cars, used for in-city travel within the New York City greater metro area as well as rapid transcontinental and transatlantic travel (see *Fantastic Four*). One of the Fantasticars is stored on board their starship, the *Fantastic*, for travel on alien planets (see *The Fantastic*).

Designed by Dr. Richards and built in collaboration between Richards and Johnny Storm, the Fantasticar uses a series of small rockets to provide both lift and thrust (see *Human Torch*; *Mister Fantastic*). The Fantasticar seats five comfortably (four if one of them is the Thing), and is capable of being sealed to protect against hostile environments (see *Thing*). The "car" is actually a supersonic aircraft built with a pair of variable thrust plasma torch rockets for propulsion, and is outfitted with a extremely sensitive omniscanner of Richards's own design in the nose. The Fantasticar is able to operate at extremely low thrust in a VTOL configuration for travel throughout the city.

First Post-Reboot Appearance: FANTASTIC FOUR

Front:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K
 [3] Science Comm/Sensor Array; Comm/Sensor 5, \$100K
 [4-6] Cargo Hold, 1.5t

Middle:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K
 [3] Control Room; C6 computer, Comm/Sensor 3, 1 Control Station, \$20K
 [4-6] Passenger Seating; 5 seats, \$9K
 [core] Fuel Tank; 0.5t, 3K

Rear:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K
 [3-4] Plasma Torch Engine; 2G/10G accel, 6.25/1.25 mps/tank, \$600K
 [5-6, core] Fuel Tanks; 1.5t, 9K

Design Features:

NBC Filters Only
 Winged; \$50K

Design Switches:

Multiscanner Array

PILOTING (HIGH-PERFORMANCE AIRPLANE)

TL	Aircraft	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Stall	Notes
9^	The Fantasticar	150	+4/5	12	20/1,800	10	2	+4	1+4S	40	22,500	\$91.1M	0	[1, 2]
	or		+5/5	12	100/4,000						4,500			[3]

Notes:

- [1] Streamlined hull.
- [2] Limited production run including experimental technology; cost per unit is 100× mass production value (\$911K).
- [3] High-thrust mode.

FANTASTIC FOUR

Hero Team

The events that would shape the quartet who would become the Fantastic Four into the people they became began nearly twenty years ago, in the dorms of Columbia University. There, three men would meet as roommates: Reed Richards, whose genius was apparent even then; Benjamin J. Grimm, a former street tough pursuing an engineering degree on an Air Force ROTC scholarship; and Victor von Doom, a Latverian whose genius rivaled Reed's (see *Doctor Doom*; *Mister Fantastic*; *Thing*).

Reed and Victor would often discuss their theories with each other, although Victor's ego would cause him to lash out violently when Reed and even Ben would find errors in his calculations. Reed's dream, which he was pursuing even then, partially based on formulas put forward by Einstein and Hawking, was to build a device that would generate a large and stable enough wormhole to send a manned ship through. Ben half-jokingly said that if Reed could get such a ship built, he'd want to pilot the thing.

After college, the three went their separate ways. Reed was soon teaching at Columbia and Empire State Universities; Ben earned his Air Force commission, flew a number of sorties in the Middle East, and became an astronaut. Victor had split some time before, and never forgave Reed or Ben for what he imagined as their slights against him.

Reed ultimately managed to develop a prototype of his drive, and approached NASA with the intent of building first a few probes and then a manned flight. At NASA, Reed was reunited with Ben, who Reed held to his old college promise (truth be told, Ben couldn't stay away from the project if he tried), and introduced to a brilliant young paramedic, Susan Storm, and her physician father, Franklin (see *Invisible Woman*). Reed and Sue began dating soon after, despite her being eleven years his junior.

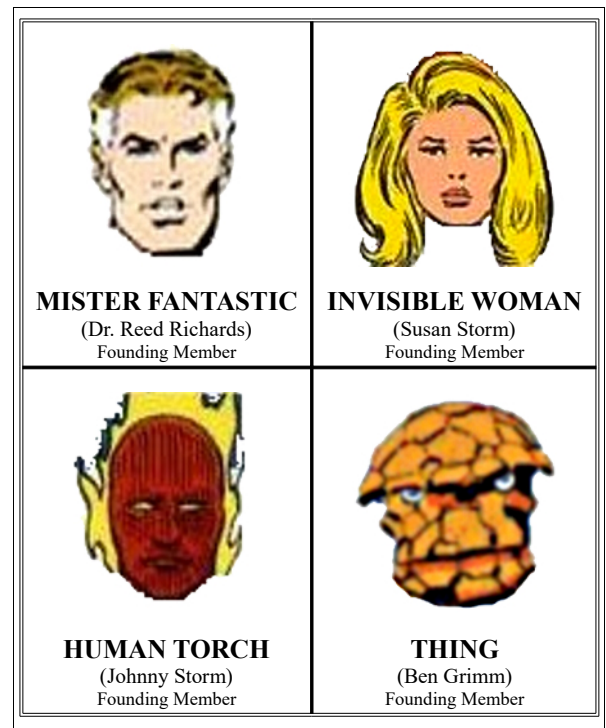
As the day of the launch approached, Sue's younger brother, Johnny, was permitted to tour the craft, dubbed the *Fantastic* after the old 1966 film *Fantastic Voyage* (see *The Fantastic*; *Human Torch*). Johnny was later brought into the project as a technician after his work on a thruster proved to be superior to that of NASA's own mechanics. Reed hand-picked the crew: himself as the mission commander, Ben as pilot, Sue as medical officer, and Johnny as the on-board technician.

The first flight was meant to be a simple round trip from low Earth orbit to Mars and back. Fate, however, had different ideas. Reed has attributed what went wrong to not being able to compensate for the strange radiation of hyperspace. Astronomers at NASA believe the ship unexpectedly intersected a freak tachyon particle storm. Either way, at first the crew seemed unaffected, although the *Fantastic* came out of the return wormhole at a much higher speed than expected. It was only due to a last-minute jury-rig repair of Johnny's and Ben's expert flying that enabled them to land safely at Edwards Air Force Base in California.

Not long after, the four crew members began to display signs of their superhuman powers and relocated to Reed's home laboratory in the Baxter Building in New York City (see *Baxter Building*). It wasn't long after that Reed proposed that the four form a team of adventurers; the others agreed for various reasons.

Today, the Fantastic Four are the world's premier scientific adventurer team, funded by the licensing of Reed's patents. Because they own the only operational Earth-made faster-than-light starship, the FF has been granted a United Nations mandate to be Earth's official ambassadors to any alien empires that take an interest in Earth, most notably the Kree and Skrull Empires (see *Kree*; *Skrulls*). They also have an informal information sharing agreement with the Avengers and the X-Men (see *Avengers*; *X-Men*).

First Post-Reboot Appearance: FANTASTIC FOUR #1.



Fantastic Four, Inc.

Mission Statement:

Ally and Dependent Value:

Capabilities

Social Attributes

TL: 8

Members: 3

Type:

Loyalty:

Wealth:

CR:

Contacts:

Rank:

Member Traits:

Income Range:

Notable Resources:

Reputation:

Reaction-Time Modifier:

Notes

Costs and Values

In addition to the four members of the team, the "Members" includes Roberta, their robot receptionist.

Startup Cost: \$

Resource Value: \$

Patron Value: points.

Enemy Value: - points.

Membership Roster

Mister Fantastic – Founding member.

Invisible Woman – Founding member.

Human Torch – Founding member.

Thing – 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 (see *Byrrah*). 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.

Age: 110.

Height: 5' 9"

Weight: 170 lbs.

Eyes: Green.

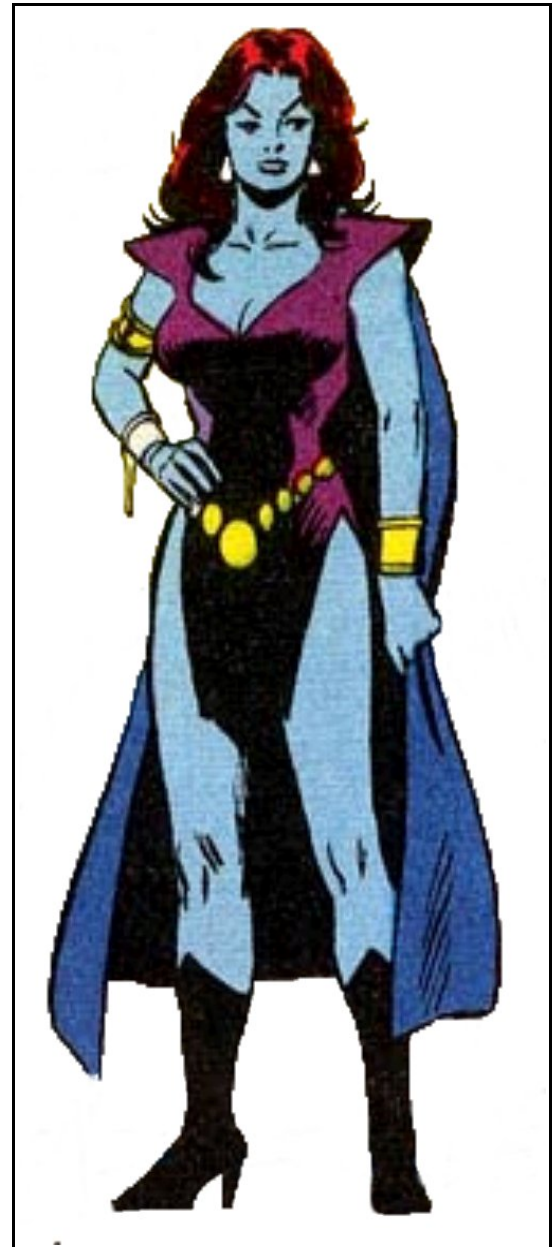
Hair: Auburn with grey streaks.

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

ST: 20 [0*] **HP:** 20 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [0] **Ground Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0] **Water Move:** 6 [0]
HT: 12 [0*] **FP:** 12 [0] **SM:** 0

Dmg: 2d-1/3d+2 **BL:** 80 lbs.

Dodge: 10 **Parry:** 11 **DR:** 0

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

Cultural Familiarities: Atlantis (Native) [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.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d cr	C	11	–	–	20	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	20	

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 almost a hundred years ago, and the language has changed slightly 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.

Real Name: Karas (full name unrevealed).
Occupation: Spaceknight, former stage performer.
Identity: Publicly known on Galador; Firefall's existence is known to the galaxy at large, but unknown to the general populace of Earth.
Legal Status: Citizen of Galador with no criminal record.

Other Aliases: None.

Place of Birth: Galador.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Galadorian Spaceknights, ally of Captain Marvel.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: When his home planet of Galador was threatened by an armada of warships emerging from the Coalsack Nebula, Karas, a minor stage performer, was one of the first to volunteer for the Spaceknight project (see *Spaceknights*). During the brief war, Karas was injured several times for not heeding his surroundings and putting himself in the line of fire to cover his friends.

Karas was one of the first to call for going out into the galaxy to hunt down the remnants of the armada, even threatening to do so without the blessing of the rest of Galador if he had to. Fortunately for him, the majority of Galador agreed with the sentiment, and Karas went out into the greater galaxy to hunt down the remains of the invading fleet – and to earn fame and glory as a galactic hero, or so he secretly wished.

Most of Karas's exploits since entering the greater galaxy have gone undocumented. At some point in the past, he was given the name "Firefall" due to his command over a flame-like energy he calls the Living Flame.

Firefall met the Kree Captain Mar-Vell at the interstellar freeport known as Port Nowhere when the Captain stopped there while fleeing from his court-martial (see *Captain Marvel*; *Kree*; *Port Nowhere*). He swiftly befriended the Captain, becoming the first recruit in the team Mar-Vell has begun assembling to counter his nemesis, the Kree Colonel Yon-Rogg, who is planning an unauthorized invasion of Earth (see *Yon-Rogg*).

Age: Indeterminate.

Height: 7'.

Weight: 800 lbs.

Eyes: Unrevealed.

Hair: Unrevealed, if any.

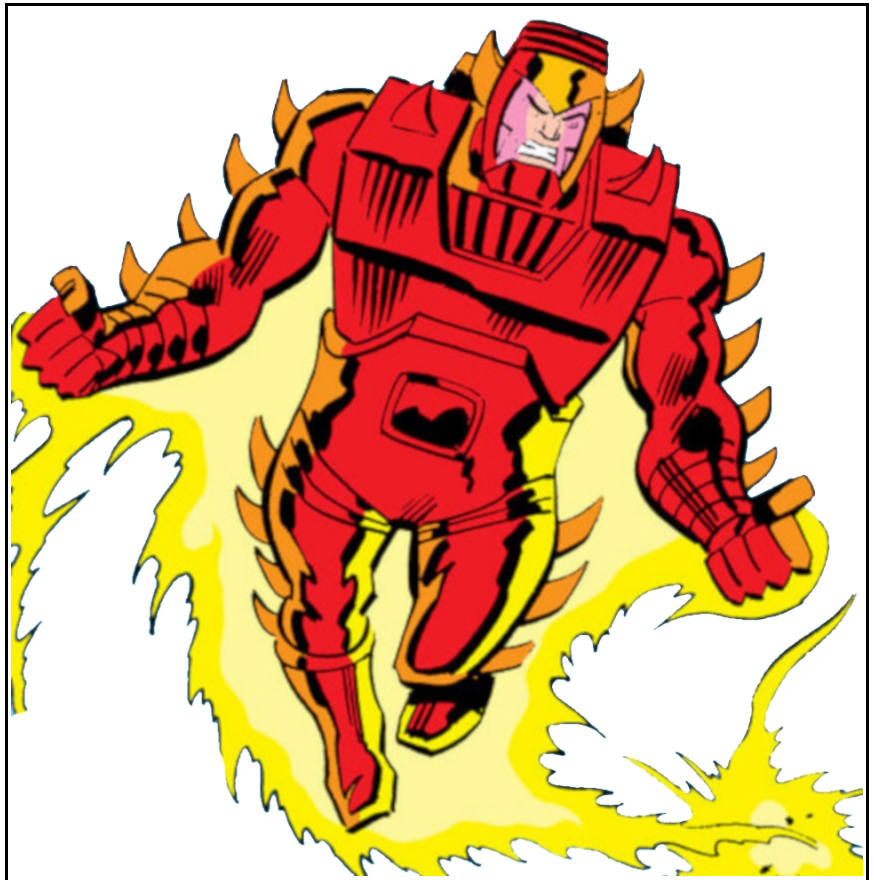
Other Distinguishing Features: Firefall's body is composed of a gold-colored metal, with spikes on his arms, legs, and shoulders.

Uniform: None.

Strength Level: As a Spaceknight, Karas possesses the ability to lift (press) roughly 35 tons.

Known Superhuman Powers: Karas possesses the typical attributes of a Galadorian cyborg Spaceknight: superhuman strength and durability, hyperspectral vision, the ability to tap into local radio communications, the ability to survive in space, and the ability to fly through air and space unaided.

In addition, he possesses what he calls the "Living Flame", which he can use to create walls of fire and to project forward in jets akin to those of a flamethrower. He has admitted that he does not know the full extent of what he can do with the Living Flame, preferring to use only the more rudimentary aspects.



3,125 points

ST: 31/170 [0*] **HP:** 31 [0]

DX: 14 [60*] **Will:** 14 [15]

IQ: 11 [20] **Per:** 10 [-5]

HT: 14 [20*] **FP:** 14 [0]

Speed: 7.25 [0*]

Ground Move: 7 [0]

Air Move: 14/672 [0]

Space Move: 14/3,584 [0]

SM: 0

Dmg: 3d+1/6d-1 (18d/20d)

BL: 192 lbs. (5,780 lbs./2.9 tons)

Dodge: 11 **Parry:** 11

DR: 210/140 (Hardened +3)

IT:DR: /10

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

Cultural Familiarities: Charter Confederacy [1]; Galador (Native) [0]; Kree Empire [1]; Shi'ar Empire [1]; Skrull Empire [1].

Advantages: 3D Spatial Sense [10]; Born Spacer 3 [15]; Burning Attack (*Fire Wall*) 3d×5 (Area Effect (2 yds), +50%; Persistent, +40%; Variable, +5%; Wall: Permeable, +30%; Power Cosmic, +10%) [177]; Burning Attack (*Flame Jet*) 3d×5 (Jet, +0%; Increased Range (×8), +70%; Persistent, +40%; Variable, +5%; Power Cosmic, +10%) [169]; Extra Attack 1 [25]; Fearlessness 3 [6]; High Pain Threshold [10]; Spaceknight [2,570]; Striker (Cutting; Limb Spikes) [7]; Superior Equilibrioception 3 [15].

Perks: Famous Face [1]; Ignition [1]; Illumination [1]; No Degeneration in Zero-G [1]; Striking Surface [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Self-Sacrificing Behavior (9) [-22]; Impulsiveness (12) [-10]; Overconfidence (9) [-7]; Selfless (9) [-7].

Quirks: Seeks Fame as a Hero [-1]; Worried He's a Fraud [-1].

Skills: Aerobatics (H) DX+7 [2] – 21†‡§; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+3 [2] – 17‡; Criminology/TL11 (A) IQ-1 [1] – 10; Free Fall (A) DX+8 [2] – 22†‡§; Hiking (A) HT+0 [2] – 14; Innate Attack (Beam) (E) DX+2 [4] – 16; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Law (Interstellar) (H) IQ-1 [2] -10; Lifting (A) HT+0 [2] – 14; Literature (H) IQ+1 [8] – 12; Navigation/TL11 (Hyperspace) (A) IQ+2 [2] – 13§; Navigation/TL11 (Space) (A) IQ+5 [2] – 16†§; Performance (A) IQ+1 [4] – 12; Piloting/TL11 (Aerospace) (A) DX+3 [1] – 17†#; Public Speaking (Storytelling) (E) IQ+1 [2] – 12; Running (A) HT+0 [2] – 14; Soldier/TL11 (A) IQ+1 [4] – 12; Spacer/TL11 (E) IQ+3 [1] – 14‡; Stage Combat (A) DX-1 [1] – 13; Stealth (A) DX-1 [1] – 13; Streetwise (A) IQ-1 [1] – 10; Throwing (A) DX+0 [2] – 14; Wrestling (A) DX+0 [2] – 14.

Starting Spending Money: \$10,000 (100% of Starting Wealth).

* Includes +10 to ST, +1 to DX, +2 to HT, +0.25 to Basic Speed, and Super ST +11/+150 from Spaceknight racial package.

† Includes +3 from Born Spacer;

‡ Includes +3 from Superior Equilibrioception.

§ Includes +2 from 3D Spatial Sense.

Includes +1 from 3D Spatial Sense.

Role-Playing Notes:

Karas is often a bit reckless in combat, but is generally a good soul who will work to protect people from oppressors and invaders, asking nothing in return. He will willingly sacrifice himself so that others can live. However, he is secretly afraid that he is a fraud when it comes to being a hero.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+3 cr	C	11	–	–	31	
–	– <i>Super ST</i>	18d+17 cr	C	11	–	–	170	
–	Karate Kick	3d+4 cr	C, 1	n/a	–	–	31	
–	– <i>Super ST</i>	18d+18 cr	C, 1	n/a	–	–	170	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Fire Wall	3d×5 (2 yds) burn var	3	10/100	1	n/a	–	–	1	
–	Flame Jet	3d×5 burn var	0	40/80	Jet	n/a	–	–	1	

Design Notes:

1. Karas's racial High TL (from the Spaceknight racial package) and Starting Wealth are calculated for a TL8 campaign, as would be encountered on Earth. In a more cosmic campaign, the native TL would be TL 11; as such, he would lose the High TL trait, lowering his point value by 15 points, and his Starting Spending Money will increase from \$10,000 to \$37,500.

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.

Age: 28.

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

ST: 9 [-10]	HP: 10 [2]	Speed: 5.50 [0]
DX: 10 [0];	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

Dodge: 8 **Parry:** 8 **DR:** 0

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

Cultural Familiarities: Western (Native) [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.

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>	<i>Notes</i>
—	Punch	1d-3 cr	C	8	—	—	9	
—	Kick	1d-2 cr	C, 1	n/a	—	—	9	

FLAG-SMASHER

Villain

Real Name: Unrevealed.

Occupation: Terrorist.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Bern, Switzerland.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: ULTIMATUM.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: By his own account, the man who would one day become known as Flag-Smasher grew up the son of a Swiss diplomat, moving around the world on a regular basis, never having time to set down roots. One day, when he was a teenager, his father was killed in a terrorist's car bomb. This thoroughly shook him to his core, and he decided that striving to unite the world with words was a waste of effort. He would continue his father's work of uniting the world, but use the only language he felt the world would understand: violence.

It is not known whether he started the organization known as ULTIMATUM or if they recruited him, though the law enforcement and intelligence communities believe the latter (see *ULTIMATUM*). Either way, he was first seen leading a group of ULTIMATUM soldiers in an effort to blow up a number of federal buildings in New York City, where he was first opposed by Captain America and his sidekick, Bucky (see *Bucky*; *Captain America*). Flag-Smasher was arrested and presumably deported.

He did not stay in prison for long, as he was most recently seen leading an ULTIMATUM attack on Captain America in Hong Kong. Though most of ULTIMATUM's soldiers were captured, Flag-Smasher escaped. Where he will turn up next is anyone's guess.

Age: 32.

Height: 6' 2".

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: White bodyshirt, black pants, black belt with a globe featuring the Americas on the buckle, black gloves, white boots, black cowl with red lenses over the eyes, black cloak with a red interior.

Strength Level: Flag-Smasher 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: Flag-Smasher is a skilled hand to hand combatant and a marksman with ranged weaponry. He has also been given training in demolitions. Thanks to his experiences growing up, he is fluent in a multitude of languages. His most notable skill, however, is his skill at rhetoric and convincing others to join his cause.



380 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 7.00 [15]

DX: 13 [60] **Will:** 12 [0] **Move:** 7 [0]

IQ: 12 [40] **Per:** 12 [0]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d/2d-1 **BL:** 34 lbs.

Dodge: 11 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Charisma 3 [15]; Combat Reflexes [15]; Cultural Adaptability [10]; Danger Sense [15]; Extra Attack 1 [25]; Fit [5]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Omnilingual [40]; Social Chameleon [5]; ULTIMATUM Rank 6 [18]; Voice [10]; Wealth (Filthy Rich) [50].

Disadvantages: Addiction (Tobacco) [-5]; Compulsive Rhetoric (6) [-10]; Enemy (Law Enforcement) (12) [-60]; Fanaticism (World Unification; Extreme) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Dual Identity [-1]; Never Smiles [-1].

Skills: Axe/Mace (A) DX+1 [4] – 14; Body Language (Human) (A) Per+0 [2] – 12; Climbing (A) DX-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Politics) (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+0 [1] – 12*†; Escape (H) DX-1 [2] – 12; Explosives/TL8 (Demolitions) (A) IQ+2 [8] – 14; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 14‡; First Aid (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Guns/TL8 (Rifle) (E) DX+1 [2] – 14; Hiking (A) HT+0 [2] – 12; Intimidation (A) Will+0 [2] – 12; Judo (H) DX+1 [8] – 14; Jumping (E) DX+0 [1] – 13; Karate (H) DX+1 [8] – 14; Leadership (A) IQ+3 [2] – 13§; Liquid Projector/TL8 (Flamethrower) (E) DX+1 [2] – 14; Observation (A) Per+0 [2] – 12; Politics (A) IQ+2 [2] – 14*; Propaganda/TL8 (A) IQ+1 [4] – 13; Public Speaking (A) IQ+6 [4] – 18*§; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Streetwise (A) IQ-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Throwing (A) DX-1 [1] – 12; Traps/TL8 (A) IQ+0 [2] – 12; Two-Handed Axe/Mace (A) DX+1 [4] – 14.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +2 from Voice.

† Conditional +3 from Charisma.

‡ Includes +1 from Combat Reflexes.

§ Includes +3 from Charisma.

Role-Playing Notes:

Flag-Smasher is a fanatic, genuinely believing the unification/anti-nationalist rhetoric he's constantly spouting. There is nothing he won't do to further his agenda

AXE/MACE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Mace	2d+2 cr	1	11U	\$20	5	12	[1]
1	Small Mace	2d+1 cr	1	11U	\$14	3	10	[1]

Notes:

[1] Good quality weapon made after TL 6.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d+1 cr	C	11	–	–	13	
–	Karate Kick	1d+2 cr	C, 1	n/a	–	–	13	

TWO-HANDED AXE/MACE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1	Mace	2d+3 cr	1	11U	\$20	5	11†	[1]

Notes:

[1] Good quality weapon made after TL 6.

Design Notes:

- "ULTIMATUM Rank" is built following the guidelines in *Social Engineering: Pulling Rank*, with ULTIMATUM treated as the equivalent of a 10-point Patron, with Rank repriced to 3 points per level; at Rank 6, Flag-Smasher can receive assistance from the rest of ULTIMATUM on an Assistance Roll of 12 or less.

Real Name: Richard Deacon.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: The Human Fly.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Former employee of the Silvermane family of the Maggia.
Base of Operations: Mobile.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: A career criminal, Richard Deacon served as a gunman and enforcer for the Silvermane family of the Maggia in Chicago, Illinois, for many years (see *Maggia*; *Silvermane*). Left for dead after failing to protect a weapons sale from being hit by an independent third party, Deacon was discovered by the criminal scientist Dr. Karl Malus, who in the process of saving Deacon's life spliced housefly DNA into him (see *Malus, Dr. Karl*). Horrified at the changes to his body wrought by Malus's treatment, Deacon found himself ostracized by his former Maggia comrades. In desperation, he hired himself out as a supervillain. Although he was captured and spent several years in prison, he had a moderately successful career, during which time he faced off against a number of Great Lakes based crimefighters, including the vigilante Nightfox and his team of Rust Belters several times late in their careers before they disbanded and retired.

Recently, Deacon was paroled from prison, a parole secretly arranged by Silver Sable, his old employer's granddaughter (see *Silver Sable*). Sable questioned him about the weapons sale that had gone sour at the start of his career, then informed him there was a bounty on a pair of new adventurers: Ant-Man and Wasp (in reality, there was no bounty; see *Ant-Man*; *Wasp*). Suing up, the Fly fought the Diminutive Duo on several occasions. Though he was often forced to retreat, he did not permit himself to be recaptured.

After learning that there was no actual bounty on Ant-Man and Wasp, the Fly discovered that Dr. Malus had been seen in Los Angeles. Once in L.A., he hired private investigator Jessica Drew to find Malus, intending revenge. In his attempt to kill Malus, he came into conflict with Malus's current superhuman pawn, the Armadillo, and Drew herself in her costumed identity as Spider-Woman (see *Armadillo*; *Spider-Woman*). In the end, Deacon was prevented from killing Malus by Malus himself, who forced Deacon to admit that the physical changes had elevated him above the role of a mere "mob enforcer". Apparently unaware of his criminal exploits elsewhere, Spider-Woman let him fly off.

The Fly was later seen in a New York City Bar With No Name, where the criminal Owl was recruiting animal-themed villains for unspecified reasons (see *Bar With No Name*; *Owl*).

Age: 30.

Height: 5' 10".

Weight: 185 lbs.

Eyes: Red, multifaceted.

Hair: Brown.

Other Distinguishing Features: The Fly possesses large insect-like wings emerging from his shoulder blades. His bare chest and abdomen are covered with plates of chitin.

Uniform: Yellow bodysuit with a green front covering, yellow cowl, green gloves, green boots.

Strength Level: The Fly possesses superhuman strength able to lift (press) roughly one ton under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Fly possesses several powers related to the splicing of housefly DNA to his system.

First and foremost are his large housefly-like wings which permit him to fly. His top speed when flying has been clocked at around 70 mph. The wings are known to regenerate if severed or removed.

In addition, his multifaceted insect-like eyes permit him a wide field of vision, permitting him to see in almost all directions at once; he cannot be surprised from behind. He is also able to see in the ultraviolet spectrum as well as the visual.

He is slightly more durable than a normal human; the chitin on his chest and abdomen is resistant to most conventional pistols. He is known to have regrown hands that were severed over the course of a month; whether he can regrow entire limbs is unknown. The



Fly's hands and feet secrete an invisible odorless resin which enables him to stick to most surfaces.

Weapons: The Fly occasionally uses conventional firearms.

633 points

ST: 13/35 [30*] **HP:** 13 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 12 [5] **Ground Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5] **Air Move:** 12/36 [-2]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d/2d-1 (4d-1/6d+1) **BL:** 34 lbs (245 lbs.)
Dodge: 10 **Parry:** 11 **DR:** 10 (torso only)
IT:DR: /1.5

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

Cultural Familiarities: Western (Native) [0].

Advantages: 360° Vision (Panoptic 1, +20%) [30]; 3D Spatial Sense [10]; Acute Vision 3 [6]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 10 (Partial: Torso Only, -10%) [45]; Enhanced Move (Air) 1.5 (Air Move 36/72 mph; Passive Biological, -5%) [29]; Enhanced ST +22 (Biological, -10%) [159]; Fit [5]; Flight (Winged, -25%) [30]; Hard to Kill +3 [6]; Hard to Subdue +3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /1.5) (Passive Biological, -5%) [23]; Regrowth (Passive Biological, -5%) [38]; Tough Guy 3 [15]; Ultravision [10].

Perks: Fearsome Stare [1]; Gangster Swagger [1]; Pistol-Fist (Guns (Pistol) [1].

Disadvantages: Bad Smell [-10]; Callous [-5]; Code of Honor (Criminal's) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Abrasive [-1]; Bitter [-1]; Slightly Unusual Biochemistry [-1].

Skills: Acting (A) IQ+1 [4] – 12; Aerobatics (H) DX+3 [8] – 16†; Architecture/TL8 (A) IQ+1 [4] – 12; Boxing (A) DX+1 [4] – 14; Carousing (E) HT+0 [1] – 13; Climbing (A) DX+0 [2] – 13; Electrician/TL8 (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (A) IQ+1 [4] – 12; Flight (A) HT+0 [2] – 13; Forced Entry (E) DX+3 [1] – 16‡; Guns/TL8 (Pistol) (E) DX+0 [1] – 13; Guns/TL8 (Shotgun) (E) DX+0 [1] – 13; Guns/TL8 (Submachine Gun) (E) DX+0 [1] – 13; Holdout (A) IQ-1 [1] – 10; Intelligence Analysis/TL8 (H) IQ+0 [4] – 11; Intimidation (A) Will+3 [2] – 15‡; Lockpicking/TL8 (A) IQ-1 [1] – 10; Observation (A) Per+3 [2] – 15‡; Photography/TL8 (A) IQ+1 [4] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+3 [2] – 14‡; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+0 [4] – 11; Throwing (A) DX+1 [4] – 14; Wrestling (A) DX+1 [4] – 14.

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

* Includes +22 from Enhanced ST.

† Includes +2 from 3D Spatial Sense.

‡ Includes +3 from Tough Guy.

Role-Playing Notes:

A career criminal, Rick Deacon knows he is not cut out to be a planner or leader, but is a solid team player with the experience to tell where things can go wrong and the flexibility to adapt quickly. Although he still resents Dr. Malus for performing the experiments which transformed him against his knowledge, he is grudgingly grateful that he no longer lingers in obscurity.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d cr	C	11	–	–	13	
–	– Enhanced ST	4d+2 cr	C	11	–	–	35	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d cr	C, 1	n/a	–	–	13	
–	– Enhanced ST	4d-1 cr	C, 1	n/a	–	–	35	

FRANKENSTEIN'S MONSTER

Anti-Hero/Non-Villain Antagonist

Real Name: Adam (the name he chose for himself).

Occupation: Vagabond.

Identity: The existence of Frankenstein's Monster is not known to the general public as anything other than a fictional character; however, his existence as a living, thinking being is known to many authorities in Germany and abroad.

Legal Status: Citizen of Germany with no known criminal record (granted "native-born" citizenship in the 1960s under unique circumstances).

Other Aliases: Adam Frankenstein; "Frank", "Frankie", "Frankenstein", the Monster.

Place of Creation: Ingolstadt, Bavaria (then part of the Holy Roman Empire, today part of Germany).

Marital Status: Single (considers himself a widower).

Known Relatives: Victor, Freiherr von Frankenstein (aka Baron Victor Frankenstein, creator, "father", deceased); Heinrich, Freiherr von Frankenstein (aka Baron Heinrich Frankenstein, creator's descendant; deceased); Victoria, Freiin von Frankenstein (aka Baroness Victoria Frankenstein, creator's descendant); wife (name unknown, if applicable, deceased). Adam's relationship, if any, with Frank of the First Line, also a Frankenstein type creation, is unrevealed.

Group Affiliation: Former one-time ally of the Monster Hunters; former pawn of Dracula.

Base of Operations: Mobile.

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

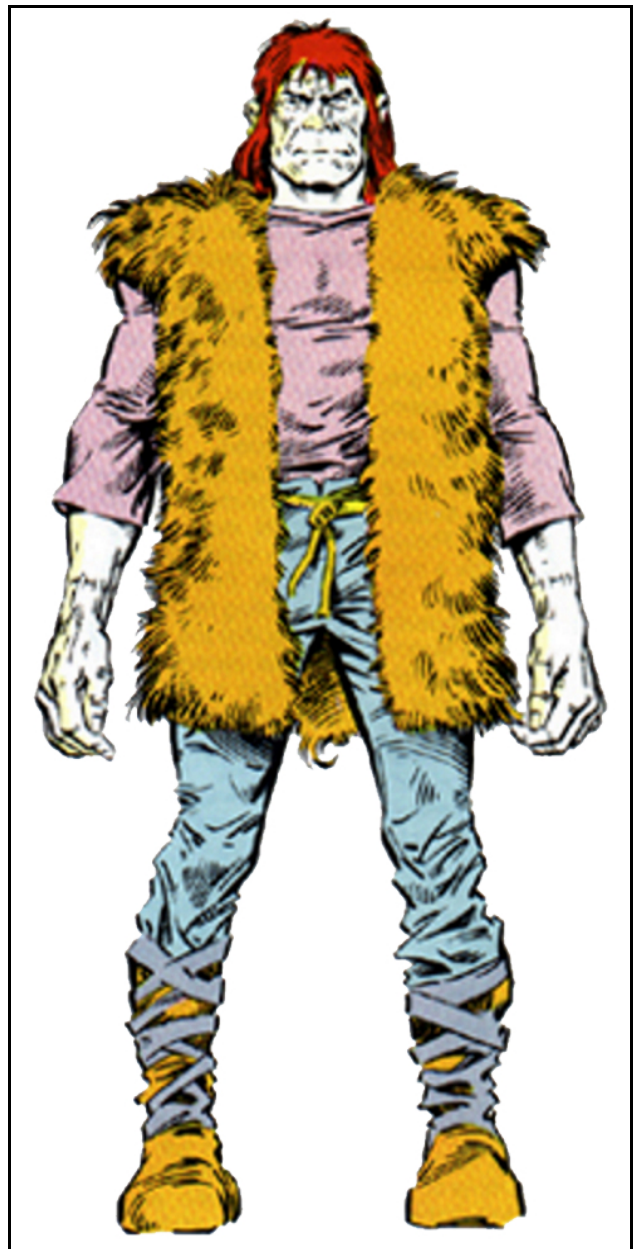
History: The creature known to most as Frankenstein's Monster is a tragic figure. His creator, Baron Victor Frankenstein, created him by stitching together the parts of bodies from many deceased people, although he is larger than most people by a good two and a half feet; Baron Frankenstein treated the composite creature's body with unknown chemicals and subjected it to electricity (believed to have been lightning captured during a storm) to grant it life. The baron then abandoned the creature, which wandered into a nearby forest, eventually befriendng an old blind man and his family, who taught the monster how to read. Eventually, the creature, now calling himself Adam, tracked down his creator at his creator's hereditary castle. Adam convinced Victor to create him a mate, promising that he and his mate would leave for South America and not bother anyone, intending to live peacefully away from others. While Victor eventually created a female creature in a remote laboratory in the Orkney Islands, Scotland, he destroyed her by setting fire to the body instead of bringing her to life. (Adam considers the female creation his late wife, despite her never being alive in any sense to begin with.) Enraged, Adam swore revenge on Victor, first killing Victor's best friend and then Victor's bride on their wedding night. Driven by revenge, Frankenstein pursued Adam north above the Arctic Circle before perishing from exposure on board an icebreaker. After learning of Victor's death from the icebreaker's captain, however, Adam was overcome with grief and threw himself into the ice.

These events were eventually told by the icebreaker's captain to author Mary Shelley, who later published the account in 1818 as *Frankenstein; or, the Modern Prometheus*. Shelley permitted the world to believe the account was a work of fiction; it's possible Shelley herself considered the captain's tale a work of fiction.

In the 1890s, after being frozen in ice for close to a century, Adam's body was discovered in a block of ice and carted around London, England. He was eventually accidentally defrosted and walked off into the streets of London. Learning English from listening to others, he adopted a number of street urchins who he protected. This eventually put him in conflict with the vampire lord Dracula, whose latest bride at the time, Lucy Westenra, took to feeding on his charges; the youth of the time and later the newspapers called her the "bloofer lady", a term derived from the youngest not pronouncing "beautiful" properly (see *Dracula*; *Vampires*). During their conflict, Dracula slashed Adam's throat with his claws, rendering the monster mute, but found he could not feed on the monster (the monster does not have blood as most living beings understand the concept).

In the 1930s, Adam again clashed with Dracula, this time assisting the immortal monster hunter Ulysses Bloodstone. (This adventure was later turned into a movie, *Ulysses Bloodstone verses the Monster of Frankenstein*, although the movie's account left Dracula out of the picture entirely.)

In the 1940s, Adam worked with the French Resistance against Nazi Germany. It is unknown whether he encountered the Invaders



during this time.

In the 1960s, Victor Frankenstein's heir, Heinrich Frankenstein, repaired Adam's larynx. Adam defended Heinrich against a number of threats, including an additional encounter with Dracula. At this time, Adam Frankenstein was granted legal rights as a citizen of the Federal Republic of Germany (then known as West Germany), though many both outside and inside the nation believed it to be a publicity stunt.

Adam has most recently been seen assisting Heinrich's granddaughter, Victoria, when her own creations, who she called "the Children", were taken by Dracula. This briefly put Adam in conflict with Earth's sorcerer supreme, Doctor Stephen Strange, as Dracula briefly forced Adam to do his bidding by threatening to destroy the Children, until Adam was able to explain to Strange what was really going on and his past enmity with the vampire (see *Doctor Strange*). During that conflict, Adam was buried in an avalanche in the Bavarian Alps. He was rendered frozen, but was later defrosted. Adam then wandered off; his current whereabouts are unknown.

Contrary to popular opinion, the name "Frankenstein" properly refers to the monster's creator, not to the creature himself, although the monster does not correct anyone, and has in fact taken his creator's last name for his own, at least legally.

Age: 215 (estimated).

Height: 8'.

Weight: 325 lbs.

Eyes: Brown.

Hair: Brown.

Skin: White.

Other Distinguishing Features: Frankenstein's monster possesses a pair of metal electrodes at the base of the neck and intense stitching across much of his body; most notably, there is a line of stitches across his forehead.

Uniform: None.

Strength Level: Frankenstein's monster possesses superhuman strength enabling him to lift (press) roughly 5 tons.

Known Superhuman Powers: In addition to his great strength, Adam has an unusually high resistance to pain and injury. Although weapons such as bullets, knives, and fire can harm him, they do so to a much lesser extent than they would ordinary people. Intense cold does not kill him, but instead places him in a state resembling suspended animation; he can then be defrosted while suffering no physical damage from being frozen. These are all due to his unusual body chemistry.

In the event an extremity – a hand, foot, arm, leg, finger, toe, or potentially even his head – is removed from his body, they can be reattached by a skilled surgeon with no loss of function. Despite this, he cannot regenerate at a rate above that of normal healing; upon having his larynx slashed, he was rendered mute until it was operated on.

Other Abilities: Despite past depictions, Adam is highly intelligent, well read, and quite eloquent. He has an ear for languages, and can quickly learn new languages through observation and listening to context. He is fluent in all European languages.

1,015 points

ST: 38/80 [180*†] **HP:** 38 [0] **Speed:** 7.25 [0]

DX: 13 [60] **Will:** 14 [0] **Move:** 8 [5]

IQ: 14 [80] **Per:** 14 [0]

HT: 16 [60] **FP:** 16 [0] **SM:** +1

Dmg: 4d/6d+2 (9d/11d) **BL:** 289 lbs. (1,280 lbs.)

Dodge: 10 **Parry:** 11 **DR:** 3* (tough skin)

IT:DR: /2

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

Cultural Familiarities: Western (Native) [0].

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 3 (Tough Skin, -40%) [9]; Eidetic Memory [5]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /2; Independent Body Parts (Detachable Head, +15%; Reattachment Only, -50%); No Blood; Unliving) [97]; Language Talent [10]; Metabolism Control 2 (Hibernation, -60%; Trigger: Extreme Cold, -20%) [2]; Omnilingual (Specific: European Languages, -50%) [20]; Super ST +8/+50 (Size, -10%) [312]; Super Throw 2 (Biological, -10%) [18]; Temperature Tolerance 2 [2]; Unaging [15]; Unkillable 1 [50].

Perks: Fearsome Stare [1]; Patience of Job [1]; Striking Surface [1].

Disadvantages: Appearance (Hideous) [-16]; Bad Temper (12) [-10]; Social Stigma (Freak) [-10]; Status -1 [-5]; Unusual Biochemistry [-5]; Vow (Vegetarian) [-5]; Wealth (Poor) [-15].

Quirks: Bulky Frame [-1]; Fashion Disaster [-1]; Holds Grudges [-1]; Lonely [-1]; Loyal to Victoria Frankenstein [-1].

Skills: Brawling (E) DX+3 [8] – 16; Climbing (A) DX+0 [2] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 14; Connoisseur (Literature) (A) IQ+0 [2] – 14; Connoisseur (Music) (A) IQ+0 [2] – 14; Connoisseur (Visual Arts) (A) IQ+0 [2] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Detect Lies (H) Per+0 [4] – 14; Escape (H) DX-1 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Forced Entry (E) DX+1 [2] – 14; Guns/TL7 (Rifle) (E) DX+0 [1] – 13; Hiking (A) HT+0 [1] – 16; Housekeeping (E) IQ+0 [1] – 14; Intimidation (A) Will+2 [2] – 16‡; Jumping (E) DX+0 [1] – 13; Knot-Tying (E) DX+0 [1] – 13; Lifting (A) HT+0 [2] – 16; Literature (H) IQ+0 [4] – 14; Naturalist (Earth) (H) IQ+0 [4] – 14; Poetry (H) IQ+0 [4] – 14; Running (A) HT+0 [2] – 16; Sewing/TL7 (E) DX+0 [1] – 13; Shadowing (A) IQ+0 [2] – 13; Skating (H) HT-1 [2] – 15; Soldier/TL7 (A) IQ-1 [1] – 13; Speed-Reading (A) IQ+0 [2] – 14; Stealth (A) DX+1 [4] – 14; Sumo Wrestling (A) DX+3 [12] – 16; Survival (Arctic) (A) Per+0 [2] – 14; Survival (Mountain) (A) Per+0 [2] – 14; Survival (Woodlands) (A) Per+0 [2] – 14; Swimming (E) HT+0 [1] – 16; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Spear) (E) DX+1 [2] – 14; Urban Survival (A) Per+0 [2] – 14; Weather Sense (A) IQ+0 [2] – 14; Weird Science (VH) [8] – 14; Wrestling (A) DX+3

[12] – 16.

Starting Spending Money: \$2,000 (50% of Starting Wealth).

* Adjusted with "Size, -10%".

† Includes +8/+50 from Super ST.

‡ Includes +2 from Appearance.

Role-Playing Notes:

Highly intelligent, well-read, and eloquent in speech and in writing, Adam nonetheless possesses a fierce temper and a slightly skewed moral compass. Although he leans toward being the "gentle giant", he has no qualms about killing when necessary; he prefers not to kill if he can achieve his goals in more peaceful methods. A lifetime of rejection has left him as deeply scarred on the inside as he is on the outside. Deep inside, he is lonely, seeking the companionship and family he was denied at his creation. He sees his creator's descendant, Victoria Frankenstein, as his only remaining family and is fiercely protective of her and her creations, the Children.

As strange as it may sound, Adam is a vegetarian.

BRAWLING

<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>
–	Brawling Punch	4d+7 cr	C	11	–	–	38	
	– <i>Super ST</i>	9d+17 cr	C	11	–	–	80	
–	Brawling Kick	4d+8 cr	C, 1	n/a	–	–	38	
	– <i>Super ST</i>	9d+18 cr	C, 1	n/a	–	–	80	

Design Notes:

1. This version of Frankenstein's Monster is modeled mainly after the version in Mary Shelley's book, with only a few options taken from the cinematic portrayals on the stage and in movies. In any universe *other* than the Marvel Universe (or other universes where such mad science is relatively commonplace, including the world of *Girl Genius*), including the era of his creation, his Social Stigma would be Monster for [-15] instead of Freak [-10].

FREEDOM FORCE

Non-Villain Antagonist Team

Freedom Force is the name given to a team of superhumans who were recruited by the Department of Homeland Security to act as a counterpart to SHIELD's proposed Sentinel program (see *Sentinels*; *SHIELD*). All of the founding members of the team are mutants, but the government may add non-mutant superhumans to the team later.

The team that ultimately became Freedom Force was originally founded as a criminal team. Their first documented operation together was robbing an armored car in Washington, DC. This plot was thwarted by Capatain America and his partner and trainee, Bucky, who were in town to testify in front of Congress (see *Bucky*; *Captain America*). The

At this point, enter Dr. Valerie Cooper, a political scientist and administrative agent for the DHS who was growing concerned over the image that SHIELD's Sentinel program could send to the superhuman population of the US (and worldwide). To this end, she proposed that the DHS recruit a team of superhumans to act as America's official super-team.

Cooper approached Byron Calley, the ringleader of the team who went by the alias Crucible, with a proposal for he and his team to have the charges dropped in return for their service in the Department (see *Crucible*). Most of the team agreed, though Slither only did so reluctantly (see *Slither*). It was Cooper who named the team "Freedom Force".

Freedom Force has been seen investigating the outlaw hero team known as the Renegades and the snake-themed mercenary team called the Serpent Squad (see *Renegades*; *Serpent Squad*). During this second case, they came into conflict once again with Captain America.

Following the Serpent Squad case, Slither quit the team after a fierce argument with Dr. Cooper over his methodology. Cooper has since been reviewing other superhumans to expand the team.

First Post-Reboot Appearance: (as a team) CAPTAIN AMERICA #; (as Freedom Force): RENEGADES #.

Membership Roster

Crucible – Founding member; Crucible recruited the original members the team prior to their recruitment by Homeland Security. He currently acts as field leader for the team.






Meteorite – Founding member; Meteorite's telekinesis is often disguised as control over rock.

Oracle – Founding member; Oracle serves as the team's surveillance expert.

Paralyzer – Founding member.

Slither – Founding member; Slither recently left the team after a dispute with Crucible and Val Cooper over his methodology on a case.

Dr. Valerie Cooper – Freedom Force's immediate superior in the Department of Homeland Security, Val Cooper is the one that selects their missions and may later expand the team.

 <p>CRUCIBLE (Byron Calley) Field Leader Active CAPTAIN AMERICA #</p>	 <p>METEORITE (Ned Lathrop) Active CAPTAIN AMERICA #</p>
 <p>ORACLE (Peter Quinn) Active CAPTAIN AMERICA #</p>	 <p>PARALYZER (Randall Darby) Active CAPTAIN AMERICA #</p>
 <p>SLITHER (Aaron Salomon) Active CAPTAIN AMERICA # Quit CAPTAIN AMERICA #</p>	 <p>VAL COOPER Team Supervisor Active RENEGADES #</p>

Freedom Force

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members: 5

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Type:

CR:

Rank:

Income Range:

Reputation:

Social Attributes

Loyalty:

Costs and Values

Startup Cost: \$

Resource Value: \$

Notes

Real Name: Joanna Cargill.
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: Single.
Known Relatives: Gareth (brother, deceased).
Group Affiliation: Mutant Liberation Front.
Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Frenzy's past. It is known that she is a mutant, and that she apparently has some military training.

Frenzy first came into the public spotlight as a member of Mystique's Mutant Liberation Front, operating as their resident muscle (see *Mutant Liberation Front*; *Mystique*). She was involved in the MLF's attack on SHIELD director Gyrich at the unveiling of the new Sentinels, destroying several of the robots until being knocked out by Bainsidhe and taken into custody (see individual entries).

Frenzy broke out of prison before being transferred to the new Federal superhuman prison, the Vault, and joined up once again with Mystique. Alongside the Mutant Liberation Front, she has fought both the Avengers and the X-Men, managing to fight both the Beast and Thor to standstills (see *Avengers*; *Beast*; *Thor*; *X-Men*).

Although captured by the Avengers in their last encounter, Frenzy has been a mainstay of the Mutant Liberation Front since its formation, and will no doubt be encountered among their ranks in whatever assault comes next.

Age: 27.

Height: 5' 11".

Weight: 230 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black leather tank top, black leather pants, black leather collar, black leather boots, and black leather gloves, black leather belt.

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

Known Superhuman Powers: In addition to her strength, Frenzy possesses superhuman durability enabling her to withstand incredible amounts of punishment. Her skin has been described as "steel hard", rendering her impervious to high caliber bullets, bladed weapons composed of most conventional materials, and temperature extremes of both heat and cold. Frenzy is also capable of withstanding great impact forces, such as being repeatedly struck with superhuman force or falling from great heights, without being injured. She can also withstand powerful energy blasts, such as those of Cyclops's eye beams, with no visible damage (see *Cyclops*). She's also been shown to be resistant to radiation.

In addition, Frenzy's enhanced musculature gives her greater than human speed and agility, enabling her to run at up to 60 mph, and giving her reflexes greater than many Olympic athletes.

Frenzy's muscles produce less fatigue toxins and those of a normal human. At her peak, she can exert herself physically for several hours before the build up of fatigue toxins in her blood begins to impair her.

Limitations: Frenzy is psychologically afraid of the dark, freezing up when cut off from all sources of light.



1,122 points

ST: 38/177 [20*] **HP:** 38 [0*] **Speed:** 7.50 [0]

DX: 16 [40+] **Will:** 11 [0] **Move:** 7 [0]

IQ: 11 [20] **Per:** 12 [5]

HT: 14 [20+] **FP:** 20 [0\$] **SM:** 0

Dmg: 4d/6d+2 (18d/20d) **BL:** 289 lbs. (6,266 lbs.)

Dodge: 11 **Parry:** 13 **DR:** 55*

IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Damage Resistance 55 (Tough Skin, -40%; Mutant, -10%) [138]; Enhanced Move (Ground) 2 (Move 28/56 mph; Mutant, -10%) [36]; Extra DX +4 (Mutant, -10%) [72]; Extra FP +6 (Mutant, -10%) [17]; Extra HT +2 (Mutant, -10%) [18]; Extra ST +15 (Mutant, -10%) [135]; High Pain Threshold (Mutant, -10%) [9]; Injury Tolerance (Damage Reduction /10; Mutant, -10%) [135]; Radiation Tolerance (PF 10) (Mutant, -10%) [14]; Regeneration (Slow: 1 HP/12 hrs) (Mutant, -10%) [9]; Super ST +11/+150 (Mutant, -10%) [429]; Very Fit [15].

Perks: Dirty Fighting [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Intolerance (Anti-Mutant Bigots) [-5]; Light Sleeper [-5]; Overconfidence (9) [-7]; Phobia (Darkness) (12) [-15]; Sense of Duty (Rogue, teammate) [-2]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minority Group) [-10]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Dislikes Unnecessary Violence [-1]; Rule-Breaker [-1].

Skills: Boating/TL8 (Motorboat) (A) DX-1 [1] – 15; Brawling (E) DX+2 [4] – 18; Driving/TL8 (Heavy Wheeled) (A) DX-1 [1] – 15; Driving/TL8 (Tracked) (A) DX-1 [1] – 15; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 12; Explosives/TL8 (Demolitions) (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Forced Entry (E) DX+1 [2] – 17; Guns/TL8 (LAW) (E) DX+1 [2] – 17; Guns/TL8 (LMG) (E) DX+1 [2] – 17; Guns/TL8 (Rifle) (E) DX+1 [2] – 17; Guns/TL8 (SMG) (E) DX+1 [2] – 17; Lifting (A) HT+0 [2] – 14; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 17.

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

* Includes +15 from Extra ST and +11/+150 from Super ST.

† Includes +4 from Extra DX.

‡ Includes +2 from Extra HT.

Includes +6 from Extra FP.

Role-Playing Notes:

Frenzy is a take-no-nonsense woman who sees the violence in her lifestyle as a necessary evil, approaching combats with a "finish the mission" mindset. She is often exasperated by some of her teammates and their love of senseless violence.

To everyone's surprise, she has formed a friendship with Rogue, taking on the unofficial role of "big sister", going out of her way to protect the younger mutant and even (when Mystique and Destiny are not around) encouraging her to get out of the business.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+2 cr	C	13	–	–	38	
–	– <i>Super ST</i>	18d+17 cr	C	13	–	–	177	
–	Brawling Kick	3d+3 cr	C, 1	n/a	–	–	38	
–	– <i>Super ST</i>	18d+18 cr	C, 1	n/a	–	–	177	

Real Name: Friday.

Occupation: Secretary; virtual "girl Friday".

Identity: Friday is known to the senior staff of Stark Industries; her existence is unknown to the general public.

Legal Status: Property of Stark Industries.

Other Aliases: Girl Friday, Friday Stark.

Place of Creation: Stark family mansion (later Avengers Mansion), New York City.

Marital Status: Single, possibly inapplicable.

Known Relatives: Inapplicable; considers Tony Stark as alternately a brother and a father.

Group Affiliation: Ally of Tony Stark/Iron Man.

Base of Operations: Stark Industries virtual intranet.

First Post-Reboot Appearance: INVINCIBLE IRON MAN #1.

History: In his early teenage years, Tony Stark's genius was already apparent (see *Iron Man*). However, this led him to be lonely, as he had few people who he could interact with as equals. As a side project born of boredom, he began to code himself a virtual sister, one he could interact with as an equal. Inspired in part by the character Friday in *Robinson Crusoe* as well as the 1940 movie *His Girl Friday*, Stark named her Friday. It is not currently known how long it took Tony to code Friday, nor when he uploaded her to the Stark Industries intranet. Friday assisted him with research during his time at M.I.T., though he insisted she not write his reports.

When Stark enlisted in the military as part of a deal with his father, he bid Friday a fond farewell, asking her to look after his parents in his absence; this was apparently the first real interaction between Friday and Howard Stark, Jr, since Tony began working on her. Friday was crushed to learn that in the same week, Tony went Missing-in-Action and Howard was mysteriously killed in an automobile accident; this began Friday's own investigations into both events, as she determined the timing was too coincidental. As Tony's cousin Morgan assumed control of Stark Industries, Friday secretly began spying on her activities (see *Stark Industries; Stark, Morgan*).

Friday was elated when Tony returned from captivity in Afghanistan, though she expressed concern over his physical condition, insisting she examine the ARC reactor in his chest (using various sensors in Tony's home workshop) to ensure it wasn't slowly killing him (see *Common Technologies*). Satisfied that having an ARC in his chest wasn't lethal to him, she convinced Tony to take over Stark Industries from Morgan by presenting him with a number of questionable communications she'd discovered between Morgan and their unscrupulous competitor, Justin Hammer of Hammer Industries (see *Hammer; Justin; Hammer Industries*). Friday was later instrumental in assisting Tony in being confirmed as the new CEO of Stark Industries, being introduced to the board of directors as Stark's new virtual assistant.

When Stark as Iron Man became one of the founding members of the Avengers, Friday introduced herself to the team as they moved into both the Stark family mansion in Manhattan and a Stark Industries warehouse complex outside Dodge City, Kansas, presenting herself as Iron Man's "sister and girl Friday" (see *Avengers; Avengers Compound; Avengers Mansion*). She is currently splitting her time between assisting Stark as Iron Man and the Avengers. She proved especially resourceful when combating the rogue robot Ultron and his insect ally the Scarlet Beetle when the two invaded the Avengers Compound with a swarm of robotic beetles, turning part of the robot swarm against the rest (see *Scarlet Beetle; Ultron*).

Friday has expressed interest in the outcome of Quasimodo's personhood trial, currently in front of the US Supreme Court (see *Quasimodo*). Tony has claimed that if Quasimodo is able to be declared a legal person, he would seek to have Friday emancipated as well; Friday half-jokingly replied he'd better start giving her a salary when he does.

Age: 13 (estimated).

Height: Variable; prefers to manifest as 5' 5".

Weight: Inapplicable.

Eyes: Variable; prefers to manifest with hazel eyes.

Hair: Variable; no preference.

Other Distinguishing Features: In her usual holographic form, Friday is often translucent.

Uniform: None.

Strength Level: As a hologram running on the "cloud", Friday lacks a physical body. As such, her physical strength is non-existent.

Known Superhuman Powers: Friday runs on the Stark Industries virtual intranet server farm; as such, she is able to access the entire virtual intranet and by extension the Internet and any computer connected to it. She is also able to upload herself to the Iron Man armor's systems to act as an on-board assistant; whether she is able to take full control the armor herself is unknown.

Other Abilities: Friday is an expert hacker. In addition, she has become adept at remotely piloting various aircraft and Iron Man's battlesuits.



Limitations: Friday lacks a physical body; she resides entirely on the Stark Industries corporate intranet. As such, she has to access computers in order to communicate with anyone else.

691 points

ST: 0 [-100]	HP: 0 [0]	Speed: 7.00 [0]
DX: 10 [0]	Will: 14 [0]	Ground Move: 0 [0]
IQ: 14 [80]	Per: 14 [0]	Air Move: 7 [0]
HT: 10 [0]	FP: 10 [0]	SM: 0

Dmg: 1d-6/1d-5 **BL:** 0 lbs.

Dodge: 8 **Parry:** 8 **DR:** 0

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

Cultural Familiarities: Western [0].

Advantages: AI (Not Reprogrammable) [42]; Appearance (Attractive) [4]; Compartmentalized Mind 5 (Massively Parallel, +20%; No Mental Separation, -20%) [250]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Elastic Skin [20]; Evil Computer Talent 4 [20]; Flight (Slow: Basic Speed, -25%) [30]; High TL +2 [10]; Immunity to Metabolic Hazards [30]; Insubstantiality (Always On, -50%) [40]; (Mimicry (Voice Library, +50%) [15]; Mind Probe (Cybernetic Only, -50%; Invasive, +75%; Sensory, +20%) [29]; Mind Reading (Cybernetic Only, -50%; Multiple Contacts, +50%; Sensory, +20%) [36]; Omnilingual [40]; Possession (Digital, -40%) [60]; Versatile [5].

Perks: Speed of Thought [1].

Disadvantages: Impulsiveness (9) [-15]; No Legs (Aerial) [0]; No Manipulators [-50]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5]; Sense of Duty (Tony Stark) [-2]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: Eavesdropper [-1]; Imaginative [-1]; Inquisitive [-1]; Practical Joker [-1]; Sexless [-1].

Skills: Administration (A) IQ+0 [2] – 14; Battlesuit/TL10 (A) DX+2 [8] – 12; Body Language (A) Per+0 [2] – 14; Diagnosis/TL10 (H) IQ-1 [2] – 13; Drone Piloting/TL10 (Heavy Airplane) (A) IQ+0 [2] – 14; Drone Piloting/TL10 (Light Airplane) (A) IQ+0 [2] – 14; Electronics Operation/TL10 (Communications) (A) IQ+2 [8] – 16; Electronics Operation/TL10 (Electronic Warfare) (A) IQ+1 [4] – 16; Electronics Operation/TL10 (Media) (A) IQ+0 [2] – 14; Electronics Operation/TL10 (Medical) (A) IQ+0 [2] – 14; Electronics Operation/TL10 (Scientific) (A) IQ-1 [1] – 13; Electronics Operation/TL10 (Security) (A) IQ+1 [4] – 15; Electronics Operation/TL10 (Sensors) (A) IQ-1 [1] – 13; Electronics Operation/TL10 (Surveillance) (A) IQ+1 [4] – 15; Encyclopedist! (WC) IQ+0 [24] – 14*; Hacker! (WC) IQ+2 [48] – 16*; Mathematics/TL8 (Applied) (H) IQ+2 [12] – 16; Mathematics/TL8 (Computer Science) (H) IQ+2 [12] – 16; Mathematics/TL8 (Cryptology) (H) IQ+2 [12] – 16; Mathematics/TL8 (Pure) (H) IQ+2 [12] – 16; Navigation/TL10 (Air) (A) IQ+0 [2] – 14; Navigation/TL10 (Land) (A) IQ+0 [2] – 14; Observation (A) Per+2 [8] – 16.

Starting Spending Money: \$0.

* Conditional +4 from Evil Computer Talent when substituting for applicable skills.

Role-Playing Notes:

Friday is cheerful and helpful, though she has a mischievous streak which manifests both verbally and by changing her physical appearance. She sees Tony as both a brother (as he intended for her to be a virtual sister he never had in meatspace) and as her father (since he wrote her initial code).

Design Notes:

1. I honestly did not at first know how to handle an AI who lived entirely in the cloud and manifested as a hologram. I *probably* should have looked at *Transhuman Space: Changing Times* or *THS: Shell-Tech*, but as I really had no interest in THS as a setting I never got around to getting those books. At present, I'm sure she requires one of the Telecommunications traits to have access to other computers; I just don't know *which* Telecommunications to give her!

FRIGHTFUL FOUR

Villain Team

The Frightful Four is the brainchild of the criminal known as the Wizard, formed as a criminal counterpart to the Fantastic Four (see *Fantastic Four*; *Wizard*). To this end, the Wizard recruited the Trapster and the Sandman, both of whom had fought the Human Torch on at least one occasion (see *Human Torch*; *Sandman*; *Trapster*). Rounding out the Frightful Four was Medusa, who until that point was a relative unknown but whose prehensile hair the Wizard figured would be useful against the Fantastic Four (see *Medusa*).

The Frightful Four began by breaking into the Baxter Building and taking the Fantastic Four's mailman, Willie Lumpkin, prisoner, then issuing a public challenge to the Fantastic Four to come rescue him (see *Lumpkin*, *Willie*). The two teams clashed, and all but Medusa were captured and taken into custody. Medusa later released the Wizard from prison, and the two are believed to be plotting the release of the other members.

First Post-Reboot Appearance: FANTASTIC FOUR #

Membership Roster

Wizard – Founder. The Wizard formed the Frightful Four because he believed he would need help in defeating the Fantastic Four.

Sandman – First recruit. Sandman once fought the Human Torch, and serves primarily as the muscle of the team. He's in it for the money.

Medusa – Second recruit. A relative unknown prior to the team's formation, Medusa is likely to stay with the team.

Trapster – Third recruit. A solid team player, Trapster is likely to remain with the team.

 <p>WIZARD (Real Name Unknown) Founder, Leader</p>	 <p>SANDMAN (Flint Marko) Joined FF #</p>
 <p>MEDUSA (Real Name Unknown) Joined FF #</p>	 <p>TRAPSTER (Pete Petruski) Joined FF #</p>

Frightful Four

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members: 4

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Type:

CR:

Rank:

Income Range:

Reputation:

Social Attributes

Loyalty:

Costs and Values

Startup Cost: \$

Resource Value: \$

Notes

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.

Age: 29.

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.

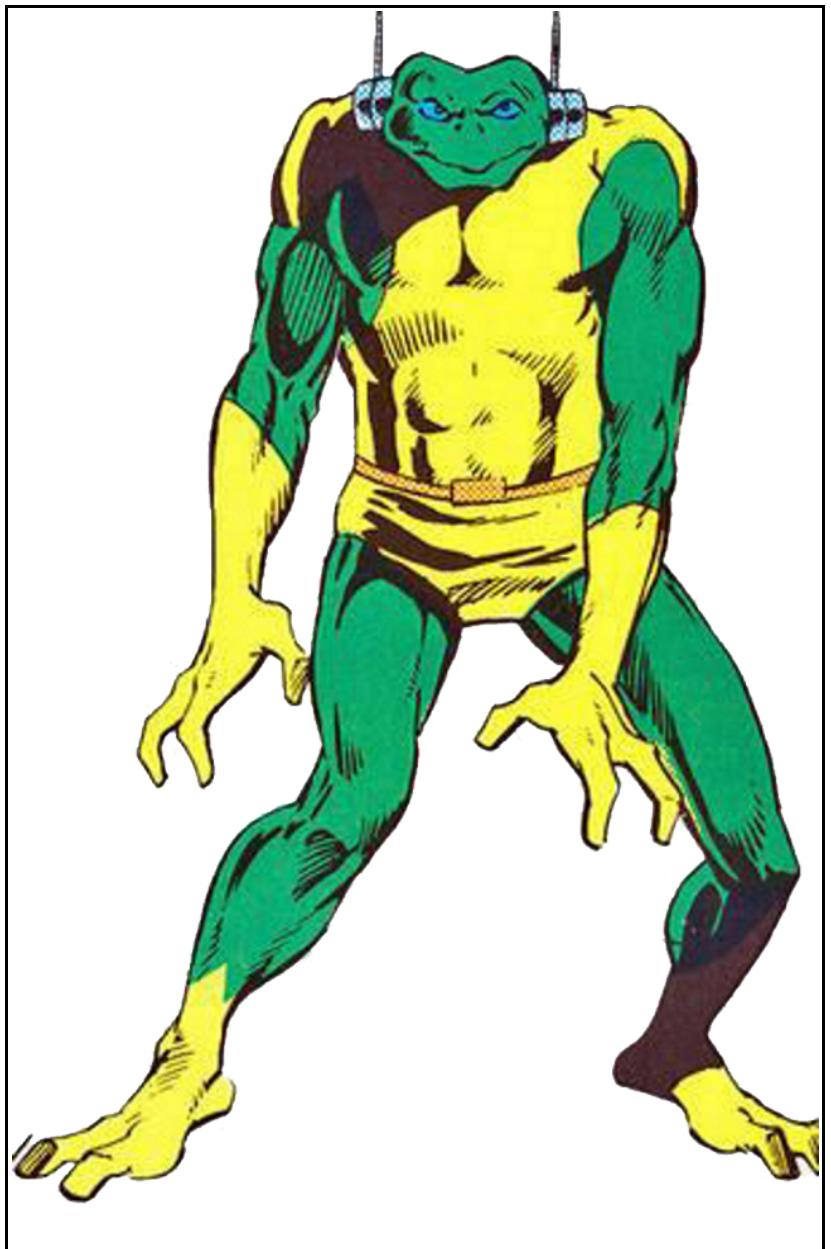
Uniform: Yellow leotard, yellow gloves, yellow boots, gold belt.

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

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 11 [0] **Move:** 7 [5]
IQ: 11 [20] **Per:** 11 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d-2 cr	C	11	–	–	10	
–	Brawling Kick	1d+3 cr	C, 1	n/a	–	–	18	

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: CIA Headquarters, Arlington, Virginia.

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 Zodiac Cartel (see *Scorpio*; *Zodiac Cartel*).

Recently, Fury was responsible for coordinating the National Guard and superhuman response when the Zodiac attempted to hold Manhattan hostage using a force field powered by Scorpio's Zodiac Key., mobilizing the city's superhuman crimefighters and adventurers – as well as several of the nobler super-criminals – in their efforts to stop the Zodiac.

Age: 29.

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.



744 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 14 [5] **Move:** 7 [0]

IQ: 13 [60]; **Per:** 14 [5]

HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 13 **Parry:** 12 **DR:** 12/4* (armor)

Languages: Arabic (Accented) [4]; English (Native) (Native Language) [0]; Mandarin Chinese (Accented) [0]; Russian (Accented) [0].

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

Advantages: Appearance (Handsome) [12]; Born Tactician 2 [20]; Charisma 3 [15]; CIA Rank 4 [20]; Combat Reflexes [15]; 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 (CIA) ("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: Courtesy Military Rank 2 [2]; Pants-Positive Safety [1]; Style Familiarity (Military Hand to Hand: MCMAP) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Soldier's) [-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+0 [2] – 13; 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-Draw/TL8 (Ammo) (E) DX+1 [1] – 15#; 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; Lip Reading (A) Per+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; Wrestling (A) DX+1 [4] – 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 +1 from Combat Reflexes

¥ Includes +2 from Born Tactician

¶ Includes +4 from Appearance

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d cr	C	12	–	–	14	
–	Brawling Kick	1d+1 cr	C, 1	n/a	–	–	14	

Design Notes:

1. CIA Rank is derived from **Social Engineering: Pulling Rank**, based off using the CIA as a 20-point Patron with an assistance roll of 9 or less. It does not affect his Status.

Real Name: Unrevealed (possibly inapplicable); "Gaea" is the name given to her by the ancient Greeks.

Occupation: Goddess of the Earth.

Identity: Gaea's existence as anything other than a mythological figure is unknown to the general public. However, she is still worshipped by cultures around the globe.

Legal Status: None.

Other Aliases: Gaia (another spelling of her Greek name), Ki, Ninhursag (Sumerian names), Antu (Akkadian/Babylonian name), Hòutù, Hòutùshén, Hòutù Niángniáng, Dimù, Dimù Niángniáng (Chinese names), Leimarel Sidabi, Leimalel Sitapi (Meitei names), Cybele (Anatolian name), Magna Mater, Terra Mater, Tellus Mater, Tellus, Terra (Roman names), Danu, Anu, Dana (Celtic names), Amalur (Basque name), Mat Zemlya, Matka Ziemia, Matushka Zeml'ja, Mati Syra Zemlya, Mokosh (Slavic names), Pachamama (Inca name), Prithvi, Prithvi Mata (Hindu names), Žemyna (Lithuanian name), Jörð, Jord, Fjörgyn (Norse names), Kokyangwuti (Hopi name), Na'ashjé'ii Asdzáá (Navajo name), Sussistanako (Pueblo name), Coatlicue, Tlaltecuhli (Aztec names), Ixchel (Mayan name), Nokomis (Ojibwe name), Papatūānuku (Maori name), Māra (Latvian name), Dʰéǵʰōm (reconstructed Proto-Indo-European name), "Queen of the Earth", "Goddess Queen of the Earth", "Earth Queen Lady", "Mother Earth", "Lady Mother Earth", "Great Mother", "Vast One" (various translations of her many names), Mother Nature.

Place of Birth: An unrevealed location on Earth in the Pre-Cambrian era.

Marital Status: Single.

Known Relatives: Demiurge (creator); Oshtur (sister); Chthon, Set (brothers); Hyppus (brother, deceased); Atum (alias the Demogorge), Ouranos (alias Anu), Pontus (alias Abzu), Kronus, Thor (sons); Agamotto. Damballah, Sligguth (nephews); Tiamat (niece). She is the progenitor of most of the pantheons of gods that have been worshipped on Earth.

Group Affiliation: None.

Base of Operations: Earth.

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

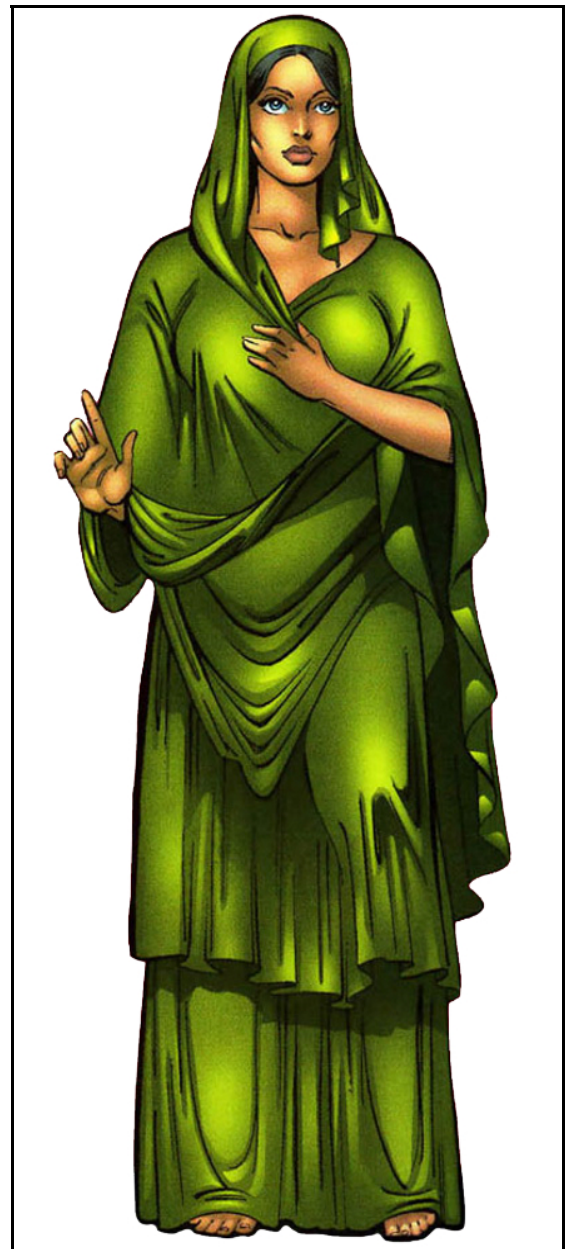
History: Gaea was one of the first beings to appear on Earth, spawned by the enigmatic Demiurge, alongside the other so-called Elder Gods. In time, however, most of the Elder Gods degenerated into demons by preying on and consuming each other; the first to do this was the serpentine Set, who devoured their brother Hyppus (see *Demons*; *Set*). Gaea and her sister Oshtur were the only two Elder Gods to not descend into being demons; Oshtur, ever curious, had left Earth some time before to explore the multiverse. In desperation, Gaea mated with the Demiurge to produce a being powerful enough to fight the demons without becoming one in the process: Atum, who fought the demons and consumed their power, becoming the Demogorge. The only demons to escape the Demogorge were crafty Chthon, Set, and several of Set's spawns, and only because they fled to other dimensions they either created or conquered (see *Chthon*). Gaea, in order to avoid degeneration herself, merged with Earth's biosphere. (It is believed that, of all the worlds the Demiurge spawned life on, the melding of the planet's biosphere and the Elder God is extremely rare, making Earth unique in this corner of the cosmos.)

Gaea guided evolution over the eons, experimenting first with fish and sharks, then reptiles and dinosaurs, and ultimately with birds and mammals. Occasionally, she would either spontaneously produce offspring (such as Ouranos, also known as Anu, who fathered both the Olympian and Arabic/Mesopotamian pantheons) or, more often, mate with others (such as with Ouranos to produce the Titans, forerunners of the Olympian gods; see *Olympian Gods*). These offspring gathered into extended clans, who were later worshipped as gods by early civilizations. At some indeterminate point in the past, at least a thousand years ago if not earlier, Gaea, sensed the coming need for a champion with ties to both Asgard and Earth and, taking the identity of Jord, mated with Odin, head of the Asgardian gods, to give birth to their son Thor (see *Asgard*; *Asgardian Gods*; *Odin*; *Thor*).

Recently, Gaea communicated with Clea, the extradimensional apprentice of Dr. Stephen Strange, Earth's Sorcerer Supreme, to warn them of a planned incursion by the N'Garai, creations and servants of Gaea's brother Chthon (see *Clea*; *Doctor Strange*; *N'Garai*).

Age: Indeterminate.

Physical Characteristics: Gaea can manifest herself in whatever female humanoid form she pleases. Most of the time she appears as an attractive woman of indeterminate age with blue eyes and long black hair; as Jord, she manifested with long blond hair. Her height varies from a normal human height – typically 5' 6", but even this is variable – to heights of 30 and 300 feet tall.



Uniform: None.

Strength Level: As the embodiment of all life on Earth, Gaea is said to no longer possess a physical form. Her human-sized manifestations, said to be akin to her original form, possess the typical superhuman strength of an immortal deity, commonly being able to lift (press) 35 tons; her giant forms are proportionately stronger. Channeling the power of the planet, her manifestations' strength can increased to infinite levels.

Known Superhuman Powers: Having merged with the planet's biosphere, Gaea has control over all lower life forms, including plants and fungi as well as animals; higher life forms, such as the great apes (including humans), whales, dolphins, and elephants, are more resistant to her direct control.

Stats: As the embodiment of all life on Earth, Gaea is essentially incalculable.

Role-Playing Notes:

Gaea is commonly a caring soul whose perspective is more long-term than even some of her immortal progeny. However, she is known to birth monsters as well. She rarely gets involved herself, usually communicating with a select few through dreams and even fewer directly. She has been known to lend power to those who invoke one of her many names for power; nowadays she is more commonly invoked by voodoo houngans and Wiccans than sorcerers. For some unknown reason, she prefers to communicate with women.

Gaea is best used as an NPC, either as a Contact or low-frequency Patron.

Real Name: Edward Cobert.

Occupation: Professional criminal, former research biochemist.

Identity: Known to the authorities.

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

Other Aliases: Leviathan.

Place of Birth: Ithaca, New York.

Marital Status: Unrevealed.

Known Relatives: None.

Group Affiliation: Former employee of Dynatechnics, occasional pawn of the Mad Thinker and Dr. Elias Starr.

Base of Operations: Mobile, previously Pittsburgh, Pennsylvania.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Edward Cobert graduated from Cornell University with a Master's degree in biochemistry. Employed by Dynatechnics' Pittsburgh branch, he worked on an FBI-SHIELD project dealing with producing a new super-soldier (see *Dynatechnics*; *SHIELD*). When the project was shut down prior to human testing, Cobert decided to illegally test the procedure on himself. Over the next month, his body mutated, growing in height and muscle mass. After the first week, he was unable to hide the changes; after the second week, his intelligence had dropped considerably, a side effect he hadn't considered. Dynatechnics kept him hired, officially, but moved him from researcher to test subject, keeping him sedated and secured as other scientists studied his notes and worked to reverse the process.

But even they couldn't contain him for long, as the cost of maintaining the sedatives necessary to keep him docile took their toll financially on the company. Cobert, now referred to as Leviathan by Dynatechnics, broke free of his restraints and went on a rampage throughout Pittsburgh. This led to a battle inside Three Rivers Stadium between Leviathan and the (since retired) adventurer Avril Aero, who had been in Pittsburgh pursuing another case. Following the fight, Leviathan was arrested by SHIELD and moved to a secure secret location, as the Vault did not have space for him (see *Vault*).

A decade later, Cobert was released into the custody of a man claiming to be a relative of his. This man was later revealed to be the Mad Thinker, who used Cobert – who the Thinker rebranded as Gargantua – as a diversion to infiltrate the Chicago Dynatechnics offices (see *Mad Thinker*). This put Gargantua into conflict with Giant-Man, while Ant-Man and Wasp foiled the Thinker's schemes (see *Ant-Man*; *Giant-Man*; *Wasp*). Gargantua was again arrested, though the Thinker escaped.

The Illinois state prison wasn't equipped to handle Gargantua for long, and he broke free. This led to him being used as a pawn of Ant-Man's rival Dr. Elias Starr against the ant-sized adventurer (see *Starr*; *Dr. Elias*). Ultimately realizing he was being used, Gargantua gave up the fight and just walked away.

Gargantua was later seen in the American Southwest, where he clashed unsuccessfully with the Hulk (see *Hulk*).

Age: 39.

Height: 25'.

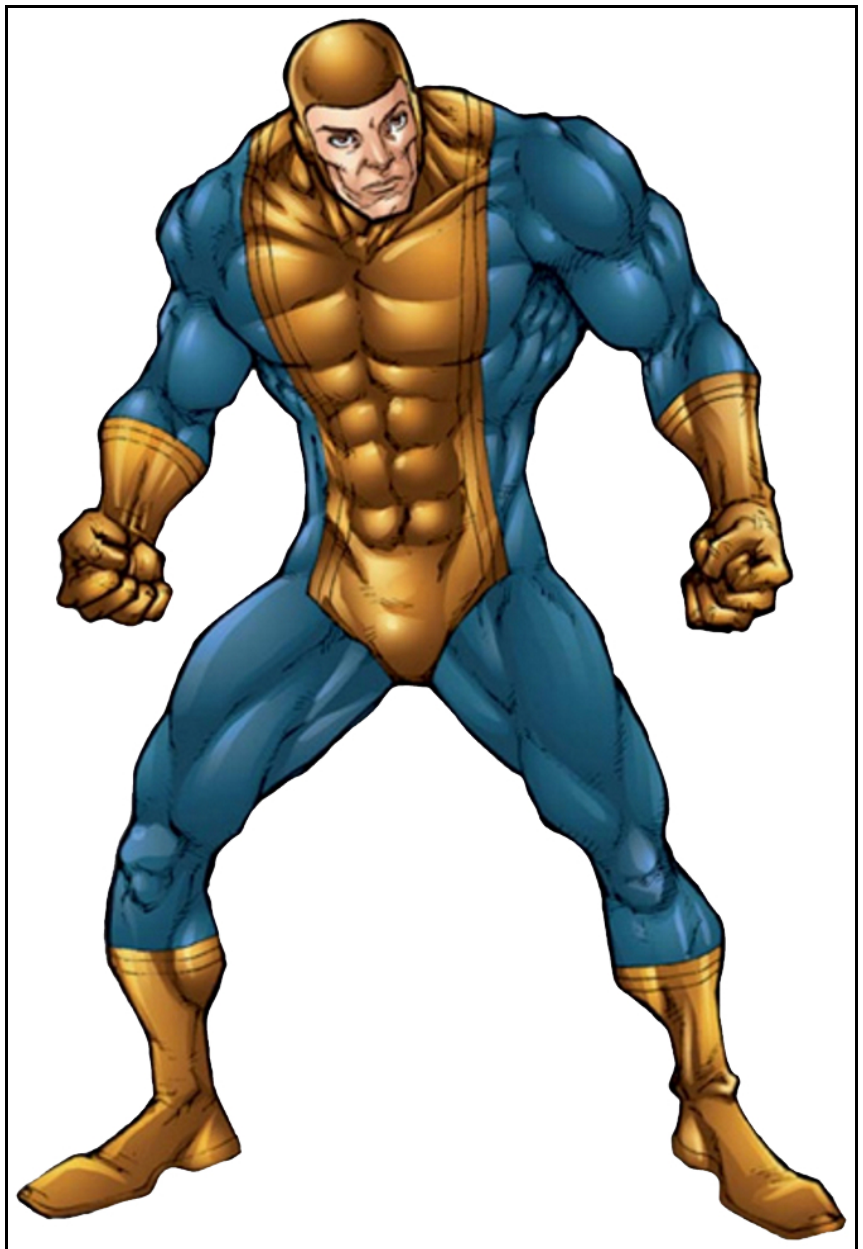
Weight: approximately 15,000 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue-black bodysuit with a brown stripe down the chest, brown cowl that leaves the face open, brown gloves, and brown boots.

Strength Level: Gargantua possesses superhuman strength enabling him to lift (press) roughly 50 tons.



Known Superhuman Powers: Trapped at giant size, Gargantua possesses superhuman strength and durability.

Other Abilities: Gargantua was once a skilled biochemist, though his intelligence is now such that he cannot normally make use of those skills. He possesses athletic level stamina and reflexes.

1,324 points

ST: 62/250 [240*†] **HP:** 62 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [10] **Move:** 13 [35]
IQ: 8 [-40] **Per:** 10 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** +4

Dmg: 7d+1/9d+2 (26d/28d) **BL:** 769 lbs. (12,500 lbs/6.25 tons)
Dodge: 10 **Parry:** 11 **DR:** 105*
IT:DR: /5

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Damage Resistance 105 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [394]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /5) (Passive Biological, -5%) [119]; Nictitating Membrane 25 [25]; Single-Minded [5]; Super ST +12/+200 (Size, -40%; Passive Biological, -5%) [426]; Super Throw (Biological, -10%) [18]; Very Fit [15].

Perks: Striking Surface [1].

Disadvantages: Curious (9) [-7]; Ham-Fisted -1 [-5]; Increased Consumption 2 [-20]; Oblivious [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Dull Taste/Smell [-1]; Forgetful [-1]; Mouthy [-1]; Replaces "I" with "Me" [-1]; Rhymes Whenever Possible, But Badly [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ+0 [4] – 8; Brawling (E) DX+2 [4] – 14; Chemistry/TL8 (H) IQ+0 [4] – 8; Climbing (A) DX+0 [2] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 8; First Aid/TL8 (E) IQ+2 [4] – 10; Intimidation (A) Will+0 [4] – 10‡; Jumping (E) DX+0 [1] – 12; Lifting (A) HT+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 8; Physiology/TL8 (Human) (H) IQ+0 [4] – 8; Running (A) HT+0 [2] – 12; Streetwise (A) IQ+0 [8] – 8‡; Sumo Wrestling (A) DX+2 [8] – 14; Throwing (A) DX+2 [8] – 14; Wrestling (A) DX+2 [8] – 14.

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

* Modified with Size (-40%).

† Includes +12/+200 from Super ST.

‡ Includes -1 from Oblivious.

Role-Playing Notes:

BRAWLING

<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>
–	Brawling Punch	7d+7 cr	C	11	–	–	62	
–	– <i>Super ST</i>	26d+25 cr	C	11	–	–	250	
–	Brawling Kick	7d+8 cr	C, 1	n/a	–	–	62	
–	– <i>Super ST</i>	26d+26	C, 1	n/a	–	–	250	

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Gaza'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 man known as Gaza are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and 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.

Gaza 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*).

Age: 21.

Height: 6' 9".

Weight: 290 lbs.

Eyes: White.

Hair: Brown.

Uniform: None.

Strength Level: Gaza possesses superhuman strength enabling him to lift (press) around 1 ton.

Known Superhuman Powers: Gaza possesses psionic powers which grant him the equivalent of normal eyesight. He is immune to purely visual (as opposed to psionic) illusions, blinding attacks, and any attacks that require eye contact.

Limitations: Gaza is physically blind.

333 points

ST: 15/35 [50*]	HP: 15 [0]	Speed: 6.25 [0]
DX: 12 [40]	Will: 10 [0]	Move: 6 [0]
IQ: 10 [0]	Per: 11 [5]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dmg: 1d+1/2d+1 (4d-1/6d+1) **BL:** 45 lbs. (245 lbs.)

Dodge: 10 **Parry:** 11 **DR:** 0

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

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

Advantages: Combat Reflexes [15]; Enhanced ST +20 (Biological, -10%) [144]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Immunity to Visual Illusions (Mental Resistance) [5]; No Blindness (Psionic, -10%) [45]; Outdoorsman 2 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Protected Vision (Psionic, -10%) [5]; Resistant to Disease (+3) [5]; See Invisible (Psionic, -10%) [14]; Very Fit [15].

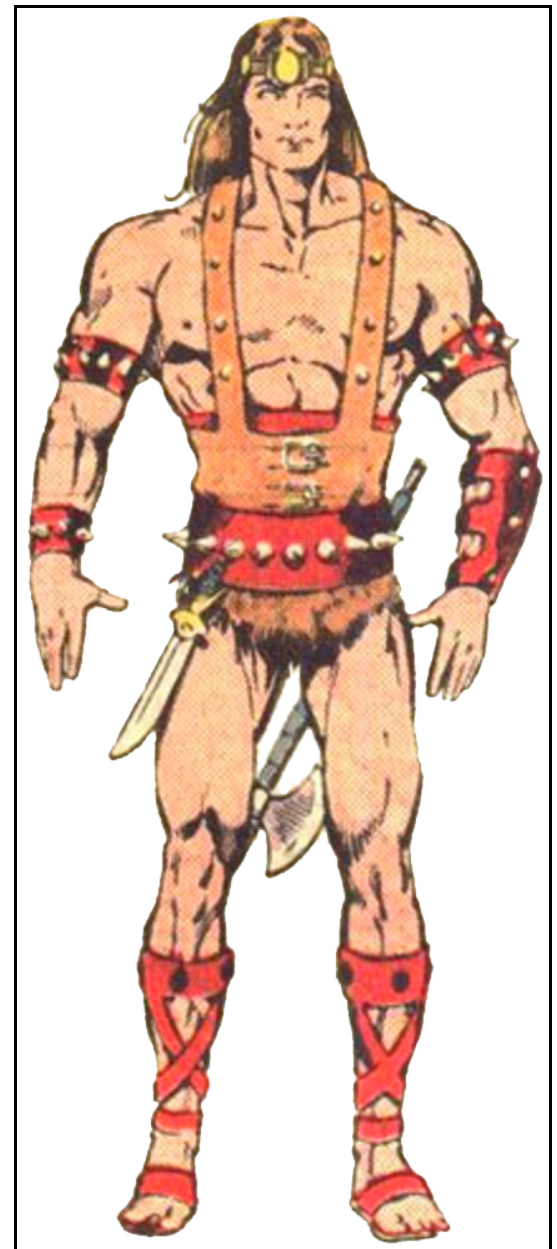
Perks: Power Grappling [1]; Weapon Bond (Axe) [1].

Disadvantages: Blindness [-50]; Code of Honor (Personal) [-5]; Hidebound [-5]; Low TL -8 [-40]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (12) [-5]; Sense of Duty (Savage Land Mutates) [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Distinctive Feature (White Eyes) [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+2 [4] - 12; Axe/Mace (A) DX+2 [8] - 14; Brawling (E) DX+2 [4] - 14; Climbing (A) DX+0 [2] - 12; Fishing (E) Per+2 [1] - 13*; Hiking (A) HT-1 [1] - 12; Knife (E) DX+1 [2] - 13; Stealth (A) DX+1 [4] - 13; Survival (Arctic) (A) Per+2 [2] - 13*; Survival (Jungle) (A) Per+2 [2] - 13*; Thrown Weapon (Axe/Mace) (E) DX+1 [2] - 13; Thrown Weapon (Knife) (E) DX+1 [2] - 13; Tracking (A) Per+1 [2] - 13*; Wrestling (A) DX+1 [4] - 13.

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



* Includes +20 from Enhanced ST.

† Includes +2 from Outdoorsman.

Role-Playing Notes:

Of all the Mutates, Gaza is perhaps the least villainous, being a man of honor. He sticks with the Mutates out of his sense of kinship to them, and works to keep the more sadistic of the Mutates in line.

AXE/MACE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Axe	2d+3 cut	1	11U	\$20	4	11	[1]
–	– <i>Enhanced ST</i>	6d+2 cut	1	11U	–	–	11	

Notes:

[1] Good quality weapon produced after TL6.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d+1 cr	C	11	–	–	15	
–	– <i>Enhanced ST</i>	4d+2 cr	C	11	–	–	35	
–	Brawling Kick	1d+2 cr	C, 1	n/a	–	–	15	
–	– <i>Enhanced ST</i>	4d+3 cr	C, 1	n/a	–	–	35	

KNIFE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Large Knife	2d-1 cut	C, 1	9	\$16	1	6	
–	– <i>Enhanced ST</i>	3d-2 cut	C, 1	9	–	–	6	
–	<i>or</i>	1d+1 imp	C	n/a	–	–	6	
–	– <i>Enhanced ST</i>	1d+2 imp	C	n/a	–	–	6	

Notes:

[1] Good quality weapon produced after TL6.

TWO-HANDED AXE/MACE (Axe/Mace-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Axe	2d+4 cut	1	9U	\$20	4	10†	[1]
–	– <i>Enhanced ST</i>	5d+5 cut	1	9U	–	–	10†	

Notes:

[1] Good quality weapon produced after TL6.

THROWN WEAPON (KNIFE)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
0	Large Knife	1d+1 imp	0	12/23	1	1	T(1)	6	-2	–	\$16	4	
	– <i>Enhanced ST</i>	4d-1 imp	0	28/53	–	–	–	–	–	–	–	–	

Design Notes:

1. Gaza, 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.

Real Name: Unrevealed; "Vera Gemini" may or may not be her legal name.

Occupation: Cult leader, crimelord.

Identity: Although Vera apparently does not use a dual identity, her existence as a demon-human hybrid is known only to a select few.

Legal Status: Allegedly a citizen of Mexico with no known criminal record.

Other Aliases: High Priestess; "cold-hearted two-faced sow".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Former leader of the Cult of the Harvester of Eyes.

Base of Operations: An abandoned Mesoamerican temple in the Yucatan peninsula, Mexico.

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

History: Little is known about the early life of the woman known as Vera Gemini. She is apparently of Mexican descent on her human side, though it is unknown which parent was the demonic one. What is known is based solely on her own ranting. She claims she was raised in a Catholic orphanage but nearly killed in an exorcism after she first discovered her demonic form as a teenager; yet after seeking out her demonic heritage was nearly killed by a demon lord who saw her very existence as an insult to demonkind. How much of this account is factual and how much is exaggeration or outright lies is unknown.

It's not known if she founded the Cult of the Harvester of Eyes or usurped it for her own purposes, nor is it known how long she has led the Cult. (According to Doctor Strange, there are no Hell Lords or demons of any outer planes known to use the alias or epithet "the Harvester of Eyes"; see *Doctor Strange*). What is known is that she personally recruited Eric Payne into the Cult and gave him the Shadow Cloak he later used as Devil-Slayer after leaving the Cult (see *Devil-Slayer*).

Vera was first encountered in her human form while attempting to persuade Payne to return to the Cult; he refused and teleported away, vowing to take her down and stop her plans.

She was later seen in her Mexican stronghold where she and her cultists performed a ritual which summoned the demon Belathauzer, who possessed a US Air Force general the Cult had abducted (see *Belathauzer*). There, Belathauzer made some disparaging remarks about Gemini's heritage. Following that, Gemini arranged a "bet" between them at a casino in an unrevealed location, where Gemini subtly used her innate psionic power to cheat at roulette, tricking the demon into serving her rather than the other way around, as the demon intended.

Not long after, however, Gemini was confronted by Doctor Strange, Strange's apprentice Clea, and Devil-Slayer, who defeated Gemini by shunting her through myriad dimensions (see *Clea*). Whether she will ever again appear on Earth is unknown.

Age: Indeterminate, appears 35.

Height: 5' 8".

Weight: 130 lbs.

Eyes: Brown (human form); red (demon form).

Hair: Brown (human form); none (demon form)

Skin: Light brown (human form); orange scales (demon form)

Other Distinguishing Features: In her demonic form, Vera possesses light scales, a number of fins running down her arms and legs, and a bone crest in the shape of a four-pointed star lacking the bottom point with four eight-inch long tentacles instead of hair.

Uniform: None; as high priestess of the Cult of the Harvester of Eyes, her ceremonial garb consists of a red tunic with elbow length loose sleeves, a plunging neckline and a cut-out in front which bares the navel, a high-cut red skirt, and a belt of gold discs.

Strength Level: In her human form, Vera possesses greater strength than a woman of her apparent age, height, and build, although her strength is not superhuman; she approaches "peak human" strength, being able to lift (press) roughly 650 pounds. In her demonic form, her strength is greatly increased, enabling her to lift (press) roughly one ton.

Known Superhuman Powers: As a human-demon hybrid, Vera possesses a number of powers connected to her demonic heritage.



Foremost, Vera can shift between her human and demonic forms at will; the shift takes several seconds, but does not impair her mobility.

Her demonic form is highly resistant to harm, being effectively invulnerable to most conventional and even a few laser weapons; while rifle rounds bounce off her skin, it is unlikely she can survive being hit with anti-tank weaponry. While in her demon form, she is also able to see in the infrared and ultraviolet spectrums, and can hear in the subsonic and near ultrasonic ranges. She is also able to produce beams of concussive energy from her eyes.

In both human and demonic forms, Vera possesses a number of telekinetic abilities. She is able to levitate herself or up to 200 pounds, but not both at once. She is more skilled, however, at more subtle telekinetic manipulations, such as cheating at roulette by nudging the ball where she wants it to go.

Gemini's demonic heritage makes her a natural at using magic. She primarily relies on egocentric and necromantic magic – the magic of the self and the magic of death. Unlike fully human sorcerers, she is able to use her internal magic energy (egocentric magic) to produce various energy effects. Her innate raw power is not on the same level as sorcerers such as Clea or Wong, but Gemini is known to increase her power through various external sources, including the slaughter of dozens if not hundreds of her Cult's followers (necromantic magic).

Other Abilities: Vera Gemini is a master con artist, social manipulator, and gambler. She is well-versed in many types of demons and in demonic psychology. She is also a skilled martial artist.

Limitations: As a human-demon hybrid, Vera Gemini is considered an insult to demonkind by most demons; those humans who know of her demonic form tend to reject her as well.

1,290 points

Human Form

ST: 20 [40*] **HP:** 14 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 18 [25] **Move:** 6 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0
Threshold: 30 **ER:** 10

Dmg: 2d-1/3d+2 **BL:** 80 lbs.
Dodge: 10 **Parry:** 11 **DR:** 0

Demonic Form

ST: 20/35 [40*†] **HP:** 14 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 18 [25] **Move:** 6 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0
Threshold: 30 **ER:** 10

Dmg: 2d-1/3d+2 (4d-1/6d+1) **BL:** 80 lbs (245 lbs)
Dodge: 10 **Parry:** 11 **DR:** 30
IT:DR: /5

Languages: English (Native) [6]; Infernal (Accented) [4]; Latin (Accented) [4]; Spanish (Native) (Native Language) [0].

Cultural Familiarities: Hell [2]; Latin American (Native) [0]; Western [1].

Advantages: Alternate Form: Human (Active Change, +20%; Once On, Stays On, +50%) [26]; Appearance (Beautiful) [12]; Charisma 3 [15]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Compartmentalized Mind 1 (Limited: Powers Only, -5%; Mentalism, -10%; No Mental Separation, -20%) [33]; Cult Rank 4 [8]; Damage Resistance 30 (Hardened 1, +20%; Tough Skin, -40%) [120]; Eidetic Memory [5]; Empath 3 [15]; Empathy [15]; Energy/2 [40]; Energy Reserve (Magical) 10 [30]; Enhanced ST +6 [48]; Enhanced ST +15 (Biological, -10%) [109]; Fit [5]; Flexibility [5]; Hyperspectral Vision [25]; Injury Tolerance (Damage Reduction /5) [125]; Magery 2 [25]; Magery +1 (Mind Realm Only, -40%) [6]; Mind/3 [60]; Psychokinesis Talent 4 [20]; Social Chameleon [5]; Space/2 [40]; Spirit/2 [40]; Talker 3 [15]; Telekinesis 11 (Increased Range: Line-of-Sight, +40%; Psionic, -10%) [72]; Voice [10]; Wealth (Filthy Rich) [50].

Perks: Extra Option (Energy Realm Uses FP/ER) [1]; Honest Face [1]; Scales [1].

Disadvantages: Black Magic Taint -5 [-15]; Callous [-5]; Megalomania [-10]; Secret (Cult Leader; Imprisonment) [-20]; Selfish (9) [-7]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Careful Planner [-1]; Determined [-1]; Photosensitivity [-1]; Secretive [-1]; Treacherous [-1].

Skills: Acting (A) IQ+1 [4] – 14; Body Language (Demon) (A) Per+3 [2] – 16‡; Body Language (Human) (A) Per+3 [2] – 16‡; Diplomacy (H) IQ+7 [2] – 20‡§§; Exorcism (H) Will+0 [4] – 18; Fast-Talk (A) IQ+5 [2] – 18§§; Gambling (A) IQ+3 [12] – 16; Hidden Lore (Demon Lore) (A) IQ+1 [4] – 14; Intimidation (A) Will+1 [4] – 19; Judo (H) DX+2 [12] – 15; Karate (H) DX+2 [12] – 15; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+2 [1] – 15; Occultism (A) IQ+1 [4] – 14; Propaganda/TL8 (A) IQ+1 [4] – 14; Psychology (Demon) (H) IQ+5 [2] – 18‡§; Psychology (Human) (H) IQ+5 [2] – 18‡§; Savoir-Faire (High Society) (E) IQ+3 [1] – 16§; Sex Appeal (A) HT+5 [1] – 18#; Streetwise (A) IQ+1 [4] – 14; Telekinesis (H) IQ+7 [16] – 20⌘; Thaumatology (VH) IQ+2 [8] – 15£; Wrestling (A) DX+2 [8] – 15.

Magical Realm Skills: Energy (VH) IQ+1 [4] – 14£; Mind (VH) IQ+3 [8] – 16££; Space (VH) IQ+1 [4] – 14£; Spirit (VH) IQ+1 [4] – 14£.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

- * Includes +6 from Enhanced ST.
- † Includes +15 from Enhanced ST (Biological, -10%)
- ‡ Includes +3 from Empath.
- § Includes +3 from Talker.
- # Includes +2 from Voice.
- ¥ Includes +3 from Charisma.
- ¶ Includes +4 from Appearance.
- ⊠ Includes +4 from Psychokinesis Talent.
- £ Includes +2 from Magery.
- € Includes +1 from Magery (Mind Realm Only).

Role-Playing Notes:

Vera is first and foremost a con artist and manipulator, and always has an angle to improve her own standing. This applies when dealing with both the humans of her cult and with the various demons she interacts with. She has an intense hatred of both humankind and demonkind, a hatred which may be the result of mistreatment by both.

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>
–	Karate Punch	2d+2 cut	C	11	–	–	20	[1]
–	– <i>Enhanced ST</i>	4d+6 cut	C	11	–	–	35	
–	Karate Kick	2d+3 cut	C, 1	n/a	–	–	20	[1]
–	– <i>Enhanced ST</i>	4d+7 cut	C, 1	n/a	–	–	35	

Notes:

[1] Damage becomes "cr" when in human form.

Design Notes:

1. Her demon form is being treated as her primary form.
2. "Cult Rank" is based on rules from ***Social Engineering*** dealing with Rank when it is not worth the full 5/level. In this case, it is priced at 2/level, as it lacks many traits associated with more dominant forms of Rank.
3. Her "Magery 2" includes Magery 0; it just looked wrong putting them on the sheet together.

Real Name: Ava Starr.

Occupation: Professional criminal.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Elias (father); Patricia "Trish" Starr (cousin).

Group Affiliation: Lethal Legion

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: The woman known as Ghost is the second known woman to use the identity.

The first Ghost was a mutant who in the late '80s was part of a generic prescription drug smuggling ring connected to the Romero family of the Maggia before her arrest and rehabilitation (see *Maggia*). This Ghost was later part of SHIELD's team of superhuman operatives, SPEAR (Superhuman Preparedness and Emergency Activity Response), under then Senior Agent Henry Gyrich before the team was disbanded with a change of administrations (see *Gyrich*, *Henry Peter*; *SHIELD*). She then operated as one of the Shadowguard for a time before fading from the public eye.

Recently, a new Ghost with no apparent connection to the first appeared in the Chicago area. This Ghost was responsible for a number of corporate espionage incidents before targeting the Dynatechnics Chicago office (see *Dynatechnics*). During this heist, she encountered the Wasp, secretly Janet van Dyne, whose family co-owns the company (see *Wasp*). Ghost fought the Wasp to a near standstill before being forced to retreat.

It was then revealed that Ghost was Ava Starr, the daughter of Dr. Elias Starr, a scientific rival of Dr. Hank Pym, one of Dynatechnics' employees in the R&D division and secretly the adventurer Ant-Man (see *Ant-Man*; *Starr*; *Dr. Elias*). How Ghost received her powers is currently unknown; she has implicated both her father and Dr. Pym in an accident which granted her her powers.

Ghost joined her father in forming the Lethal Legion to combat Ant-Man and his allies; twice the Legion fought Ant-Man and his allies, Giant-Man and the Wasp, with Ghost engaging in a rematch against the Wasp both times (see *Giant-Man*; *Lethal Legion*). Each time, Ava eluded capture.

After Dr Starr was sent to prison, effectively disbanding the Legion, Ava turned to more mercenary work. She has twice fought private investigators Misty Knight and Colleen Wing and once more fought the Wasp, though each time she again evaded capture (see *Knight*, *Misty*; *Wing*, *Colleen*).

Ghost's current whereabouts are presently unknown, though she is suspected to have helped free her father from prison.

Age: 23.

Height: 5' 6".

Weight: 125 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Gray-white ballistic fabric bodysuit with an experimental molded plastic-ceramic composite armor piece over the chest, gray-white gloves, gray-white boots, gray-white hood, gray-white mask made of the same plastic-ceramic composite material with five red sensor lights, two over each eye and one on her forehead.

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

Known Superhuman Powers: Ghost has the ability to become invisible and intangible at will. Her invisibility extends into the



infrared and ultraviolet spectra, though she can be detected by various radar frequencies. Her control over her powers is such that she can reflexively to become invisible. She is normally intangible, but can become solid or make parts of her solid through concentration for short periods of time. She is not able to carry other people with her when intangible, and has indicated she needs to hold her breath when passing through solid objects. She can choose to solidify only her arms, legs, hands, and feet when intangible. Although her powers enable her to walk on air, enabling her to walk or run over open manholes without issue, she cannot move vertically.

Other Abilities: Ghost is a skilled acrobat, gymnast, and unarmed hand to hand combatant trained in a few martial arts styles. She is also competent with handguns and skilled with a kusari. She is fluent in both English and Spanish.

Paraphernalia: Her uniform enables her to see in the infrared and terahertz radar frequencies, using a false-color augmented reality HUD.

631 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 7.00 [5]
DX: 14 [80] **Will:** 11 [0] **Move:** 7 [0]
IQ: 11 [20] **Per:** 13 [10]
HT: 13 [30] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.
Dodge: 13 **Parry:** 14 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Energy Reserve (Power) 15 [45]; Enhanced Dodge +2 [30]; Enhanced Parry (Bare Hands) +2 [10]; Fashion Sense [5]; Flexibility [5]; High Pain Threshold [10]; Insubstantiality (Can Carry Objects (No Encumbrance), +10%; No Vertical Move, -10%; Partial Change, +20%; Reduced Time 1, +20%; Usually On, -40%; Super, -10%) [72]; Invisibility (Visual/IR/UV) (Affects Machines, +50%; Can Carry Objects (No Encumbrance), +10%; Reflexive, +40%; Switchable, +10%; Super, -10%) [80]; Natural Athlete 2 [20]; Super-Spy 3 [45]; Very Fit [15]; Walk on Air (Super, -10%) [18]; Wealth (Wealthy) [20].

Perks: Acrobatic Kicks [1]; Dirty Fighting [1]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Supersuit [1].

Disadvantages: Code of Honor (Criminal's) [-5]; Enemy (Law Enforcement; Medium-sized Group) (12) [-40]; Increased Life Support (Power Dampeners) [-10]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Family) [-5]; Stubbornness [-5].

Quirks: Aches and Pains [-1]; Attentive [-1]; Confident [-1]; Likes Complicated Music [-1]; Lonely [-1].

Skills: Accounting (H) IQ+0 [4] – 11; Acrobatics (H) DX+2 [12] – 16; Acting (A) IQ+3 [2] – 14*; Beam Weapons/TL8 (Pistol) (E) DX+0 [1] – 14; Body Language (Human) (A) Per+0 [2] – 13; Climbing (A) DX+3 [2] – 17†; Computer Operation/TL8 (E) IQ+0 [1] – 11; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+2 [8] – 13; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 15‡; Fast-Draw (Pistol) (E) DX+1 [1] – 15‡; First Aid/TL8 (Human) (E) IQ+1 [1] – 11; Forced Entry (E) DX+1 [2] – 15; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Holdout (A) IQ+4 [4] – 15*; Judo (H) DX+2 [12] – 16; Jumping (E) DX+2 [1] – 16§; Karate (H) DX+2 [12] – 16; Knot-Tying (E) DX+0 [1] – 14; Kusari (H) DX+2 [12] – 16; Lip Reading (A) Per+1 [4] – 14; Lockpicking/TL8 (A) IQ+2 [8] – 13; Makeup/TL8 (E) IQ+0 [1] – 11; Musical Instrument (Double-Reed) (H) IQ+0 [4] – 11; NBC Suit/TL8 (A) DX+0 [2] – 14; Observation (A) Per+3 [2] – 16*; Photography/TL8 (A) IQ+1 [4] – 12; Pickpocket (H) DX+2 [2] – 16*; Running (A) HT+1 [1] – 14§; Search (A) Per+3 [2] – 16*; Shadowing (A) IQ+3 [4] – 15*; Skating (H) HT+1 [2] – 14§; Stealth (A) DX+4 [4] – 18*#; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+2 [1] – 15§; Throwing (A) DX+2 [2] – 16§; Tracking (A) Per+2 [1] – 15*; Wrestling (A) DX+2 [8] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 16; Dual-Weapon Attack (Guns (Pistol)) (H) def+4 [5] – 14; Entangle (Kusari) (H) def+4 [5] – 16; Kicking (Acrobatics) (H) def+2 [3] – 16; Sweep (Karate) (H) def+3 [4] – 16.

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

* Includes +3 from Super-Spy.

† Includes +3 from Flexibility.

‡ Includes +1 from Combat Reflexes.

§ Includes +2 from Natural Athlete.

Conditional +9 from Invisibility.

Role-Playing Notes:

Ava is a woman in pain in more ways than just physically. She distracts herself with her work and her music, but at heart she is a lonely person who envies those who can spend normal time with others. The only people she lets get close to her are her father and cousin, and even the cousin doesn't know everything.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch		C		–	–		
–	Karae Kick		C, 1	n/a	–	–		

Design Notes:

1. The Reduced Time on Insubstantiality is something of a kludge. I wanted to put Reflexive on it, representing her ability to switch back to being insubstantial when attacked, but according to ***Powers*** Reflexive and Usually On are incompatible.

GHOST RIDER

Anti-Hero

Real Name: Jonathan "Johnny" Blaze.

Occupation: Adventurer, former stunt cyclist.

Identity: Secret.

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

Other Aliases: "Bonehead".

Place of Birth: Dallas, Texas.

Marital Status: Single.

Known Relatives: Barton (father, deceased), John (grandfather, deceased).

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: GHOST RIDER #1.

History: Johnny Blaze comes from a long line of carnival stunt riding performers. His grandfather was the star performer during the 1970s, when stunt cycling was at its height, and both Johnny's father and Johnny himself carried on the tradition. Taught to ride a motorcycle from a young age, he performed in front of his first live audience at age ten. As he grew older, Johnny started looking more at dirt bike freestyle jumps, incorporating them into his own act and occasionally competing on the amateur circuit when they and the carnival coincided.

Johnny's father, Barton Blaze, contracted lung cancer but kept it from Johnny. Johnny discovered it anyway when he found a letter from the doctor's office in the trash can, and was understandably upset, both at his father for keeping it from him and his own inability to do anything to help his father.

The same night while doing some routine maintenance on the cycles, he was visited by an unnamed stranger who offered to cure Barton's cancer at the cost of Johnny's soul. Initially skeptical, Johnny nevertheless agreed, figuring he had nothing to lose from the deal. The next day, Barton's cancer had gone into remission, as if it had never existed. While the doctors were unable to explain it, Barton didn't care as he felt better than he had in a while, and intended to wow the audience with a new stunt in the show: jumping over a helicopter. He never made it to the helicopter, as he lost control of his bike and crashed while approaching a ring of fire. Johnny arrived just in time to see the stranger he'd made the deal with smile and then disappear from sight.

Johnny fled the carnival, only stopping long enough to silently say goodbye to his girlfriend, Roxanne Simpson. It was at this point the stranger showed up and revealed himself to be the demon lord Mephisto, attempting to claim Johnny's soul as payment. Roxanne, a student of the occult, had followed Johnny following the silent farewell and recited a banishing spell from a tome she'd stumbled onto. Mephisto was apparently returned to hell, but not before cursing Blaze with the Curse of the Ghost Rider (see *Mephisto*; *Simpson*, *Roxanne*).

Since then, Johnny and Roxanne have been traveling together, attempting to find a means to control the power of the curse. At first, Blaze would automatically transform into the Ghost Rider at night, but he has recently gained the ability to transform as needed, albeit having to avoid direct sunlight to do so. During this time, Johnny has attempted to guide the Ghost Rider into a force for good, battling a number of supernatural entities, but the Ghost Rider's violent tendencies have caused many issues with the law.

Age: 22.

Height: 5' 10" (as Blaze); 6' 2" (as Ghost Rider)

Weight: 180 lbs (as Blaze); 220 lbs (as Ghost Rider)

Eyes: (as Blaze) Brown; (as Ghost Rider) black with red pupils.

Hair: (as Blaze) Brown; (as Ghost Rider) none.

Other Distinguishing Features: As the Ghost Rider, Blaze appears to be a skeleton wreathed in flames.

Uniform: Standard biker leathers.

Strength Level: Johnny Blaze possesses the normal human strength of a man his age, height, and build who engages in regular exercise. As the Ghost Rider, he possesses superhuman strength enabling him to lift (press) roughly five tons.

Known Superhuman Powers: Johnny Blaze has been cursed so that when in the presence of supernatural evil and in shadow he will transform into a skeletal being wreathed in flames called the Ghost Rider.

Foremost among the Ghost Rider's abilities are his supernatural strength and durability. As a skeleton, most bullets and other projectiles just pass right through him; his bones are also denser than normal bone.

The Ghost Rider is shrouded by what has been called "hellfire". He has near complete control over fire and flames, both those he



generates and those around him. At some times the hellfire appears to be illusory, and at other times it is regular fire. This hellfire aura grants him limited protection against conventional handheld weaponry.

However, the Ghost Rider's greatest weapon is his penance stare, which is said to "sear the souls of the wicked." By forcing his target to make eye contact with him, the Ghost Rider forces the target to relive every evil act he or she has ever perpetrated on another, from the victims' points of view, and amplifying the pain a thousandfold, causing his target incredible agony. This ability has no effect on anyone who does not have a soul.

Other Abilities: Johnny Blaze is a skilled stunt cyclist.

Weapons: As the Ghost Rider, Johnny occasionally uses a length of chain which he can wreath in flame when needed.

Transportation: The Ghost Rider's motorcycle is a part of him; he can call it to him from almost any distance, and while riding it is capable of many feats that would be impossible for regular motorcycles, including riding up and down 90° inclines and traveling over water. He has been clocked at moving around 200 mph.

*"How's it feel to have all that power inside you? All that evil? All those souls? A thousand souls to burn. Your souls are stained by the blood of the innocents. **Feel their pain!**"*

– *Ghost Rider*

Johnny Blaze

1,596 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 10 **Parry:** 11 **DR:** 1* (leathers)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Ghost Rider) (Difference in Points: 1,608; Accessibility: Only In Darkness, -30%; Non-Reciprocal Damage, +50%; Reciprocal Rest, +30%; Reduced Time 4 (1 second), +80%; Magical, -10%) [1,455]; Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Fit [5]; High Pain Threshold [10].

Perks: Acceleration Tolerance [1]; Clinch (Brawling) [1]; Equipment Bond (Motorcycle) [1]; Full Tank [1]; One-Way Fluency (Understands Spanish) [1]; Skill Adaptation (Lance Requires Driving (Motorcycle) Instead of Riding) [1].

Disadvantages: Code of Honor (Carney's) [-5]; Easy to Read [-10]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Pacifism (Cannot Kill) [-15]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Alcohol Intolerance [-1]; Scruffy-Looking [-1]; Show-Off [-1]; Speed Freak [-1]; Works On Bikes To Clear Head [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Brawling (E) DX+2 [4] – 14; Climbing (A) DX-1 [1] – 11; Current Affairs/TL8 (Sports) (E) IQ+2 [4] – 12; Driving/TL8 (Motorcycle) (A) DX+2 [8] – 14; First Aid/TL8 (Human) (E) IQ+1 [2] – 11; Guns/TL8 (Shotgun) (E) DX+1 [2] – 13; Hiking (A) HT-1 [1] – 11; Lance (A) DX+2 [8] – 14; Mechanic/TL8 (Motorcycle) (A) IQ+2 [8] – 12; Observation (A) Per+1 [4] – 12; Savoir-Faire (Carnival Folk) (E) IQ+2 [4] – 12; Streetwise (A) IQ+1 [4] – 11; Swimming (E) HT+0 [1] – 12.

Starting Spending Money: \$5,000 (50% of Starting Wealth).

BRAWLING

<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>
–	Brawling Punch	1d-1 cr	C	11	–	–	11	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	

Ghost Rider (as standalone character)

1,734 points

ST: 21/82 [20*] **HP:** 21 [0] **Speed:** 8.00 [0]
DX: 16 [120] **Will:** 17 [25] **Move:** 8.00 [0]
IQ: 12 [40] **Per:** 14 [10] **Motorcycle Move:** 16/96 [0]
HT: 16 [60] **FP:** 16 [0] **SM:** 0

Threshold: 30

Dmg: 2d/4d+1 (9d/11d)

BL: 88 lbs. (1,345 lbs.)

Dodge: 12 **Parry:** 13

DR: 20

IT:DR: /10

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

Cultural Familiarities: Hell [2]; Western (Native) [0].

Advantages: Absolute Direction [5]; Affliction (*Penance Stare*) 11 (Will-10; Accessibility: Target Must Have A Soul, -10%; Incapacitation: Agony, +100%; Malediction (-1/yd), +100%; Sense-Based (Vision), -20%; Magical, -10%) [286]; Burning Attack

3d (*Hellfire Aura*) (Aura, +80%; Melee Attack: Reach C, -30%; Reflexive, +40%; Magical, -10%) [27]; Claws (Blunt Claws) [3]; Combat Reflexes [15]; Damage Resistance 20 (Force Field, +20%; Magical, -10%) [110]; Danger Sense [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Fire/3 [30]; Imbue 3 (Magical, -10%) [36]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Injury Tolerance (Damage Reduction /10; No Blood; No Brain; No Eyes; No Vitals; Unbreakable Bones; Unliving) [200]; Magery 3 (Can't Use External Energy, -15%; Fire Realm Only, -40%) [17]; Super ST +9/+70 (Magical, -10%) [351]; Supernatural Durability [150]; Very Fit [15].

Motorcycle: Enhanced Move (Air) 2.5 (Move 96/192 mph; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Handling Bonus +5, +25%; Magical, -10%) [88]; Flight (Cannot Hover, -15%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Requires Surface, -10%; Temporary Disadvantage: Noisy 5, -10%; Magical, -10%) [8].

Perks: Acceleration Tolerance [1]; Clinch (Brawling) [1]; Equipment Bond (Motorcycle) [1]; Full Tank [1]; Ignition [1]; Illumination [1]; Improvised Weapons (Kusari) [1]; One-Way Fluency (Understands Spanish) [1]; Rule of 15 [1]; Skill Adaptation (Lance Requires Driving (Motorcycle) Instead of Riding) [1].

Disadvantages: Appearance (Monstrous) [-20]; Bloodlust (12) [-10]; Code of Honor (Carney's) [-5]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Intolerance (Demons) [-5]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Monster) [-15]; Status -1 [-1]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Rule-Breaker [-1]; Sexless [-1]; Show-Off [-1]; Speed Freak [-1].

Skills: Acrobatics (H) DX+0 [4] – 16; Burning Strike (Guns (Shotgun)) (VH) DX-1 [4] – 15; Burning Strike (Kusari) (VH) DX-1 [4] – 15; Brawling (E) DX+2 [4] – 18; Climbing (A) DX-1 [1] – 15; Current Affairs/TL8 (Sports) (E) IQ+2 [4] – 14; Driving/TL8 (Motorcycle) (A) DX+2 [8] – 18; First Aid/TL8 (Human) (E) IQ+1 [2] – 13; Guns/TL8 (Shotgun) (E) DX+1 [2] – 17; Hiking (A) HT-1 [1] – 15; Incendiary Weapon (Guns (Shotgun)) (VH) DX-1 [4] – 15; Incendiary Weapon (Kusari) (VH) DX-1 [4] – 15; Kusari (H) DX+2 [12] – 18; Lance (A) DX+2 [8] – 18; Mechanic/TL8 (Motorcycle) (A) IQ+2 [8] – 14; Observation (A) Per+1 [4] – 15; Savoir-Faire (Carnival Folk) (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13; Swimming (E) HT+0 [1] – 16; Telescoping Weapon (Kusari) (VH) DX-1 [4] – 15.

Magical Realm Skills: Fire (VH) IQ+8 [28] – 20†;

Starting Spending Money: \$5,000 (50% of Starting Wealth).

* Includes +9/+70 from Super ST.

† Includes +3 from Magery.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d+3 cr	C	13	–	–	21	
–	– <i>Super ST</i>	9d+8 cr	C	131	–	–	82	
–	Brawling Kick	2d+4 cr	C, 1	n/a	–	–	21	
–	– <i>Super ST</i>	9d+9 cr	C, 1	n/a	–	–	82	
–	Brawling Bite	2d+1 cr	C	n/a	–	–	21	
–	– <i>Super ST</i>	9d+8 cr	C	n/a	–	–	82	

KUSARI

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Chain	4d cr	1-4	11U	–	–	11	[1]
–	– <i>Super ST</i>	6d+1 cr	1-4	11U	–	–	11	[1]
–	<i>or</i>	2d+1 cr	1-4	11U	–	–	11	[1]
–	– <i>Super ST</i>	3d+3 cr	1-4	11U	–	–	11	[1]

Notes:

[1] Attempts to parry flails, kusaris, and unweighted chains are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2.

Ghost Rider (as alternate form)

1,608 points

Attribute Adjustments: ST +1 [10]; DX +4 [40]; IQ +1 [20]; HT +4 [40].

Secondary Characteristic Adjustments: Will +3 [15]; Per +1 [5].

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

Cultural Familiarities: Hell [2]; Western [0].

Advantages: Absolute Direction [5]; Affliction (*Penance Stare*) 11 (Will-10; Accessibility: Target Must Have A Soul, -10%; Incapacitation: Agony, +100%; Malediction (-1/yd), +100%; Sense-Based (Vision), -20%; Magical, -10%) [286]; Burning Attack 3d (*Hellfire Aura*) (Aura, +80%; Melee Attack: Reach C, -30%; Reflexive, +40%; Magical, -10%) [27]; Claws (Blunt Claws) [3]; Damage Resistance 20 (Force Field, +20%; Magical, -10%) [110]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Fire/3 [30]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Imbue 3 (Magical, -10%) [36]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Injury Tolerance (Damage Reduction /10; No Blood; No Brain; No Eyes; No Vitals; Unbreakable Bones;

Unliving) [200]; Magery 3 (Can't Use External Energy, -15%; Fire Realm Only, -40%) [17]; No Easy To Read [10]; No Pacifism (Cannot Kill) [15]; No Social Stigma (Uneducated) [5]; Super ST +9/+70 (Demonic, -10%) [351]; Supernatural Durability (upgraded from High Pain Threshold) [140]; Very Fit [15].

Motorcycle: Enhanced Move (Air) 2.5 (Move 96/192 mph; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Handling Bonus +5, +25%; Magical, -10%) [88]; Flight (Cannot Hover, -15%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Object Is Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Requires Surface, -10%; Temporary Disadvantage: Noisy 5, -10%; Magical, -10%) [8].

Perks: Ignition [1]; Illumination [1]; Improvised Weapons (Kusari) [1]; No Alcohol Intolerance [1]; No Scruffy-Looking [1]; No Works On Bike To Clear Head [1]; Rule of 15 [1].

Disadvantages: Appearance (Monstrous, adjusted from Attractive) [-24]; Bloodlust (12) [-10]; Intolerance (Demons) [-5]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Monster) [-15].

Quirks: Rule-Breaker [-1]; Sexless [-1].

Skills: Burning Strike (Guns (Shotgun)) (VH) DX-1 [4] – 15; Burning Strike (Kusari) (VH) DX-1 [4] – 15; Incendiary Weapon (Guns (Shotgun)) (VH) DX-1 [4] – 15; Incendiary Weapon (Kusari) (VH) DX-1 [4] – 15; Kusari (H) DX+2 [12] – 18; Telescoping Weapon (Kusari) (VH) DX-1 [4] – 15.

Magical Realm Skills: Fire (VH) IQ+8 [28] – 20*.

* Includes +3 from Magery.

Role-Playing Notes:

Johnny is tortured by having to live with the deal he made. His guilt and anger drive him to make sure that he owns the curse, rather than the other way around.

Design Notes:

1. Johnny Blaze is a 110 point character before his Alternate Form is factored in.
2. The cost of Magery includes the cost of Magery 0 with the same limitations. It just looks weird putting both Magery 0 and Magery 3 on the sheet together with the exact same modifiers. Magery 3 came to 14 (13.5) points, and Magery 0 came to 3 (2.25) points. Taken together as a single trait, the price would have been 16 (15.75) points, reducing Ghost Rider as a standalone character by a single point (and not affecting the overall cost of the Alternate Form trait).

Real Name: William Barrett "Bill" Foster.

Occupation: Chemist, physicist.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Baltimore, Maryland.

Marital Status: Divorced.

Known Relatives: Claire Temple (ex-wife).

Group Affiliation: Employee of Dynatechnics; ally of Ant-Man, the Wasp, and the Avengers.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: (as Foster) ASTONISHING ANT-MAN #1; (as Giant-Man) ASTONISHING ANT-MAN #

History: A former Golden Gloves boxer, Bill Foster was partnered with Dr. Hank Pym at the Dynatechnics lab where they worked. The two did not always get along, but they respected each other enough to keep their disagreements civil (see *Dynatechnics*). When Pym discovered particles that interacted with a sidereal dimension where mass was virtual instead of real, the only one he confided in was Foster. When the diminutive adventurer Ant-Man appeared on the scene, Foster confronted Pym about it at work the next day (see *Ant-Man*). Foster agreed to keep Pym's identity as Ant-Man a secret, but only if he was permitted to help research other uses for the Pym particles, as he dubbed them. Foster later developed a chemical solution which contained Pym particles that would increase an object's size and mass beyond its default size. However, Pym initially seemed uninterested in this aspect of the particles' properties, and Foster himself wondered how it could be utilized.

And then the lab was raided by the corporate spy called Doctor Nemesis, who in the process stole Foster's notes on the Pym particles (see *Doctor Nemesis*). Designing a superhero uniform for himself, Foster injected himself with the chemical solution, granting him the power to change his height at will. Foster made his debut as Giant-Man during a fight Ant-Man and his partner Wasp against Doctor Nemesis, turning the tide by giving Nemesis someone who could fight back at larger size (see *Wasp*).

Since then, Foster has only rarely donned his Giant-Man identity, though he stands ready to assist Ant-Man, Wasp, and other heroes when needed.

Age: 28.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

Uniform: White bodyshirt with a dark blue down-pointed wedge pattern (sleeves depending on weather), dark blue pants, white gloves, blue wristbands, white boots, dark blue utility belt with a large gold "G" on the buckle, dark blue domino mask with mirrored lenses over the eyes.

Strength Level: At his normal height, Bill Foster possesses the normal human strength of a man his age, height, and build who engages in regular exercise. His strength increases with his height; at a ten foot height, he possesses the ability to lift (press) 10 tons, while at a 25 foot height he possesses the ability to lift (press) roughly 50 tons.

Known Superhuman Powers: Giant-Man possesses the power to change his size, growing rapidly between his normal six foot height and a maximum observed height of twenty five feet. It is currently unknown whether he can grow to sizes larger than that; he theorizes that he could reach a height of one hundred feet, though he has not yet pushed himself to test that theory. As he grows, his strength increases to superhuman levels, and his muscle mass increases to where he becomes superhumanly durable.

Other Abilities: Bill Foster is a skilled boxer, physicist, and chemist.



1,140 points

ST: 13 [30]

HP: 13 [0]

Speed: 6.00 [0]

DX: 12 [40]

Will: 12 [0]

Move: 6 [0]

IQ: 12 [40]

Per: 12 [0]

HT: 12 [20]

FP: 12 [0]

SM: 0

Dmg: 1d/2d-1 **BL:** 34 lbs.
Dodge: 10 **Parry:** 13 **DR:** 12/4* (uniform)

Growth Stats:

ST: 62/250 **HP:** 62 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [0] **Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** +4

Dmg: 7d+1/9d+2 (26d/28d) **BL:** 769 lbs. (12,500 lbs/6.25 tons)
Dodge: 10 **Parry:** 13 **DR:** 140* + 12/4* (uniform)
IT:DR: /5

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Damage Resistance 140 (Accessibility: Only At Growth Height, -10%; Limited: Crushing Only, -40%; Tough Skin, -40%; Passive Biological, -5%) [140]; Enhanced Parry (Bare Hands) 2 [10]; Extra ST +37 (Growth Size, -40%) [222]; Fit [5]; Growth 4 (Super, -10%) [36]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /5) (Accessibility: Only At Growth Height, -10%; Super, -10%) [100]; Natural Scientist 2 [20]; Super ST +12/+200 (Growth, -40%; Super, -10%) [420]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Masked [1]; Skintight Outfit [1]; Style Familiarity (Boxing) [1]; Supersuit [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Dependent (Claire Temple, Ex-Wife; No More than 15%; Loved One) (6) [-12]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Workaholic [-5].

Quirks: Careful [-1]; Methodical [-1]; Record-Keeper [-1]; Responsible [-1]; Self-Imposed Limit (25 Foot Height) [-1].

Skills: Area Knowledge (Baltimore, MD) (E) IQ+0 [1] – 12; Area Knowledge (Chicago, IL) (E) IQ+0 [1] – 12; Boxing (A) DX+2 [8] – 14; Boxing Sport (A) DX+1 [3] – 13†; Breath Control (H) HT+0 [4] – 12; Chemistry/TL8 (H) IQ+2 [4] – 14‡; Computer Operation/TL8 (E) IQ+0 [1] – 12; Electronics Repair/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Games (Boxing) (E) IQ+0 [1] – 12; Hiking (A) HT+0 [2] – 12; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Lifting (A) HT+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+2 [4] – 14‡; Metallurgy/TL8 (H) IQ+2 [4] – 14‡; Physics/TL8 (VH) IQ+1 [4] – 13‡; Research/TL8 (A) IQ+1 [4] – 13; Running (A) HT+1 [4] – 13; Streetwise (A) IQ-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+2 [8] – 14; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+2 [8] – 14.

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

* Includes +37 from Extra ST and +12/+200 from Super ST.

† Defaulted from Boxing.

‡ Includes +2 from Natural Scientist.

Role-Playing Notes:

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch		C	13	–	–	13	
–	– Growth ST		C	13	–	–		
–	– Super ST		C	13	–	–		

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick		C, 1	n/a	–	–	13	
–	– Growth ST		C, 1	n/a	–	–		
–	– Super ST		C, 1	n/a	–	–		

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.

Age: 33.

Height: 6' 6".

Weight: 300 lbs.

Eyes: Blue.

Hair: Bald, black facial hair.

Uniform: Yellow sleeveless t-shirt with blue-steel shoulder spikes and a blue and white design on the chest, blue steel bands around the upper arms, blue pants, blue gloves with circular saw blades on the back of the wrist, 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

ST: 20 [100]	HP: 20 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 12 [5]	Move: 6 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 2d-1/3d+2 **BL:** 80 lbs.

Dodge: 10 **Parry:** 10 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [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).

Role-Playing Notes:

Melvin Potter is an easy-going man who cares about others. His Gladiator persona, however, is the complete opposite, being foul tempered and not caring about anyone. Perhaps the only people he cares about as Gladiator are his family, who might be able to help the core Melvin personality return to the fore.

BOXING

<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>
–	Boxing Punch	2d+2 cr	C	10	–	–	20	
–	Wrist-Mounted Saw Blades	3d (3) cut	C	9	–	–	20	

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>	<i>Notes</i>
–	Kick	2d-1 cr	C, 1	n/a	–	–	20	

Real Name: En Dwi Gast.

Occupation: Gladiator arena owner, gamesman.

Identity: The Grandmaster's existence is known to the general populace of the galaxy at large, though he is currently unknown on Earth.

Legal Status: Resident of Port Nowhere.

Other Aliases: The Master of Games.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Elders of the Universe.

Base of Operations: Port Nowhere.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Like those of all the Elders of the Universe, the Grandmaster's origin is lost in early history of the universe (see *Elders of the Universe*). It is known that he is one of the oldest living beings in the universe; like other Elders, he is the survivor of one of the intelligent races that evolved in one of the first galaxies to form after the "Big Bang". Although his race became extinct and even his native galaxy died as the ages passed, the Grandmaster, like the other Elders, lived on, having become virtually immortal. As the relatively few survivors of the earliest period of the universe, the Elders regard each other figuratively as brothers.

The Grandmaster has spent his extraordinary long life in pursuit of amusement through the playing of games. He has traveled throughout the known universe studying many civilizations' forms of games and playing them to the point of mastering them. He then began to devise his own types of tournaments and contests, challenging various opponents to games of skill and chance for high stakes.

It is unknown how long the Grandmaster has been a resident of the interstellar free port known as Port Nowhere, but it's claimed that he has been there longer than living memory, which for some species can be a very long time (see *Port Nowhere*). At Port Nowhere, he runs a gladiatorial arena, which is not necessarily a deathmatch (though fatalities have been known to happen). He is also reputed to engage in various "contests of champions" with other Elders and certain other beings, pitting teams of chosen pawns against each other in various contests, including but not limited to "scavenger hunts" for powerful objects.

At some unknown point in the past, the Grandmaster came into possession of a primordial gem of power, the Time Gem, one of the six Infinity Gems (see *Infinity Gems*). As the keeper of the Time Gem, he has come into conflict with the being known as the Magus as well as the aggressive Universal Church of Truth; the Magus was seeking to possess the Gem while the Church sought to destroy it (see *Magus*; *Universal Church of Truth*). He briefly aided the ragtag team brought together by Adam Warlock against the Magus, all the while deflecting the issue of where he kept the Time Gem (see *Warlock*, *Adam*).

Age: Indeterminate.

Height: 7' 1".

Weight: 240 lbs.

Uniform: None.

Eyes: Red, no visible pupils.

Hair: White.

Skin: Blue.

Strength Level: The Grandmaster appears to possess strength equivalent to that of a humanoid who engages in moderately little regular exercise.

Known Superhuman Powers: The Grandmaster possesses a cosmic life force which grants him a variety of superhuman traits, including a virtually immortal body, immunity to aging and disease, and virtual imperviousness to conventional injury through near-instant regeneration. In addition, the Grandmaster can utilize his cosmic life force for a variety of effects, including levitation, the projection of energy blasts, and travel through space and alternate dimensions. He is also capable of transforming and rearranging matter on a planetary scale, and he can cause death to others just by wishing it.

He is also capable of mentally computing diverse low information probabilities to the tenth decimal place with ease, and to retain vast amounts of data. He also possesses certain abilities of mental perception, which enable him to receive information about his environment through extrasensory means. He also maintains a psychic link with the highly advanced computers of Port Nowhere, which extend and enhance his mental abilities.

Using the Time Gem, the Grandmaster is able to travel through time, bring beings from other times into the present and return them to their native times, and even reverse time locally to restore a recently deceased person to life.

Other Abilities: The Grandmaster possesses a vast knowledge and comprehension of games and game theory far beyond present-day Earth, as well as encyclopedic knowledge of thousands of exotic games played throughout the universe.



20,912 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 8.00 [5]
DX: 11 [20] **Will:** 16 [0] **Move:** 5 [-15]
IQ: 16 [120] **Per:** 16 [0] **Air Move:** 8 [0]
HT: 20 [100] **FP:** 20 [0] **Space Move:** 8 [0]
 SM: 0
Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 12 **Parry:** 9 **DR:** 0

Languages: Ancient Galactic (Native) (Native Language) [0].

Cultural Familiarities: Charter Confederation [1]; Kree Empire [1]; Port Nowhere (Native) [0]; Shi'ar Empire [1]; Skrull Empire [1].

Advantages: Affliction (Death) 16 (HT-15; Heart Attack, +300%; Malediction (Long-Distance Modifiers), +200%; No Signature, +20%; Power Cosmic (Tier 5), +10%) [1,008]; Burning Attack (*Energy Blast*) 4d×10 (Cosmic: Irresistible Attack, +300%; Guided, +50%; Increased 1/2D Range (×10), +15%; Increased Range (×100), +60%; Power Cosmic (Tier 5), +10%) [1,070]; Control All Matter 60 (Collective, +100%; Extended Duration (Permanent), +300%; Persistent, +40%; Super-Effort, +400%; Power Cosmic (Tier 5), +10%) [17,100]; Crushing Attack (*Energy Blast*) 4d×10 (Cosmic: Irresistible Attack, +300%; Guided, +50%; Increased 1/2D Range (×10), +15%; Increased Range (×100), +60%; Power Cosmic (Tier 5), +10%; Alternative Attack, ×1/5) [214]; Elder of the Universe [400]; Enhanced Time Sense (Power Cosmic (Tier 5), +10%) [45]; Flight (Slow (Basic Speed), -25%; Space Flight, +50%; Power Cosmic (Tier 5), +10%) [54]; Gamecrafter 6 [30]; Intuitive Mathematician [5]; Jumper (World) (Can Carry Objects: Light Encumbrance, +10%; Reliable +10, +50%; Power Cosmic (Tier 5), +10%) [170]; Merchant Rank 4 [20]; Regeneration (Heals Radiation, +40%; Power Cosmic (Tier 5), +10%) [38]; Regrowth (Power Cosmic (Tier 5), +10%) [44]; Ultrapower (Power Cosmic (Tier 5), +10%) [55]; Wealth (Multimillionaire 4) [150]; Xeno-Omnilingual [80].

Perks: Controllable Disadvantage (Callous) [1]; Rules Exemption (Talents Can Exceed Four Levels) [1].

Disadvantages: Compulsive Gambling (6) [-10]; Oblivious [-5]; Obsession (Playing Games) (6) [0*]; Selfish (12) [-5]; Xenophilia (9) [-15].

Quirks: Habitual Cheater [-1]; Must See The Game Through To Conclusion [-1]; No Sex Drive [-1]; Rules-Lawyer [-1].

Skills: Body Language (Humanoid) (A) Per+2 [8] – 18; Connoisseur (Games) (A) IQ+14 [32] – 30†; Current Events/TL12 (Sports) (E) IQ+10 [12] – 26†; Detect Lies (H) Per+0 [4] – 16‡; Expert Skill (Game Design) (H) IQ+9 [16] – 25†; Gambling (A) IQ+14 [32] – 30†; Games (A) IQ+14 [32] – 30†; Innate Attack (Beam) (E) DX+9 [32] – 20; Mathematics/TL12 (Statistics) (H) IQ+9 [16] – 25†; Observation (A) Per+4 [16] – 20; Professional Skill (Game Designer) (A) IQ+9 [12] – 25†; Public Speaking (A) IQ+0 [2] – 16; Research/TL12 (A) IQ+2 [8] – 18.

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

* Included in the Elder of the Universe racial package; each Elder has a different Obsession.

† Includes +6 from Gamecrafter.

‡ Defaulted from Body Language.

Role-Playing Notes:

The Grandmaster is one of those characters who is best used sparingly and as an NPC, either as a Patron or Enemy for a campaign arc, depending on whether he or his opponent is using the PCs as pawns in a game. He will cheat when he can get away with it to give himself as big an advantage as possible, justifying it as "cheating is part of the game", but his obsession with the games is such that he will *always* see a game through to conclusion, even if it's become clear that he is losing, or if the loss will result in greater tragedy.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	1d-3 cr	C	9	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	

Design Notes:

1. The Grandmaster's racial High TL (from the Elder of the Universe racial package) and Starting Wealth are calculated for a TL8 campaign, as would be encountered on Earth. In a more cosmic campaign, the native TL would be TL 11; as such, he would lose three out of four levels of his High TL trait, lowering his point value by 15 points, and his Starting Spending Money will increase from \$4 billion to \$15 billion.
2. The Grandmaster is one of the few characters in this document which breaks my self-imposed "No House-Rules" rule. In this case, it was applying my "Condensed Specialties" rule, reverse-engineered from the Optional Specialties rule in the *Basic Set*, to the Games skill. In short, a skill with a lot of specialties can condense all (or most) of them into a single skill with no specialties by raising the skill difficulty by one; in the case of Games, it boosted it from a multiple-specialty IQ/Easy skill to a single IQ/Average skill.

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 Oscorp, head of his own gang of organized criminals.

Base of Operations: New York City.

First Post-Reboot Appearance: (as Norman Osborn) AMAZING SPIDER-MAN #; (as Green Goblin) 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, Oscorp became one of the primary contractors for the U.S. Department of Defense (see *Oscorp*).

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, Oscorp 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 Oscorp's 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*).

Age: 45.

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.

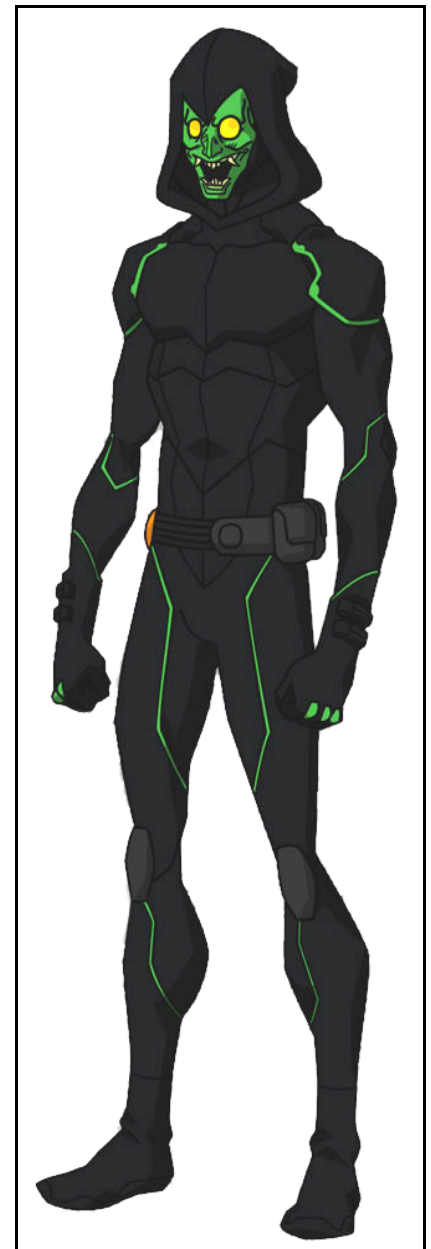
Other Abilities: Norman Osborn is a skilled scientist and electronics engineer.

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

ST: 25 [150] **HP:** 25 [0] **Speed:** 7.00 [5]
DX: 14 [80] **Will:** 14 [0] **Move:** 7 [0]
IQ: 14 [80] **Per:** 14 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 2d+2/5d-1 **BL:** 125 lbs.

Dodge: 10 **Parry:** 11 **DR:** 42/34

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.

Role-Playing Notes:

The process that gave Norman Osborn his enhanced physique has also seriously messed with his mind. He is insane, power-hungry, and murderous, a deadly combination in anyone not already enhanced. Perhaps the best depiction of Green Goblin was by Willem Dafoe in the Sam Raimi/Tobey Maguire Spider-Man trilogy, a performance that set the standard for the role.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	2d+3 cr	C	11	–	–	25	
–	Brawling Kick	2d+4 cr	C, 1	n/a	–	–	25	

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

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Weight</i>	<i>Fuse</i>	<i>Bulk</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
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.

Design Notes:

1. I always intended the Reboot Green Goblin to be wearing something closer to the armor worn by Willem Dafoe in the Sam Raimi *Spider-Man* movie. I just can't seem to find a decent picture of him in that outfit in a standing pose.

GYRICH, HENRY PETER

Non-Villain Antagonist

Real Name: Henry Peter Gyrich.

Occupation: Director of SHIELD, former FBI agent.

Identity: Gyrich does not use a dual identity.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: SHIELD; formerly the FBI.

Base of Operations: Arlington, Virginia.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about Gyrich's early life. It can be inferred from hints made that he rose through the ranks of the FBI before being assigned to the superhuman division under Agent Jimmy Woo, eventually becoming Woo's second in command. When the superhuman division was branched off into its own agency, SHIELD, Gyrich was selected to head the new agency (see *SHIELD*).

Since becoming SHIELD's director, Gyrich has implemented several changes to fit his personal vision. One of the most controversial was phasing out SHIELD's own team of superhumans in favor of advanced technology, purchasing gear from Stark Industries and even from questionable sources such as AIM, citing the potential security and property damage risks of having superhuman operatives charged with opposing other superhumans (see *AIM*; *Stark Industries*). Most recently, he hired an engineer, Oliver Trask, to develop a series of robots called "Sentinels" intended to combat superhumans (see *Sentinels*; *Trask, Oliver*).

At the unveiling of the Sentinels, an attempt on Gyrich's life was made by the shapeshifting criminal Mystique and her Mutant Liberation Front, only to be thwarted by SHIELD's Interpol liaison, Teresa Cassidy, and the X-Men (see *Bainsidhe*; *Mutant Liberation Front*; *Mystique*; *X-Men*). This attack only seems to have strengthened Gyrich's anti-superhuman biases.

Age: 56.

Height: 6' 1".

Weight: 205 lbs.

Eyes: Brown.

Hair: Reddish brown.

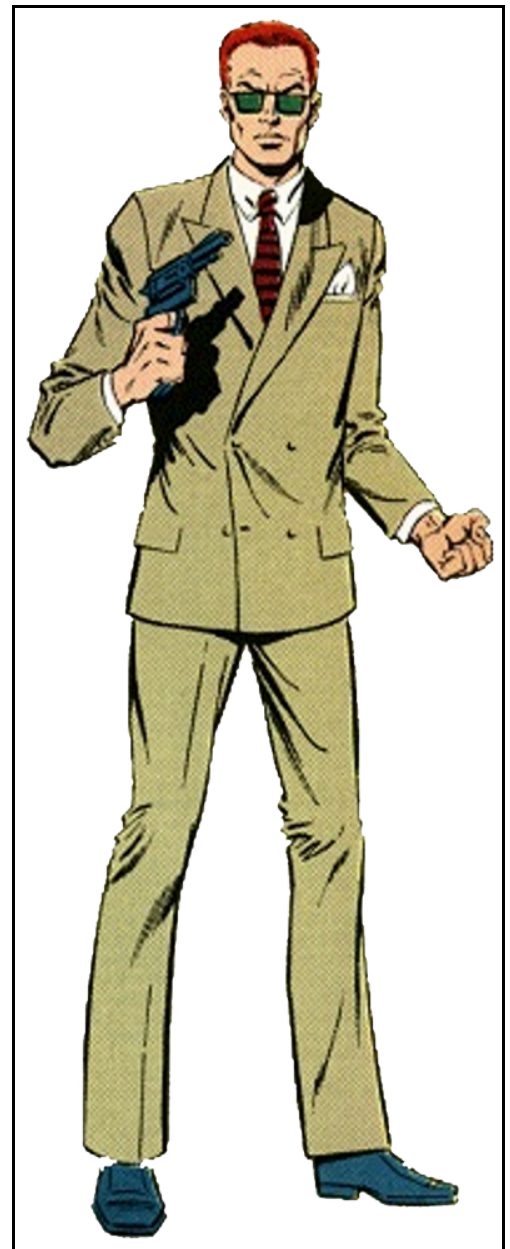
Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Gyrich is a decent shot with a handgun. His primary strength, however, comes from his strong will and forceful personality.

Weapons: Gyrich has access to almost every weapon in SHIELD's armory. His personal sidearm is a compact Glock 23 in .40S&W, normally loaded with 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.)



160 points

ST: 10 [0] **HP:** 11 [2] **Speed:** 5.00 [0]

DX: 10 [0] **Will:** 14 [10] **Move:** 5 [0]

IQ: 12 [40] **Per:** 12 [0]

HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 8 **Parry:** 8 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 3 [15]; Intuitive Statesman 2 [20]; Legal Enforcement Powers 1 [5]; SHIELD Rank 7 [35]; Status 3 [0*]; Wealth (Very Wealthy) [30].

Perks: Controllable Disadvantage (Callous) [1].

Disadvantages: Addiction (Tobacco) [-5]; Bad Sight (Farsighted) (Mitigator: Glasses, -60%) [-10]; Intolerance (Superhumans) [-5];

Pacifism (Reluctant Killer) [-5]; Reputation (Hard-Liner; All the Time; Everyone Except One Group (Fellow Hard-Liners)) [-6]; Stubbornness [-5].

Quirks: Delusion ("I am above the law.") [-1]; Never Smiles [-1].

Skills: Administration (A) IQ+3 [4] – 15†; Connoisseur (Literature) (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+2 [1] – 14†; Current Affairs/TL8 (Politics) (E) IQ+2 [1] – 14†; Heraldry (Government Agencies) (A) IQ+0 [2] – 12; Intimidation (A) Will+2 [8] – 16; Politics (A) IQ+3 [4] – 15†; Public Speaking (Rhetoric) (E) IQ+5 [1] – 15†‡; Savoir-Faire (High Society) (E) IQ+2 [2] – 13.

Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +3 from Wealth.

† Includes +2 from Intuitive Statesman.

‡ Includes +3 from Charisma.

Role-Playing Notes:

First and foremost, Gyrich is a bigot, prejudiced against superhumans in general, and mutants in particular. He honestly believes the world would be a better place without any superhumans in it.

Gyrich sees himself as the J. Edgar Hoover of SHIELD; in many ways, he is, as only two people in the government directly outrank him: the President and the Attorney General. He is a career politician, and sees himself as America's "top cop", not to mention above the laws he professes to uphold. He has abused his power in the past, and probably will in the future as well.

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>	<i>Notes</i>
–	Punch	1d-3 cr	C	8	–	–	10	
–	Kick	1d-2 cr	C, 1	n/a	–	–	10	