



Unofficial Handbook
of the
MARVEL
UNIVERSE

REBOOT
EDITION

Vol 2 – H to R

HAMMERHEAD TO LISSA RUSSELL

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HAMMERHEAD

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: "Flat-top" (a derisive nickname used by Spider-Man and others).

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Leader of his own organized crime family.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The man who would later become known as Hammerhead began his career as a hired gunman for one of the organized crime families that operated in New York City. During a shoot-out in front of a bookstore, he was hit in the skull multiple times. The last thing he saw before he passed out was the cover to a book that was in the store's window: *How Prohibition in the 1920s Created Modern Organized Crime: The Al Capone Story*.

The gunman was found by Jonas Harrow, a surgeon who had lost his license due to performing unauthorized experiments on his patients. Harrow saved the gunman's life, but had to place a 1/4-inch steel plate in the gunman's head to protect his brain. When the gunman awoke, he remembered nothing about his previous life, not even his name; the combination of the bullets from the shootout and Harrow's radical surgery resulted in brain damage which affected his long-term memory.

Taking his new appearance and the memory of the book cover as a sign, the gunman took the name Hammerhead and gained control over a small gang of criminals in the Bronx. Through a combination of ruthlessness, shrewd business deals, and a reputation for punishments right out of the Prohibition era – including weighting someone down with cement and dumping him into the Hudson river – he quickly increased his gang's power. He soon took control of one of the Maggia crime syndicate families (see *Maggia*). Hammerhead's Maggia "family" focuses mainly on smuggling drugs and weapons, and gambling. He dresses in suits patterned after those of the 1920s, drives around in cars which externally resemble those of the era, and even uses weapons such as the Thompson M1 submachine-gun (the infamous "Tommy gun").

Hammerhead first came to attentions of the costumed crimefighters Spider-Man and Daredevil during a four-way gang war between Wilson Fisk, also known as the self-proclaimed Kingpin of Crime, Doctor Octopus, the Green Goblin, and the Maggia (see *Daredevil*; *Doctor Octopus*; *Green Goblin*; *Kingpin*; *Spider-Man*). He has since clashed several times with Spider-Man.

Despite his numerous conflicts with them, Hammerhead has provided Spider-Man and the authorities information and aid to help bring down several costumed criminals. He sees this as not only protecting his own interests, but as a means of sending a message to the super-powered criminals: the most respectable and successful criminals have no need for fancy powers or colorful outfits; in his mind, the super-powered criminals will only be enforcers at best, never leaders.

Age: 44.

Height: 5' 10".

Weight: 195 lbs.

Eyes: Brown.

Hair: Black.

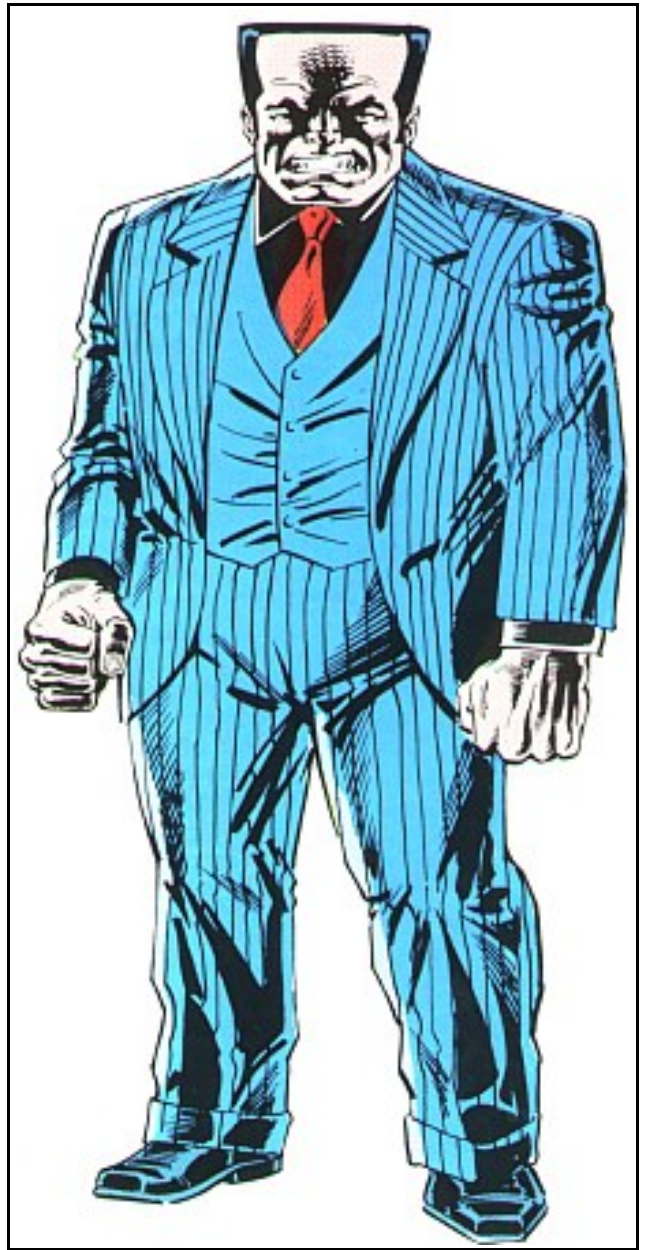
Other Distinctive Features: Hammerhead's skull has been reinforced with a hard steel plate, giving it a distinctive flat shape on top.

Uniform: None; dresses in suits right out of the 1920s.

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

Known Superhuman Powers: None.

Other Abilities: Hammerhead is a shrewd businessman, and skilled at both hand to hand combat and using rapid-fire firearms. His most dangerous tactic is to charge head first at an opponent; the steel plate in his head enables him to put his full strength behind the charge. With enough of a running start, Hammerhead is able to bowl over his opponents.



While he doesn't advertise it openly, Hammerhead is a skilled amateur sculptor.

Hammerhead: "Once a mook, always a mook." – Spectacular Spider-Man.

360 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 6.25 [0]
DX: 12 [40] **Will:** 12 [0] **Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.
Dodge: 10 **Parry:** 11 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Business Acumen 2 [20]; Combat Reflexes [15]; Damage Resistance 10 (Skull Only, -70%) [15]; Fit [5]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Merchant Rank 7 [35]; Smooth Operator 2 [30]; Status 6 [0]*; Striker (Crushing; Steel Plate In Head) (Cannot Parry, -40%; Limited Arc, -40%) [1]; Wealth (Multimillionaire 2) [100].

Perks: Doodad 1 [1]; Gangster Swagger [1].

Disadvantages: Addiction (Tobacco) [-5]; Amnesia (Partial) [-10]; Callous [-5]; Code of Honor (Gangster's) [-5]; Greed (12) [-15]; Hidebound [-5]; Odious Personal Habit (Behaves Like a 1920s Gangster) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Attentive [-1]; Believes the "supers" should stay out of "respectable" crime [-1].

Skills: Administration (A) IQ+1 [1] – 13; Artist (Sculpting) (H) IQ-1 [2] – 11; Brawling (E) DX+2 [4] – 14; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Driving/TL8 (Automobile) (A) DX+0 [2] – 12; Electronics Operation/TL8 (A) IQ+0 [2] – 12; Fast-Draw/TL8 (Ammo) (E) DX+2 [2] – 14; Forced Entry (E) DX+2 [4] – 14; Guns/TL8 (Submachine Gun) (E) DX+2 [4] – 14; Intimidation (A) Will+3 [4] – 15; Leadership (A) IQ+3 [4] – 15; Politics (A) IQ+1 [1] – 13; Savoir-Faire (High Society) (E) IQ+2 [1] – 14; Savoir-Faire (Mafia) (E) IQ+2 [1] – 14; Smuggling (A) IQ+1 [4] – 13; Streetwise (A) IQ+3 [4] – 15.

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

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

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	1d cr	C	11	–	–	14	
–	Brawling Kick	1d+1 cr	C, 1	n/a	–	–	14	
–	Brawling Headbutt	1d+2 cr	C	n/a	–	–	14	

Design Notes:

1. Hammerhead's signature attack is a regular Slam attack – either All-Out Attack (Determined or Strong), Committed Attack (Determined or Strong), or Move and Attack – rolled against his Brawling skill.
2. While Hammerhead's equipment is built to look like their 1920s counterparts, all of the equipment is made with modern (TL 8) materials, components, and engineering.

In ancient Japan, the first ninja clans were formed as secret operatives of the Empire, working behind the scenes to ensure the safety of the Emperor and the Empire. Over time, however, the ninja clans were ostracized. In the early part of the 20th Century, many clans broke from the Empire, particularly after their failure to prevent Emperor Hirohito's alliance with Nazi Germany just prior to World War II.

One such breakaway ninja clan was known simply as the Hand. (It should be noted that ninja clans tend to named after body parts or organs: the Hand, the Eye, the Ear, the Foot, the Tooth, etc. There are even rumors of a clan named the Spleen.) To survive, the Hand was forced to engage in criminal activities; as the Hand specialized in assassinations even prior to breaking from the Empire, they soon became the world's foremost assassins and enforcers. Even before this, the Hand had come under the influence of an *oni*, or Japanese demon. This *oni* took a human form and, taking the name Roshi, ultimately became the *Jonin* (or ninja master) of the clan.

The Hand has a long-time enmity with another ninja clan, whose name so far has not been revealed, which is led by a man known only as Stick (see *Stick*). The origins of this enmity is unknown, but it seems likely that Stick's order has protected targets of the Hand's assassination attempts several times in the past.

In recent times, the Hand's two best assassins were Kirigi, the half-demon son of the Hand's Jonin, and Elektra Natchios (see *Elektra*; *Kirigi*). Master Roshi assigned Elektra the task of assassinating Stick; Elektra was instead captured by Stick and partially purged of the Hand's corrupting influence. Since then, Kirigi has led a number of Hand ninja to New York City to capture or kill Elektra, and has come into conflict with Daredevil and Stick in the process (see *Daredevil*).

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

Trixie: Oh my God, was that a ninja?

Pops: More like a non-ja. Terrible what passes for a ninja these days.

– *Speed Racer*

Typical Hand Ninja

100 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 10 [0] **Move:** 6 [0]

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

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

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

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

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

Cultural Familiarities: East Asian [0].

Advantages: Combat Reflexes [15]; Fit [5].

Perks: Style Adaptation (All) [1]; Style Familiarity (Taijutsu) [1].

Disadvantages: Code of Honor (Bushido) [-15]; Duty to the Hand (15) [-15]; Secret Identity (Possible Death) [-30].

Skills: Acrobatics (H) DX+0 [4] – 12; Breath Control (H) HT+0 [4] – 12; Broadsword (A) DX+0 [2] – 12; Climbing (A) DX+0 [2] – 12; Disguise/TL8 (Human) (A) IQ+1 [4] – 11; Fast-Draw (Shuriken) (E) DX+1 [1] – 13*; Fast-Draw (Sword) (E) DX+1 [1] – 13*; Flail (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Karate Art (H) DX+0 [4] – 12; Knife (E) DX+0 [1] – 12; Poisons/TL8 (H) IQ+0 [4] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+2 [4] – 12; Staff (A) DX+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Thrown Weapon (Knife) (E) DX+0 [1] – 12; Thrown Weapon (Shuriken) (E) DX+0 [1] – 12; Two-Handed Sword (A) DX+0 [2] – 12.

Techniques: Kicking (Karate) (H) def+2 [3] – 12.

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

* Includes +1 from Combat Reflexes.

The Hand

Mission Statement:

Capabilities

TL: 8

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Members:

Costs and Values

Startup Cost: \$

Resource Value: \$

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Social Attributes

Type: Criminal

Loyalty: Neutral (10)

CR:

Rank:

Income Range:

Reputation:

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>
–	Brawling Punch	1d cr	C	10	–	–	12	
–	Brawling Kick	1d+1 cr	C, 1	n/a	–	–	12	

Real Name: Lucille "Lucy" Harker.

Occupation: Vampire hunter, former retail store clerk, former wartime nurse.

Identity: Lucy Harker does not use a dual identity; she is not believed by the public to be a relative of characters from Stoker's novel, nor is the public (nor most of the vampire hunters!) aware that she is a dhampir.

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

Other Aliases: "The Bloody Nightingale", Edith Harker, Evelyn Harker.

Place of Birth: London, England.

Marital Status: Single.

Known Relatives: Jonathan Harker (father, presented as great-great-grandfather, deceased); Mina Murray Harker (mother, presented as great-great-grandmother, believed deceased); Quincey John Arthur Abraham Harker (brother, presented as great-grandfather, deceased); Arthur Holmwood, Jonathan "Jack" Seward, Abraham van Helsing (godfathers, deceased).

Group Affiliation: Van Helsing's band of vampire hunters; secret ally of Dracula; former member of the Red Cross Voluntary Aid Detachments during WWI.

Base of Operations: Mobile, formerly London, England, United Kingdom.

First Post-Reboot Appearance: DRACULA UNLEASHED #1.

Origin: DRACULA UNLEASHED ANNUAL #1, tale 3.

History: Everyone who has ever read *Dracula* by Bram Stoker or has watched any of the film adaptations (Francis Ford Coppola's 1992 version is often hailed as the one closest to the novel) knows the story of Jonathan Harker, his wife Mina, and their interactions with the vampire lord Dracula (see *Dracula*; *Vampires*). As part of his seduction of Mina, Dracula fed her some of his blood, the effects of which were put into remission with Dracula's later death. While most who read the novel know that a year after the events depicted the Harkers had a son they named Quincey, after Quincey Morris, their friend who died in battle with Dracula, few know that the Harkers had another child five years later, a daughter they named after Mina's childhood friend Lucy, Dracula's first "bride" in England. Unknown to the Harkers or their friends, Dracula had recently been revived in his Romanian castle, which had reactivated the residual vampire blood still in Mina's body, blood which was passed to Lucy in the womb, turning her into a dhampir (a kind of half-vampire that can develop many of the vampire's powers as they get older).

Even from an early age, Lucy Harker was physically stronger than her parents and brother, although she quickly learned to keep her strength in check as to not scare her parents and their friends. However, Lucy's vampiric heritage did not fully surface until she became a nurse during World War I. Near the end of the War, despite her young age (five years younger than most wartime nurses sent to the front lines), Lucy volunteered to assist a field hospital near the Western front, along the border between France and Germany. It was there that the smell of blood (and unknown to her the presence of Dracula himself near the lines) caused her to break down and, exhibiting fangs for the first time in her life, kill a wounded soldier by sinking her teeth into his body and drinking his blood. She continued her killing streak by feeding on the wounded a few at a time until one day she was discovered by the head nurse at the field hospital, a Serbian who had suspected a vampire was among them. Before the head nurse could stake her from behind, the nurse herself was caught by Dracula, who had also heard rumors of the "Bloody Nightingale". To Dracula's surprise and amusement, Lucy insisted on killing the head nurse herself. Dracula himself was intrigued that one of the Harkers' children had turned out a dhampir, and unlike other dhampirs he'd encountered seemed to enjoy her vampire-like existence.

Lucy trained in her dhampiric abilities under Dracula's tutelage until the end of the War, at which point she returned to England, just in time for her father's funeral.

Lucy's exploits between then and the present are unknown. At some point she joined forces with the descendants of her godfather, Abraham van Helsing, claiming to be a descendant of her brother. Over the years, she worked with the van Helsing clan of hunters to eliminate hundreds of vampires, all the while secretly working with Dracula to systematically lure the various van Helsing heirs into ambushes, slowly helping the vampire lord eliminate the line. After each ambush, she and Dracula would then use their vampiric hypnotic abilities to give her a cover story for surviving; usually they'd leave one of the other hunters involved alive as well and hypnotized to support the cover story. Sometimes she'd use the situation to fake her own death; she'd wait a few years, killing several of van Helsing's hunters until none were left who recognized her, and with a change of a first name rejoin the group. Very recently, she led one of the last van Helsing's, Adam van Helsing, into an ambush, where she personally killed him by sinking her fangs into him and draining his blood, stating she'd never liked him.

Adam was soon replaced in the hunter network by the latest van Helsing, Rachel, who Lucy and others believed to be the last of



the line (see *Van Helsing, Rachel*). (Unknown to all but Rachel, a branch of the van Helsing family relocated to New York City and changed their last name to Heller in order to hide from Dracula and other vampires who sought to eliminate their line.) She has also recently met and begun to work closely with a pair of vampire hunters who themselves have vampiric traits: fellow dhampir Blade and vampire private investigator Hannibal King, both of whom have sensed that Lucy is not entirely who she claims to be (see *Blade; King, Hannibal*). How these relationships will evolve over time remains to be seen, especially when her duplicity is ultimately revealed.

Age: 113, claims to be 22, physically 20.

Height: 5' 4".

Weight: 115 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Due to her dhampiric nature, Lucy possesses superhuman strength, considered the equivalent of "ten men"; with her build, this enables her to lift (press) roughly 1,600 lbs.

Known Superhuman Powers: As a dhampir, Lucy Harker possesses most of the strengths of a true vampire while being immune to most of the vampire's weaknesses. She possesses enhanced strength, speed, reflexes, and durability, and possesses a vampire's enhanced senses. She is able to extend her teeth into fangs and form her fingers into sharp claws.

Lucy is effectively immortal, having stopped physically aging in her early 20s. She ages at a normal rate if she fails to feed on blood for several years, but returns to her normal age upon feeding. Presumably if she doesn't feed on blood for six or more decades she will die naturally of old age, but she is understandably unwilling to test this hypothesis.

Unlike Blade, the only other dhampir she is aware of, Lucy is able to take the form of a large bat or turn into mist, much like normal vampires. She is also able to take the form of a large brown wolf. Also unlike Blade, she is able to hypnotize people who gaze into her eyes at will. She attributes these to her embracing her vampiric nature, as opposed to Blade who strives to suppress his.

Other Abilities: Lucy is a skilled actress, being able to maintain her cover and convince most of her vampire-hunting comrades of her being simply a highly-skilled fighter.

Lucy is also skilled at hand to hand combat, primarily using a wooden stake and her father's kukri when not using her claws and fangs. Under Dracula's tutelage, she has become a skilled hypnotist.

Weapons and Paraphernalia:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

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:

Techniques:

Starting Spending Money:

Role-Playing Notes:

Among the vampire hunters, Lucy is a courageous and caring young woman who is bound to the others by their ancestors' friendships and hardships, considering them as part of her own extended family. She even gets along with Blade, which is something the others in the group struggle to do.

However, that has recently been revealed as just an act! The *true* Lucy is a cunning apex predator who delights in her abilities and the taste of blood. She has betrayed the hunters many times in the past, particularly luring members of the van Helsing family into ambushes by powerful vampires, and is credited with killing Rachel van Helsing's cousin Adam herself.

Despite her misgivings, Lucy has come to actually *like* Rachel, which may lead to some conflict later when the details of Adam's death inevitably come to light.

KARATE

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

Design Notes:

1. Lucy Harker is a rename of the old *Tomb of Dracula* character Edith Harker. Edith in the comics was a bit character, the daughter of Quincy Harker (himself the *actual* son of Jonathan and Mina from Stoker's novel; it was the '70s, and Quincy was an old man, confined to a wheelchair), but after a handful of appearances she was turned into a vampire and summarily staked by her father. I'm also increasing the official number of generations between the Harkers from Stoker's novel and their "descendant" Lucy.

Real Name: Dr. Elizabeth "Betty" Ross.

Occupation: Former research scientist; currently none.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: An unidentified town in California.

Marital Status: Single.

Known Relatives: General Thaddeus "Thunderbolt" Ross (father); mother (name unrevealed; deceased); Elizabeth "Betsy" Ross Mace (alias Golden Girl, great-aunt, deceased); Jeff Mace (alias Patriot, great-uncle by marriage, deceased).

Group Affiliation: Pawn of the Leader.

Base of Operations: Phoenix, Arizona.

First Post-Reboot Appearance: (as Betty Ross) INCREDIBLE HULK #1; (as Harpy) INCREDIBLE HULK #

History: Betty Ross is the daughter of U.S. Army General Thaddeus "Thunderbolt" Ross (see *Ross, General Thaddeus*). An Army "brat", Betty was taught to shoot and fight at a young age. Reportedly, her mother died while Betty was very young; so young that Betty doesn't remember her.

General Ross wanted her to enroll at West Point, following an Army career of her own, but Betty instead opted to enroll at Berkeley, where she eventually earned her Ph.D. in human physiology, supplemented by Masters degrees in related fields. This action seems to have alienated her father, and the two grew apart over the years.

She met Dr. Bruce Banner when both began work at a scientific research firm in the Phoenix, Arizona, area (see *Hulk*). Betty was immediately attracted to the reclusive Banner for reasons she could not explain to anyone, even herself.

Betty was among the scientists at the firm to examine Banner after he first became the Hulk, and was partially responsible for the experimental treatment which increased the Hulk's intelligence. She and Banner grew closer as a result, even going so far as to start dating. Betty later encountered her father when the Abomination tore through a nearby military base, which her father commanded, followed shortly by the Hulk (see *Abomination*). The news of his daughter's relationship with the Hulk's alter ego bothered General Ross greatly, and he has since become obsessed with destroying the Hulk, even going so far as to try and order Betty to leave town. Betty, of course, ignored this order.

Recently, Betty was kidnapped and experimented on by the Hulk's nemesis, the self-proclaimed Leader (see *Leader*). These experiments warped Betty's mind and body, turning her into the insane Harpy. According to the Leader, the process of creating the Harpy included surgery, genetic modification, and gamma irradiation. As the Leader discovered, becoming the Harpy turned Betty's love for Banner and her father into intense, irrational hatred. Breaking free of the Leader's underground base, the Harpy flew off and confronted her father, nearly killing him, only to be confronted herself by the Hulk. The Harpy fought the Hulk to a standstill, revealing to him that she was Betty Ross in the process. Following this revelation, the Harpy flew off, as the Hulk reverted to Banner as General Ross approached. The Harpy's current activities are unknown.

Age: 27.

Height: (as Betty) 5' 6"; (as Harpy) 5' 9".

Weight: (as Betty) 110 lbs; (as Harpy) 150 lbs.

Eyes: (as Betty) Blue; (as Harpy) Red.

Hair: (as Betty) Brown; (as Harpy) Green.

Skin: (as Betty) Caucasian; (as Harpy) Green.

Other Distinguishing Features: As the Harpy, Betty has green feathers covering her torso and legs, large feathered wings, and bird-like talons for feet.

Uniform: None

Strength Level: Betty Ross possessed the normal human strength of a woman her age, height who engaged in moderate exercise. The Harpy possesses superhuman strength enabling her to lift (press) 80 tons under optimum conditions.



Known Superhuman Powers: Betty Ross did not possess superhuman powers. The Harpy, in addition to her superhuman strength, possesses large, feathered wing which enable her to fly at speeds of around 90 mph, sharp talons on her hands and feet enabling her to cut through steel, a high degree of resistance to injury, and the ability to fire energy blasts from her hands powerful enough to damage the Hulk. Unlike the Hulk, the Harpy retains her normal intelligence in her mutated form, although she is driven by irrational hatred, not rage like the Hulk.

Other Abilities: Betty Ross is a talented scientist specializing in human cellular microbiology. The Harpy presumably retains this skill as well.

Betty Ross

80 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.00 [0]
DX: 10 [0] **Will:** 12 [0] **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:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Claim to Hospitality (Father) [1]; Fit [5]; Natural Scientist 2 [20]; Sensitive [5]; Wealth (Comfortable) [10].

Perks: Hyper-Specialization (Human Cellular Microbiology) [1]; Rule of 15 [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Charitable (12) [-15]; Code of Honor (Professional) [-5]; Pacifism (Cannot Kill) [-15]; Sense of Duty (Family & Friends) [-5]; Workaholic [-5].

Quirks: Agnostic [-1]; Broad-Minded [-1]; Loves Bruce Banner [-1].

Skills: Biology/TL8 (Earthlike) (VH) IQ+2 [8] – 14*; Brawling (E) DX+0 [1] – 10; Chemistry/TL8 (H) IQ+2 [4] – 14*; Computer Operation/TL8 (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [2] – 12†; Diagnosis/TL8 (Human) IQ+0 [4] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+2 [4] – 12; Guns/TL8 (Rifle) (E) DX+2 [4] – 12; Hazardous Materials/TL8 (Biological) (A) IQ+0 [2] – 12; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 12*; Mathematics/TL8 (Pure) (H) IQ+0 [1] – 12*; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 12; Physiology/TL8 (Human) (H) IQ+2 [4] – 14*; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Wrestling (A) DX+0 [2] – 10.

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

* Includes +2 from Natural Scientist.

† Includes +1 from Sensitive.

Harpy

1,635 points

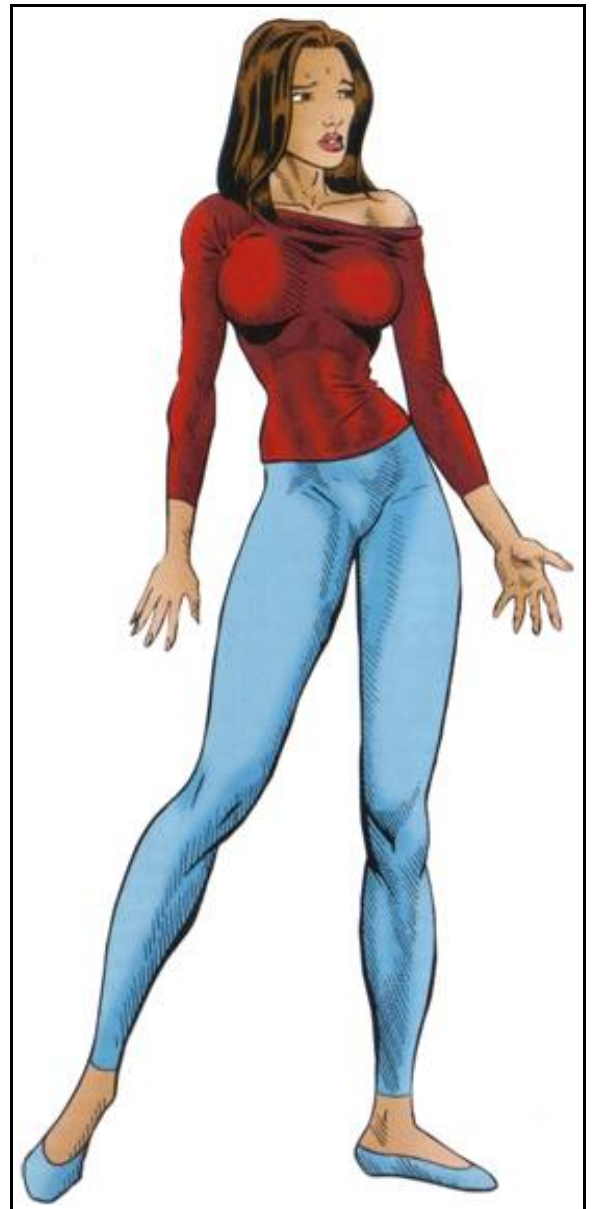
ST: 30/317 [70*] **HP:** 30 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 12 [0] **Ground Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0] **Air Move:** 15/45 [4]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 3d/5d+2 (32d/34d) **BL:** 180 lbs. (20,098 lbs./10 tons)
Dodge: 10 **Parry:** 11 **DR:** 50*

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Claws (Talons) [8]; Combat Reflexes [15]; Crushing Attack (*Concussive Beam*) 3d×5 (Armor Divisor (5) , +150%; Increased 1/2D Range (×5), +10%; Super, -10%) [375]; Damage Resistance 50 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [188]; Enhanced Move (Air) 1.5 (Air Move 45/90 mph) [30]; Flight (Winged, -25%)



[30]; Indomitable [15]; Injury Tolerance (Damage Reduction /100) (Passive Biological, -5%) [285]; Physical Scientist 2 [20]; Super ST +13/+300 (Super, -10%) [507]; Very Fit [15].

Perks: Feathers [1]; Hyper-Specialization (Human Cellular Microbiology) [1]; Rule of 15 [1].

Disadvantages: Berserk (Battle Rage, +50%) (6) [-30]; Flashbacks (Mild) [-5]; Impulsiveness (9) [-15]; Jealousy [-10]; Secret Identity (Imprisonment) [-20]; Semi-Upright [-5]; Social Stigma (Freak) [-10]; Unusual Features (Green Pigmentation) [-2]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Agnostic [-1]; Broad-Minded [-1]; Irrational Hatred [-1].

Skills: Aerobatics (H) DX-1 [2] – 12; Biology/TL8 (Earthlike) (VH) IQ+2 [8] – 14†; Brawling (E) DX+2 [4] – 15; Chemistry/TL8 (H) IQ+2 [4] – 14†; Computer Operation/TL8 (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [2] – 11; Diagnosis/TL8 (Human) IQ+0 [4] – 12; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Flight (A) HT+! [4] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 15; Guns/TL8 (Rifle) (E) DX+2 [4] – 15; Hazardous Materials/TL8 (Biological) (A) IQ+0 [2] – 12; Hazardous Materials/TL8 (Chemical) (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 15; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 12*; Mathematics/TL8 (Pure) (H) IQ+0 [1] – 12*; Pharmacy/TL8 (Synthetic) (H) IQ+0 [4] – 12; Physiology/TL8 (Human) (H) IQ+2 [4] – 14*; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$0

* Includes +13/+300 from Super ST.

† Includes +2 from Physical Scientist.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+2 cut/imp	C	11	–	–	30	
–	– <i>Super ST</i>	32d+31 cut/imp	C	11	–	–	317	
–	Brawling Kick	3d+3 cut/imp	C, 1	n/a	–	–	30	
–	– <i>Super ST</i>	32d+32 cut/imp	C, 1	n/a	–	–	317	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Concussive Beam	3d×5 (5) cr	3	50/100	1	n/a	–	–	1	

Designer's Notes:

1. I have not yet decided whether Betty, in Year Two, will be able to revert to her human form, and if she does whether she'll retain her Harpy powers. As such, I have listed the two as distinct characters, without giving Betty or Harpy an Alternate Form trait.

Real Name: Alexander "Alex" Summers.

Occupation: High school student.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: None.

Place of Birth: Anchorage, Alaska.

Marital Status: Single.

Known Relatives: Christopher (father, deceased), Katherine Anne (mother, deceased), Scott (alias Cyclops, brother), Philip (grandfather), Deborah (grandmother), Hank (uncle).

Group Affiliation: Student at the Xavier Institute, occasional ally of the X-Men.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, New York.

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

Post-Reboot Origin: MARVEL COMICS PRESENTS #13-15/1.

History: Alex Summers was the younger of two sons of Christopher Summers, an Air Force major and test pilot, and his wife Katherine Anne. When Alex was still a preteen, his father flew himself, Katherine, Alex, and Alex's brother Scott 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. Alex's memories are unclear as to what happened next, as he woke up in an orphanage in Omaha, Nebraska.

According to the people he spoke to at the orphanage, Scott and Alex had apparently been pushed from the plane with a single parachute between them. Both brothers had suffered injuries, since their overburdened parachute had been unable to fully slow their fall. No sign of his parents' bodies were found among the wreckage of the plane. Furthermore, Scott was in a coma for almost a year, and Alex did not want to leave his brother's side. Alex suffered a case of mild amnesia regarding what had happened; 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.

After his brother's powers first manifested, their grandparents had a long talk with Scott and Alex. Scott agreed to enroll at the Xavier Institute, which had recently gone public as a school for mutants (see *Cyclops*; *Xavier Institute*). Alex at the time wondered if he was a mutant, too, but was told that two-thirds of those with what has been called the "mutant gene" never manifest powers.

Alex's life changed a few years later. While attending a "family weekend" at the Xavier Institute, Alex was kidnapped by agents who were part of a Cult of the Living Pharaoh. These cultists took him to their leader, Ahmet Abdol, who placed Alex in a chamber designed to amplify his body's ability to absorb ambient radiation and feed it to Abdol, who became the Living Monolith (see *Living Monolith*). Fortunately for Alex, Scott and a veritable army of his classmates (including several who would later form the X-Men) managed to fight off the Monolith long enough to free Alex from the battery chamber (see *X-Men*). The influx of radiation triggered Alex's powers, and he was quickly enrolled at Xavier's, using the name Havok.

Since then, Alex has come to the X-Men's aid on a handful of occasions. It is unknown whether he will join the team or strike out on his own after graduation next year.

Age: 17.

Height: 5' 10".

Weight: 185 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: As a student of the Xavier Institute, he trains while wearing the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students. When assisting the X-Men, he wears a black bodysuit with a series of white concentric circles on the chest, metallic gold belt with a red circle-X buckle, metallic gold wristbands, black boots, black cowl with a red gem in the forehead.

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

Known Superhuman Powers: Havok's body is constantly absorbing, storing, and amplifying ambient radiation – mostly in the far



ultraviolet, gamma, X-ray, and cosmic wavelengths, but also in the low infrared and radio wave frequencies. The circuitry in the bodysuit he was forced to wear by the cultists measures the amount of energy he currently has stored and permits him to direct it through his hands. With additional training at Xavier's, he no longer needs to wear the suit (but continues to do so because he likes the look).

The energy released takes the form of intense supercharged plasma which he normally shoots from his hands; most likely, he is converting his stored energy to a combination of heat and concussive force which then turns the air in the path of the energy to plasma. With training, he has been able to create a massive ball of expanding plasma with him at the center, but this severely weakens him. By firing the plasma from his legs rather than his arms, he is able to go airborne, but he has no skill at maneuvering while in flight and rarely uses his powers in this fashion.

Alex is immune to the damaging effects of his brother Scott's eye beams, instead absorbing and metabolizing the energy to temporarily boost his own raw power. As a side effect of his energy absorption powers, he is virtually immune to the effects of extremely hot temperatures.

Other Abilities: Alex is a quick thinker and natural leader, able to analyze a situation and come up with a workable plan in minutes. His main passion, however, is geophysics.

701 points

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

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

Dodge: 10 **Parry:** 9 **DR:** 12/4* (uniform); 30 (absorption)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Born War-Leader 2 [10]; Burning Attack 8d (*Plasma Blast*) (Accurate +6, +30%; Damage Modifier: Surge, +20%; Jet, +0%; Jet: Increased Range ×5, +40%; Variable, +5%; Elemental: Fire/Heat, -10%; Mutant, -10%; Alternative Attack, ×1/5) [14]; Burning Attack 8d×2 (*Plasma Explosion*) (Aura, +80%; Costs 6 FP, -30%; Damage Modifier: Explosion (Damage / 1×Yards), +150%; Damage Modifier: Surge, +20%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Fire/Heat, -10%; Mutant, -10%) [224]; Charisma 2 [20]; Combat Reflexes [15]; Damage Resistance 30 (Absorption: Into Plasma Blast, +80%; Limited Defense: Fire/Heat Attacks, -40%; Tough Skin, -40%; Elemental: Fire/Heat, -10%; Mutant, -10%) [120]; Damage Resistance 50 (Absorption: Into Plasma Blast, +80%; Limited Defense: Powers of Blood Relations (Rare), -80%; Tough Skin, -40%; Mutant, -10%) [125]; Fit [5]; Flight (Cannot Hover, -15%; Hard to Use (-3), -5%; Elemental: Fire/Heat, -10%; Mutant, -10%; Alternative Ability, ×1/5) [5]; Intuition [15]; Temperature Tolerance 10 (Elemental: Fire/Heat, -10%; Mutant, -10%) [8].

Perks: Acceleration Tolerance [1]; Ignition [1]; Skintight Uniform [1]; Style Familiarity: Professional Wrestling [1]; Supersuit [1];

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Low Self-Image [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Humanity) [-15]; Social Stigma (Minor) [-5]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1].

Skills: Boxing (A) DX+2 [8] – 14; Carousing (E) HT+0 [1] – 12; Climbing (A) DX-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 12; Electronics Operation/TL8 (Scientific) (A) IQ-1 [1] – 11; Geology/TL8 (Earth) (H) IQ-2 [1] – 10; Hiking (A) HT-1 [1] – 11; Hobby Skill (Professional Wrestling Trivia) (E) IQ+0 [1] – 12; Innate Attack (Beam) (E) DX+4 [12] – 16; Intelligence Analysis/TL8 (H) IQ+0 [1] – 12*; Judo (H) DX+2 [12] – 14; Leadership (A) IQ+3 [1] – 15*†; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Meteorology/TL8 (Earth) (A) IQ-1 [1] – 11; Physics/TL8 (Geophysics) (H) IQ-2 [1] – 10; Running (A) HT+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Tactics (H) IQ+1 [2] – 13*.

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

* Includes +2 from Born War-Leader.

† Includes +2 from Charisma

Role-Playing Notes:

Alex is proud of his older brother, but isn't entirely sure he wants to join the X-Men after graduating Xavier's. He feels like he'd be constantly in Scott's shadow, accepted due to who his family is rather than on his own merits. Despite this, he is quite willing to assist the team.

Like his brother, Alex is a natural leader, quickly able to come up with working strategies and inspire others to follow them, but constantly doubts and second-guesses himself. He lacks confidence.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-2 cr	C	9	–	–	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	
–	Plasma Explosion	8d×2 burn ex sur	C	n/a	–	–	–	

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>
–	Plasma Blast	8d burn sur var	9	25/50	Jet	n/a	–	–	1	

Design Notes:

1. While technically the Plasma Blast is his primary ability and would normally run 70 points, the Plasma Explosion costs more points. Going by the ***Basic Set***, the ability that costs the most points is considered the "primary" ability, with other abilities that cannot be used at the same time as Alternative Abilities/Attacks.

Real Name: Clint Barton.

Occupation: Former carnival performer turned professional adventurer.

Identity: Secret.

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

Other Aliases: None revealed.

Place of Birth: Somewhere in Arkansas.

Marital Status: Single.

Known Relatives: Barney (brother); father and uncle (names unknown).

Group Affiliation: Renegades, former partner of the Swordsman and Trickshot in an unnamed circus.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: When they were still 10 and 12 years old, Clint and his older brother Barney Barton ran away from their abusive single father and found refuge with a traveling circus. It is unknown whether the boys' father even filed a missing persons report for them, as the authorities apparently never came looking for them.

Clint and Barney were already decent shots with a bow, having been bow hunting with their uncle. Jacques DuQuene, one of the show's performers who went by the moniker Swordsman, took the boys under his wing, eventually making them part of his act (see *Swordsman*). While Barney's skill remained mediocre, Clint's skill soon rivaled the show's premier archer, who went by the name Trickshot (see *Trickshot*). There were hints that Trickshot helped Swordsman train the boy. Pretty soon Clint was billed as "Hawkeye" in the circus's performances.

On the side, however, Swordsman and Trickshot performed petty robberies, often the night before the circus was to leave a town. The two planned to draw the Bartons into their schemes; while Barney proved amenable, seeing it as repaying the two for their past kindness, Clint remained hesitant, but stated he would not interfere so long as no one was hurt.

One night after Clint had turned seventeen, he spotted Barney, Jacques, and Trickshot leaving the circus owner's trailer. Investigating, he discovered the owner dead and the cash box missing. Returning to the trailer he shared with his brother, he discovered that Barney had planted the cash box under Clint's bed. The two fought, and when the fight spilled over into the rest of the circus they discovered that Swordsman had called the police reporting the owner's death. With only his word against the three who had framed him, Clint was arrested.

After a few years in prison, Clint was released on parole. The day of his release from prison, he was met by his brother, who apologized for setting up Clint. Barney claimed it was Trickshot's idea, in order to eliminate both a professional rival and the only other person who knew of the racket. The older Baron also explained that the owner was not supposed to have been killed, but he walked in during the robbery and the three had panicked. Clint wasn't sure if he could forgive his brother, but was willing to give him a second chance. Barney mentioned that Swordsman and Trickshot had left the circus, which was about to perform in New York City, and urged Clint to go there with him to make amends. Clint elicited a promise from his brother that Barney would tell the circus what really happened.

Barney, however, had once again set up his brother. Instead of the circus they'd grown up in, Barney led Clint into an ambush in New York's Times Square, where he was attacked by the Wrecking Crew, who were under orders to kill Clint (see *Wrecking Crew*). The battle, however, drew out a few other adventurers; after the battle was over, Clint suggested they remain together to assist each other in their goals (see *Renegades*).

Age: 27.

Height: 5' 9".

Weight: 165 lbs.



Eyes: Brown.

Hair: Brown.

Uniform: Black and purple Kevlar sleeveless vest, black Kevlar pants, black boots, gray kneepads, black fingerless gloves, cylindrical quiver with a mechanized arrowhead selection system built into it, black leather belt with a gray buckle, several pouches on the belt containing additional equipment. Fluctuates between a black and purple cowl with an "H" prominent on the forehead and a pair of wrap-around purple-tinted shades; both have corrective lenses.

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

Known Superhuman Powers: While Clint normally would not be considered to have superhuman powers, his eyesight is such that he is able to make out details at twice the distance of others. As a side-effect, however, he needs corrective lenses to make out details closer to him.

Other Abilities: Hawkeye is one of the world's foremost archers. In addition, he is well-versed in crafting all sorts of unique arrows and warheads.

Weapons: Hawkeye wields a composite longbow with a considerable draw weight, letting him fire arrows over 300 yards distant.

Hawkeye's quiver contains 36 arrows, and possesses an arrowhead selection mechanism allowing him to remotely select a number of arrowheads by pressing buttons on his bow; each arrowhead can be selected via a different combination of button presses. Among the arrows he's used in the past are explosive-tipped arrows filled with a few ounces of commercially-available explosives; a smoke bomb arrow which releases a thick cloud of black smoke; a magnesium flare arrow which, when struck on a rough surface like that of a brick building, produces a blinding flare for three seconds; a tear gas arrow; an acid arrow filled with concentrated nitric acid; a bola arrow which he uses to entangle fleeing opponents; an electro-shocking arrow, discharging 20,000 volts upon impact; a grappling hook with a trailing cable; a putty arrow which releases a highly sticky chemical compound; blunt tipped arrows, which are able to knock down or knock out opponents without doing lethal damage – but are able to break bone when fired from extremely close range; a suction-tip arrow with hidden superglue reserve; and a sonic whistle arrow. More esoteric arrows he's used include a diamond-tipped drill arrow; a rocket booster arrow; a net arrow that deploys in mid-flight using a laser distancer and minor explosives; and a boomerang arrow with a small gyroscopic system enabling it to turn in mid-air to return back towards him.

490 points

ST: 16 [60]	HP: 16 [0]	Speed: 7.25 [0]
DX: 15 [100]	Will: 12 [5]	Move: 7 [0]
IQ: 11 [20]	Per: 14 [15]	
HT: 14 [40]	FP: 14 [0]	SM: 0

Dmg: 1d+1/2d+1 **BL:** 51 lbs.

Dodge: 14 **Parry:** 12 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Vision 3 [6]; Artificer 2 [20]; Combat Reflexes [15]; Enhanced Dodge 3 [45]; Gizmo 3 [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Heroic Archer [20]; High Pain Threshold [10]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5]; Signature Gear (Trick Arrows; Consumable) 2 [2]; Striking ST +3 [15]; Telescopic Vision 1 [5]; Very Fit [15]; Weapon Master (Bows) [20].

Perks: Eye For Distance [1]; Off-Screen Reload [1]; Skill Adaptation (Disarm Defaults to Bow) [1]; Special Exercises (Striking ST +1) 3 [3]; Strongbow [1]; Weapon Bond (Bow) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Pirate's) [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Adrenaline Junkie [-1]; Chauvinistic [-1]; Easily Seduced [-1]; Incurable Flirt [-1]; Willfully Anachronistic [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Armoury/TL8 (Missile Weapons) (A) IQ+3 [4] – 14*; Bow (A) DX+10 [40] – 25; Brawling (E) DX+2 [4] – 17; Chemistry/TL8 (H) IQ+1 [8] – 12; Climbing (A) DX+1 [4] – 16; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 16; Engineer/TL8 (Microtechnology) (H) IQ+1 [2] – 12*; Explosives/TL8 (Fireworks) (A) IQ+1 [4] – 12; Fast-Draw (Arrow) (E) DX+3 [4] – 18†; Forced Entry (E) DX+0 [1] – 15; Gesture (E) IQ+1 [2] – 12; Holdout (A) IQ+1 [4] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 10; Mechanic/TL8 (Microtechnology) (A) IQ+2 [2] – 13‡; Observation (A) Per+4 [4] – 18‡; Performance (A) IQ+1 [4] – 12; Search (A) Per+0 [2] – 14; Shadowing (A) IQ+2 [7] – 13§; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 16.

Techniques: Disarming (Bow) (H) def+0 [0] – 25; Dual-Weapon Attack (Bow) (H) def+2 [3] – 25.

Starting Spending Money: \$600 (20% of Starting Wealth, minus the cost of his longbow).

* Includes +2 from Artificer.

† Includes +1 from Combat Reflexes.

‡ Includes +3 from Acute Vision.

§ Defaulted from Observation.

Role-Playing Notes:

Hawkeye comes off brash and arrogant, but much of this is a drive to prove that skill and training are still valid in the world of the

superhuman. He's finding it hard to trust people again after his brother's second betrayal.

Hawkeye fancies himself a ladies man, and makes passes at any of-age female around him. This often includes his teammate Mockingbird, but never Jewel (she's too young for him). He has a low resistance to attractive women taking an interest in him; this often leads him – and by extension, his teammates – into Trouble.

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	–	–	19	
–	Brawling Kick	2d+1 cr	C, 1	n/a	–	–	19	

BOW

<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>ST</i>	<i>Bulk</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
0	Longbow	2d+6 imp	3	315/420	3.6	1	1 (2)	11†	-8	\$400	4	[1,2]
1	Reflex Bow	2d+7 imp	3	420/525	2.7	1	1 (2)	10†	-7	\$900	4	[1,2]
8	Compound Bow	2d+6 imp	3	345/460	2.4	1	1 (2)	10†	-7	\$400	4	[1,3]

Notes:

[1] Rugged, ×2 to Cost, -1.

[2] Effective ST 21 due to Striking ST +3 and Stongbow perk

[3] Effective ST 23 due to Striking ST +3, Stongbow perk, and being Compound.

Hawkeye's Arrows

Hawkeye makes most of these arrows himself. The table below gives the stats for the most common arrows used.

<i>Arrow</i>	<i>Damage</i>	<i>Arrow</i>	<i>Damage</i>	<i>Arrow</i>	<i>Damage</i>
Standard	2d+6 imp	Drill	3d (3) pi++	Plasma	3d burn ex sur
Bodkin/AP	2d+6 (2) pi	Electro-Shock	HT-5 aff sur	Psi-Bomb	Will-5 aff (4 yds)
Blunt (hunting)	2d+6 cr	EMP	HT-2 (2) aff (1 yd)	Putty/Glue	ST 15, sticky
Frog Crotch	2d+6 cut, cuts cords	<i>plus</i>	1d-3 cr ex	Riot Gas	HT-4 aff (2 yds)
Willow Leaf	2d+6 cut	Fire Extinguisher	spec (2 yds)	Sawblade	3d (3) cut
Acid	1d-3 cor	Flare	HT-3 aff (3 yds)	Shaped Charge	5d×3 (10) cr inc
Anti-Tangler	spec (2 yds)	Grappling Hook	spec	<i>plus</i>	2d cr ex [1d+1]
Bolas	Binding, ST 15	High Explosive	5d×2 (5) imp inc	Sleep Gas	HT-6 aff (2 yds)
Blunt (combat)	2d+6 (0.25) cr dbk	<i>plus</i>	1d cr ex [1d-1]	Smoke	spec (2 yds; -7 to Vision)
Cryonic	ST 15 + 1d-2 fat haz	Net	ST 24	Sonic	HT-3 aff (3 yds)

Notes:

The cryonic arrow's fatigue damage is a freezing hazard.

The electro-shock arrow afflicts a physical stun.

The EMP's affliction only affects electronics.

The psi-bomb afflicts a mental stun.

The riot gas is afflicts nausea.

Sleep gas, of course, afflicts unconsciousness.

Sonic causes deafness and moderate pain for 10 seconds.

He also has a Boomerang arrow that returns when fired, to attack someone from behind; this arrow can be fitted with any other arrowhead, usually the combat blunt arrowhead.

Real Name: Hebe.

Occupation: Goddess of youth, cup-bearer of the gods, soup kitchen worker, university student, former part-time actress.

Identity: Hebe is not known by the general public to be anything other than a mythological figure.

Legal Status: Citizen of Mount Olympus, legally a citizen of Greece living in the United States on a student visa.

Other Aliases: Hebe Tsaoussis (her "mortal" identity).

Place of Birth: Mount Olympus.

Marital Status: Married.

Known Relatives: Zeus (father), Hera (mother), Hercules (husband, half-brother), Alexiaries, Anicetus (sons), Ares, Hephaestus (brothers), Eris, Eileithyia (sisters), Apollo, Dionysus, Hermes, (half-brothers), Artemis, Athena, Persephone, Nyssa Savakis (half-sisters), Aphrodite (sister-in-law), Demeter, Hestia (aunts), Hades, Poseidon (uncles), Kronus (grandfather), Rhea (grandmother), Gaea (great-grandmother), Ouranos (great-grandfather), Iolaus (nephew-in-law, deceased). 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: Los Angeles, California; Mount Olympus; mobile.

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

History: Hebe was the youngest daughter born to Zeus and Hera, king and queen of the gods of Olympus (see *Hera*; *Olympian Gods*; *Zeus*). For an untold amount of time, Hebe served her family diligently as their cup-bearer, serving them wine and ambrosia during their meetings and festivals; the ambrosia, which could boost even a god's vitality, she brewed herself. The only one she didn't serve in this manner was her father, Zeus, after he chose a mortal boy, Ganymedes, to be his personal servant.

Hebe fell in love from afar with her mortal half-brother Hercules during his Twelve Labors (see *Hercules*). It wasn't until years later, after Herc died and ascended to godhood, that she was able to act on her feelings. To everyone's surprise, Hera offered Hebe to Hercules as a bride as a peace offering; Hera has commented that after the battle against the giants, Hebe wouldn't shut up about Herc's heroics. The two have been happily married for millennia and have two sons, Alexiaries and Anicetus, who act as Olympus's gatekeepers.

The only time Hebe is recorded in directly interacting with mortals in the days of the ancient heroes is when her nephew-in-law Iolaus, who in his youth was Hercules's charioteer, was in his older days challenged to a duel. Hebe granted him one day of youth during the day of the duel, permitting the duel to be on even terms; Iolaus won the duel.

When Hercules traveled to Earth for adventures after the worship of the Olympian gods faded, Hebe often sneaked down to Earth to be near him. Finding Herc in others' beds, male and female alike, often caused her anger and jealousy, but for unknown reasons she always forgave him and went back to him. It has also been implied that Hebe had many lovers on the side herself over the millennia.

Recently, Hebe was working in a Los Angeles soup kitchen for the homeless while auditing classes at UCLA, activities she chose in order to stay busy while Herc was busy with his acting career under his assumed Kevin Hunt identity. She sometimes appeared on television alongside him as a recurring guest star, portraying her distant cousin Nike. When her latest mortal half-sister, Nyssa Savakis, was attacked by their brother Ares's Warhawks biker gang and Nyssa instinctively called down lightning on them, Hebe was initially reluctant to get involved (see *Ares*; *Savakis*, *Nyssa*; *Warhawks*). She was present at the meeting of the Olympian High Council in her position as cup-bearer of the gods when the gods decided on a "wait-and-see" approach to Herc assisting Nyssa; Hebe suspected her mother was behind Ares's attack, but could not prove anything.

Despite all that, Hebe rejoined Herc and Nyssa on Earth, accompanying them as Herc made the rounds introducing Nyssa to her extended immortal family. Despite Nyssa's reservations, the two have become close friends.

Age: Indeterminate.

Height: 5' 4".

Weight: 324 lbs.

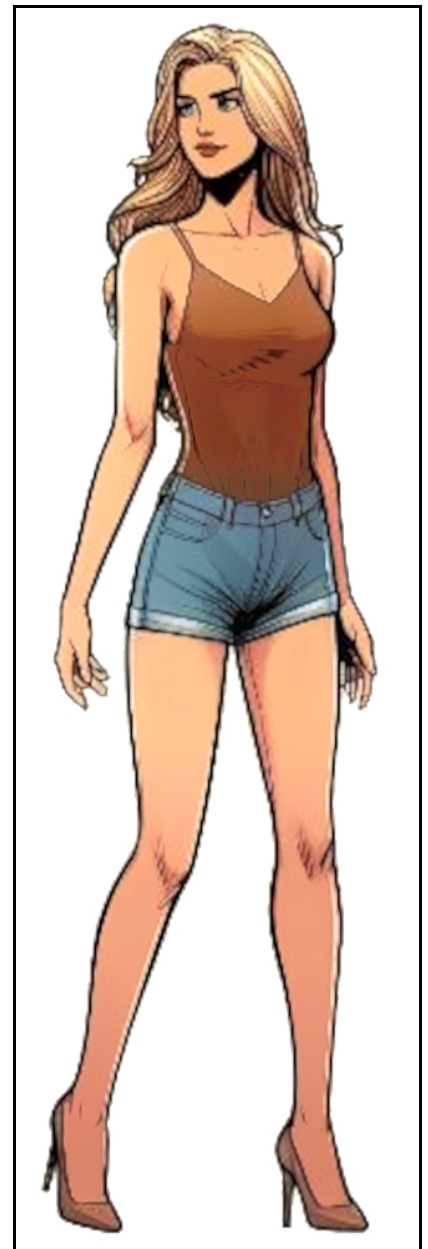
Eyes: Brown.

Hair: Blond.

Uniform: None.

Strength Level: Hebe possesses the normal superhuman strength of an Olympian of her height and build who engages in moderate exercise. She possesses the ability to lift (press) roughly 25 tons under optimum conditions.

Known Superhuman Powers: As an Olympian, Hebe possesses superhuman strength, stamina, and durability, is immune to terrestrial diseases, and immortal.



In addition to her Olympian attributes, Hebe has the power to grant people rejuvenated youth for a given duration. She is also known to occasionally have large feathered peafowl wings emerge from her shoulder blades enabling her to fly through the air.

Other Abilities: Hebe is a skilled cook and micro-brewer, possessing the knowledge to brew the divine ambrosia consumed by the gods.

C'mon, Hebes! You're the goddess of youth! Where's your spirit of kneejerk rebellion?

– Amadeus Cho, **Heroic Age: Prince of Power #1**

989 points

ST: 31/170 [10*†] **HP:** 31 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 11 [0] **Ground Move:** 6 [0]
IQ: 11 [20] **Per:** 11 [0] **Air Move:** 12/36 [0]
HT: 12 [0*] **FP:** 12 [0] **SM:** 0

Dmg: 3d+1/6d-1 (18d/20d) **BL:** 192 lbs. (5,780 lbs/2.9 tons)
Dodge: 9 **Parry:** 9 **DR:** 0

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

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

Advantages: Affliction (*Age Control*) 1 (HT+0; Advantage (Unaging with Age Control), +180; Based on IQ (Own Roll), +20%; Cancellation, +10%; Extended Duration (Permanent), +300%; Malediction (Long-Distance), +200%) [81]; Enhanced Move (Air) 1.5 (Air Move 36/72 mph) [30]; Fit [5]; Flight (Switchable (Can Hide Wings), +10%; Winged, -25%) [34]; No Low TL +4 [20]; Olympian God [605]; Omnilingual (Accessibility: Ancient Hellenistic World Languages and Derivatives Only, -50%) [20]; Pitiable [5]; Status 1 [0‡]; Wealth (Very Wealthy) [30].

Perks: Alcohol Tolerance [1]; Citizenship (Greece) [1].

Disadvantages: Overconfidence (12) [-5]; Pacifism (Self-Defense Only) [-15].

Quirks: Argumentative [-1]; Eavesdropper [-1]; Flirtatious [-1]; Mirror-Image Disadvantages (Chummy/Loner) [-1]; Mirror-Image Disadvantages (Impulsiveness/Laziness) [-1].

Skills: Brawling (E) DX+0 [1] – 12; Carousing (E) HT+1 [2] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 11; Cooking (A) IQ+3 [12] – 14; Detect Lies (H) Per+1 [8] – 12; Filch (A) DX+0 [2] – 12; First Aid/TL4 (Humanoid) (E) IQ+1 [2] – 12; Gardening (E) IQ+1 [2] – 12; Gesture (E) IQ+1 [2] – 12; Hiking (A) HT+0 [2] – 12; Knife (E) DX+1 [2] – 13; Knot-Tying (E) DX+0 [1] – 12; Lifting (A) HT+0 [2] – 12; Lip Reading (A) Per+1 [4] – 12; Observation (A) Per+1 [4] – 12; Professional Skill (Bartender) (A) IQ+1 [4] – 12; Professional Skill (Brewer) (A) IQ+3 [12] – 14; Professional Skill (Distiller) (A) IQ+3 [12] – 14; Riding (Equines) (A) DX+0 [2] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [1] – 12§; Savoir-Faire (Servant) (E) IQ+3 [8] – 14; Sewing/TL4 (E) DX+0 [1] – 12; Survival (Island/Beach) (A) Per+1 [4] – 12; Survival (Mountains) (A) Per+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Teamster (Equines) (A) IQ+1 [3] – 12#; Throwing (A) DX+0 [2] – 12; Wrestling (A) DX+0 [2] – 12.

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

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

† Includes +11/+150 from Super ST.

‡ Includes +1 level from Wealth.

§ Defaulted from Savoir-Faire (Servant).

Defaulted from Riding.

Role-Playing Notes:

Hebe is the eternal teenager, prone to all the mental and emotional ups and downs that entails, from exuberant optimism to kneejerk rebellion and surly moodiness, with everything in-between. She loves her husband, despite his tendency to stray; she has not been entirely faithful herself, either, as her eternal teenager-ness also includes experimentation. Despite all this, she supports him in everything he does.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d cr	C	9	–	–	31	
–	– <i>Super ST</i>	18d-1 cr	C	9	–	–	170	
–	Brawling Kick	3d+1 cr	C, 1	n/a	–	–	31	
–	– <i>Super ST</i>	18d cr	C, 1	n/a	–	–	170	

The *Helion* is a ship of Kree manufacture intended to operate as an espionage vessel, coordinating and supporting the efforts of Kree spies around a given planet (see *Kree*). Ships of its type can be found around a number of lower-technology planets that have come to the attention of the Kree Empire; the *Helion* itself has been assigned to Earth.

The *Helion* is typical of its class, possessing a small hangar bay for shuttles, limited weapons, a specialized array of sensors, and various stealth technologies. These stealth technologies include a cloaking device, a hull designed to reduce its sensor signature, heat exhaust bafflers to reduce its infrared heat signature when firing its thrusters, and a dynamic chameleon hull to hide it from sight when the cloaking device is inoperable. Its weapons array consists of a pair of long-range X-ray lasers and a battery of point-defense blaster turrets. The hangar bay houses a single shuttle and a trio of fighters for self-defense; it also has a tractor beam to assist in landing the shuttle and fighters, and for bringing operatives to the ship.

Commanded by Colonel Yon-Rogg, who saw the posting as a means of stalling his career, the *Helion* oversees over a hundred

spies located in various nations on Earth (see *Yon-Rogg*). The ship's command crew consists of the commander, a helmsman, a science officer, a tactical officer overseeing the weapons, an engineering officer overseeing the cloaking device and managing damage control, and a communications officer. The chief tactical officer is also in charge of the ship's security complement; the security complement in emergencies typically man the defensive turrets, while the tactical officer handles the primary weapons.

Foremost, however, the *Helion* has a large central operations center where thirty analysts monitor and decipher the communications from and sensor readings of the planet they are observing. The ship houses three full shifts of analysts who rotate on a nine-hour shift schedule.

The *Helion's* existence is currently known to select individuals in the United States government; however, because of the ship's cloaking device, they are unable to determine precisely where it is. Presumably this knowledge has been shared with their allies in NATO and possibly even with Russia and China.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

Front:

- [1] Armor, Advanced Metallic Laminate (dDR 20, \$6M)
- [2-3] Hangar Bay (200t capacity, Launch Rate 50t, \$600K)
- [4-6] Habitat (60 cabins, \$9M)

Middle:

- [1] Armor, Advanced Metallic Laminate (dDR 20, \$6M)
- [2] Multipurpose Comm/Sensor Array (Comm/Sensor 11, \$60M)
- [3!] Secondary Weapon Battery (10 weapon turrets, \$15M)
- [4-6] Habitat (60 cabins, \$9M)
- [core] Factory, Replicator (15 lbs/hr, \$150M)

Rear:

- [1] Armor, Advanced Metallic Laminate (dDR 20, \$6M)
- [2!] Light Force Screen (dDR 100; \$50M)
- [3!] Hot Reactionless Engine (2G accel, \$10M)
- [4!] Stardrive Engine (\$30M)
- [5!] Cloaking Device (\$100M)
- [6] Control Room (Complexity C9, Comm/Sensor 9, 6 Control Stations, \$6M)
- [core] Reactor, Super Fusion (4 PP, 400 year endurance, \$100M)

Design Features:

- Artificial Gravity (\$3M)
- Gravatic Compensation (\$3M)
- Stealth Hull (\$5M)
- Dynamic Chameleon Hull (\$3.5M)

Design Switches:

- Adjustable Force Screen (\$50M)
- FTL Comm/Sensor Array
- Multiscanner Array
- No Waste Heat Signature
- Pseudo-Velocity

Mid-Section Weapon Battery Breakdown

- Two 300MJ X-Ray Laser Turrets
 - dDamage: 3d×50 (5) burn sur
 - sAcc: 0
 - Range: L

Rcl: 1

- Seven 3MJ Particle Beam Turrets
 - dDamage: 3d (5) burn rad sur
 - sAcc: -3
 - Range: C/S
 - Rcl: 1
 - Option: Improved
 - Option: Very Rapid Fire

- One 300MJ Tractor Beam Turret
 - Tractor Force: 0.3 tons (ST 55)
 - sAcc: 0
 - Range: C/S
 - Rcl: 1

Hangar Breakdown:

- 100-ton shuttles: 1
- 30-ton fighters: 3

Habitat Breakdown:

- Luxury Cabins: 4, full life support (8)
- Cabins: 20, full life support (20)
- Bunkrooms: 25, full life support (25)
- Cells: 2, full life support (2)
- Steorage Cargo: 120 t (24)
- Briefing Rooms: 2 (2)
- Labs:
 - Science!: 2 (4; \$60M)
- Offices: 34 (34)
- Sickbays: 1 (1)

Crew:

- Control Stations: 6
- Turrets/Security: 10
- Medics: 1
- Scientists: 1
- Intel Analysts: 90
- Total: 108

PILOTING (LOW-PERFORMANCE SPACESHIP)

<i>TL</i>	<i>Vehicle</i>	<i>dST/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>dDR</i>	<i>FF dDR</i>	<i>Range</i>	<i>Cost</i>	<i>Notes</i>
11^	The <i>Helion</i>	100	-1/5	12	2G/20 mps	3,000	335.6	+9	156 ASV	20	100	—	\$682.1M	[1]

Notes:

[1] Top speed in mps is pseudo-velocity from reactionless thrusters.

To the general public, the Hellfire Club is a social club for society's elite. Its membership includes the rich and famous, celebrities, corporate executives, and politicians. The Club is best known for throwing lavish and decadent parties on a regular basis at its Central Park mansion headquarters, during which many back room deals are made (see *Hellfire Club Mansion*). Membership is usually inherited, but quite often the Club extends membership to those who have recently gained positions of wealth and power, and has been known to strip membership from those who lose their positions in ignominious ways.

The acknowledged leaders of the Hellfire Club are known as the Inner Circle, and use the names of chess pieces as their ranks. Publicly, the role of the Inner Circle is to host and preside over the Club's public gatherings. Secretly, however, the goal of the Inner Circle is to guide and manipulate the world politics and economy for their own benefit and power. Traditionally, the Inner Circle is ruled over by a King and a Queen; in times past when two Kings or two Queens have reigned, power struggles inevitably erupted. The two colors used are White and Black; usually when a King or Queen is deposed the usurper takes the opposing color.

The Hellfire Club was founded in the early 17th Century by nobles who were fleeing the English Civil War. It was at this time the original mansion was built. Since then, many of the notable figures in American history have been members of the Hellfire Club. Ben Franklin, in particular, was said to have been the White Bishop during the American Revolution, and Alexander Hamilton and Aaron Burr were both Kings when their infamous duel took place.









Recently, the Inner Circle has been composed primarily of superhumans, with mutants composing the majority of the Circle. This trend towards promoting mutants into positions of power began when Sebastian Shaw and Emma Frost, both secretly mutants, were inducted as the Black Rook and White Rook, respectively. The two formed a secret partnership and quickly moved up the ranks, using Frost's telepathy and Shaw's connections to induce scandal after scandal with those above them. As they rose, they tended to stack the Inner Circle with their allies. Only recently, however, they managed to depose the reigning White King, with Shaw becoming the Black King; the position of Queen had been conspicuously empty, and Frost took the title White Queen (see *Black King*; *White Queen*). The former Black Bishop, Selene Gallio, has recently assumed the title of Black Queen; a power struggle between the two Queens is expected to erupt at any time (see *Black Queen*).

Of the current known members of the Inner Circle, only the White Bishop and White Rook are not mutants. Mining magnate Donald Pierce, the White Bishop, has managed to maintain and even increase his own power base inside the Circle despite being openly critical of Shaw, while the newly elected White Rook, criminal entrepreneur Wilson Fisk, is the self-proclaimed Kingpin of Crime (see *Kingpin*; *White Bishop*).

Members of the Hellfire Club's Inner Circle use mercenaries for their off-the-books operations. Most of the mercenaries come from private military companies owned by Pierce; most of the Inner Circle are uncertain as to whether the mercenaries are loyal to Pierce over the Club, and hesitate to use them extensively. So far, the Inner Circle has only come into conflict with the X-Men over Shaw's role in the creation of the Sentinels (see *Sentinels*; *X-Men*).

In addition to the Inner Circle, other known members of the Hellfire Club – who are either unaware of or apathetic toward the Inner Circle's criminal and subversive dealings – include industrialists Warren Kenneth Worthington, Jr, father of the X-Man known as Angel, Tony Stark, and Norman Osborn; SHIELD director Henry Peter Gyrich; and debutantes Candy Southern and Janet van Dyne (see *Angel*; *Green Goblin*; *Gyrich, Henry Peter*; *Iron Man*; *SHIELD*; *Southern, Candy*; *Wasp*).

First Post-Reboot Appearance: UNCANNY X-MEN #

 <p>BLACK KING (Sebastian Shaw) Active UXM#</p>	 <p>WHITE QUEEN (Emma Frost) Active UXM#</p>
 <p>BLACK QUEEN (Selene Gallio) Active UXM#</p>	 <p>WHITE BISHOP (Donald Pierce) Active UXM#</p>
 <p>BLACK BISHOP (Harry Leland) Active UXM#</p>	 <p>BLACK ROOK (Friedrich von Rohm) Active UXM#</p>
 <p>WHITE ROOK (Wilson Fisk) Joined DAREDEVIL#</p>	 <p>TESSA Assistant to Sebastian Shaw Active UXM#</p>

Membership Roster

Black King – The current acknowledged head of the Hellfire Club, Shaw has a powerful personality. He also possesses the ability to increase his strength, speed, and durability with repeated physical blows.

White Queen – A powerful telepath and long-time ally of Shaw's, Frost is believed to be responsible for their rise to power.

Black Queen – This ancient mutant sorceress is making her play to take over the Club.

White Bishop – An anti-mutant bigot and cyborg, Pierce is biding his time and waiting for the opportunity to oust Shaw.

Black Bishop – A mutant with the ability to increase the weight of anyone around him, Leland is a supporter of Shaw and Frost. He isn't ambitious for power, preferring to be a manipulator behind the scenes.

Black Rook – Von Rohm is a mutant with the ability to take the form of a dragon-like creature. He is a supporter of Selene's.

White Rook – Fisk has accepted his position with an eye for eventually taking over the role of the King, but for now he's patiently studying how things work in the Club. He'll side with whoever he sees as the inevitable winner in Pierce's eventual bid for leadership.

Tessa – This woman does not have a rank inside the Club, being Shaw's executive assistant. Her computer-like mind, said to be a mutant talent, lets her formulate plans and predict the actions of others.

Hellfire Club

Mission Statement:

Capabilities

TL: 8

Members:

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Costs and Values

Startup Cost: \$

Resource Value: \$

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Social Attributes

Type:

Loyalty:

CR:

Rank:

Income Range:

Reputation:

Notes

Typical Hellfire Club Mercenary

78 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:** 10 **DR:** 12/4* (armor)

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

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Military Rank 0 [0].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (Hellfire Club PMCs) (12) [-10]; Secret (Subversive) (Imprisonment) [-20].

Skills: Brawling (E) DX+1 [2] – 12; Climbing (A) DX+1 [4] – 12; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 12*; Gesture (E) IQ+1 [1] – 12; Guns (LMG, Rifle, or SMG) (E) DX+1 [2] – 12; Hiking (A) HT+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Soldier/TL8 (A) IQ+0 [2] – 11; Stealth (A) DX+1 [4] – 12; Throwing (A) DX+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

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

Equipment: Most Hellfire Club mercenaries use the same or similar equipment as the US Army special forces: M4A1 carbine or MP5 SMG, assault vest with trauma plates, ballistic helmet, etc. A select few are equipped with advanced AIM weaponry and armor.

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	

Located near Central Park in New York City, the mansion used as the headquarters of the infamous Hellfire Club was built during the early 17th Century by English noblemen fleeing the English Civil War as a location for the American Colonial elite to mingle in a manner the English nobles were used to but were unlikely to see in England with Cromwell's Puritans in charge (see *Hellfire Club*). Over the centuries, the mansion was renovated and expanded several times.

The mansion is four stories tall with a cupola on the roof. The Club employs a butler, several maids, a handful of groundskeepers, and other maintenance techs to keep the mansion running, and has chefs and wait staff on retainer for their parties. Security is provided by mercenaries contracted through Donald Pierce's private military companies (see *White Bishop*).

Ground Floor

This floor is the most public floor of the entire building. The whole center area has been converted to a gathering hall where the parties are held; the mansion's original two-floor library still exists on the north side, and is reserved for the Inner Circle's private meetings. The mansion's kitchen area is on the south side.

Second Floor

This floor is primarily a balcony overlooking the main gathering hall. The second floor of the library is accessible from this floor as well. Above the kitchen sits an office reserved for the reigning King of the Club, currently used by Sebastian Shaw (see *Black King*).

Third and Four Floors

These floors are bedroom suites primarily used by guests for "private encounters" by Club members during the parties. Offices for the rest of the Inner Circle are provided on the fourth floor.

Basement

As might be expected, the mansion's basement contains the typical features one would expect to find for such an establishment: hot water heaters, pantry space for canned goods, and the wine cellar. The south side of the basement area has been adapted to a parking garage and loading dock for the kitchen and mansion's staff. The north side houses a mainframe for the Inner Circle and networked to computers in the library above it; this mainframe has many of the Club's secrets stored on it, but is a closed system not accessible from outside the mansion.

First Post-Reboot Appearance: UNCANNY X-MEN #

HELLSTORM

Anti-Hero

Real Name: Daimon Hellstrom.

Occupation: Professional exorcist, nightclub owner.

Identity: Publicly known, although the general public does not believe he possesses supernatural abilities.

Legal Status: Citizen of the United States with no criminal record, heir to the throne of a demonic hell dimension.

Other Aliases: "Son of Satan".

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: Satana (sister), Victoria Wingate Hellstrom (mother, deceased), Lucifer (alias Lucas Hellstrom, alias Satan, father), aunt (name unrevealed, deceased), great-uncle (name unrevealed, only living fully human relative).

Group Affiliation: None.

Base of Operations: The *Dante's Inferno* nightclub, Las Vegas, Nevada; formerly Boston, Massachusetts.

First Post-Reboot Appearance: HELLSTORM #1.

History: Daimon Hellstrom grew up believing himself to be an orphan and an only child, raised at a Roman Catholic run orphanage. Upon reaching adulthood, he decided to study at a seminary college with the intention of becoming a priest himself. However, when he turned 20, he was surprised to learn that he had inherited a suburban Boston mansion and a small fortune from his mother, who had passed away in an insane asylum when Daimon was in his early teens.

According to a diary he discovered in his mother's effects, his mother, Victoria Wingate, had met and fallen in love with a handsome and charming stranger named Lucas Hellstrom at a Hellfire Club party (see *Hellfire Club*). The two had a whirlwind romance which culminated with a marriage in under six months. A year later, Daimon was born, followed fifteen

months later by a sister whom Lucas named Satana (see *Satana*). Victoria innocently believed the names were mere eccentricities on her husband's part. Not long after Satana's birth, members of Victoria's family started to mysteriously disappear.

When Daimon was eight, Victoria discovered Lucas and Satana performing a black magic ritual in the basement, including the ritual murder of Victoria's virgin younger sister. At this time Lucas revealed his true nature to Victoria: "Lucas" was short for "Lucifer", as he was really Satan, the demon lord of Hell (see *Lucifer*). Satan then left for Hell, taking young Satana with him and leaving Victoria to raise Daimon. The experience had driven Victoria insane, prompting her aged uncle – the only other family she had left – to place her in an insane asylum and Daimon in an orphanage.

The above may not be the entire truth. As Daimon noted, the diary's major entries were dated mere days before Victoria was admitted to the asylum, calling her mental state when writing it into question. Furthermore, when Daimon made some calls to the hospital regarding recorded births in the family, there was no record of Satana ever existing.

After reading the diary, Daimon felt compelled to investigate the mansion's basement, where he discovered a secret door built into one of the walls with mystic symbols etched into it. When he touched it, the door opened up to reveal a portal to his father's Hell. His father was on hand to greet him, as was Satana, now fully transformed into a demonic succubus. Satan invited Daimon to join him in ruling Hell, with Satana giving her brother a guided tour of the realm (and occasionally flirting with him). The horrors he witnessed there shook him to his core, particularly when Satana laughingly pointed out their mother's spirit hanging from a gibbet with crows circling around her. Daimon then refused to join his father, instinctively attacking him with hellfire that surged from his hands. This only prompted Satan to taunt that the hellfire proved that Daimon belonged at his side. This was the first time the pentagram on his chest became visible, signifying that Daimon's "darksoul" had awakened.



In the fight, Daimon managed to hold off both his father and his sister, although he later remarked that they weren't trying to kill him, just entrap him in Hell. Somehow, Daimon managed to grab his the trident Satan was wielding, using it to seriously harm his father. Daimon then fled Hell, taking the trident with him, closing and barring the door to prevent Satan or Satana from following him in that manner.

After that incident, Daimon delved into occult studies in order to learn more about his darksoul and powers. He soon made a name for himself as a freelance exorcist, battling supernatural foes and demons wherever he could find them while attempting to keep things low-key, with various levels of success. To his chagrin, one of the press misreported his name as "Hellstorm", which caught on with his clients.

During a case that took him to Las Vegas, he came upon a nightclub, appropriately named the *Dante's Inferno*, that his demonic sister was using as a "feeding ground", but which another demon had claimed as his own. The Hellstroms drove the demon out of the nightclub, and Daimon used part of his inheritance to purchase it outright. He also banished Satana from the club, but could not drive her back to Hell as she had been born on Earth. He is currently keeping tabs on her and wondering what she and their father are planning.

It has since been revealed that there is more than one "Hell", and that various demons have in the past taken the name Satan or one of the other names given to the biblical Satan, including but not limited to Beelzebub and Mephistopheles. It's uncertain whether there is a "real" Satan matching the Biblical Satan, and if so which "Hell" is the Biblical Hell. Exactly which Satan is the father of Daimon and Satana is currently unknown. The demon Mephisto has claimed to be the father of Daimon and Satana, though his claim has been called into question by Satana herself (see *Mephisto*).

Age: 27.

Height: 6' 1".

Weight: 180 lbs.

Eyes: Red (formerly blue).

Hair: Red.

Other Distinguishing Features: Daimon Hellstrom possesses a scar on his chest in the form of an inverted pentagram. In addition, his ears are pointed. He commonly uses magic to hide these features when in public.

Uniform: None, though he has a penchant for leather pants and no shirt.

Strength Level: Daimon Hellstrom possesses greater strength than a man his age, height, and build who engages in intensive regular exercise. He cannot quite lift (press) half a ton.

Known Superhuman Powers: Daimon Hellstrom has many innate supernatural abilities as part of his half-demon nature. In addition to his physical strength, Daimon possesses greater than human durability and recuperative ability.

Daimon also possesses what he calls a "darksoul", a demonic counterpart to his human soul. This darksoul, represented by an inverted pentagram on his chest, enables him to use hellfire and other demonic energies for a number of mystical effects.

Weapons: Hellstorm wields his father's mystical trident, through which he can channel his innate hellfire.

*Are you a faithless preacher, or are you a mean mother-f**kin' agent of God?*

– Seth Gecko, *From Dusk 'Till Dawn*

886 points

ST: 22 [120] **HP:** 22 [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:**

Dmg: 2d/4d **BL:** 97 lbs.

Dodge: 10 **Parry:** 10 **DR:** 3*

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Burning Attack (*Hellfire*) 10d (Malediction: Speed/Range Table, +150%; Persistent, +40%; Requires Concentrate, -15%; Underwater, +20%; Variable, +5%; Magical, -10%) [145]; Close to Heaven 2 [10]; Close to Hell 2 [10]; Combat Reflexes [15]; Damage Resistance 3 (No Signature, +20%; Tough Skin, -40%) [12]; Dark Vision (Magical, -10%) [23]; Energy/3 [60]; Fit [5]; High Pain Threshold [10]; Magery 3 [35]; Mind/2 [40]; Recovery [10]; Regeneration (Slow: 2 HP/12hrs) [10]; See Invisible (Visual Spectrum) (True Sight, +50%; Magical, -10%) [21]; Single-Minded [5]; Space/3 [60]; Spirit/3 [60]; Status 2 [5*]; Temperature Tolerance 5 [5]; Wealth (Filthy Rich) [50].

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

Disadvantages: Bloodlust (9) [-15]; Callous [-5]; Enemy (Satan, father; More Powerful; Hunter) (6) [-10]; Enemy (Satana, sister; Equal In Power; Rival) (9) [-5]; Loner (12) [-5]; Obsession (Eliminate Demonic Influence On Earth) (9) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Chauvinistic [-1]; Devout Roman Catholic [-1]; Distinctive Feature (Pentagram On Chest) [-1].

Skills: Boxing (A) DX+0 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Detect Lies (H) Per-1 [2] – 12; Exorcism (H) Will+4 [4] – 20†‡; Fast-Talk (A) IQ-1 [1] – 12; Hidden Lore (Demons) (A) IQ+2 [2] – 15‡; Hypnotism (Human) (H) IQ+0 [4] – 13; Innate Attack (Beam) (E) DX+2 [4] – 14; Intimidation (A) Will+0 [2] – 16; Meditation (H) Will+2 [4] – 18†; Observation (A) Per+0 [2] – 13; Occultism (A) IQ+3 [4] – 16‡; Psychology (Demons) (H) IQ+1 [2] – 14‡; Religious Ritual (Roman Catholic)

(H) IQ+2 [1] – 15†‡; Research/TL8 (A) IQ+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Spear (A) DX+2 [8] – 14; Theology (Roman Catholic) (H) IQ+2 [1] – 15†‡; Writing (A) IQ-1 [1] – 12.

Magical Realm Skills: Energy (VH) IQ+3 [8] – 16§; Mind (VH) IQ+3 [8] – 16§; Space (VH) IQ+3 [8] – 16§; Spirit (VH) IQ+3 [8] – 16§.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 from Wealth.

† Includes +2 from Close to Heaven.

‡ Includes +2 from Close to Hell.

§ Includes +3 from Magery.

Role-Playing Notes:

Daimon has dedicated his life to preventing demonic incursions onto Earth. His dedication, however, often blinds him to the repercussions of many of his actions. Perhaps it is his partially demonic nature, but he is extremely ruthless when investigating and fighting demons.

Despite everything going on in his life, Daimon maintains a steadfast devotion in his Roman Catholic beliefs. Indeed, he claims that the knowledge that demons exist has strengthened his faith in the Divine Trinity, for if Hell exists then so must Heaven.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	2d-1 cr	C	10	–	–	22	

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	2d cr	C, 1	n/a	–	–	22	
–	Bite	2d-1 cr	C	n/a	–	–	22	

SPEAR

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
2	Trident				\$80	5		
–	– 1-Handed	2d+3 (0.5) imp	1*	10U	–	–	11	
–	– 2-Handed	2d+4 (0.5) imp	1, 2*	10	–	–	11†	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Hellfire	10d burn mal var	–	Speed/Range	1	–	–	–	–	

Henchmen For Hire is a staffing agency catering to the criminal underworld. Like all staffing agencies, they hire people and contract them out to client organizations; their clients, however, are of a more sinister bent than the everyday evil of white collar embezzlers and telemarketing services.

Henchmen For Hire is the real name of Good Help Staffing, a temporary employment agency operating out of the fifth floor of the Baxter Building, most famously known as the home of the Fantastic Four (see *Baxter Building*; *Fantastic Four*). (The irony of operating out of the same building as one of the leading superhero teams in Manhattan is not lost on those in the know about the agency.) The agency consists of about forty men and women interviewing potential contractors, six account managers handling contracts for the legitimate clients, two account managers handling contracts for their criminal clients, four accountants, an eight-person IT staff, a three-person Human Resources office, the owner/manager, and his assistant. Subtle questions during the interview process permit the staff to gauge whether a potential employee is suitable for hiring out to their criminal clients. These questions generally start with the routine question about a criminal record, then branch off into other questions. As expected, the criminal hires are given preference if they've gone through one of the Taskmaster's training academies (see *Taskmaster*). Thanks to their location and the New York City population, they have a base of several dozen thousand potential employees to contract out to companies and crimelords alike. Only the two account managers handling the criminal clients answer the phones with "Henchmen For Hire", and then only on special lines.

The owner/manager of the company is Kevin Thompson, a mind-controller who once operated by the name Kilgrave before he retired from overt criminal dealings, legitimizing his criminal wealth by funneling it into the agency (see *Kilgrave*). He has kept the company solvent by maintaining a "no questions asked" policy for their criminal clientele, and not fudging the books. While he has occasionally been investigated by city, state, and federal law enforcement, Kilgrave has managed to avoid prosecution through his powers and the company's own legitimacy.

To date, Henchmen For Hire is known to contract out employees for Doctor Octopus, the Green Goblin, and the Hammerhead family of the Maggia (see *Doctor Octopus*; *Green Goblin*; *Hammerhead*; *Maggia*). They also occasionally do business with Advanced Idea Mechanics, though generally on a temp-to-hire basis (see *AIM*).

First Post-Reboot Appearance: DOCTOR OCTOPUS #1.

"We broker only for the most reputable clients."

– Merchants Guild Officer, *Wing Commander Privateer*.

Henchmen For Hire

Mission Statement: Henchmen For Hire is dedicated to providing skilled criminal muscle to organized crime syndicates. As a side business, which incidentally brings in more income than their criminal enterprise, they also provide temporary workers for all kinds of businesses across New York City.

Capabilities

TL: 8

Members: 65

Wealth: Comfortable.

Contacts: Criminal skills-15; office skills-15.

Member Traits:

Notable Resources: Henchmen For Hire rents out a floor of the Baxter Building.

Reaction-Time Modifier: +0

Costs and Values

Startup Cost: \$4,056,000

Resource Value: \$20,280

Patron Value: 10 points.

Enemy Value: -10 points.

Ally and Dependent Value: The Allies they contract out almost never exceeds a 75 point character, but they can offer groups of up to 50 of them at once.

Social Attributes

Type: Commercial

Loyalty: Neutral (10)

CR: 2

Rank: Merchant Rank [5/level], not exceeding Rank 2.

Income Range: \$2,600 (Average) to \$260,000 (Filthy Rich).

Reputation: +1 (to job-seekers and employers)

HERCULES

Hero

Real Name: Herakles ("Hercules" is his Roman name).

Occupation: Adventurer, former shepherd, former indentured slave, former actor.

Identity: Publicly known, although the general public does not believe that Hercules is the same man from the myths.

Legal Status: Citizen of Mount Olympus, former citizen of the Kingdoms of Mycenae and Thebes (now part of Greece) with a criminal record (pardoned). Technically, he could claim to be a citizen of modern-day Greece by birth, but he prefers not to do so.

Other Aliases: God of Might, God of Heroes, Alcaeus (birth name), Paul Bunyan (alleged), Kevin Hunt (his television "stage name").

Place of Birth: Thebes, Boeotia, Greece.

Marital Status: Married.

Known Relatives: Zeus (father), Alcmene (mother, deceased), Amphytrion (stepfather, deceased), Iphicles (mortal half-brother, deceased), Iolaus (mortal nephew, deceased) Megara (first wife, deceased), Omphale (second wife, deceased), Deianira (third wife, deceased), Hebe (half-sister, current wife), Nyssa Savakis (mortal half-sister), Hera (stepmother), Perseus (maternal great-grandfather, half-brother, deceased), Andromeda (maternal great-grandmother, deceased), Eurystheus (cousin, deceased), Hyllus (son by Deianira, deceased), Telephus (son by Auge, deceased), Lamos (son by Omphale, deceased), Macaria (daughter by Deianira, deceased), Manto (daughter, mother unrevealed, but probably Deianira, deceased), Tlepolemus (son by Astyocheia, deceased), Alexiades, Anicetus (sons by Hebe), children by Megara (names unrevealed, deceased). For more details on his extended family tree, which includes all of the major gods and many of the ancient Greek heroes, consult Hesiod's *Theogony* and other works.

Group Affiliation: Gods of Olympus, former member of the Argonauts.

Base of Operations: Los Angeles, California.

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

History: Hercules's history prior to his ascension to godhood is well-documented.

At some point after the worship of the ancient Greco-Roman gods had faded, after the rise of Christianity, Hercules grew bored just watching humanity. From time to time, he traveled to Earth to engage in various adventures. During the 1800s, tales of his exploits in the American Old West grew; he is said to have inspired the tales of legendary frontiersman Paul Bunyan.

Several years back, Herc decided to try to find new adventures on Earth. He started by crashing a fabulous Hollywood party dressed in his ancient Greek attire; he was immediately noticed by a talent scout. For several years, he wound up playing himself on television, first in made-for-TV movies and later in a regular series based on them. After that, he tried his hand at playing a starship captain in a science fiction series, which he claims to have found refreshingly invigorating. However, scripted adventures began to wear on him, and he retired from Hollywood seeking further adventures.

He found it in thwarting the machinations of his ancient nemesis, his stepmother Hera, who was causing trouble for yet another of Herc's many half-siblings, his half-sister Nyssa Savakis (see *Hera*; *Savakis*, *Nyssa*). Nyssa at the time was having trouble adjusting to the fact that she was the daughter of Zeus, and having her four thousand years older brother show up didn't help at first (see *Zeus*).

Herc is currently splitting his time between protecting Nyssa from Hera's many plots and training her in the use of the lightning powers she has inherited from their father.

Age: 3,296.

Height: 6' 5".

Weight: 750 lbs.

Eyes: Brown.

Hair: Brown.

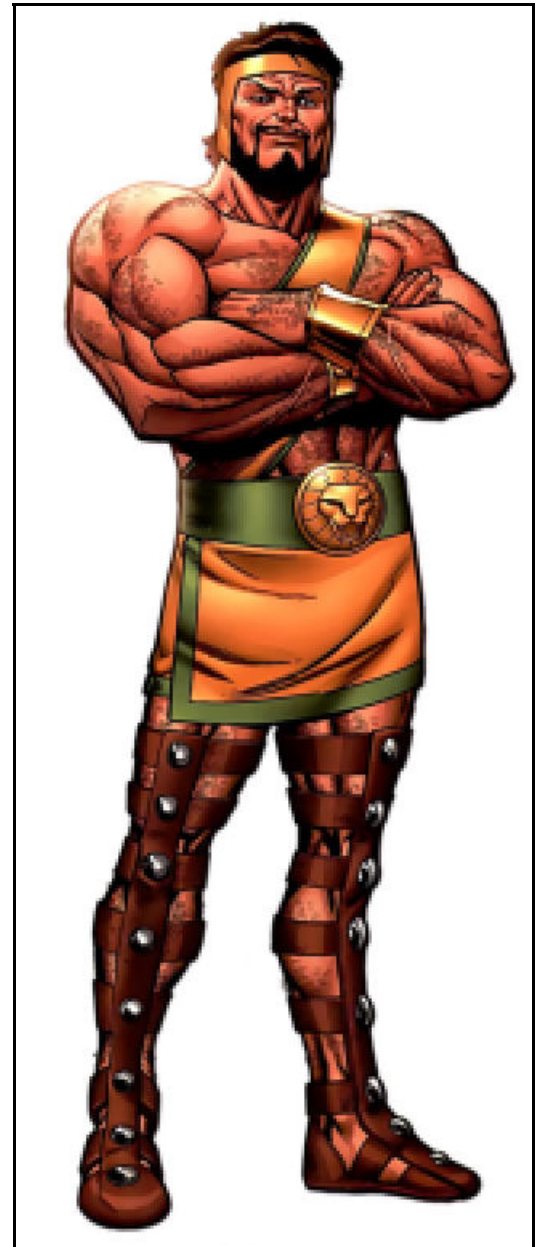
Uniform: Classic Greek attire.

Strength Level: Hercules possesses superhuman strength enabling him to lift (press) in excess of 100 tons.

Known Superhuman Powers: In addition to his prodigious strength, Hercules possesses the typical attributes of an Olympian god. He is extremely durable, immune to terrestrial diseases, and immortal. He has not aged since achieving godhood. His body is now three times as dense as it was when he was mortal.

Other Abilities: Hercules is a skilled warrior and strategist. He is skilled in all armed and unarmed martial arts of the ancient Greeks and Romans, as well as his large two-handed club.

Weapons: Hercules's favorite weapon is the large two-handed orichalcum club forged for him by Hephaestus.



1,675 points

ST: 33/355 [10*] **HP:** 33 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 13 [0] **Move:** 7 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 3d+2/6d (36d/38d) **BL:** 218 lbs. (25,025 lbs./12.6 tons)
Dodge: 11 **Parry:** 12 **DR:** 30*

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

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

Advantages: Appearance (Handsome) [8†]; Born Tactician 4 [40]; Combat Reflexes [15]; Cultural Adaptability [10]; Damage Resistance 30 (No Signature, +20%; Tough Skin, -40%) [120]; Enhanced ST +35 (Accessibility: Only When Using Super ST, -10%) [253]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Indomitable [15]; Injury Tolerance (Damage Reduction /100) [150]; Mariner 2 [20]; Olympian God [605]; Regeneration (Regular: 1HP/hr) [25]; Sensitive [5]; Social Chameleon [5]; Status 1 [0‡]; Super ST +13/+300 [80§]; Super Throw 1 [10]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Ground Guard [1]; Huge Weapons (SM) 1 [1]; Neck Control (Boxing) [1]; Neck Control (Brawling) [1]; Patience of Job [1]; Power Grappling [1]; Style Familiarity (Ancient Greek Boxing) [1]; Style Familiarity (Armatura) [1]; Style Familiarity (Greco-Roman Wrestling) [1]; Style Familiarity (Heroic Spear Fighting) [1]; Style Familiarity (Hoplomachia) [1]; Style Familiarity (Pankration) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Compulsive Carousing (12) [-5]; Dependent (Nyssa Savakis, half-sister) (No more than 100%; Loved One) (15) [-6]; Enemy (Hera) (Equal in Power, Rival) (12) [-10]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Lecherousness (12) [-15]; No Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [-45]; Overconfidence (9) [-7]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Alcohol Intolerance [-1]; Openly Bisexual [-1]; Personality Change (Bad Temper When Drunk) [-1]; Storyteller [-1].

Skills: Bow (A) DX+1 [4] – 15; Boxing (A) DX+2 [8] – 16; Brawling (E) DX+3 [8] – 17; Broadsword (A) DX+1 [4] – 15; Games (Boxing) (E) IQ+1 [2] – 12; Games (Pankration) (E) IQ+1 [2] – 12; Games (Wrestling) (E) IQ+1 [2] – 12; Hiking (A) HT+0 [2] – 14; Hobby Skill (Feats of Strength) (E) DX+2 [4] – 16; Immovable Stance (H) DX+2 [12] – 16; Judo (H) DX+0 [4] – 14; Karate (H) DX+2 [12] – 16; Leadership (A) IQ+5 [4] – 16#; Performance (A) IQ+1 [4] – 12; Power Blow (H) Will+3 [16] – 16; Professional Skill (Shepherd) (A) IQ+1 [4] – 12; Riding (Equines) (A) DX+0 [2] – 14; Seamanship/TL1 (E) IQ+3 [2] – 14¥; Shield (E) DX+2 [4] – 16; Shortsword (A) DX+1 [4] – 15; Soldier/TL1 (A) IQ+5 [4] – 16#; Spear (A) DX+0 [2] – 14; Stage Combat (A) DX+0 [2] – 14; Strategy (Land) (H) IQ+3 [2] – 14#; Survival (Mountain) (A) Per+1 [4] – 14; Tactics (H) IQ+5 [8] – 16#; Teamster (Equines) (A) IQ+2 [4] – 13¶; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Two-Handed Axe/Mace (A) DX+2 [8] – 16; Wrestling (A) DX+1 [4] – 15.

Techniques: Dual-Weapon Attack (Thrown Weapon (Spear)) (H) def+4 [5] – 16.

Starting Spending Money: \$15,200 (20% Starting Wealth, minus the cost of his Club).

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

† Upgraded from Appearance (Attractive), part of the Olympian God template.

‡ Includes +1 from Wealth (Wealthy).

§ Upgraded from Super ST +11/+150, part of the Olympian God template.

Includes +4 from Born Tactician.

¥ Includes +2 from Mariner.

¶ Defaulted from Riding (Equines)

Role-Playing Notes:

Herc is boisterous, brash, and a braggart (and a bit of a lout, if a lovable one). He's well aware that he is one of the strongest out there. When faced with an equal or someone superior to him in strength, however, he shows that it wasn't just his strength he was famed for, but his intelligence and skill with a weapon. If he was to admit it to himself, he'd rather face down someone he has to out-think than someone he can just pound on.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	3d+7 cr	C	12	–	–	33	
–	– Super ST	36d+71 cr	C	12	–	–	355	

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+4 cr	C	12	–	–	33	
–	– Super ST	36d+35 cr	C	12	–	–	355	
–	Brawling Kick	3d+5 cr	C, 1	n/a	–	–	33	
–	– Super ST	36d+36 cr	C, 1	n/a	–	–	355	

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+7 cr	C	12	–	–	33	
–	– <i>Super ST</i>	36d+71 cr	C	12	–	–	355	
–	Karate Kick	3d+8 cr	C, 1	n/a	–	–	33	
–	– <i>Super ST</i>	36d+72 cr	C, 1	n/a	–	–	355	

Hercules's Club

Hercules's Club is an oversized weapon forged from orichalcum by Hephaestus.

TWO-HANDED AXE/MACE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
1^	Hercules's Orichalcum Club	6d+6 cr	1, 2*	12U	\$3,600	24	20 $\frac{1}{2}$	[1, 2, 3]
	– <i>Super ST</i>	38d+6 cr						

Notes:

[1] Fine Quality

[2] Made for an SM +1 character (as per *Dungeon Fantasy 1: Adventurers*, p. 26).

[3] Made of Orichalcum; won't break, and non-orichalcum and non-uru weapons have +2 to odds of breakage when parrying it.

Design Notes:

- I had to do some research on Herc to make sure I got his family tree correct. As can be expected, when dealing with Greek mythology (and Greek gods in particular), the family tree can resemble a double-helix DNA strand. In fact, Herc is so powerful *because* his lineage combines three different strains of Zeus's bloodline with a fresh infusion of Zeus's power:
Heracles, son of Zeus and Alcmene
Alcmene, daughter of Electryon (via Eurydice), son of Perseus, son of Zeus and Danae
Eurydice, daughter of Pelops, son of Tantalus, son of Zeus and Plauto
Danae, daughter of Acrisius, son of Abas, son of Lynceus, son of Aegyptus, son of Belus, son of Libya, daughter of Alcippe, daughter of Ares, son of Zeus
- Herc's use of the "Kevin Hunt" alias and his television career is an homage to Kevin Sorbo, who played Herc in *Hercules: The Legendary Journeys* on television and then went on to play Dylan Hunt in *Gene Roddenberry's Starship Andromeda*.
- Herc's club is built as a Maul, scaled up using details found in *Dungeon Fantasy 1: Adventurers*. Technically, I probably should have listed it as Signature Gear, but should it be broken or stolen Herc can always commission a new one from Hephaestus, and it likely *won't* be for free.

HIGH EVOLUTIONARY

Non-Villain Antagonist

Real Name: Herbert Edgar Wyndham.

Occupation: Geneticist.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Manchester, England.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Former employer of the Changeling and commander/creator of the Knights of Wundagore.

Base of Operations: Wundagore Mountain, Romania.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: A landed British nobleman attending college in the early 1930s, Herbert Wyndham worked closely with fellow aspiring geneticist Arnim Zola before their friendship soured over their differing opinions of the rising National Socialist (Nazi) party in Germany (see *Zola, Dr. Arnim*). Laughed out of Oxford for his theories on genetics and evolution, Wyndham liquidated the remains of his property and purchased a plot of land on Mount Wundagore in the Romanian Balkans, where he intended to build a private research facility to further explore his theories. On Mount Wundagore, he discovered a large uranium deposit; hiring local local workers to mine it, he sold the uranium to interested parties (other than the Nazis), most notably both the United States and Soviet Union governments. The sale of the uranium netted Wyndham a small fortune, which he parlayed into his research facility.

At some point in the past, Wyndham became friends with a biologist named Jonathan Drew (see *Araneus*). Through unrevealed means, Wyndham gave Drew various spider-related powers, which Drew later passed on to his daughter, Jessica (see *Spider-Woman*).

As part of his experiments, Wyndham mutated several animals, giving them humanoid frames and human-level intelligence, dubbing them his New Men. In order to keep them from running amok, he organized them into a chivalric knightly order, the Knights of Wundagore, with himself as the High Lord Evolutionary, a title which later became simply the High Evolutionary.

Apparently before creating the Knights of Wundagore, the High Evolutionary subjected himself to his forced evolutionary process. This process greatly improved his mental faculties beyond the peak of human ability, as well as enhancing his body. Since then, while he has continued to engage in genetic engineering he has also developed many other technologies far in advance of what has been released to the general public.

Most of Wyndham's past exploits have yet to be recorded. It is known he had dealings with the outlaw team known as the Shadowguard during the late 1980s to early 2000s, although the details of said dealings are currently unknown.

The High Evolutionary's first recorded activity in the modern era involved a scheme to forcibly evolve the entire populace of New York City and the surrounding area into mutants. For unknown reasons, he blackmailed the mutant thief Changeling into assisting with this scheme; the Changeling betrayed him to the X-Men, who prevented the scheme from coming to fruition (see *Changeling; X-Men*). Afterward, the X-Man known as Beast wondered aloud if the Evolutionary intended to succeed, or if he intended the Changeling to betray him (see *Beast*).

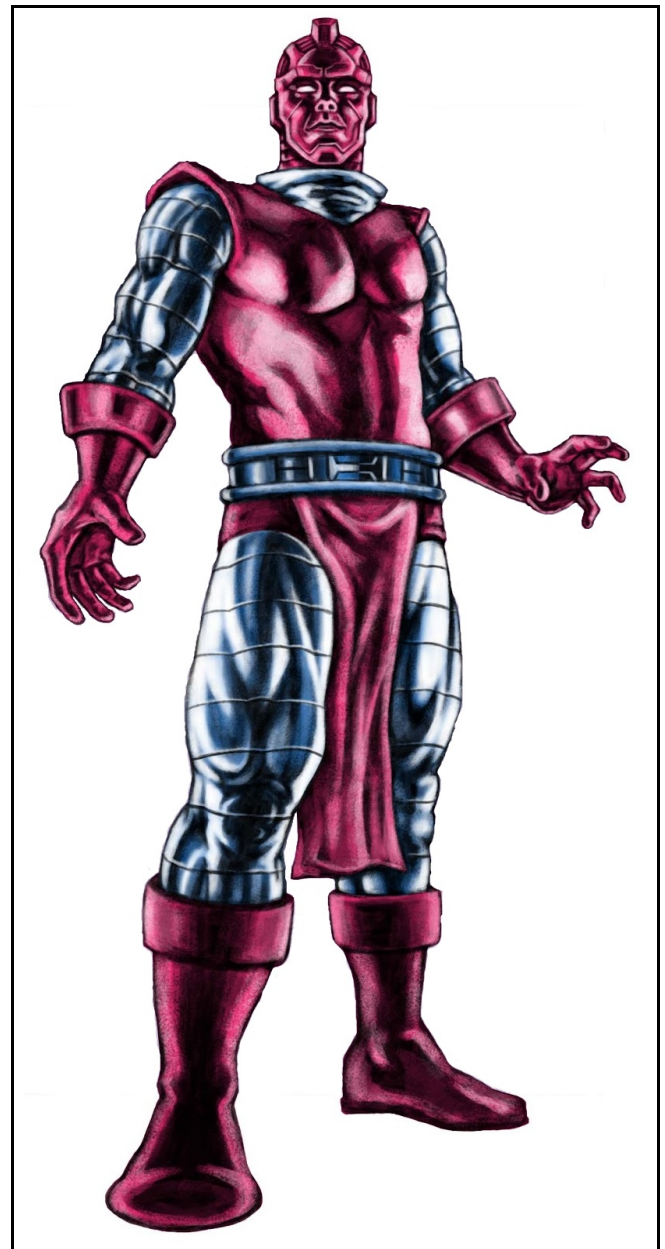
More recently, the Evolutionary dispatched a pair of his Knights, Sir Mongoose and Sir Boar, to capture the superhero Captain Marvel for study, who unknown to most people was a member of the Kree race, not human (see *Captain Marvel; Kree*). The Knights were successful in capturing Marvel (though only because Marvel voluntarily surrendered for his own reasons), and brought the Captain to the High Evolutionary's citadel on Mt. Wundagore. Upon discovering the Captain's alien origins (after taking a genetic sample), he told the Captain he was free to go. The Evolutionary hid the fact that he'd started making a human-Kree hybrid based on splicing Marvel's genetic code with a human's from the Captain.

Where the High Evolutionary will surface next is anyone's guess.

Age: 108.

Height: 6' 2".

Weight: 200 lbs. (without armor).



Eyes: Brown.

Hair: Brown.

Uniform: Silver-plated body armor with a red surcoat, red gloves, red boots, silver belt, silver gorget, red full-face helmet.

Strength Level: The High Evolutionary possesses superhuman strength enabling him to lift (press) roughly 1,500 lbs.

Known Superhuman Powers: The High Evolutionary has evolved his own brain to the limits of human potential, giving him a superhuman intellect. In addition, he is now immune to all terrestrial diseases, poisons, and environmental syndromes (like altitude sickness and the bends), is able to heal from nearly any injury, including being able to regrow severed limbs, and is effectively immortal. As a side effect of his superhuman intellect, his mind effectively closed to telepaths unless he wishes otherwise.

Other Abilities: Even before his self-imposed forced evolution, the High Evolutionary was a genius geneticist, a pioneer in the field.

Paraphernalia: The High Evolutionary's armor provides him incredible resistance to injury, and has circuitry which enhances his ability to regenerate limbs. He has stated that even if he was physically reduced to a liquid state, his armor would rebuild his body and restore his mind; whether this is the truth or hyperbole/exaggeration is unknown.

1,860 points

ST: 30 [200] **HP:** 30 [0] **Speed:** 8.00 [0]

DX: 16 [120] **Will:** 20 [0] **Move:** 8 [0]

IQ: 20 [200] **Per:** 20 [0]

HT: 16 [60] **FP:** 16 [0] **SM:** 0

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

Dodge: 11 **Parry:** 11 **DR:** 210/150

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

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

Advantages: Academic 4 [20]; Artificer 4 [40]; Compartmentalized Mind 4 [200]; Elder of the Universe [400]; Gadgeteer (Quick) [50]; Less Sleep 4 [8]; Mind Shield 20 [40]; Natural Scientist 4 [40]; Photographic Memory [10]; Regeneration (Fast: 3 HP/min) [50]; Regrowth [40]; Status 4 [0*]; Wealth (Multimillionaire 1) [75]; Wundagore Rank 5 [25].

Disadvantages: Callous [-5]; Killjoy [-15]; Megalomania [-10]; Obsession (Genetic Mutation) [-0†]; Xenophilia (12) [-10].

Quirks: Dislikes Communists [-1]; Dislikes Nazis/Neo-Nazis [-1].

Skills: Battlesuit/TL12 (A) DX+2 [8] – 18; Electronics Operation/TL12 (Scientific) (A) IQ+0 [2] – 20; Electronics Operation/TL12 (Sensors) (A) IQ+0 [2] – 20; Games (Chess) (E) IQ+0 [1] – 20; Inventor! (WC) IQ+5 [84] – 25; Scholar! (WC) IQ+5 [84] – 25; Science! (WC) IQ+5 [84] – 25.

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

* Includes +2 from Wealth (Multimillionaire 1) and +2 from Wundagore Rank.

† Included in the Elder of the Universe trait; each Elder (including the Evolutionary) has a separate and distinct Obsession.

Role-Playing Notes:

The High Evolutionary is a man who has lost touch with his humanity. He now seeks to fully understand the process of mutation and evolution, seeing the rest of the world as one great lab experiment.

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Punch	3d-1 cr	C	11	–	–	30	
–	Kick	3d cr	C, 1	n/a	–	–	30	

Design Notes:

1. While not a true Elder of the Universe, he matches the racial package perfectly, including having developed TL12 and TL12^ technology (via his Inventor! skill) based on theories far in advance of modern science.
2. Wundagore Rank 5 represents his command of the Knights of Wundagore. Going by the "The Arithmetic of Rank" sidebox on p.14 of GURPS Social Engineering, this represents an average of 2000 New Men as part of his domain.

HIJACKER

Villain

Real Name: Howard Mitchell.

Occupation: Professional criminal, former armored car driver.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Presumably the Chicago, Illinois, metro area.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile in and around the Chicago, Illinois, metro area.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: For years, Howard Mitchell drove an armored car for a number of banks in the Chicago metro area, a job he considered a dead-end and thankless one. Armed with his knowledge of the routes, Mitchell's greed got the better of him; after donning an identity concealing ski mask, a Kevlar vest, and a toy robotic voice changer, he intercepted one of his company's armored cars in an area with no traffic cameras, tased the driver and the guard, and made off with the bulk of the money.

Flush with his success, he began plotting other armored car heists. To this end, he used his stolen money to discreetly acquire a number of run-down armored vehicles on the black market and the parts to refurbish them, using a commercial 3D printer to make custom parts as needed. Having also updated his gear at the same time, he began a series of hijackings, often using hidden garages and the elevated rail line to capture armored cars; he would almost always render the driver and guards unconscious (when they resisted) and return them and the armored car unharmed.

Unfortunately for him, this rash of hijackings earned him some infamy. Dubbed "the Hijacker" by the press, Mitchell decided to run with it. He released a series of videos on YouTube under his "Hijacker" alias which were essentially body-camera footage of his hijackings. Even with this footage, the authorities were unable to track him down. This led to him being tracked by Ant-Man and Wasp on behalf of the FBI (see *Ant-Man*; *Wasp*). The Hijacker led them on a merry chase throughout the Chicago area, traveling by street, rail, and by boat until they cornered and captured him, turning him over to the FBI.

While in prison, Mitchell was visited by Dr. Elias Starr, who offered to arrange for his release in return for joining Starr's team, the Lethal Legion (see *Lethal Legion*; *Starr*, Dr. Elias). Questioning Starr further about the purpose of the team and his expected role in it, Mitchell learned that Starr intended Mitchell to be little more than a glorified getaway driver. Furthermore, Mitchell learned that Starr wanted to kill Ant-Man and Wasp. Disgusted, claiming that he was proud of the fact that no one had been killed or even harmed worse than a taser in any of his hijackings, Mitchell refused.

Currently the Hijacker is still in federal prison, though how long he'll remain there remains to be seen.

Age: 32.

Height: 5' 9".

Weight: 180 lbs.

Eyes: Brown.

Hair: Bald.

Uniform: Black armored long sleeved jacket with gray trim, gray pants, gray equipment harness, gray gloves, black boots, gray utility belt, black full-face cowl with a set of multi-lens goggles.

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

Known Superhuman Powers: None.

Other Abilities: The Hijacker is a skilled driver of large trucks and rail lines, as well as a genius mechanic in building, repairing, and modifying armored vehicles. He also has some skill with electronics.

Paraphernalia: The Hijacker carries on his person a number of stun guns and tasers for subduing others. He also possesses a number of specially modified armored cars and personal electric rail engines which he uses to capture armored cars and other vehicles.



310 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [5]
DX: 11 [20] **Will:** 12 [0] **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:** 10 **DR:** 18/7* (uniform torso); 12/4* (rest of uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Artificer 3 [30]; Combat Reflexes [15]; Driver's Reflexes 3 [15]; Fit [5]; Gadgeteer (Accessibility: Vehicles Only, -50%) [13]; Gizmo 2 [10]; High Manual Dexterity 3 [15]; High Pain Threshold [10].

Perks: Attribute Substitution (Counterfeiting based on Per) [1]; Efficient (Mechanic) [1]; Equipment Bond (Armored Vehicle) [1]; Full Tank [1]; Minor Reputation (Internet Celebrity) [1]; Off-Screen Reload [1].

Disadvantages: Bad Sight (Far-Sighted) (Mitigator: Corrective Lenses, -60%) [-10]; Greed (12) [-15]; Hard of Hearing (Mitigator: Hearing Aids, -60%) [-4]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Careful Planner [-1]; Dual Identity [-1]; Interviews Badly [-1]; Tactless [-1]; Wears Bifocals [-1].

Skills: Area Knowledge (Chicago Metro Area) (E) IQ+2 [4] – 14; Armoury/TL8 (Vehicle Armor) (A) IQ+4 [4] – 16*; Boating/TL8 (Large Powerboat) (A) DX+4 [4] – 15†; Boating/TL8 (Motorboat) (A) DX+4 [3] – 15†‡; Brawling (E) DX+1 [2] – 12; Climbing (A) DX+0 [1] – 11; Computer Operation/TL8 (E) IQ+1 [2] – 13; Counterfeiting/TL8 (Detection) (A) Per+1 [4] – 14; Driving/TL8 (Automobile) (A) DX+3 [2] – 14†§; Driving/TL8 (Heavy Wheeled) (A) DX+4 [4] – 15†; Driving/TL8 (Locomotive) (A) DX+3 [2] – 14†; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 13; Electronics Repair/TL8 (Security) (A) IQ+4 [4] – 16†; Engineer/TL8 (Diesel Engine) (H) IQ+2 [2] – 14*; Engineer/TL8 (Electric Engine) (H) IQ+2 [2] – 14*; Engineer/TL8 (Heavy Wheeled Vehicle) (H) IQ+2 [2] – 14*; Engineer/TL8 (Vehicular Armor) (H) IQ+2 [2] – 14*; Fast-Draw (Pistol) (E) DX+1 [1] – 12#; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Jumping (E) DX+1 [2] – 12; Lifting (A) HT+0 [2] – 12; Lockpicking/TL8 (A) IQ+0 [2] – 12; Machinist/TL8 (A) IQ+4 [2] – 16*; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Automobile) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Diesel Engine) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Electric Engine) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Gasoline Engine) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Heavy Wheeled Vehicle) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Large Powerboat) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Locomotive) (A) IQ+4 [2] – 16*; Mechanic/TL8 (Motorboat) (A) IQ+4 [2] – 16*; Navigation/TL8 (Land) (A) IQ+2 [1] – 14¥; Observation (A) Per+1 [4] – 14; Running (A) HT+0 [2] – 12; Shadowing (A) IQ+0 [2] – 13; Shortsword (A) DX+1 [4] – 12; Smuggling (A) IQ+0 [2] – 13; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+1 [4] – 12; Tonfa (A) DX+1 [4] – 12; Urban Survival (A) Per+1 [4] – 14; Wrestling (A) DX+1 [4] – 12.

Equipment: Desktop CNC (*High-Tech*, p. 29); M18 Taser (×2) (*High-Tech*, pp. 89-90); Stun Gun (×2) (*High-Tech* pp. 199-200).

Starting Spending Money: \$3,150 (20% of Starting Wealth, minus cost of Tasers and Stun Guns).

* Includes +3 from Artificer.

† Includes +3 from Driver's Reflexes.

‡ Defaulted from Boating (Large Powerboat).

§ Defaulted from Driving (Heavy Wheeled).

Includes +1 from Combat Reflexes.

¥ Includes +3 from Absolute Direction.

Role-Playing Notes:

The Hijacker is in the business for the money, and has a little bit of pride over how successful his YouTube videos of his heists have turned out. From experience, he knows that most of the guards and drivers of the armored cars he hijacks are just working people trying to make a living, so he actively tries not to harm them, preferring to simply knock them out or get them to surrender. His only weapons are tasers and wrist-mounted stun guns, and when confronted with supers will attempt to flee instead of fighting, and will surrender if things turn really bad.

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. It's recommended to use (and abuse) *GURPS Action 6: Tricked-Out Rides* when developing his various armored cars.

Real Name: Bruce Banner.

Occupation: Nuclear physicist and biochemist.

Identity: Publicly known.

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

Other Aliases: None.

Place of Birth: Dayton, Ohio.

Marital Status: Single.

Known Relatives: Brian Banner (father, apparently deceased), Rebecca Walters Banner (mother, deceased), Elaine Walters (aunt), Jennifer Walters (cousin).

Group Affiliation: Avengers.

Base of Operations: Phoenix, Arizona.

First Post-Reboot Appearance and Origin: INCREDIBLE HULK #1.

History: Dr. Bruce Banner was a biochemist with knowledge of nuclear physics working for a research firm with government contracts. The project Banner was assigned to involved studying the surges of incredible strength people gain when angry or frightened. This project was of personal importance to Banner, as he had recently lost his childhood girlfriend, Julie Connors, in a traffic accident. Julie had been trapped in an overturned car when it caught fire, and Banner had been unable to free her. Banner wanted to know how it was that others could tap into this strength but he could not when it mattered most.

During the course of the project, Banner hypothesized that certain external factors may play a part in gaining this extra strength during periods of stress. Cross-checking background gamma and cosmic ray emissions during the times of documented instances where normal people exhibited brief surges of enhanced strength, Banner discovered that a number of cases coincided with high points in the background gamma radiation received from the sun. Checking the date of the accident when Connors died, he discovered that day was a low period in the cycle.

Deciding to test his theory without waiting for proper authorization, Banner subjected himself to what he believed to be a controlled dosage of concentrated gamma radiation. Unknown to him at the time, however, the equipment he was using had been modified by a coworker to produce nearly ten times the amount it was calibrated for. In most people, the amount of gamma radiation he received would have been instantly lethal.

Banner, however, possessed an unknown genetic code similar to that possessed by mutants; it is entirely possible that Banner was a latent mutant, and the dose of gamma radiation he received mutated his DNA even further. At first, there were no known effects from the experiment; Banner was about to write off the experiment as a failure when circumstances changed.

On the drive home that night, however, his frustration on his inability to change a flat tire quickly grew to anger, triggering his first transformation into the Hulk. After he released his frustrations on the car by picking it up and tossing it into the nearby woods, the Hulk wandered aimlessly. As his rage calmed, he found himself returning to the research center where he, as Banner, worked. Banner awoke in the lab the next morning with no memory of what had happened, dressed only in tattered jeans. His coworkers quickly determined what had happened, leaving Banner to wonder about what he had inadvertently released.

Since then, Banner has sought a way to reverse what had happened. At first, the Hulk was a near mindless creature bent solely on random destruction; it was only Banner's buried psyche that prevented the Hulk from taking a human life. Recent experiments have resulted in a slightly increased intelligence for the Hulk. With his new intelligence, the Hulk became a founding member of the Avengers, although it is not known how long he will remain with the team (see *Avengers*).

Age: 31.

Height: (as Banner) 5' 6", (as Hulk) 7'.

Weight: (as Banner) 150 lbs., (as Hulk) 1,040 lbs.

Eyes: (as Banner) Brown, (as Hulk) Green.

Hair: (as Banner) Brown, (as Hulk) Green.



Skin: (as Hulk) Green.

Uniform: None.

Strength Level: In his human form, Bruce Banner possesses the normal human strength of a man his age, height, and build who engages in minimal regular exercise. The Hulk possesses superhuman strength enabling him to lift (press) well over 200 tons. He can only achieve this strength level when he is enraged (see *Known Superhuman Powers* below). In a totally calm state, the Hulk possesses significantly less strength, although he is still formidable, able to lift (press) around 80 tons. The Hulk's strength is tied directly into his adrenal gland, so the angrier the Hulk gets the stronger he becomes. Because no one has yet dared to make the Hulk supremely angry, there is no way to gauge his maximum potential strength. The most he has been seen lifting when enraged has been around 500 tons.

Known Superhuman Powers: Dr. Banner possesses the ability to transform himself into a superhumanly powerful green-skinned creature. When he transforms into the Hulk, Banner grows 18 inches and packs on almost 900 pounds of mass from an unidentified, possibly extradimensional, source (this extra mass may be linked to the extradimensional mass source utilized by Ant-Man and Wasp via Pym particles; see *Ant-Man*; *Wasp*). The transformation is tied into Banner's adrenal gland; intense situations of fear, anger, frustration, or hatred will trigger the transformation. The amount of time the transformation takes is dependent on the initial surge; the transformation into the Hulk has taken as long as a minute or as short as ten seconds.

In addition to the Hulk's superhuman strength, he is highly impervious to intense heat (up to 3,000° F) and cold (down to -190° F), has incredible recuperative abilities, possesses an incredible imperviousness to harm – the Hulk has been shown shrugging off field artillery shells, although it is doubtful he'd survive a direct nuclear detonation – and is immune to all terrestrial diseases. His powerful leg muscles enable him to leap three miles in a single bound.

The Hulk also has one ability apparently not connected to his superhuman physiology; he is able to perceive astral forms. The nature of this ability is unknown.

Abilities: Dr. Banner is a genius in both nuclear physics and biochemistry. On the other hand, the Hulk has below average intelligence, comparable to that of a sheltered teenager, although he has an undeniable cunning that aids him in battle. Originally, the Hulk's intelligence was equal to that of a small child; recent experiments by Banner in attempting to control the Hulk have resulted in the Hulk gaining a slightly more mature level of intelligence. Because Banner and the Hulk are the same being, Banner can, at times, manage to control the Hulk's actions to a limited extent.

*Red King: Unfortunately, the most savage of them all, the Hulk, will **not** be feeling the executioner's blade, for you cannot kill what is already dead.*

Hulk: Oh, I'm not dead. I'm just MAD!

- Planet Hulk

Bruce Banner

2,926 points

ST: 8 [-20] **HP:** 8 [0] **Speed:** 5.00 [15]

DX: 9 [-20] **Will:** 10 [-20] **Move:** 5 [0]

IQ: 14 [80] **Per:** 12 [-10]

HT: 8 [-20] **FP:** 8 [0] **SM:** 0

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form: Hulk (Reciprocal Rest, +30%; Trigger: Intense Anger/Frustration (Occasional), -30%; Biological, -10%) [2,914]; High Manual Dexterity 4 [20]; Single-Minded [5]; Wealth (Comfortable) [10].

Disadvantages: Bad Sight (Mitigator: Glasses, -60%) [-10]; Charitable (12) [-15]; Clueless [-10]; Obsession (Eliminate the Hulk; Long-Term Goal; 12 or less) [-15]; Pacifism (Self-Defense Only) [-15]; Workaholic [-5].

Quirks: Cautious [-1]; Distractible [-1]; Dull [-1]; Habit: Constantly Chews Gum [-1].

Skills: Games (Chess) (E) IQ+1 [2] – 15; Science! (WC) IQ+3 [60] – 17.

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

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	–	–		

Hulk (as standalone character)

NOTE: REDO TO MAKE HIM CLASS 400

3,654 points

ST: 304/365 [2,565]* **HP:** 304 [0] **Speed:** 7.00 [0]

DX: 10 [0] **Will:** 14 [30] **Move:** 7 [0]
IQ: 8 [-40] **Per:** 10 [10]
HT: 18 [80] **FP:** 18 [0] **SM:** +1

Dmg: 31d/33d **BL:** 18,483 lbs.
Dodge: 11 **Parry:** 13 **DR:**
IT:DR: /100

Languages: English (Accented Spoken; Illiterate) [-4].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Extra Attack 1 [25]; High Pain Threshold [10]; Immunity to Disease [15]; Indomitable [15]; Injury Tolerance: Damage Reduction (/100) [300]; Regeneration (Fast: 1HP/min) [50]; See Invisible (Accessibility: Astral Forms Only, -40%; Psionic, -10%) [8]; Super Jump 6 [60]†; Super ST +9/+70 (Size, -10%) [351]; Super Throw 3 [30]; Temperature Tolerance 160 [160].

Perks: Penetrating Voice [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (6) [-20]; Berserk (9) [-15]; Hidebound [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Monster) [-15]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Quirks: Cannot Float [-1]; Expression ("Hulk Smash!") [-1]; Third Person [-1]; Uncongenial [-1].

Skills: Brawling (E) DX+8 [28] – 18; Jumping (E) DX+2 [4] – 12; Lifting (A) HT+2 [8] – 20; Throwing (A) DX+2 [8] – 12; Wrestling (A) DX+8 [32] – 18.

Starting Spending Money: \$0.

* ST is bought as ST 295 (Size, -10%); listed value includes Super ST +9/+70

† Super Jump is calculated using ST/4 rather than Basic Move.

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	–	–		

Hulk (as Alternate Form)

3,599 points

Attribute Adjustments: ST +287 (Size, -10%) [2, 583]; DX +2 [40]; IQ -6 [-120]; HT +10 [100].

Secondary Characteristic Adjustments: SM +1; Will +4 [20]; Per +2 [10]; Basic Speed -0.75 [-15].

Language Adjustments: English (Accented Spoken; Illiterate) [-4].

Advantages: Combat Reflexes [15]; Extra Attack 1 [25]; High Pain Threshold [10]; Immunity to Disease [15]; Indomitable [15]; Injury Tolerance: Damage Reduction (/100) [300]; No Bad Sight [10]; No Charitable [15]; No Clueless [10]; No Obsession [15]; No Pacifism (Self-Defense Only) [15]; No Workaholic [5]; Regeneration (Fast: 1HP/min) [50]; See Invisible (Accessibility: Astral Forms Only, -40%; Psionic, -10%) [8]; Super Jump 6 [60]†; Super ST +9/+70 (Size, -10%) [351]; Super Throw 3 [30]; Temperature Tolerance 160 [160];

Perks: No Cautious [1]; No Distractible [1]; No Dull [1]; No Habit: Constantly Chews Gum [1]; Penetrating Voice [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (6) [-20]; Berserk (9) [-15]; Hidebound [-5]; No High Manual Dexterity 4 [-20]; No Single-Minded [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Monster) [-15]; Truthfulness (6) [-10]; Wealth (Comfortable Becomes Dead Broke) [-35].

Quirks: Cannot Float [-1]; Expression ("Hulk Smash!") [-1]; Third Person [-1]; Uncongenial [-1].

Skill Adjustments: Give the following skills: Brawling (E) DX+8 [28] – 18; Jumping (E) DX+2 [4] – 12; Lifting (A) HT+2 [8] – 20; Throwing (A) DX+2 [8] – 12; Wrestling (A) DX+8 [32] – 18. Remove the following skills: Games (Chess) (E) IQ+1 [2] – 15; Science! (WC) IQ+3 [60] – 17.

Design Notes:

1. The Hulk is one of the *messiest* builds I've dealt with so far. Not only is there Bruce Banner and the Hulk to deal with as two distinct characters, there's the Alternate Form and its Trigger to factor in. On top of that, there are at least *four* distinct personalities inside their shared head: Banner, Savage Hulk, Innocent Hulk, and Smart Hulk (or the Professor), all of whom have different mental traits that do not even out nicely as the Split Personality trait calls for. At this time, I have ignored Savage Hulk and the Professor, focusing on Banner and Innocent Hulk. Savage Hulk includes an additional -2 to IQ (making him just barely sapient) and the Bestial trait, for a net adjustment of -50 points. The Professor is essentially the Hulk without the decrease in IQ (keep the bonuses to Will and Per, however), Banner's skills, and without the Third Person and Uncongenial Quirks.
2. Without his Alternate Form as the Hulk, Bruce Banner is a mere 13 point character.

HUMAN TORCH

Hero

Real Name: Jonathan "Johnny" Storm.

Occupation: Race car driver and mechanic, adventurer, college student with no declared major.

Identity: Publicly known.

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

Other Aliases: None.

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

Marital Status: Single.

Known Relatives: Franklin (father), Mary (mother, deceased), Susan (alias Invisible Woman, sister).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Johnny Storm is the younger of two children born to physician Franklin Storm. Growing up, Johnny was always the rebel of the family; part of this stemmed from the attention showered on his older sister Susan, leaving him to act out in order to get attention (see *Invisible Woman*). Johnny didn't care what kind of attention.

As he got older, he discovered he had a knack for fixing engines, and was soon running an underground repair shop in his parents' garage for the neighborhood kids' motorcycles and hot rods. After being invited to a race track (allegedly as a mechanic, although part of that may just have been his bragging), he got his first taste at drag-racing. It wasn't long before he found himself behind the wheel of a drag-racer.

When Susan's boyfriend, Reed Richards, announced that the ship with an experimental hyperdrive he'd designed was nearing completion at Cape Canaveral, Florida, Johnny was invited to tour the ship (see *Mister Fantastic*). During the tour, Johnny got lost in the engine room while admiring the workmanship. Four hours later, the work crews found him reassembling a thruster assembly that had come loose. An inspection of his work showed that the thruster worked better than before it had been installed, and Johnny was quick to accept their offer of employment, despite still being in high school.

Reed's ship, the *Fantastic*, launched on schedule (see *The Fantastic*). During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shields on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, Johnny, and pilot Ben Grimm – were bombarded with radiation the ship could not keep out (see *Thing*). It was only a last-minute jury-rig of Johnny's that enabled the ship to return to Earth.

It wasn't long before Johnny, along with the other three that were on board the *Fantastic*, manifested powers, with Johnny becoming the second Human Torch. Not long afterward, he accepted Reed's proposal to form the super-team known as the Fantastic Four (see *Fantastic Four*).

Recently, under pressure from his older sister, Johnny has decided to go to college, and has enrolled at Empire State University. On his first day, he met a woman named Crystal, who he was since started dating and who has powers of her own (see *Crystal*).

Age: 18.

Height: 5' 10".

Weight: 170 lbs.

Eyes: Green.

Hair: Red.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

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

Known Superhuman Powers: The Human Torch possesses the superhuman ability to create and control fire and heat.

Johnny's most common manifestation of his powers is the ability to surround his body with a sheath of super-heated plasma. Because most of the energy he generates is in the infrared spectrum, he is dimmer than would be expected from such an energy source. He can mentally control both the energy output and the areas covered by the flame, enabling him to carry someone aloft by making sure his arms are not aflame. Johnny is impervious to this flame, and can withstand temperatures up to the surface temperature of the sun.

By directing the energy beneath him, Johnny can fly like a rocket. He can also produce various forms such as a constant jet of



flame, much like a modern flamethrower, or in balls of flame. He can also generate an omnidirectional blast of super-heated fire, which he calls his "nova blast"; the use of the nova blast is known to leave him physically drained.

Johnny also possesses the ability to control flame, both those he generates and those from other sources. He can suppress these flames, or shape them into forms like cages.

Johnny's fire requires both oxygen and fuel, and can be doused by immersion in water or by removing the air from his surrounding area.

Abilities: Johnny Storm is a skilled racing car driver. He is also a superb mechanic, and while he isn't able to design an engine or vehicle from scratch, he is capable of fine-tuning engines and other machines to run beyond their stated performance rates without problems.

Paraphernalia: Johnny Storm's Fantastic Four uniforms and regular clothing have been created using unstable molecules, enabling them him to "flame on" while wearing them without harming them in any way.

1,215 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [5]
DX: 13 [60] **Will:** 11 [0] **Ground Move:** 6 [0]
IQ: 11 [20] **Per:** 11 [0] **Air Move:** 12/72 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** 0

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

Dodge: 10 **Parry:** 12 **DR:** 25

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Artificer 2 [20]; Burning Attack 5d (*Fireballs*) (Increased Range ×2, +10%; Increased 1/2D Range ×5, +10%; Rapid Fire, RoF 5, +70%; Rapid Fire: Selective Fire, +10%; Ricochet, +10%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [10]; Burning Attack 6d (*Flame Jet*) (Jet, +0%; Jet: Increased 1/2D Range ×2, +5%; Jet: Increased Range ×2, +10%; Elemental: Heat/Fire, -10%; Super, -10%; Alternative Attack, x1/5) [6]; Burning Attack 3d (*Flame Sheath*) (Aura, +80%; Link (with DR), +10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Heat/Fire, -10%; Super, -10%) [23]; Burning Attack 18d (*Nova Burst*) (Area Effect (64 yds), +300%; Costs 10 Fatigue, -50%; Emanation, -20%; Requires Concentrate, -15%; Elemental: Heat/Fire, -10%; Super, -10%) [266]; Combat Reflexes [15]; Control Fire 3 (Collective, +100%; Independent, +40%; Elemental: Heat/Fire, -10%; Super, -10%) [132]; Create Fire 10 (Cosmic: No FP Expenditure, +50%; Destruction: Create and Destroy, +100%; Elemental, -10%; Super, -10%) [69]; Damage Resistance 25 (*Flame Sheath*) (Force Field, +20%; Link, +10%; Switchable, +10%; Visible, -10%; Elemental: Heat/Fire, -10%; Super, -10%) [138]; Daredevil [15]; Driver's Reflexes 2 [10]; Enhanced Move (Air) 2.5 (Air Move 72/144 mph) (Elemental: Heat/Fire, -10%; Super, -10%) [40]; Fit [5]; Flight (Elemental: Heat/Fire, -10%; Super, -10%) [32]; Heat/Fire Talent 4 [20]; High Manual Dexterity 1 [5]; Infravision (Super, -10%) [9]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Temperature Control 20 (Heat, -50%; Increased Range (×10), +30%; Super, -10%) [70]; Temperature Tolerance 160 [160]; Wealth (Comfortable) [10].

Perks: Honest Face [1]; Ignition [1]; Illumination [1]; Skintight [1]; Supersuit [1].

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

Quirks: Dual Identity [-1]; Loves his Fans [-1]; Show-Off [-1].

Skills: Aerobatics (H) DX+4 [12] – 17*; Artist (Flame Sculpting) (H) IQ+3 [2] – 14†; Brawling (E) DX+3 [8] – 16; Driving/TL8 (Automobile) (A) DX+2 [2] – 15‡; Driving (Motorcycle) (A) DX+1 [1] – 14‡; Fire Control (H) IQ+4 [4] – 15‡; Innate Attack (Beam) (E) DX+3 [8] – 16; Innate Attack (Projectile) (E) DX+3 [6] – 16§; Mechanic! (WC) IQ+5 [60] – 16#; Piloting/TL8 (High Performance Airplane) (A) DX+3 [2] – 16‡; Piloting/TL8 (High Performance Spacecraft) (A) DX+3 [2] – 16‡; Skiing (H) HT+2 [12] – 12.

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

* Includes +2 from 3D Spatial Sense.

† Includes +4 from Heat/Fire Talent.

‡ Includes +2 from Driver's Reflexes.

§ Defaulted From Innate Attack (Beam).

Includes +2 from Artificer.

‡ Includes +1 from 3D Spatial Sense.

Role-Playing Notes:

Johnny is flamboyant and impulsive, loving the public attention.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

The HYDRA organization active today has its roots in the Nazi German Hydra science division, which at the time was under the control of Johann Schmidt, a man better known as the Red Skull. Hydra was responsible for many of the scientific advances Germany fielded during the War.

When it became obvious that Germany's defeat was imminent, many of Hydra's personnel surrendered to the Allies without a fight. One splinter group, however, disappeared into the East. This group, under the direction of Baron Wolfgang von Strucker, abandoned Nazi ideology in favor of a more generic goal of world domination with them in charge. To this end, he organized HYDRA into a cell structure, similar to that of many resistance movements encountered in Europe. Each cell was tasked with infiltrating a specific organization, with no communications between the cells. In this manner, HYDRA would be like its mythological namesake; if one cell was taken down, more would rise to continue the fight.

At present, it is not known how many HYDRA cells are active. Every so often, a cell pops up on the radar of the various intelligence agencies around the world. In the CIA, agents Nick Fury, Phil Coulson, and Natasha Romanov have encountered HYDRA agents on a number of missions (see *Black Widow*; *Coulson*, *Agent Phil*; *Fury*, *Nick*). None of the attacks perpetrated by HYDRA agents and thwarted by Fury and his allies appeared to be coordinated with each other, leaving them to wonder if anyone is actually in charge.

What is not known to the intelligence community at large is that Baron Strucker's namesake grandson continues to operate behind the scenes of HYDRA (see *Baron Strucker*). The younger Baron Strucker, in order to give the appearance of a lack of organization, has ordered various cells around the world to perform several meaningless attacks. His plan, however, is to use the majority of the cells to cause as much chaos as possible in order to spread the intelligence and law enforcement agencies thin trying to stop them, then have other cells perform a top-level coup inside several countries at once. Whether his plan will succeed is anyone's guess, but may depend on whether an analyst inside an intelligence agency can see the pattern without being caught by sleeper agents inside the agency.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

Typical HYDRA Agent

7 points

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

Dmg: 1d-2/1d BL: 20 lbs.
 Dodge: 8 Parry: 8 DR: 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Single-Minded [5].

Perks: Clinch (Brawling) [1].

Disadvantages: Fanaticism ("HAIL, HYDRA!") [-15].

Skills: Brawling (E) DX+0 [1] – 10; Explosives/TL8 (Demolitions) (A) IQ+0 [2] – 10; Forced Entry (E) DX+0 [1] – 10; Guns/TL8 (Pistol, Rifle, Shotgun, or Submachine Gun) (E) DX+0 [1] – 10; Running (A) HT+0 [2] – 10; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Soldier/TL8 (A) IQ+0 [2] – 10; Stealth (A) DX+0 [2] – 10; Streetwise (A) IQ+0 [2] – 10; Throwing (A) DX+0 [2] – 10.

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

Lens:

Sleeper Agent (+7 points): Bump IQ to 11 [20]; add Secret (Subversive) (Imprisonment) [-20]; Acting (A) IQ+1 [4] – 12. Increase Guns by 3 points to DX+2 [4] – 12.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		



Design Notes:

1. Compared with the AIM entry, it becomes obvious that while AIM's soldiers are a genuine threat to a super and best deployed in small numbers, HYDRA agents are mooks to be plowed through. This is *intentional*. In play, I recommend using the HYDRA agent for any organization that uses their manpower as disposable thugs, and AIM soldiers for the veterans and/or elite squads. It may even be prudent to have one or two soldiers based on the AIM entry in a group of 20 or so HYDRA agents. Don't hesitate to give names to the HYDRA agents built off the AIM templates; in comics and similar media, names are what separate important characters from the rest of the scenery.

HYDRA**Mission Statement:*****Capabilities*****Members:****TL: 8****Wealth:****Contacts:****Member Traits:****Notable Resources:****Reaction-Time Modifier:*****Costs and Values*****Startup Cost: \$****Resource Value: \$****Patron Value:** points.**Enemy Value:** - points.**Ally and Dependent Value:*****Social Attributes*****Type:****Loyalty:****CR:****Rank:****Income Range:****Reputation:*****Notes***

Real Name: Robert "Bobby" Drake.
Occupation: College student with an accountant curriculum, adventurer.
Identity: Secret.
Legal Status: Citizen of the United States with no criminal record.
Other Aliases: None.
Place of Birth: Fort Washington, Long Island, New York.
Marital Status: Single.
Known Relatives: William Robert (father), Madeline Beatrice (mother); Ronnie (brother), Aurora (alias Lightwave, sister).
Base of Operations: New York City.
Group Affiliation: X-Men.
First Post-Reboot Appearance: UNCANNY X-MEN #1.

History: Robert Drake is a mutant, one of the mutant alumni of the Xavier Institute for Gifted Youngsters known as the X-Men (see *Xavier Institutes; X-Men*). Alongside the other X-Men, he attends classes at Empire State University, pursuing a career as a CPA.

Bobby discovered his mutant powers when they manifested at puberty. He worked to keep them secret, but when the Xavier Institute went public as a mutant academy, his parents enrolled him and his younger sister Aurora, who had powers of her own, there (see *Lightwave*). While there, he honed his powers to the point where he could obscure his identity by forming a flexible ice sheath around him. Professor Xavier believes that Bobby has the potential to turn his entire body into ice, but that Bobby just needs more experience and a reason to do so (see *Xavier; Charles*).

Bobby is not on good terms with his brother Ronnie, who, while a year younger than Bobby, has to date not exhibited any mutant powers of his own. Bobby jokes that Ronnie is jealous of the publicity Iceman and the X-Men get, but deep inside he feels that Ronnie is actually resentful of not being a mutant himself like his siblings.

While Bobby is currently dating Zelda Kurtzberg, a fellow student at ESU, he finds himself more attracted to men; this has him worried about how his parents will react (see *Kurtzberg, Zelda*). To cover for these feelings, he hides behind a playful demeanor and when not with Zelda flirts with and makes comments about every attractive woman he sees.

Age: 18.

Height: 5' 8".

Weight: 145 lbs.

Eyes: Brown.

Hair: Brown.

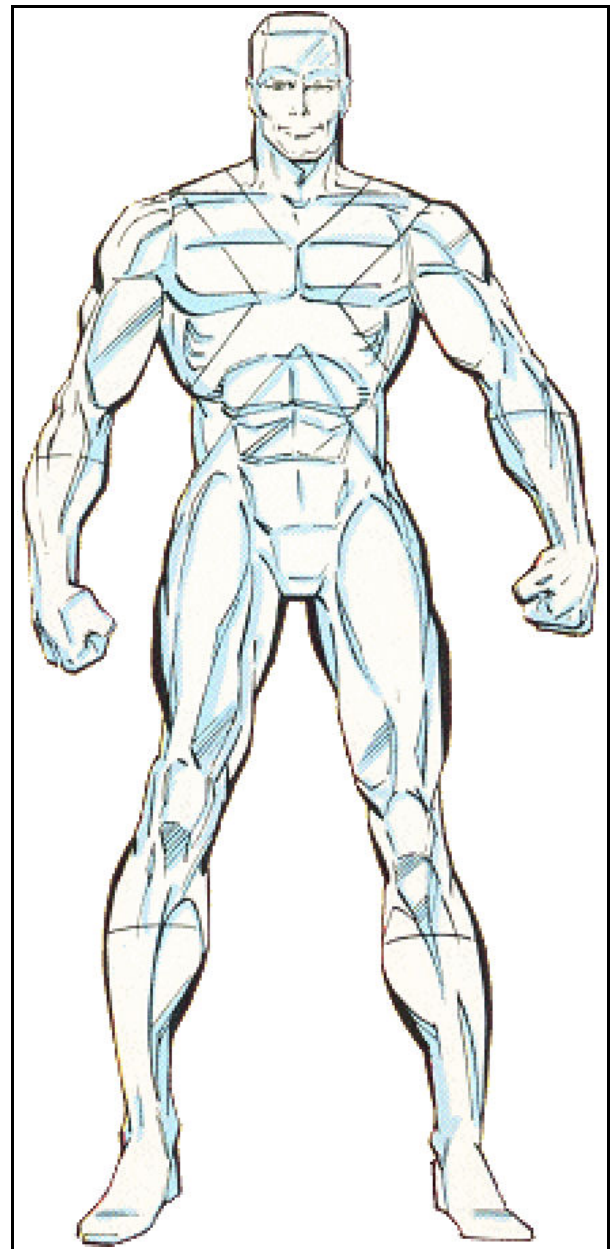
Uniform: Light gray bodysuit with a white X on the front and back, white gloves, white boots.

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

Known Superhuman Powers: Iceman's powers consist of two separate yet interrelated powers. He has the ability to affect the ambient temperatures, dropping the temperature to as low as 100° Kelvin (although he usually doesn't go below -40° Fahrenheit), and the ability to manipulate moisture; even the ambient moisture in the desert is sufficient, although this makes his powers more difficult to control.

Iceman is able to manipulate these effects to create and shape frost, snow, and ice. Parlor tricks include producing a cooler full of ice for the many parties on campus, chilling warm drinks instantly, and creating fancy ice sculptures at will. More practical effects include the creation of ice slides, enabling him to skate at speeds approaching 100 miles per hour, forming and projecting a number of ice weapons (treat any weapon formed as its equivalent from pp. B271-4 made from "cheap" materials), encasing his body in a sheath of ice, and encasing people in blocks or manacles made of ice. His ice formations tend to be fairly simple in design, more utilitarian than aesthetically pleasing.

To date, he has not learned to use his moisture power separate from his cold power, although he is able to produce waves of cold without adding frost to it.



580 points

ST: 11 [10]	HP: 11 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 10 [0]	Move: 6 [0]
IQ: 10 [0]	Per: 10 [0]	Ice Slide Move: 12/48 [0]
HT: 12 [20]	FP: 12 [0]	SM: 0

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

Dodge: 9

Parry: 11

DR: 12/4* (uniform) + 4 (ice sheath)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Binding (*Ice Block*) 20 (Engulfing, +60%; Link (with Fatigue Attack), +10%; Reduced Range, x1/5, -20%; Elemental: Cold/Ice, -10%; Mutant, -10%) [52]; Cold/Ice Talent 4 [20]; Combat Reflexes [15]; Control Ice/Snow 5 (Collective, +100%; Link (with Create Ice/Snow), Can Be Used Separately, +20%; Persistent, +40%; Elemental: Cold/Ice, -10%; Mutant, -10%) [180]; Create Ice/Snow 5 (Link (with Control Ice/Snow), Can Be Used Separately, +20%; Elemental: Cold/Ice, -10%; Mutant, -10%) [25]; Crushing Attack (*Snowball Barrage*) 1d-1 (Cone, 2 yds, +70%; Increased Range (1/2D Range only), +5%; Rapid Fire: RoF 20, +150%; Elemental: Cold/Ice, -10%; Mutant, -10%) [13]; Damage Resistance (*Ice Sheath*) 4 (Flexible, -20%; Link (with Nictitating Membrane and Slippery), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [16]; Enhanced Move (Ice Slide) 2 (Elemental: Cold/Ice, -10%; Mutant, -10%) [32]; Fatigue Attack (*Frost Beam*) 3d (Damage Modifier: Freezing Hazard, +20%; Link (with Binding), Can Be Used Separately, +20%; Variable, +5%; Elemental: Cold/Ice, -10%; Mutant, -10%) [38]; Flight (*Ice Slide*) (Low Ceiling: 30 ft, -10%; Nuisance Effect: Leaves Anchored Ice Slide Behind Him, -5%; Elemental: Cold/Ice, -10%; Mutant, -10%) [26]; Impaling Attack (*Ice Dagger*) 2d (Armor Divisor (0.5), -30%; Homing +3, +52%; Increased Range, x5, +20%; Rapid Fire, RoF 5, +70%; Elemental: Cold/Ice, -10%; Mutant, -10%) [31]; Lightning Calculator [2]; Nictitating Membrane 4 (Link (with Damage Resistance), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [4]; Single-Minded [5]; Slippery 4 (Link (with Damage Resistance), +10%; Switchable, +10%; Elemental: Cold/Ice, -10%; Mutant, -10%) [8]; Temperature Control 10 (Cold, -50%; Elemental: Cold/Ice, -10%; Mutant, -10%) [15]; Temperature Tolerance 15 (down to -145°F) (Mutant, -10%) [14].

Disadvantages: Code of Honor (Hero's) [-10]; Indecisive (15) [-5]; Odious Personal Habit (Cracks Inappropriate Jokes) [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Secret Identity (Serious Embarrassment) [-5]; Wealth (Struggling) [-10].

Quirks: Natural Flirt [-1]; Secret (Is Gay and In Denial) [-1]; Speed Freak [-1].

Skills: Accounting (H) IQ [4] – 10; Artist (Sculpting) (H) IQ [4] – 10; Axe/Mace (A) DX+1 [4] – 13; Boating/TL8 (Motorboat) (A) DX [2] – 12; Brawling (E) DX+2 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ [1] – 10; Driving/TL8 (Halftrack) (A) DX [2] – 12; Driving/TL8 (Motorcycle) (A) DX [2] – 12; Economics (H) IQ [4] – 10; Finance (H) IQ-1 [2] – 9; Games/TL8 (Video Games) (E) IQ+2 [4] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [3] – 14*; Law (Tax Laws) (H) IQ-2 [1] – 8; Mathematics/TL8 (Pure) (H) IQ [4] – 10; Mathematics/TL8 (Statistics) (H) IQ [4] – 10; Skating (H) HT+2 [12] – 14; Skiing (H) HT+2 [12] – 14; Speed-Reading (A) IQ [2] – 10; Typing (E) DX [1] – 12; Weather Sense (A) IQ [2] – 10; Wrestling Sport (A) DX+1 [4] – 13.

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

* defaulted from Innate Attack (Beam)

Role-Playing Notes:

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

IMPOSSIBLE MAN

Non-Villain Antagonist

Real Name: Unrevealed, possibly inapplicable.

Occupation: Troublemaker, adventurer.

Identity: Publicly known.

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

Other Aliases: "Impy", "Impy-Wan Kenobi".

Place of Birth: The planet Poppup, in an unrevealed star system.

Marital Status: Single, possibly inapplicable.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The Impossible Man hails from the planet Poppup, which he claims is composed of a single hive mind race, where every individual is mentally linked to the greater whole. Apparently Impy was born with a genetic mutation that permitted him greater freedom of thought from the Poppupian hive mind, while retaining his link to it. Ultimately, he claims, he was driven by sheer boredom to leave Poppup and explore the universe. So it was when he was passing through Earth's star system in the form of a rocket ship when his radio antennae caught a broadcast of a reality TV show. Sensing potential, he decided to visit Earth, drinking in as much of its pop culture as he could.

The Impossible Man landed in the first large city he could find, which happened to be the New York greater metropolitan area, and led the Fantastic Four on a merry chase through all the major landmarks (see *Fantastic Four*). Cornered on Liberty Island, the Impossible Man explained about his life and the utter boredom he suffered before coming to Earth. Seeing an opportunity to be rid of him, Johnny Storm began describing all the sights he'd seen elsewhere in space – the rings of Saturn, the Crab Nebula cosmic jellyfish, etc. – and in quite a verbose manner, to boot (see *Human Torch*). Inspired by these tales, the Impossible Man returned to the stars, vowing to see all the sights the galaxy had to offer, but promising one day he'd return to tell his new friends, the Fantastic Four, all about them! (They can't wait. Really.)

Age: Indeterminate.

Height: Variable.

Weight: Variable.

Eyes: Brown.

Hair: None.

Skin: Green.

Uniform: Purple one-piece swimsuit, purple belt, purple gloves, purple boots.

Strength Level: Normally the Impossible Man has the equivalent strength of a human his apparent age, height, and build who engages in moderate exercise. However, many of his forms have exhibited superhuman strength.

Known Superhuman Powers: The Impossible Man, like all members of his race (or so he claims), is able to form his shape into whatever form he desires. Should he form himself into the shape of a rocket, that rocket will be capable of flight by ejecting plasma beneath him. If he forms himself into a starship, he will be able to travel through hyperspace. He is able to form his hands into mallets and scissors, and once even into a working lightsaber. The only limits to his shapechanging appear to be his imagination and the fact that he cannot change the color of his skin or clothing; ergo, every form he takes will appear green and purple. When he changes size, his mass shifts as well, drawing and shunting mass to an extradimensional space, presumably through Pym particles (see *Ant-Man*).

According to the Impossible Man, all Poppupians are asexual, able to reproduce at will via cellular mitosis.

Other Abilities: The Impossible Man is said to be able to annoy even the most patient and level-headed person, given enough time.

*Iron Man: *scoff* "Tourist."*

– *Marvel's Avengers*

1,560 points

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

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



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

Cultural Familiarities: Poppup (Native) [0]; Western [2].

Advantages: Burning Attack 8d (Based on Force Sword, +0%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach 1, 2, -20%; Super, -10%; Alternative Ability, $\times 1/5$) [7]; Combat Reflexes [15]; Elastic Skin (Super, -10%; Alternative Ability, $\times 1/5$) [4]; Flight (Switchable, +10%; Winged, -25%; Super, -10%; Alternative Ability, $\times 1/5$) [6]; Hard to Kill 4 [8]; Hard to Subdue 4 [8]; High TL +3 [15]; Morph (Extra Morphing Capacity: 1,000 points; Flawed, -10%; Improvised Forms, +100%; No Memorization Required, +50%; Reduced Time 4 (1 second), +80%; Unlimited, +50%; Super, -10%) [1,360]; Racial Memory (Active) [40]; Stretching 2 (Super, -10%; Alternative Ability, $\times 1/5$) [3]; Striker (Crushing) (Switchable, +10%; Alternative Ability, $\times 1/5$) [2]; Striker (Cutting) (Switchable, +10%; Alternative Ability, $\times 1/5$) [2]; Striker (Impaling) (Switchable, +10%; Alternative Ability, $\times 1/5$) [2]; Trivia Sponge 3 [15]; Versatile [5]; Wild Talent 1 [20].

Perks: No Denegation in Zero-G [1]; Supersuit [1].

Disadvantages: Compulsive Carousing (6) [-10]; Gregarious [-10]; Gullibility (9) [-15]; Impulsiveness (6) [-20]; Odious Personal Habit (Annoying Pest) [-10]; Pacifism (Cannot Kill) [-15]; Short Attention Span [-10].

Quirks: Broad-Minded [-1]; Imaginative [-1]; Nosy [-1]; Sexless [-1]; Shutterbug [-1].

Skills: Carousing (E) HT+0 [1] – 12; Current Affairs/TL11 (Popular Culture) (E) IQ+5 [4] – 16*; Current Affairs/TL11 (Sports) (E) IQ+4 [2] – 15*; Force Sword (A) DX+0 [2] – 12; Hobby Skill (Television Trivia) (E) IQ+6 [8] – 17*; Morphing (H) IQ+3 [16] – 14.

Features: Parthenogenesis [0].

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

* Includes +3 from Trivia Sponge.

Role-Playing Notes:

Impy is said to be a cross between Animal and Gonzo of *The Muppet Show* in personality, with more than a dash of Daffy Duck and Groucho Marx thrown in for good measure. He is addicted to Earth's pop culture.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Designer's Notes

- Given the green coloration and the insane shapeshifting ability, I have to wonder if the Poppupians are a branch of the Skrulls.

The cosmic entity known as Infinity is the embodiment of the totality of Time in the universe. Together, Infinity and her sibling Eternity embody the entirety of the space-time continuum (see *Eternity*).

Infinity typically manifests as a humanoid female with yellow skin decorated with black swirls and stripes, red eyes, black gloves, black boots and a black cape and open-face cowl.

As the embodiment of Time, Infinity has infinite power over the flow of time on an intergalactic and transdimensional scale, able to speed up, slow down, reverse, and even loop the flow of time if she so wishes. She knows what has happened in the past and what will happen in the future, and has confided in the Living Tribunal, the multiversal cosmic judge, that she is aware not only that he/she/it reset the universe, but she also knows why he/she/it did so.

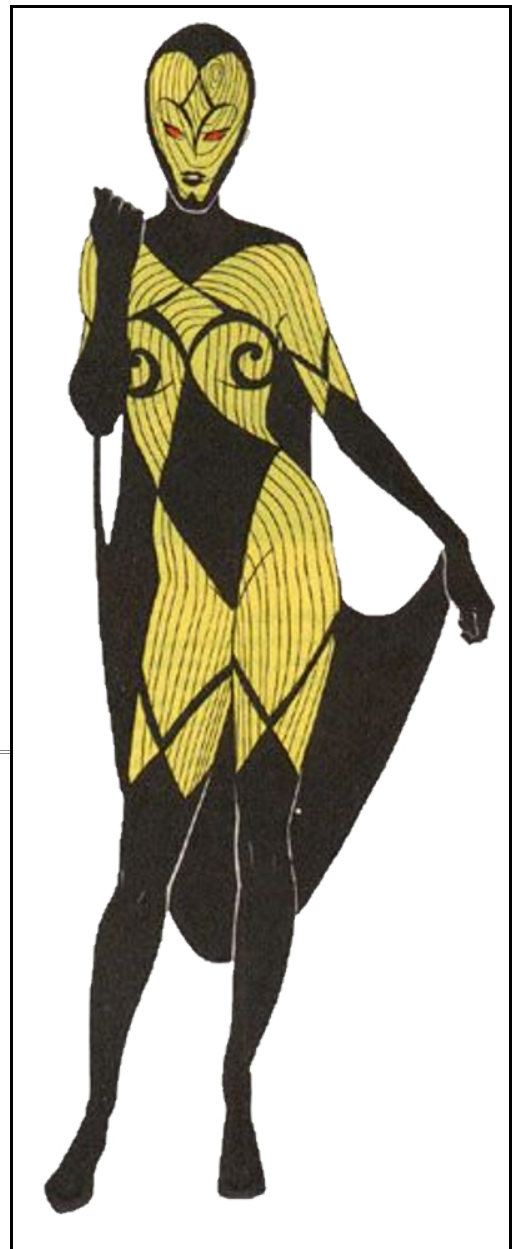
Like Eternity, each universe has its own version of Infinity, each one maintaining the flow of time in that universe. Most Infinities are content to keep the flow of time uniform with each other, although there are a few notable exceptions. For example, the Infinity of the timeless realm known as Limbo and ruled by the enigmatic being Immortus is almost entirely absent, permitting changes to happen instantly, and other universes to use the realm to travel through time (see *Immortus*).

Infinity does not normally manifest herself to mortals. To date, her sole instance of doing so was to appear before Adam Warlock to make an enigmatic statement about his enemy, the Magus, being "outside" her "dominion" (see *Magus*; *Warlock, Adam*). The meaning behind this statement is currently being pondered by Warlock and those he's confided in.

First Post-Reboot Appearance: INFINITY QUEST #

Stats: Don't worry about it!

Role-Playing Notes:



The Infinity Gems are a series of six gems of uncertain origin. Each gem powers and is powered by an aspect of the universe: Mind, Power, Reality, Soul, Space, and Time. Each Gem is said to have near-infinite power for its given focus; when used together, the effects are multiplied exponentially.

The Mind Gem is known to be able to enhance the raw power of any psychic, and even those without psychic power gain similar powers while in possession of the Gem.

The Power Gem is able to enhance a person physically. This generally translates into increased strength and durability, though it is also known to permit other physical enhancements such as breathing underwater and increased agility.

The Reality Gem is able to alter the fabric of reality in the vicinity of its wearer. Generally these alterations are transient, lasting for an undisclosed time after the wielder stops concentrating on the changes, but when combined with the Power Gem the alterations may become permanent.

The Soul Gem is able to separate the mind and soul of a being from their body, which it then stores in a pocket dimension which is reported to be an idyllic paradise. The wielder of the Soul Gem is also able to sense and communicate with any number of disembodied minds and souls.

The Space Gem is able to warp space permitting flight, teleportation, and other movement-based abilities. It also permits greatly enhanced senses.

The Time Gem has granted the power to alter time as well as view events that have happened in the past or will in the future. It is also rumored to be able to reverse time, restoring people to life.

At present, the location of only two Gems are known. The Time Gem is in the possession of the Elder of the Universe known as the Grandmaster, and the Soul Gem is worn by the adventurer Adam Warlock on his forehead (see *Elders of the Universe*; *Grandmaster*; *Warlock, Adam*).

First Post-Reboot Appearance: INFINITY QUEST #1.

Game Mechanical Details:

Each Infinity Gem has its own powers. When two Gems are used together, their powers combine greater than the sum of their whole; when all six are used together ... probably best to switch to In Nomine rather than GURPS.

The GM is advised to not let the wielders have or even know of every advantage on the list, in order to keep the Gems playable MacGuffins; leveled advantages can be granted at any level the GM sees fit. A suggested maximum for points granted by an Infinity Gem is no more than two thirds of the campaign's maximum point value. Furthermore, the lists are not fully comprehensive; if an advantage would fit the theme of a Gem but is not listed, the GM is well within his rights to allow it.

Mind Gem: Absolute Timing, Animal Empathy, Combat Reflexes, Compartmentalized Mind, Cultural Adaptability, Daredevil, Discriminatory Hearing, Discriminatory Smell, Discriminatory Taste, Eidetic Memory, Empathy, Enhanced Defenses, Enhanced Time Sense, Gadgeteer, Illuminated, Indomitable, Intuition, Intuitive Mathematician, Language Talent, Lightning Calculator, Mind Control, Mind Probe, Mind Reading,

Mind Shield, Mindlink, Modular Abilities (Super-Memorization or Cosmic Power), Photographic Memory, Plant Empathy, Puppet, Rapier Wit, Resistant to Psionics, Sensitive, Single-Minded, Social Chameleon, Speak With Animals, Speak With Plants, Special Rapport, Telecommunication (Telesend), Telekinesis, Ultrasonic Speech, Versatile, Wild Talent.

Power Gem: Ambidexterity, Arm DX, Arm ST, Blessed (Heroic Feats), Claws (Blunt Claws), Clinging, Damage Resistance with Force Field, Doesn't Breathe, Doesn't Eat or Drink, Doesn't Sleep, Double-Jointed, Enhanced Move, Extended Lifespan, Extra Life, Filter Lungs, Fit, Flexibility, G-Experience (All), Hard to Kill, Hard to Subdue, High Pain Threshold, Improved G-Tolerance, Injury Tolernance (Damage Reduction), Less Sleep, Lifting ST, Longevity, Magic Resistance, Mana Damper, Mana Enhancer, Metabolism Control, Neutralize, Perfect Balance, Pressure Support, Protected Sense, Radiation Tolerance, Rapid Healing, Recovery, Reduced Consumption, Regeneration, Resistances, Sealed, Striking ST, Super Climbing, Super Jump, Super ST, Super Throw, Supernatural Durability, Temperature Tolerance, Trained By A Master, Universal Digestion, Unkillable 1 or 2, Vacuum Support, Very Fit, Very Rapid Healing, Weapon Master, Ultrapower.

Reality Gem: Allies with Conjured, Amphibious, Binding w/ Environmental, Chameleon, Claws (any), Danger Sense, Detect, Duplication, Elastic Skin, Growth, Healing, Hermaphromorph, High Manual Dexterity, High Pain Threshold, Improved G-Tolerance, Injury Tolernace (Diffuse, Homogenous, No Blood, No Vitals, Unliving), Insubstantiality, Mimicry, Modular Abilities (Cosmic Power) with Physical, Neutralize, Obscure, Permeation, Protected Sense, Static, Regrowth, Shadow Form, Shapeshifting, Shrinking, Slippery, Speak Underwater, Spines, Stretching, Striker, Subsonic Speech, Teeth, Temperature Control, Tunneling, Voice, Ultrapower.

Soul Gem: Animal Empathy, Blessed (Blessed or Very Blessed), Channeling, Daredevil, Empathy, Extra Life, Fearlessness, Higher Purpose, Indomitable, Jumper (World), Medium, Oracle, Plant Empathy, See Invisible, Sensitive, Single-Minded, Speak With Animals, Speak With Plants, Special Rapport, Spirit Empathy, Super Luck, Terror, True Faith, Unfazeable, Unkillable 3, Visualization.

Space Gem: 360° Vision, 3D Spatial Sense, Brachiator, Catfall, Clairsentience, Clinging, Dark Vision, Detect, Enhanced Defenses, Enhanced Move, Enhanced Tracking, Extra Attack, Flight, Gizmos, Hyperspectral Vision, Infravision, Insubstantiality with Projection, Invisibility, Luck, Microscopic Vision, Night Vision, Parabolic Hearing, Payload, Penetrating Vision, Peripheral Vision, Scanning Senses, Sensitive Touch, Silence, Snatcher, Subsonic Hearing, Super Climbing, Super Jump, Super Throw, Telekinesis, Telescopic Vision, Terrain Adaptation, Tunneling, Ultrahearing, Ultravision, Vibration Sense, Walk on Air, Walk on Liquid, Warp.

Time Gem: Absolute Direction, Acute Senses, Altered Time Rate, Chronolocation, Danger Sense, Enhanced Time Sense, Extra Attack, Gunslinger, Jumper (Time), Longevity, Precognition, Psychometry, Racial Memory, Reawakened, Serendipity, Temporal Inertia, Unaging.

The Inhumans (*Homo sapiens secundus*, so named for being a "second" branch of humanity) are a branch of humanity that diverged from the primary human line about 20,000 years ago. Earth had just been discovered by the Kree Empire, and a Kree scientist, after examining the human race, discovered that the species had the potential to gain powerful abilities (see *Kree*). This scientist was given authorization to perform experiments on humans to bring out these abilities, with the idea that the super-powered humans would be trained as soldiers for the ongoing war with the Skrulls (see *Skrulls*). Not long afterwards, however, the experiments, dubbed "Inhumans", were released back onto their homeworld.

It is believed that the first regular humans the Inhumans encountered attacked them on sight. This led the Inhumans to attempt to seclude themselves from humanity. For much of their history, they succeeded, living in secluded areas such as the Himalayas, northwest Canada, and the South Pacific, among other remote locations. (It is believed by those who know about the race that such cryptozoological creatures as the Yeti, Sasquatch, and Jersey Devil were Inhumans.) Only recently have circumstances changed, forcing the Inhumans to migrate to the Blue Area of the Moon (ironically, also created by the Kree; see *Blue Area of the Moon*).

Some ten thousand years ago, the Inhumans discovered a substance called the Terrigen Mists, which can be used to induce mutations. At first, the Mists were used indiscriminately, which led to a number of non-human physiques. More conservative heads prevailed, and ever since then the Terrigen Mists have been used only under the eyes of the Inhumans' Genetics Council, which is the only governing body in Inhuman culture. It is believed by some scholars that the Atlanteans are descended from a branch of the Inhumans who had developed the ability to survive underwater at the expense of being able to breathe air (see *Atlanteans*).

The head of the Genetics Council is referred to as their ruler and rules for life unless the rest of the Council opposes him. The current ruler is a man by the name of Maximus (see *Maximus*).

Inhumans practice a strict eugenics policy and near-zero population growth, with most couples restricted to only two children. Thanks to their eugenics program, the average humanoid Inhuman is stronger, more agile, smarter, healthier, and more attractive than the average human, but are susceptible to illnesses stemming from pollution (unlike humans, who have lived in areas of increasing pollution worldwide, Inhumans have not factored pollution into their eugenics programs).

The only Inhumans that to date are known to have come into major contact with the dominant human race are Medusa, who has fought the Fantastic Four as a member of the Frightful Four, and Crystal, who has started dating Johnny Storm, having met at the registration desk at Empire State University (see *Crystal*; *Fantastic Four*; *Frightful Four*; *Human Torch*; *Medusa*). Maximus himself has made contact with the Kree Colonel Yon-Rogg, who is himself planning his own invasion of Earth (see *Yon-Rogg*). At this time, Medusa and Crystal are not known by either the Fantastic Four or the Frightful Four to be Inhumans.

First Post-Reboot Appearance: (first mentioned) CAPTAIN MARVEL #; (actual) FANTASTIC FOUR #

Game-Mechanic Details:

The Inhumans are advanced in bio-technology and gravity manipulation technology, possessing TL 10 biotech and TL10⁺ grav plating and contragravity. Otherwise, they have TL8 technology equal to that of modern-day Earth.

Inhuman

100 points

Attribute Modifiers: ST +2 [20]; DX +2 [40]; IQ +1 [20]; HT +2 [20].

Secondary Characteristic Modifiers: HP -2 [-4].

Languages: Tilan (Native) [0].

Advantages: Appearance (Attractive) [4].

Perks: Racial Gifts (Terrigen-based mutations) [1].

Disadvantages: Susceptible to Pollution -1 [-1].

Real Name: Susan Storm.

Occupation: Paramedic, medical technician, registered nurse, adventurer.

Identity: Publicly known.

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

Other Aliases: Invisible Girl.

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

Marital Status: Engaged to be married.

Known Relatives: Franklin (father), Mary (mother, deceased), Jonathan "Johnny" (alias Human Torch, brother).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Susan Storm is the oldest of two children born to physician Franklin Storm. Growing up, her interest in her father's work led him to train her as his assistant from a young age. By the age of 18, she had already become a registered nurse and paramedic, despite not having gone through any official schooling.

When her father was hired by NASA to supervise the medical experts for the "Fantastic Voyage" project, a manned test of an experimental hyperspace drive system, he pulled some strings to get Susan to join him. It was then that she first met Reed Richards, the scientist who worked out the theories behind the drive system (see *Mister Fantastic*). Despite being eleven years his junior, Sue became enamored with the man, and a romance blossomed. (For their first date, she took him scuba diving.)

As the day of the first flight of Reed's experimental ship, the *Fantastic*, approached, Sue volunteered to be the on-board medic (see *The Fantastic*). During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shields on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, her brother Johnny (who was the ship's mechanic), and pilot Ben Grimm – were bombarded with radiation the ship could not keep out (see *Human Torch, Thing*). It was only due to a last-minute jury-rig of Johnny's that the ship was able to return to Earth.

Not long afterwards, Sue, along with the other three that were on board the *Fantastic*, manifested her powers, with Sue taking the name Invisible Woman. Not long afterwards, she accepted Reed's proposal to form the super-team known as the Fantastic Four (see *Fantastic Four*).

Age: 20.

Height: 5' 6".

Weight: 120 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

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

Known Superhuman Powers: The Invisible Woman has the psionic ability to manipulate photons for a variety of effects, including the rendering of herself and other objects invisible, and the construction of invisible force fields.

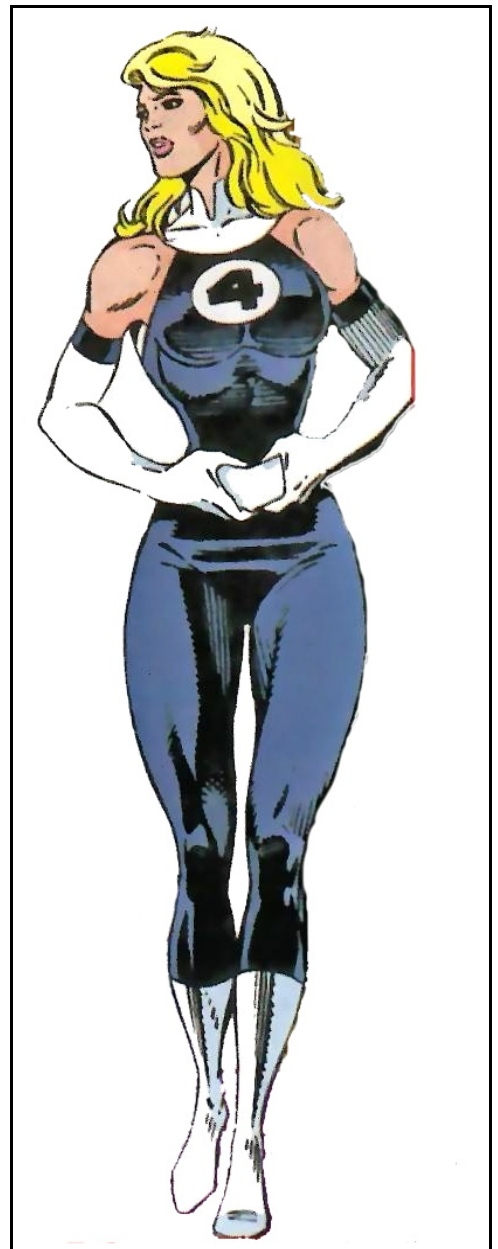
By a simple act of concentration, she can cause all wavelengths of visible, infrared, and ultraviolet light to bend around her without distortion, giving the overall effect that she is invisible. Through practice, she has learned to extend this ability to other people and objects. She is able to see normally even when she is invisible, as are anyone else she is making invisible at the time. The means by which she sees while invisible is instinctive, as she was able to see the first time she turned invisible.

Theoretically, she is able to turn other objects that have been made invisible by other means visible by using her own invisibility powers, but she has yet to succeed in doing so.

By concentrating on the photons in the far ultraviolet frequencies, she is able to turn them into solid, invisible constructs, which she can form in a number of shapes.

Note that Sue is not able to alter the wavelengths of the photons she manipulates, which would enable her to change their color. Whether she can learn to do so at a later date is unknown.

Abilities: Susan Storm has medical knowledge rivaling that of a practicing physician.



1,683 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 15 [10] **Move:** 5 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

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

Dodge: 8 **Parry:** 8 **DR:** 30 (force field); 12/4* (uniform)

Power Block: 10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (Invisibility) 6 (HT±5; Advantage: Invisibility with Affects Machines, +600%; Area Effect: 16 yds, +200%; Cancellation, +10%; Malediction: Uses Speed/Range Table, +150%; Selective Area, +20%; Selectivity (Area Effect, Selective Area), +10%; Psionic, -10%) [648]; Appearance (Beautiful) [12]; Damage Resistance 30 (Area Effect: 16 yds, +200%; Force Field, +20%; Hardened 3, +60%; No Signature, +20%; Requires Concentrate, -15%; Switchable, +10%; Psionic, -10%; Alternative Ability, ×1/5) [116]; Force Constructs Talent 2 [10]; Healer 2 [10]; Invisibility (Affects Machines, +50%; Can Carry Objects, Heavy Encumbrance, +100%; Switchable, +10%; Psionic, -10%) [100]; Legal Enforcement Powers 2 (Informal, -50%) [5]; Modular Abilities (Cosmic Power: Force Constructs) (Points of Abilities: 50; Physical Only, +50%; Trait Limited: Advantages Only, -10%; Psionic, -10%) [650]; Security Clearance 1 (NASA; "Need to Know" on a narrow range of secrets) [5]; Single-Minded [5]; Telekinesis 30 (Psionic, -10%; Alternative Ability, ×1/5) [27].

Perks: Focused Medic [1]; Skintight Outfit [1]; Supersuit [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Hero's) [-5]; Honesty (9) [-15]; Pacifism (Cannot Kill) [-15]; Selfless (9) [-7].

Quirks: Dual Identity [-1]; Imaginative [-1]; Likes to Swim [-1].

Skills: Biology/TL8 (Earthlike) (VH) IQ-1 [4] – 12; Boating/TL8 (Motorboat) (A) DX-1 [1] – 10; Boating/TL8 (Unpowered) (A) DX-1 [1] – 10; Breath Control (H) HT-1 [2] – 10; Connoisseur (Music) (A) IQ-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ [1] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ [1] – 13; Detect Lies (H) Per-1 [2] – 12; Diagnosis/TL8 (Human) (H) IQ+1 [2] – 14*; Electronics Operation/TL8 (Medical) (A) IQ [2] – 13; Electronics Repair/TL8 (Medical) (A) IQ-1 [1] – 12; Free-Fall (A) DX-1 [1] – 10; Leadership (A) IQ-1 [1] – 12; Pharmacy/TL8 (Synthetic) (H) IQ+1 [2] – 14*; Physician/TL8 (Human) (H) IQ+1 [2] – 14*; Physiology/TL8 (Human) (H) IQ+1 [2] – 14*; Poisons/TL8 (H) IQ-1 [2] – 12; Psychology (Human) (H) IQ [1] – 13*; Savoir-Faire (High Society) (E) IQ [1] – 13; Scuba/TL8 (A) IQ+1 [4] – 14; Shadowing (A) IQ-1 [1] – 12; Spacer/TL8 (E) IQ [1] – 13; Stealth (A) DX+1 [4] – 12; Swimming (E) HT+1 [2] – 12; Tactics (H) IQ-2 [1] – 11.

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

* Includes +2 from Healer

Role-Playing Notes:

Sue is in many ways the heart of the Fantastic Four, keeping Reed grounded in reality while helping Ben cope with his altered body. She tends to "den mother" Johnny at times, much to his chagrin.

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

Real Name: Daniel Rand'kai.

Occupation: Businessman, adventurer.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record; citizen of K'un-Lun.

Other Aliases: Daniel Rand (his legal identity in the United States).

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Miranda (alias Death-Sting, half-sister); Wendell (father, deceased); Heather (mother, deceased); Shakari (father's first wife, deceased); Tuan (adopted grandfather, deceased); Nu-An (Yü-Ti, the August Personage in Jade, adopted uncle).

Group Affiliation: Part-owner of Rand-Meachum Enterprises; occasional ally of the Renegades and Nightwing Restorations.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: THE IMMORTAL IRON FIST #1.

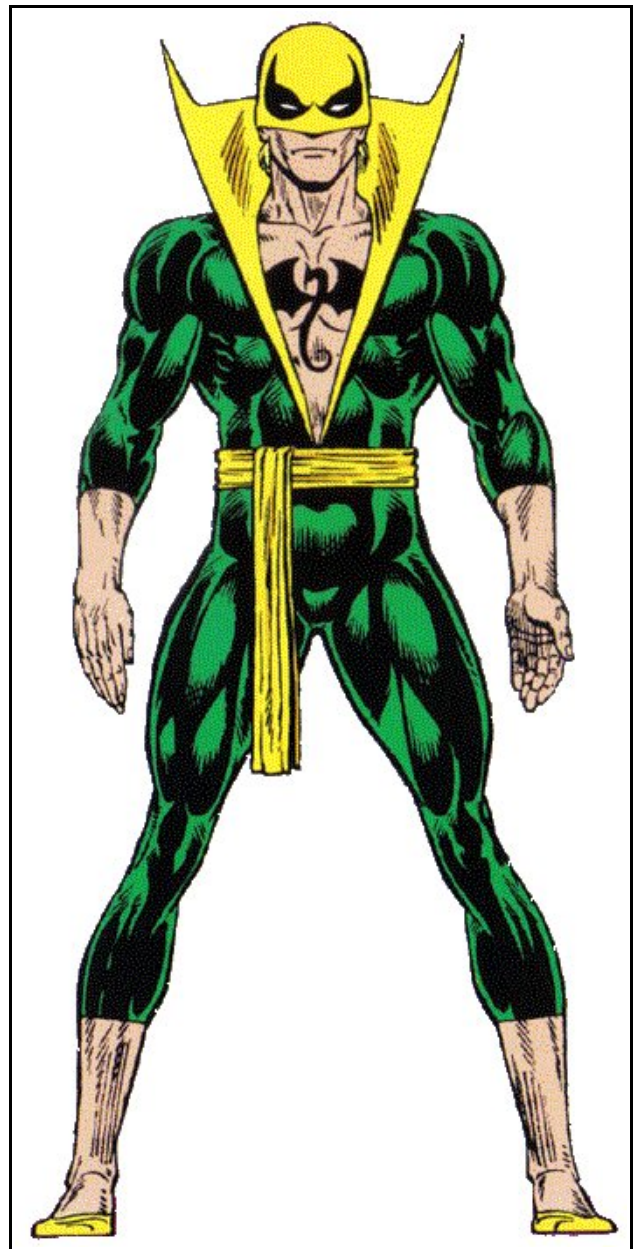
History: Throughout the world there are a half dozen or so "immortal weapons", men and women who have achieved spiritual enlightenment through mastery of a secret martial art taught in the extradimensional realm of K'un-Lun. Founded roughly a million years ago by near-human extraterrestrials, K'un-Lun was co-ruled by the aliens' descendants and powerful beings called the Dragon Kings, who were themselves subject to the godlike sorcerer Master Khan. These men and women are not truly immortal, although many of them are extremely long-lived and active well into their nineties; the term "immortal weapon" comes from the fact that when one dies another inevitably appears to take the title and abilities of his predecessor.

Every ten years, the realm of K'un-Lun interacts with Earth upon a mountain in Tibet, permitting passage between the two realms. Wendell Rand had, as a youth, visited the mystic city of K'un-Lun, which materialized in the Himalayas once a decade. Rand had saved the life of K'un-Lun's ruler Lord Tuan, who adopted Rand as his heir, to the resentment of Tuan's son, Nu-An. During his time in K'un-Lun, Rand married a woman named Shakari and fathered a daughter, Miranda Rand'k'ai.

Ten years after coming to K'un-Lun, Rand was showing Shakari the restored nexus when Nu-An's men attacked them. Shakari was slain, and the grief-stricken Rand returned to Earth. Within a year, he became a successful businessman and married a woman named Heather. In his absence, Lord Tuan died and became ruler of Feng-Tu, abode of K'un-Lun's departed spirits, leaving Nu-An to rule K'un-Lun as Yü-Ti (see *Yü-Ti*). A year later, Heather gave birth to Daniel.

When Daniel Rand was nine, at roughly the time K'un-Lun was scheduled to materialize, his father decided to bring him and Heather to K'un-Lun. Accompanied by Rand's business partner Harold Meachum, they traveled to the Himalayas, but Wendell fell from a mountain ledge (see *Meachum, Harold*). Clutching the edge, Rand called to Meachum for help, but Meachum, hoping to control Rand's business shares, caused Wendell to plunge to his death. Shortly afterward, Heather sacrificed her life to protect Daniel from a wolf pack, and her spirit ascended to Feng-Tu. The denizens of K'un-Lun found Daniel and took him in, while a frostbite-crippled Meachum learned of Daniel's survival and spent the next decade preparing elaborate defenses against future attack. Recognizing the boy as his adopted brother's son, Yü-Ti nevertheless permitted Daniel to grow up as a member of the royal family, introducing Danny to his half-sister, Miranda.

Vowing to avenge his parents, Daniel Rand studied martial arts under K'un-Lun's greatest warrior, Lei Kung, while growing up in K'un-Lun. His closest friends were Miranda and a K'un-Lun boy named Conal D'hu-Tsien; in defiance of K'un-Lun law, Danny and Conal secretly instructed Miranda in K'un-Lun's martial arts. At nineteen, Rand requested and earned an opportunity to win the power of the Iron Fist by confronting Shou-Lao the Undying, a man transformed into a mystic serpent over a thousand years ago by the Dragon King Chiantang, and whose power resided within a flaming brazier. Daniel apparently slew Shao-Lao by grappling him around the neck, a feat no other warrior had ever done, and plunged his hands into the brazier, imbuing himself with the mystic energy of the Iron Fist. The act of grappling Shao-Lao to kill him apparently left Daniel with a dragon-shape branded into his chest. (Shao-Lao has since been revealed to have either survived or returned from the dead.) Somewhat jealous of her younger brother, Miranda declared her intention of also gaining the power of one of the Immortal Weapons. Angered by his niece's public declaration, Yü-Ti ordered her and Conal exiled from K'un-Lun.



As the passage to Earth was opening up, Daniel decided the time had come to obtain vengeance on Meachum, and the three of them traveled to Earth. During the passage, however, Miranda and Conal were separated from Danny; although he looked for them, they had disappeared without a trace. Danny hiked to from Tibet to Hong Kong, where he earned passage to America on a freighter.

Harold Meachum learned of Danny's arrival from K'un-Lun, and placed an open bounty of several million dollars on Danny's head. Danny tracked Meachum to Chicago, but had to contend with assassins making attempts on his life, including a number of Hand ninjas (see *The Hand*). One of those assassins, he discovered, was his lost sister Miranda, who had become amnesiac after gaining the power of the Death-Sting, another of the Immortal Weapons, and sent after him by Meachum's men (see *Death-Sting*). Danny is currently working with private investigators Misty Knight and Colleen Wing to discover a way to get to Meachum while helping his sister regain her memory (see *Knight, Misty; Wing, Colleen*). (Conal's whereabouts are still unknown.)

Age: 23.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Green.

Hair: Brown.

Other Distinguishing Features: Iron Fist has a dragon image that has essentially been branded onto his chest.

Uniform: Green bodysuit with a black dragon emblem on the chest, yellow gloves, yellow shoes, yellow cowl with black eye markings, yellow sash.

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

Known Superhuman Powers: By channeling his *chi*, the spiritual energy possessed by all living beings, in his right hand, Iron Fist is able to deliver an incredible blow, capable of smashing through a six foot thick brick wall or demolishing the front end of a car. Using this ability physically taxes his body, and he is normally able to perform this feat only once before needing to rest.

Other Abilities: Iron Fist is a master of an unnamed style of kung fu taught in K'un-L'un.

1,041 points

ST: 14 [40]	HP: 20 [12]	Speed: 7.00 [0]
DX: 14 [80]	Will: 14 [15]	Move: 7 [0]
IQ: 11 [20]	Per: 14 [15]	
HT: 14 [40]	FP: 14 [0]	SM: 0

Dmg: 1d/2d

BL: 39 lbs.

Dodge: 14

Parry: 19

DR: 12/4* (uniform)

Languages: English (Native) (Native Language) [0]; Han Chinese (Accented) [4]; Mandarin Chinese (Accented) [4]; Nepalese (Accented) [4]; Tibetan (Native) [6].

Cultural Familiarities: East Asian (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Crushing Attack 18d (Based on Power Blow; Armor Divisor (5), +150%; Costs 6 FP, -30%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Melee Attack: ST-Based, +100%; Takes Extra Time 3, -30%; Chi, -10%) [234]; Damage Resistance 3 (No Signature, +20%; Tough Skin, -40%) [12]; Danger Sense (Chi, -10%) [14]; Daredevil [15]; Detect Other Immortal Weapons (Reflexive, +40%; Chi, -10%) [7]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Flexibility [5]; Forceful Chi 4 [60]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Inner Balance 4 [60]; Longevity [2]; Metabolism Control 3 (Mastery, +40%; Chi, -10%) [20]; Trained By A Master [30]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Visualization (Chi, -10%) [9].

Perks: Acceleration Tolerance [1]; Attribute Substitution (Precognitive Parry based on Per) [1]; Autotrance [1]; Chi Resistance (Kiai) [1]; Chi Resistance (Pressure Points) [1]; Deep Sleeper [1]; Exotic Weapon Training (Qian Kun Ri Yue Dao) [1]; Exotic Weapon Training (Three-Part Staff) [1]; Focused Fury [1]; Iron Hands 2 [2]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Skintight Outfit [1]; Special Exercises (DR 1 w/ Tough Skin) 3 [3]; Style Familiarity (K'un-L'un Kung Fu) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Xia) [-10]; Discipline of Faith (Mysticism) [-10]; On the Edge (12) [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Sense of Duty (Friends and Family) [-5]; Social Stigma (Ignorant) [-5]; Vow (Vengeance) [-10]; Wealth (Struggling) [-10].

Quirks: Likes Silver Age Comics [-1]; OUCH! [-1]; Traditional Chinese Diet [-1]; Willfully Anachronistic [-1]; Won't Meet Anyone's Eyes [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Artist (Calligraphy) (H) IQ-1 [2] – 10; Autohypnosis (H) Will+3 [2] – 17*; Axe/Mace (A) DX+1 [4] – 15; Blind Fighting (VH) Per+2 [2] – 16*; Body Control (VH) HT+2 [2] – 16*; Body Language (Human) (A) Per+3 [1] – 17*; Bow (A) DX+0 [2] – 14; Breaking Blow (H) IQ+3 [2] – 14†; Breath Control (H) HT+2 [1] – 16*; Broadsword (A) DX+1 [4] – 15; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+2 [1] – 16‡; Crossbow (E) DX+1 [2] – 15; Dancing (A) DX-1 [1] – 13; Detect Lies (H) Per+0 [4] – 14; Diplomacy (H) IQ-1 [2] – 10; Escape (H) DX+2 [2] – 16‡; Fast-Draw (Knife) (E) DX+1 [1] – 15§; First Aid/TL3 (Human) (E) IQ+1 [2] – 12; Flail (H) DX+0 [4] – 14; Flying Leap (H) IQ+3 [2] – 14†; Fortune-Telling (Feng Shui) (A) IQ+0 [2] – 11; Hiking (A) HT+0 [2] – 14; Hypnotism (Human) (H) IQ+3 [2] – 14†; Immovable Stance (H) DX+3 [2] – 17*; Invisibility Art (VH) IQ+3 [4] – 14†; Judo (H) DX+11 [48] – 25; Judo Art (H) DX+8 [1] – 22#; Jumping (E) DX+0 [1] – 14; Karate (H) DX+11 [28] – 25; Karate Art (H) DX+8 [1] – 22¥; Knife (E) DX+2 [4] – 16; Light Walk (H) DX+3 [2] – 17*; Lizard Climb (H) DX+3 [2] – 17*; Meditation (H) Will+3 [2] – 17*; Mental Strength (E) Will+5 [2] – 19*; Observation (A) Per+0 [2] – 14; Parry Missile Weapons (H) DX+0 [4] – 14; Polearm (A) DX+1 [4] – 15; Power Blow (H) Will+6 [12] – 20†; Precognitive Parry (H) Per+4 [4] – 18†; Pressure Points (H) IQ+3 [4] – 15†; Riding (Equines) (A) DX-1 [1] – 13; Running (A) HT+1 [4] – 15;

Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Shortsword (A) DX+1 [3] – 15¶; Spear (A) DX+1 [4] – 15; Staff (A) DX+1 [3] – 15□; Stealth (A) DX+0 [2] – 14; Survival (Arctic) (A) Per-1 [1] – 13; Survival (Mountain) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Shuriken) (E) DX+1 [2] – 15; Thrown Weapon (Spear) (E) DX+1 [2] – 15; Two-Handed Flail (H) DX+0 [4] – 14; Two-Handed Sword (A) DX+1 [4] – 15.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Choke Hold (Judo) (H) def+2 [3] – 25; Hand-Clap Parry (Judo Parry) (H) def+1 [2] – 15; Jump Kick (Karate) (H) def+1 [2] – 22; Kicking (Karate) def+2 [3] – 25; Pressure-Point Strike (Karate) (H) def+0 [0] – 23; Spinning Kick (Karate) (H) def+3 [4] – 25; Whirlwind Attack (Staff) (H) def+5 [6] – 15.

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

- * Includes +4 from Inner Balance.
- † Includes +4 from Forceful Chi.
- ‡ Includes +3 from Flexibility.
- § Includes +1 from Combat Reflexes.
- # Defaulted from Judo.
- ¥ Defaulted from Karate.
- ¶ Defaulted from Broadsword.
- Defaulted from Spear.

Role-Playing Notes:

Danny is a good man who has vowed vengeance against the man who betrayed his parents and left them to die. He is still acclimating himself to the modern world, as K'un-L'un is still in a state of medieval Chinese technology mixed in with Tibetan mysticism. He's not really sure himself whether he can follow through with his vow.

KARATE

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

Design Notes:

- In K'un-L'un, Danny has several Social traits which are not on his sheet, most notably his Status from being one of the ruling family and Social Regard (Respected) as one of the Immortal Weapons. These traits were not included on his sheet due to their being practically useless once he arrives on Earth. Should a campaign take place in K'un-L'un, feel free to add these traits.

Real Name: Anthony "Tony" Stark.

Occupation: Inventor, industrialist.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Long Island, New York.

Marital Status: Single.

Known Relatives: Howard, Sr. (grandfather, deceased), Howard, Jr. (father, deceased), Maria (mother, deceased), Morgan (cousin).

Group Affiliation: Avengers.

Base of Operations: Splits his time between Los Angeles and the San Francisco Bay Area, California.

First Post-Reboot Appearance: INVINCIBLE IRON MAN #1.

History: Anthony Stark, only son of industrialist Howard Stark, discovered his technical prowess at a very young age. A child prodigy, by the age of 21 he had graduated M.I.T. with multiple Masters of Engineering degrees.

During the War on Terrorism, Tony made a deal with his father, Howard Stark, Jr., to enlist in the United States Army for a tour in order to prove that he could handle responsibility. Despite being on the fast-track to becoming an officer due to his education, Tony's own nature ensured he was constantly passed over for the officer training program. During his third year of service, he was assigned to a unit in Afghanistan. While there, he made friends with helicopter pilot Jim Rhodes (see *Rhodes, Jim*). Tony told Rhodes that if he ever got tired of the military that he would be more than willing to hire him.

While on patrol in the Afghanistan mountains, Tony's convoy was ambushed and Tony taken prisoner by a group of foreign fighters who called themselves the Ten Rings (see *Ten Rings*). During the ambush, however, shrapnel entered Tony's heart; only the efforts of a man named Yinsen, also a captive of the Ten Rings, enabled Tony to survive. While in captivity, the Ten Rings attempted to coerce Tony into building newer advanced weapons for them. Tony built first a miniaturized ARC reactor, based off the design of the larger prototype powering the SI Los Angeles plant, to power an electromagnet keeping the shrapnel out of his heart. The ARC reactor in his chest, however, was only a stepping stone in his plan; with Yinsen's help, he built a suit of armor – the Iron Man Mk I suit – which was powered off the reactor. Yinsen died buying time for the suit to become fully operational.

Following his escape from captivity and the debriefing by the military and various intelligence agencies concerning his captivity and the means of said escape, he was given a medical discharge. One of the first things he did after getting home was build a more sophisticated ARC to power his heart, and then built a device to replace his damaged heart.

Finding out that his father had died while he was in captivity overseas (Tony's mother had died years before), Tony was determined to keep the family company, Stark Industries, out of his amoral and corrupt cousin Morgan's hands (see *Stark Industries; Stark, Morgan*).

Morgan Stark wasn't thrilled to learn that Tony had devised a means of cheating death. Using her underworld contacts, she placed a contract on Tony's life. Tony first learned of this when Stark Industries security personnel apprehended an assassin who had infiltrated the SI electronics plant he was touring. Using the suit he'd devised in Afghanistan as a base, Tony built a more advanced suit of Iron Man armor for his own protection and as a means of tracking down the person responsible for this price on his head. Upon learning that Morgan Stark was responsible, Tony, as Iron Man, was responsible for bringing her to justice. The assassination contracts were quickly removed once Morgan's assets were seized, preventing her from paying.

Publicly, Iron Man is Stark's personal bodyguard. Only Jim Rhodes, who has recently accepted Tony's offer of employment, is aware that Stark and Iron Man are one and the same. While most of his time is spent in California, Iron Man is a founding member of the Avengers, who are based in New York (see *Avengers*).

Age: 23.

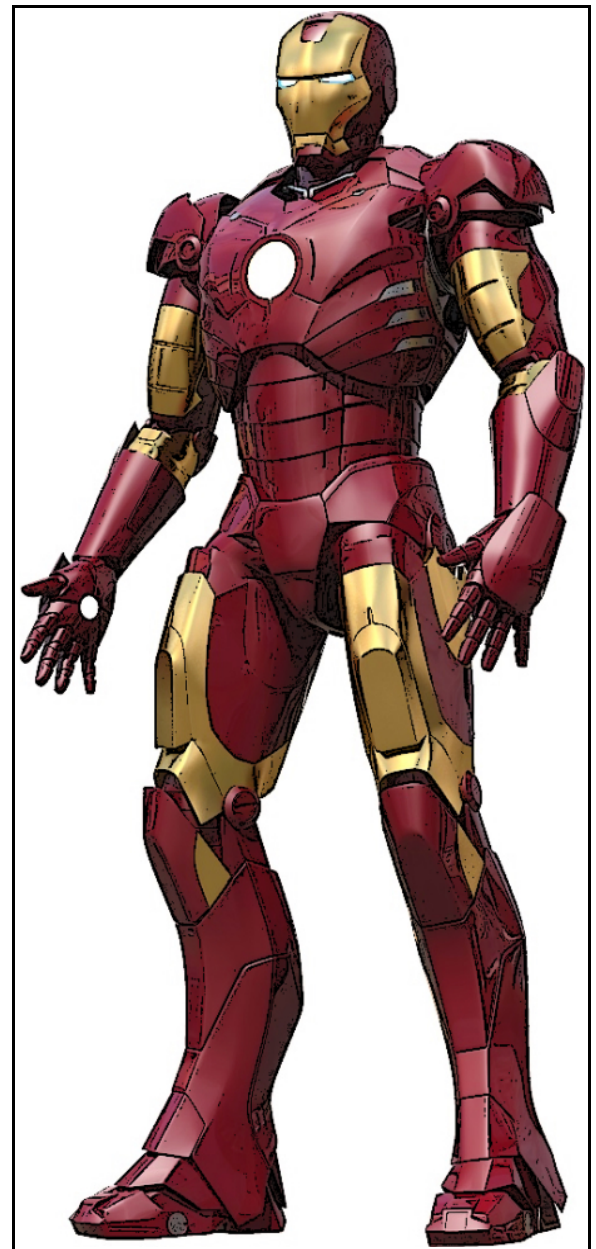
Height: 6' 1"

Weight: 225 lbs.

Eyes: Blue

Hair: Black

Uniform: Typically, a metallic red armored torso, metallic red and gold arms and legs, metallic red gloves, metallic red boots, metallic red helmet with metallic gold faceplate. The Mark I armor was mostly a plain gunmetal gray. Some of the variant armors are red and



silver, black and silver, gold and silver, or, in the case of the stealth armor, pure black.

Strength Level: Tony Stark possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. The Iron Man suit he wears increases his strength to enable him to lift (press) around 70 tons.

Known Superhuman Powers: None.

Other Abilities: Tony Stark is a noted inventor of ultra-tech weaponry and electronics.

Weapons: The Iron Man armor worn by Tony Stark possesses three main built-in weapons. The first are what he calls 'repulsors', which are short-range weapons built into the palms of the armor (originally intended as a kind of flight stabilizer for the suits). The second is a chest-mounted "uni-beam" centered around the casing for the ARC reactor in Tony's chest, which acts as a searchlight, oversized repulsor, and particle beam. The third weapon is a special emitter he calls a "pulsar" which fires particle bolts that grow stronger the farther they travel.

Tony has also used a number of other weapons, most notably a number of unguided and guided rockets and a set of needlers that can retract into the suit's shoulders.

Paraphernalia: The Iron Man armor Tony wears is capable of sustaining a tremendous amount of damage, is able to fly through rockets in the boots at speeds up to Mach 2, enables him to see in both the infrared and ultraviolet ranges, has a built-in radar permitting him to track 9 objects at once, and has an internal air supply of 12 hours. The Mark III stealth armor has a coating which absorbs radar waves, and a holographic emitter which enables him to remain hidden warping light around him. The armor can even be controlled via remote-control for short periods of time, usually when Stark and Iron Man have to appear in public together. Tony is constantly updating his armor.

Disabilities: Tony Stark's heart has been damaged by shrapnel, and he has a mechanical unit surgically implanted which works off his implanted miniaturized ARC reactor to pump the blood instead of his heart, which has since stopped. He is currently on the waiting list for a suitable transplant.

"Tony Stark was able to build this in a cave! With a box of scraps!"

– Obadiah Stane, *Iron Man*

2,502 points

ST: 11 [10]	HP: 11 [0]	Speed: 6.60 [0]
DX: 12 [40]	Will: 12 [-10]	Move: 6 [0]
IQ: 14 [80]	Per: 12 [-10]	
HT: 12 [20]	FP: 12 [0]	SM: 0

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

Dodge: 12 **Parry:** 11 **DR:** 0

Languages: Arabic (Broken/Illiterate) [1]; English (Native) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Iron Man Suits, three suits/forms; Difference in Point Cost: 2,023) (Gadget/Breakable: DR 26+, +0%; Gadget/Breakable: Complex Machine, -5%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Once On, Stays On, +50%; Preventable, -10%) [2,080]; Appearance (Handsome) [12]; Artificer 4 [40]; Combat Reflexes [15]; Enhanced Dodge 2 [30]; Gadgeteer [25]; High TL +2 [10]; Independent Income 20 [20]; Merchant Rank 7 [35]; Security Clearance ("Need to Know" for a Narrow Range) [5]; Status 6 [10*]; Wealth (Multimillionaire 1) [75].

Perks: Alcohol Tolerance [1]; Off-Screen Reload [1].

Disadvantages: Alcoholism [-15]; Code of Honor (Gentleman's) [-10]; Compulsive Carousing (9) [-7]; Compulsive Spending (12) [-5]; Electrical [-20]; Enemy (Morgan Stark, cousin) (Less Powerful; Hunter) (9) [-5]; Intolerance (Muslims) [-5]; Lecherousness (6) [-30]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Utter Rejection) [-10]; Workaholic [-5]; Wounded [-5].

Quirks: Attentive [-1]; Nervous Stomach [-1]; Proud [-1].

Skills: Administration (A) IQ [2] – 14; Aerobatics (H) DX+3 [12] – 14; Battlesuit/TL10 (A) DX+8 [32] – 20; Brawling (E) DX+2 [4] – 14; Carousing (E) HT+0 [1] – 12; Connoisseur (Wine) (A) IQ [2] – 14; Current Events/TL8 (High Culture) (E) IQ+1 [2] – 15; Current Events/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Driving/TL8 (Tracked) (A) DX-1 [1] – 11; Electronics Operation/TL10 (Electronic Warfare) (A) IQ [2] – 14; Electronics Operation/TL10 (Security) (A) IQ [2] – 14; Guns/TL8 (Rifle) (E) DX [1] – 12; Heraldry (Business Logos) (E) IQ+1 [2] – 15; Hiking (A) HT [2] – 10; Innate Attack (Beams) (E) DX+3 [8] – 15; Inventor! (WC) IQ+2 [48] – 16†; Mathematics/TL10 (Applied) (H) IQ [4] – 14; Navigation/TL8 (Land) (A) IQ [2] – 14; Piloting/TL8 (Light Airplane) (A) DX [2] – 12; Rapier Sport (A) DX [2] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 15; Savoir-Faire (Military) (E) IQ+0 [1] – 14; Soldier/TL8 (A) IQ-1 [1] – 13; Survival (Desert) (A) Per [2] – 12; Wrestling (A) DX+1 [4] – 13.

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

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

† Conditional +4 from Artificer when substituting for skills covered by the talent.

Role-Playing Notes:

Robert Downey, Jr., nailed the role perfectly, IMO, giving a perfect mix of arrogance, self-righteousness, and casual debauchery alongside textbook narcissism. There's not much to add to that.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Iron Man's Battlesuits

Mark I

The Mark I suit was built while Tony was being held prisoner in Afghanistan.

The suit itself is crude, made from steel and aluminum with only the most basic of operating systems, lacking the full helmet HUD and full flight capabilities of the later models. Even its offensive abilities are crude, consisting of a pair of flamethrowers built into its arms and a single rocket launcher lacking a guidance system. It was designed for protection during an escape, not prolonged combat, reflected in its inability to move at more than a fast walk and its ability to absorb damage from a .50BMG machine gun. While it has rudimentary flight capability, the suit lacks stabilizers and has a limited fuel supply, pretty much ensuring that it does not fly in anything other than a ballistic arc.

While the original Mark I was abandoned by Tony not long after his escape, he could conceivably repair it or build another to the same specifications at any time.

612 points

Attribute Adjustments: ST +45 (Size, -10%) [405].

Secondary Characteristic Adjustments: SM +1; Basic Move -3 [-15].

Advantages: Burning Attack 3d (Blockable, -5%; Jet, +0%; Jet: Increased Range (×7), +60%; Rapid Fire (RoF 2), +40%; Elemental: Heat/Fire, -10%) [28]; Damage Resistance 35 (Semi-Ablative, -20%) [140]; Damage Resistance 15 (Torso Only, -10%) [68]; Enhanced Move (Air) 1 (All-Out, -20%; Handling Penalty -5, -25%) [11]; Flight (Cannot Hover, -15%; Maximum Duration: 10 Minutes, -50%) [14].

Perks: Accessory: Single 25mm Rocket [1]; Illumination [1].

Disadvantages: Hard of Hearing [-10]; Maintenance (Armoury (Battlesuits) or Mechanic (Robotics)) (2 People; Weekly) [-10]; Noisy -3 [-6]; Restricted Vision (No Peripheral Vision) [-15].

Features: Powered off Mini-ARC Reactor [0].

Mark II

The Mark II suit was built after Tony returned home following his captivity. Tony is constantly altering the suit's capabilities, primarily in the suit's offensive weaponry.

The Mark II was designed to be able to go toe to toe in combat with some of the strongest folks in the world; however, the chances of it being able to sustain itself in a one-on-one fight against the Hulk or the Juggernaut are slim (see *Hulk*; *Juggernaut*).

1,955 points

Advantages: Burning Attack (*Chest RT*) 8d (Armor Divisor (5), +150%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×2), +5%; Variable, +5%) [112]; Burning Attack (*Pulsars*) 6d (Accessibility: Full Power Only For Last 25% of Max Range, -15%; Armor Divisor (5), +150%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×10), +15%; Increased Range (×2), +10%; Rapid Fire, RoF 2×3. +70%; Variable, +5%) [107]; Crushing Attack (*Chest RT*) 12d (Damage Modifier: Double Knockback, +20%; Increased

1/2D Range (×2), +5%; Increased Range (×2), +10%; Variable, +5%; Alternative Attack, ×1/5) [17]; Crushing Attack (*Repulsors*) 4d (Damage Modifier: Double Knockback, +20%; Increased 1/2D Range (×5), +10%; Rapid Fire, RoF 2, +40%; Reduced Range (×1/2), -10%; Variable, +5%; Alternative Attack, ×1/5) [7]; Damage Resistance 120 [600]; Damage Resistance 30 (Torso Only, -10%) [135]; Enhanced Move (Air) 6 [120]; Enhanced Tracking 8 [40]; Extra Arms 2 (Weapon Mount, -80%) [4]; Flight (Space Flight, +50%) [60]; Infravision [10]; Injury Tolerance (Damage Reduction (/10)) [150]; Radar (Extended Arc: 360°, +125%; Multi-Mode, +50%; Targeting, +20%) [59]; Sealed [15]; Super ST +13/+300 [520]; Telecommunications (Radio) (Secure, +20%; Video, +40%) [16]; Ultravision [10]; Vacuum Support [5].

Perks: Accessory (Forearm 25mm Rocket) [1]; Accessory (HUD Interface) [1]; Illumination [1].

Disadvantages: Electrical [-20]; Maintenance (Armoury (Battlesuits) or Mechanic (Robotics); 2 People; Weekly) [-10]; No Sense of Smell/Taste [-5].

Features: Powered off Mini-ARC Reactor [0].

Note: Weapons may include needle shooters, rocket pods, and similar. Use a minigun and shoulder-mounted gyro launcher pod for the black and silver War Machine armor.

Mark III

The Mark III Iron Man armor is affectionately referred to him as his Stealth Armor. It possesses all the capabilities of the Mark II, and includes stealth features including a radar-absorbing coating and retro-reflective scales in the skin of the suit which render it invisible to the naked eye, and infrared and ultraviolet scanners.

2,023 points

Advantages: Burning Attack (*Chest RT*) 8d (Armor Divisor (5), +150%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×2), +5%; Variable, +5%) [112]; Burning Attack (*Pulsars*) 6d (Accessibility: Full Power Only For Last 25% of Max Range, -15%; Armor Divisor (5), +150%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×10), +15%; Increased Range (×2), +10%; Rapid Fire, RoF 2×3. +70%; Variable, +5%) [107]; Crushing Attack (*Chest RT*) 12d (Damage Modifier: Double Knockback, +20%; Increased 1/2D Range (×2), +5%; Increased Range (×2), +10%; Variable, +5%; Alternative Attack, ×1/5) [17]; Crushing Attack (*Repulsors*) 4d (Damage Modifier: Double Knockback, +20%; Increased 1/2D Range (×5), +10%; Rapid Fire, RoF 2, +40%; Reduced Range (×1/2), -10%; Variable, +5%; Alternative Attack, ×1/5) [7]; Damage Resistance 120 [600]; Damage Resistance 30 (Torso Only, -10%) [135]; Enhanced Move (Air) 6 [120]; Enhanced Tracking 8 [40]; Extra Arms 2 (Weapon Mount, -80%) [4]; Flight (Space Flight, +50%) [60]; Infravision [10]; Injury Tolerance (Damage Reduction (/10)) [150]; Invisibility (Electromagnetic) (Affects Machines, +50%; Switchable, +10%) [64]; Radar (Extended Arc: 360°, +125%; Multi-Mode, +50%; Targeting, +20%) [59]; Sealed

[15]; Super ST +13/+300 [520]; Telecommunications (Radio) **Disadvantages:** Electrical [-20]; Maintenance (Armoury (Secure, +20%; Video, +40%) [16]; Ultravision [10]; Vacuum (Battlesuits) or Mechanic (Robotics); 2 People; Weekly) [-10]; Support [5]. No Sense of Smell/Taste [-5].

Perks: Accessory (Forearm 25mm Rocket) [1]; Accessory (HUD Interface) [1]; Illumination [1]. **Features:** Powered off Mini-ARC Reactor [0].

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	–	–		

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>

Design Notes:

1. I haven't yet started up the Mark IV Hulkbuster armor. Not sure it's going to be produced during Year One, though.

Real Name: Esteban Carracus.

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: El Jaguar, El Gato Manchado, the Spotted Cat, "kitty", "bote" (the latter two given to him by various opponents).

Place of Birth: Miami, Florida.

Marital Status: Widower thrice over.

Known Relatives: Maria (first wife, deceased), Tanita (second wife, deceased), Tina (third wife, deceased), Manuel, Cesar, Enrique (sons), Yolanda, Zita (daughters).

Group Affiliation: Head of his own Maggia family.

Base of Operations: Miami, Florida.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Esteban Carracus was born in Miami, the son of a Cuban woman who braved the hundred miles between the two locales while pregnant on a homemade raft, or so he claims. It is not known if his powers are a result of him being a mutant, if he inherited them, or gained them in undisclosed circumstances, but in his teens he was already making a name for himself as muscle for the Miami branch of the underworld Maggia syndicate (see *Maggia*). Over time, he grew in influence to where he was able to stage a coup, taking over the family for himself, reportedly by enacting his own version of the Night of the Long Knives. To date, none of his sons or daughters are known to possess similar feline features.

Over the last twenty years, the Jaguar family has engaged in illicit activities typical to Miami: drug smuggling, gun-running, prostitution, and gambling, with a side in money laundering through legitimate businesses and payoffs to the police and city officials to look the other way. Although no one should be under the illusion that he is anything but a career criminal, El Jaguar knows the benefits of public relations. His human-trafficking sideline, although it includes prostitution and smuggling, also assists escapes from Cuba, and it is part of the family's 'public image' that Communist, Nazi, and racially-themed villains are unwelcome in their territory. More than one resident of Little Cuba set foot on American soil owing El Jaguar for the trip. Because the Jaguar's Maggia family does not engage in extortion schemes, they are held as the lesser of the two main criminal syndicates in the city. The other, run by Pisces of the Zodiac Cartel, has a habit of extorting Cuban, Haitian, and Dominican small businesses; the Jaguar family has often stepped up to protect the city's Hispanic population, which several times threatened to erupt into a gang war between the two cartels (see *Pisces*; *Zodiac Cartel*).

El Jaguar first came into conflict with Captain Marvel, who at the time was operating out of Cape Canaveral, when men from his crime family stole experimental cold fusion technology from NASA (see *Captain Marvel*). The two were then forced to work together to keep the technology from Paibok the Power-Skrull, who intended to rework it into a bomb (see *Paibok the Power-Skrull*). In the end, Captain Marvel was forced to destroy the technology, setting that project back at least a decade. Jaguar permitted the authorities to arrest the men in his crime family who performed the heist, but later arranged for his lawyer to get them off of all charges.

Jaguar later sided with the visiting Ant-Man and Wasp, who were visiting Miami on vacation, when they were attacked by Pisces (see *Ant-Man*; *Wasp*). With Pisces being imprisoned following the Zodiac's assault on Manhattan, Jaguar is expected to expand his criminal network into the other crime lord's territory.

Jaguar later sided with the visiting Ant-Man and Wasp, who were visiting Miami on vacation, when they were attacked by Pisces (see *Ant-Man*; *Wasp*). With Pisces being imprisoned following the Zodiac's assault on Manhattan, Jaguar is expected to expand his criminal network into the other crime lord's territory.

Age: 30.

Height: 6'.

Weight: 220 lbs.

Eyes: Green

Hair: Orange fur with black spots and patterns resembling those of a jaguar.

Other Distinguishing Features: The Jaguar's face has been elongated into a feline muzzle, complete with sharp teeth, and his ears



resemble those of his namesake.

Uniform: None.

Strength Level: The Jaguar possesses superhuman strength enabling him to lift (press) roughly ten tons under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Jaguar possesses enhanced agility, sharp teeth, claws on his hands and feet, and enhanced durability, though he is still vulnerable to gunfire. His senses of smell and hearing are particularly acute, allowing him to tell people apart by their scent and hear in the ultrasonic sounds.

Other Abilities: Jaguar is a shrewd crime lord and businessman. He is a skilled hand to hand combatant, preferring to use his claws rather than other weapons; despite this, he is a skilled gunfighter.

1,173 points

ST: 22/112 [20*] **HP:** 22 **Speed:** 7.00 [0]

DX: 15 [100] **Will:** 14 [10] **Move:** 7/21 [0]

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

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

Dmg: 2d/4d (12d/14d) **BL:** 97 lbs. (2,509 lbs./1.25 tons)

Dodge: 14 **Parry:** 15 **DR:** 10*

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

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

Advantages: Appearance (Attractive) (Impressive, +0%) [4]; Catfall (Super, -10%) [9]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 10 (Tough Skin, -40%; Super, -10%) [25]; Discriminatory Smell (Emotion Sense, +50%; Super, -10%) [21]; Enhanced Dodge 3 (Super, -10%) [41]; Enhanced Move (Ground) 1.5 (Super, -10%) [27]; Enhanced Parry (Bare Hands) 3 (Super, -10%) [14]; Extra Attack 1 [25]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /5) (Super, -10%); Intuitive Statesman 2 [20]; Merchant Rank 5 [25]; Night Vision 4 [4]; Organized Crime Rank 6 [12]; Regeneration (Slow: 2HP/12hr) (Super, -10%) [9]; Slippery 3 [6]; Social Regard (Feared) 2 [10]; Super ST +10/+100 (Super, -10%) [390]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 1 [1]; Tough Guy 2 [10]; Ultrahearing (Super, -10%) [5]; Vibration Sense (Super, -10%) [9]; Wealth (Multimillionaire 1) [75].

Perks: Biting Mastery [1]; Fur [1].

Disadvantages: Bad Temper (12) [-10]; Callous [-5]; Code of Honor (Pirate's) [-5]; Overconfidence (12) [-5]; Sense of Duty (Hispanic Community) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Bloody Mess [-1]; Lapsed Catholic [-1]; Not Until My First Cup! [-1]; Proud [-1]; Tito Puente Is The Patron Saint of Latin Music [-1].

Skills: Acrobatics (H) DX-1 [2] – 14; Acting (A) IQ+0 [2] – 14†; Administration (A) IQ+2 [2] – 14‡; Area Knowledge (Miami) (E) IQ+0 – 12; Climbing (A) DX+2 [1] – 17‡; Connoisseur (Music) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Cuba) (E) IQ+2 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+2 [1] – 14‡; Current Affairs/TL8 (Miami) (E) IQ+2 [4] – 14; Current Affairs/TL8 (Politics) (E) IQ+2 [1] – 14‡; Detect Lies (H) Per+0 [4] – 14; Escape (H) DX+1 [1] – 16‡; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 16§; Fast-Talk (A) IQ+2 [4] – 14#; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (H) DX+2 [1] – 17#; Guns/TL8 (Pistol) (E) DX+1 [2] – 16; Guns/TL8 (Submachine Gun) (E) DX+1 [2] – 16; Hiking (A) HT-1 [1] – 12; Interrogation (A) IQ+0 [1] – 12¥; Intimidation (A) Will+0 [2] – 16; Judo (H) DX+1 [8] – 16; Jumping (E) DX+0 [1] – 15; Karate (H) DX+1 [8] – 16; Knot-Tying (E) DX+0 [1] – 15; Law (Florida Criminal) (H) IQ+0 [1] – 12‡; Leadership (A) IQ+2 [2] – 14‡; Lifting (A) HT-1 [1] – 12; Lip-Reading (A) Per+0 [2] – 14; Liquid Projector/TL8 (Flamethrower) (E) DX+1 [1] – 15; Observation (A) Per+0 [2] – 14; Politics (A) IQ+1 [1] – 13‡; Propaganda/TL8 (A) IQ+2 [2] – 14‡; Public Speaking (A) IQ+1 [1] – 13‡; Running (A) HT+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Smuggling (A) IQ+2 [8] – 14; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+2 [2] – 14#; Swimming (E) HT+1 [2] – 14; Throwing (A) DX+0 [2] – 15; Tracking (A) Per+1 [4] – 15; Wrestling (A) DX+1 [4] – 16.

Features: Born Biter 1 [0].

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

* Includes +10/+100 from Super ST.

† Includes +2 from Intuitive Statesman.

‡ Includes +3 from Flexibility.

§ Includes +1 from Combat Reflexes.

Includes +2 from Tough Guy.

¥ Defaulted from Intimidation.

Role-Playing Notes:

Jaguar tries to pass himself off as a professional and legitimate businessman, despite his looks. He has a bit of a temper, however. Play straight with him, and he'll play straight with you; attack him, one of his men, or bother anyone in the Miami Hispanic community, however, and he'll hunt you down.

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+3 cut	C	15	–	–	22	
	– <i>Super ST</i>	12d+23 cut	C	15	–	–	112	
–	Karate Kick	2d+4 cut	C, 1	n/a	–	–	22	
	– <i>Super ST</i>	12d+24 cut	C, 1	n/a	–	–	112	
–	Karate Bite	2d+3 cut	C	n/a	–	–	22	
	– <i>Super ST</i>	12d+23 cut	C	n/a	–	–	112	

Design Notes:

1. This Jaguar is a combination of the canonical Jaguar (who fought Daredevil) and Cheetah (who fought Mar-Vell) characters, both of whom were killed by the Scourge of the Underworld at the Bar With No Name. By all accounts, Cheetah was meant to be named Jaguar (to the point where the issue prior referenced his debut as "Jaguar"). Both characters were D-listers, if not Z-listers (neither one had many appearances prior to being killed off in a purge of useless and forgettable villains), but the concept has some potential.
2. Organized Crime Rank is built at 2/level as per the guidelines on p. 15 of *Social Engineering*. It does not add to Status.

JAMESON, J. JONAH

Supporting Cast

Real Name: J. Jonah Jameson. (It is believed that the first initial stands for "John", but nothing has been confirmed.)

Occupation: Newspaper publisher.

Identity: Jameson does not use a dual identity.

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

Other Aliases: "Jolly" Jonah Jameson (a nickname used by Spider-Man, picked up by the entire *Bugle* staff).

Place of Birth: New York City.

Marital Status: Widower.

Known Relatives: Joan (wife, deceased), John (son), unnamed great-uncle (deceased)..

Group Affiliation: Publisher and owner of the *Daily Bugle*.

Base of Operations: New York City.

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

History: J. Jonah Jameson began working for the *Daily Bugle* as a reporter while still in high school (see *Daily Bugle*). Over the years, he worked his way up through the ranks to become its city editor. In 1986, the paper fell on hard times. At the same time, Jameson came into a sizable inheritance, which he used to purchase the newspaper company outright. Today, the *Daily Bugle* is unique among the New York City newspapers in that it is owned directly by the Jameson family, and not a corporation.

Jameson has been very outspoken in his editorials against the recent influx of costumed crimefighters, and against Spider-Man in particular (see *Spider-Man*). An avid civil rights activist, Jameson harbors no prejudices against superhumans, and in fact he has written several editorials in favor of mutant equality; his criticisms of Spider-Man stem from the web-slinger's crimefighting actions, which Jameson views as vigilantism.

Despite his stance against vigilantism, Jameson is responsible for hiring private detective Mac Gargan to find and unmask Spider-Man. Gargan proved unstable, and underwent a procedure which turned him into the criminal Scorpion (see *Scorpion*).

Age: 58.

Height: 5' 11".

Weight: 210 lbs.

Eyes: Blue.

Hair: Grey, formerly brown.

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

Known Superhuman Powers: None.

146 points

ST: 10 [0] **HP:** 12 [4] **Speed:** 5.50 [0]

DX: 10 [0] **Will:** 13 [5] **Move:** 5 [0]

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

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

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Hard to Kill 3 [6]; Longevity [2]; Merchant Rank (Newspaper) 6 [30]; Reputation (Honest Newspaper Publisher) (All the time; Large Class of People: Everyone In NYC) [7]; Single-Minded [5]; Status 3 [0*]; Tenure [5]; Wealth (Very Wealthy) [30].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Bad Temper (12) [-10]; Code of Honor (Professional) [-5]; Intolerance (Costumed Crimefighters) [-5]; Obsession (Expose and Unmask Spider-Man) (12) [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Employees) [-5]; Stubbornness [-5].

Quirks: Dislikes Spider-Man For Being the Self-Sacrificing Hero He Himself Is Not [-1]; Prefers Cuban Cigars [-1]; Proud [-1]; Skinflint [-1]; Uncongenial [-1].

Skills: Administration (A) IQ+0 [2] -12; Area Knowledge (New York City) (E) UQ+0 [1] -12; Body Language (A) Per+2 [8] -14; Boxing Sport (A) DX+0 [2] -10; Connoisseur (Cigars) (A) IQ+2 [8] -14; Current Affairs/TL8 (Regional: New York City) (E) IQ+2 [4] -14; Fast-Talk (A) IQ+1 [4] -13; Intimidation (A) Will+2 [8] -15; Professional Skill (Journalist) (A) IQ+2 [8] -14; Research/TL8 (A) IQ+0 [2] -12; Savoir-Faire (High Society) (E) IQ+0 [1] -12; Writing (A) IQ+1 [4] -13.



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

* Includes +2 from Rank and +1 from Wealth.

Role-Playing Notes:

How can I describe how to play him without exaggerating? Two words: Utterly Impossible. To get a feel for JJJ, go watch the Sam Raimi/Tobey Maguire *Spider-Man* trilogy; J. K. Simmons pegged both the look and the mannerisms, and the script (and I don't doubt a bunch of ad-libs) got his motivations perfect.

BOXING SPORT

<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-3 cr	C	8	—	—	10	

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-2 cr	C, 1	n/a	—	—	10	
—	Bite	1d-3 cr	C	n/a	—	—	10	

Designer's Notes:

1. There have been more than a few people who have said that JJJ should be listed as a "Non-Villain Antagonist", given his animosity towards Spider-Man. I must admit, he often straddles the line between Non-Villain Antagonist and Supporting Cast, but I went with Supporting Cast as I see him interacting more with Peter Parker than with Spider-Man.

JAMESON, JOHN

Supporting Cast

Real Name: Major John Jameson.

Occupation: Pilot, former military pilot and astronaut.

Identity: Jameson 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: J. Jonah Jameson (father), Joan (mother, deceased), unnamed great-great-uncle (deceased).

Group Affiliation: Formerly the United States Marine Corps and NASA, currently an employee of SHIELD assigned to assist Sharon Carter and Captain America; ally of the Avengers.

Base of Operations: New York City.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The son of J. Jonah Jameson, owner and publisher of the *Daily Bugle*, from a young age John Jameson was interested in traveling to outer space (see *Daily Bugle*; *Jameson, J. Jonah*). While his father initially discouraged this, John petitioned for entrance to and was accepted to the US Naval Academy in Annapolis, Maryland, becoming an aviator on the *USS Wasp* after receiving his commission with the US Marine Corps (the USMC, being a part of the USN, trains their officers at the same college), flying AV-8B Harriers and F/A-18E Super Hornets supporting operations in Iraq. When the opportunity came for a transfer to NASA for astronaut training, he leaped at the chance. In his time at NASA, he spent two tours on the International Space Station.

At some point, he was noticed by agents of SHIELD and was given an involuntary transfer to that agency (see *SHIELD*). While at SHIELD, he became friends with agent Sharon Carter, who recommended him to her great-uncle, Captain America, when the Captain needed a pilot for a case (see *Captain America*; *Carter, Sharon*). This mission, which took them to South America, had Jameson flying an unarmed SHIELD Learjet against a pair of surplus Argentinian fighters in the Andes mountains of Peru. He later admitted that it was the roughest and most exciting flying he'd done in a while, and asked Captain America if he could be his personal pilot. Impressed with the man's skills and courage, Cap agreed.

Since then, Jameson has proven to be one of Captain America's most faithful allies, accompanying him on many adventures across the world. He has become one of the Avengers' many allies, and is waiting for the opportunity to take their Quinjet into space (see *Avengers*; *Avengers Quinjet*).

Age: 26.

Height: 5' 8".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None, formerly the standard USMC uniform.

Strength Level: Jameson 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: Jameson is a skilled aircraft and aerospace pilot, and is trained in special forces combat.

260 points

ST: 12 [20] **HP:** 13 [2] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 12 [5] **Move:** 6 [0]

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

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

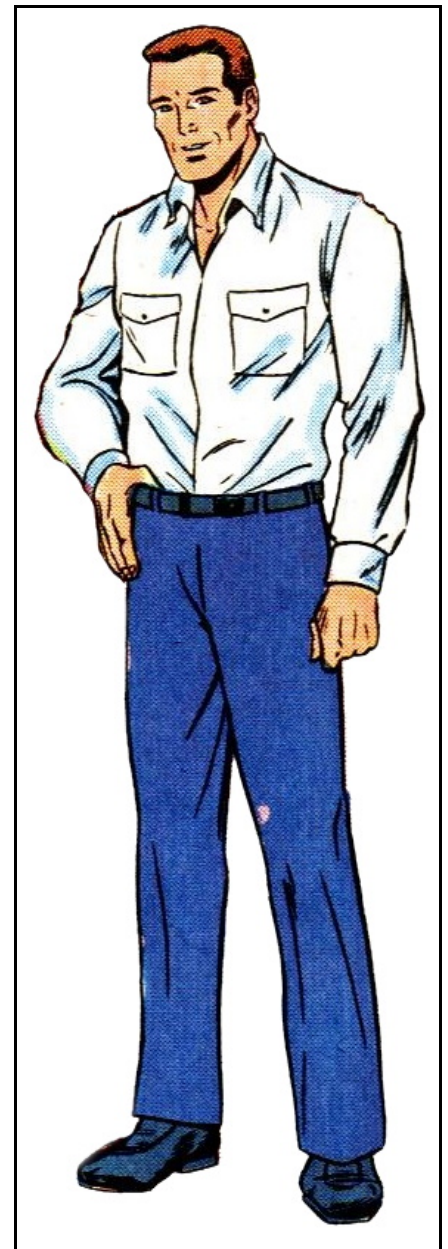
Dmg: 1d-1/1d+2 **BL:** 29 lbs.

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness 3 [6]; Fit [5]; G-Experience 1 (Zero-G) [1]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Hot Pilot 3 [15]; Improved G-Tolerance (0.5G) [10]; Wealth (Wealthy) [20].



Perks: Courtesy Military Rank 4 [4]; Looks Good In Uniform [1]; Off-Screen Reload [1]; Style Familiarity (MCMAP) [1]; Suit Familiarity (Vacc Suit) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty to SHIELD (9) [-5]; Honesty (12) [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Closet Fan (*Star Wars* Prequels) [-1]; Eager to Get Back Into Space [-1]; Likes Flying Fast [-1]; Resents His Transfer to SHIELD [-1].

Skills: Artillery/TL8 (Guided Missile) (A) IQ+3 [12] – 14; Brawling (E) DX+2 [4] – 14; Free Fall (A) DX+2 [2] – 14*; Gunner/TL8 (Machine Gun) (E) DX+3 [1] – 15†; Hobby Skill (*Star Wars* Trivia) (E) IQ+0 [1] – 11; Judo (H) DX+0 [4] – 12; Knife (E) DX+0 [1] – 12; Navigation/TL8 (Air) (A) IQ+5 [1] – 16†‡; Navigation/TL8 (Space) (A) IQ+5 [2] – 16*†; Piloting/TL8 (Aerospace) (A) DX+6 [6] – 18†§; Piloting/TL8 (High-Performance Airplane) (A) DX+6 [8] – 18†§; Piloting/TL8 (Vertol) (A) DX+5 [4] – 17†§; Soldier/TL8 (A) IQ+0 [2] – 11; Spacer/TL8 (E) IQ+1 [2] – 12; Vacc Suit/TL8 (A) DX+1 [4] – 13.

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

* Includes +2 from 3D Spatial Sense.

† Includes +3 from Hot Pilot.

‡ Includes +3 from 3D Spatial Sense.

§ Includes +1 from 3D Spatial Sense.

Defaulted from Piloting (High-Performance Airplane).

Role-Playing Notes:

Jameson is a solid team player who has resented his involuntary transfer to SHIELD (he was thinking of resigning) prior to teaming up with Captain America. He has a love of flying and of space, and one day hopes to return there.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Designer's Notes:

1. As we haven't visited the moon in real life (Earth-0000 according to Marvel's timeline designation chart) since 1972, over 40 years ago, I didn't make him an astronaut who has been to the moon, like the mainstream and movie versions ("the first man to play football on the moon"). However, that seems to block the Man-Wolf and Stargod story arcs, which means if he goes that route in Year Two (always a possibility!), I'll need to come up with some other way of triggering it than a "glowing moon-rock he brought back". (At this rate, I'll start chronicling Year Two in 2035, though . . .)
2. Marvel has always made John Jameson a tall man, listing his height in OHOTMUDE #6 as 6' 2". I'm the same height, and during my own time in the USAF I discovered that the US military and NASA have a height limit on their pilots of 6', meaning that by all rights, Jameson would have been rejected on the grounds of height alone. In fact, the military and NASA like to draw their pilots and astronauts from folks who are closer to 5', as the smaller one is the better they can handle high g-force maneuvers. So, I made him a bit shorter than usual.

JESTER

Villain

Real Name: Jonathan Powers.

Occupation: Aspiring actor turned professional criminal.

Identity: Publicly known.

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

Other Aliases: None.

Place of Birth: An unnamed small town in Ohio.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

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

History: Jonathan Powers came to New York City to perform on stage in Broadway productions, but was rejected numerous times because he lacked acting ability. Determined to prove himself, he threw himself into a training regimen that included acrobatics, fencing, stage combat, choreography, dancing – in short, anything he could think of to make himself a better actor. The one thing he forgot to take was acting lessons! Even with this additional training, the only regular work Powers could get was as a stunt-man for television shows and movies being filmed in New York. Much of his stunt work involved getting pounded on by the hero's stunt double on a regular basis. (In retrospect, the perfect training for a costumed criminal.) His last role involved getting several pies in the face on a daily basis while filming a low-budget slapstick comedy.

Upset that his self-proclaimed considerable talents were being wasted in such a manner, something inside him snapped. He came to the conclusion that if the people wanted comedy then he would give it to them, and contacted the criminal outfitter known as the Tinkerer to come up with a number of novelty-based weapons (see *Tinkerer*). Purchasing a gaudy outfit from a costume shop, he created the identity of the Jester and performed a number of high-profile crimes. During this initial crime wave he was opposed by the vigilante Daredevil, who swiftly defeated him (see *Daredevil*).

The Jester has escaped from jail twice seeking revenge on Daredevil, and has been defeated both times. He is currently in prison awaiting trial, as he has told his lawyers not to pursue an insanity plea.

Age: 25.

Height: 6' 2"

Weight: 190 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: A two-tone green and purple skintight jester's outfit with red trim around the star-shaped collar, purple gloves with red trim, two-tone green and purple boots with red trim, a green and purple cowl that leaves the face open and resembles a jester's hat, complete with bells, red belt with green and purple triangles outlined in red dangling from it.

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

Known Superhuman Powers: None.

Other Abilities: The Jester is a skilled acrobat, dancer, stage fencer, and unarmed combatant.

Limitations: The Jester is a *horrible* actor.

Paraphernalia: The Jester carries a number of weapons disguised as harmless-looking gimmicks and toys. Among his most notable and common weapons are: a yo-yo whose weighted knob can be used for striking and whose thin steel cable can be used as a garrote; a bag of polished ball bearing marbles which he throws on the ground to make an opponent lose his footing; a number of rubber balls filled with plastic explosives or tear gas; a joy buzzer that can give lethal amounts of electricity; and a number of 8-inch diameter plastic Frisbees® with razor-sharp edges.

The Jester is constantly updating his arsenal of deadly toys.

Mary-Jane Watson: A soap opera told me I needed acting lessons.

– *Spider-Man*



210 points

ST: 13 [30] **HP:** 13 [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/2d-1 **BL:** 34 lbs.
Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Double-Jointed [15]; Fit [5]; Perfect Balance [15]; Signature Gear (Gimmick Weapons) [1]; Versatile [5].

Perks: Flourish Shtick [1]; Rapid Retraction (Punches) [1]; Twirl Shtick [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Megalomania [-10]; Pacifism (Reluctant Killer) [-5]; Reputation (High-Profile Villainous Loser) -2 (All the Time, Large Class of People) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Incompetence (Performance) [-1]; Obsession (Become a Renowned Broadway Actor) [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Boxing Art (A) DX+0 [2] – 13; Broadsword Art (A) DX+0 [2] – 13; Climbing (A) DX+5 [1] – 18*†; Dancing (A) DX+0 [2] – 13; Forced Entry (E) DX+1 [2] – 14; Games (Épée Fencing) (E) IQ+0 [1] – 10; Judo Art (H) DX+0 [4] – 13; Karate Art (H) DX+0 [4] – 13; Kusari Art (H) DX+0 [4] – 13; Lip Reading (A) Per+2 [8] – 12; Makeup/TL8 (E) IQ+2 [4] – 12; Performance (A) IQ-7 [0] – 1‡; Rapier Art (A) DX+1 [4] – 14; Running (A) HT+0 [2] – 13; Sleight of Hand (H) DX+1 [8] – 14; Staff Art (A) DX+1 [4] – 14; Stage Combat (A) DX+1 [4] – 14; Streetwise (A) IQ+2 [8] – 12; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Disc) (E) DX+1 [2] – 14; Wrestling Sport (A) DX+1 [4] – 14.

Techniques: Double-Eye Poke (Karate Art) (H) def+5 [6] – 13; Noogie (Karate Art) (H) def+5 [6] – 13.

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

* Includes +1 from Perfect Balance

† Includes +5 from Double-Jointed

‡ Includes -4 from Incompetence (Performance).

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	–	–		

Design Notes:

1. Jester's ever-changing arsenal has yet to be statted up. Still, it's not hard to figure things out: for instance, treat the weighted yo-yo as a thr-1 cr thrown weapon that can be returned to the hand, and the razor-sharp Frisbee® as a discus doing cutting damage.
2. I included Performance in Jester's skill listing *solely* because I wanted to see what it came out to with his Incompetence. A skill rating of *I* is downright pathetic enough for this character, I think.

Real Name: Jessica Jones.

Occupation: Adventurer.

Identity: Publicly known.

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: Parents (names unrevealed).

Group Affiliation: Renegades.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: Several years ago, back in high school, Jessica Jones was a classmate of Peter Parker; in fact, they were once lab partners in their high school chemistry class (see *Spider-Man*). One day, both were distracted by one of their classmate Flash Thompson's routine jabs at Pete while a volatile substance was on their burners (see *Thompson, Flash*). As Jessica turned to give Flash a piece of her mind, coming to Pete's defense, an unknown chemical got thrown into the mix, causing an explosion. Jessica was closest, and was rushed to the hospital in a coma; neither Flash nor Pete ever forgave themselves for the incident.

Jessica remained in this coma for over two years. The nurses at the hospital noticed that her skin became harder as time went on, making changing the intravenous support needles more difficult. The doctors theorized she might have gained other powers.

The reasons Jess woke from her coma are unknown. With two years of her life missing, she didn't actually know what to do with herself; her classmates had all graduated in the meantime, and due to her hospital bills her family lacked the money to put towards classes for a GED. However, it wasn't long before Jess discovered her powers. Thrilled with the ability to fly, and suitably impressed when she lifted a car over her head with minimal effort, she decided to try her hand at becoming a superhero, calling herself Jewel.

Of course, every superhero needs a uniform. Jess drew up a quick design on her iPad and, after a few discrete inquiries online, took it to Spotlight Costumes in Hell's Kitchen to have it made (see *Gladiator*). A few days later, she was leaving Hell's Kitchen when she spotted a superhuman brawl. Without thinking, eager to start her new career, she dove into a fight between the Wrecking Crew and the costumed archer Hawkeye (see *Wrecking Crew; Hawkeye*). This fight drew in a few others, and at the end of the fight the five heroes decided to stick together (see *Renegades*). Her teammate Wolverine has reluctantly taken it upon himself to teach her about using her powers responsibly and thinking before acting; much to his chagrin, Jewel sometimes calls herself his "sidekick" (see *Wolverine*). Because she never thought to add a mask to her uniform, she has found herself forced to go public with her identity.

Age: 18.

Height: 5' 7".

Weight: 120 lbs.

Eyes: Brown.

Hair: Black, dyed lavender.

Uniform: Silver-white strapless, sleeveless bodysuit with an asymmetrical cut and light blue trim, light blue elbow-length gloves, light blue boots, light blue sash with a diamond-shaped lavender clasp.

Strength Level: Jewel possesses superhuman strength enabling her to lift (press) around 10 tons.

Known Superhuman Powers: In addition to her superhuman strength, Jewel possesses superhuman durability and recuperative abilities. She is able to withstand conventional pistol without issue, although she has been hurt by high-powered rifles, armor-piercing rounds, and AIM-tech laser fire.

In addition, Jewel possesses the ability to fly at speeds of around 100 miles per hour.

Other Abilities: Jewel is currently being trained in utilizing her new-found strength by her teammate and mentor Wolverine. Her primary strength, however, is her inquisitive mind; her teammates have remarked that she has an investigator's instinct.



I'm rusty at the whole superhero thing. And to be honest, I wasn't that good at it when I was good at it!

– Jessica Jones, *New Avengers*

720 points

ST: 20/110 [0*] **HP:** 20 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 12 [0] **Move:** 6 [0]
IQ: 12 [40] **Per:** 14 [10] **Air Move:** 13/52 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 2d-1/3d+2 (12d/14d) **BL:** 80 lbs. (2,420 lbs./1.2 tons)
Dodge: 9 **Parry:** 9 **DR:** 20* (tough skin) + 12/4* (uniform)
T:DR: /10

Languages: English (Native) (Native Language) [0]; French (Literate) [2]; Spanish (Literate) [2].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Damage Resistance 20 (No Signature, +20%; Tough Skin, -40%; Super, -10%) [70]; Eidetic Memory [5]; Enhanced Move (Air) 2 (Air Move 52/104 mph; Super, -10%) [36]; Fit [5]; Flight (Super, -10%) [36]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10; Super, -10%) [135]; Intuition [15]; Natural Copper 1 [10]; Recovery (Super, -10%) [9]; Regeneration (Slow: 1HP/12 hrs) (Super, -10%) [9]; Super ST +10/+100 (Super, -10%) [390].

Perks: Accent (Mid-Atlantic/Snooty American) [1]; Accent (New Joisey) [1]; Dabbler (Biology, Chemistry, Physics, and Physiology [basically, Middle/High School Sciences], all at default+2) [1]; Photogenic [1]; Skintight Outfit [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Comics Code) [-15]; Honesty (9) [-15]; Impulsiveness (6) [-20]; Insomniac (Mild) [-10]; Overconfidence (9) [-7]; Pacifism (Cannot Kill) [-15]; Selfless (9) [-7]; Sense of Duty (Humanity) [-15]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Devout Methodist [-1]; Distractible [-1]; Dual Identity [-1]; Easily Seduced -3 [-3]; Rapid Talker [-1].

Skills: Aerobatics (H) DX-1 [2] - 12; Artist (Drawing) (H) IQ-2 [1] - 10; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] - 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] - 12; Detect Lies (H) Per-1 [1] - 13 †; Flight (A) HT+0 [2] - 13; Intelligence Analysis (A) (H) IQ+0 [2] - 12 †; Interrogation (A) IQ+0 [1] - 12 †; Lip Reading (A) Per-1 [1] - 13; Observation (A) Per+0 [1] - 14 †; Research/TL8 (A) IQ-1 [1] - 11; Search (A) Per+0 [1] - 14 †.

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

* Includes +10/+100 from Super ST.

† Includes +1 from Natural Copper.

Role-Playing Notes:

Jewel is young and impressionable, eager to make her mark in the superhero community. She has a strong sense of right and wrong, but the black and white mentality instilled in her growing up often has her confused by the shades of gray her teammates seem to take for granted.

She is constantly trying to come up with a superhero uniform and identity for her teammate Luke Cage.

BRAWLING

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

Design Notes:

- Her Social Stigma (Uneducated) is because she lacks a high school diploma or a GED, making her ineligible for college or a lot of jobs.
- I see Jewel as being 18 or close enough to it to count, hence her lack of Social Stigma (Minor).

Real Name: Cain Marko

Occupation: Professional criminal, former soldier.

Identity: Known to the authorities.

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

Other Aliases: "Juggy", "Jugs".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Kurt (father, deceased), Marjorie (mother, deceased), Sharon Xavier Marko (stepmother, deceased), Charles Xavier (stepbrother).

Group Affiliation: Occasional partner of Black Tom Cassidy.

Base of Operations: Mobile.

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

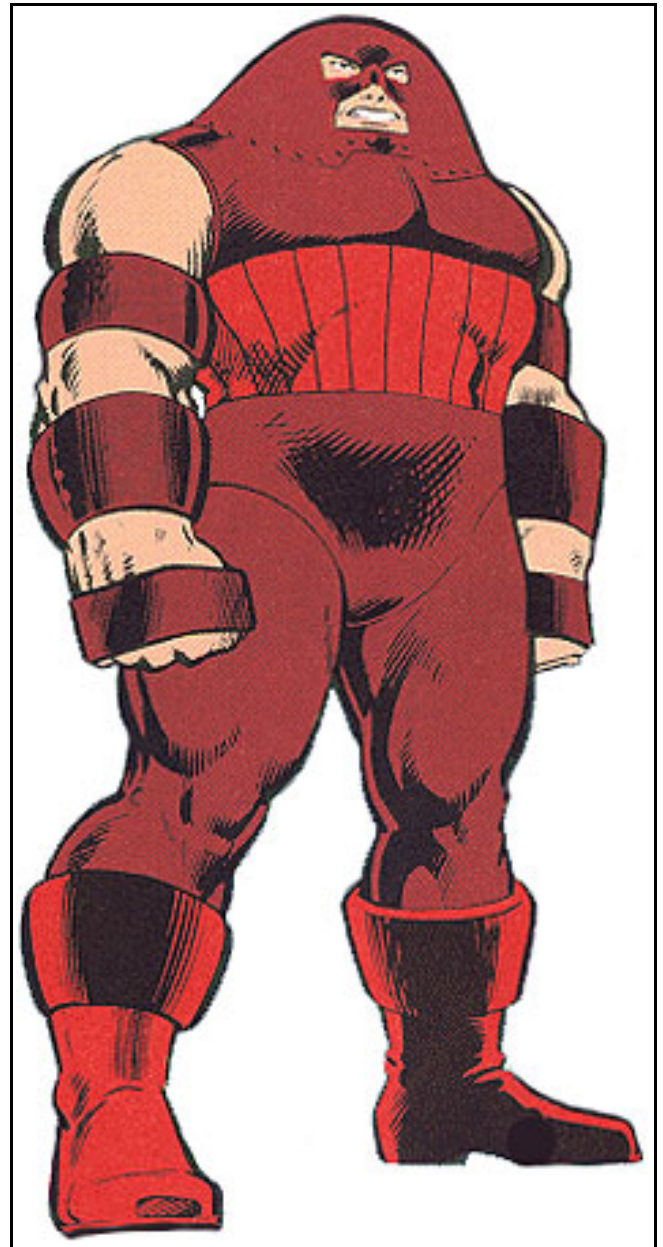
History: From an early age, Cain Marko has problems with authority. His parents separated when he was young, and Cain spent many years bouncing in and out of boarding schools. His father, a noted biochemist, once worked with Dr. Brian Xavier, a geneticist. Brian Xavier died in a lab accident, and Kurt soon married Brian's wealthy widow, Sharon, as much for her wealth as for their mutual comfort. Kurt moved into Sharon's mansion in Westchester County, New York, and after being kicked out of yet another boarding school Cain moved in as well.

Dr. Marko favored his stepson, Charles Xavier, to his own son, which led to Cain bullying the young Charles and Dr. Marko secretly beating Cain (see *Xavier, Charles*). Cain was abusive to his stepbrother at every opportunity. Charles' telepathic powers began emerging when he was still a boy, around ten, and, on one occasion, he found himself experiencing the anguished thoughts and emotions of Cain after Cain had been beaten by his father. The inexperienced young Charles could not control nor end his contact with Cain's mind at this time. Somehow, Cain sensed that Charles was reading his mind and had discovered his secret shame.

Not long after, Sharon died in a car accident, leaving Dr. Marko to care for both boys. During an argument in Dr. Marko's private laboratory over money, Cain accused him of having a hand in Dr. Xavier's "accidental" death. Dr. Marko was quick to be steadfast in defending himself, taking Cain by the collar of his coat and yelling at him to "never say that again". Charles was outside the door, however, and overheard the conversation. When Cain realized Charles's presence, he intended to cause a ruckus by destroying some of his father's chemical experiments, throwing a vial of green liquid that caused similar containers to shatter, spilling the chemicals throughout the laboratory. The collision of the different substances caused a violent explosion that left the lab aflame. Though Dr. Marko managed to rescue both Cain and Charles from the fire, he himself died of smoke inhalation. In his dying words, Dr. Marko begged forgiveness for not saving Dr. Xavier when he had the chance.

Cain continued to live in the Xavier mansion, growing increasingly resentful of his step-brother's scholastic and athletic achievements as well as his telepathic powers (which Charles mastered as he grew older) while Charles entered England's Oxford University. Cain ultimately left home around the age of 16, dropping out of school completely to travel to Africa to join a mercenary force there. It was while serving as a soldier of fortune in the Congo basin that he formed a friendship with the Irish mercenary Tom Cassidy (see *Cassidy, Black Tom*).

Cain eventually once again encountered his stepbrother during a mission in Korea; Charles, at the time serving with the US Army, was stationed just south of the demilitarized zone that serves as the border between North and South Korea. Separated from their respective units during an intense off-the-record firefight, the two brothers stumbled into a cave which turned out to be a lost temple dedicated to a deity or demon named Cytorrak (reports are uncertain as to which the entity really is). On a pedestal sat a giant glowing ruby, which Cain impulsively grabbed. The ruby had an inscription, enchanted to appear in the reader's native language, which read, as Cain recited it, "Whosoever touches this gem shall possess the power of the Crimson Bands of Cytorrak. Henceforth, you who read these words shall become forevermore a human juggernaut." Before Charles's eyes, Cain grew about a foot taller and more muscled than ever before. At that moment, an earthquake – possibly caused by a bombing run – caused the cave the temple was in to collapse. Charles made it to safety, but Cain was trapped under tons of rubble. Charles, however, could telepathically sense that his brother was still alive but was unable to convince his superiors that anyone could have survived the cave-in where Cain was buried.



Due to the energies empowering his body, Cain didn't need to eat or breathe, and over a decade later managed to free himself from the cave. Thinking that Charles had intentionally left him behind to die, Cain sought vengeance on his stepbrother. Making his way back to the States, Cain learned that years before Charles had turned the family mansion where they grew up into a school for the superpowered (see *Xavier Institute*). Cain, now calling himself the Juggernaut, was contacted by Magneto, who sought to add the Juggernaut's might to the Brotherhood, which Cain arrogantly refused (see *Brotherhood of Mutants*; *Magneto*). Despite this, Cain walked away with one of Magneto's telepathy-shielding helmets, which he reshaped into something, in his words, "less dorky-looking."

Sensing his brother's approach, Charles called upon several students and alumni of the school, including the X-Men, to assist in defending it and him (see *X-Men*). During the battle, the Juggernaut effortlessly swatted aside or ignored all attempts to stop him, until one of the X-Men, Iceman, noticed that the helmet appeared to be an add-on (see *Iceman*). A concerted effort by Cyclops, Havok, and Polaris managed to remove the helmet, and Cain was knocked unconscious by Xavier and Soulfire combining their telepathy (see *Cyclops*; *Havok*; *Soulfire*; *Polaris*).

Charles then took custody of his brother, keeping him unconscious in the Institute's sub-basement infirmary while he tried to telepathically reason with him in his dreams. During one of these sessions, Cain was freed while leaving Charles unconscious on the floor. Ignoring his brother, Cain made his way upstairs, but could not bring himself to destroy the school, as he had a few good memories of the mansion growing up. Vowing instead to destroy his brother's legacy, he left for New York City, where he encountered his old friend Black Tom Cassidy in a bar on the west side. The two decided to team up to fight the X-Men, as they are the most visible alumni of the Xavier Institute, and once again the Juggernaut was defeated by being unable to prevent Soulfire from telepathically putting him to sleep.

Despite his power, he waited patiently in jail, becoming known as a model prisoner, until taking advantage of a mass breakout led by the Rhino (see *Rhino*). How and where the Juggernaut will be encountered next is anyone's guess.

Age: 40.

Height: 7'.

Weight: 750 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Metallic red sleeveless bodysuit, metallic red helmet, metallic red boots.

Strength Level: The Juggernaut possesses superhuman strength enabling him to bench press in excess of five hundred tons. This makes him one of the two strongest supers active in the world today (the other is the Hulk; see *Hulk*).

Known Superhuman Powers: In addition to his strength, the Juggernaut is incredibly durable, almost invulnerable, able to shrug off HEAT rounds from a modern battle tank practically unscathed. He does not need to eat, drink, or breathe, though he does still need to sleep. When he does manage to take damage (which is extremely rare), he is able to heal the wounds in seconds. He is also impervious to cellular damage from radiation, environmental concerns such as the bends and explosive decompression, intense pressures as those in the deepest ocean trenches, and pain. His body generates fatigue poisons at 1/10 the usual rate, and he recovers from fatigue in record time.

As part of the Juggernaut's power, he is able to conjure his uniform around him at will.

Even before gaining the power of the Juggernaut, Cain was able to tell whenever a psychic was reading his mind.

Other Abilities: Before becoming the Juggernaut, Cain Marko was an experienced soldier. Presumably he still retains those skills. It is also believed that Cytorrak has gifted him with several combat skills he didn't know before.

Limitations: The Juggernaut's only real weakness is that he is vulnerable (though no more so than most people) to psychic attacks. His helmet has been developed to help him shield against these attacks, but locks his head forward, making him unable to look around him and blocks his peripheral vision.

Juggernaut: What's wrong, Charlie? No warm welcome for your dear stepbrother?

Charles Xavier: You are always welcome in my home, Cain. It is your choice of friends I question.

– *Pryde of the X-Men*

4,730 points

ST: 105/790 [90*†] **HP:** 105 [0] **Speed:** 8.00 [5]

DX: 11 [20] **Will:** 12 [10] **Move:** 10 [10]

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

HT: 20 [100] **FP:** 30 [30] **SM:** +1

Dmg: 11d/13d (80d/82d) **BL:** 2,205 lbs./1.1 ton (124,820 lbs./62.41 tons)

Dodge: 12 **Parry:** 11 **DR:** 360*

IT:DR: /100

Languages: English (Native) (Native Language) [0]; Swahili (Accented Spoken) [2];

Cultural Familiarities: Sub-Saharan Africa [1]; Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Damage Resistance 360 (Hardened +4 (negates Armor Divisor (10)), +80%; No Signature, +20%; Tough Skin, -40%; Divine, -10%) [2,700]; Doesn't Breathe (Divine, -10%) [18]; Doesn't Eat or Drink (Divine, -10%) [9]; Extra ST +70 (Size, -10%; Divine, -10%) [560]; High Pain Threshold [15]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Divine, -10%) [20]; Immunity to Metabolic Hazards (Divine, -10%) [27]; Immunity to Telepathy (Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Nuisance Effect: No Peripheral Vision, -5%) [13]; Indomitable [15];

Injury Tolerance (Damage Reduction /100; Divine, -10%) [270]; Mind Shield 3 (Psionic, -10%) [11]; Pressure Support 3 (Divine, -10%) [14]; Regeneration (Very Fast: 1 HP/sec) (Divine, -10%) [90]; Sealed (Divine, -10%) [14]; Social Regard (Feared) 4 [20]; Super ST +15/+700 (Size, -10%; Divine, -10%) [570]; Vacuum Support (Divine, -10%) [5].

Perks: Dirty Fighting [1]; Fearsome Stare [1]; No Denigration In Zero-G [1]; Power Grappling [1]; Supersuit [1].

Disadvantages: Bully (12) [-10]; Gigantism [0]; Jealousy [-10]; On the Edge (6) [-30]; Overconfidence (6) [-10]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Great: Destroy Xavier's Legacy) [-10].

Quirks: Cannot Float [-1]; Penchant for Massive Property Damage [-1]; Rule-Breaker [-1].

Skills: Boxing (A) DX+3 [12] – 14; Camouflage (E) IQ+2 [4] – 12; Forced Entry (E) DX+1 [2] – 12; Forceful Blow (Unarmed) (VH) DX+3 [20] – 14; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+3 [8] – 14; Guns/TL (LMG) (E) DX+1 [2] – 12; Hiking (A) HT-1 [1] – 19; Intimidation (A) Will+2 [8] – 14; Penetrating Strike (Unarmed) (VH) DX+3 [20] – 14; Running (A) HT-1 [1] – 19; Savoir-Faire (High Society) (E) IQ+0 [1] – 10; Savoir-Faire (Military) (E) IQ+2 [4] – 12; Shockwave (Unarmed) (VH) DX+3 [20] – 14; Soldier/TL8 (A) IQ+1 [4] – 11; Stealth (A) DX+0 [2] – 11; Streetwise (A) IQ+1 [4] – 11; Sumo Wrestling (A) DX+3 [12] – 14; Survival (Woodlands) (A) Per+0 [2] – 12; Throwing (A) DX+3 [12] – 14.

Techniques: Aggressive Parry (Boxing) (H) def+1 [2] – 11; Hand Catch (Sumo Wrestling) (H) def+3 [4] – 11.

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

Equipment: His helmet provides Immunity to Telepathy while afflicting him with Restricted Vision (No Peripheral Vision).

* Includes +70 from Extra ST and +15/+700 from Super ST.

† Modified with "Size, -10%".

Role-Playing Notes:

Cain is a man who is prone to bouts of violence. He knows that he is virtually unstoppable, and is more than willing to leave a trail of destruction behind him. He is driven to destroy his step-brother's legacy, though a small part of him wonders why. Truth is, he's being driven by Cytorrak to be his instrument of destruction; it's Cain's subconscious mind that is directing this destruction at his step-brother.

BRAWLING

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

Design Notes:

1. *Half* of Juggy's points are tied up in his DR. He's virtually unstoppable; I hope I didn't make him *too* unstoppable in play.

Real Name: Jennifer Kale.

Occupation: High school student, apprentice sorceress.

Identity: Jennifer does not use a dual identity; her status as a sorceress is disbelieved by the general public.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: "Crazy little wannabe-witch".

Place of Birth: Citrusville, Florida.

Marital Status: Single.

Known Relatives: Andrew (brother), Joshua (grandfather).

Group Affiliation: Apprentice of Dakimh the Enchanter, junior member of the Cult of Zhered-Na.

Base of Operations: Citrusville, Florida, in the Florida Everglades near the Nexus of All Realities; occasionally Dakimh's pocket dimension connected to the Nexus.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME ANNUAL #2.

History: Strange things happen in the swamps around Citrusville, Florida. Jennifer Kale, however, grew up knowing a bit more about the weird and strange than most. Her grandfather, Joshua Kale, was the head of a sect of sorcerers who traced their lineage to pre-cataclysmic Atlantis, the Cult of Zhered-Na (see *Atlantis*). This sect studied the teachings of an ancient tome penned by Zhered-Na, then the Sorceress Supreme of Earth. Jen and her brother, Andrew, were raised by their grandfather; their parents' whereabouts or ultimate fates are unknown.

Jennifer had just turned thirteen when she first met the Man-Thing, the near-mindless muck monster who protects the Nexus of All Realities in the Everglades (see *Man-Thing*; *Nexus of All Realities*). The details of this encounter are as yet unrevealed, but Jennifer at that time seemed to form a psychic connection to it, a connection which persists to this day. Not long after, Jen convinced Andy to accompany her into the swamp with a book she'd taken from her grandfather's library, in an attempt to cast a summoning herself. While she was successful in summoning a demon, she could not control it and it tried to kill them. She was saved by the timely intervention of both the Man-Thing and the ancient Atlantean sorcerer Dakimh, who destroyed the demon (see *Dakimh the Enchanter*). Jen, Andy, and Dakimh then burned the book; while Jen believed the book to be the Tome of Zhered-Na, Dakimh explained that the Tome could not be used for demonic activities; the real Tome was still in Joshua Kale's possession, in a safe in the library. Jennifer then begged Dakimh to teach her; sensing that Jennifer was destined to play a role in the fate of the world at an undisclosed point in the future, Dakimh agreed.

Not long after Jen turned fifteen, the demon known as Thog the Netherspawn attempted to invade Earth through the Nexus (see *Thog*). Jennifer was one of the mystics – along with Dakimh, Earth's Sorcerer Supreme Doctor Strange, Strange's ally Wong, Strange's own apprentice Clea, and Daimon Hellstrom – who faced Thog in battle (see individual entries).

Jennifer was later among those mystics who were gathered by Doctor Strange to assist in facing off against the Zodiac Cartel when the latter formed an energy field around and over Manhattan (see *Zodiac Cartel*).

Age: 16.

Height: 5' 6".

Weight: 122 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None; while Dakimh has given her the garments worn by ancient Atlantean priestesses – a silver strapless bra, silver high-cut briefs, a silver tiara, a light blue cape clasped with a silver brooch, and sandals – Jen prefers to wear regular clothing, eschewing what she calls "a barbarian bikini".

Strength Level: Jennifer Kale possesses the normal human strength of a girl her age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Jennifer is an apprentice in the mystic arts. Strictly speaking, human sorcerers like Jennifer 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. Both Dakimh and Doctor Strange have remarked that Jennifer possesses the potential to one day become Sorceress Supreme herself.

Like all dedicated sorcerers, Jennifer's magic comes from three sources: the powers of the mind and spirit (egocentric magic), the power that comes from manipulating ambient magical energies (ecocentric magic), and the power that comes from invoking extradimensional entities (exocentric magic). Dakimh has been teaching her a style of magic which was studied in pre-cataclysmic Atlantis. It is not known how their magic differs from that studied by sorcerers like Doctor Strange. However, Jen has stated she has not yet called upon any entities for assistance.

Jennifer possesses a psychic link with the Man-Thing. This link enables her to sense the Man-Thing's emotions and to track its location without needing to rely on her magic. In addition, she can affect the Man-Thing to a certain degree, drawing it to her location when she concentrates.

Other Abilities: Jennifer is one of only two living beings who is able to both speak and read the ancient language of pre-Cataclysm Atlantis (the other is Dakimh). She is also fluent in Spanish, Latin, Ancient Greek, Coptic Egyptian, Ancient Akkadian, and modern Atlantean.

507 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.75 [0]
DX: 11 [20] **Will:** 15 [15] **Move:** 5 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Threshold: 30

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

Languages: Akkadian (Accented) [4]; Ancient Atlantean (Accented) [4]; Atlantean (Accented) [4]; Classical Greek (Accented) [4]; Coptic Egyptian (Accented) [4]; English (Native) (Native Language) [0]; Latin (Accented) [4]; Spanish (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Claim to Hospitality (Other Sorcerers) [5]; Combat Reflexes [15]; Compartmentalized Mind 1 (Limited: Magic, -20%; Mentalism, -10%; No Mental Separation, -20%) [25]; Energy/3 [60]; Fit [5]; Magery 5 (Solitary Ceremonial, +10%) [60]; Matter/2 [40]; Mind/2 [40]; Space/2 [40]; Special Rapport (Man-Thing) [5]; Spirit/1 [20]; Temperature Tolerance (Heat) [1]; Time/1 [20]; Unfazeable [15].

Perks: Magical School Familiarity (Cult of Zhered-Na) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Impulsiveness (12) [-10]; Social Stigma (Minor) [-5]; Wealth (Struggling) [-10].

Quirks: Attentive [-1]; Drinks Her Coffee Black [-1]; Eavesdropper [-1]; Flirtatious [-1]; Minor Reputation (As a Wannabe Witch by Classmates) [-1].

Skills: Area Knowledge (Florida Everglades around Citrusville) (E) IQ+0 [1] – 12; Boating/TL8 (Motorboat) (A) DX-1 [1] – 10; Brawling (E) DX+1 [2] – 12; Carousing (E) HT+1 [2] – 13; Climbing (A) DX+0 [2] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Music) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Fortune-Telling (Tarot) (A) IQ+0 [1] – 12*; Herb Lore/TL8 (VH) IQ+0 [8] – 12; Hiking (A) HT+0 [2] – 12; History (Ancient Occult) (H) IQ-2 [1] – 10; Innate Attack (Beam) (E) DX+2 [4] – 13; Judo (H) DX-1 [2] – 10; Jumping (E) DX+0 [1] – 11; Literature (H) IQ-1 [2] – 11; Mind Block (A) Will+0 [2] – 15; Naturalist (Florida Everglades) (A) IQ+0 [2] – 12; Navigation/TL8 (Land) (A) IQ-1 [1] – 11; Occultism (A) IQ+2 [8] – 14; Pharmacy/TL8 (Herbal) (H) IQ+0 [4] – 12; Research/TL8 (A) IQ+1 [4] – 13; Running (A) HT+0 [2] – 14; Sports (Soccer) (A) DX-1 [1] – 10; Survival (Swampland) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Symbol Drawing (Atlantean Runes) (H) IQ+0 [4] – 12; Thaumatology (VH) IQ+2 [1] – 14; Weather Sense (A) IQ+0 [2] – 12; Wrestling (A) DX-1 [1] – 10.

Magical Realm Skills: Energy (VH) IQ+3 [2] – 15†; Matter (VH) IQ+3 [2] – 15†; Mind (VH) IQ+2 [1] – 14†; Space (VH) IQ+2 [1] – 14†; Spirit (VH) IQ+2 [1] – 14†; Time (VH) IQ+2 [1] – 14†.

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

* Defaulted from Occultism.

† Includes +5 from Magery.

Role-Playing Notes:

Jennifer is exceptionally brave, even in the face of a demonic invasion. While she takes her studies seriously, she often prefers to just relax and have fun. She is known to use her magic for frivolous tasks (such as arranging a light show during a school dance), but when danger rears its head she is often one of the first to rush toward it rather than away from it.

BRAWLING

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

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. Her Magery 5 represents her incredible potential, her actual training to date is represented by the lower Realm levels and the Realm Skill levels.
2. "Florida Everglades" is treated as an Optional Specialty of "Naturalist (Earth)".

Real Name: Kevin Plunder.

Occupation: Protector, tribal champion.

Identity: Ka-Zar's existence is generally unknown outside of the Savage Land.

Legal Status: Citizen of the United Kingdom with no criminal record, legally missing and presumed deceased; adopted member of the Fall People Tribe of the Savage Land.

Other Aliases: "Son of the Tiger" (the literal translation of his preferred name).

Place of Birth: Unrevealed, though quite possibly inside the Savage Land.

Marital Status: Married according to the customs of the Savage Land.

Known Relatives: Robert (father, deceased); Parnival (aka the Plunderer, brother); Matthew (grandfather, deceased); Shanna O'Hara (aka Shanna the She-Devil, common-law wife).

Group Affiliation: Partner of Shanna the She-Devil and Zabu.

Base of Operations: Mobile throughout the Savage Land.

First Post-Reboot Appearance: LOST WORLD OF THE SAVAGE LAND #13.

History: Kevin's grandfather, the British nobleman explorer Matthew, Lord Plunder, is credited with discovering the Savage Land, a prehistoric jungle located in a hidden valley in Antarctica, in 1962 after following accounts recorded during the early 20th Century (see *Savage Land*). As a child, Kevin and his older brother, Parnival, were raised in the Savage Land by their parents in the Fall People village. When he was eight, the Fall People were attacked by their long-time rivals, the Swamp Men; during the raid, Kevin witnessed one of the Swamp Men kill his parents. Left only with his father's Bowie knife and the family's adopted sabretooth cub, Zabu, Kevin fled into a region of the Savage Land known as the Land of Mists, a forest filled with thick mists from a river emptying into a volcanic vent which the Swamp Men considered to be haunted and a place of evil (see *Zabu*). Unknown to Kevin, Parnival had escaped the Savage Land and returned to England.

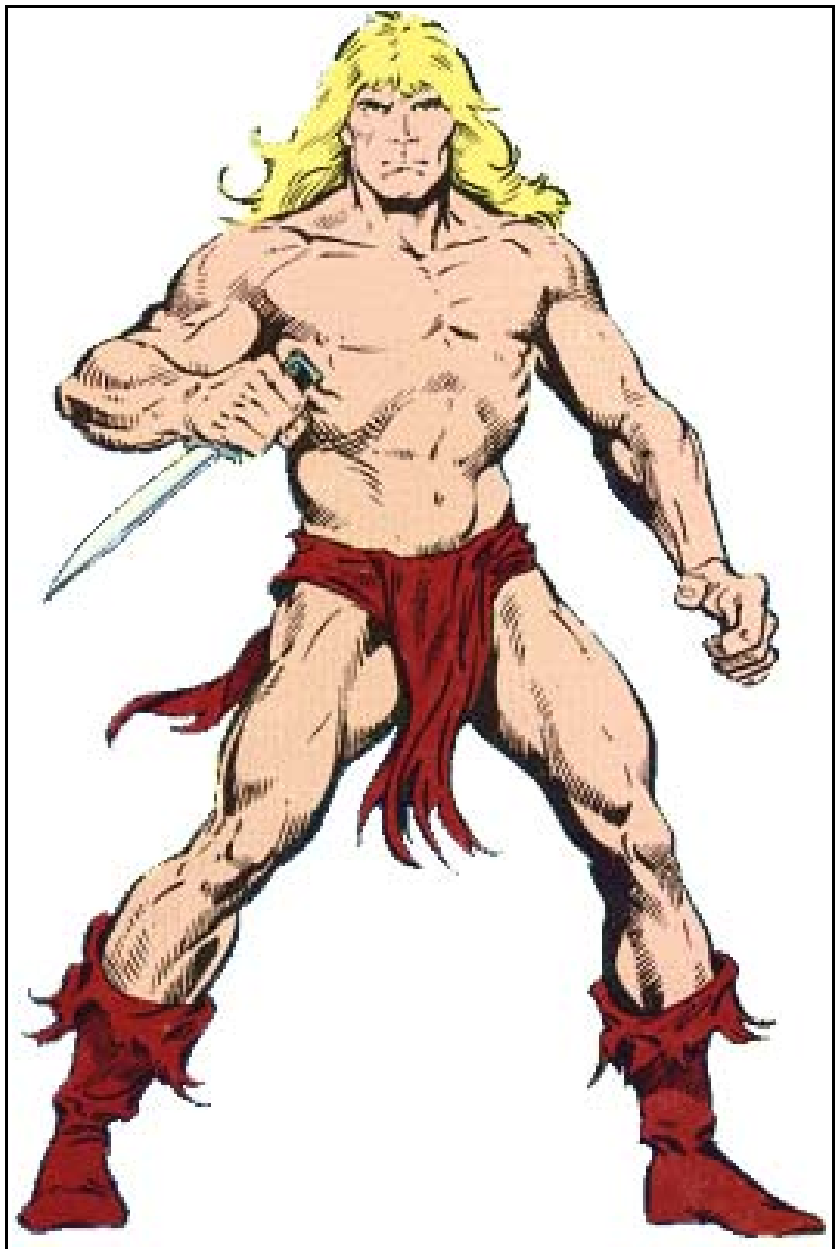
For ten years, Kevin and Zabu traveled across the Savage Land, living off the land. During this time, Kevin became known to many denizens of the Savage Land as "Ka-Zar", which translates into English as "Son of the Tiger". It wasn't until recently that Ka-Zar returned to the Fall People village to discover his parents' diaries were being held by their old friend, Chief Tongah, for him (see *Tongah*). In the years that followed, Ka-Zar continued moving around the Savage Land, but he kept returning to the Fall People village. For a time, Ka-Zar had a romance with Tongah's teenage daughter, Nereel, but Ka-Zar's wanderlust kept them apart more than they were together (see *Nereel*).

Recently, Ka-Zar was hired as a guide by graduate biology student Shanna O'Hara, who had come to the Savage Land to study the ecology there (see *Shanna the She-Devil*). At the same time, the sorceress Zaladane began a campaign to conquer the Savage Land with the assistance of the Sun People tribe and a few of the Savage Land Mutates (see *Savage Land Mutates*; *Zaladane*). Ka-Zar, Zabu, and Shanna were drawn into the conflict and proved instrumental in thwarting Zaladane's campaign of war. Since then, Ka-Zar and Shanna have begun a romance and are now considered by Savage Land customs to be married.

Even more recently, Ka-Zar learned that his brother survived and, with the family fortune at his sole disposal, was assisting the Roxxon Energy Company (which he apparently owns stock in) in exploiting the Savage Land's natural resources as the Plunderer, in violation of the international Antarctic Treaty (see *Plunderer*; *Roxxon Energy*). Ka-Zar and his allies helped thwart his brother's plans, though Parnival has once again escaped the Savage Land. Ka-Zar's further exploits are presently unrecorded.

Age: 23.

Height: 6'.



Weight: 200 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: Ka-Zar 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: Ka-Zar is a skilled if undisciplined hand to hand combatant, skilled in the use of the Stone Age weapons of the Savage Land.

Weapons: Ka-Zar's preferred weapon is the steel bowie knife he inherited from his father.

420 points

ST: 14 [40] **HP:** 20 [12] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 14 [15] **Move:** 7 [0]

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

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

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 14 **Parry:** 12 **DR:** 0

Languages: English (Accented) [4]; Savage Land Speech (Native Spoken/Illiterate) (Native Language) [-3].

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

Advantages: Absolute Direction [5]; Ally (Zabu, Sabertooth Cat; 50% Starting Points) (15) [6]; Ambidexterity [5]; Animal Empathy [5]; Animal Friend 2 [10]; Appearance (Handsome) [12]; Claim to Hospitality (Many Savage Land Peoples) [5]; Combat Reflexes [15]; Danger Sense [15]; Enhanced Dodge 3 [45]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Intuition [15]; Outdoorsman 3 [30]; Rapid Healing [5]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Very Fit [15].

Perks: Call of the Wild [1]; Extended Hearing (High) [1]; Extra Option (Bulletproof Nudity) [1]; Eye For Distance [1]; Fearsome Stare [1]; Neck Control (Brawling) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Enemy (Swamp Men; Large Group of up to 1,000 members) (9) [-30]; Hidebound [-5]; Low TL -8 [-40]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Savage Land) [-15]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Decisive [-1]; Immodest [-1]; Responsive [-1]; Unimaginative [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Animal Handling (Big Cats) (A) IQ+2 [2] – 13*; Animal Handling (Theropods) (A) IQ+2 [2] – 13*; Area Knowledge (Savage Land) (E) IQ+3 [8] – 14; Armoury/TL0 (Melee Weapons) (A) IQ+1 [4] – 12; Brawling (E) DX+2 [4] – 16; Camouflage (E) IQ+4 [1] – 15†‡; Carpentry (E) IQ+1 [2] – 12; Climbing (A) DX+0 [2] – 12; Fast-Draw (Knife) (E) DX+1 [1] – 15§; Fishing (E) Per+4 [2] – 18†; Flint Knapping (A) DX-1 [1] – 13; Gesture (E) IQ+1 [2] – 12; Hiking (A) HT+0 [2] – 14; Intimidation (A) Will+0 [2] – 14; Jumping (E) DX+1 [2] – 15; Knife (E) DX+2 [4] – 16; Knot-Tying (E) DX+0 [1] – 14; Mimicry (Animal Sounds) (H) IQ+2 [2] – 13†; Naturalist (Savage Land) (H) IQ+3 [4] – 14†; Navigation/TL0 (Land) (A) IQ+7 [4] – 18†#; Observation (A) Per+0 [2] – 14; Professional Skill (Butcher) (A) DX-1 [1] – 13; Professional Skill (Tanner) (A) IQ+0 [2] – 11; Running (A) HT+0 [2] – 14; Spear (A) DX+0 [2] – 14; Stealth (A) DX+2 [8] – 16; Survival (Jungle) (A) Per+3 [2] – 17†; Swimming (E) HT+2 [4] – 16; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Knife) (E) DX+2 [4] – 16; Thrown Weapon (Spear) (E) DX+1 [2] – 15; Tracking (A) Per+4 [4] – 18†; Veterinary/TL0 (H) IQ+2 [2] – 12*; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+2[8] – 16.

Techniques: Arm Lock (Wrestling) (A) def+0 [0] – 16; Armed Grapple (Knife) (H) def+2 [3] – 16; Choke Hold (Wrestling) (H) def+3 [4] – 16.

Starting Spending Money: \$760 (20% of Starting Wealth, minus the cost of his Bowie knife, carried in trade goods for barter rather than actual cash).

* Includes +2 from Animal Friend.

† Includes +3 from Outdoorsman.

‡ Defaulted from Survival (Jungle).

§ Includes +1 from Combat Reflexes.

Includes +3 from Absolute Direction.

Role-Playing Notes:

Ka-Zar is a man who has lived a simple hunter-gatherer lifestyle since adolescence. He has a strong sense of right and wrong, though these values can differ in significant ways from those of the outside world. With what he's learned of the outside world from his parents' diaries, his brother, and his wife, he is certain he doesn't want to venture outside the Savage Land.

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	

Ka-Zar's Bowie Knife

KNIFE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
8	Bowie Knife	2d-1 cut	C, 1	11	\$40	1	6	[1]
	<i>or</i>	1d+1 imp	C	11			6	

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>
8	Bowie Knife	1d+1 imp	0	11/21	1	1	T(1)	\$40	6	-2	[1]

Notes:

[1] Fine Quality knife bought at TL7+.

Design Notes:

1. Ka-Zar is one of the few characters I'll explicitly give the Extra Option Perk to (p. PU2:20), in his case Bulletproof Nudity, as fitting his "noble barbarian" motif; running around in just a loincloth against folks with guns, he needs all the help he can get!
2. For campaigns set in the Savage Land, set the local TL to 0, removing Ka-Zar's Low TL disadvantage, raise his Wealth from Poor to Average, and his Status to 0, a net increase of 60 points. Note that his knife's price *will* increase due to both quality and being made of steel, a TL3 material, a net $\times 24$ to price (\$960; $\times 4$ from Fine Quality, $\times 8$ from being 3 TLs above the setting); a good idea would be to take it as Signature Gear.

Real Name: Wilson Fisk.

Occupation: Businessman, crime lord.

Identity: Fisk's role as the Kingpin is not generally known, but he makes no attempts to keep it secret.

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

Other Aliases: White Rook.

Place of Birth: Hell's Kitchen, New York City.

Marital Status: Married.

Known Relatives: Vanessa (wife), Richard (son).

Group Affiliation: Head of his own criminal organization; CEO of Wilson Fisk Industries, member of the Inner Circle of the Hellfire Club.

Base of Operations: New York City.

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

History: Wilson Fisk was born in poverty in the Hell's Kitchen neighborhood of Manhattan. Even as a boy he was uncommonly large. Instead of playing with the other kids his age, he spent long hours in the public library, reading as much as he could on business theory, politics, and organized crime. Even at a young age, he was intrigued by the idea of becoming a "kingpin of crime", gaining power behind the scenes.

As a teen, Fisk turned his attention towards his physical regimen. Stealing passage on a freighter to Japan, he enrolled in a sumo wrestling school. He even competed professionally for a short time before retiring at the rank of *ozeki* (one rank below the coveted *yokozuna* level). Returning to New York, he invested his earnings from his professional sumo career into a number of legitimate businesses while at the same time using his physical bulk and intelligence to take control of a number of small, unaffiliated criminal gangs. The first business he owned outright was a firm which dealt with importing exotic spices from the Orient; to this day, even with his own corporation bearing his name, he still humbly insists that he's "a meager spice merchant."

About two decades ago, he met a young French woman named Vanessa; Vanessa's age at the time has not yet been revealed, but she is at least fifteen years Wilson's junior (see *Fisk, Vanessa*). Vanessa has been aware of her husband's criminal dealings for a long time. The Kingpin has stated that Vanessa is the only person who can make him feel at peace.

In an effort to obtain super-powered henchmen in order to counteract the emerging superhero community, the Kingpin authorized scientists in his employ to experiment in genetic modification experiments. Five of these experiments escaped from the lab that created them and have become the Ani-Men (see *Ani-Men*). Quite possibly the other experiments were either failures or terminated after the Ani-Men escaped. Since then, the Kingpin has hired a number of costumed criminals to work for him. Most notably, he hired the ninja assassin Elektra and the mercenary Bullseye to serve him (see *Bullseye; Elektra*). His criminal activities have brought him into conflict with both Daredevil and Spider-Man, but so far he has avoided arrest due to the lack of evidence against him (see *Daredevil; Spider-Man*). Daredevil has become his most frequent nemesis.

Fisk's businesses – both legitimate and criminal – have recently earned him a seat in the Hellfire Club's Inner Circle; in their hierarchy, he is the current White Rook (see *Hellfire Club*).

Age: 46.

Height: 6' 7"

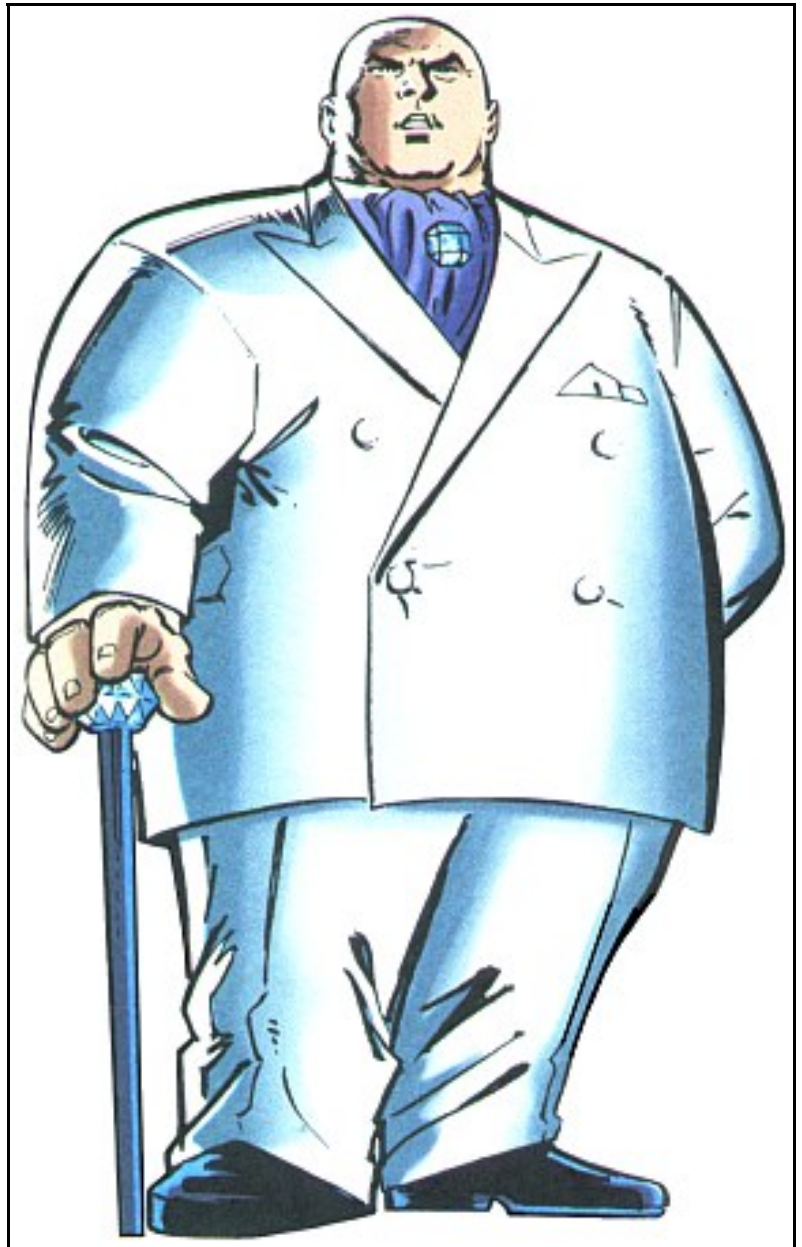
Weight: 450 lbs.

Eyes: Brown.

Hair: Black, shaved bald.

Uniform: None.

Strength Level: Wilson Fisk possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise. His great bulk is primarily muscle, not fat, making him almost as strong as a human can be without superhuman



powers. He can lift (press) approximately 650 pounds.

Known Superhuman Powers: None.

Other Abilities: The Kingpin is a highly skilled hand to hand combatant, primarily in Japanese sumo and Indian wrestling. He is also a skilled businessman and criminal mastermind, despite his lack of a formal education.

Weapons: The Kingpin's walking stick usually contains a weapon concealed in it. While he usually carries a cane-rifle, the stick has been known to spray various gases or fire a laser beam.

515 points

ST: 20 [100] **HP:** 20 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 13 [0] **Move:** 5 [-5]
IQ: 13 [60] **Per:** 13 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 2d-1/3d+2 **BL:** 80 lbs.

Dodge: 10 **Parry:** 12 **DR:** 2*

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

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

Advantages: Business Acumen 4 [40]; Combat Reflexes [15]; Damage Resistance 2 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [2]; Empathy [15]; Fit [5]; High Pain Threshold [15]; Merchant Rank 8 [40]; Single-Minded [5]; Status 6 [5*]; Trained By a Master [30]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Cotton Stomach [1]; Fearsome Stare [1]; Power Grappling [1]; Special Exercises (DR 1 with Tough Skin) 2 [2]; Style Familiarity (Sumo) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Personal) [-5]; Dependent (Vanessa, wife; between 25% and 50%) (9) [-5]; Greed (12) [-15]; Megalomania [-10]; Stubbornness [-5].

Quirks: Likes Exotic Cigars [-1]; Likes Japanese Cuisine [-1]; Trademark (Red Rose) [-1].

Skills: Administration (A) IQ+3 [1] – 16†; Body Language (Human) (A) Per+1 [4] – 14; Brawling (E) DX+2 [4] – 15; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [1] – 14‡; Economics (H) IQ+2 [1] – 15†; Fast-Talk (A) IQ+1 [4] – 14; Finance (H) IQ+3 [1] – 15†; Games (Sumo) (E) IQ+0 [1] – 13; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Heraldry (Corporate Logos) (A) IQ+0 [2] – 13; Immovable Stance (H) Will+0 [4] – 13; Intimidation (A) Will+2 [8] – 15; Leadership (A) IQ+1 [4] – 14; Merchant (A) IQ+3 [1] – 16†; Savoir-Faire (Dojo) (E) IQ+0 [1] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Streetwise (A) IQ+1 [4] – 14; Sumo Wrestling (A) DX+3 [12] – 16.

Techniques: Sweep (Sumo Wrestling) (H) def+3 [4] – 16; Trip (Sumo Wrestling) (H) def+1 [2] – 12.

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

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

† Includes +4 from Business Acumen.

‡ Includes +3 from Empathy.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Real Name: Kirigi (his full given name is unknown).

Occupation: Assassin.

Identity: Kirigi does not use a dual identity; his activities as a ninja assassin are unknown to the general public or the authorities.

Legal Status: Citizen of Japan with no criminal record.

Other Aliases: None.

Place of Birth: Kyoto, Japan.

Marital Status: Single.

Known Relatives: Roshi (father).

Group Affiliation: The Hand.

Base of Operations: Osaka, Japan.

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

History: Kirigi is the half-human son of Master Roshi, an *oni* (Japanese demon) who an unspecified time ago became the *Jonin* (master) of the ninja clan known as the Hand (see *The Hand*). Kirigi was raised by the Hand to be their ultimate assassin, and was not aware of his familial relation to the *Jonin*.

Due to his talents, Kirigi became the Hand's top assassin, rivaled only by Elektra Natchios (see *Elektra*). Over time, this rivalry led to the two becoming lovers.

Recently, Elektra has fled the Hand, and Kirigi was sent to either bring her back or kill her. This has led him into conflict with not only Elektra, but with Daredevil and his mentor, a blind man known only as Stick, who Kirigi has reportedly fought in the past (see *Daredevil*; *Stick*). The result of this conflict has yet to be determined.

Age: Indeterminate.

Height: 7'

Weight: 300 lbs.

Eyes: Yellow.

Hair: Black.

Other Distinguishing Features: Kirigi casts a demonic shadow, indicating his half-demon heritage.

Uniform: A stereotypical "ninja" outfit which obscures everything except his eyes. The torso is often padded with Kevlar.

Strength Level: Kirigi's half-demon nature grants him superhuman strength, enabling him to lift (press) around one ton under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Kirigi possesses superhuman agility and durability. Even unarmored, he has been shown shrugging off gunfire from police handguns. By channeling his chi, he is able to move at superhuman speeds for short distances. His vision is superhumanly acute, enabling him to clearly read a street sign half a mile away. He is also able to see into the infrared spectrum, enabling him to see a person's "heat signature".

In addition, Kirigi possesses the mystical ability to blend into his surroundings, making him invisible to the naked eye provided he stands still or moves no faster than a slow walk. He does not truly become invisible, however, and he can still be detected through radar, sonar, and infrared sensors.

Other Abilities: Kirigi is the top ninja assassin of the Hand, highly skilled in the arts of stealth and melee combat.

Weapons: Kirigi has access to any number of martial arts weapons. He is most proficient with the daisho, the paired katana and wakizashi traditionally used by samurai.



918 points

ST: 25/35 [100*] **HP:** 25 [0] **Speed:** 7.50 [0]

DX: 15 [100] **Will:** 14 [10] **Move:** 7/14 [0]

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

HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dmg: 2d+1/4d+2 (4d-1/6d+1) **BL:** 125 lbs. (245 lbs.)
Dodge: 11 **Parry:** 17 **DR:** 12*

Languages: Cantonese (Native) [6]; English (Accented) [4]; Japanese (Native) (Native Language) [0]; Mandarin (Accented) [4].

Cultural Familiarities: East Asian (Native) [0].

Advantages: Acute Vision 4 [8]; Ally Group (Hand Ninjas) (up to 10% of starting points; Group Size: up to 50 ninja at a time) (12) [8]; Catfall [10]; Combat Reflexes [15]; Damage Resistance 12 (Tough Skin, -40%; Passive Biological, -5%) [33]; Enhanced Move (Ground) 2 (Ground Move 14/28 mph; Costs 2 FP, -10%; Maximum Duration: 1 minute, -65%; Chi, -10%) [8]; Enhanced Parry (All Parries) 4 [40]; Flexibility [5]; Forceful Chi 2 [30]; Infravision [10]; Inner Balance 2 [30]; Super ST +5/+15 [200]; Telescopic Vision 2 [10]; Trained By A Master [30]; Weapon Master (Daisho) [25].

Perks: Dirty Fighting [1]; Dual Ready (Shortsword/Broadsword) [1]; Focused Fury [1]; Grip Mastery (Staff) [1]; Off-Hand Weapon Training (Shortsword) [1]; Patience of Job [1]; Quick-Sheathe (Sword) [1]; Razor Kicks [1]; Style Familiarity (Kenjutsu: Nito Ryu) [1]; Style Familiarity (Kobujutsu) [1]; Style Familiarity (Shurikenjutsu) [1]; Style Familiarity (Taijutsu) [1]; Weapon Bond (Katana) [1]; Weapon Bond (Wakizashi) [1].

Disadvantages: Bloodlust (9) [-15]; Code of Honor (Bushido) [-15]; Discipline of Faith (Monasticism) [-10]; Duty (the Hand; Extremely Hazardous) (15) [-20]; Frightens Animals [-10]; Hidebound [-5]; Light Sleeper [-5]; Supernatural Feature (Demonic Shadow) [-10]; Unnatural Feature (Yellow Eyes) [-1].

Quirks: Bloody Mess [-1]; Devout Shintoist [-1]; Habit (Avoids Eye Contact) [-1]; Uncongenial [-1].

Skills: Acrobatics (H) DX+1 [8] – 16; Artist (Calligraphy) (H) IQ+0 [4] – 12; Axe/Mace (A) DX+0 [2] – 15; Blind Fighting (VH) Per+2 [8] – 16†; Body Control (VH) HT+1 [4] – 16†; Body Language (Human) (A) Per+2 [2] – 16†; Breaking Blow (H) IQ+3 [8] – 15‡; Breath Control (H) HT+1 [2] – 16†; Broadsword (A) DX+3 [12] – 18; Climbing (A) DX+3 [2] – 18§; Escape (H) DX+3 [4] – 18§; Fast-Draw (Shuriken) (E) DX+1 [1] – 16#; Flail (H) DX-1 [2] – 14; Flying Leap (H) IQ+2 [4] – 14‡; Holdout (A) IQ+0 [2] – 12; Hypnotism (Human) (H) IQ+2 [4] – 14‡; Invisibility Art (VH) IQ+4 [16] – 16‡; Jitte/Sai (A) DX+1 [2] – 16¥; Judo (H) DX+3 [16] – 18; Jumping (E) DX+1 [2] – 16; Karate (H) DX+3 [16] – 18; Karate Art (H) DX+1 [7] – 16¶; Kusari (H) DX-1 [2] – 14; Meditation (H) Will+1 [2] – 15‡; Mental Strength (E) Will+3 [2] – 17‡; Observation (A) Per+3 [2] – 18□; Poisons/TL8 (H) IQ+0 [4] – 12; Polearm (A) DX+0 [2] – 15; Power Blow (H) Will+2 [4] – 16‡; Running (A) HT+0 [2] – 15; Savor-Fair (Dojo) (E) IQ+0 [1] – 12; Shadowing (A) IQ+1 [4] – 13; Shortsword (A) DX+3 [8] – 18£; Spear (A) DX+0 [2] – 15; Staff (A) DX+0 [2] – 15; Stealth (A) DX+1 [4] – 16; Swimming (E) HT+1 [2] – 16; Thrown Weapon (Shuriken) (E) DX+1 [2] – 16; Tonfa (A) DX+1 [2] – 16¥; Two-Handed Sword (A) DX+1 [3] – 16£.

Techniques: Acrobatic Stand (Acrobatics) (A) def+4 [4] – 14; Targeted Attack (Broadsword Swing/Neck) (H) def+3 [4] – 16; Targeted Attack (Shortsword Thrust/Vitals) (H) def+2 [3] – 17; Targeted Attack (Thrown Weapon (Shuriken)/Eyes) def+3 [4] – 10.

Starting Spending Money: \$200 (20% starting wealth, minus the cost of a Very Fine Late Katana and Very Fine Wakizashi).

* Includes +5/+15 from Super ST.

† Includes +2 from Inner Balance.

‡ Includes +2 from Forceful Chi.

§ Includes +3 from Flexibility.

Includes +1 from Combat Reflexes.

¥ Defaulted from Shortsword.

¶ Defaulted from Karate.

□ Includes +4 from Acute Vision.

£ Defaulted from Broadsword.

Role-Playing Notes:

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+4 cr	C	17	–	–	25	
	– <i>Super ST</i>	4d+6 cr	C	17	–	–	35	
–	Karate Kick	2d+5 cr	C, 1	n/a	–	–	25	
	– <i>Super ST</i>	4d+7 cr	C, 1	n/a	–	–	35	

Kirigi's Daisho

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Katana	5d+12 cut	1	17	\$2,200	3	10	[1, 2]
	or	2d+9 imp	1	17			10	

SHORTSWORD

<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>
4	Wakizashi	4d+14 cut	1	17	\$1,600	2	8	[1, 2]
	<i>or</i>	2d+7 imp	1	17			8	

TWO-HANDED SWORD

<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>
4	Katana	5d+13 cut	1	15	\$2,200	3	9†	[1, 2]
	<i>or</i>	2d+9 imp	1	15			9†	

Notes:

[1] Very Fine Quality sword bought at TL7+.

[2] Stats includes bonuses from Weapon Master and Weapon Bond

KORATH THE PURSUER

Non-Villain Antagonist

Real Name: Korath-Thak.

Occupation: Head of the Kree Pursuer Corps.

Identity: Publicly known inside the Kree Empire; the general populace of Earth is unaware of Korath's existence.

Legal Status: Citizen of the Kree Empire with no criminal record.

Other Aliases: None.

Place of Birth: An unrevealed location inside the Kree Empire.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Kree Pursuer Corps, a special division inside the Kree Ministry of Justice.

Base of Operations: Imperial City, Hala, Pama system, Kree Empire.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: In the Kree Empire, the Pursuer Corps is a special division of the Ministry of Justice charged with hunting down and either capturing or neutralizing fugitives from Imperial justice (see *Kree*). Each Pursuer is enhanced with cybernetic enhancements which grant them strength, durability, and enhanced senses. The Pursuers have a professional rivalry with the Accusers, the Kree secret police.

As a Blue Kree, Korath-Thak had his choice of career upon attaining the age of majority. At first he pursued an education in cybernetic enhancements, but over time found himself in service with the Pursuers. While at first he maintained a rear-echelon position, at one point in his career he found himself the only member of the Corps available to track down a Skrull who had infiltrated the Kree Army, and without enhancements managed to track down and kill the Skrull (see *Skrulls*). Finding that field work agreed with him, Korath chose to undergo augmentation and become a full-fledged Pursuer.

Korath's successes as a Pursuer ultimately landed him in charge of the Pursuer Corps; as head of the Pursuer Corps, Korath is sometimes referred to as *The Pursuer*, much as his Accuser counterpart, Ronan, is often referred to as *The Accuser* (see *Ronan*). Korath and Ronan were forced by the Kree Supreme Intelligence to work together when Mar-Vell of the Kree Army, a White Kree who had been enhanced and assigned as a spy on Earth, was accused of treason and fled Kree space, but their professional rivalry quickly turned personal (see *Captain Marvel: Supreme Intelligence*).

Korath tracked Vell to Port Nowhere, an interstellar freeport under no one's jurisdiction, intentionally sending Ronan to a different location in the opposite direction (see *Port Nowhere*). While at Port Nowhere, Korath managed to corner and subdue Vell, only to be persuaded to let him go free – in violation of the Pursuer Corps' own code of conduct – until such time as Vell could stop the unauthorized and illegal invasion of Earth his superior, Colonel Yon-Rogg, was planning (see *Yon-Rogg*).

Korath downplayed his encounter with Vell to Ronan once the latter figured out Korath sent him false coordinates. Ronan then ordered Korath to never attempt anything like that again, under threat of being declared a traitor himself. Whether Korath will ultimately aid or hinder Mar-Vell in the future remains to be seen.

Age: 38 (Earth equivalent).

Height: 6' 0".

Weight: 290 lbs.

Eyes: Blue.

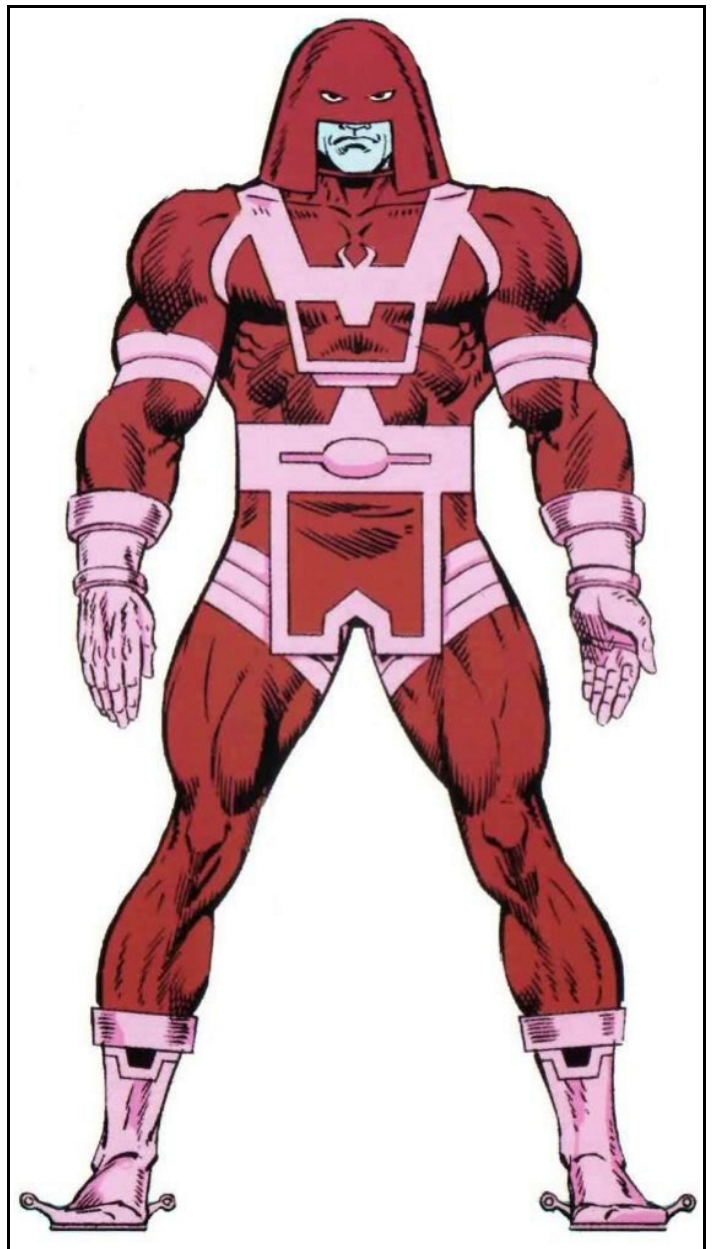
Hair: Bald.

Skin: Blue.

Uniform: Red armor with white highlights, black gloves, black boots, white belt, red helmet.

Strength Level: The Pursuer possesses superhuman strength enabling him to lift (press) roughly 40 tons under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Korath possesses superhuman stamina and durability, as well as the cybernetic ability to locate individuals across interplanetary distances by tracking their brain patterns. He also possesses enhanced vision and hearing, and a cybernetic implant enabling him to listen in on most radio and gravity wave communications.



Other Abilities: Korath is an expert in cyber-engineering, and has trained in Kree military martial arts. He has also displayed skill as a starship pilot.

Weapons and Paraphernalia: Korath, and all the Pursuers, carry a pair of shortsword-length electric stun batons and a Kree omniblaster pistol. His armor gives him additional resistance to injury as well as permitting flight and enabling him to survive in hostile environments. All Pursuers can requisition any Kree military hardware as needed to complete their missions; as The Pursuer, Korath's access to military hardware is limited to availability rather than bureaucratic red tape.

1,665 points

ST: 36/224 [100*] **HP:** 36 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 13 [0] **Move:** 7 [0]
IQ: 13 [60] **Per:** 15 [10]
HT: 14 [40] **FP:** 22 [9†] **SM:** 0

Dmg: 4d-1/6d+1 (23d/25d) **BL:** 259 lbs. (10,035 lbs./5 tons)
Dodge: 11 **Parry:** 12 **DR:** 100

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Absolute Direction (Requires Signal, -20%; Electronic, -30%) [3]; Acute Hearing 4 [8]; Acute Vision 4 [8]; Combat Reflexes [15]; Cyber-Engineer 2 [10]; Damage Resistance 100 (Flexible, -20%; Hardened 1, +20%; Semi-Ablative, -20%) [400]; Detect Subject's Brain Waves (Analyzing, +100%; Lock-On, +50%; Precise, +100%; Electronic, -30%) [32]; Foresight 2 [20]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Hyperspectral Vision (Electronic, -30%) [18]; Legal Enforcement Powers 3 [15]; Omnilingual (Electronic, -30%) [28]; Parabolic Hearing 2 (Electronic, -30%); Pursuer Rank 9 [45]; Status 5 [5‡]; Super ST +12/+200 (Electronic, -30%) [444]; Telecommunication (Gravity-Ripple Comm) (Secure, +20%; Video, +40%; Electronic, -30%) [26]; Telecommunication (Radio) (Receive Only, -50%; Video, +40%; Electronic, -30%) [6]; Telescopic Vision 3 (Electronic, -30%) [11]; Very Fit [15]; Wealth (Very Wealthy) [30].

Perks: Improvised Weapons (Karate) [1]; Off-Hand Weapon Training (Shortsword) [1]; Style Familiarity (Krav Maga/Kree Equivalent) [1].

Disadvantages: Blindness (Mitigator: Artificial Eyes, -60%) [-20]; Code of Honor (Soldier's) [-10]; Duty to Kree Supreme Intelligence (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Kree Empire) [-15].

Quirks: Attentive [-1]; Broad-Minded [-1]; Careful [-1]; Dislikes Accusers, Particularly Ronan [-1]; Proud [-1].

Skills: Accounting (A) IQ-1 [2] - 12; Acrobatics (H) DX+0 [4] - 14; Administration (A) IQ+0 [2] - 13; Artillery/TL11 (Guided Missile) (A) IQ+1 [4] - 14; Beam Weapons/TL11 (Pistol) (E) DX+0 [1] - 14; Climbing (A) DX+0 [2] - 14; Computer Operation/TL11 (E) IQ+0 [1] - 13; Criminology/TL11 (A) IQ+1 [4] - 14; Current Affairs/TL11 (Headline News) (E) IQ+1 [2] - 14; Current Affairs/TL11 (Headline News) (E) IQ+1 [2] - 14; Electronics Operation/TL11 (Security) (A) IQ+1 [4] - 14; Electronics Operation/TL11 (Surveillance) (A) IQ+1 [4] - 14; Electronics Repair/TL11 (Cyberware) (A) IQ+3 [4] - 16§; Engineer/TL11 (Cyberware) (H) IQ+3 [8] - 16§; Engineer/TL11 (Robotics) (H) IQ+3 [8] - 16§; Fast-Draw (Pistol) (E) DX+1 [1] - 16#; First Aid/TL11 (Kree) (E) IQ+0 [1] - 13; Forced Entry (E) DX+0 [1] - 14; Free Fall (A) DX+0 [2] - 14; Gesture (E) IQ+0 [1] - 13; Gunner/TL11 (Beams) (E) DX+2 [4] - 16; Intelligence Analysis/TL11 (H) IQ+1 [8] - 14; Interrogation (A) IQ+0 [2] - 13; Jumping (E) DX+0 [1] - 14; Karate (H) DX+2 [12] - 16; Knife (E) DX+2 [4] - 16; Knot-Tying (E) DX+0 [1] - 14; Law (Kree Imperial) (H) IQ+1 [8] - 14; Leadership (A) IQ+1 [4] - 14; Lifting (A) HT+0 [2] - 14; Mathematics/TL11 (Applied) (H) IQ-1 [2] - 12; Mechanic/TL11 (Cyberware) (A) IQ+3 [4] - 16§; Mechanic/TL11 (Robotics) (A) IQ+3 [4] - 16§; Navigation/TL11 (Hyperspace) (A) IQ+0 [2] - 13; Navigation/TL11 (Space) (A) IQ+0 [2] - 13; Observation (A) Per+5 [4] - 20¥; Physiology/TL11 (Kree) (H) IQ+2 [4] - 15§; Piloting/TL11 (Aerospace) (A) DX+0 [2] - 14; Piloting/TL11 (High-Performance Spacecraft) (A) DX+0 [2] - 14; Psychology (Kree) (H) IQ-1 [2] - 12; Public Speaking (A) IQ+0 [2] - 13; Research/TL11 (A) IQ+1 [4] - 14; Running (A) HT+0 [2] - 14; Savoir-Faire (High Society) (E) IQ+0 [1] - 13; Savoir-Faire (Police) (E) IQ+1 [2] - 14; Search (A) Per+0 [2] - 15; Shadowing (A) IQ+1 [4] - 14; Shortsword (A) DX+2 [8] - 16; Spacer/TL11 (E) IQ+1 [2] - 14; Stealth (A) DX+0 [2] - 14; Streetwise (A) IQ+1 [4] - 14; Swimming (E) HT+0 [1] - 14; Throwing (A) DX+0 [2] - 14; Tracking (A) Per+7 [2] - 22; Vacc Suit/TL11 (A) DX+1 [4] - 15; Wrestling (A) DX+2 [8] - 16.

Techniques: Arm Lock (Wrestling) (A) def+1 [1] - 17; Elbow Strike (A) def+1 [1] - 15; Knee Strike (A) def+1 [1] - 16.

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

* Includes +4 from Blue Kree and +12/+200 from Super ST.

† Includes +5 from Blue Kree.

‡ Includes +3 from Pursuer Rank and +1 from Wealth.

§ Includes +2 from Cyber-Engineer.

Includes +1 from Combat Reflexes.

¥ Includes +4 from Acute Vision.

¶ Includes +3 from Hyperspectral Vision.

Role-Playing Notes:

Korath is a noble man who honestly believes in his work in the Kree Empire: capturing criminals. He is not blind to the corruption in the upper echelons, and actively works to keep the corruption in check. He sometimes feels it's a battle he cannot win, but he tells himself he must try.

Korath and Ronan do not like each other; Korath sees Ronan as a symptom of the corruption in the Empire, while Ronan sees Korath as both naive and superfluous.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	4d+6 cr	C	12	–	–	36	
–	– <i>Super ST</i>	23d+45 cr	C	12	–	–	224	
–	Karate Kick	4d+7 cr	C, 1	n/a	–	–	36	
–	– <i>Super ST</i>	23d+46 cr	C, 1	n/a	–	–	224	

SHORTSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
11^			1					
	<i>linked</i>							
			1					
	<i>linked</i>							

BEAM WEAPONS (PISTOL)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes

Design Notes:

1. Korath's racial High TL (from the 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, he would lose the High TL trait, lowering his point value by 15 points, and his Starting Spending Money will increase from \$80,000 to \$300,000.
2. Cyber-Engineer is a new Talent that covers Biology, Electronics Repair (Cyberware), Engineer (Cyberware), Engineer (Robotics), Mechanic (Cyberware), and Mechanic (Robotics).
3. Detect Subject's Brain Waves is built as an Occasional Detection.

KRAVEN THE HUNTER

Villain

Real Name: Sergei Kravenoff.

Occupation: Bounty hunter, former big game hunter.

Identity: Publicly known.

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

Other Aliases: Guy Kraven.

Place of Birth: Kenya.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional ally of the Chameleon.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Sergei Kravenoff is a descendant of Russian aristocrats who fled their homeland during the Communist Revolution. During the intervening decades, the Kravenoffs settled in Africa. Sergei grew up on a game preserve in Kenya, where he discovered he had a natural talent with animals. He quickly became known as the best animal tracker and trapper in Africa, the Indian subcontinent, and the Indochinese peninsula. As his success grew, so did his boredom – hunting dangerous animals was no longer a challenge.

To alleviate this boredom, he turned to tracking the most dangerous game he could think of: humans. To this end, he became a bounty hunter, anglicizing his name to "Guy Kraven" in the process, but better known to his clients as Kraven the Hunter. People, he discovered, were wiler prey than animals, but often easier to contain. Kraven didn't really care who he captured, so long as it was a challenge and he got paid for it.

Then he was contacted by an acquaintance, the Chameleon, to capture Spider-Man, who had recently thwarted one of the Chameleon's schemes (see *Chameleon, Spider-Man*). Amidst great publicity and controversy, Kraven arrived in New York City to start his hunt. After observing Spider-Man in action for several days, Kraven attacked him while the former was trying to save someone from a burning building. Spidey managed to defeat Kraven, who was arrested and deported for his life-endangering actions.

Recently, a man matching Kraven's description was seen sneaking off a ship docked in the New York Harbor. It is only a matter of time before Kraven makes his presence known.

Age: 38.

Height: 6'.

Weight: 235 lbs.

Eyes: Brown.

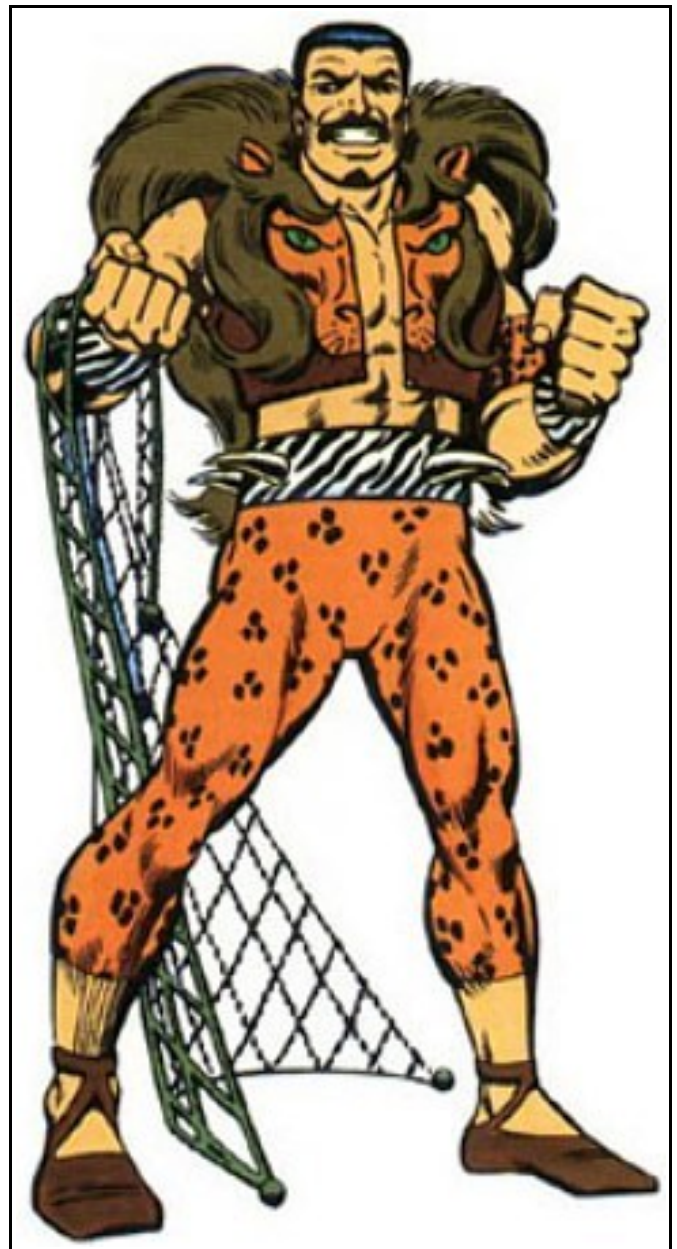
Hair: Black.

Uniform: Leather vest with a lion's face and mane, leopard-print leather pants, zebra-print belt, boots.

Strength Level: Thanks to the ingestion of an herbal potion concocted for him by an African witch-doctor, Kraven possesses superhuman strength, able to lift (press) 2 tons. Without this potion, which he must consume on a regular basis, Kraven's strength decreases to normal human level, which is still formidable due to his muscular build; when not augmented, Kraven possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: In addition to his superhuman strength, Kraven's herbal potion has granted him superhuman speed, agility, and stamina. He is able to sprint at speeds up to 60 mph, and perform a standing broad jump of 20 ft.

Other Abilities: Kraven is a skilled hunter and unarmed combatant.



851 points

ST: 18/50 [80*] **HP:** 20 [4] **Speed:** 7.50 [0]

DX: 16 [80+] **Will:** 12 [5] **Move:** 7/28 [0]

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

HT: 14 [40] **FP:** 20 [18] **SM:** 0

Dmg: 1d+2/3d (5d+2/8d-1)

BL: 65 lbs. (500 lbs.)

Dodge: 11 **Parry:** 15

DR: 2*

Languages: Afrikaans (Native) [6]; Arabic (Accented) [4]; Egyptian (Native) [6]; English (Accented) [4]; Hindi (Accented) [4]; Swahili (Native) (Native Language) [0]; Vietnamese (Accented) [4].

Cultural Familiarities: East Asian [1]; Middle Eastern [1]; Sub-Saharan African (Native) [0]; Western [1].

Advantages: Acute Hearing 2 [4]; Acute Vision 2 [4]; Animal Empathy [5]; Catfall (Chemical, -10%) [9]; Combat Reflexes [15]; Damage Resistance 2 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [2]; Enhanced Move (Ground) 2 (Chemical, -10%) [36]; Enhanced Parry (Bare Hands) 2 [10]; Enhanced ST +32 (Chemical, -10%) [231]; Extra DX +2 (Chemical, -10%) [36]; Hard to Kill 1 [2]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Outdoorsman 4 [40]; Reputation (Best Big-Game Hunter in the World) 3 (Frequency: 10 or less; People Affected: Almost Everyone) [7]; Resistant to Disease (+8) [5]; Resistant to Poison (+3) [5]; Super Jump 1 (Chemical, -10%) [9]; Trained By A Master [30]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Call of the Wild [1]; Dirty Fighting [1]; Eye For Distance [1]; Fearsome Stare [1].

Disadvantages: Bad Temper (9) [-15]; Callous [-5]; Code of Honor (Professional: Bounty Hunter's) [-5]; Insomniac (Mild) [-10]; Light Sleeper [-5]; Loner (9) [-7]; Overconfidence (12) [-5]; Phobia (Crowds) (9) [-22]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Bring Contracts In Alive) [-10].

Quirks: Attentive [-1]; Likes Listening to Drum Solos [-1]; Nervous Stomach [-1]; Proud [-1]; Stays Bought [-1].

Skills: Animal Handling (Big Cats) (A) IQ+7 [28] – 18; Blowpipe (H) DX+1 [4] – 16; Brawling (E) DX+4 [12] – 20; Breaking Blow (H) IQ+1 [8] – 12; Breath Control (H) HT-1 [2] – 13; Camouflage (E) IQ+5 [1] – 16‡§; Climbing (A) DX-1 [1] – 15; Connoisseur (Music) (A) IQ-1 [1] – 10; First Aid/TL6 (Human) (E) IQ+0 [1] – 11; Guns/TL8 (Musket) (E) DX+0 [1] – 16; Hiking (A) HT-1 [1] – 13; Hobby Skill (Famous Drummers) (E) IQ+0 [1] – 11; Jumping (E) DX+1 [2] – 17; Knot-Tying (E) DX+0 [1] – 16; Lifting (A) HT+0 [2] – 14; Mimicry (Animal Sounds) (H) IQ+4 [4] – 15§; Observation (A) Per+4 [8] – 18#; Poisons/TL6 (H) IQ+0 [4] – 11; Power Blow (H) Will+0 [4] – 12; Pressure Points (Human) (H) IQ+3 [16] – 14; Riding (Equines) (A) DX+0 [2] – 16; Running (A) HT+0 [2] – 14; Shadowing (A) IQ+1 [2] – 12¥; Stealth (A) DX+2 [8] – 18; Survival (Jungle) (A) Per+2 [2] – 18§; Survival (Plains) (A) Per+2 [2] – 18§; Survival (Woodlands) (A) Per+2 [2] – 18§; Swimming (E) HT+0 [1] – 14; Traps/TL6 (A) IQ+3 [12] – 14; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+2 [8] – 18.

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

* Includes +32 from Enhanced ST.

† Includes +2 from Extra DX.

‡ Defaulted from Survival (Jungles).

§ Includes +4 from Outdoorsman.

Includes +2 from Acute Vision.

¥ Defaulted from Observation.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. The Nervous Stomach Quirk represents his allergies to the various chemicals in Western foods.
2. Kraven most likely has Status 1 [0], due to his Wealth. I didn't include it in his Advantages because he rarely takes advantage of it.

The Kree are a humanoid race that originated on the planet Hala in the Pama system. Due to their home world's gravity, the average Kree is twice as strong as the average human. They also tend to tire less quickly than human. They have lifespans slightly greater than humans, averaging 100-120 years, due in no small part to past genetic programs.

There are two sub-races of Kree: the original blue-skinned Kree, who are a small but powerful minority in the Empire, and the pink-skinned white Kree, the result of the blue Kree interbreeding with other humanoid races. White Kree can pass for human on Earth with ease. While the blue Kree believe themselves to be superior to white Kree, there are no functional differences between them.

The Kree Empire dominates the Greater Magellanic Cloud, the largest satellite galaxy of the Milky Way. Little is known about the origins of the Kree Empire, but while it has achieved a tech level far in advance of Earth, no new technological breakthroughs have occurred for thousands of years. It is known that the Kree have a long-standing rivalry with the Skrull Empire, which began not long after the two races first encountered each other (see *Skrulls*).

It is Imperial policy that every able-bodied man and woman in their Empire serve at least one tour of duty in the military, due to their conflict with the Skrulls. A white Kree is not considered a "citizen" in the Empire, with the right to vote or run for public office, until after a certain amount of time in the military is over (at least three tours of duty); a blue Kree, on the other hand, is automatically a citizen upon reaching the age of majority (around 25 Earth years).

The Kree have known about Earth for millennia, due to its strategic location between the Kree, Skrull, and Shi'ar Empires (see *Shi'ar*). It is known that the Kree are responsible for the creation of the Inhuman race, having performed experiments on the human race around 18,000 BC, Earth time; these experiments are also suspected of having produced the Atlanteans, either separately or as a branch of the Inhumans (see *Atlanteans*; *Inhumans*).

Recently, due to the increased Skrull presence in Earth's system, the Kree leadership has assigned Mar-Vell, a Captain in the Kree Army, to be one of their spies on Earth (see *Captain Marvel*). Mar-Vell has recently been recalled to Hala to be placed on trial for charges of treason, but has escaped. There are likely other white Kree on Earth serving as spies as well.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

Game-Mechanic Details:

The Kree possess a native TL 11⁺, with the standard space-opera superscience technologies (gravity manipulation, FTL drives, FTL communications, FTL sensors, and force screens). Developments unique to the Kree from *Ultra-Tech* include uploading of the mind to computer systems and the use of fast-grown clones as organ donors and revived bodies for the uploaded. These developments are reserved for the few Blue Kree who can afford them. They lack mature nanotechnology. The Kree possess bionic technology, but prefer to use it for bionic prosthetics, not full-conversion cyborgs. They have performed some experiments in genetic modification, but don't permit the technology to their general public.

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, so the Kree racial packages would be reduced by 15 points each.

Blue Kree

67 points

Attribute Adjustments: ST +4 [40]

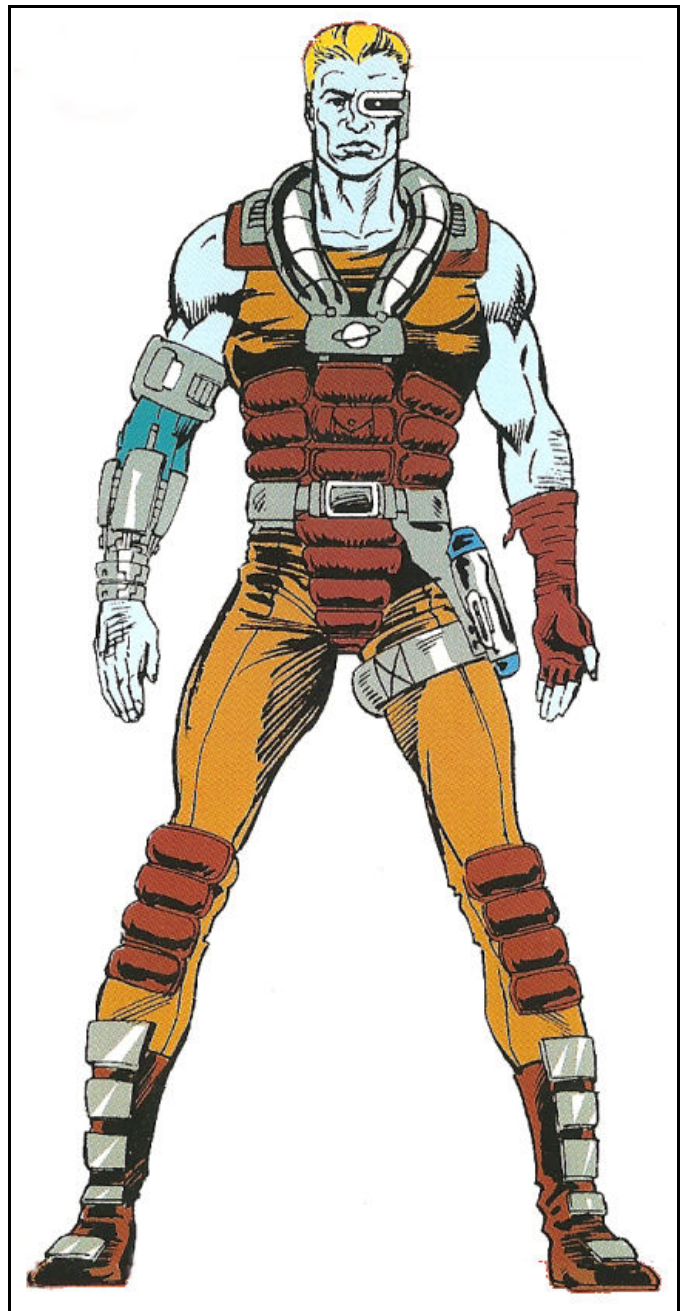
Secondary Characteristic Adjustments: FP +5 [15].

Language Adjustments: Kree (Native) (Native Language) [0].

Advantages: High TL +3 [15]; Longevity [2].

Disadvantages: Intolerance (Skrulls) [-5];

Features: Blue skin [0].



White Kree

62 points

Attribute Adjustments: ST +4 [40]

Secondary Characteristic Adjustments: FP +5 [15].

Language Adjustments: Kree (Native) (Native Language) [0].

Advantages: High TL +3 [15]; Longevity [2].

Disadvantages: Intolerance (Skrulls) [-5]; Social Stigma (Second-Class Citizen) [-5].

The Sentry is a Kree robot design thousands of years old. Originally designed by the Kree engineer Bronek over twenty thousand Earth years ago, the Sentry was originally designed to operate as a front line infantry unit, but has been relegated to standing guard in Kree military installations and depots inside, and sensitive locations outside the Empire (see *Kree*). Due to millennia of redesigns and refinements, there are several different models and body types used. The most commonly encountered models are humanoid, standing roughly either nine and a half, fifteen, or thirty feet tall, while twelve foot long insectoid and arachnid models sporting heavier firepower are also known to exist.

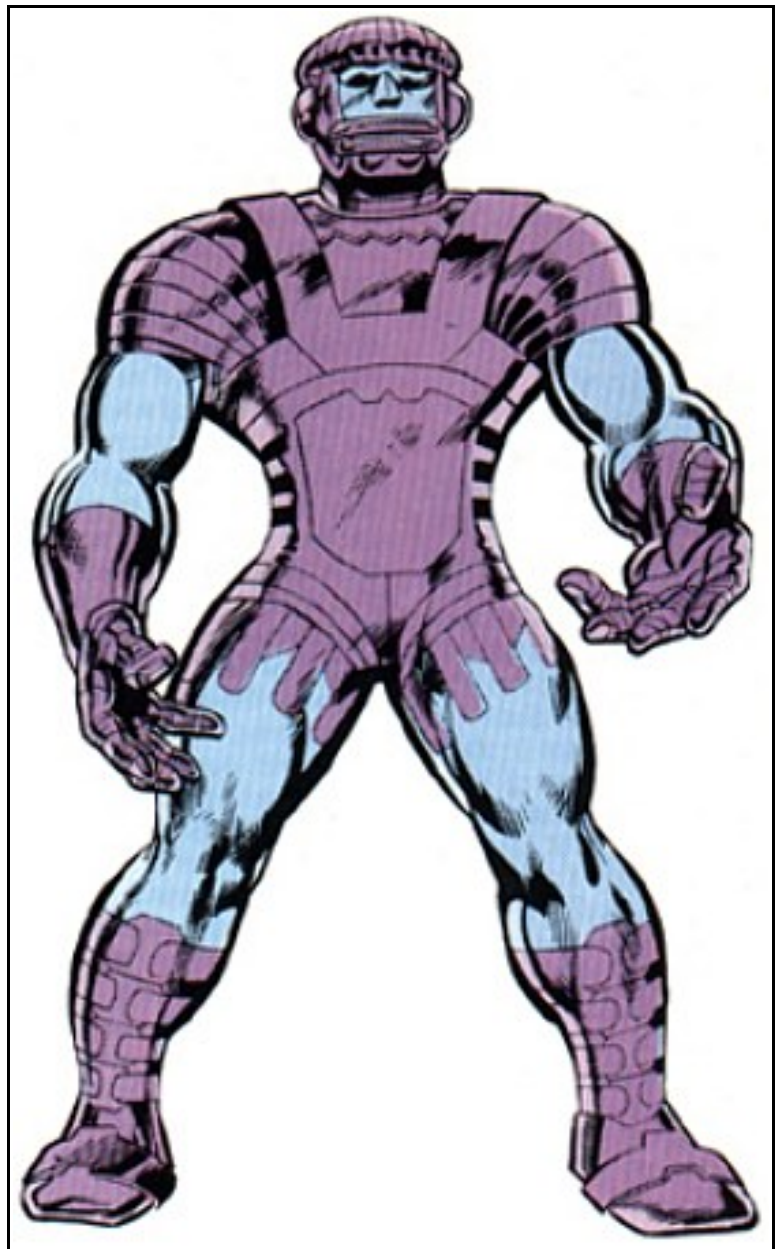
All Sentries possess a number of sensors in their heads, though their controlling computers are located in the chests. These sensors include hyperspectral imaging giving it the ability to see in infrared, visible, and ultraviolet ranges, telescopic sights, a chemical sensor enabling it to analyze particulate chemical components, a wide range of microphones which let it zoom in on particular sounds, a radar detector, an internal radio and gravity wave receiver enabling it to listen in on local communications, a radiation scanner, multimode and terahertz imaging radar, ladar, and a bioscanner able to detect and analyze life forms as small as a gnat. It also possesses a quantum entanglement communicator enabling it to instantly send short messages back to the Kree Empire.

Because of its intended mission, the Sentry was designed to be powered by a triple redundant system of solar power collectors, broadcast energy receivers, and a cosmic background radiation receiver (similar to those of the Stark Industries ARC reactor (see *Common Technologies*; *Stark Industries*). In addition, the Sentry possesses self-repair routines through the use of applied nanotechnology which enable it to use local materials to repair damage to itself over time. Most Sentries possess particle beams built into them, either in their hands, eyes, or in the case of the insectoid/arachnid models mounted on their backs or tails. In addition, they are programmed to be competent at hand to hand melee combat. All Sentries by their design possess superhuman strength; the humanoid models possess mechanisms in the limbs which increase their physical damage output, and as a side effect also increases their ability to jump and throw.

One of the earliest Sentries, a 15 foot tall model, was brought to Earth by the Kree expedition that created the Inhumans (see *Inhumans*). This Sentry was left on Earth to monitor the Inhumans' progress, though it lost track of the Inhumans around 8000 BC. This Sentry put itself in standby mode after reporting its failure. This Sentry, Sentry-459, was recently discovered by an archaeologist in the ruins of Çatalhöyük, in the Anatolian plains of modern-day Turkey. Sentry-459 was then shipped to the United States, with the intent of delivering it to Stark Industries or the Fantastic Four for analysis. Upon entering the United States via cargo ship in Pensacola, Florida, however, it was activated by a signal sent from the orbiting Kree spy ship *Helion* by the commanding officer, Col. Yon-Rogg, who gave it the order to apprehend or eliminate a "traitor", Captain Mar-Vell (see *Captain Marvel*; *Yon-Rogg*). (At this time, Vell had not yet officially been branded a traitor.) The Sentry attacked Vell, though the Captain managed to subdue it by forcing it back into standby mode. The Captain warned US Army General Thaddeus Ross, the commanding officer of the soldiers who arrived to secure the Sentry, that the Sentry was only in standby, not fully deactivated; whether General Ross heeds this warning remains to be seen (see *Ross*, *General Thaddeus*).

At least one nine foot model Sentry robot was known to stand guard over the ruins of the Kree city in the Blue Area of the Moon, a crater with an artificial atmosphere and gravity well that is also home to both the Inhuman city of Attilan and Uatu the Watcher (see *Blue Area of the Moon*; *Watcher*). In 1970, it was this Sentry that was responsible for the problems experienced by the Apollo 13 mission. This Sentry (or one matching its description) recently reactivated when the Fantastic Four visited the Blue Area, but was demolished by the Four (see *Fantastic Four*). Whether there are other Sentries guarding the ruins is at present unknown.

A more recent model of Sentry, which resembled a giant mechanical scorpion, was later delivered to Yon-Rogg, a "reward" of sorts



from Prime Minister Zarek (see *Zarek*). Rogg's plans for the Sentry in his pending invasion of Earth remain uncertain.

First Post-Reboot Appearance: CAPTAIN MARVEL

Humanoid Sentry

2,370 points

ST: 30 [180*] **HP:** 30 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 10 [-5] **Move:** 10 [15]
IQ: 11 [20] **Per:** 15 [20]
HT: 14 [40] **FP:** 0 [0] **SM:** +1

Dmg: 5d+2/8d-1 **BL:** 180 lbs.
Dodge: 11 **Parry:** 12 **DR:** 150/100

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: AI [32]; Damage Resistance 100 (Hardened 3, +60%) [800]; Damage Resistance 50 (Hardened 3, +60%; Partial: Torso Only, -10%) [375]; Discriminatory Smell (Profiling, +50%) [23]; Doesn't Breathe [20]; Doesn't Eat or Drink [20]; Extra Arms 2 (Weapon Mounts, -60%) [4]; High Pain Threshold [10]; High TL +3 [15]; Hyperspectral Vision [25]; Indomitable [15]; Ladar [20]; Machine (No Unhealing) [55]; Para-Radar (Bio-Scan, +50%; Extended Arc: 360°, +125%; Penetrating, +50%; Scanner, +50%; Targeting, +20%) [158]; Radar (Extended Arc: 360°, +125%; Multi-Mode, +50%; Penetrating, +50%; Targeting, +20%) [69]; Single-Minded [5]; Striking ST +20 (Size, -10%) [90]; Super Jump 2 [20]; Super Throw 2 [20]; T-Ray Vision (Extended Arc: 360°, +125%; Penetrating, +50%; Targeting, +20%) [74]; Telecommunication (Cable Jack) (Video, +40%) [7]; Telecommunication (Gravity-Ripple Comm) (Burst (varies), +210%; FTL, +120%; Secure, +20%; Video, +40%) [98]; Telecommunication (Radio) (Receive Only, -50%; Universal, +50%; Video, +40%) [14]; Telescopic Vision 4 [20]; Ultrahearing [5]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Perks: Generator [1]; Illumination [1]; Penetrating Voice [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Duty (Kree Empire; Involuntary) (15) [-20]; Electrical [-20]; Numb [-20]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: No Bite [-1]; Sexless [-1]; Third Person [-1].

Skills: Electronics Operation/TL11 (Communications) (A) IQ+0 [2] – 11; Electronics Operation/TL11 (Security) (A) IQ+1 [4] – 12; Forward Observer/TL11 (A) IQ+3 [12] – 14; Free Fall (A) DX-1 [1] – 13; Gunner/TL11 (Beams) (E) DX+2 [4] – 16; Gunner/TL11 (Cannon) (E) DX+2 [4] – 16; Gunner/TL11 (Machine Gun) (E) DX+2 [4] – 16; Guns/TL11 (Grenade Launcher) (E) DX+2 [4] – 16; Guns/TL11 (Light Anti-Armor Weapon) (E) DX+2 [4] – 16; Innate Attack (Beam) (E) DX+2 [4] – 16; Innate Attack (Gaze) (E) DX+2 [3] – 16†; Innate Attack (Projectile) (E) DX+2 [3] – 16†; Judo (H) DX+0 [4] – 14; Karate (H) DX+2 [12] – 16; Lip Reading (A) Per+1 [4] – 16; Liquid Projector/TL11 (Flamethrower) (E) DX+2 [4] – 16; Observation (A) Per+5 [20] – 20; Photography/TL11 (A) IQ-1 [1] – 10; Sumo Wrestling (A) DX+2 [8] – 16; Throw (WC) DX+0 [24] – 14; Tracking (A) Per+2 [1] – 17‡; Wrestling (A) DX+2 [8] – 16.

Starting Spending Money: \$0.

Lenses:

Fifteen Foot Tall Model (+850): Increase SM to +2, ST to 50 (Size, -20%) [320], and Striking ST to +200 (Size, -20%) [800]

Thirty Foot Tall Model (+1,470): Increase SM to +4, ST to 100 (Size, -40%) [540], and Striking ST to +400 (Size, -40%) [1,200]

* Adjusted with "Size, -10%".

† Defaulted from Innate Attack (Beam).

‡ Includes +3 from Hyperspectral Vision.

Arachnid Sentry

4,106 points

ST: 40 [120*†] **HP:** 40 [0] **Speed:** 7.00 [0]
DX: 14 [48†] **Will:** 10 [-5] **Move:** 10 [15]
IQ: 11 [20] **Per:** 15 [20]
HT: 14 [40] **FP:** 0 [0] **SM:** +2

Dmg: 25d/27d **BL:** 320 lbs.
Dodge: 11 **Parry:** 12 **DR:** 150/100

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: AI [32]; Burning Attack (*Tail Cannon*) 5d×10 (Armor Divisor (5), +150%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Increased Range ×50, +50%; Rapid Fire: RoF 9, +100%; Rapid Fire: Selective Fire, +10%; Variable, +5%) [1,113]; Damage Resistance 100 (Hardened 3, +60%) [800]; Damage Resistance 50 (Hardened 3, +60%; Partial: Torso Only, -10%) [375]; Discriminatory Smell (Profiling, +50%) [23]; Doesn't Breathe [20]; Doesn't Eat or Drink [20]; Extra Arms 2 (Weapon Mounts, -60%) [4]; Extra Legs (8 Legs) [15]; Good Grip 1 [5]; High Pain Threshold [10]; High TL +3 [15];

Hyperspectral Vision [25]; Indomitable [15]; Ladar [20]; Machine (No Unhealing) [55]; Para-Radar (Bio-Scan, +50%; Extended Arc: 360°, +125%; Penetrating, +50%; Scanner, +50%; Targeting, +20%) [158]; Radar (Extended Arc: 360°, +125%; Multi-Mode, +50%; Penetrating, +50%; Targeting, +20%) [69]; Single-Minded [5]; Striker (Cutting; Claws) (Limited Arc: Front, -40%; Long +1 (Any Reach), +100%) [12]; Striker (Impaling; Tail) (Cannot Parry, -40%; Long +2 (Any Reach), +200%) [21]; Striking ST +20 (Size, -10%) [90]; Super Jump 2 [20]; Super Throw 2 [20]; T-Ray Vision (Extended Arc: 360°, +125%; Penetrating, +50%; Targeting, +20%) [74]; Telecommunication (Cable Jack) (Video, +40%) [7]; Telecommunication (Gravity-Ripple Comm) (Burst (varies), +210%; FTL, +120%; Secure, +20%; Video, +40%) [98]; Telecommunication (Radio) (Receive Only, -50%; Universal, +50%; Video, +40%) [14]; Telescopic Vision 4 [20]; Ultrahearing [5]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Perks: Generator [1]; Illumination [1]; Penetrating Voice [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Duty (Kree Empire; Involuntary) (15) [-20]; Electrical [-20]; Horizontal [-10]; No Fine Manipulators [-30]; Numb [-20]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: No Bite [-1]; Sexless [-1]; Third Person [-1].

Skills: Brawling (E) DX+2 [4] – 16; Electronics Operation/TL11 (Communications) (A) IQ+0 [2] – 11; Electronics Operation/TL11 (Security) (A) IQ+1 [4] – 12; Forward Observer/TL11 (A) IQ+3 [12] – 14; Free Fall (A) DX-1 [1] – 13; Gunner/TL11 (Beams) (E) DX+2 [4] – 16; Gunner/TL11 (Cannon) (E) DX+2 [4] – 16; Gunner/TL11 (Machine Gun) (E) DX+2 [4] – 16; Guns/TL11 (Grenade Launcher) (E) DX+2 [4] – 16; Guns/TL11 (Light Anti-Armor Weapon) (E) DX+2 [4] – 16; Innate Attack (Beam) (E) DX+2 [4] – 16; Innate Attack (Gaze) (E) DX+2 [3] – 16‡; Innate Attack (Projectile) (E) DX+2 [3] – 16‡; Judo (H) DX+0 [4] – 14; Lip Reading (A) Per+1 [4] – 16; Liquid Projector/TL11 (Flamethrower) (E) DX+2 [4] – 16; Observation (A) Per+5 [20] – 20; Photography/TL11 (A) IQ-1 [1] – 10; Sumo Wrestling (A) DX+2 [8] – 16; Throw (WC) DX+0 [24] – 14; Tracking (A) Per+2 [1] – 17§; Wrestling (A) DX+2 [8] – 16.

Starting Spending Money: \$0.

Lenses:

Insectoid Model (+13 points): Change Extra Legs (8 Legs) [15] to Extra Legs (6 Legs) [10], add Flight (Winged, -25%) [30], and remove the Cutting Striker.

* Adjusted with "Size, -20%".

† Adjusted with "No Fine Manipulators, -40%".

‡ Defaulted from Innate Attack (Beam).

§ Includes +3 from Hyperspectral Vision.

Role-Playing Notes:

The Sentries possess a non-volitional AI, intended to keep them from developing self-awareness and individuality

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. Point values on the above are provided in case a player wants to assume one as an Alternate Form, has one as an Ally, or manages to physically possess one (either through transplanting the brain into the Sentry or through some sort of telemechanics power).
2. These builds assumes a campaign TL of 8, as would be encountered on modern-day Earth. In any cosmic campaign, the campaign would be considered a TL 11 setting, reducing the Sentry's point cost by 15 points

KURTZBERG, ZELDA

Supporting Cast

Real Name: Zelda Kurtzberg.

Occupation: College student pursuing both computer graphics and telecommunications degrees, waitress.

Identity: Zelda does not use a dual identity.

Legal Status: Zelda does not use a dual identity.

Other Aliases: None.

Place of Birth: Palmerton, Pennsylvania.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Girlfriend of Iceman, roommate of Vera Cantor, ally of the X-Men.

Base of Operations: Empire State University, Manhattan, New York City.

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

History: Little is known about Zelda's past, as she doesn't like to talk about it. It is known that she grew up in rural Pennsylvania, in the southern Pocono Mountains. She is a mutant, but it is unlikely that she ever attended the Xavier Institute (see *Xavier Institute*).

Attending Empire State University, Zelda was roomed with Vera Cantor, who herself was already dating Hank McCoy, the X-Man known as the Beast (see *Beast; Cantor; Vera; X-Men*). Hank's friend, Bobby Drake, asked her out on a date, and the two hit it off (see *Iceman*). The first time Hank and Bobby had to run off to deal with a crisis as X-Men, Zelda figured out that Bobby was Iceman. She later confronted Bobby with the truth, revealing her own power to him, telling him he didn't need to hide his mutant powers from her, while assuring him his secret was safe with her.

Zelda works part-time in a Greenwich Village cafe in order to earn spending money. She has occasionally assisted the X-Men, but prefers to stay out of the spotlight, and out of combat altogether. Hank, Bobby, and Vera presented Zelda with her own X-Men uniform, "just in case", which landed unceremoniously in the closet after the boys had left.

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' 5".

Weight: 112 lbs.

Eyes: Hazel.

Hair: Blond, often dyed brown.

Uniform: None. She owns – but has not yet worn – a yellow X-Men uniform comprised of unstable molecules, with an identity-concealing half-mask and a blue "X" on the chest.

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

Known Superhuman Powers: Zelda doesn't brag about it, but she is a mutant with the ability to transform herself into a gerbil; she maintains her normal intelligence in her transformed state, but cannot speak. While in her gerbil state, she is able to speak with, but not control, other rodents, including mice and rats.

One side effect of her transformation is that when she changes back to human she loses any dye that was put in her hair.



27 points

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Gerbil) (Mutant, -10%) [14]; Appearance (Attractive) [4]; Speak With Animals (Accessibility: In Alternate Form Only, -10%; Specialized: Rodents, -60%; Mutant, -10%) [5].

Perks: Accent (Pennsylvania Dutch) [1].

Disadvantages: Pacifism (Self-Defense Only) [-15]; Secret (Mutant; Serious Embarrassment) [-5]; Sense of Duty (Friends) [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; Dyes Her Hair Brunette To Avoid Blonde Stereotypes [-1].

Skills: Artist/TL8 (Computer Graphics) (H) IQ-1 [2] – 10; Boating/TL8 (Motorboat) (A) DX-1 [1] – 9; Computer Operation/TL8 (E) IQ+1 [2] – 12; Connoisseur (Music) (A) IQ-1 [1] – 10; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 11; Electronics Operation/TL8 (Media) (A) IQ+0 [2] – 11; Housekeeping (E) IQ+0 [1] – 11; Lifting (A) HT+0 [2] – 10; Professional Skill (Waitress) (A) IQ+0 [2] – 11; Skiing (H) HT-1 [2] – 9; Swimming (E) HT+0 [1] – 10.

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

Role-Playing Notes:

Zelda is a young woman who doesn't *want* to get involved in superheroics, but ends up involved with them anyway because she and her roommate are dating a pair of superheroes. Unlike Vera, Zelda does not find the world of the superhuman more "normal" than the mundane world. She would prefer to keep the superhuman lifestyle out of her life, despite being a mutant herself, because she feels it would have a negative impact on her dreams of working for a movie special effects crew.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

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), it doesn't work now. It also became increasingly obvious over time that the writers didn't know what to do with her, so when they introduced Lorna Dane as a potential love interest for Bobby they dropped Zelda like a hot potato. I, however, saw unused potential in the character and brought her back for the Reboot, making her secretly a mutant herself.
2. In the comics, Zelda's hair constantly alternated between blond and brunette; it's like the artists couldn't decide which she was. Some readers joked that Zelda was a mutant with the power to change her hair color! I've gone ahead and given her a fairly reasonable explanation for the constant hair change, inspired by Susan from the webcomic *El Goonish Shive*.
3. Zelda is meant to represent the "average" mutant who just wants to live a "normal" life. Her power is unremarkable, but potentially useful in some situations.
4. As soon as I discovered her real last name was "Kurtzburg", I had her pegged as growing up in an area with a heavy German/Pennsylvania Dutch population. Palmerton is an actual zinc mining town in Carbon County, Pennsylvania, with a hospital that services most of the surrounding rural area, so I figured "why not have her from there?"; it's also close to Blue Mountain Ski Resort, hence her Skiing skill. Chances are, she did not live in Palmerton itself, being from one of the nearby towns or even some of the area between towns. Yes, I put a lot of my older sister into her, as I grew up in that very area (albeit across the Monroe/Carbon County line).

LEAPFROG

Villain

Real Name: Vincent "Vince" Patilio.

Occupation: Novelty toy inventor and retail clerk turned professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Married.

Known Relatives: Eugene (son); Rose (wife).

Group Affiliation: Sometime partner of Stilt-Man..

Base of Operations: New York City.

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

History: Vincent Patilio invented a number of novelty items for toy companies, but because of his contracts never earned any royalties from the sales of these items – some of which have done quite well for themselves. Upset that the corporations were making millions off his toys while he had to work two retail positions to make ends meet, he decided not to hand over his latest novelty invention. This invention was a set of electric spring boots which could enable someone to leap at least twice as far or high as they normally could. Vincent managed, through trial and error, to increase the distance even greater.

Vincent designed a frog-like suit to hide his identity, and, calling himself the Leapfrog, started committing a number of robberies from the toy businesses he'd worked for in the past. On at least two occasions, he mugged the corporate executives of these companies while they were taking money out at the ATM. This brought him into conflict with the costumed vigilante Daredevil, but he managed to escape (see *Daredevil*).

Emboldened by this initial success, Leapfrog began making more daring robberies. Overconfident, and lacking any real combat training, he was quickly defeated by Daredevil and arrested.

During his trial, however, he denied ever having seen the boots before, and claimed the boots were the wrong shoe size and wouldn't fit. The Assistant District Attorney prosecuting the case had him try on the boots, intending to prove that the boots did in fact fit. Vincent then used the boots – which indeed did fit his feet – to escape. He then teamed up with Stilt-Man to engage in a second-story crime spree, before they were both again confronted by Daredevil (see *Stilt-Man*).

Vincent Patilio was among the various criminals who were involved in the massive breakout from Ryker's Island, which was led by the Rhino (see *Rhino*). Since then, he hasn't yet made a reappearance, although the authorities believe it is only a matter of time.

Age: 29.

Height: 5' 9"

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

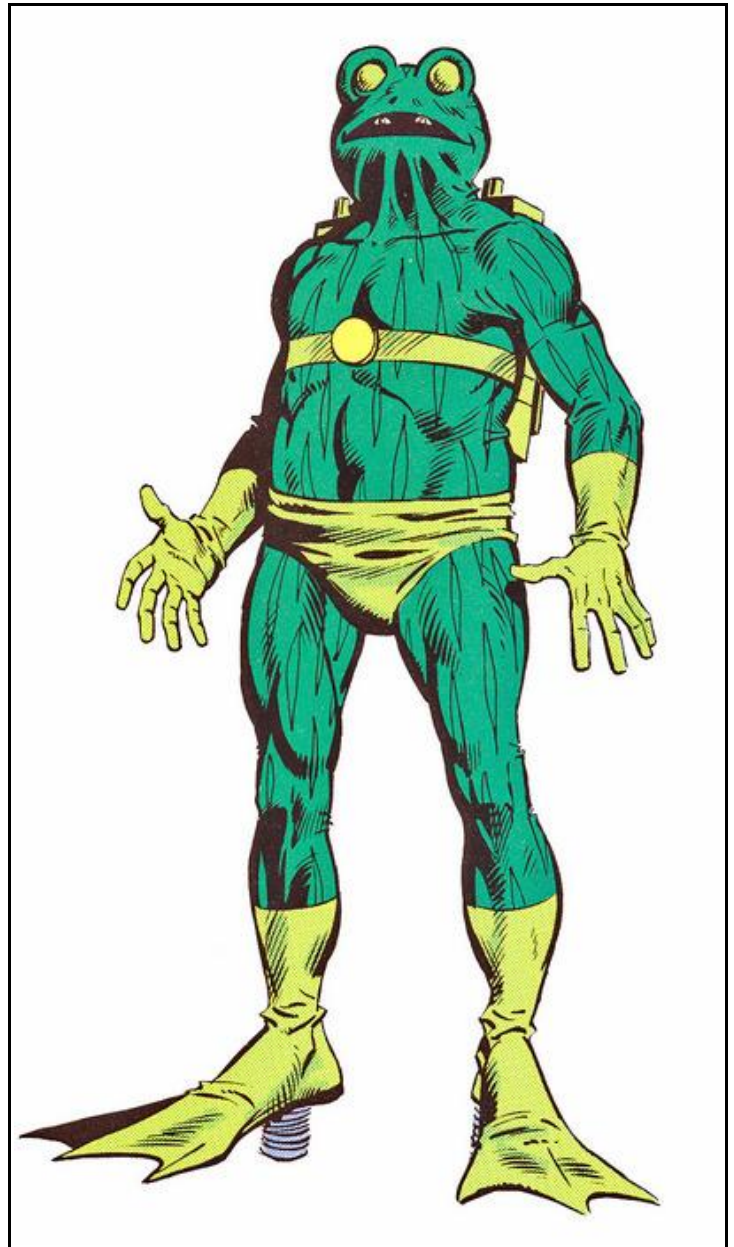
Uniform: A dark green bodysuit with a helmet shaped like a frog's head (his eyes are visible through the helmet's "mouth"), light green gloves, light green webbed boots with springs on the underside, a light green backpack with the support strap across the chest, and light green shorts.

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

Known Superhuman Powers: None.

Other Abilities: Vincent Patilio is a skilled inventor. He has also been developing a unique fighting style which takes advantage of the suit's leaping capabilities.

Paraphernalia: The boots of the Leapfrog suit enable the wearer to leap incredible distances due to its electric-powered springs. It is also lightly padded to partially absorb the shock of landing. The suit is able to make standing leaps of up to 26 feet high and over 100



feet long; the webbed feet on the boots, however, restrict the wearer's running speed, preventing the Leapfrog from making running leaps. The boots also enable him to kick harder than he normally would.

115 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.75 [0]

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Daredevil [15]; Fit [5]; High Manual Dexterity 1 [5]; Perfect Balance [15]; Striking ST +10 (Gadget/Breakable: DR 6, -10%; Gadget/Breakable: Machine, -5%; Gadget/Breakable, SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Kick Only, -60%) [10]; Super Jump 4 (Gadget/Breakable: DR 6, -10%; Gadget/Breakable: Machine, -5%; Gadget/Breakable, SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%) [26].

Perks: Acrobatic Kicks [1]; Dirty Fighting [1].

Disadvantages: Dependent (Son, Eugene; No More Than 50%; Loved One) (9) [-10]; Dependent (Wife, Rose; No More Than 25%; Loved One) (6) [-10]; Enemy (NYPD) (9) [-20]; Greed (12) [-15]; Overconfidence (9) [-7]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Dual Identity [-1]; Imaginative [-1]; Obsession (Get Rich) [-1].

Skills: Acrobatics (H) DX+0 [2] – 12*; Artist (Drawing) (H) IQ-1 [2] – 11; Brawling (E) DX+0 [1] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Engineer/TL8 (Novelty Items) (H) IQ+0 [4] – 12; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+0 [1] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Novelty Items) (A) IQ+0 [2] – 12; NBC Suit/TL8 (A) DX+0 [2] – 12; Observation (A) Per+0 [2] – 12; Scrounging (E) Per+0 [1] – 12; Shadowing (A) IQ+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12.

Techniques: Attack From Above (Brawling) (A) def+2 [2] – 12; Kicking (Acrobatics) (H) def+2 [3] – 12.

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

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	–	–		

LEO

Villain

Real Name: Daniel Radford.

Occupation: Crimelord.

Identity: Known to the authorities.

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

Other Aliases: "Cat-head", "kitty", "meow mix" (all given to him by adversaries)

Place of Birth: Unrevealed.

Marital Status: Married.

Known Relatives: Wife (name unrevealed), two sons (names unrevealed).

Group Affiliation: Leonine family of the Zodiac Cartel, formerly the Silvermane family of the Maggia.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Years ago, by his own account, Daniel Radford was an enforcer for the Silvermane family of the Maggia (see *Maggia*; *Silvermane*). At some undisclosed point in his career, he volunteered for experiments to grant superhuman powers, but something went wrong. Radford spent years in a coma as his body adjusted and mutated, growing a foot taller and packing on a large amount of mass. When the lab performing the experiments was shut down for various laws it had broken (including being a veterinarian's office doing surgery on Maggia enforcers without a license), Radford's life support was cut by the scientists and his body dumped in Lake Michigan.

Despite all that, he survived; he claimed he woke up the moment he hit the water, and swam to shore. During his coma, he had lost two years of his life, being declared presumed deceased; he found that, because of his size, none of his old friends recognized him. Returning home, he found his wife with another man. Radford burst in and almost killed the other man until his wife talked him down; to his relief she recognized him and wanted to help him. With her help, he managed to settle things legally.

Still, he felt he had a score to settle with his old employers, the Silvermanes. At the same time, he was approached by Cornelius van Lundt to join the Zodiac Cartel; as a member of the Zodiac, he took the identity of Leo (see *Taurus*; *Zodiac Cartel*). With van Lundt providing initial financing, Leo began to take over large sections of the Chicago underworld. This has brought him into conflict not only with Silvermane but also the adventurers Ant-Man, Wasp, Iron Fist, and Iron Fist's allies, Misty Knight and Colleen Wing (see individual entries).

Leo joined the Zodiac in their scheme to create a force field over the island of Manhattan. Despite his misgivings, he sided with Tausus's faction when Scorpio and half the Zodiac fled (see *Scorpio*). Leo was arrested and is presumably awaiting trial.

Age: 42.

Height: 6' 8" (7' 8" in costume).

Weight: 270 lbs.

Eyes: Unrevealed.

Hair: Black.

Uniform: Brown furred bodysuit with a giant headdress shaped like a lion's head, with the face hidden behind a black full face mask in the lion's maw, brown clawed gloves, brown boots.

Strength Level: Leo possesses enhanced strength enabling him to lift (press) approximately five tons.

Known Superhuman Powers: In addition to his enhanced strength, Leo possesses enhanced speed, reflexes, stamina, and durability. He is impervious to conventional police weaponry up to SWAT sniper rifles, is able to see bullets in flight enabling him to dodge them, and can run at speeds up to 60 miles per hour for several hours without tiring appreciably.

His finger nails have hardened and lengthened to become sharp claws.

Other Abilities: Leo is a skilled if undisciplined hand to hand combatant

Paraphernalia: The eyes of Leo's headdress contain laser weaponry.



1,217 points

ST: 22/83 [30*]

HP: 22 [0]

Speed: 8.00 [20]

DX: 14 [80]

Will: 12 [0]

Move: 10/30 [10]

IQ: 12 [40]

Per: 12 [0]

HT: 14 [40]

FP: 14 [0]

SM: 0

Dmg: 2d/4d (9d+2/11d+2) **BL:** 97 lbs. (1,378 lbs.)
Dodge: 14 **Parry:** 14 **DR:** 42*

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

Cultural Familiarities: Western (Native) [0].

Advantages: Burning Attack ("*Eye*" Lasers) 6d (Armor Divisor (2), +50%; Gadget/Breakable: DR 2, Complex Machine, SM -4, -40%; Gadget/Can Be Stolen (Forcefully Removed), -10%; Increased 1/2D Range (×5), +10%; Increased Range (×2), +10%; Limited Use (Slow Reload): RoF×10/day, -5%; Rapid Fire (RoF 2), +40%; Electronic, -30%) [38]; Business Acumen 2 [20]; Claws (Sharp Claws) (Hands Only, -0%) [5]; Damage Resistance 42 (Hardened 1, +20%; No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [200]; Energy Reserve (Biological) 20 [60]; Enhanced Dodge 2 (Passive Biological, -5%) [29]; Enhanced Move (Ground) 1.5 (Move 30/60 mph) (Passive Biological, -5%) [29]; Enhanced Parry (Bare Hands) 2 (Passive Biological, -5%) [10]; Enhanced Time Sense (Passive Biological, -5%) [43]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /2) (Passive Biological, -5%) [47]; Organized Crime Rank 5 [10]; Status 1 [0+]; Super Jump 2 (Biological, -10%) [18]; Super ST +9/+70 (Passive Biological, -5%) [356]; Super Throw 3 (Biological, -10%) [27]; Tough Guy 2 [10]; Wealth (Filthy Rich) [30].

Perks: Fearsome Stare [1]; Power Grappling [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Gentleman's) [-10]; Dependents (Sons; Loved Ones; No more than 5%) (6) [-14]; Dependent (Wife; Loved One; No more than 10%) (6) [-13]; Obsession (Destroy Silvermane) (9) [-7]; Overconfidence (12) [-5]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Ambitious [-1]; Collector of Classic/Vintage/Antique Weapons [-1]; Cosmetic Eyeglasses [-1]; Doesn't Trust Banks [-1]; Dual Identity [-1].

Skills: Accounting (H) IQ+2 [4] – 14‡; Acting (A) IQ+0 [2] – 12; Administration (A) IQ+2 [2] – 14‡; Area Knowledge (Chicago) (E) IQ+1 [2] – 13; Body Language (Human) (A) Per+1 [4] – 13; Climbing (A) DX+0 [2] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 12; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Economics (H) IQ+0 [1] – 12‡; Fast-Talk (A) IQ+2 [2] – 14§; Finance (H) IQ+1 [2] – 13‡; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Gambling (A) IQ+2 [2] – 14‡; Guns/TL8 (Pistol) (E) DX+1 [2] – 15; Guns/TL8 (Submachine Gun) (E) DX+1 [2] – 15; Innate Attack (Gaze) (E) DX+1 [2] – 15; Interrogation (A) IQ+0 [2] – 12; Intimidation (A) Will+2 [2] – 15§; Judo (H) DX+2 [12] – 16; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Lifting (A) HT+0 [2] – 14; Lip Reading (A) Per+0 [2] – 12; Literature (H) IQ-1 [2] – 11; Market Analysis (H) IQ+2 [4] – 14‡; Merchant (A) IQ+2 [2] – 14‡; Observation (A) Per+0 [2] – 12; Politics (A) IQ+0 [2] – 12; Public Speaking (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Search (A) Per+0 [2] – 12; Smuggling (A) IQ+0 [2] – 12; Streetwise (A) IQ+2 [2] – 14§; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+2 [8] – 16.

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

* Includes +9/+70 from Super ST.

† Includes +1 from Wealth.

‡ Includes +2 from Business Acumen.

§ Includes +2 from Tough Guy.

Role-Playing Notes:

Of all the Zodiac, Leo is one of the more honorable ones, preferring to deal straight with allies and enemies alike. He will always uphold a debt, which is why he sided with Taurus against Scorpio; he felt he owed Taurus a debt for helping him get started, a debt he now feels is fulfilled.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	2d+3 cut	C	14	–	–	22	
–	– <i>Super ST</i>	9d+19 cut	C	14	–	–	83	
–	Karate Kick	2d+4 cr	C, 1	n/a	–	–	22	
–	– <i>Super ST</i>	9d+20 cr	C, 1	n/a	–	–	83	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
10	Headress "Eye" Lasers	6d (2) burn	3	100/200	2	20 (60)	–	–	1	

Design Notes:

1. His Energy Reserve (Biological) is meant to represent additional FP he'll burn through first without tiring himself out at the typical breakpoints.

LEONUS

Villain

Real Name: Unrevealed, possibly "Leonus" is his given name.

Occupation: Intelligence operative.

Identity: Leonus does not use a dual identity; his 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: Leonus's history is unknown. As an Inhuman, his powers are presumably a result of exposure to Terrigen crystals upon achieving adulthood (see *Inhumans*). It is not known how long he has worked for Maximus, the Inhumans' ruler (see *Maximus*).

Leonus 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, Mar-Vell was given orders to execute Leonus and his fellow Inhuman co-conspirators. Instead, he and his co-conspirators were turned over to the authorities.

Leonus's Terrigen-altered DNA code was one of those provided to the Kree scientist Minn-Erva by Maximus (see *Doctor Minerva*). His current whereabouts, however, are unknown.

Age: 26.

Height: 6' 4".

Weight: 230 lbs.

Eyes: Brown.

Hair: Blond. His facial hair combined with his normal hairstyle gives him a further resemblance to a lion.

Other Distinguishing Features: Leonus's skin is covered with a light layer of fur.

Uniform: A yellow bodysuit with a red sash from left shoulder to right hip, red belt and loincloth, metallic armbands connected to large metallic claws, clawed metallic boots.

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

Known Superhuman Powers: In addition to his superhuman strength, Leonus possesses superhuman durability, agility, and speed. He also possesses a superhumanly acute sense of smell.

Other Abilities: Leonus is a skilled if somewhat unconventional hand to hand combatant.

Weapons: Leonus wears claws made of an unidentified metal on his wrists and feet. The claws are sharp enough to cut through most standard materials with ease, though still limited by his innate strength.



1,125 points

ST: 31/170 [80*†] **HP:** 30 [2*] **Speed:** 7.50 [0]

DX: 16 [80*] **Will:** 12 [5] **Move:** 7 [0].

IQ: 11 [0*] **Per:** 13 [10]

HT: 14 [20*] **FP:** 14 [0] **SM:** 0

Dmg: 3d+1/6d-1 (18d/20d) **BL:** 192 lbs. (5,780 lbs./2.9 tons)

Dodge: 14 **Parry:** 17 **DR:** 15* (natural) + 12/4* (uniform)

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

Cultural Familiarities: Attilan (Native) [0].

Advantages: Acute Taste and Smell 5 (Super, -10%) [9]; Catfall (Super, -10%); Claws (Talons) (Armor Divisor (2), +50%; Gadget/Breakable, DR 15, -10%; Gadget/Breakable, SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed, -10%) [10]; Combat Reflexes [15]; Damage Resistance 15 (Tough Skin, -40%; Super, -10%) [30]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) 3 [15]; Enhanced Time Sense (Bought Up From Combat Reflexes, -15; Super, -10%) [27]; Flexibility [5]; Hard to Kill 2

[4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Inhuman [100]; Injury Tolerance (Damage Reduction /5) (Super, -10%) [112]; Modified ST-Based Damage (Armor Divisor (2), +50%) [8]; Perfect Balance [15]; Super ST +11/+150 (Super, -10%) [429]; Super Throw 3 (Costs 2 FP, -10%; Super, -10%) [24]; Very Fit [15].

Perks: Fur [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Duty (to Inhumans) (12) [-10]; Laziness [-10]; Overconfidence (9) [-7]; Sense of Duty (Teammates) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Bloody Mess [-1]; Likes Violence [-1]; Never Smiles [-1]; Not Until My First Cup! [-1]; OUCH! [-1].

Skills: Body Language (A) Per+0 [2] – 13; Brawling (E) DX+4 [12] – 20; Climbing (A) DX+3 [1] – 19‡§; Detect Lies (H) Per+0 [4] – 13; Escape (H) DX+3 [4] – 19‡; Forced Entry (E) DX+0 [1] – 16; Guns/TL8 (Rifle) (E) DX+0 [1] – 16; Hiking (A) HT+0 [4] – 14; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+0 [1] – 16; Lifting (A) HT+0 [2] – 14; Observation (A) Per+0 [2] – 13; Running (A) HT+0 [2] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Soldier/TL8 (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 16; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 16; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+4 [16] – 20.

Techniques: Aggressive Parry (Brawling Parry) (H) def+1 [2] – 17; Kicking (Brawling) (H) def+2 [3] – 20.

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

* Includes +2 to ST, DX and HT, +1 to IQ, and -2 to HP from Inhuman.

† Includes +11/+150 from Super ST.

‡ Includes +3 from Flexibility.

§ Includes +1 from Perfect Balance.

Role-Playing Notes:

Leonus is one of those guys who just wants to hit something. That he is able to do so with the blessing of his superiors is a bonus in his eyes. That said, he is a solid team player, able to follow orders and break off when ordered, albeit with some grumbling. He is loyal to his teammates, and will not willingly betray them; to attack one of them is to attack him, in his eyes.

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+3 (2) cut/imp	C	17	–	–	31	
–	– <i>Super ST</i>	18d+17 (2) cut/imp	C	17	–	–	170	
–	Brawling Kick	3d+4 (2) cut/imp	C, 1	n/a	–	–	31	
–	– <i>Super ST</i>	18d+18 (2) cut/imp	C, 1	n/a	–	–	170	

The Lethal Legion is a group of criminals originally collected by the criminal scientist Dr. Elias Starr as muscle against the adventurers Ant-Man and Wasp (see *Ant-Man*; *Starr*; *Dr. Elias*; *Wasp*). Starr's first recruit was his daughter Ava, also known as the Ghost, followed by Porcupine, Asp, and the Living Laser (see individual entries).

Starr's team fought Ant-Man, Wasp, and their ally Giant-Man on a number of occasions, often with neither side achieving a full victory (see *Giant-Man*). Eventually Starr was arrested, and the team disbanded.

A second Lethal Legion was formed soon after by the mysterious criminal known as the Crimson Cowl (see *Crimson Cowl*). In addition to several of the original members, the Cowl also recruited the mutant telepath Mentallo, technical wizard Techno, and the criminal Vibro (see *Mentallo*; *Techno*; *Vibro*). This incarnation of the Legion was not intended for anything other than regular criminal gains, hiring themselves out as criminal mercenaries. On two separate occasions the Legion clashed with Ant-Man and Wasp; during the second encounter, they also clashed with Iron Fist, his allies Misty Knight and Colleen Wing, Iron Fist's half-sister Death-Sting, and his occasional ally/often enemy Steel Serpent (see individual entries).

The second incarnation of the Lethal Legion later clashed with the Avengers, whose membership included Ant-Man and Wasp (see *Avengers*). Although most of the Legion was arrested on this last occasion, the Crimson Cowl escaped custody and has begun springing her team from prison.

Where the Lethal Legion will appear next remains to be seen.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

Membership Roster:

Dr. Elias Starr – Founder and leader of the first lineup.

Ghost – First recruit. Ghost served with the first lineup, refusing to join the Cowl's team.

Porcupine – Second recruit. Porcupine has served with both lineups, but left the second team before they could confront any adversaries over a clash of personalities with other members.

Asp – Third recruit. Asp has served with both lineups.

Living Laser – Fourth recruit. The Living Laser has served with both lineups.

Crimson Cowl – Founder and leader of the second lineup.

Mentallo – Fifth recruit, served with the second lineup only.

Techno – Sixth recruit, served with the second lineup only.

Vibro – Seventh recruit, served with the second lineup only.

 <p>DR. ELIAS STARR Founder, First Leader Active ANT-MAN #</p>	 <p>GHOST (Ava Starr) Active ANT-MAN #</p>
 <p>PORCUPINE (Alexander Gentry) Joined ANT-MAN #</p>	 <p>ASP (Cleopatra Nefertiti) Joined ANT-MAN #</p>
 <p>LIVING LASER (Arthur Parks) Joined ANT-MAN #</p>	 <p>CRIMSON COWL (real name unrevealed) Second Leader Active ANT-MAN #</p>
 <p>MENTALLO (Marcus Flumm) Joined ANT-MAN #</p>	 <p>TECHNO (Norbert Ingersoll) Joined ANT-MAN #</p>
 <p>VIBRO (Francis Vibereaux) Joined ANT-MAN #</p>	

Lethal Legion

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:

Social Attributes

Type:

Loyalty:

CR:

Rank:

Income Range:

Reputation:

Costs and Values

Notes

Startup Cost: \$

Resource Value: \$

Real Name: Gustav Brandt
Occupation: Crimelord, mystic, former soldier.
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: Widower.
Known Relatives: Wife, daughter (names unrevealed, allegedly deceased).
Group Affiliation: Zodiac Cartel.
Base of Operations: Honolulu, Hawaii.
First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The man known as Gustav Brandt claims to have lost his sight, his family, and his home in a fire after retiring from military service in the Far East, though details are sketchy. He claims that he was taken in by a monastery not long after and taught to compensate for his blindness. While he achieved enlightenment of sorts, he left the monastery to relocate to Honolulu, where he became involved with the organized crime syndicate there, eventually becoming its acknowledged leader. His success was noticed by the budding Zodiac Cartel and he was offered a position in its ranks, taking the position of Libra (see *Zodiac Cartel*).

Brandt recently came into conflict with Captain America and his young partner, Bucky, over Brandt's organization's white slavery trade (see *Bucky*; *Captain America*). Brandt neither confirmed nor denied that he was aware of his organization's slave trade, instead claiming to be more focused on achieving further enlightenment. Brandt's lieutenant in the organization took the fall, committing suicide after confessing everything. Brandt then vanished from sight, and was later seen surfing.

More recently, Libra was present when the Zodiac attempted to hold the island of Manhattan hostage, using the power of the Zodiac Key wielded by Scorpio to power an impenetrable force field (see *Scorpio*). Just when the Zodiac appeared to be on the verge of success, half of the cartel leaders, including Libra, who had sensed the scheme's success would result in a disruption of the balance of power in the world, abandoned the scheme, with Scorpio using the Key to teleport the dissenters away.

Libra presumably continues to manage his criminal empire and on his quest for further enlightenment.

Age: 41.

Height: 6' 0".

Weight: 195 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Brown floor-length robe, black blindfold covering the eyes, sandals.

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

Known Superhuman Powers: Libra claims not to have superhuman powers, just an acknowledgment of what he calls the Balance. He has limited mystical abilities, but does not cast spells in the same manner as sorcerers such as Doctor Strange (see *Doctor Strange*). He is able to affect the perceptions of others, perceive where to strike to immobilize others, and shift to a place he calls The Place Between Places, enabling him to teleport anywhere in the world at will. His mystic senses are such that he can read the printed page as though his eyes still functioned.

Other Abilities: Libra, despite his physical handicap, is a highly skilled hand to hand combatant who relies on non-visual cues to determine where his opponents are. He is also a skilled surfer.

Limitations: Libra is blind.



650 points

ST: 12 [20]	HP: 12 [0]	Speed: 6.75 [0]
DX: 13 [60]	Will: 13 [10]	Move: 6 [0]
IQ: 11 [20]	Per: 13 [10]	
HT: 14 [40]	FP: 14 [0]	SM: 0

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

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

Languages: Cantonese (Accented Spoken/Semi-Literate) [3]; English (Native) (Native Language) [0]; Thai (Accented) [4].

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

Advantages: Combat Reflexes [15]; Inner Balance 4 [60]; Invisibility (Glamour (Will-5), -5%; Switchable, +10%; Chi, -10%) [38]; Organized Crime Rank 5 [10]; Perfect Balance [15]; Protected Vision [5]; Silence 8 (Glamour (Will-5), -5%; Chi, -10%) [34]; Striking ST +4 (Chi, -10%) [18]; Trained By a Master [30]; Warp (Gyroscopic, +10%; No Strain, +25%; Range Limit: 10,000 miles, -10%; Reliable +10, +50%; Chi, -10%) [165]; Wealth (Filthy Rich) [50].

Perks: Style Familiarity: T'ai Chi Chuan [1].

Disadvantages: Blindness (Mitigator: Daily Meditation, -60%) [-20]; Discipline of Faith (Mysticism) [-10]; Incurious (6) [-10]; Loner (12) [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [-1]; Devout Buddhist [-1]; Seeks Knowledge of the Balance For Its Own Sake [-1]; Surfing Is a Form of Meditation [-1]; Tries Not to Take Sides in Disputes [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Autohypnosis (H) Will+3 [2] – 16†; Blind Fighting (VH) Per+3 [4] – 16†; Body Sense (H) DX+5 [8] – 18†; Breath Control (H) HT+4 [4] – 18†; Climbing (A) DX+1 [2] – 14*; Immovable Stance (H) DX+6 [1] – 19†‡; Judo (H) DX+2 [12] – 15; Judo Art (H) DX+1 [6] – 14§; Karate (H) DX+2 [12] – 15; Light Walk (H) DX+2 [1] – 15†; Lizard Climb (H) DX+2 [1] – 15†; Meditation (H) Will+4 [4] – 17†; Mental Strength (E) Will+7 [8] – 20†; Pressure Points (H) IQ+1 [8] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 11; Sports (Surfing) (A) DX+1 [4] – 14; Stealth (A) DX+1 [4] – 14; Sumo Wrestling (A) DX+1 [4] – 14.

Techniques: Arm Lock (Judo) (A) def+4 [4] – 19; Pressure Point Strike (H) def+1 [2] – 14; Roll With Blow (Sumo Wrestling) (H) def+2 [3] – 14; Sweep (Karate) (H) def+3 [4] – 15.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 from Perfect Balance.

† Includes +4 from Inner Balance.

‡ Includes +4 from Perfect Balance.

§ Defaulted from Judo.

Role-Playing Notes:

Libra is a patient man who prefers to not get involved in disputes between the other Zodiac members, and spends his time either in study, meditation, or surfing as opposed to actually running his criminal empire, letting his lieutenants run the day to day operations.

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		C		–	–		
–	Karate Kick		C, 1	n/a	–	–		

Design Notes:

1. Organized Crime Rank is built as 2/level as per the guidelines on p. 15 of *Social Engineering*.

Real Name: Aurora Drake.

Occupation: Junior high school student.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor

Other Aliases:

Place of Birth: Fort Washington, Long Island, New York.

Marital Status: Single.

Known Relatives: William Robert (father), Madeline Beatrice (mother); Robert "Bobby" (alias Iceman), Ronald "Ronnie" (brothers).

Group Affiliation: Xavier Institute student body.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, Westchester County, New York.

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

History: Aurora Drake is younger sibling and only sister of the X-Man known as Iceman (see *Iceman*; *X-Men*). Her powers only manifested recently right before she enrolled at the Xavier Institute for Gifted Youngsters, where her brother had recently graduated from (see *Xavier Institute*). Because of her powers, she is one of the few students to commute rather than live at the school.

As Lightwave, she was one of the students to assist the X-Men in the defense of the school against the Juggernaut (see *Juggernaut*). She has since occasionally come to their aid, although the X-Men's leader, Cyclops, prefers to wait for Lightwave to further grow into her power before calling for her assistance (see *Cyclops*). However, she and some of her classmates spent the summer "sidekicking" for the superhero Prime, secretly their classmate Kevin Green, a refugee from another universe trapped in this one (see *Prime*).

Age: 13.

Height: 5' 2".

Weight: 104 lbs.

Eyes: Blue.

Hair: Brown, worn in a waist-length tail.

Uniform: As a student of the Xavier Institute, she trains while wearing the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students. When operating with the X-Men or on her own, she wears a light blue bodysuit with a yellow star burst on her left side, a yellow thigh-high pattern on the right leg, and a yellow pattern across the chest, a yellow half-mask, a light blue left boot, and yellow right boot.

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

Known Superhuman Powers: Lightwave possesses the ability to generate intense light from her body. She is able to form lasers, concussive beams of solid light, and flashes of light which can blind or disorient others. She once produced a shield of solid light in front of her which absorbed a blow from the Juggernaut, though the feedback from the blow staggered her. As she is still young, she is still learning all she can do with her powers; she has yet to learn more subtle or artistic uses.

In addition to these light-based powers, Lightwave can fly at speeds up to 400 mph. Theoretically she may one day be able to fly at the speed of light.



points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

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 [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:

Lightwave is your typical junior high school student. She idolizes her older brother, yet often wants to operate out of his shadow, being known for her own efforts rather than as "Iceman's kid sister".

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	–	–		

Design Notes:

1. Canon import time ahoy! Talk about obscure! Lightwave originated in the final episode of the 1981 series *Spider-Man and His Amazing Friends*, entitled "Mission: Save the Guardstar", as Aurora Dante, Iceman's half-sister who worked for SHIELD. She never migrated over to the comics, nor was she ever mentioned in the movies, where Bobby had a non-mutant brother. The image I used is one of two standing full-body shots from the episode.

LIVING LASER

Villain

Real Name: Arthur Parks.

Occupation: Professional criminal, former medical laser technician.

Identity: Secret; as the Laser, his identity was known to the authorities.

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

Other Aliases: The Laser.

Place of Birth: New Brunswick, New Jersey.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Former freelance employee of AIM and the Nefaria family of the Maggia; occasional member of the Lethal Legion.

Base of Operations: Mobile.

First Post-Reboot Appearance: (as the Laser) ASTONISHING ANT-MAN ANNUAL #1; (as the Living Laser) INVINCIBLE IRON MAN ANNUAL #1.

History: Arthur Parks was a medical laser technician who felt underappreciated at his job, adapting medical lasers to wrist-mounted laser weaponry powered off batteries on his belt. For several years he operated as a costumed criminal calling himself the Laser, until a confrontation with the since-retired electrical hero called Arc-Weld resulted in accidental intensive damage to his wrists, nearly crippling his hands. Turning to AIM, he had his wrists rebuilt with state of the art bionics, integrating the laser technology into his hands (see *AIM*). In addition, his entire body was covered with microscopic photovoltaic receptor diodes to absorb solar energy to power the lasers.

With this new power, the Laser returned to action, often doing jobs for the Nefaria family of the Maggia as well as pulling jobs on his own (see *Count Nefaria*; *Maggia*). Recently he was hired by who he assumed to be Count Nefaria's lieutenant and daughter, Madame Masque, as one of her operatives in an attack on the Silvermane family (see *Madame Masque*; *Silvermane*). During this altercation, which involved Iron Man, Ant-Man, Wasp, Iron Fist, and Spider-Woman, the Laser was believed killed when Nefaria's private space station exploded with him on it (see individual entries).

This was not the end of Arthur Parks, though. Somehow, the radiation from the station's experimental power core combined with the photovoltaic diodes in his skin to convert him into a being of pure light, a "living hologram" as Iron Man called. Reappearing on Earth and calling himself the Living Laser, he attacked the heroes and the Maggia alike, discovering that Madame Masque was in fact Silvermane's granddaughter, Sable, in disguise (see *Silver Sable*). (Despite this, Sable managed to maintain her deception among the Maggia present.) Realizing that Sable was not the one responsible for what he'd become, he fled.

Since then, the Living Laser joined the Lethal Legion, a collection of costumed criminals gathered by Ant-Man's scientific rival, Dr. Elias Starr, and stayed with the Legion when it was reorganized by the Crimson Cowl (see *Crimson Cowl*; *Lethal Legion*; *Starr*; *Dr. Elias*). As a member of the Legion, he faced off against the Avengers, and was seemingly dispersed by Dr. Bruce Banner, the alter ego of the Hulk (see *Avengers*; *Hulk*). Despite this, as a being of pure energy, it is possible the Living Laser will return to again plague the heroes of Earth.

Age: 34.

Height: Inapplicable, previous human form was 5' 11".

Weight: Inapplicable, previous human form was 185 lbs.

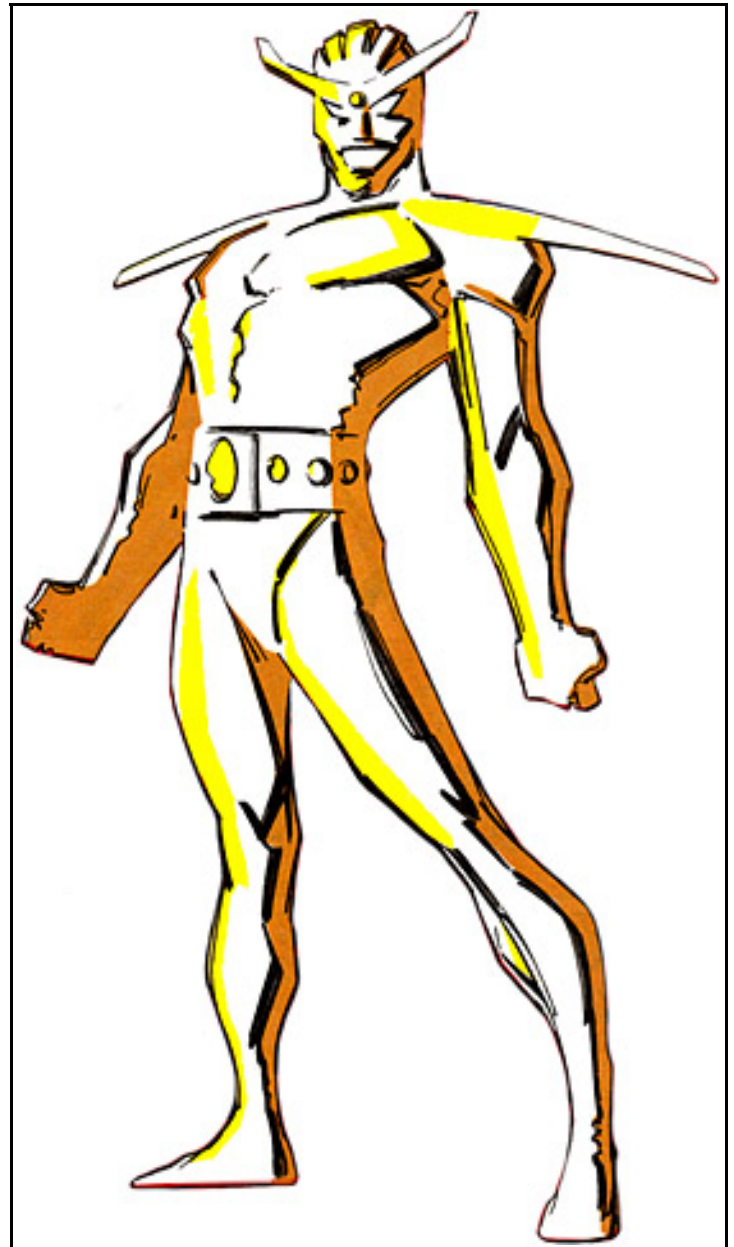
Eyes: White, formerly brown.

Hair: None, formerly brown.

Uniform: None.

Strength Level: Currently inapplicable; in human form Arthur Parks previously possessed the normal human strength of a man his age, height, and build who engaged in moderate exercise.

Known Superhuman Powers: The Living Laser exists as a being composed of photons, the wave-particles that compose the



electromagnetic spectrum, from radio waves to visible light to cosmic radiation. As a being of energy, he is immune to all diseases, toxins, and similar hazards; he does not need to eat or breathe. By varying the frequency of his photons, he can appear visible either as a solid color or his normal human form, turn invisible, and pass through all but the densest materials with ease. Because he is a being of pure light particles, he can travel at the speed of light, though he prefers to travel at slower speeds. It is believed he no longer ages, though this has yet to be conformed. Naturally intangible, he cannot be harmed by physical attacks, nor is he normally able to interact with solid matter. (How he generates sound in order to speak with others is unknown.)

Because of his nature, the Living Laser is able to listen in on and broadcast over a wide range of radio waves, including television channels and many military frequencies. He is aware of everything around him; he has said that being a being of pure energy is like having eyes in the back of his head, if he still technically had eyes (or a head). He is also able to create lasers in a wide range of frequencies, from microwave "heat beam" masers to x- and gamma ray lasers, with pinpoint accuracy. In addition, he can use his energy to create realistic holograms.

Although he can move at the speed of light at will, he normally moves at a slower speed when interacting with others. His current clocked speed is roughly 500 mph (approximately 805 km/h); presumably he stays this slow in order to process his surroundings as he moves.

It is not known whether he still ages or is now immortal. In addition, it's unclear whether he can form a new body now that his has been dispersed, though it is very likely.

1,669 points

ST: 0 [-100]	HP: 11 [22]	Speed: 6.50 [0]
DX: 12 [40]	Will: 11 [0]	Air Move: 15/240 [4]
IQ: 11 [20]	Per: 11 [0]	Space Move: 15/240 [4]
HT: 14 [40]	FP: 14 [0]	SM: 0

Dmg: 1d-6/1d-5	BL: 0 lbs.	
Dodge: 10	Parry: 11	DR: 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: 360° Vision [25]; Affliction (*Blinding Flash*) 5 (HT-4; Affects Substantial, +40%; Area Effect: 2 yd radius, +50%; Disadvantage (Blindness), +50%; Emanation, -20%; Persistent, +40%; Elemental: Light, -10%; Alternative Attack, ×1/5) [25]; Affliction (*Electrolaser*) 5 (HT-4; Accurate +2, +10%; Affects Substantial, +40%; Armor Divisor (2), +50%; Damage Modifier: Surge, +20%; Environmental, -5%; Increased 1/2D Range ×2, +5%; Increased Range ×5, +20%; Link, +10%; Rapid Fire: RoF 3, +50%; Variable, +5%; Elemental: Electricity, -10%; Alternative Attack, ×1/5) [30]; Burning Attack (*Blue-Green Laser*) 6d (Accurate +9, +45%; Affects Substantial, +40%; Armor Divisor (2), +50%; Increased 1/2D Range ×2, +5%; Increased Range ×50, +50%; Rapid Fire: RoF 5, +70%; Underwater, +20%; Variable, +5%; Elemental: Light, -10%; Alternative Attack, ×1/5) [23]; Burning Attack (*Electrolaser*) 1d-2 (Affects Substantial, +40%; Increased 1/2D Range ×2, +5%; Increased Range ×5, +20%; Link, +10%; Rapid Fire: RoF 3, +50%; Elemental: Light, -10%) [5]; Burning Attack (*Gamma-Ray Laser*) 6d (Affects Substantial, +40%; Armor Divisor (10), +200%; Damage Modifier: Radiation, +100%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×2, +5%; Increased Range ×5, +20%; Rapid Fire: RoF 10, +100%; Variable, +5%; Elemental: Radiation, -10%) [174]; Burning Attack (*Laser Beam*) 6d (Accurate +9, +45%; Affects Substantial, +40%; Armor Divisor (2), +50%; Increased 1/2D Range ×2, +5%; Increased Range ×20, +40%; Rapid Fire: RoF 10, +100%; Variable, +5%; Elemental: Light, -10%; Alternative Attack, ×1/5) [23]; Burning Attack (*Microwave Heat Beam*) 6d (Accurate +3, +15%; Affects Substantial, +40%; Armor Divisor (0.5), -30%; Increased 1/2D Range ×5, +10%; Increased Range ×5, +20%; Rapid Fire: RoF 3, +50%; Underwater, +20%; Variable, +5%; Elemental: Heat/Fire, -10%; Alternative Attack, ×1/5) [14]; Burning Attack (*Rainbow Laser*) 6d (Affects Substantial, +40%; Armor Divisor (3), +100%; Increased 1/2D Range ×2, +5%; Increased Range ×50, +50%; Rapid Fire: RoF 10, +100%; Variable, +5%; Elemental: Light, -10%; Alternative Attack, ×1/5) [24]; Burning Attack (*X-Ray Laser*) 6d (Affects Substantial, +40%; Armor Divisor (5), +150%; Damage Modifier: Radiation, +100%; Damage Modifier: Surge, +20%; Rapid Fire: RoF 10, +100%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Radiation, -10%; Alternative Attack, ×1/5) [30]; Chameleon 10 (Controllable, +20%; Alternative Ability (to Elastic Skin & Invisibility), ×1/5) [12]; Crushing Attack (Pulse Laser) 6d (Accurate +9, +45%; Affects Substantial, +40%; Damage Modifier: Explosive (Damage / 3×yards), +50%; Increased 1/2D Range ×2, +5%; Increased Range ×50, +50%; Rapid Fire: RoF 10, +100%; Variable, +5%; Elemental: Light, -10%; Alternative Attack, ×1/5) [24]; Detect Electromagnetic Fields [24]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Elastic Skin (Alternative Ability (to Chameleon & Invisibility), ×1/5) [4]; Enhanced Move (Air) 4 (Air Move 240/480 mph; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Alternative Ability (to Warp), ×1/5) [32]; Enhanced Move (Space) 4 (Space Move 240/480 mph; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Alternative Ability (to Warp), ×1/5) [32]; Enhanced Time Sense [45]; Fatigue Attack (*Maser*) 6d (Affects Substantial, +40%; Cone (3 yd radius), +80%; Damage Modifier: Heat Hazard, +20%; Increased 1/2D Range ×5, +10%; Increased Range ×2, +10%; Selectivity (Cone), +10%; Variable, +5%; Alternative Attack, ×1/5) [33]; Flight (Cosmic: Complete Maneuverability, +50%; Space Flight, +50%) [80]; Hyperspectral Vision (Extended High-Band, +30%; Extended Low-Band, +30%) [40]; Illusion (Area Effect: 8 yd Radius, +100%; Independence, +40%; Visual Only, -30%; Elemental: Light, -10%) [50]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse; No Eyes; No Head; No Neck) [117]; Insubstantiality (Always On, -50%) [40]; Invisibility (Electromagnetic Spectrum) (Affects Machines, +50%; Switchable, +10%) [64]; Ladar (Extended Arc: 360°, +125%; Increased Range: Line-of-Sight, +30%; Pressure Support 3 [15]; Protected Hearing [5]; Protected Vision [5]; Radar (Extended Arc: 360°, +125%; Increased Range: Line-of-Sight, +0%; Multi-Mode, +50%; Targeting, +20%) [59]; T-Ray Vision (Extended Arc: 360°, +125%; Increased Range: Line-of-Sight,

+30%) [64]; Telecommunications (Infrared Comms) (Burst: 100×, +60%; Secure, +20%; Video, +40%) [22]; Telecommunications (Laser Comms) (Burst: 100×, +60%; Secure, +20%; Video, +40%) [33]; Telecommunications (Radio) (Burst: 100×, +60%; Increased Range ×10, +30%; Secure, +20%; Short Wave, +50%; Video, +40%) [30]; Telescopic Vision 3 [15]; Unkillable 3 [150]; Vacuum Support [5]; Warp (Blind, +50%; Blink, +25%; Gyroscopic, +10%; Hyperjump (Light-Speed), -50%; No Strain, +25%; Reliable +10, +50%) [210].

Perks: Illumination [1].

Disadvantages: Laziness [-10]; No Legs (Aerial) [0]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Numb [-20]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Social Stigma (Legally Deceased) [-10]; Wealth (Dead Broke) [-25].

Quirks: Affected by Magnetism [-1]; Bitter [-1]; Fast-Talker [-1]; Flirtatious [-1].

Skills: Aerobatics (H) DX+0 [4] – 12; Armoury/TL8 (Small Arms) (A) IQ+1 [4] – 12; Artist (Illusion) (H) IQ+0 [4] – 11; Beam Weapons/TL8 (Wrist Gun) (E) DX+2 [4] – 14; Boating/TL8 (Motorboat) (A) DX+0 [2] – 12; Boxing (A) DX+2 [8] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 12; Detect Lies (H) Per+0 [4] – 11; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 12; Electrician/TL8 (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Medical) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Medical) (A) IQ+1 [4] – 12; Engineer/TL8 (Small Arms) (H) IQ+0 [4] – 11; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Gaze) (E) DX+2 [4] – 14; Lip Reading (A) Per+0 [2] – 11; Mathematics/TL8 (H) IQ+0 [4] – 11; Observation (A) Per+1 [4] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Search (A) Per+1 [4] – 12; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+2 [8] – 14; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+2 [8] – 14.

Starting Spending Money: \$0.

Role-Playing Notes:

As the Laser, Parks was a stubborn, lazy person who looked for the easy way out. As the Living Laser, he is reveling in his powers, but in the back of his mind he's lonely, especially after he realized he couldn't touch anyone.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	1d-5 cr	C	11	–	–	0	
–	Blinding Flash	HT-4 aff	2	n/a	–	–	–	[1]

DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Kick	1d-6 cr	C, 1	n/a	–	–	0	
–	Bite	1d-7 cr	C	n/a	–	–	0	

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
–	Blue-Green Laser	6d (2) burn	12	1,000/5,000	5	–	–	–	1	
–	Electrolaser	1d-2 burn	5	100/500	3	–	–	–	1	
	<i>linked</i>	HT-4 aff sur	5	100/500	3	–	–	–	1	
–	Gamma-Ray Laser	6d (10) burn rad sur	3	100/500	10	–	–	–	1	
–	Laser Beam	6d (2) burn	12	400/2,000	10	–	–	–	1	
–	Maser	6d fat heat haz (3 yd)	3	100/200	1	–	–	–	1	[2]
–	Microwave Heat Beam	6d (0.5) burn	6	250/500	3	–	–	–	1	
–	Pulse Laser	6d cr ex	12	1,000/5,000	10	–	–	–	1	
–	Rainbow Laser	6d (3) burn	3	1,000/5,000	10	–	–	–	1	
–	X-Ray Laser	6d (5) burn rad sur	3	5/50	10	–	–	–	1	[3]

Notes:

[1] Area effect centered on him; effects persist for at least 10 seconds.

[2] Cone attack.

[3] In space, distance is in miles, not yards.

Design Notes:

1. The selection of several traits – Injury Tolerance (No Head, No Neck) and No Manipulators – despite the Living Laser possessing arms, legs, a head, and neck are to help match the effects of him not being able to interact with the material world when he manifests as a "living hologram", not to indicate that he's an amorphous blob lacking extremities as some looking at the sheet might assume. His arms, legs, head, and neck don't have any mechanical effects.

LIVING PHARAOH

Villain

Real Name: Ahmet Abdol.

Occupation: Former professor of Egyptology, religious cult leader.

Identity: Secret.

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

Other Aliases: Living Monolith.

Place of Birth: Cairo, Egypt.

Marital Status: Married, legally separated.

Known Relatives: Salome (daughter); Filene (wife, separated); Rama-Tut (alleged ancestor).

Group Affiliation: Leader of the Cult of the Living Pharaoh.

Base of Operations: Long Island, New York.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #13/2.

History: While working on his doctorate thesis concerning the ancient Pharaohs of Egypt while at the University of Cairo, Ahmet Abdol became convinced that at least one of the earliest, Pharaoh Rama-Tut, was actually a superhuman mutant and that he, himself, was descended from the Pharaoh (see *Rama-Tut*). (In actuality, Rama-Tut did not have any children while on the throne, though any children from before or after his reign are unaccounted for.) He convinced his daughter of his claim, but could not win over his wife, who ultimately left him. Over the next few decades, as his colleagues ridiculed his claims, he started to gather followers in a religious cult of personality centered on himself, calling himself the Living Pharaoh; his daughter, Salome, served as his high priestess.

Seeking to gain the power he believed was rightfully his, Abdol's scientists in the Cult of the Living Pharaoh discovered a way to siphon power from various energy sources into his body. Most of these sources tended to be fleeting in their use, so they sought a living mutant with potential energy powers to tap; they found one in Alex Summers (see *Havok*). During a family weekend at the Xavier Institute, when Alex was visiting his older brother, Scott, agents of the Cult kidnapped Alex and brought him before the Living Pharaoh (see *Cyclops*; *Xavier Institute*). The Living Pharaoh's scientists placed Alex in a chamber designed to amplify Alex's innate ability to absorb ambient radiation; the energy Alex absorbed was then siphoned from him and fed to the Living Pharaoh. As Alex looked on in horror, Abdol transformed into the Living Monolith; ironically, this same incident triggered Alex's other powers. Alex's brother Scott and a number of his classmates, some of whom would go on to form the X-Men, rescued Alex and defeated the Monolith; however, the Monolith had fled the scene, though the rest of the Cult, including Salome, were arrested (see *X-Men*).

The Living Monolith's activities during the next few years are unknown. Recently, however, the Monolith fought the Fantastic Four when he attempted to capture the Human Torch in an effort to increase his own power (see *Fantastic Four*; *Human Torch*). He was betrayed, however, by his daughter Salome, who utilized the Cult's technology to siphon his power into herself; rather than becoming a giant, however, she became a being of pure cosmic energy. Immediately after, Salome flew off into space, leaving Abdol to be arrested for their crimes.

Age: 51.

Height: (as Abdol) 5' 11"; (as Living Monolith) 33'.

Weight: (as Abdol) 200 lbs.; (as Living Monolith) 10.4 tons.

Eyes: (as Abdol) Brown; (as Living Monolith) white.

Hair: (as Abdol) Black; (as Living Monolith) none.

Other Distinguishing Features: As the Living Monolith, his skin turned a deep gray.

Uniform: As the Living Pharaoh, Abdol dressed much as an ancient Egyptian Pharaoh of old. As the Living Monolith, he wore metallic silver-gray shorts, metallic silver-gray boots, and armbands on the biceps, bracelets on the wrists, and a headdress made of the same materials.

Strength Level: In his unpowered state, Abdol possesses the normal human strength of a man his age, height, and build who engages in moderate exercise. As the Living Monolith, he possesses superhuman strength enabling him to lift (press) around 200 tons.

Known Superhuman Powers: As the Living Pharaoh, Abdol possesses no innate powers. When imbued with cosmic energy from an outside source, he grows to 33 feet tall, complete with superhuman strength, superhuman durability, and the ability to fire energy beams with various effects from his eyes and hands.

Weapons: As the Living Pharaoh, Abdol utilized a staff that could fire a powerful kinetic force beam.



1,141 points

As Living Pharaoh:

ST: 12 [20] HP: 12 [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+2 **BL:** 29 lbs.

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

IT:DR: /20

As Living Monolith:

ST: 69/555 [20*] HP: 69 [0] Speed: 5.50 [0]
DX: 11 [20] Will: 12 [0] Move: 5/20 [0]
IQ: 12 [40] Per: 12 [0]
HT: 11 [10] FP: 11 [0] SM: +4

Dmg: 8d/10d (56d/58d)

BL: 952 lbs. (61,605 lbs./31 tons)

Dodge: 8 **Parry:** 8

DR: 20*

IT:DR: /20

Languages: Ancient Egyptian (Literate) [2]; Arabic (Native) (Native Language) [0]; English (Accented) [4].

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

Advantages: Academic 2 [10]; Burning Attack 8d (Armor Divisor (5), +150%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Elemental: Radiation, -10%; Super, -10%) [104]; Charisma 3 [15]; Crushing Attack 8d (Armor Divisor (2), +50%; Damage Modifier: Double Knockback, +20%; Damage Modifier: Explosive (Damage/3×yards), +50%; Damage Modifier: Incendiary, +10%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Selectivity (Damage Modifiers), +10%; Elemental: Radiation, -10%; Super, -10%; Alternative Attack, ×1/5 [20]; Damage Resistance 20 (Tough Skin, -40%; Elemental: Radiation, -10%; Super, -10%) [40]; Enhanced Move (Ground) 2 (Accessibility: Growth Size Only, -10%) [36]; Extra ST +43 (Growth Size, -40%; Elemental: Radiation, -10%; Super, -10%) [172]; Growth 4 (Link, +10%; Maximum Size Only, +0%; Elemental: Radiation, -10%; Super, -10%) [36]; High Pain Threshold (Link, +10%) [11]; Injury Tolerance (Damage Reduction /20) (Elemental: Radiation, -10%; Super, -10%) [160]; Status 1 [0†]; Super ST +14/+500 (Growth Size, -40%; Elemental: Radiation, -10%; Super, -10%) [476]; Wealth (Wealthy) [20].

Perks: Supersuit [1].

Disadvantages: Callous [-5]; Compulsive Rhetoric (9) [-7]; Delusion ("I am descended from the Pharaohs!") [-10]; Megalomania [-10]; Origins Magnet [-15]; Secret Identity (Imprisonment) [-20]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5]; Vow (Vengeance) [-10].

Quirks: Trivial Reputation (Fringe Historian/Archeologist) [-1].

Skills: Archeology (H) IQ+0 [4] – 12; Expert Skill (Egyptology) (H) IQ+0 [4] – 12; Innate Attack (Beam) (E) DX+1 [2] – 12; Innate Attack (Gaze) (E) DX+1 [2] – 12; Leadership (A) IQ+2 [1] – 14‡; Propaganda (A) IQ+2 [8] – 14; Public Speaking (A) IQ+4 [1] – 16‡§; Research/TL8 (A) IQ+2 [2] – 14§; Survival (Desert) (A) Per-1 [1] – 11; Teaching (A) IQ+2 [4] – 12§#; Writing (A) IQ+2 [2] – 14§.

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

* Includes +43 from Extra ST and +14/+500 from Super ST.

† Includes +1 from Wealth.

‡ Includes +3 from Charisma.

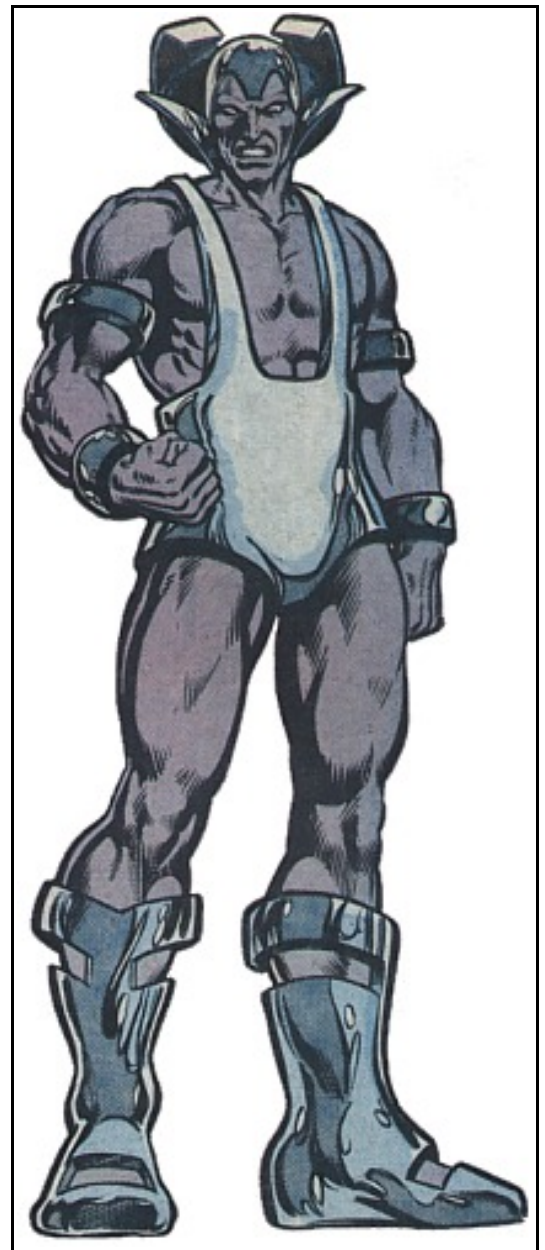
§ Includes +2 from Academic.

Includes -3 from Callous.

Role-Playing Notes:

Abdol is convinced of his alleged lineage, despite a lack of proof, and cannot be convinced otherwise. He is power-hungry and seeks to restore the lineage of Pharaohs in Egypt, with himself as the first. Everyone around him, including his daughter, is a pawn and a means to an end. He's sworn vengeance on his daughter due to her betrayal, though how he'll follow through on that vow is anyone's guess.

When the Living Monolith is involved, people around him develop incredible superhuman powers. So far, he's attributed the two



instances to coincidence. GMs should feel free to use him as a means to trigger origins for other NPCs, or even the occasional PC.

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	–	–		

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>

Cult of the Living Pharaoh

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members:

Wealth:

Type:

Social Attributes

Loyalty:

Contacts:

CR:

Member Traits:

Rank:

Notable Resources:

Income Range:

Reaction-Time Modifier:

Reputation:

Costs and Values

Notes

Startup Cost: \$

Resource Value: \$

Real Name: Inapplicable.

Occupation: Supreme multiversal judge.

Identity: The Living Tribunal's existence is unknown to the general populace of both Earth and the greater galaxy.

Legal Status: Inapplicable.

Other Aliases: The Tribunal.

Place of Birth/Creation: Unknown.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Inapplicable.

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

History: The cosmic entity known as the Living Tribunal is the supreme custodial entity in the multiverse, the set of universes and timelines linked in such a way as to provide relatively easy access to each other. In addition to the primary universe Earth resides in, the Tribunal's authority extends to the Microverse, the Negative Zone, the timeless realm of Limbo ruled by Immortus, the various deific dimensions such as Asgard and Olympus, the so-called Dark Dimension, and the various Hell worlds such as those ruled by Mephisto and Lucifer (see individual entries). Most notably, however, the Tribunal's authority is limited to a single multiverse; he/she/it has stated that there are multiple multiverses in existence over which he/she/it has no authority.

The Tribunal is not God as humans and other mortal races understand the concept. In fact, the Tribunal has confirmed, "there are powers in the omniverse greater than" him/her/it. A few times the Tribunal has mentioned a "spectral counterpart", the name and nature of which is unknown.

When manifesting so that mortals can perceive him/her/it, the Tribunal appears as a humanoid of varying size, often but not always towering over everyone else present, with a three-faced head floating above but disconnected from his/her/its shoulders; each face is at a 90 degree angle from the others. The center face is uncovered with glowing eyes, and is said to represent clarity in observation and action. The face on the left has a hood covering its to its nose, said to represent justice. The face on the right is fully covered by a hood and is said to represent necessity and finality. The Tribunal has stated that all three faces must be in agreement before he/she/it can act. When speaking, the Tribunal often speaks through the center face, though there are times when he/she/it speaks with all three faces, each one possessing a different voice; the center face speaks in a male voice, the left face a female voice, and the right face a mechanical voice. The Tribunal does not normally possess a body, and the body he/she/it manifests is often ethereal, though occasionally he/she/it makes the manifestation solid.

The Tribunal generally only acts when there is a threat to the multiverse.

Past judgments have included sealing a world off from the rest of the multiverse, removing the offending threats from reality altogether, and arranging for a condensing of timelines into one by faking his/her/its own destruction. (In reality, he/she/it only destroyed a physical manifestation in order to provide materials for a "life raft" of sorts.)

Most recently the Tribunal faced off against and ultimately vanquished a malevolent multiversal entity he/she/it has referred to only as "the Quesada"; the nature of the Quesada remains unrevealed. In order to remove any foothold the Quesada may have left over, the Tribunal decided to "reset" the affected universes.

With this reset, or Reboot as it has come to be known by those in the know, two survivors of the previous universe continue to exist as anomalies: Uatu the Watcher, whom the Tribunal offered to help survive the reset, and Rachel Summers, a young woman with a link to the Phoenix Force, a cosmic embodiment of passion (see *Phoenix*; *Watcher*). For unrevealed reasons, the Tribunal has tasked Rachel with surveying the new timelines for him/her/it.

Age: Indeterminate.

Height: Variable, often 100' or taller.

Weight: Variable.

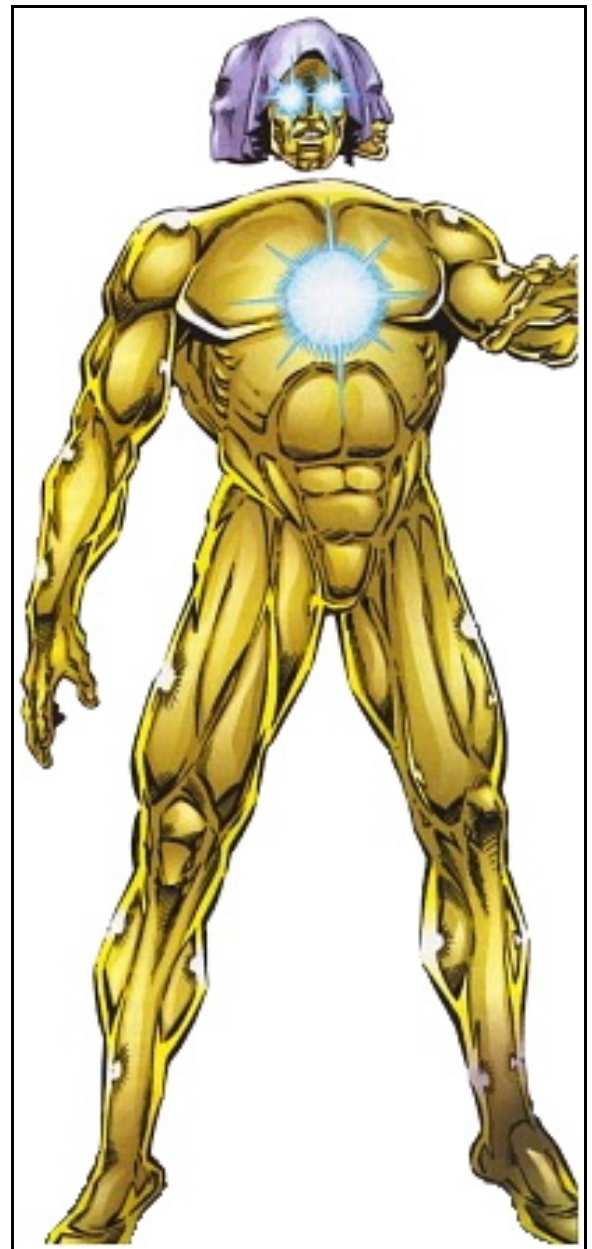
Eyes: White, glowing.

Hair: None.

Strength Level: Immeasurable.

Known Superhuman Powers: The Living Tribunal is able to shape reality on a truly universal scale.

Stats: Ain't enough points in the omniverse to truly stat him/her/it. :)



Role-Playing Notes:

The Tribunal is patient and hardly affected by anything on the mundane scale of things. Only when something threatens the cosmic end of the scale does he/she/it take action.

The Tribunal refers to him-/her-/itself as "I/we", indicating that he/she/it thinks of him-/her-/itself as a composite being.

Design Notes:

1. The Tribunal is almost impossible to stat in GURPS given his/her/its near-infinite power. (It might be easier to stat him/her/it in In Nomine instead, which at the cosmic level might make a lot more sense.) Note, though, that the Tribunal is a top-tier cosmic entity, to whom all other cosmic entities defer (save perhaps Death). Even the Infinity Gems working together and various Cosmic Cubes are unable to truly affect the Tribunal unless he/she/it allows them to; the Gems and Cubes are strictly universal in scope, while the Tribunal is multiversal.
2. Are there entities more powerful than the Tribunal? Yes: the creative teams and executives at the Real World Marvel Comics offices, as well as myself and those helping with the Reboot. :) (The above-mentioned "spectral counterpart" is alleged to be DC Comics' Spectre character, though in many ways the Spectre is closer to Galactus in raw power, position in the hierarchy, and tendency towards the Worf Effect. A more accurate DC counterpart would probably be Destiny of the Endless.)

LIZARD

Non-Villain Antagonist

Real Name: Dr. Curtis Connors.

Occupation: Scientist.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Coral Gables, Florida.

Marital Status: Separated.

Known Relatives: Martha (wife, separated), William (son).

Group Affiliation: None.

Base of Operations: New York City; formerly West Palm Beach, Florida.

First Post-Reboot Appearance: (as Dr. Connors) UNCANNY X-MEN #1; (as Lizard) AMAZING SPIDER-MAN #

History: Dr. Curtis Connors had been a research biochemist at a think-tank firm in Florida when he lost his right arm in a lab accident caused by an intern. The intern lied and placed the blame on Connors, leading to Connors' firing.

Blacklisted by the scientific firms in Florida, he eventually settled into a teaching position at Empire State University in New York City. While there, he studied reptiles, particularly their ability to grow back their limbs and tail, a trait long since removed from the mammalian gene pool. He eventually earned his tenure there after publishing a number of papers on reptilian characteristics.

Connors hoped to be able to duplicate the process in people, with the intent of regenerating his lost arm. After twenty years, he was finally successful, producing a serum which appeared to give lab rats the ability to regenerate their legs.

Injecting himself with the serum, Connors was delighted when his arm started to grow back. His delight turned to horror as the arm turned scaly and green, which spread to the rest of his body. This was the first time that Connors became the Lizard.

The Lizard went on a near-mindless rampage through New York, eventually battling Spider-Man, who came to realize who the Lizard really was.

Ultimately, Connors's star pupil Gwen Stacy, with Spider-Man's help, managed to develop a biochemical serum which reverted him to human form (see *Spider-Man; Stacy, Gwen*). However, the changes which led to the Lizard still reside in Connors on a genetic level.

Connors has become the Lizard on at least two other occasions. Each time, he has faced Spider-Man in combat, only to be returned to human form.

Age: 40.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: (as Connors) Brown, (as Lizard) None.

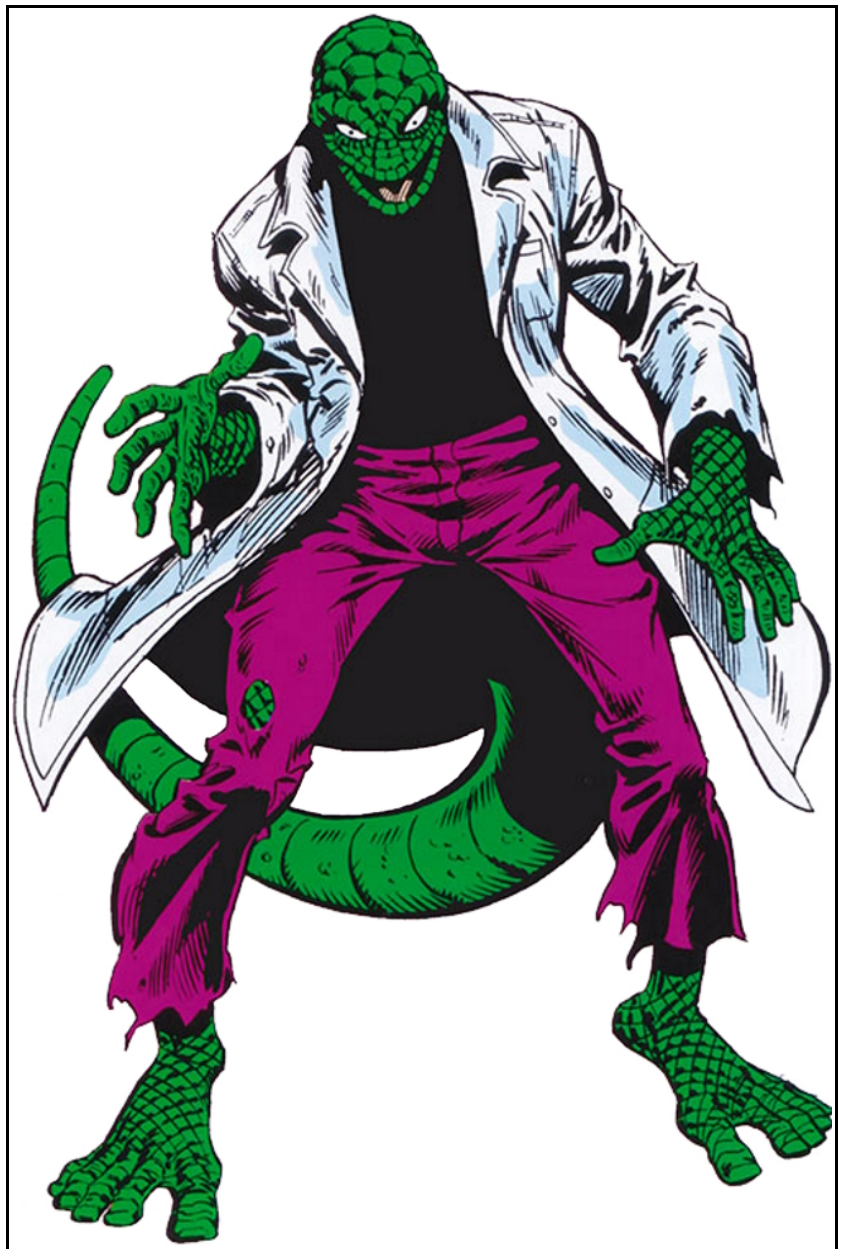
Skin: (as Lizard) Green scales.

Uniform: None.

Strength Level: Dr. Connors has the normal human strength of a man his age, height, and build who engages in moderate regular exercise. As the Lizard, he possesses superhuman strength, enabling him to lift (press) 12 tons.

Known Superhuman Powers: Dr. Connors possesses the ability to grow back his limbs after they've been severed.

As a side-effect of the process which gave him that ability, Connors is able to turn into the super-powered Lizard. As the Lizard, he possesses superhuman strength, sharp claws on both his hands and feet, sharp teeth, and a six and a half foot long tail which he can use as a weapon, striking at up to 70 miles per hour. His hands and feet have retractable claws in the palms and heels which help him climb surfaces that would otherwise be inaccessible. His skin becomes covered with thick scales, like those of an alligator, able to



resist (though not invulnerable to) most pistol rounds. His powerful legs enable him to leap 18 feet in a standing broad jump. Also, as the Lizard, he heals much faster, enabling him to regenerate his limbs at a faster rate than normal.

The Lizard also appears to have a quasi-telepathic ability to communicate with and command all reptiles within about a one mile radius.

Other Abilities: In his human form, Dr. Connors is a brilliant biologist and biochemist, and is a leading herpetologist (a scientist who studies reptiles).

Limitations: As the Lizard, the R-complex of Connors's brain (the most primitive region of the human brain, containing the basest impulses) overwhelms the cerebrum, causing his mind to become progressively inhuman. Furthermore, he becomes cold-blooded, requiring external heat sources to stay active.

Dr. Curt Connors

743 points

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

DX: 10 [0] **Will:** 12 [-10] **Move:** 5 [0]

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

HT: 10 [0] **FP:** 10 [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: Alternate Form: The Lizard (Difference In Point Cost: 594 points; Once On, Stays On, +50%; Trigger: Losing a Stress Atavism Roll, Occasional, -30%; Super, -10%) [611]; Rapid Healing [5]; Regrowth (Passive Biological, -5%) [38]; Tenure (Empire State University) [5]; Wealth (Comfortable) [10].

Disadvantages: Dependent (Son; No More Than 25%; Loved One) (9) [-20]; Dependent (Wife; No More Than 50%; Loved One) (9) [-10]; Guilt Complex [-5]; Pacifism (Reluctant Killer) [-5]; Secret (Is The Lizard) (Utter Rejection) [-10]; Stress Atavism (Severe) (12) [-20]; Unusual Biochemistry [-5].

Quirks: Broad-Minded [-1]; Fascinated By Reptiles [-1].

Skills: Bioengineering/TL8 (Genetic Engineering) (H) IQ+1 [8] – 15; Biology (VH) IQ+1 [12] – 15; Chemistry/TL8 (H) IQ+1 [8] – 15; Expert Skill (Herpetology) (H) IQ+5 [24] – 19; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 13; Teaching (A) IQ+0 [2] – 14; Weird Science (VH) IQ-1 [4] – 13.

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

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	–	–		

Lizard (as standalone character)

760 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 6.50 [0]

DX: 14 [80] **Will:** 12 [30] **Move:** 6 [0]

IQ: 6 [-80] **Per:** 12 [30]

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

Dmg: 8d/10d **BL:** 3,026 lbs./1.5 tons

Dodge: 10 **Parry:** 12 **DR:** 4*

Languages: English (Broken Spoken/Illiterate) [-5].

Cultural Familiarities: None [-1].

Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 4 (Flexible, -20%) [16]; High Pain Threshold [10]; Lifting ST +110 (Passive Biological, -5%) [314]; Mind Control (Accessibility: Reptiles Only, -50%) [20]; Regeneration (Regular: 1HP/hr) (Passive Biological, -5%) [24]; Regrowth (Passive Biological, -5%) [38]; Single-Minded [5]; Speak With Animals (Specialized: Reptiles, -50%) [10]; Striker (Crushing; Tail) (Cannot Parry, -40%; Long, +1, +100%; Weak, -50%) [6]; Striking ST +55 (Passive Biological, -5%) [262]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1]; Unfazeable [15].

Perks: Biting Mastery [1]; Scales [1].

Disadvantages: Appearance (Unattractive) [-4]; Berserk (9) [-15]; Bestial [-10]; Cold-Blooded (Stiffen up under 50°) [-5];

Colorblindness [-10]; Disturbing Voice [-10]; Easy to Read [-10]; Gullibility (9) [-15]; Hidebound [-5]; Loner (9) [-7]; Low TL -8 [-40]; Social Stigma (Monster) [-15]; Speech Impediment [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Quirks: Dislikes Humans [-1];

Skills: Acrobatics (H) DX-2 [1] – 12; Bioengineering/TL8 (Genetic Engineering) (H) IQ+1 [8] – 7; Biology (VH) IQ+1 [12] – 7; Brawling (E) DX+2 [4] – 16; Chemistry/TL8 (H) IQ+1 [8] – 7; Climbing (A) DX-1 [1] – 13; Expert Skill (Herpetology) (H) IQ+5 [24] – 11; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 5; Teaching (A) IQ+0 [2] – 6; Weird Science (VH) IQ-1 [4] – 5.

Starting Spending Money: \$0.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Lizard (as Alternate Form)

594 points

Attribute Adjustments: ST +3 [30]; DX +4 [80]; IQ -8 [-160]; HT +2 [20].

Secondary Characteristic Adjustments: Will +8 [40]; Per +6 [30].

Language Adjustments: English (Broken Spoken/Illiterate) [-5].

Cultural Familiarity Adjustments: No Cultural Familiarities [-1].

Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Clinging (Passive Biological, -5%) [19]; Combat Reflexes [15]; Damage Resistance 4 (Flexible, -20%) [16]; High Pain Threshold [10]; Lifting ST +110 (Passive Biological, -5%) [314]; Mind Control (Accessibility: Reptiles Only, -50%) [20]; No Guilt Complex [5]; No Pacifism (Reluctant Killer) [5]; Regeneration (Regular: 1HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Speak With Animals (Specialized: Reptiles, -50%) [10]; Striker (Crushing; Tail) (Cannot Parry, -40%; Long, +1, +100%; Weak, -50%) [6]; Striking ST +55 (Passive Biological, -5%) [262]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1]; Unfazeable [15].

Perks: Biting Mastery [1]; Scales [1]; No Broad-Minded [1]; No Fascinated by Reptiles [1].

Disadvantages: Appearance (Unattractive) [-4]; Berserk (9) [-15]; Bestial [-10]; Cold-Blooded (Stiffen up under 50°) [-5]; Colorblindness [-10]; Disturbing Voice [-10]; Easy to Read [-10]; Gullibility (9) [-15]; Hidebound [-5]; Loner (9) [-7]; Low TL -8 [-40]; No Tenure [-5]; Social Stigma (Monster) [-15]; Speech Impediment [-10]; Wealth (Comfortable Drops to Dead Broke) [-35].

Quirks: Dislikes Humans [-1].

Skills: Acrobatics (H) DX-2 [1] – 12; Brawling (E) DX+2 [4] – 16; Climbing (A) DX-1 [1] – 13.

Design Notes:

1. Dr. Connors has "bought off" the One Arm trait he had before becoming the Lizard. Whether he got the better end of the deal with the other traits is anyone's guess.
2. The Lizard and Dr. Connors share many traits, most notably Regrowth and Unusual Biochemistry. As such, I've calculated the Lizard's cost as both an Alternate Form and a "standalone character".
3. The Lizard's Speech Impediment disadvantage is simply a renamed Stuttering.

Real Name: Loki Laufeyjarson.

Occupation: God of mischief and cunning.

Identity: Loki uses no dual identity, but the general public of Earth believes him to be a mythological figure.

Legal Status: Citizen of Asgard with a criminal record.

Other Aliases: God of Lies, God of Evil, Prince of Deception.

Place of Birth: Jotunheim.

Marital Status: Married (thrice; separated from his first two wives).

Known Relatives: Farbauti (father, deceased), Laufey (mother), Byleist, Helblindi (brothers, deceased), Glut (first wife, separated), Angrboda (second wife, separated), Sigyn (third wife), Fenrir, Jormungandr, Slepnr, Vali (sons), Narvi (son, deceased), Einmyria, Eisa, Hel (daughters), Sam Lokispawn (alleged offspring, possibly adopted, gender unknown), Odin (foster father), Frigga (foster mother), Thor, Tyr, Heimdall, Balder, Hod, Hermod, Bragi, Uller, Vidar (foster brothers), Freyja (foster sister).

Group Affiliation: Gods of Asgard.

Base of Operations: Asgard.

First Historical Appearance: VENUS #6 (August 1949).

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

History: The son of storm giants of Jotunheim, Loki was born at a diminutive height, closer to the Asgardian gods in stature than that of a giant's (see *Asgardians*). He was found as an infant by a warrior party led by Odin, and was adopted by him (see *Odin*). Loki's natural father and brothers had been killed by that same warrior party, a fact he later discovered when he first visited Jotunheim. (Loki's surname is derived from his mother's name, as is common among the giants of Jotunheim.)

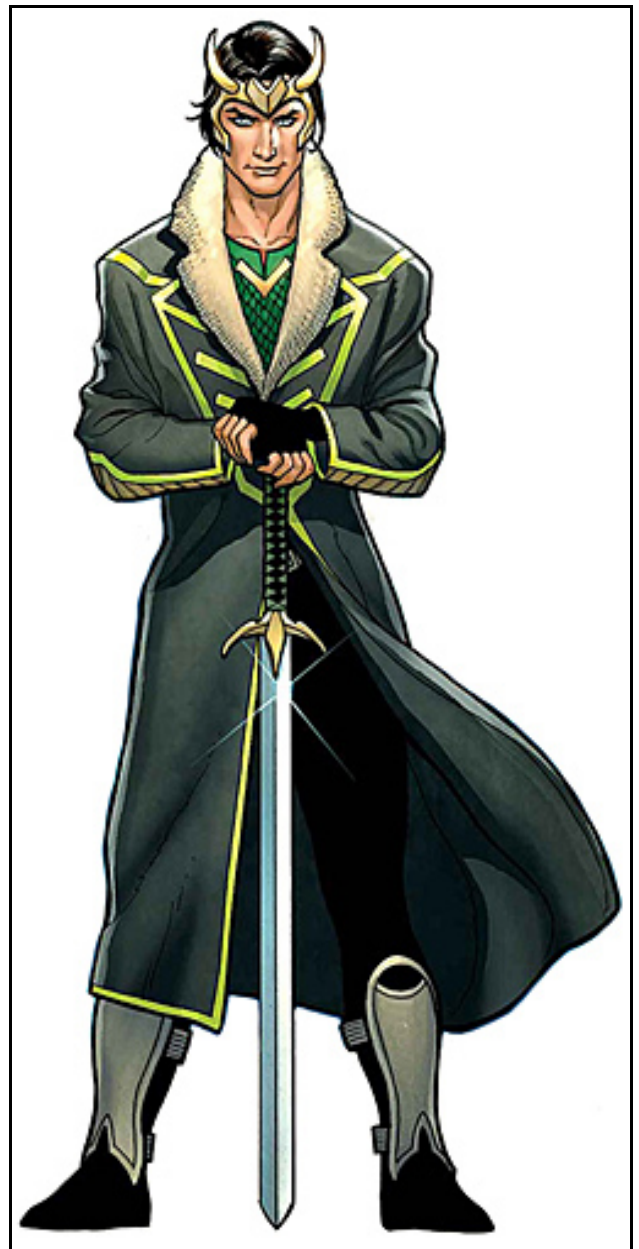
Loki grew up among the gods, and learned the arts of magic from anyone who would teach him. He proved to be one of the most intelligent and cunning gods in Asgard, and often aided the gods when they needed him. He also had a penchant for mischief; as a child and well into his teens, Loki grew bored easily, and used his magic to pull pranks on his adopted siblings, particularly on Thor (see *Thor*).

Loki fathered three infamous children with his second ex-wife, the giantess Angrboda, only one of which was humanoid in form. The first and most humanoid was his daughter, Hela, who became the ruler of Nifflheim, the Norse land of the dead. The second was the giant serpent Jormangandr, better known as the Midgard Serpent, whose great bulk encircles Earth in ethereal form. The third was the giant wolf Fenrir (also known as Fenris). Loki is also the *mother* of Odin's eight-legged horse Slepnr, having once changed himself into a filly to seduce a giant's horse to aid the Asgardians and save his foster sister Freyja from an unwanted marriage (see *Freyja*; *Fenrir*; *Hela*; *Midgard Serpent*; *Slepnr*). Loki's current wife, Sigyn, has given him two sons: Vali and Narvi; however, at some unspecified point in the past Vali was transformed into a wolf and killed Narvi (see *Sigyn*).

For a time, several hundred years by all accounts, Loki was chained to a sleeping serpent whose wounds dripped acid as punishment for a truly malicious prank he'd pulled on Odin. (According to mythological account, Loki had arrived at a party held by the sea god, Aegir, uninvited, and proceeded to creatively insult every god and goddess present, intending to create strife amongst them; the plan backfired, and the strife he caused was directed solely at him. Also according to myth, however, this was done after the deaths of Balder and Hod, which have not yet come to pass. See *Balder*; *Hod*.) According to myth, he was chained to the serpent by the entrails of his late son, Narvi, which were transformed into iron; more likely, the chains were made of uru by the dwarves of Nidavallir and enchanted to prevent Loki from using his own magic or shapeshifting abilities. Sigyn stayed by his side the entire time, catching the acid in a ceramic bowl; thanks to her efforts, Loki was only in pain when she had to pause to empty the bowl.

Once he was released, Loki was made to swear a magically-binding oath to not pull any more malicious pranks on anyone associated with the House of Odin. Since then, he has been testing the boundaries of the oath he made, looking for loopholes to exploit. The other gods still do not trust him, as it has been foretold that Loki would be aiding the forces of evil during Ragnarok, the prophesied "end of the gods".

Recently, Loki has been spotted on Earth, alternately aiding and creating trouble for Thor. In some of these instances, Loki has been accompanied by a shapeshifting young child, Sam, whose gender is constantly called into question and who calls Loki "father" (see *Sam Lokispawn*). Whether Sam is truly Loki's child, a child adopted by him, or simply a construct is unknown. However, Loki has shown the child genuine kindness and affection, even going so far as to protect the child from danger, so it is unlikely that the



child is merely a construct. (If Sam *is* a magical construct, it would be as part of a scheme so elaborate that the details and motivation behind it can only be guessed at.)

Age: Indeterminate.

Height: 6' 2".

Weight: 570 lbs.

Eyes: Blue

Hair: Grey-brown

Uniform: Green bodysuit with yellow trim, black loincloth with yellow trim, yellow boots, black cowl, yellow cape, gold bracelets, gold helmet.

Strength Level: Loki possesses superhuman strength, able to lift (press) around 35 tons.

Known Superhuman Powers: Loki possesses the standard attributes of the Asgardian race. He possesses superhuman strength, a high degree of imperviousness to injury, and is immune to all terrestrial diseases. Like all Asgardians, he is extremely long-lived, although not immortal. Ages ago, Loki cast a series of spells on himself which enable him to survive a beheading, living long enough to reattach his head to the rest of his body. These spells also enable him to reattach any body part that becomes severed.

Loki possesses several powers not possessed by the standard Asgardian. First and foremost, Loki is able to change his shape with ease, almost instinctively. He can use this ability to take on the appearance and even gender of any being, although in most cases he does not gain their special abilities. On at least one occasion, he transformed himself into a female horse, which he was obliged to stay in while pregnant with Slepnir.

Loki is also one of the most skilled sorcerers in the Asgardian Nine Worlds, although he is not the most powerful (Odin and Frigga are said to be more powerful). His skills are such that he is able to reshape matter, read and control minds, shape energy shields, fire energy bolts, levitate objects, fly at great speeds, and even augment the abilities of other beings. (This is not a complete listing of his potential abilities, just a small sample of what he has accomplished in the past.)

Other Abilities: Loki is a master manipulator and con artist.

Much was gambled, and much lost, but the great game continues. I endure—and tomorrow is another day. An immortal has nothing if not time to plot and scheme and try again.

– Loki, *Uncanny X-Men Annual #9, 1985*

1,920 points

ST: 34/220 [30*] **HP:** 34 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 16 [10] **Move:** 6 [0]

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

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

Threshold: 30 **ER:**

Dmg: 3d+2/6d (23d/25d) **BL:** 231 lbs. (9,680 lbs./4.8 tons)

Dodge: 9 **Parry:** 8 **DR:** 0

Languages: Old Norse (Native) [0].

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

Advantages: Ally (Sam Lokispawn, alleged offspring; 50% starting points) (9) [2]; Appearance (Handsome) [8†]; Asgardian God [575]; Body Control Talent 4 [20]; Charisma 4 [20]; Elastic Skin (Link: Morph, +10%; Magical, -10%) [20]; Energy/3 [60]; Hard to Kill 4 [8]; Hard to Subdue 4 [8]; Hermaphromorph [5]; Indomitable [15]; Injury Tolerance (Independent Body Parts) (Reattachment Only, -50%; Magical, -10%) [14]; Magery 4 [45]; Matter/4 [80]; Mind/4 [80]; Morph (Extra Morphing Capacity: 90 points; Link: with Elastic Skin and Hermaphromorph, Can be used separate from them, +20%; Reduced Time 3, +60%; Magical, -10%) [260]; No Low TL 5 [25]; Omnilingual [40]; Rapid Healing [5]; Smooth Operator 4 [60]; Social Chameleon [5]; Space/3 [60]; Status 6 [25§]; Super ST +12/+200 [40‡]; Unaging (Temporary Disadvantage: Maintenance: 1 person Monthly (Apples of Idunn), -5%) [15]; Unkillable 1 (Magical, -10%) [45]; Versatile [5]; Voice [10]; Wealth (Filthy Rich) [50].

Perks: Disarming Smile [1]; Haughty Sneer [1]; Supersuit [1].

Disadvantages: Code of Honor (Gentleman's) [-10]; Compulsive Lying (12) [-15]; Dependent (Sam Lokispawn, alleged offspring; No more than 50%; Loved One) (12) [-20]; Jealousy [-10]; No Extended Lifespan [-10]; Origins Magnet [-15]; Reputation (Scoundrel) -2 (Everyone; Almost All the Time) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Trickster (9) [-22]; Vow ("I will not harm or pull any malicious pranks on anyone who is a member of or associated with the House of Odin") (Major Vow; Involuntary) [-15].

Quirks: Always Looks For Loopholes [-1]; Broad-Minded [-1]; Careful [-1]; Treats Everything Like A Game [-1].

Skills: Alchemy/TL3 (VH) IQ+0 [8] – 14; Body Language (Human/Asgardian) (A) Per+1 [4] – 15; Bow (A) DX+0 [2] – 12; Broadsword (A) DX-1 [1] – 11; Carousing (E) HT+6 [4] – 18#; Connoisseur (Visual Arts) (A) IQ+0 [2] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Pop Culture) (E) IQ+0 [1] – 14; Dancing (A) DX+0 [2] – 12; Detect Lies (H) Per+4 [3] – 18#¥; Energy (VH) IQ+11 [36] – 25¶; Escape (H) DX+0 [4] – 12; Fast-Talk (A) IQ+11 [20] – 25#□; Gambling (A) IQ+2 [8] – 16; Games (Card Games) (E) IQ+2 [4] – 16; Games (Chess) (E) IQ+2 [4] – 16; Innate Attack (Beam) (E) DX+3 [8] – 15; Intimidation (A) Will+9 [20] – 25#; Law (Contracts) (H) IQ+4 [20] – 18; Lockpicking/TL3 (A) IQ-1 [1] – 13; Matter (VH) IQ+11 [36] – 25¶; Mimicry (Animal Sounds) (H) IQ+1 [2] – 15□; Mimicry (Speech) (H) IQ+1 [2] – 15□; Mind (VH) IQ+6 [16] – 20¶; Observation (A) Per+0 [2] – 14; Poetry (A) IQ+0 [2] – 14; Politics (A) IQ+6 [2] – 20#□; Propaganda/TL3 (A) IQ+1 [4] – 15; Psychology (Human/Asgardian) (H) IQ+2 [12] – 16; Public Speaking (A) IQ+10 [2] – 24#□£; Riding (Equines) (A) DX-1 [1] – 11;

Savoir-Faire (High Society) (E) IQ+6 [4] – 20#; Sex Appeal (Human/Asgardian) (A) HT+10 [2] – 22#œ; Shapeshifting (H) IQ+2 [1] – 16©; Shield (E) DX+1 [1] – 13@; Shield (Force) (E) DX+2 [4] – 14; Sleight of Hand (H) DX+2 [12] – 14; Space (VH) IQ+2 [2] – 16¶; Stealth (A) DX+2 [8] – 14; Streetwise (A) IQ+4 [2] – 18#; Teamster (Equines) (A) IQ-1 [1] – 13; Thaumatology (VH) IQ+6 [16] – 20¶; Ventriloquism (H) IQ+0 [4] – 14.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 15.

Starting Spending Money: \$400,000.

* Includes +12/+200 from Super ST.

† Upgraded from Appearance (Attractive), part of Asgardian God.

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

§ Includes +1 from Wealth (Filthy Rich).

Includes +4 from Smooth Operator.

¥ Defaulted from Psychology (Human/Asgardian).

¶ Includes +4 from Magery.

⊞ Includes +2 from Voice.

£ Includes +4 from Charisma.

€ Includes +4 from Appearance.

© Includes +4 from Body Control Talent.

@ Defaulted from Shield (Force).

Role-Playing Notes:

At heart, Loki is a schemer. He desires to humiliate his adopted brother, Thor, whose shadow Loki believes he grew up in. Of course, the line between "humiliate" and "destroy" has become blurred over the years Loki was chained to an acid-dripping serpent. He seeks to become ruler of Asgard, but his nature is such that he must concoct elaborate schemes rather than take the throne by force. He often laments that his schemes have a tendency to backfire on him, but he openly refuses to believe the fault for the backfires is his own, constantly blaming others for his failures.

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	–	–		

LORELEI

Villain

Real Name: Lori (apparently).

Occupation: Mercenary, formerly a tribal storyteller and hunter.

Identity: Lorelei'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 woman known as Lorelei are currently a mystery. She was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was mutated to her current form in some as-yet unexplained manner (see *Savage Land*). Unlike the other Mutates, she was apparently one of the Fall People rather than one of the Swamp Men.

She 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.

Lorelei 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*). During the latter conflict, Lorelei betrayed the Mutates and sided with the Brotherhood, becoming their first – and to date only – non-mutant member.

Age: 19.

Height: 5' 4".

Weight: 104 lbs.

Eyes: Blue.

Hair: Blond, worn down to her knees.

Uniform: None, but tends to wear long dresses that show off her cleavage.

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

Known Superhuman Powers: Lorelei possesses the ability to enslave the wills of men around her through her singing; for some reason, women are immune to her powers. While she normally just uses this ability to make them docile or to fight each other, she is also able to modulate her voice to cause them to flee in terror or stand in awe of her.

150 points

ST: 9 [-10] **HP:** 9 [0] **Speed:** 5.50 [0]

DX: 11 [20] **Will:** 12 [5] **Move:** 5 [0]

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

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

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

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

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

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

Advantages: Allure 4 [20]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Mind Control (Accessibility: Only Affects Men, -20%; Independent, +70%; Sense-Based: Hearing (Target's Sense), -20%; Psionic, -10%) [60]; Musical Ability 1 [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5]; Social Chameleon [5]; Terror (Will-4) (Accessibility: Only Affects Men, -20%; Sense-Based: Hearing (Target's Sense), -20%; Psionic, -10%; Alternative Ability, $\times 1/5$) [7]; Voice [10]; Zeroed [10].

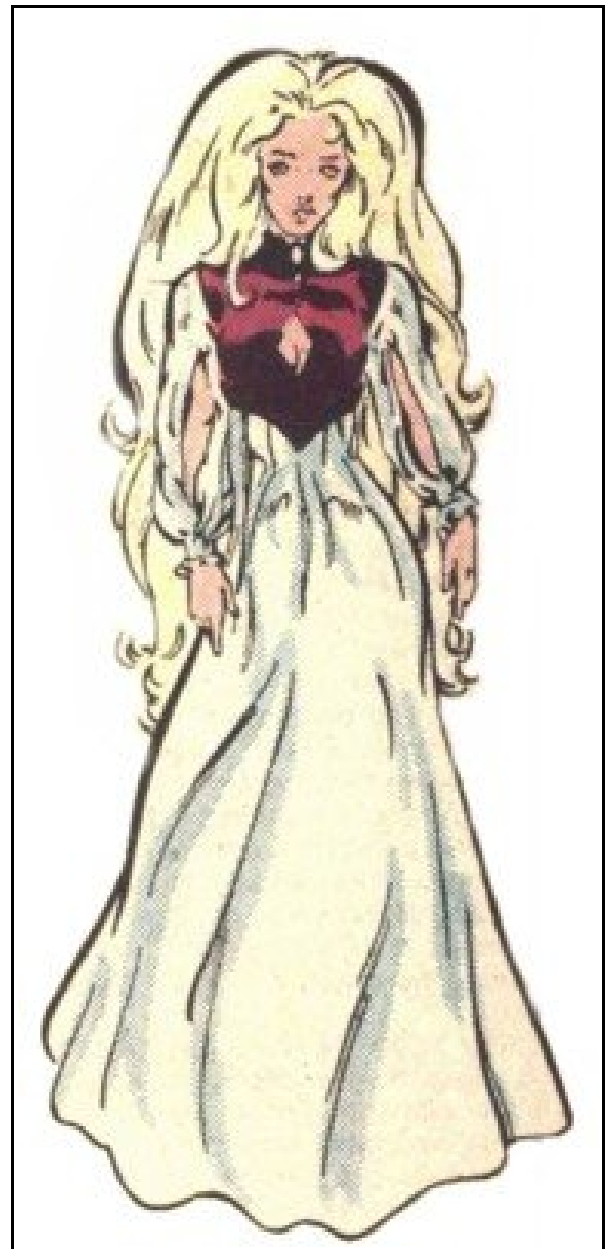
Perks: Penetrating Voice [1]; Perfume [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Enemy (Savage Land Mutates; Medium-Sized) (9) [-20]; Low TL -8 [-40]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Goal (Alter Powers To Also Affect Women) [-1]; Incurable Flirt [-1]; Long Fingernails [-1]; Vanity [-1].

Skills: Bow (A) DX+1 [4] – 12; Dancing (A) DX+4 [2] – 15*; Mind Control (VH) Will+2 [16] – 14; Musical Influence (VH) IQ+1 [8] – 12*; Sex Appeal (A) HT+9 [1] – 20*†§; Singing (E) HT+10 [8] – 21*†§; Survival (Jungle) (A) Per+1 [4] – 12.

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



- * Includes +4 from Allure.
- † Includes +1 from Musical Ability.
- ‡ Includes +4 from Appearance.
- § Includes +2 from Voice.

Role-Playing Notes:

Lorelei never cared for the other Mutates, believing them crude and brutish. She finds some of her Brotherhood teammates no better, but she's intrigued that the Scarlet Witch holds so much power over them. Ultimately, though, Lorelei will use whoever she wishes to better her own position. She doesn't yet understand the concept of "money", but when she does she'll be certain to try to accumulate a lot of it, if only for the comforts and perceived power it brings.

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	–	–		

Design Notes:

1. Lorelei, 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. While with the Mutates, Lorelei possessed the following trait, lost when she defected to the Brotherhood: Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30].
3. 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: Luis (last name unrevealed).
Occupation: Security consultant, ex-convict, former thief.
Identity: Luis does not use a dual identity.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: "One-Punch Man", "the human jukebox".
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: Ernesto, Ignacio (cousins).
Group Affiliation: X-Con Security, ally of Ant-Man.
Base of Operations: Chicago, Illinois.
First Post-Reboot Appearance: ASTONISHING ANT-MAN #1.

History: Luis was reportedly arrested many years ago for stealing two smoothie machines (apparently from a Baskin-Robbins), and served a several-year prison sentence. Upon his release, Luis found himself unemployable until a chance encounter with scientist Hank Pym at a pizza trailer encouraged him to turn his skills – along with his friends Dave and Kurt, also recently released from prison – to form a security consultation firm, which they named X-Con Security (see *Ant-Man*). In what may not have been the best advertising, Luis broke into Dynatechnics, the think-tank Pym worked at, posing as one of the security officers (who he knocked out and tied up in his van to take the uniform and electronic pass card) and left his business card on Pym's boss's desk, along with a hand-written note indicating all the holes in their security he exploited getting in (see *Dynatechnics*).

As he was exiting the building, Luis became involved in Pym's first adventure with the ants, being accidentally shrunk down at the same time Pym shrunk himself. Luis nevertheless managed to save Pym's life from an ant that was about to eat him, punching the ant into unconsciousness with a single blow. (He was of course restored to human size at the end of that adventure.) In return for this, Pym managed to smooth things over with the knocked-out guard, preventing Luis from going back to prison on an assault charge.

Since then, he and the others at X-Con Security have come to Pym's aid on a number of occasions, including playing a small but important role in getting Pym as Ant-Man and several other superhuman adventurers, most notably the Avengers and the X-Men, into Manhattan when the Zodiac Cartel sealed it off under a force dome (see *Avengers: X-Men; Zodiac Cartel*).

Age: 32.
Height: 5' 7".
Weight: 165 lbs.
Eyes: Brown.
Hair: Brown.
Uniform: None.

Strength Level: Luis 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: Luis is skilled in breaking-and-entering, with a wide knowledge of security protocols enabling him to act as the "inside man" during a heist. He possesses only rudimentary combat skills (learned in prison), but has a mean right hook enabling him to knock out larger opponents with one blow to the chin.

Luis is also known for delivering long winding monologues of exposition.

Dave: "You put a dime in him, you gotta let the whole song play."

Kurt: "He's like human jukebox."

– *Ant-Man and the Wasp (2018)*

250 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:** 10 **DR:** 0



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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally (Dave; Getaway Driver; 100% Point Value) (12) [10]; Ally (Kurt; Hacker; 100% Point Value) (12) [10]; Combat Reflexes [15]; Craftiness 3 [15]; Luck [15]; Natural Copper 3 [30]; Striking ST +8 (Punch Only, -60%) [16]; Very Fit [15].

Perks: Special Exercises (Striking ST +8) [8].

Disadvantages: Code of Honor (Criminal's) [-5]; Odious Personal Habit (Long-Winded Winding Monologues) -1 [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Always Corrects Others About His Criminal Past [-1]; Always Smiles [-1]; Appreciates the Fine Life [-1]; Congenial [-1]; Rambling Diarrhea of the Mouth [-1].

Skills: Acting (A) IQ+3 [2] – 14*; Boxing (A) DX+3 [8] – 13; Climbing (A) DX+0 [2] – 11; Driving/TL8 (Automobile) (A) DX+1 [4] – 12; Electronics Operation/TL8 (Security) (A) IQ+3 [12] – 14; Expert Skill (Security Protocols) (H) IQ+3 [16] – 14; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Holdout (A) IQ+3 [2] – 14*; Lockpicking/TL8 (A) IQ+1 [4] – 12; Observation (A) Per+4 [4] – 15†; Running (A) HT+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Savoir-Faire (Police) (E) IQ+3 [1] – 14†; Search (A) Per+3 [2] – 14†; Shadowing (A) IQ+6 [1] – 17*†; Shortsword (A) DX+1 [4] – 12; Smuggling (A) IQ+1 [4] – 12; Stealth (A) DX+2 [1] – 13*; Streetwise (A) IQ+3 [2] – 14*; Swimming (E) HT+0 [1] – 11; Throwing (A) DX+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

Techniques: Targeted Attack (Boxing Uppercut/Jaw) (H) def+3 [4] – 10; Uppercut (Boxing) (A) def+1 [1] – 13.

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

* Includes +3 from Craftiness.

† Includes +3 from Natural Copper

Role-Playing Notes:

Ever the optimist, Luis tries to find the bright side in everything. Several of his long-winded expositions show a liking for the finer things in life, like wine and modern art. His moral compass is slightly askew, as he will not hesitate to punch someone to keep his cover or borrow credentials, but he is generally a good person who will not leave anyone to serious harm.

When he goes for a jaw hit, he'll take a Committed Attack (Determined) if not an All-Out Attack (Determined), usually after a second or two of Evaluate when he has time for it.

When giving exposition, don't hesitate to go off the rails with improv at the slightest provocation. Even when not giving exposition, he'll have a tendency to run at the mouth.

BOXING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Boxing Punch	2d+2 cr	C	10	–	–	19	

DX

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

Design Notes:

1. Dave and Kurt are best made using *Action 1: Heroes* templates; Dave using the Wheel Man template and Kurt with the Hacker template. If they know Scott Lang, he probably uses the Wire Rat template with a dash of Infiltrator skills.

LUMPKIN, WILLIE

Supporting Cast

Real Name: William "Willie" Lumpkin.

Occupation: Mailman.

Identity: Willie 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: Widower.

Known Relatives: Fredrick "Freddy" (nephew); Wilhelmina "Billie" (niece); Timothy "Timmy" (grand-nephew).

Group Affiliation: US Postal Service, Manhattan branch offices.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Willie has served in the US Postal Services as a mail carrier in Manhattan for decades. His route included the Baxter Building and the Stark family mansion (see *Avengers Mansion*; *Baxter Building*; *Iron Man*). Having worked that route most of his career, he found his life had become dreary and monotonous. That changed the day the rest of the Fantastic Four moved into Reed Richards's scientific complex at the top of the Baxter Building (see *Fantastic Four*; *Mister Fantastic*). After presenting Reed with their mail, he half-jokingly petitioned for membership, demonstrating his ability to wiggle his ears. Reed responded with equal humor, half-jokingly responding that they would keep him in mind.

Since then, Willie has become involved with the Fantastic Four's adventures in a peripheral though sometimes important way. Most notably, he knew where to throw a circuit breaker in the building when the Mad Thinker had trapped the Four inside one of their labs, enabling them to escape (see *Mad Thinker*). Since then, Willie has been proud to say he's a member of the Fantastic Four's extended family.

Age: 62.

Height: 5' 8".

Weight: 165 lbs.

Eyes: Blue.

Hair: White.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Willie can wiggle his ears.

20 points

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

DX: 9 [-20] **Will:** 11 [5] **Move:** 5 [0]

IQ: 10 [0] **Per:** 11 [5]

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

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Fearlessness 3 [6]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Serendipity 1 [15]; USPS Rank 0 [0].

Perks: Ear-Wiggler [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Dependent (Billie, niece; 100% Point Value; Loved One) (6) [-1]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Pacifism (Self-Defense Only) [-15].

Quirks: Attentive [-1]; Code of Honor ("The mail must go through.") [-1]; Responsive [-1];

Skills: Area Knowledge (East Manhattan) (E) IQ+2 [4] - 12; Driving/TL8 (Automobile) (A) DX+0 [2] - 9; Games (Checkers) (E) IQ+1 [2] - 11; Games (Chess) (E) IQ+1 [2] - 11; Hiking (A) HT+0 [2] - 11; Musical Instrument (Trumpet) (H) IQ-1 [2] - 9; Professional Skill (Mailman) (A) IQ+2 [8] - 12.

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



Role-Playing Notes:

Willie is a good man who is living his semi-retirement years vicariously through the tales of the Fantastic Four. He knows he is too old for adventuring, but that doesn't stop him from doing his part when the time comes. For the first time in years he is actually enjoying himself.

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	–	–		

Design Notes:

1. There are times in the comics where it appears that Willie has Weirdness Magnet. One of the most notable examples was when he was visited by Dickens's Christmas Ghosts because they missed their assigned haunting, causing him to hate Christmas ever since. I've decided to *not* give him that disadvantage mostly because in a superhero universe everyone who is even remotely involved with a super could claim such a disad. (Plus, I have an intense dislike of Weirdness Magnet due to a player who tries to take it for every character he makes, even when I specify "no paranormal traits".)

Real Name: Unrevealed.

Occupation: Hunter, warrior.

Identity: Lupo'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 Lupo 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.

Lupo 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: 5' 6".

Weight: 145 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Lupo's hands and feet have been adapted to extend sharp claws at will, and his ears are large and pointed like those of a wild animal.

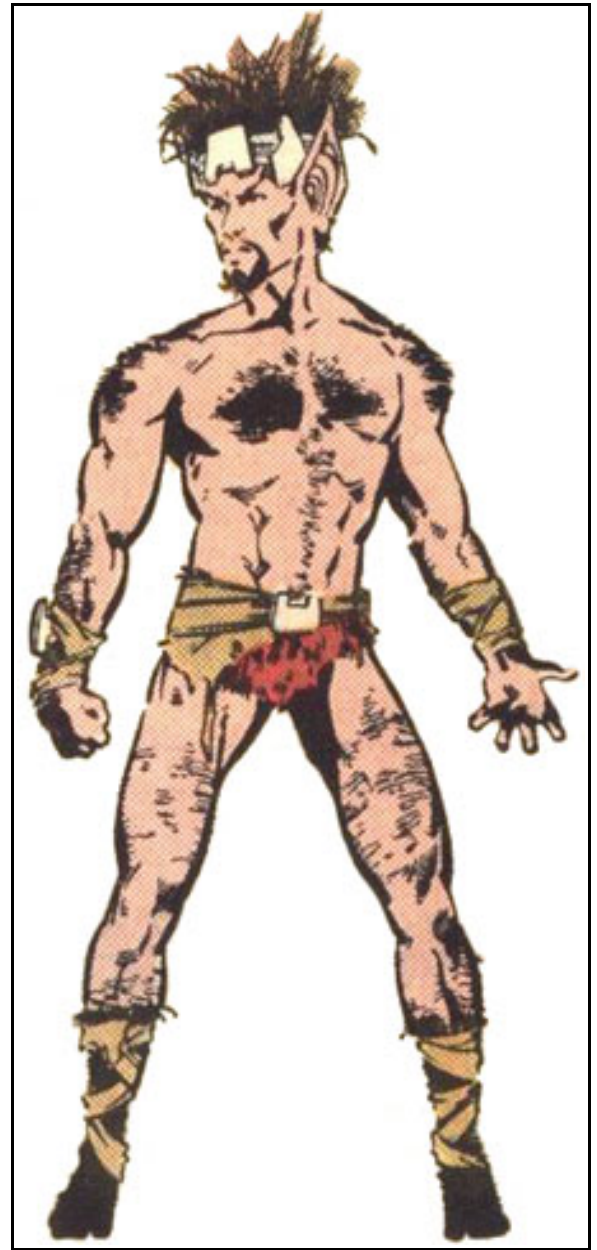
Uniform: None.

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

Known Superhuman Powers: Lupo possesses the psionic ability to control canines. He normally commands a pack of up to a half dozen dire wolves, a species of wolf native to the Savage Land that has otherwise been extinct since the Paleolithic era.

In addition, his ears enable him to hear sounds in the ultrasonic frequencies. His claws are sharp enough to tear into flesh, though not into steel.

Limitations: In times of extreme stress, Lupo occasionally regresses to an animal state, acting on instinct like the wolves he commands.



404 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 10 [0] **Move:** 7 [0]

IQ: 10 [0] **Per:** 14 [20]

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

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

Dodge: 11 **Parry:** 12 **DR:** 0

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

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

Advantages: Absolute Direction [5]; Acute Hearing 3 [6]; Ally Group (Dire Wolf Pack; 25% of Starting Points; Group Size: 6-10; Frequency: Constantly Available) [24]; Animal Empathy [5]; Animal Friend 4 [20]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Danger Sense [15]; High Pain Threshold [10]; Mind Control (Independent, +70%; Specific: Canines, -60%; Psionic, -10%) [50]; Outdoorsman 3 [30]; Parabolic Hearing 3 [12]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Speak With Animals (Specialized: Canines, -60%; Psionic, -10%) [8]; Ultrahearing [5]; Very Fit [15].

Perks: Call of the Wild [1]; Clinch (Brawling) [1]; Neck Control [1]; Special Exercises (DR 1 w/ Tough Skin) [1].

Disadvantages: Chummy [-5]; Impulsiveness (9) [-15]; Low TL -8 [-40]; Oblivious [-5]; Sense of Duty (Savage Land Mutates) [-5]; Stress Atavism (Severe) (12) [-20]; Truthfulness (6) [-10]; Wealth (Poor) [-15].

Quirks: Bloody Mess [-1]; Distinctive Feature (Oversized Ears) [-1]; Immodest [-1]; Prefers Company of Wolves to Humans [-1].

Skills: Animal Handling (Canines) (A) IQ+6 [8] – 16*; Area Knowledge (Savage Land) (E) IQ+4 [12] – 14; Brawling (E) DX+2 [4] – 16; Breath Control (H) HT-1 [2] – 13; Climbing (A) DX+0 [2] – 14; Fishing (E) Per+3 [1] – 17†; Jumping (E) DX+1 [2] – 15; Mimicry (Animal Sounds) (H) IQ+2 [2] – 12†; Naturalist (H) IQ+4 [8] – 14†; Navigation/TL0 (A) IQ+6 [2] – 16†‡; Riding (Dinosaurs) (A) DX+3 [1] – 17*; Running (A) HT+0 [2] – 14; Stealth (A) DX+1 [4] – 15; Survival (Jungle) (A) Per+2 [1] – 16†; Swimming (E) HT+1 [2] – 15; Tactics (H) IQ+0 [4] – 10; Tracking (A) Per+5 [8] – 19†; Traps/TL0 (A) IQ+2 [8] – 14; Veterinary/TL0 (H) IQ+4 [4] – 14*; Weather Sense (A) IQ+2 [8] – 12.

Techniques: Kicking (Brawling) def+2 [3] – 16; Targeted Attack (Brawling Claw/Neck) (H) def+3 [4] – 14.

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

* Includes +4 from Animal Friend.

† Includes +3 from Outdoorsman.

‡ Includes +3 from Absolute Direction.

Role-Playing Notes:

Lupo is one of the more savage of the Mutates, constantly leaping into the fray with his claws bared and wolves at his side. He fights to kill, unless specifically ordered not to; in his mind, it's a kill or be killed world.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. Lupo, 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: Ferdinand Lopez.

Occupation: Mercenary, revolutionary, former goatherd.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Costa Negro, South America.

Marital Status: Uncertain; possibly married, divorced, or widowed.

Known Relatives: Tanita (daughter).

Group Affiliation: Batroc's Brigade.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The small South American nation of Costa Negro has been in a state of almost constant civil war for the last twenty years. It was in this environment that Ferdinand Lopez grew up.

Lopez's village had wavered between indifference to and acceptance of the US-aligned junta (military dictatorship) in power, if not actual loyalty. That changed when the local warlord took notice of one of the *señoritas* in the village and forcibly abducted her to be his bride. To prevent an uprising, the warlord ordered the village razed by his troops. Lopez and his daughter were among the few survivors; his daughter's mother's fate is unknown.

Realizing just how corrupt the government of Costa Negro was, Lopez joined the revolutionaries that he had up until that point considered criminals. It was there he discovered his talent with blades of all kinds. He distinguished himself in guerrilla combat against the government forces on several occasions.

When Mesmero conquered the nation, only to be stopped by the X-Men, Lopez got the idea of hiring himself out as a mercenary in the United States to help fund the revolution, as well as help put his daughter through school (see *Mesmero*; *X-Men*). Calling himself "Machete" after both a popular movie and his favored weapon, he was soon hired by Georges Batroc for a mission (see *Batroc*, *Georges*).

Since signing on with Batroc and his Brigade, Machete has fought Captain America, the Captain's sidekick Bucky, Iron Man, and the Taskmaster (see individual entries). He'll presumably remain with Batroc's Brigade for the foreseeable future.

Age: 23.

Height: 6' 2".

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

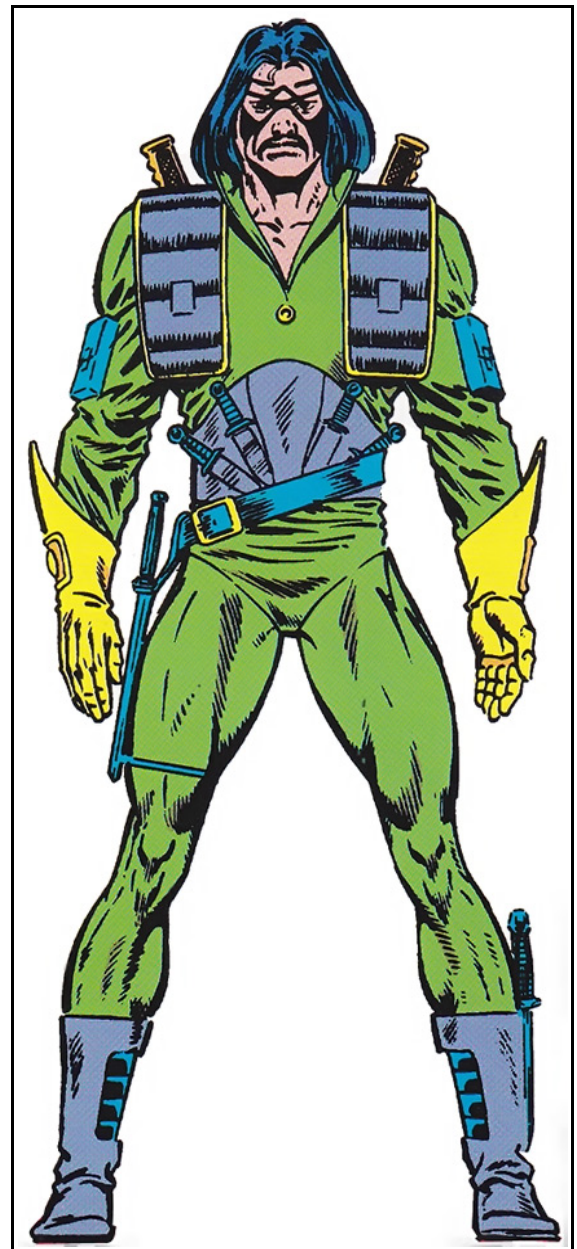
Uniform: Green bodysuit with gray ballistic armor over the chest, black domino mask, yellow gloves, gray boots, blue belt, various straps holding a large number of blades, from combat knives to short swords.

Strength Level: Machete 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: Machete is a skilled combatant with all sorts of bladed weaponry. He also has some skill with firearms and has training with unarmed combat. He is multilingual, speaking fluent Spanish, English, French, and Portuguese.

Weapons: Machete carries an undisclosed number of bladed weapons on his body, including but not limited to two falchions, a straight-bladed short sword, a large combat knife, and four to eight throwing knives.



375 points

ST: 13 [30] **HP:** 13 [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/2d **BL:** 34 lbs.

Dodge: 10 **Parry:** 15 **DR:** 12/4* (uniform)

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

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

Advantages: Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Enhanced Parry (All Parries) +1 [10]; Extra Attack +1 (Multi-Strike, +20%) [30]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Natural Swordsman 3 [30]; Rapid Healing [5]; Striking ST +1 [5]; Very Fit [15]; Weapon Master (All Swords) [35].

Perks: Classic Features (Hispanic) [1]; Focused Fury [1]; Off-Hand Weapon Training (Broadsword) [1]; Off-Hand Weapon Training (Shortsword) [1]; Quick-Swap (Broadsword) [1]; Quick-Swap (Shortsword) [1]; Special Exercises (DR w/ Tough Skin) [1]; Special Exercises (Striking ST +1) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Dependent (Daughter; 0 points or less; Loved One) (6) [-15]; Hidebound [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (People of Costa Negro) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Dislikes Dictatorial Governments [-1]; Dual Identity [-1]; Prefers "Revolutionary" Over "Supervillain" [-1]; Sends As Much Money Home As He Can [-1].

Skills: Animal Handling (Equines) (A) IQ-1 [1] – 10; Animal Handling (Goats) (A) IQ+1 [4] – 12; Brawling (E) DX+2 [4] – 14; Breath Control (H) HT+0 [4] – 12; Broadsword (A) DX+8 [20] – 20*; Carpentry (E) IQ+0 [1] – 11; Climbing (A) DX+0 [2] – 12; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 11; Farming/TL7 (A) IQ+0 [2] – 11; First Aid/TL7 (Goats) (E) IQ+1 [2] – 12; First Aid/TL7 (Human) (E) IQ+1 [2] – 12; Forced Entry (E) DX+0 [1] – 12; Guns/TL8 (Rifle) (E) DX+0 [1] – 12; Hiking (A) HT+0 [2] – 12; Jumping (E) DX+0 [1] – 12; Knife (E) DX+6 [4] – 18*†; Main-Gauche (A) DX+6 [11] – 18*‡; Mechanic/TL7 (Automobile) (A) IQ-1 [1] – 10; Observation (A) Per+1 [4] – 13; Packing (A) IQ-1 [1] – 10; Professional Skill (Goatherd) (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 12; Scrounging (E) Per+0 [1] – 12; Shortsword (A) DX+8 [8] – 20*§; Soldier/TL8 (A) IQ+1 [4] – 12; Stealth (A) DX+1 [4] – 13; Streetwise (A) IQ+1 [4] – 12; Survival (Jungle) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Tactics (H) IQ+0 [4] – 11; Thrown Weapon (Knife) (E) DX+4 [12] – 16; Tracking (A) Per+0 [2] – 12; Weather Sense (A) IQ-1 [1] – 10; Wrestling (A) DX+2 [8] – 14.

Techniques: Dual-Weapon Attack (Broadsword) (H) def+4 [5] – 20; Dual-Weapon Attack (Shortsword) (H) def+4 [5] – 20.

Starting Spending Money: \$150 (20% of Starting Wealth, minus cost of his blades).

Weapons: Two Large Falchions, one Shortsword, one Large Knife, four Large Throwing Knives, all Fine quality.

* Includes +3 from Natural Swordsman.

† Defaulted from Shortsword.

‡ Defaulted from Knife.

§ Defaulted from Broadsword.

Role-Playing Notes:

Machete is a man who only engages in criminal activity to help fund the rebel movement in his native country and support his daughter. He has an intense dislike of dictatorial governments, hence his support of the revolutionaries in Costa Negro fighting against the string of dictators there. He knows he is not a leader, but holds himself to a code of honor, looking for employers who are, in his mind, reasonable. He doesn't see himself as a villain; in his mind, he's a revolutionary and mercenary trying to help free his country.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

MACHINESMITH

Villain

Real Name: Samuel "Starr" Saxon.

Occupation: Robotician, professional criminal.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Memphis, Tennessee.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

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

History: Starr Saxon is master robot-maker whose ability with robots is said to rival that of Doctor Doom (see *Doctor Doom*). Deciding to use his skills for personal gain, he began offering his robots' services to underworld clients, calling himself the Machinesmith. One of his robots was used by the crimelord known as the Owl against the costumed vigilante Daredevil, but was destroyed (see *Daredevil*; *Owl*). Saxon, upset at Daredevil's interference, he began a complicated revenge scheme which had his robots impersonating a number of heroes and villains, with each one attacking Daredevil. Recognizing that he was facing robots instead of the real deals, Daredevil tracked the robots to Saxon's warehouse factory, where he was confronted by four men all matching the Machinesmith's description. During the fight, three of the four were revealed to be robots and destroyed; the fourth (and presumably real) Saxon fell from a great height, and was believed killed by the fall.

As the Machinesmith is a master roboticist, it is possible that the Starr Saxon who fell was also an advanced robot duplicate, and not the real Saxon.

Age: 44.

Height: 6' 1"

Weight: 295 lbs.

Eyes: Green.

Hair: Bald; red facial hair.

Uniform: Green turtleneck shirt, yellow one-piece jumpsuit, green boots.

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

Known Superhuman Powers: None.

Other Abilities: The Machinesmith is an expert roboticist and computer programmer able to build and program robots that can look and behave like human beings.

Weapons and Paraphernalia: The Machinesmith has created a vast arsenal of weaponry, defense systems, and surveillance devices far in advance of modern technology, whose specifications are constantly upgraded.

300 points

ST: 10 [0]	HP: 10 [0]	Speed: 5.00 [0]
DX: 10 [0]	Will: 13 [0]	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* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group (Robots; 100% of starting points, Group Size: 6-10 members; Frequency of Appearance: 15 or less) (Minion, +50%) [135]; Gadgeteer [25]; Gizmos 3 [15]; High TL +2 [10]; Intuitive Mathematician [5]; Robotician 4 [20]; Wealth (Very Wealthy) [30].

Perks: Base (Warehouse Factory) [1]; Doodad 3 [3].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Callous [-5]; Code of Honor (Professional) [-5]; Greed (9) [-22]; Loner (9) [-7]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5].

Quirks: Atheist [-1]; Attentive [-1]; Broad-Minded [-1]; Prefers Robots To Humans For Company [-1].

Skills: Accounting (H) IQ-1 [2] - 12; Beam Weapons/TL10 (E) DX+2 [4] - 12; Bioengineering/TL10 (Tissue Engineering) (H) IQ+1 [8] - 14; Computer Programming/TL10 (AI) (H) IQ+7 [16] - 20*; Electronics Repair/TL10 (Sensors) (A) IQ+5 (Sensors) [4] - 18*; Engineer/TL10 (Robotics) (H) IQ+8 [20] - 21*; Games (Chess) IQ+2 [4] - 15; Games (Go) IQ+1 [2] - 14; Guns/TL10



(Pistol) (E) DX+2 [4] – 12; Mathematics/TL10 (Applied) IQ+0 [2] – 12†; Mechanic/TL10 (Robotics) (A) IQ+6 [6] – 19*†;
 Merchant (A) IQ-1 [1] – 12; Physiology/TL8 (Human) (H) IQ+0 [4] – 13; Streetwise (A) IQ+0 [2] – 13.
Starting Spending Money: \$80,000 (20% of Starting Wealth).

* Includes +4 from Roboticist.

† Defaulted from Engineer/TL10 (Robotics).

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	–	–		

Design Notes:

1. Machinesmith will not be revealed to have survived the fall by being resurrected into a robot body until Year Two. As such, the stats above reflect his human form, not his greatly-improved android body.

Real Name: Unrevealed.

Occupation: Mercenary, professional criminal, scientist.

Identity: Known to the authorities.

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

Other Aliases: The Thinker.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Nephew (name unrevealed).

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The man who calls himself the Thinker had a long and successful career as a criminal mastermind with a penchant for industrial espionage, operating behind the scenes for many thefts of experimental prototypes and records. He would plot each detail of the caper down to the last second, using his calculations to enable his hired muscle to avoid the authorities. (He calls himself the Thinker, but once his activities came to public attention, his superhuman adversaries and the press have referred to him as the "Mad Thinker", much to his continued exasperation.)

The Thinker first came to the public attention when he planned to steal several of Reed Richards's secret prototypes that were stored in the Baxter Building (see *Baxter Building*; *Mister Fantastic*). He managed to trap the Fantastic Four in one of their labs, but they soon escaped with the help of their mailman, Willie Lumpkin; the Thinker admitted he never calculated Lumpkin into his plans, a mistake he assured himself he would never again make (see *Fantastic Four*; *Lumpkin, Willie*). Following this, he was sent to prison, presumably for the first time.

The Thinker has since come into conflict with the Fantastic Four on a second occasion, as well as Spider-Man, Daredevil, and the X-Men (see *Daredevil*; *Spider-Man*; *X-Men*). Following his second clash with the Fantastic Four, it was revealed that he was still in prison from their first encounter, and that the Thinker that opposed them and other superhumans was a robot he was controlling from prison.

Age: 52.

Height: 5' 9".

Weight: 215 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

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

Known Superhuman Powers: None, although his ability to calculate probabilities in his head borders on the uncanny.

Other Abilities: The Thinker is a brilliant scientist and mathematician, with a solid grounding in a number of disciplines. His knowledge of probabilities is such that he is often able to predict what someone will do and say in a given situation, provided he has enough time to study that person. He is able to do intensive calculations in his head as fast as any computer. He has a near photographic memory, enabling him to recall 99% of what he sees, hears, or reads.

The Mad Thinker is also an expert at building robots, using robots that look just like him and a helmet in his jail cell to continue his efforts even while incarcerated.

Unlike other highly intelligent scientists and engineers, the Thinker has yet to come up with any cutting edge technology of his own, relying on using the advancements of others in different ways.

Weapons: The Thinker has access to a number of modern and ultra-tech weapons and armor, and is never without a sidearm of some sort, from a conventional pistol to any number of energy pistols.

The Thinker's primary weapons, however, are his army of robots and androids, originally built off Reed Richards's designs and improved over time.



240 points

ST: 9 [-10]

HP: 12 [6]

Speed: 4.50 [0]

DX: 9 [-20]

Will: 14 [0]

Move: 4 [0]

IQ: 14 [80] **Per:** 14 [0]
HT: 9 [-10] **FP:** 9 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.
Dodge: 7 **Parry:** 7 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Timing [2]; Academic 3 [15]; Alternate Form (Robot Body) (Difference In Point Cost: 44 Points; Gadget/Breakable, DR 5, -15%; Gadget/Breakable, SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Projected Form, -50%) [43]; Intuitive Mathematician [5]; Natural Scientist 3 [30]; Photographic Memory [10]; Single-Minded [5]; Social Scientist 3 [30]; Status 1 [0*]; Wealth (Wealthy) [10].

Perks: Eye For Distance [1]; Headhunter [1]; Incredible Patience [1].

Disadvantages: Appearance (Unattractive) [-4]; Dependent (Nephew; 25% Point Value; Loved One) (6) [-10]; Greed (12) [-15]; Hidebound [-5]; Low Pain Threshold [-10]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Truthfulness (12) [-5].

Quirks: Broad-Minded [-1]; Careful [-1]; Dislikes the Appellation "Mad" With Regard to His Chosen Name [-1]; Dual Identity [-1]; Nosy [-1].

Skills: Computer Hacking/TL8 (VH) IQ-1 [4] – 13; Computer Programming/TL8 (H) IQ+0 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 14; Encyclopedist! (WC) IQ-1 [12] – 13†; Engineer/TL8 (Robotics) (H) IQ+0 [4] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 10; Mathematics/TL8 (Applied) (H) IQ+4 [6] – 18‡§; Mathematics/TL8 (Pure) (H) IQ+4 [20] – 18; Mathematics/TL8 (Statistics) (H) IQ+4 [6] – 18‡§; Mechanic/TL8 (Robotics) (A) IQ+0 [2] – 14; Observation (A) Per+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+0 [1] – 14; Scholar! (WC) IQ-1 [12] – 13#; Science! (WC) IQ-1 [12] – 13‡; Scrounging (E) Per+1 [2] – 15; Streetwise (A) IQ-1 [1] – 13.

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

* Includes +1 from Wealth.

† Conditional +3 from Academic.

‡ Includes +3 from Natural Scientist.

§ Defaulted from Mathematics (Pure).

Conditional +3 from Social Scientist.

‡ Conditional +3 from Natural Scientist.

Role-Playing Notes:

The Thinker's primary motivations are the accumulation of additional knowledge (including the continuing thefts of Reed's scientific research), the accumulation of wealth, and revenge on the Fantastic Four. Unknown to many is his devotion to his nephew, whose medical bills he is paying for. He's a patient man, planning capers down to the second.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Robot Body

44 points

Attribute Adjustments: ST +4 [40].

Advantages: Machine [25].

Disadvantages: Electrical [-20]; Unnatural Feature (Synthetic Skin) 1 [-1].

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes

1. I'm not sure yet whether I should use the "Awesome" android, or take a page from the original run of *New Warriors* and have him using the shapeshifting android Primus as his primary henchman..
2. In Year Two, the Thinker will likely have his link to the robot body surgically implanted rather than incorporated into his helmet, removing the Gadget/Breakable limitations on his Alternate Form.

The Maggia is a nationwide criminal syndicate which has its roots in Southern European nobility. It is not a monolithic organization, instead being divided up into several "families", each of which controls the crime in a given metro area. In the past, several Maggia families have attempted to control crime in the same region, which has led to gang wars between the families involved.

At present, the Maggia families who are known to have come into conflict with superhuman adventurers and crimefighters consist of:

The Hammerhead Family: A very conservative faction operating out of the New York City metro area, the Hammerhead family is run by a man who takes his name after the unnatural shape of his head, a product of unethical surgery (see *Hammerhead*). A former gunman for the Maggia when his family was known as the Romero family, Hammerhead worked his way up the ranks through ruthlessness and shrewd business sense. The Hammerhead family engages mainly in the drug and weapons trade, prostitution, gambling, and extortion rackets. The family does not care for superhumans, and in fact has worked with the authorities (including police not on their payroll) against supers who have edged into organized crime. At present, the Hammerhead family has a truce with the Kingpin of Crime and the Harlem crime lord Cornell Sykes to divide up the crime in the city (see *Cottonmouth*; *Kingpin*).

The Manfredi Family: Also known as the Silvermane family, the Manfredi family controls almost all crime in the Chicago metro area. Their leader, Silvio Manfredi, long known as Silvermane due to his premature gray hair (he went gray in his 20s), has been in charge of the family for the past forty years (see *Silvermane*). The Manfredi family is said to be the successor to the Capone family of the Prohibition era, and engages in the same traditional activities as the Hammerhead family. Silvermane's recent conversion into a cyborg has ensured the family will remain under his control for some time. The Manfredi family has come into recent conflict with Iron Fist and his allies, as well as against Ant-Man and Wasp; most of the time, however, the Manfredis are in conflict with the Leonine family of the Zodiac Cartel (see individual entries). In addition, Silvermane's granddaughter, Sable, has begun to gather support to take down Silvermane (see *Silver Sable*).

The Nefaria Family: Operating out of Los Angeles, the Nefaria family is run by Count Lucino Nefaria (see *Count Nefaria*). Unlike the other families, the Nefaria family wholeheartedly embraces advanced technology and superhuman operatives, often hired and led by the Count's daughter, Whitney Frost (see *Madame Masque*). The Nefaria family has come into conflict with both Iron Man and Spider-Woman (see *Iron Man*; *Spider-Woman*).

The Carracus Family: Known to operate in the Miami, Florida, area, the Carracus family is also known as the Jaguar family, after the assumed alias of their leader, Esteban Carracus (see *Jaguar*). They engage in drug and gun smuggling, prostitution, and gambling, as well as the occasional human trafficking, but have been hailed by the city's Puerto Rican, Cuban, Haitian, and Dominican populations as protectors, as the Jaguar family often steps in to protect these neighborhoods from other cartels without asking for protection money in return.

There are likely other Maggia families in other larger American cities, but they have yet to be depicted. The Maggia's primary rival opposition in most of their cities is the Zodiac Cartel; in fact, when the Zodiac erected a force field around Manhattan, the various Maggia families called a truce with and assisted the superhuman community to oppose the Zodiac (see *Zodiac Cartel*).

Game Mechanical Details:

Each family has an informal internal rank structure, with Organized Crime Rank being priced at 2 points per level; the heads of each family have Organized Crime Rank 5.

Design Notes:

- As the name and write-up implies, the Maggia is Marvel's version of the Mafia. Because they were introduced at the height of the Silver Age, when the Comics Code was in full force, Marvel was forbidden – basically by law – from calling them "Mafia". Relaxations of the Code have resulted in the Yakuza, Triads, and Bratva (Japanese, Chinese, and Russian syndicates) being used with no problems, but the Maggia has never (to my knowledge) been referred to as the Mafia. In the Reboot, in recognition of the Maggia's long history, I've kept them the Maggia rather than making them Mafia.

<u>Maggia</u>	
Mission Statement:	
Capabilities	
TL: 8	Members:
Wealth:	
Contacts:	
Member Traits:	
Notable Resources:	
Reaction-Time Modifier:	
Costs and Values	
Startup Cost: \$	Resource Value: \$
Patron Value: points.	Enemy Value: - points.
Ally and Dependent Value:	
Social Attributes	
Type: Commercial	Loyalty: Neutral (10)
CR:	
Rank:	
Income Range:	
Reputation:	
Notes	

MAGNETO

Villain

Real Name: Magnus (it is unknown whether this is his first or last name, or merely an alias).

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Uncertain; has a criminal record in the United States.

Other Aliases: Master of Magnetism.

Place of Birth: Unrevealed, although believed to be somewhere in Eastern Europe.

Marital Status: Widower (presumably).

Known Relatives: Magda (wife; believed deceased).

Group Affiliation: Leader of the Brotherhood of Mutants.

Base of Operations: Mobile.

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

History: Very little is known about the history of the man who has become known to the public as Magneto, the self-proclaimed Master of Magnetism. His accent hints at his being from Eastern Europe, and he has made a few references about a past wife, Magda, who allegedly either abandoned him or was killed at some unspecified point in the past (possibly both are pieces of the truth).

Magneto's first public activities brought him into conflict with the New York based team of mutant heroes, the X-Men, when he kidnapped a young mutant girl with unrevealed powers. The X-Men intervened and rescued the girl before Magneto's scheme could come to fruition. Following that incident, he was arrested and kept in a plastic jail cell at Ryker's Island, but managed to escape. He has since clashed several times with the X-Men, aided by a group he has named, with a certain touch of irony, the Brotherhood of Mutants (see *Brotherhood of Mutants, X-Men*).

It has recently been revealed that Magneto has a history of sorts with Charles Xavier, headmaster of the Xavier Institute for Gifted Youngsters the five founding X-Men graduated from (see *Xavier, Charles*). The full details of the past relationship between Magnus and Xavier have yet to be revealed, however.

During one of his many confrontations with the X-Men, this one involving the enigmatic alien known as the Stranger, Magneto was captured by a Shi'ar scouting expedition and was imprisoned on their penal planet (see *Shi'ar; Stranger*). He recently escaped this prison planet and returned to Earth, bringing along with a cache of stolen Shi'ar technology. Using this technology to temporarily boost his powers, he set a half mile long asteroid in a stable orbit around Earth and carved out a base of operations in it for the Brotherhood's use. He hinted that he has new information to use against the X-Men's leader, Cyclops, but the nature of this information has yet to come to light (see *Cyclops*).

Age: 38.

Height: 6'.

Weight: 185 lbs.

Eyes: Blue.

Hair: Silver.

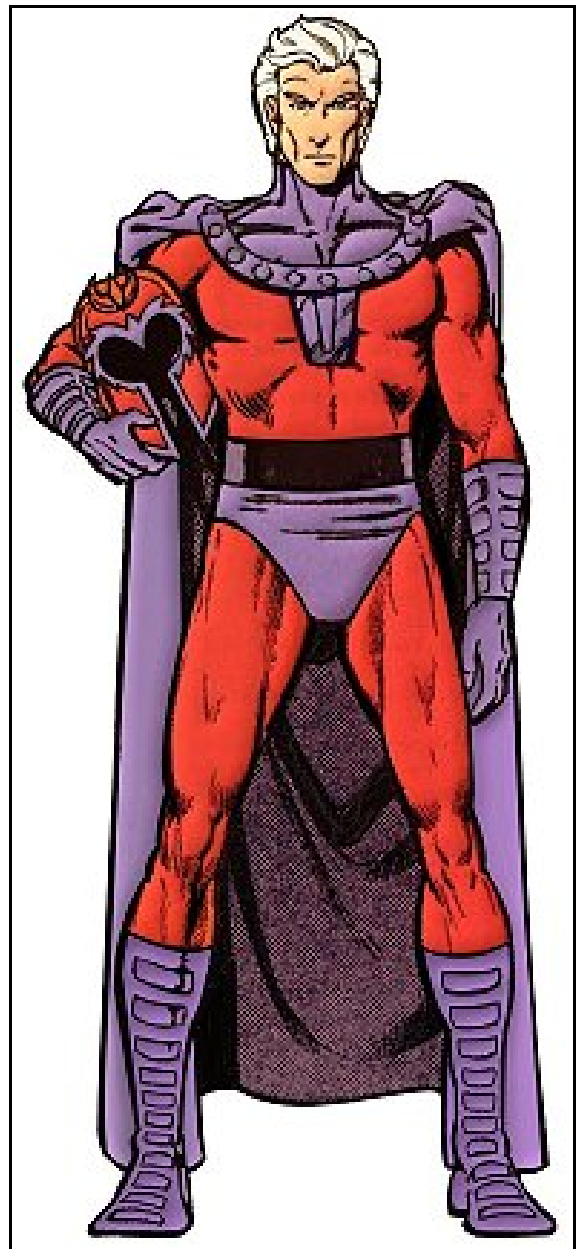
Uniform: Red metallic mesh bodysuit, purple metallic mesh pants, metallic purple collar, black belt, purple boots, purple gloves, purple cape, red helmet with purple trim.

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

Known Superhuman Powers: Magneto is a mutant who possesses the psionic power to create magnetic fields and manipulate ferrous metals. By creating a magnetic field around himself which interacts with the Earth's own magnetic field, he is able to fly. He has also shown the ability to create force fields that can deflect police gunfire around himself and his Brotherhood; it is not known if he can deflect more powerful weapons. With effort, he has been shown moving up to 400 tons of steel at once.

Other Abilities: Magneto is well-versed in many scientific fields, particularly those pertaining to genetics and psychology.

Paraphernalia: Magneto owns several helmets designed to shield his mind from telepathic scans and attacks.



Pyro: So, they say that you're the bad guy.

Magneto: Is that what they say?

Pyro: That's a dorky looking helmet. What's it for?

*Magneto: This 'dorky looking helmet' is the only thing that's going to protect me against the **real** bad guys.*

– **X2: X-Men United**

2,080 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] **Air Move:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

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

Dodge: 10 **Parry:** 9 **DR:** 30 (force field, area); 12/4* (uniform)

Power Block: 12

Languages: English (Accented) [4]; German (Accented) [4]; Latin (Accented) [4]; Modern Hebrew (Native) [6]; Polish (Native) (Native Language) [0]; Russian (Accented) [4].

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

Advantages: Charisma 4 [20]; Combat Reflexes [15]; Control Ferrous Metals 20 (Collective, +100%; Long-Range 1, +50%; Ranged, +40%; Mutant Psionic, -10%) [840]; Damage Resistance 30 (Area Effect, 16 yds (Variable, +5%), +210%; Force Field, +20%; Limited Defense: Metals, -40%; Switchable, +10%; Mutant Psionic, -10%) [435]; Danger Sense [15]; Eidetic Memory [5]; Fit [5]; Flight (Planetary, -5%; Mutant Psionic, -10%) [34]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Immunity to Telepathy (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -6, -10%; Gadget/Can Be Stolen: Must Be Forcibly Removed), -10%) [11]; Indomitable [15]; Magnetic Control Talent 4 [20]; Telekinesis 20 (Magnetic, -50%; Mutant Psionic, -10%) [40]; Telekinesis 15 (Magnetic, -50%; Super-Effort, +400%; Mutant Psionic, -10%) [330]; Versatile [5]; Wealth (Multimillionaire 1) [75].

Perks: Cloaked [1]; Disarming Smile [1]; Haughty Sneer [1]; Rule of 15 [1].

Disadvantages: Callous [-5]; Code of Honor (Pirate's) [-5]; Delusion ("It Is My Destiny To Lead Mutantkind") [-10]; Loner (12) [-5]; Megalomania [-10]; Obsession (Mutant Supremacy; Long-Term Goal) (9) [-15]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Antitheist [-1]; Chauvinistic [-1]; Not Until My First Cup! [-1]; Plays To Win [-1]; Proud [-1].

Skills: Detect Lies (H) Per+2 [12] – 15; Diplomacy (H) IQ-1 [2] – 12; Engineer/TL8 (Psychotronics) (H) IQ+1 [8] – 14; Expert Skill (Mutants) (H) IQ+2 [12] – 15; History (20th Century Europe) (H) IQ+0 [4] – 13; Intimidation (A) Will+0 [2] – 15; Inventor! (WC) IQ-1 [12] – 12; Leadership (A) IQ+5 [4] – 18*; Literature (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Physics/TL8 (VH) IQ+1 [12] – 14; Psychologist! (WC) IQ-1 [12] – 12; Telekinetic Control (VH) IQ+5 [12] – 18†; Weird Science (VH) IQ-1 [4] – 12.

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

* Includes +4 from Charisma

† Includes +4 from Magnetic Control Talent.

Role-Playing Notes:

Magneto is a classic tragic hero along the lines of Shakespeare's MacBeth. He is convinced of his own superiority and his destiny, and is willing to use any means necessary to get what he wants. He has an air of nobility about him which lets him gather his Brotherhood of Mutants, but his own history has shown him that coexistence between humans and mutants is doomed to failure. He is convinced a war is brewing between various factions that would seek to control or destroy mutants, and is taking steps to push mutantkind to be ready for it, even if he has to start the war himself to ensure that mutants win.

He never factors in the rest of the superhumans into his preparations for war, but since returning from the Shi'ar Empire will attempt to sway non-mutant superhumans to his cause as well. Prior to that, he arrogantly turned aside several non-mutants who could have been sympathetic to his cause.

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

Design Notes

- Level of Control Ferrous Metals is calculated based off being able to control about 2 tons (4,000 lbs) at once. As per **Powers**, p. 90, weight controlled is $10 \times (\text{Control level squared})$. Solving for the Control level gives me $(4000 / 10)^{(1/2)} = 20$. Have I ever mentioned I hate math? Good thing it's nothing more strenuous than Algebra.

Real Name: Theodore "Ted" Sallis.

Occupation: Guardian of the Nexus of All Realities; former biochemist.

Identity: The Man-Thing's existence is public knowledge, although widely disbelieved outside Florida. Very few are aware it was once Ted Sallis.

Legal Status: Citizen of the United States with no known criminal record, missing and presumed deceased (Ted Sallis); wild animal given special protected status in the State of Florida (Man-Thing).

Other Aliases: "Manny"

Place of Birth: Omaha, Nebraska (Ted Sallis).

Place of Death/Transformation: The swamp outside Citrusville, Florida.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Florida Everglades surrounding the Nexus of All Realities, outside Citrusville, Florida.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME ANNUAL #2.

History: Very few people living in and around the small town of Citrusville, Florida, have not heard of the swamp creature they call the Man-Thing. Most have seen photographs and video footage of it in the local Man-Thing Museum. Many residents claim to have seen it in the swamp, sometimes standing passively at the side of the road, sometimes seeing it move through the marshland. There are even those that claim to have seen it walking through town. Everyone knows someone who has a tale of encountering it, and some of these tales seem outlandish on the surface, if it wasn't for the fact that weird things happen in the swamps outside Citrusville that are difficult to otherwise explain. All residents know one thing, though: if one encounters the Man-Thing, do not be afraid, for those that feel fear burn at the Man-Thing's touch! As a result, and because of their familiarity with the swamp monster, most treat it with a respectful wariness; some have even said they find the creature comforting.

Yet even though the Man-Thing is part of the local color of Citrusville, no one really knows how it came to be. The museum has a listing of the top five theories: that it was formed by the swamp, that it was created by toxic dumping, that it was created in a lab and broke free, that it's an alien, and that it has always been there.

All of them are wrong, yet some of them have a grain of truth.

It was the Summer of Love, the summer of '69, and a brilliant young biochemistry grad student named Ted Sallis had two great loves: his graduate project for his Master's degree, recreating the lost super-soldier serum that three decades before had created Captain America, and his girlfriend Ellen Brandt (see *Captain America*). To get away from distractions, Ted and Ellen used their savings to buy a plot of land and a shack in the swamp outside Citrusville so that Ted could work in isolation. Then one day at the end of August, Ted exclaimed with excitement that he had cracked the secret as three of his test rats had successfully been mutated with a serum that replicated nearly all of the original super-soldier serum's effects. Ted only had one more dose, which he planned to exhibit with the rats to earn his Master's degree. Furthermore, through Ellen he had been in contact with officials from the US Army's Bio-Force Enhancement program, who were planning on human testing for the serum.

Unknown to Sallis, however, Ellen worked for the subversive organization known as AIM; all of her contact she claimed was with the Army was really with one of AIM's branch offices (see *AIM*). The day after Ted told her the good news, AIM's mercenaries moved in on the shack under her direction, intending to claim the serum for themselves. Brandt confronted Sallis and claimed she never loved him, that she was only using him to further AIM's goals. Taking the only sample he had of the serum, Sallis fled the shack, only to be gunned down by Brandt. Hoping to save his own life, he injected himself with the serum. (During the shootout, two of the rats were killed and the third fled into the swamp.)



Whether the serum actually did save Sallis's life is a matter of debate. Sallis lost consciousness, satisfied that at least AIM would not pervert his work, even if his life was to end then and there. However, the swamp outside Citrusville, Florida, is no ordinary section of the Everglades. Not far from Sallis's shack, the walls between worlds are extremely thin to the point of overlapping, creating a multiversal nexus (see *Nexus of All Realities*). This nexus is responsible for much of the weirdness attributed to the swamp by the Citrusville residents. Where Sallis's body had fallen, the muck and vegetation of the swamp mingled with the super-soldier serum and the energies of the multidimensional nexus to give life to something completely different and unique, a creature driven by the emotions of others and faded memories, and lacking all but the most rudimentary animal intelligence.

Ellen Brandt was the first to discover the Man-Thing as she and the AIM soldiers scoured the swamps for any sign of Ted Sallis or the escaped rat. Somehow, she recognized the Man-Thing as Sallis; frightened of the creature, she tried to destroy it, only to be disfigured by its burning touch. Yet unlike other victims of the Man-Thing's touch, Brandt was left alive, suffering second and third degree burns covering the right side of her face. Why she survived may never be known.

Months later, as rumors grew about the swamp monster, Citrusville was visited by famed monster hunters Ulysses Bloodstone and Dr. Anthony Druid, who were investigating the rumors. While the full details of the investigation have never come to light, Bloodstone and Druid first fought and then somehow communicated with the monster. Bloodstone and Druid apparently discovered Sallis's shack and pieced together what happened from Sallis's and Brandt's journals, then fought beside the Man-Thing against an apparent demonic invasion from the Nexus (see *Demons*). They left the town with a warning, stating the creature was no threat unless provoked, and that it was in many ways a blessing, a protector for the swamp and the town.

(Bloodstone's encounter with the Man-Thing was later turned into a movie by Mallet Studios, a studio that made Hammer Studios (the drive-in B-movie studio famed for its Dracula films starring Christopher Lee and Peter Cushing) look like a modern big budget summer blockbuster studio. *Ulysses Bloodstone and the Swamp Monster of the Everglades* – along with most of the other Mallet Studios' Bloodstone films – would later go on to be featured on *Mystery Science Theater 3000*.)

Recently, the Man-Thing encountered a demon called Thog the Netherspawn who was attempting to invade Earth through the nexus (see *Thog*). At the same time, Thog's incursion was detected by both Doctor Strange, the current Sorcerer Supreme of Earth, and the ancient antediluvian Atlantean sorcerer Dakimh, who maintains a home near the nexus (see *Dakimh the Enchanter*; *Doctor Strange*). Strange, Dakimh, the Man-Thing, and a teenage girl named Jennifer Kale, who seemed to have a psychic link with the Man-Thing as well as a natural inclination for sorcery, drove Thog back to his demonic realm (see *Kale, Jennifer*).

The Man-Thing continues to act as a silent guardian of the nexus and the surrounding swamp. Dakimh has indicated that both Jennifer and the Man-Thing have a greater part to play in events to come.

Age: 68.

Height: 7'.

Weight: 500 lbs. (approximation).

Eyes: Red.

Hair: None.

Other Distinguishing Features: The Man-Thing is a living, semi-sentient creature patterned after the form of a large primate such as a human or gorilla, but composed of vegetable matter rather than the flesh of a vertebrate animal. It has two large lidless eyes but no mouth, nose, or ears; it has a small pseudo-organ in its forehead which apparently enables it to hear. Its face has long tendrils hanging from between and above the eyes, giving it the appearance of a nose and eyebrows. Its hands and feet are claw-like.

Uniform: None. Its mind cannot even comprehend the concept of clothing.

Strength Level: The Man-Thing is superhumanly strong, enabling it to lift (press) just over three tons.

Known Superhuman Powers: The Man-Thing's body is composed of equal parts vegetable matter and swamp muck. It lacks anything resembling a nervous system, making it impervious to physical pain. Because its body is not entirely solid, fists or bullets will either pass harmlessly through it or get lodged harmlessly in its body. Even if blown apart with high explosives, it will reform, drawing substance from the swamp as needed. Due to the nature of the Man-Thing's body, it can ooze through or around openings that would appear too small for it to pass. It has gone through wire mesh and flowed around steel bars.

Despite its lack of intellect, the Man-Thing is highly empathic. Through some unknown manner, the Man-Thing's consciousness is housed throughout its body, and the psychic imprints of emotions resonate through it. Mild emotions arouse "curiosity" and lead the Man-Thing to silently "observe" events from a distance. Violent emotions – such as fear, anger, and hatred – and the sensation of supernatural evil cause it extreme discomfort and may provoke it to attack. The sensation of intense panic-inducing fear causes the Man-Thing to excrete a sulfuric substance which causes anything it touches – usually the source of the fear – to suffer acid burns; some folks have even caught fire in the Man-Thing's grip.

Limitations: The Man-Thing is barely self-aware, reacting primarily on instinct and the emotions it feels from every living thing around it.

In addition, dehydration from fire and intense heat cause it to enter a dormant state, as does removing it from the swamp for extended periods of time. Returning it to the swamp will help it recover quickly. In the event the Man-Thing visits other worlds, those with higher than normal levels of magic energy will sustain him the same as his swamp.

1,078 points

ST: 63 [477*]	HP: 63 [0]	Speed: 6.75 [0]
DX: 7 [-60]	Will: 13 [55]	Move: 4 [-10]
IQ: 2 [-160]	Per: 13 [55]	
HT: 20 [100]	FP: 20 [0]	SM: +1

Dmg: 7d+1/9d+2 **BL:** 794 lbs.

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

Languages: None.

Cultural Familiarities: No Cultural Familiarity [-1].

Advantages: Absolute Direction [5]; Binding (*Sticky Hide*) 12 (Aura, +80%; Melee Attack: Reach C, -30%; Sticky, +20%; Unbreakable, +40%) [51]; Burning Attack (*Sulfuric Touch*) 3d (Follow-Up: Brawling, Sumo, or Wrestling, +0%; Persistent, +40%; Uncontrollable Trigger (Presence of Panicking Fear), -10%) [20]; Claws (Blunt Claws) [3]; Constriction Attack (Bear Hug) [15]; Detect Emotions (Long-Range 1 (Long Distance Modifiers), +50%; Reflexive, +40%) [57]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Immunity to Pain [30]; Indomitable [15]; Injury Tolerance (Diffuse) (Infiltration, +40%) [140]; Slippery 5 [10]; Special Rapport (Jennifer Kale) [5]; Supernatural Durability [150]; Unaging [15]; Unfazeable [15]; Unkillable 3 [150]; Very Fit [15].

Perks: Brotherhood (Residents of Citrusville, FL) [1]; Extended Hearing (High) [1]; Extended Hearing (Low) [1]; Natural Pockets [1]; No Visible Damage [1].

Disadvantages: Bestial [-10]; Berserk (6) (Uncontrollable Trigger: Presence of Panicky Fear or Supernatural Evil, -10%) [-18]; Cannot Learn [-30]; Dependency (Magical Energy; Weekly) [-10]; Hidebound [-5]; Mute [-25]; Pacifism (Cannot Harm Innocents) [-10]; Short Attention Span (9) [-15]; Social Stigma (Monster) [-15]; Vulnerability to Dehydration ×4 (Fatigue Only, -50%) [-20]; Vulnerability to Heat/Fire ×2 [-30]; Wealth (Dead Broke) [-25].

Quirks: Residual Memories [-1]; Sexless [-1].

Skills: Brawling (E) DX+5 [16] – 12; Sumo Wrestling (A) DX+5 [20] – 12; Wrestling (A) DX+5 [20] – 12.

Features: Fixed IQ [0].

Starting Spending Money: \$0.

* Adjusted with "Size, -10%".

Role-Playing Notes:

The Man-Thing acts entirely on bestial instinct and reacts to external stimuli based on the emotions of those nearby. Fear and the sensation of supernatural evil cause it intense pain, which causes it to lash out in an attempt to destroy the source.

To be fair, the Man-Thing is not normally suitable as a PC; most of the Man-Thing's stories had it more akin to a force of nature or at best an Ally with others in the story as the protagonists.

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+14 cr	C	9	–	–	63	
–	Brawling Kick	7d+15 cr	C, 1	n/a	–	–	63	
–	Sulfuric Burn	3d burn	C	n/a	–	–	–	

Design Notes:

1. Detect Emotions is different from Empathy in the following ways. First, there is no skill bonus such as that given by Empathy. Empathy also permits an IQ roll for spotting impostors, possession, true loyalties, etc, none of which is tied to "he's radiating love/hate/fear". (Not that Man-Thing with its IQ 2 could even tell such things to begin with...). Detect is more of a Per-based extra sense similar to Hearing, Vision, Touch, etc., which is closer to how its ability is written to work in the comics. It was just sheer luck that it ended up costing the same.
2. In the comics, Man-Thing is usually referred to as "he" rather than "it", because of its origin as Ted Sallis. I've taken to calling the Man-Thing using the non-gendered "it" because the thing defies most definitions of gender.

Real Name: Lukasz; legally Eden Freeman Blake.

Occupation: Sorceress, law enforcement officer, former warrior.

Identity: Secret.

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

Other Aliases: Over the past 1500 years, Lukasz has possessed thousands of people, assuming their identities. Some of Eden's friends call her "Eeds".

Place of Birth: Los Angeles, on Earth-93060 (Eden); unrevealed (Lukasz).

Marital Status: Divorced (Eden); widower (Lukasz).

Known Relatives: Gus Blake, Sr. (Eden's ex-husband); Gus Blake, Jr. (Eden's son); Evelyn "Evie" Blake (Eden's daughter); Marinna (Lukasz's wife, deceased); Marinna II (body inhabited by Thanasi, alias Necromantra, daughter), Barbara Freeman (Eden's mother).

Group Affiliation: (as Eden Blake) SHIELD, formerly Aladdin of Earth-93060 and Earth-95050; (as Mantra) associate member of the Order of Kamar-Taj, ally of Ultraforce of Earth-93060 and Earth-95050; (as Lukasz) former member of the Twelve Knights of Archimage of Earth-93060.

Base of Operations: Los Angeles, California, on Earth-93060, Earth-95050, and Earth-Reboot.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: Approximately 1,500 years ago on Earth-93060, the warrior Lukasz was one of twelve knights who pledged their service to the wizard Archimage to combat his rival, Boneyard. During the intervening centuries, Archimage used his magic to transfer the minds and souls of the twelve to other bodies upon their physical deaths, displacing the minds and souls of the bodies' original inhabitants. Lukasz spent 1,500 years fighting the war from the shadows, working closely with three other knights – Yaron, Thanasi, and Hamath – until the day Thanasi betrayed the knights to Boneyard. While most of the twelve perished and Archimage was captured by their enemy, Archimage in a last ditch effort transferred Lukasz into the body of Eden Blake, a divorced woman with two children. Lukasz was given a charm by Archimage's assistant/familiar, Katinya, which provided him/her with mystic armor, a mystic cloak, and a magic sword – the Sword of Fangs – which could be summoned at will. Before she died of accelerated old age, Katinya explained that Eden had been born with the potential to become a powerful sorceress, and that Lukasz would need to learn magic to defeat Boneyard. To assist him/her, she told him to use a mantra: "Change. Growth. Power."

These changes did not set well for Lukasz, but events moved quickly enough to not give him him/her time to adapt. It wasn't long before Thanasi's treason was discovered. Due to a misunderstanding by bystanders of a comment Lukasz made during their fight, Lukasz as Eden was given the name Mantra by the press. Mantra became one of several "Ultras" (as Earth-93060's superhumans were called) to operate in the Los Angeles area. Lukasz eventually learned Boneyard had given Thanasi the ability to leap from body to body and, as Mantra, fought him several times.

Lukasz, forced to actually live Eden's life rather than cut all ties with his body's life as he'd done for fifteen hundred years, was never comfortable being Eden. As Eden, she joined the government agency called Aladdin, an agency charged with monitoring and controlling Ultras; Lukasz joined the agency to keep an eye on them and to subvert it from within should it become necessary. She also gained several friends in the Ultra community, although she turned down an invitation to join a newly formed team dubbed Ultraforce. During one confrontation, Lukasz was forced to reveal to Eden's daughter Evie that Eden was Mantra.

After several months, Lukasz learned that Eden's mind and soul still inhabited her body, and over time as they met in their shared headspace, the two fell in love. Determined to give Eden her life back (and return to being a man), Lukasz used his connections with other Ultras to arrange the creation of a "wetware" (cellular nanotech native to Earth-93060) body which resembled his original body. When his mind was transferred from Eden's body to his own, intending for Eden to return to her body, her body was hijacked at the last moment by Thanasi. Thanasi, calling himself Necromantra, fought the restored Lukasz before they were transported to a ringworld of both science and magic called the Godwheel (see *Necromantra*). While on the Godwheel, Lukasz and various allies



managed to drive Thanasi from Eden's body and put an end to the threat of Boneyard. In their proper bodies for the first time in over a year, Lukasz and Eden celebrated New Years Eve and shared an intimate encounter while discussing how to return to normal lives.

However, their plans immediately went awry. Eden ended up nine months pregnant overnight with their child, who proved to be possessed by Thanasi. Thanasi aged the child to adulthood almost immediately after birth, becoming a "new" Necromantra. Kidnapping Evie, Thanasi attempted to kill both Eden and Evie to absorb their magic potential (Eden's son, Gus, was deemed by Thanasi to have no potential of his own). Eden and Lukasz sacrificed their lives and happiness to stop Thanasi's plans; Lukasz's recreated body died, but Eden chose to die so that Lukasz could again inhabit her body. With her dying breath, Eden asked Lukasz to always care for her children, which he swore to do. Evie had witnessed the whole ordeal and eventually came to accept "Mantra" as a substitute mother, although the two agreed not to let Gus know the secret as yet.

Not long after (or possibly slightly before) those events, Earth-95050 diverged from Earth-93060. On Earth-93060, during the event known as Black September, Lukasz transferred much of Mantra's power to the kids' teenage babysitter Lauren Sherwood when Gus was gifted with incredible psychic power, resulting in Lauren becoming the new Mantra. However, because the Black September event did not occur on Earth-95050, Lukasz as Eden continued to operate as Mantra.

During a later encounter with Necromantra, Mantra and Evie, along with Eden's son Gus and the shapeshifting heroes Prime and Elven, were caught in a dimensional warp, landing in a universe similar to but notably different from their own (see *Elven*; *Prime*). (Gus was both thrilled and upset that his favorite Ultra was secretly his mother; he still is not aware that Mantra is not really his mother's mind the way Evie is.) This dimensional warp was investigated by the sorcerer Doctor Strange and his allies Clea, Wong, and Topaz (see individual entries). Faced with overwhelming mystic opposition, Necromantra fled. Upon discovering the warp had closed, perhaps permanently, Strange used his magic to create legal identification for the four newcomers. Prime and Elven, in their teenage secret identities, were admitted to the Xavier Institute for Gifted Youngsters at Strange's recommendation, while Mantra, as Eden Blake, used her experience with Aladdin to qualify for entry into SHIELD as an analyst, with the intent of using SHIELD's own resources to find a way back to her home universe (see *SHIELD*; *Xavier Institute*). (Mantra is also wary of SHIELD Director Gyrich's Sentinels program, and is subtly feeding information on the program to Prime; see *Gyrich*, *Henry Peter*; *Sentinels*.)

Lukasz is currently dividing time between life as Eden and operating as Mantra, once again living in the Los Angeles area. She and Evie are currently spending every other weekend studying the magic of their present universe under the tutelage of Dr. Strange's master, the Ancient One, at his Kamar-Taj monastery (see *Ancient One*; *Order of Kamar-Taj*).

Age: over 1,500 (Lukasz); 31 (Eden).

Height: 5' 9" (Eden) (Lukasz's original and regrown bodies were 6').

Weight: 130 lbs. (Eden) (Lukasz's original and regrown bodies were 200 lbs.)

Eyes: Blue (Eden) (Lukasz's original and regrown bodies had brown eyes).

Hair: Black (Eden) (Lukasz's original and regrown bodies had brown hair).

Uniform: Metallic gold chest armor, white loincloth skirt, black opera gloves, black thigh-high boots with white trim, black hooded cloak with white trim, metallic gold belt set with a polished ruby, metallic silver mask.

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

Known Superhuman Powers: Mantra is a sorceress whose power comes from two main sources. Most of her magic comes from manipulating ambient mystic energies (ecocentric magic), which she typically uses to manipulate the four elements (earth, air, fire, and water), phase through walls, turn invisible, fire bolts of eldritch energy, and create eldritch force shields. She is also proficient in the use of black magic, drawing energy from the unwilling to power her magic, often by killing small animals such as lizards. She does not like to use black magic, fearing she will become corrupted because of it. At present, she is still learning the basics of utilizing personal energies for various mental effects (egocentric magic) and calling upon extradimensional entities for various mystic effects (exocentric magic).

According to Archimage, Mantra will live for centuries. Whether this is because she will eventually learn to use magic to retard her aging or if sorcerers in her native universe naturally age slower is unknown. How that is affected by her migration across the timelines is also currently unknown.

Mantra has occasionally been able to increase her power by reciting her mantra – "Change. Growth. Power." – in her head or aloud. Most of the time this increase is temporary, but on several occasions the power increase has been permanent.

Mantra's native (Ultraverse) magic has one serious limitation: If a mage speaks her true name ("Lukasz") in her presence, her magic against that person and any resistances to that mage's magic are significantly hindered.

Other Abilities: Lukasz is a skilled warrior with over fifteen hundred years of experience. However, Eden's body lacks the muscle memory and strength to utilize these skills to their fullest extent. Lukasz is also a skilled investigator with an eye for detail.

Weapons and Paraphernalia: Mantra possesses the Sword of Fangs, a magic blade forged from the fangs of a dragon which is eternally sharp, able to pierce nearly any material, is unbreakable, and can change its shape to become a gold ring which can be worn as a bracelet. When carried by others, the sword can act as a compass leading its wielder to Mantra (or more accurately, Mantra's armor). It is possible the Sword of Fangs has other powers that have yet to be revealed.

Mantra's armor is bullet-proof, at least as far as conventional weapons are concerned. It also magically conforms to the wearer's shape.

Mantra's cloak acts as a gateway to a pocket dimension created by Archimage. The pocket dimension contains a castle which is filled with mystic artifacts and books on sorcery, the full extent of which has yet to be catalogued. She can also use the cloak to teleport great distances by traveling through its pocket dimension. In addition, the cloak can be used to intercept bullets fired at the wearer and redirect their paths to other targets.

Mantra's mask acts as an amplifier of magic. Any sorcerer who wears the mask will have additional magical energy to draw from as well as being able to cast more powerful spells.

698 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 16 [15] **Move:** 6 [0]
IQ: 13 [60] **Per:** 15 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Threshold: 45

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 10 **Parry:** 14 **DR:**

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

Cultural Familiarities: Western (Native) [0].

Advantages: Air/2 [20]; Appearance (Beautiful) [12]; Born Soldier 4 [20]; Combat Reflexes [15]; Danger Sense [15]; Earth/2 [20]; Energy/3 [60]; Extra Attack 1 [25]; Fit [5]; Increased Threshold 2.3 [13]; Legal Enforcement Powers (SHIELD) 2 [10]; Magery 4 (Suffers Metal Penalties, -20%) [36]; Martial Artist (Military) 4 [40]; Omnilingual (Magical, -10%) [36]; Racial Memory (Long-Lived) [20]; Safer Excess (+1 per 10 pts) [10]; Security Clearance ("Need-to-Know" on a Narrow Range) [5]; SHIELD Rank 0 [0]; Space/2 [40]; Water/2 [20]; Wealth (Comfortable) [10]; Wild Talent 1 (Emergencies Only, -30%; Focused: Magic, -20%; Wild Ability, +50%; Magical, -10%) [18].

Perks: Cloaked [1]; Masked [1]; Supersuit [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Dependents (Gus and Evie, Children; No More than 15%; Loved Ones) (9) [-24]; Duty (to SHIELD) (12) [-10]; Enemy (Thanasi/Necromantra; Evil Twin; Hunter) (9) [-20]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20].

Quirks: Dislikes Needing to Use Sex Appeal [-1]; Likes Whiskey, But Body Does Not [-1]; Name-Bound [-1]; Responsible [-1]; Uncertain How to Classify Sexuality [-1].

Skills: Acrobatics (H) DX+1 [8] – 13; Acting (A) IQ-1 [1] – 12; Body Language (A) Per+0 [2] – 15; Broadsword (A) DX+8 [16] – 20*; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 13; Detect Lies (H) Per-1 [2] – 14; Expert Skill (Military Science) (H) IQ+1 [8] – 14; First Aid/TL8 (E) IQ+0 [1] – 13; Forced Entry (E) DX+0 [1] – 12; Guns/TL8 (Rifle) (E) DX+3 [12] – 16; Hiking (A) HT+0 [2] – 12; History (Last 1500 Years) (H) IQ+1 [8] – 14; Innate Attack (Beam) (E) DX+2 [4] – 14; Intelligence Analysis/TL8 (H) IQ+0 [4] – 13; Interrogation (A) IQ+1 [2] – 14†; Intimidation (A) Will+0 [2] – 16; Judo (H) DX+6 [12] – 18*; Jumping (E) DX+0 [1] – 12; Karate (H) DX+6 [12] – 18*; Law (US Superhuman) (H) IQ-1 [2] – 12; Leadership (A) IQ+5 [4] – 18‡; Lifting (A) HT+0 [2] – 12; Lip Reading (A) Per-1 [1] – 14; Observation (A) Per+1 [4] – 16; Research/TL8 (A) IQ-1 [1] – 12; Riding (Equines) (A) DX+0 [2] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Military) IQ+4 [1] – 17‡; Search (A) Per-1 [1] – 14; Sex Appeal (A) HT+3 [1] – 15§; Shadowing (A) IQ+1 [4] – 14; Soldier/TL8 (A) IQ+5 [4] – 18‡; Stealth (A) DX+5 [4] – 17*; Streetwise (A) IQ-1 [1] – 12; Swimming (E) HT+0 [1] – 12; Tactics (A) IQ+6 [12] – 19‡; Thaumatology (VH) IQ+1 [1] – 14#; Throwing (A) DX+0 [2] – 12; Tracking (A) Per+1 [4] – 16; Wrestling (A) DX+7 [12] – 19*.

Magical Realm Skills: Air (VH) IQ+3 [4] – 16#; Earth (VH) IQ+3 [4] – 16#; Energy (VH) IQ+5 [12] – 18#; Space (VH) IQ+1 [1] – 14#; Water (VH) IQ+3 [4] – 16#.

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

* Includes +4 from Martial Arts (Military).

† Defaulted from Intimidation.

‡ Includes +4 Born Soldier.

§ Includes +4 from Appearance (Beautiful).

Includes +4 from Magery.

Role-Playing Notes:

Once obsessed with regaining a male body, Lukasz has grudgingly accepted that he has to live as Eden; s/he is still uncomfortable as a woman, especially around men who cannot see past a pretty face and an hourglass figure. Likewise, s/he's not quite sure how to handle lesbians who hit on "her". With the kids learning that their mother is Mantra, it has lifted a weight off his/her chest s/he did not really know was there.

Lukasz has fifteen hundred years of experience as a soldier (reflected in the Talents), but despite his/her actions as Mantra is still in many ways a novice in magic, with only second-hand information gleaned from Archimage and Katinya on the theory. Still, s/he is a fast learner, when s/he puts his/her mind to it.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. Earth-95050 diverged from Earth-93060/the Malibu Ultraverse just prior to the Black September event. In *UltraForce* v1 #8 (cover date May 1995), Dane Whitman/Black Knight crossed over from the mainstream Marvel Universe (Earth-616) to the

Ultraverse. Earth-95050 is my personal designation for the Ultraverse that diverged when the Black Knight never appeared and Black September never happened. (Thor's and Loki's appearances in the *Godwheel* crossover are more likely to be the diverging point, but the Black Knight's appearance is the more notable point of divergence on Earth proper. That said, the Thor and Loki appearances can easily be chalked up to Ultraverse counterparts native to the Godwheel rather than the Earth-616 versions depicted.)

2. Oy vey, pronoun time! In many ways, Mantra was trans before trans was accepted, being a man's mind in a woman's body. However, I do not feel comfortable using "they" as a unisex pronoun (might just be my old age, though). In Mantra's case, I attempted to standardize with what would have been used in *Mantra* v1 during the early '90s before Marvel bought Malibu: "He" for Lukasz in his original and rebuilt bodies (as well as all the identities he used and discarded during the intervening 1500-ish years), and "she" for Eden and the combined Mantra identities, as the characters used in the comics. I hope this does not offend anyone.
3. I still need to stat up her cloak (worst case scenario, use the same stats as Devil-Slayer's Shadow Cloak), her armor, and the Sword of Fangs.
4. The price of Magery includes the cost of Magery 0 (Suffers Metal Penalties, -20%) [4]; it just looked weird placing them on the sheet together.
5. "Racial Memory (Long-Lived)" is courtesy of Christopher Rice's blog.

Real Name: Unknown.
Occupation: Panhandler, flesh-sculptor.
Identity: Masque 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: His own tribe of Morlocks.
Base of Operations: New York City sewer and subway systems.
First Post-Reboot Appearance: UNCANNY X-MEN #

History: Nothing is known about the Morlock called Masque before he or she came to live in the Morlock tunnels (see *Morlocks*). It is known that Masque is one of the Morlocks who has been in the tunnels underneath New York City the longest, but s/he is not one of the original Morlocks. Many of the Morlocks desired new looks upon joining the community, and Masque was often the means of creating these new looks.

Masque first came to the attention of the X-Men when s/he was part of the group that captured the Angel (see *Angel*; *X-Men*). Masque was jealous of Angel's good looks, and sought to ruin the winged X-Man's appearance, including plans to turn the feathered wings into "something draconic", but was prevented from doing so by the Morlock's leader, Callisto, who wanted Angel unaltered (see *Callisto*).

More recently, Masque has led a rebellion against Callisto's leadership of the Morlocks, but was defeated by Callisto in single combat and cast out of the community. Following his expulsion, Masque and several followers started kidnapping mutant children from around the city, altering their faces and attempting to raise them as his own tribe of Morlocks. This scheme led him into confrontation once again with the X-Men and with private investigator Karen Page, who was investigating the missing children (see *Page, Karen*). S/he was last seen disappearing into the tunnels with his followers after releasing several (but it was hinted not all) of the children.

Age: Indeterminate.

Height: 5' 6".

Weight: 140 lbs.

Eyes: Red.

Hair: Unknown.

Note: Masque's own gender is currently unknown.

Uniform: Black figure-concealing robes, leather boots.

Strength Level: Masque possesses the normal human strength of a person of his apparent age, height, and build who engages in little exercise.

Known Superhuman Powers: Masque possesses the ability to alter the physical features of anyone s/he touches, using his fingers to shape the flesh of the target. The only person s/he is unable to alter is himself.



65 points

ST: 10 [0]	HP: 10 [0]	Speed: 5.25 [0]
DX: 9 [-20]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 11 [0]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-2/1d	BL: 20 lbs.	
Dodge: 8	Parry: 7	DR: 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 2 [10]; Control Flesh 2 (Accessibility: Not On Self, -10%; Mutant, -10%) [16]; Gifted Artist 3 [15]; Hard to Kill 2 [4]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [+5].

Perks: Androgynous [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Smell [-10]; Jealousy [-10]; Loner (9) [-7]; Pacifism (Reluctant Killer) [-5]; Status -2 [-10]; Wealth (Dead Broke) [-25].

Quirks: Careful [-1]; Dull [-1]; Never Smiles [-1]; Prefers To Make People Ugly [-1]; Upset at Inability to Affect Self [-1].

Skills: Area Knowledge (New York City Sewer and Subway Systems) (E) IQ+1 [2] – 12; Artist (Flesh-Sculpting) (H) IQ+5 [12] – 16*; Detect Lies (H) Per+0 [4] – 12; Disguise/TL8 (Human) (A) IQ+2 [8] – 13; Fast-Talk (A) IQ+0 [2] – 11; Holdout (A) IQ-1 [1] – 10; Intimidation (A) Will+0 [2] – 12; Knife (E) DX+0 [1] – 9; Panhandling (E) IQ+2 [1] – 13 †; Public Speaking (Rhetoric) (E) IQ+1 [1] – 13 †; Scrounging (E) Per+0 [1] – 12; Stealth (A) DX+1 [4] – 10; Streetwise (A) IQ+0 [2] – 11; Throwing (A) DX+0 [2] – 9; Thrown Weapon (Knife) (E) DX+0 [1] – 9; Urban Survival (A) Per+0 [2] – 12.

Starting Spending Money: \$0.

* Includes +3 from Gifted Artist.

† Includes +2 from Charisma.

Role-Playing Notes:

Masque approaches hir fellow Morlocks as a sculptor would a block of granite. There is no affection for the other Morlocks, just pride in a job well done at those who have accepted the offer of a new look and a drive to continue the art towards those who have not yet felt the touch of hir hands on their faces. Masque is also bitter at the fact that the only face s/he cannot alter is hir own.

Masque's own tendencies are to push for a reduction in Appearance, rather than an improvement. In hir mind, the world is an ugly place; unable to improve hir own looks, Masque has decided to make the people in it as ugly as the world.

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	–	–		

Design Notes

1. *Ugh*, what pronoun to use when you're deliberately keeping the gender of the character vague? On the Internet, at least, the objective and possessive form of a unisex pronoun has stabilized as "hir" (derived from "his or her"), but no one can agree on the subjective form. I, personally, do not like the use of the various forms of "they" for such purposes, as I keep thinking of that pronoun as a plural, not a singular. "It" is right out, due to the implication of an inanimate object. I chose "s/he" as it could appear as a contraction of "he or she".

MASTERMIND

Villain

Real Name: Jason Wyngarde

Occupation: Professional criminal, former stage illusionist.

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: Regan, Martinique (daughters); ex-wife (name unrevealed).

Group Affiliation: Former member of the Brotherhood of Mutants.

Base of Operations: Mobile, formerly Las Vegas, Nevada.

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

History: Jason Wyngarde enjoyed some limited success as a stage illusionist with his own performance in an off-the-Strip show in Las Vegas until several of the casino's executives saw bootlegged footage. Because none of his illusions could be captured on film or digitally, he was ultimately fired, even after some of the executives sat through his shows. (As his successor at the casino has had several shows televised live, he suspects this as the reason for his firing.) Not long after this, his wife divorced him, taking their daughters with her. Despondent, Wyngarde accepted an offer to join Magneto's Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*).

Taking the name Mastermind, Wyngarde attempted a few times to establish himself as Magneto's right-hand man. He successfully led the Brotherhood in busting Magneto out of the Ryker's Island prison, which succeeded despite the interference of the X-Men, but later attempts to lead have proven less successful (see *X-Men*). As part of the Brotherhood, he has faced off against the X-Men several times.

When Magneto was captured by a Shi'ar scouting expedition, Mastermind lost to his teammate Scarlet Witch in a bid for the Brotherhood's leadership (see *Scarlet Witch*; *Shi'ar*). After Magneto returned from space, Mastermind decided to leave the group in protest over Magneto confirming the non-mutant Lorelei's membership in the Brotherhood; where he will show up next is anyone's guess (see *Lorelei*).

Age: 42.

Height: 5' 10".

Weight: 145 lbs.

Eyes: Black.

Hair: Grey-black.

Uniform: None, dresses in suits.

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

Known Superhuman Powers: Mastermind is a mutant with the ability to psionically create extremely detailed and realistic illusions directly into the minds of everyone around him. His illusions attack all five senses; an illusory brick wall with roses growing out of it will not only look like a brick wall, but feel like one, too, while the roses will smell like real roses. These illusions appear so real that most people, even if they are aware that they're illusions, subconsciously react to them as if they were real; even if someone consciously knows the above wall is an illusion, he will be unable to pass through it. An illusory thorn-bush may even draw blood should someone prick their finger; any such damage would be purely psychosomatic.

Because Mastermind broadcasts his illusions directly into the brains of those around him, they are unable to be recorded on camera. If there are people viewing a live feed inside his area of influence, however, they will think they see the illusions on the feed.

Limitations: Since breaking his leg during the Brotherhood's sojourn into the Savage Land, Mastermind has walked with a cane; the leg was not set properly prior to being put in a splint (see *Savage Land*).



255 points

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

DX: 11 [20] **Will:** 14 [5] **Move:** 2 [-15]

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

HT: 11 [10] **FP:** 11 [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 1 [5]; Eidetic Memory [5]; Illusion (Area Effect: 128 yds, +300%; Extended: Taste/Smell, +20%; Extended: Touch, +20%; Mental, +100%; Stigmata, +100%; Mutant Psionic, -10%) [158]; Social Chameleon [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Accent (Oxford British) [1];

Disadvantages: Addiction (Tobacco) [-5]; Callous [-5]; Fanaticism (Mutant Supremacy) [-15]; Lamé (Crippled Legs) [-10]; Pacifism (Reluctant Killer) [-5]; Selfish (12) [-5]; Skinny [-5].

Quirks: Allergies (Hay Fever) [-1]; Argues For The Sake Of Arguing [-1]; Atheist [-1]; Careful [-1]; Male Chauvinist [-1].

Skills: Artist (Illusion) (H) IQ+3 [16] – 16; Computer Operation/TL8 (E) IQ+0 [1] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 13; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 13; Detect Lies (H) Per-1 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Lip Reading (A) Per-1 [1] – 12; Literature (H) IQ-1 [2] – 12; Performance (A) IQ+1 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Savoir-Faire (Mafia) (E) IQ+0 [1] – 13; Sleight of Hand (H) DX+1 [8] – 12.

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

Role-Playing Notes:

Mastermind is a bitter man who has lost everything he cared about. He was fired because his illusions could not be televised, his ex-wife insists that he have no contact with their daughters, and the one leader he thought he could believe in recently reversed his apparent position on an issue he thinks is key (mutant supremacy over even other superhumans). Some might think he's due for a mid-life crisis.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. The image kinda reminds me of David Thewlis, who played Remus Lupin in the Harry Potter movies. This is ironic as the image was first printed in '86, long before the Harry Potter novels were written (and if I read the novels correctly, that was the year Lupin and the others graduated Hogwarts).

MASTERS, ALICIA

Supporting Cast

Real Name: Alicia Masters (legally changed upon adoption from her birth name of Alicia Reiss).

Occupation: Sculptor.

Identity: Alicia does not use a dual identity.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Phillip Masters (alias Puppet Master, adopted father); Jacob Reiss (father, deceased); Marcia Reiss Masters (mother, deceased).

Group Affiliation: Ally of the Fantastic Four, former pawn of the Puppet Master.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Alicia was the daughter of biochemist Jacob Reiss, a friend and business partner of Phillip Masters, who would later become known as the criminal Puppet Master (see *Puppet Master*). Masters grew to resent Reiss's success, most notably his seemingly idyllic home life, and came to obsessively desire to possess Reiss's wife and daughter. One night, his bitterness overwhelmed him and he started to destroy Reiss's lab, only to be caught in the act by Reiss. The two men fought, which triggered an explosion in the lab. Unknown to Masters, Reiss's wife and daughter had accompanied him to the lab that night and were also caught in the blast. Although Masters, Marcia Reiss, and Alicia Reiss survived the explosion, Alicia was blinded by the toxic gases released by it. In guilt over his part in Jacob Reiss's death, Masters eventually married Marcia and legally adopted Alicia, resolving to try and cure Alicia's blindness. Marcia later died from cancer stemming from exposure to chemicals released in the explosion.

After Marcia's death, Phillip Masters moved to New York City; Alicia went with him. There, they opened an art studio in Greenwich Village while Alicia attended a school for the handicapped. Learning from her stepfather, Alicia soon proved to have a talent for sculpture, soon becoming an acclaimed artist in her own right. However, the elder Masters had become unstable and began to use the magical properties of a special clay he'd discovered for personal gain, a move which put him in conflict with the Fantastic Four (see *Fantastic Four*). Unknown to him, Alicia had previously met Ben Grimm at one of her art showings and begun to develop feelings for the man under the rocky hide (see *Thing*). When the elder Masters took on the identity of the Puppet Master, he forced Alicia to assist him. She rebelled, however, and came to the Thing's aid against her stepfather. Not long afterward, at Ben's urging the Fantastic Four began to investigate various means to restore Alicia's sight; this has led them into conflict with both the alchemist Diablo and the ancient Egyptian pharaoh Rama-Tut (see *Diablo*; *Rama-Tut*). Following their clash with Diablo, Alicia chose to remain blind rather than have her sight bound to Diablo's constant alchemical practices.

Age: 24.

Height: 5' 4".

Weight: 110 lbs.

Eyes: Hazel.

Hair: Strawberry blond.

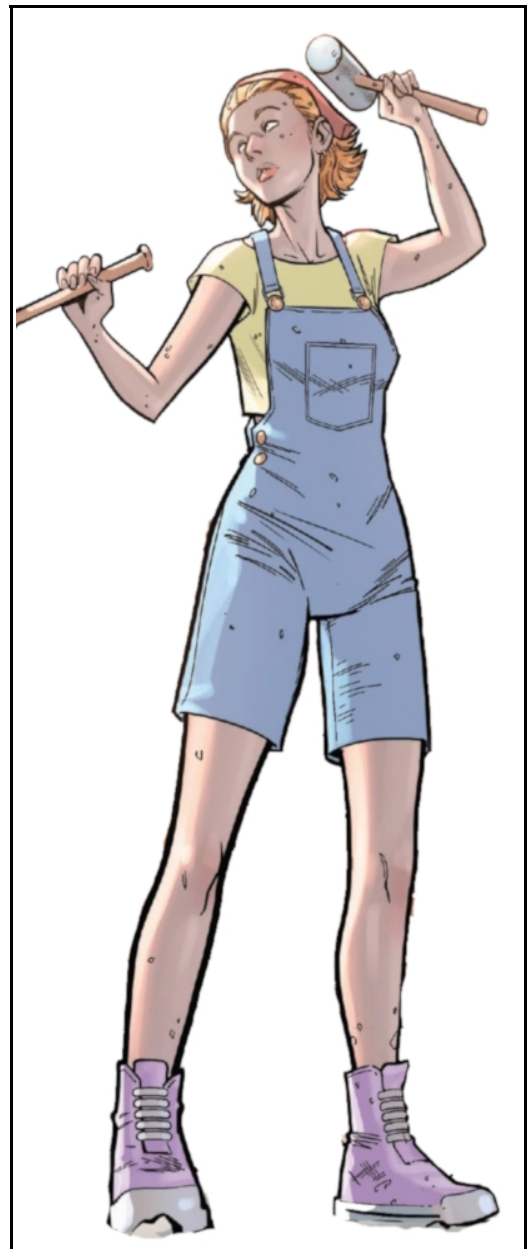
Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Alicia is a skilled artist specializing in sculpture. Her other senses are more acute than a normal person's, though not to a superhuman degree.

Limitations: Alicia is blind.



58 points

ST: 10 [0]	HP: 10 [0]	Speed: 5.50 [0]
DX: 11 [20]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 13 [10]	
HT: 11 [10]	FP: 11 [0]	SM: 0

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Fearlessness 3 [6]; Fit [5]; Gifted Artist 4 [20]; High Manual Dexterity 2 [10]; Reputation (Gifted Sculptor) 2 (Large Class of People) (10) [2].

Perks: Unusual Training (Blind Fighting, Non-Combat Movement Only) [1].

Disadvantages: Blindness [-50]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Friends and Family) [-5]; Wealth (Struggling) [-10].

Quirks: Devout Wiccan [-1]; Hollywood Homely [-1]; Humble [-1]; Responsive [-1].

Skills: Artist (Pottery) (H) IQ+3 [2] – 14*; Artist (Sculpting) (H) IQ+5 [8] – 16*; Artist (Woodworking) (H) IQ+3 [2] – 14*; Blind Connoisseur (Sculpture) IQ+1 [4] – 12; Detect Lies (H) Per-1 [2] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Swimming (E) HT+1 [2] – 12.

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

* Includes +4 from Gifted Artist.

Role-Playing Notes:

Alicia is a kind-hearted woman who has found courage far beyond her life of a blind sculptress. She is devoted to Ben Grimm, and has several times chosen to remain blind rather than have her or any of her friends bound to someone's whims.

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	–	–		

MATADOR

Villain

Real Name: Manuel Eloganto.

Occupation: Professional criminal, mercenary, former bullfighter.

Identity: Known to the authorities.

Legal Status: Citizen of Spain with a criminal record in Spain, the United States, Mexico, and Nicaragua.

Other Aliases: El Supremo.

Place of Birth: Madrid, Spain.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Occasional member of Batroc's Brigade.

Base of Operations: Mobile.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN #

History: Manuel Eloganto was once a famous but notorious professional bullfighter across much of Latin America, but one whose ego and callous attitude toward both the fans and the bulls he fought soon netted him many enemies, both inside and outside the sport. During what would be his final match, the spectators in Mexico City were heard cheering for the bull!

Injured by the bull when he turned to cuss out the fans, Eloganto was forced to retire. However, he had blown all his winnings from his previous matches on a lavish lifestyle and could not afford his medical expenses.

At first, he engaged in a number of bank robberies across Mexico. This brought him into conflict with the Mexican cartels, however, who didn't appreciate a freelancer in their territory who refused to give them a cut of the loot. It was at this time he was given the name "Matador" by the press.

Forced across the border, Eloganto came into conflict with Spider-Woman and Iron Man when he attempted to rob an armored car in Los Angeles, California, and was arrested (see *Iron Man*; *Spider-Woman*). While in prison, he testified against the Mexican cartels in exchange for a reduced sentence and aid for his debts.

Apparently released on his own recognizance while awaiting trial, Eloganto decided to hire himself out as a mercenary. He was later recruited by Georges Batroc into the latter's Brigade for a raid on Stark Industries' Dallas, Texas, plant (see *Batroc*, *Georges*; *Batroc's Brigade*; *Stark Industries*). The raid would probably have been successful if Captain America had not been visiting at the time, which put Matador into conflict with both the Captain and Iron Man (see *Captain America*).

Matador's subsequent activities are currently unknown, but he is presumably back in prison awaiting trial.

Age: 33.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

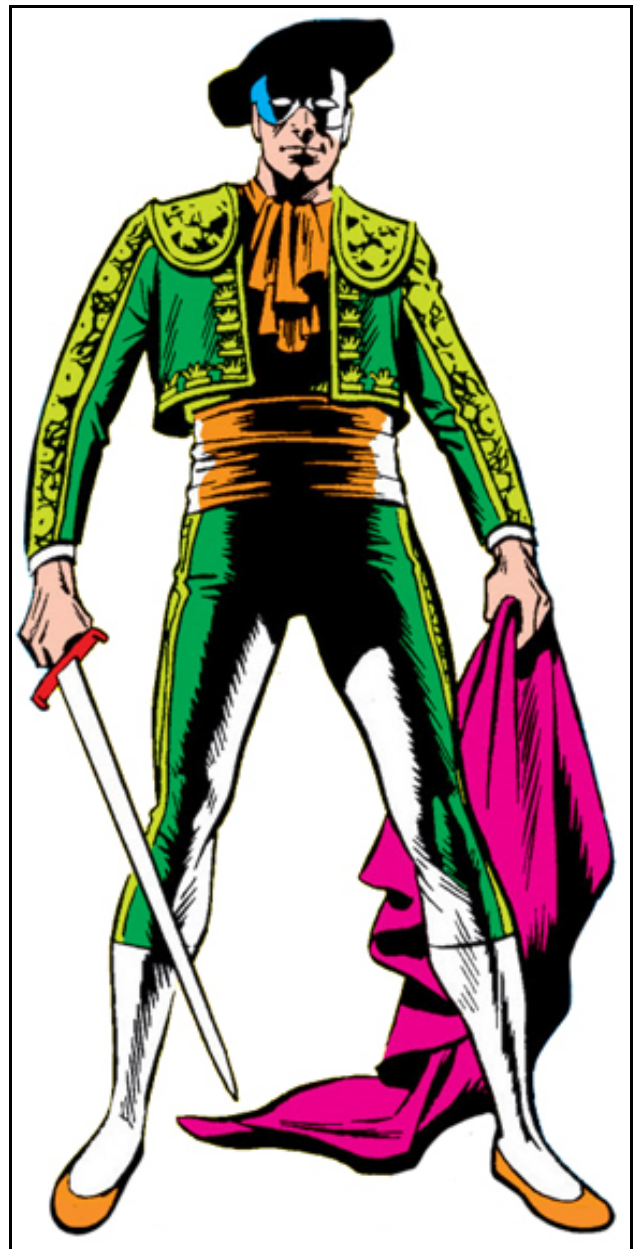
Uniform: Blue silk shirt, green bullfighter's jacket, green calf-length bullfighter's pants, red slippers, black bullfighter's hat, black half-mask, maroon cummerbund.

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

Known Superhuman Powers: None.

Other Abilities: Matador is a trained bullfighter.

Weapons and Paraphernalia: Matador carries a bullfighter's saber and a red bullfighter's cloak. Batroc has upgraded Matador's saber with a monomolecular edge, allowing it to slice through stronger materials than normal blades, while the cloak is made of a synthetic substance which resembles spider silk.



244 points

ST: 12 [20]

HP: 12 [0]

Speed: 6.25 [0]

DX: 13 [60]

Will: 10 [0]

Move: 6 [0]

IQ: 10 [0]

Per: 12 [10]

HT: 12 [20]

FP: 12 [10]

SM: 0

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

Dodge: 10

Parry: 12

DR: 12/4* (uniform)

Languages: English (Accented) [4]; Portuguese (Native) [6]; Spanish (Native) (Native Language) [0].

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

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Enhanced Block 2 [10]; Fit [5]; Hard to Kill 3 [6]; High Pain Threshold [10]; Wealth (Comfortable) [10]; Weapon Master (Matador Saber and Cloak) [25].

Perks: Off-Hand Weapon Training (Broadsword) [1]; Off-Hand Weapon Training (Cloak) [1]; Style Familiarity (Bullfighting) [1]; Sure-Footed (Uneven) [1]; Weapon Bond (Matador Saber) [1].

Disadvantages: Callous [-1]; Debt -1 [-1]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Ambiguous Sexuality [-1]; Chauvinistic [-1]; Expression ("¡Olé!") [-1]; Self-Centered [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Broadsword (A) DX+3 [12] – 16; Cloak (A) DX+1 [2] – 14*; Cloak Sport (A) DX+3 [12] – 16; Jumping (E) DX+0 [1] – 13; Performance (A) IQ+2 [8] – 12; Riding (Cattle) (A) DX-1 [1] – 12; Running (A) HT+0 [2] – 14; Survival (Desert) (A) Per+0 [2] – 12; Survival (Plains) (A) Per+0 [2] – 12.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 13; Feint (Cloak Sport) (H) def+4 [5] – 20; Targeted Attack (Broadsword Swing/Neck) (H) def+3 [4] – 14.

Starting Spending Money: \$2,960 (20% of Starting Wealth, sans the cost of his mono-edged sword and a fancy cloak).

* Defaulted from Cloak (Sport).

Role-Playing Notes:

Matador is callous and self-centered, with a flair for the dramatic. He doesn't seem to care for anyone else. Despite his cruelty to the bulls in a bullfighting ring, he is unable to take a human life.

In combat, Matador will always attempt to open by getting others to attack him, attempting to entangle his opponents in his cloak.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Matador's Saber

BROADSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
9	Mono-Edged Saber	1d+7 (10) cut	1	12	\$5000	3	10	[1, 2]
	or	1d+2 (10) imp	1	12			10	[1]

Notes:

[1] Damage includes bonuses from Weapon Master.

[2] Built as a CAVALRY SABER (p. B271) with the Monowire Blade option from *Ultra-Tech* (p. UT163)

Real Name: Maximus.

Occupation: Monarch.

Identity: Maximus does not use a dual identity; his existence has only recently become public knowledge among the general populace.

Legal Status: Ruler of Attilan.

Other Aliases: Maximus the Mad.

Place of Birth: Attilan, in the Blue Area of the Moon.

Marital Status: Single.

Known Relatives: Brother (name unrevealed); Agon (father, deceased); mother (name unrevealed, deceased).

Group Affiliation: Inhumans of Attilan; ally of the Kree Colonel Yon-Rogg.

Base of Operations: Attilan, in the Blue Area of the Moon.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: The full history of King Maximus the Mad is unknown. It is known that he has a long rivalry with his older brother, whose name and whereabouts are currently unknown. Maximus has indicated that his brother is "missing", although he has also used the word "exiled". Quite possibly Maximus used his powers to usurp his position from his brother following his parents' untimely demise (a demise he emphatically denies having a hand in, putting the blame entirely on his brother).

Despite the controversy surrounding his crowning, Maximus has proven himself a capable ruler. However, he recently came into contact with the Kree Colonel Yon-Rogg, commander of the spy ship *Helion* in Earth orbit and commanding officer of the spy-turned-superhero Captain Mar-Vell (see *Captain Marvel*; *Kree*; *Yon-Rogg*). Maximus agreed to send a team of Inhuman intelligence operatives to Earth to attack Mar-Vell as part of one of Yon-Rogg's schemes, knowing that Yon-Rogg would order their deaths. (Although Yon-Rogg did in fact order Captain Marvel to kill the operatives, the Captain spared their lives.) Still later, Maximus provided DNA samples and analysis of several of his Inhuman subjects to Yon-Rogg's science officer, Minn-Erva; it is not known whether he included his own DNA (highly unlikely), but the samples are known to include his captured intelligence operatives (see *Doctor Minerva*).

Maximus has told Yon-Rogg that his Inhumans will assist Rogg's forces during the invasion of Earth. However, he has told his advisers to remain on the lookout both for his brother and against potential treachery from Yon-Rogg.

Age: 30.

Height: 5' 11".

Weight: 180 lbs.

Eyes: Blue.

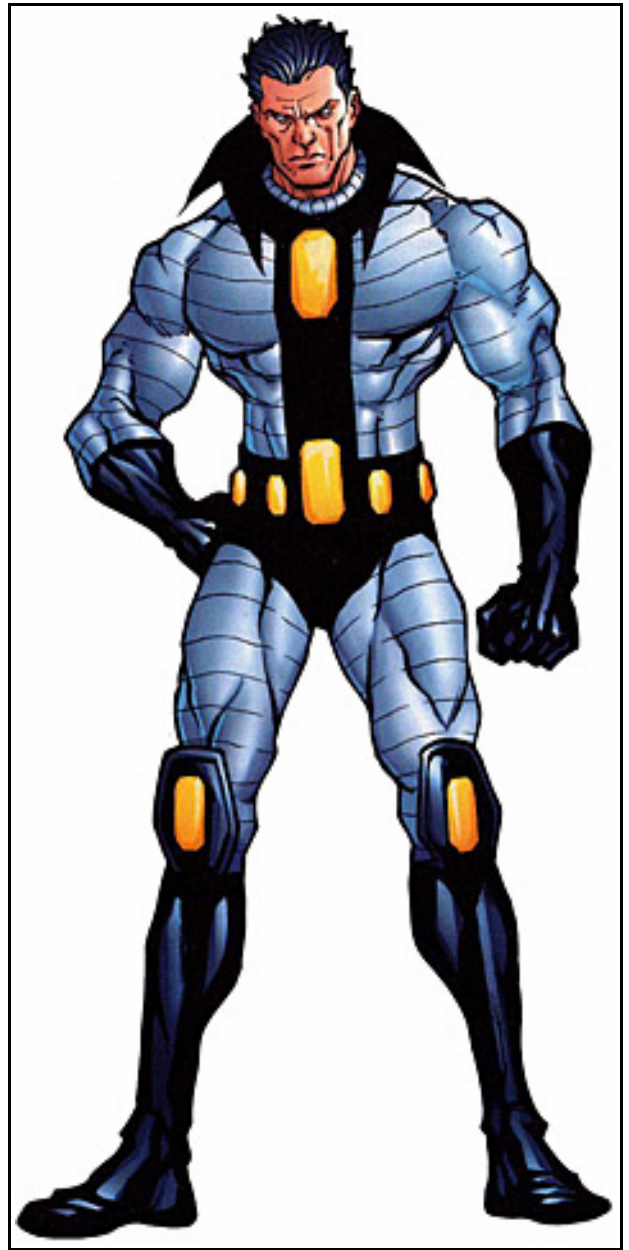
Hair: Black.

Uniform: Normally none; occasionally wears metallic green armor.

Strength Level: Maximus possesses the normal strength of an Inhuman man of his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Maximus possesses the psionic power to control the minds of those around him. Normally this power is minor, emanating unconsciously to cause those around him to go along with his ideas. When he concentrates, he can completely override a person's thought processes if they are within a 20 foot radius around him. If he affects multiple people at once, he can only induce one action; for example, he could cause those around him to go into a mad killing frenzy directed at a single target, but he cannot cause some of them to go into the killing frenzy and the rest to protect him.

Other Abilities: Maximus is a gifted scientist and inventor, being especially knowledgeable in physics, mechanics, and biology. He is particularly gifted at fashioning elaborate machines that defy the known laws of physics out of common household items.



808 points

ST: 12 [0*]	HP: 12 [4*]	Speed: 6.00 [0]
DX: 12 [0*]	Will: 18 [15]	Move: 6 [0]
IQ: 15 [80*]	Per: 15 [0]	
HT: 12 [0*]	FP: 12 [0]	SM: 0

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

Dodge: 9

Parry: 9

DR: 35 (armor)

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

Cultural Familiarities: Attilan (Native) [0].

Advantages: Administrative Rank 7 [35]; Appearance (Handsome) [8†]; Artificer 4 [40]; Charisma 2 [10]; Charisma 4 (Psionic, -10%) [18]; Gadgeteer (Quick Gadgeteer) (Savant, -10%) [45]; Gizmos 3 [15]; High Manual Dexterity 3 [15]; Inhuman [100]; Mind Control (Accessibility: One Activity Only, -20%; Area Effect (7 yds), +150%; Emanation, -20%; Psionic, -10%) [100]; Natural Scientist 4 [40]; Single-Minded [5]; Status 6 [10‡]; Versatile [5]; Wealth (Multimillionaire 1) [75].

Disadvantages: Code of Honor (Gentleman's) [-10]; Megalomania [-10]; Selfish (12) [-5]; Sense of Duty (Inhumans) [-10]; Workaholic [-5].

Quirks: Hyperfocused When Gadgeteering [-1]; Infatuated With [FNORD] [-1].

Skills: Acting (A) IQ-1 [1] – 14; Administration (A) IQ+0 [2] – 15; Beam Weapons/TL8 (Pistol) (E) DX+0 [1] – 12; Beam Weapons/TL8 (Rifle) (E) DX+0 [1] – 12; Body Language (Human) (A) Per+0 [2] – 15; Climbing (A) DX+0 [2] – 12; Detect Lies (H) Per+0 [4] – 15; Diplomacy (H) IQ+0 [4] – 15; Economics (H) IQ-2 [1] – 13; Fast-Talk (A) IQ+0 [2] – 15; Free Fall (A) DX+0 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Guns/TL8 (Rifle) (E) DX+0 [1] – 12; Holdout (A) IQ-1 [1] – 14; Intimidation (A) Will-1 [1] – 17; Inventor! (WC) IQ+5 [84] – 20; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Leadership (A) IQ+5 [1] – 20§; Politics (A) IQ+0 [2] – 15; Propaganda/TL8 (A) IQ+1 [4] – 16; Public Speaking (A) IQ+5 [1] – 20§; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 15; Science! (WC) IQ+5 [84] – 20; Scrounging (E) Per+2 [4] – 17; Throwing (A) DX+0 [2] – 12; Weird Science (VH) IQ+0 [8] – 15; Wrestling (A) DX+0 [2] – 12.

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

* Includes +2 to ST, DX, and HP, +1 to IQ, and -2 to HP, all from Inhuman racial package.

† Upgraded from Appearance (Attractive) from the Inhuman racial package.

‡ Includes +2 from Administrative Rank and +2 from Wealth (Multimillionaire 1).

§ Includes +6 from Charisma.

Role-Playing Notes:

Maximus is a megalomaniac who can be compared to many of the "sparks" from the webcomic *Girl Genius*, especially those who spend more time in the "madness place" than out. When he starts inventing, *nothing* can get him out of it; if brought a sandwich while inventing, the sandwich will be used as a component in whatever it is he's working on. Even when not inventing, he holds himself as superior to all of his subjects.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-2 cr	C	9	–	–	12	
–	Karate Kick	1d-1 cr	C, 1	n/a	–	–	12	

Design Notes:

1. Obviously, Maximus's brother is Black Bolt, the rightful ruler of the Inhumans. However, Black Bolt won't appear until Year Two.

MEDUSA

Villain

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Secret.

Legal Status: Citizen of Attilan, in the United States illegally on a forged visa proclaiming her a citizen of France.

Other Aliases: Madame Medusa, "Madelyn Sousa".

Place of Birth: Attilan, Blue Area of the Moon.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Almost nothing is known about Medusa prior to being recruited by the criminal calling himself the Wizard for his team, the Frightful Four (see *Frightful Four*; *Wizard*). This uncertainty is mostly due to her amnesia; she has no memory prior to waking up in an alley in Paris, France. Medusa claims to have spent the next few years living a life of petty robbery just to survive.

Eventually, Medusa was discovered by the Wizard and inducted into the Frightful Four. However, her haughty demeanor soon put her at odds with the rest of the team (except for the Wizard himself, who found in her a kindred soul).

As a member of the Frightful Four, Medusa attacked the Fantastic Four in their Baxter Building headquarters (see *Baxter Building*; *Fantastic Four*). While the rest of the Frightful Four were captured, Medusa managed to escape. She was later spotted breaking the Wizard out of prison.

Age: 28.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Dark purple bodysuit, black gloves, black boots, dark purple half mask, black belt.

Strength Level: As an Inhuman, Medusa possesses slightly greater strength than a human of her age, height, and build, though not to a superhuman degree.

Known Superhuman Powers: Medusa possesses the psionic ability to telekinetically manipulate the strands of her hair. While theoretically she can manipulate individual hairs, she prefers to use either her entire head of hair or select groups of hairs. Her hair is physically stronger than a normal human's, having a tensile strength akin to that of a steel cable of the same thickness. Her hair is at least ten feet long, and while lacking a physical nervous system her telekinetic control is such that her hair appears to have a sense of touch equal to that of her skin.

Through practice, Medusa is able to form her hair into up to six "arms", which she can use to lift herself and others. When attempting to lift additional weight, such as a teammate, she uses some of her hair to brace herself, so that her scalp is not supporting the entire weight. The maximum amount of weight she has been observed lifting with her hair is around 3,200 lbs (1.6 tons). She is also able to create a fan with her hair.

726 points

ST: 12 (19/42) [0*]	HP: 12 [4*]	Speed: 6.50 [0]
DX: 14 [40*]	Will: 12 [0]	Move: 6 [0]
IQ: 12 [20*]	Per: 12 [0]	Brachiation: 3 [0]
HT: 12 [0*]	FP: 12 [0]	SM: 0

Dmg: 1d-1/1d+2 (2d-1/3d+1; 4d+1/7d-1) **BL:** 29 lbs. (72 lbs/353 lbs.)

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

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

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

Advantages: Appearance (Beautiful) [8†]; Brachiator (Psionic, -10%) [5]; Combat Reflexes [15]; Constriction Attack (Psionic, -10%) [14]; Extra Arms 6 (Extra-Flexible, +50%; Long +1, +100%; Psionic, -10%) [144]; Extra Attack [25]; Fit [5]; High Pain Threshold [10]; Inhuman [100]; Rapid Healing [5]; Super ST +7/+30 (Conditional ST, +0%; Psionic, -10%) [273]; Zeroed [10].



Perks: Air Jet [1]; Controllable Disadvantage (Callous) [1]; Haughty Sneer [1]; Huge Weapons (SM +1) [1]; Power Grappling [1].

Disadvantages: Amnesia (Partial) [-10]; Code of Honor (Gentleman's) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Selfish (12) [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Attracted to the Wizard [-1]; Broad-Minded [-1]; Dislikes Removing Her Mask [-1]; Staid [-1]; Teetotaler [-1].

Skills: Body Language (Human) (A) Per+2 [8] – 14; Breath Control (H) HT+0 [4] – 12; Climbing (A) DX+2 [2] – 16 ‡; Detect Lies (H) Per+0 [3] – 12 §; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 12; Filch (A) DX+0 [2] – 14; Forced Entry (E) DX+0 [1] – 14; Gesture (E) IQ+2 [4] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Guns/TL8 (Rifle) (E) DX+0 [1] – 14; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Lifting (A) HT+0 [2] – 12; Lockpicking/TL8 (A) IQ+2 [8] – 14; Observation (A) Per+2 [8] – 14; Pickpocket (H) DX+0 [4] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Sleight of Hand (H) DX+0 [4] – 14; Spear (A) DX+0 [2] – 14; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+0 [2] – 12; Throwing (A) DX+1 [4] – 15; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+2 [8] – 16.

Techniques: Back Kick (Karate) (H) def+4 [5] – 14; Choke Hold (Wrestling) (H) def+3 [4] – 16; Kicking (Karate) (H) def+2 [3] – 14; Leg Throw (Judo) (H) def+2 [3] – 14; Neck Snap (ST) (H) def+7 [8] – 15; Timed Defense (Dodge) (H) def+2 [3] – 10.

Starting Spending Money: \$10,000 (100% 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.

† Upgraded from Appearance (Attractive), part of the Inhuman racial package.

‡ Includes +2 from Brachiator.

§ Defaulted from Body Language.

Statistics in parentheses include adjustments to ST from Super ST, for combat using her hair.

Role-Playing Notes:

Medusa isn't a criminal by choice; she had to resort to burglary in order to survive. She has no real loyalty to the rest of the Frightful Four, despite having an obvious attraction to the Wizard. She is very much a warrior princess in temperament and ability, believing herself superior to most of her teammates. While presently amnesiac, a chance encounter with her family or the aid of a telepath could restore her memory.

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	–	–		

Design Notes:

- 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, and not everything should be revealed at once.

Real Name: Marcus "Mark" Flumm.

Occupation: Professional criminal, former private investigator and part-time costumed hero.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Watford City, North Dakota.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Lethal Legion, partner of Techno.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Mark Flumm grew up idolizing superheroes. After his telepathy manifested as a young teenager, Flumm prepared to become a superhero himself, inspired in large part by Charles Xavier, then known as Professor X, during Xavier's time in the superhero team known as the Shadowguard (see *Xavier, Charles*). Flumm began his superhero career by working as a private investigator in the Chicago, Illinois, area, using his telepathic and psychometric talents and self-defense training to fight crime using the name Mentallo.

This meager success drew the attention of an unnamed criminal subversive who found Flumm's heroism "sickening", but thought that Flumm's psychic talents could be useful to his organization. This subversive had his associate Doctor Faustus begin an operation designed to turn Mentallo into a villain (see *Doctor Faustus*). First, Faustus began by planting evidence – some manufactured, but some of it the truth which had been suppressed by the authorities – designed to portray Flumm's heroes in a negative light. Discovering that Flumm could not fully filter out the thoughts of those around him, Faustus then had his agents walk around thinking about how easily those with powers, including the Shadowguard and the Midwest's hero team of the '90s and '00s, the Rust Belters, got away with certain crimes. On top of all that, the only people who approached Flumm's PI office were those seeking to prove their spouses and significant others were cheating on them; these affairs were all secretly arranged by Faustus. Finally, when he felt Mentallo had sufficient doubt and a rising cynicism, Faustus arranged a meeting with Mentallo.

Mentallo walked away from that meeting a changed man.

Now determined to put his talents to use for himself rather than others, Mentallo committed a number of low-profile crimes. According to a later conversation, those were test runs. He then telepathically contacted the criminal technologist Techno with plans for them to steal some experimental technology (see *Techno*). This scheme brought the two of them into conflict with the crimefighters Ant-Man and Wasp, and the two were arrested (see *Ant-Man*; *Wasp*).

Some time later, Mentallo and Techno were recruited into the Crimson Cowl's Lethal Legion (see *Crimson Cowl*; *Lethal Legion*). While with the Legion, Mentallo clashed several times with Ant-Man and Wasp, as well as Iron Fist, his allies, and the Avengers (see *Avengers*; *Iron Fist*). Although arrested a few times during these conflicts, the Cowl always sprung him from prison.

Age: 34.

Height: 5' 10".

Weight: 175lbs.

Eyes: Brown.

Hair: Black.

Uniform: Orange-red jumpsuit, brown boots, brown gloves, brown belt, brown cowl with hyperspectral goggles.

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

Known Superhuman Powers: Mentallo is a mutant with a number of telepathic powers. First, he can read the surface thoughts and communicate with anyone in a five mile radius around him, although he has trouble reading the thoughts of fast-moving targets. His ability to read surface thoughts cannot be fully turned off, which creates a sensation in his mind which he likens to "background noise" or "white noise". Because of this noise, he cannot concentrate on conversing telepathically with more than three people at once; he can, however, broadcast his thoughts to everyone around him, though he prefers not to do so. He has been known to project images into the minds of others, occasionally producing hallucinations. A side effect of his telepathy is that it is virtually impossible to surprise him in combat, as his telepathy gives him advance warning if someone near is about to attack.

In addition, Mentallo possesses psychometric powers enabling him to "read" the psychic imprints on anything he touches. He normally has to concentrate to use this ability, though particularly strong impressions can trigger it without warning.

Paraphernalia: Mentallo's cowl contains psychotronic circuitry designed to block out telepathic "white noise", and his cowl's goggles



include both infrared and ultraviolet lenses with a false color display. Although not specifically designed for such, the cowl also helps protect against psychic attacks.

Mentallo has also used a number of high-tech devices developed and built by Techno, including but not limited to a gun that fires a grappling hook and line, a jet pack, a personal force shield gauntlet, and a laser pulse-beam pistol.

324 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: 9 **Parry:** 10 **DR:** 12/4* (uniform)

Block: 10

Languages: English (Native) (Native Language) [0]; Sioux (Accented Spoken) [2].

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes (Mutant Psionic, -10%) [14]; Danger Sense (Mutant Psionic, -10%) [14]; Foresight (Bait-and-Switch) 1 [5]; Gizmo 1 [5]; Hyperspectral Vision (Gadget/Breakable: DR 2, SM -7, -25%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Electronic, -30%) [9]; Impersonator 2 [10]; Mind Reading (Accessibility: Max Range 5 miles, -30%; Long Range 1, +50%; Multiple Contacts (+50%; Accessibility (Maximum 3 Contacts) (+6), -60%), +20%; Mutant Psionic, -10%) [39]; Psychometry (Mutant Psionic, -10%) [18]; Telecommunications (Telesend) (Broadcast, +50%; Short-Ranged 1, -10%; Video, +40%; Mutant Psionic, -10%) [51]; Telepathy Talent 2 [10].

Perks: Accent (Bostonian) [1]; Accent (Deep South) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Low Pain Threshold [-10]; Pacifism (Reluctant Killer) [-5]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5]; Supersensitive (Mitigator: Psychotronic Cowl, -60%) [-6]; Wealth (Struggling) [-10].

Quirks: Bad Dreams [-1]; Careful Planner [-1]; Cubs Fan [-1]; Cynical [-1]; Sarcastic [-1].

Skills: Acting (A) IQ+2 [2] – 14*; Beam Weapons/TL8 (Pistol) (E) DX+1 [2] – 12; Body Language (Human) (A) Per+2 [2] – 14*; Brawling (E) DX+1 [2] – 12; Carousing (E) HT+1 [2] – 12; Climbing (A) DX+0 [2] – 11; Computer Operation/TL8 (E) IQ+0 [1] – 12; Current Events/TL8 (Headline News) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12†; Fast-Talk (A) IQ+2 [8] – 14; First Aid/TL8 (E) IQ+0 [1] – 12; Forced Entry (E) DX+1 [2] – 12; Games (Baseball) (E) IQ+0 [1] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Hidden Lore (Supers) (A) IQ+1 [2] – 13; Holdout (A) IQ+0 [2] – 12; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Interrogation (A) IQ+1 [4] – 13†; Jumping (E) DX+0 [1] – 11; Knife (E) DX+1 [2] – 12; Law (Illinois Criminal) (H) IQ+0 [4] – 12; Musical Instrument (Clarinet) (H) IQ-2 [1] – 10; Observation (A) Per+2 [8] – 14†; Photography/TL8 (A) IQ+0 [2] – 12; Piloting/TL8 (Flight Pack) (A) DX+1 [4] – 12; Research/TL8 (A) IQ+1 [4] – 13; Running (A) HT+0 [2] – 11; Savoir-Faire (Mafia) (E) IQ+2 [1] – 14*; Savoir-Faire (Police) (E) IQ+2 [1] – 14*; Shadowing (A) IQ+2 [8] – 14; Shield (Force) (E) DX+1 [2] – 12; Shortsword (A) DX+1 [4] – 12; Speed-Reading (A) IQ+1 [4] – 13; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+2 [2] – 14*; Swimming (E) HT+0 [1] – 11; Telereceive (H) IQ+2 [4] – 14‡; Telesend (H) IQ+2 [4] – 14‡; Throwing (A) DX+1 [4] – 12; Thrown Weapon (Knife) (E) DX+1 [2] – 12; Wrestling (A) DX+1 [4] – 12.

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

* Includes +2 from Impersonator.

† Conditional +2 from Telepathy Talent.

‡ Includes +2 from Telepathy Talent.

Role-Playing Notes:

Mentallo is a bitter, cynical man whose childhood dreams of becoming a hero have been crushed; he stopped caring a while ago how the world perceived him.

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	

MESMERO

Villain

Real Name: Unrevealed.

Occupation: Professional criminal, alleged former hypnotherapist.

Identity: Secret.

Legal Status: Citizenship unknown with a criminal record in the nation of Costa Negro.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Nothing is known about the past of the mutant calling himself Mesmero. He claims to have been a hypnotherapist at one point, but the allure of using his powers for personal gain became too great. He decided to conquer the small South American nation of Costa Negro, and started hypnotizing everyone he met there into believing he was their elected dictator-for-life. This scheme was thwarted by the X-Men who were investigating the possibility of and trying to prevent a civil war there (see *X-Men*). Although thrown in prison for crimes there, he soon used his powers to escape.

Following this, he laid low for several months. He recently reappeared in New York City, and has hypnotized various female friends and allies of the X-Men – most notably Vera Cantor, Zelda Kurtzburg, Candy Southern, and private eye Karen Page – into becoming his slaves (see individual entries). What he plans for these women is unknown.

Age: 35.

Height: 5' 10".

Weight: 180 lbs.

Eyes: Red with yellow corneas.

Hair: Green.

Skin: Green.

Uniform: Green armored bodysuit with purple trim, purple gloves, purple boots, purple cape, green and purple hood, purple belt.

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

Known Superhuman Powers: Mesmero is a mutant with superhuman hypnotic abilities. He can put virtually anyone under his mental control by making eye contact with him or her for a few seconds. He can induce partial or complete amnesia in a victim, implant new memories, or almost totally alter a his victim's personality. The number of people he can maintain control over is unknown; he was able to convince several thousand people that he was someone completely different for several days.

Mesmero can also cause various sensations, such as differing levels of pain, in the minds of others even if these people are not under his control. He can also cause others to see, hear, and feel illusions.



489 points

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

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

IQ: 13 [60] **Per:** 12 [-5]

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

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

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

Languages: English (Native) (Native Language) [0]; Portuguese (Native Spoken/Illiterate) [3]; Spanish (Native Spoken/Illiterate) [3].

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

Advantages: Affliction 5 (Pain; Will-4) (Based on Will (Target Roll), +20%; Alternative Enhancements (Incapacitation: Agony, +100%; Irritant: Moderate Pain, +20%; Irritant: Severe Pain, +40%; Irritant: Terrible Pain, +60%), +124%; Malediction (Uses Speed/Range Table), +150%; Mutant Psionic, -10%) [192]; Appearance (Attractive) [4]; Elastic Skin (Glamour (Will-5), -5%; Mutant Psionic, -10%) [17]; Illusion (Extended: Touch, +20%; Mental, +100%; Sense-Based: Vision (Eye Contact), -20%; Mutant

Psionic, -10%) [48]; Mind Control (Conditioning, +50%; Extended Duration: Permanent Until Dispelled, +150%; Rationalization, +20%; Mutant Psionic, -10%) [155]; Telepathy Talent 4 [20]; Wealth (Comfortable) [10].

Perks: Accent (Mid-Atlantic/Snooty American) [1].

Disadvantages: Greed (9) [-22]; Hidebound [-5]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Phantom Voices [-5]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Code of Honor (Gentlemanly Behavior) [-1]; Distinctive Feature (Green Skin) [-1].

Skills: Artist (Illusion) (H) IQ+2 [1] – 15*; Brainwashing/TL8 (H) IQ+7 [16] – 20*; Connoisseur (Wine) (A) IQ-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [3] – 12†; Fast-Talk (A) IQ+0 [2] – 13; Hypnotism (Human) (H) IQ+7 [16] – 20*; Observation (A) Per+0 [2] – 12; Professional Skill (Therapist) (A) IQ+0 [2] – 13; Propaganda/TL8 (A) IQ+0 [2] – 13; Psychology (H) IQ+1 [8] – 14; Public Speaking (A) IQ-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+1 [1] – 13.

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

* Includes +4 from Telepathy Talent.

† Defaulted from Psychology.

Role-Playing Notes:

Mesmero, for all his intelligence and power, is not one of the world's creative thinkers. He has commented that even after he took over the nation of Costa Negro he wasn't sure what to do afterward. Chances are, he'd be happiest using his powers as a legitimate therapist, but his ego and the voices in his head demand that he use them for grander schemes.

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	–	–		

METEORITE

Non-Villain Antagonist

Real Name: Ned Lathrop.

Occupation: Government agent, former professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Freedom Force.

Base of Operations: Washington, DC.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Meteorite before his first appearance.

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, Meteorite 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, Meteorite and the others were given the name Freedom Force.

As a member of Freedom Force, Meteorite has come into conflict with the Renegades and Captain America, the latter while both were investigating the Serpent Squad in a case of mistaken intentions (see *Renegades*; *Serpent Squad*).

Age: 25.

Height: 6' 1".

Weight: 220 lbs.

Eyes: Blue.

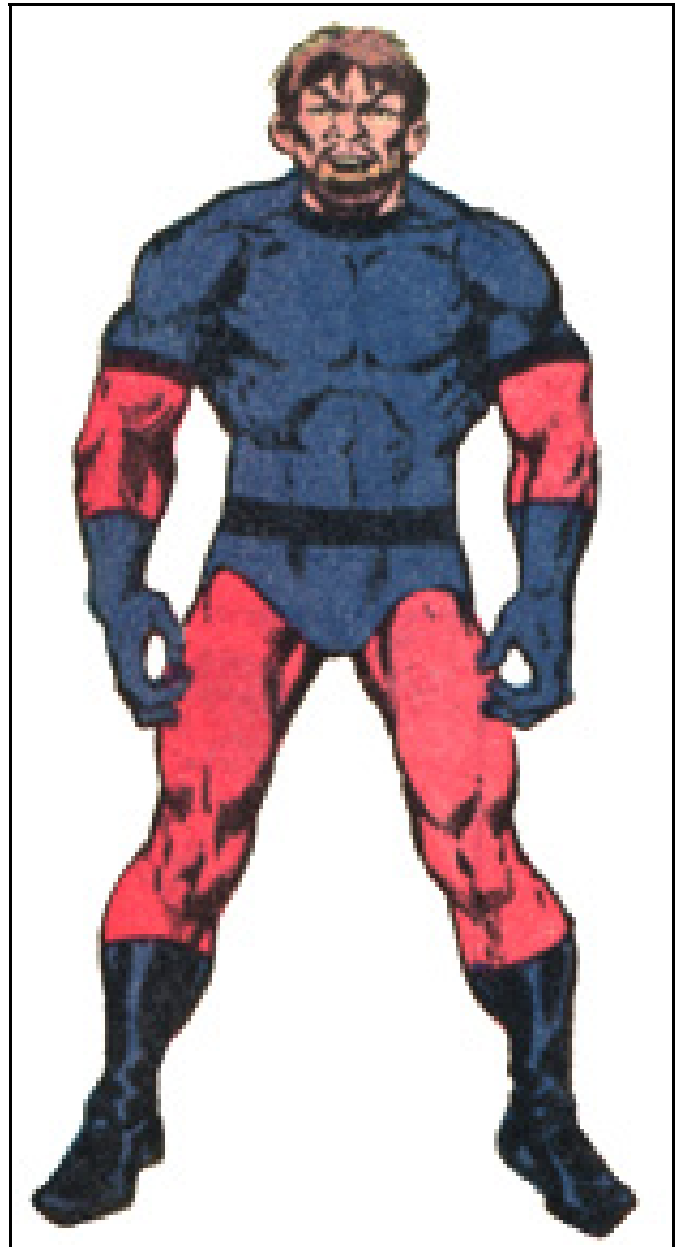
Hair: Brown.

Uniform: Blue bodysuit, red gloves, black boots, black belt; formerly included a black domino mask (which didn't hide his identity).

Strength Level: Meteorite possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise. Using his powers to increase his own density, he gains superhuman strength able to lift (press) an observed 25 tons.

Known Superhuman Powers: Meteorite is a mutant with the ability to increase his body's density, presumably by drawing mass from the same extradimensional source as size-changers such as Ant-Man, granting him superhuman strength and durability, the exact limits of which are unknown; at present, he has proven able to upend an armored car with little effort and shrug off police handgun fire.

In addition, Meteorite is able to negate the effect of gravity to levitate and move rock – including asphalt and concrete, but not steel beams – through the air. He has been observed lifting a roughly fifteen foot diameter disc of six feet thick rock, which can weigh up to an estimated 100 tons, and moving it up to 30 miles per hour while he and his teammates are on it. He must remain in physical contact with the rock to counter the effects of gravity on it.



965 points

ST: 12 (23/162) [20] **HP:** 12 [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+2 (2d+1/4d+1; 17d/19d) **BL:** 29 lbs. (106 lbs.; 5,249 lbs.)

Dodge: 8 **Parry:** 10 **DR:** 15; 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Damage Resistance 15 (Reflexive, +40%; Switchable, +10%; Tough Skin, -40%; Mutant, -10%) [75]; DHS Rank 4 [20]; Super ST +11/+150 (Switchable, +10%; Elemental: Gravity, -10%; Mutant, -10%) [429]; Telekinesis 41 (Extended Duration (×10), +40%; Melee Attack: Reach C, -30%; Persistent, +40%; Specific: Rock/Stone/Asphalt, -50%; Mutant Psionic, -10%) [185]; Telekinesis 9 (Extended Duration (×10), +40%; Melee Attack: Reach C, -30%; Persistent, +40%; Specific: Rock/Stone/Asphalt, -50%; Super-Effort, +400%; Mutant Psionic, -10%) [185].

Perks: Skintight Outfit [1].

Disadvantages: Bully (9) [-15]; Code of Honor (Criminal's) [-5]; Duty to Department of Homeland Security (12) [-10]; Low Self-Image [-10]; Social Stigma (Criminal Record) [-5].

Quirks: Affects a Really Bad Fake North Jersey Accent [-1]; Chauvinistic [-1]; No Sex Drive [-1]; Not Until My First Cup! [-1]; Scruffy-Looking [-1].

Skills: Brawling (E) DX+3 [8] – 14; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Intimidation (A) Will+2 [8] – 12; Law (Federal) (H) IQ-2 [1] – 8; Lifting (A) HT+0 [2] – 11; Running (A) HT+0 [2] – 11; Streetwise (A) IQ+0 [2] – 10; Swimming (E) HT+0 [1] – 11; Throwing (A) DX+0 [2] – 11; Wrestling (A) DX+1 [4] – 12.

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

Role-Playing Notes:

Of all of Freedom Force, Meteorite is the most thuggish. He appreciates that he now has legal license to push folks around, but no real loyalty to anyone but his teammates.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

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 "Meteorite" rather than "Lifter" 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).

The so-called Microverse is an extra-dimensional realm only marginally connected to Earth. The primary means of accessing the Microverse appears to be through the shunting of mass extradimensionally via Pym Particles, although more traditional methods (such as vibrational attunement) might still be used to transition between the realms.

The Microverse as a whole has not been mapped, but it appears to have laws of physics similar to our own. Stars and planetary systems exist in the Microverse, though it is not known whether the stars coalesce into galaxies or are spread fairly evenly throughout the universe. One star system in the Microverse appears to possess roughly the same "location" in that universe that Sol does in ours; it is this system that has had the most contact with Earth.

This star system has four habitable planets. One planet, K'ai, is home to a race of green-skinned humanoids roughly fitting the human physical norm, and has a level of technology roughly equivalent to Europe's High Medieval Age. The other three planets – Zebulon, Cadmus, and Azara – have technology slightly ahead of Earth enabling regular travel between them, and have formed the Alliance of United Worlds (simply called "the Alliance" in everyday speech). The people of Zebulon and Cadmus appear to be human, while the people of Azara are humanoids with skin tones that vary between scarlet and lavender. The people of Zebulon claim to be descended from a "lost tribe" of Earth humans from some time in the past; the people of Cadmus are descended from those of Zebulon who rejected the claim of descent from another realm and were exiled to their sister planet. Zebulon and Cadmus are roughly the same size and orbit around a point roughly halfway between the two. Azara and K'ai are "co-orbital" in that their orbits are close enough to each other that the planets occasionally swap orbits when they get close to each other, roughly once every year and a half.

A nearby system contains the planets Terragonia, home of an green-skinned insectoid people ruled by a Queen, and Bast, home of a black-furred feline humanoid people. Terragonians are often found among the people of the Alliance; most likely, the systems are part of a binary system, permitting travel between them.

The first people from Earth to visit the Microverse were Hank Pym and Janet van Dyne, the adventurers known as Ant-Man and Wasp, who visited Azara following a mishap involving the size-change inducing Pym particles (see *Ant-Man*; *Wasp*). Not long after, the planet Zebulon was visited by the Fantastic Four, who were investigating whether Dr. Pym's accident with Pym Particles could be duplicated (see *Fantastic Four*).

Contact between Earth and the Microverse was non-existent for months, until Mister Fantastic, leader of the Fantastic Four, mistakenly transported the Molecule Man to the Microverse instead of another universe he was aiming for (see *Mister Fantastic*; *Molecule Man*). The Molecule Man formed a partnership with a renegade technologist who had taken to calling

himself the Psycho-Man, after developing psychotronic technology which would create and amplify various emotional states (see *Psycho-Man*). The two lured the Fantastic Four back to the Microverse and attempted to turn them against each other. The two were defeated and apparently dissolved their partnership. The Psycho-Man has since been spotted on Earth; due to various factors, the Psycho-Man appears as only one foot tall on Earth. It is not known whether the one-foot height is the maximum height all Microversians can attain on Earth or if he deliberately chose to be five and a half times smaller than normal.

The Alliance has since come under attack from forces under the command of the renegade Azaran calling himself General Kartha, who intends to conquer all four worlds (see *General Kartha*). To combat Kartha's forces, the Alliance has formed an elite strike team, which has not yet been named but consists of the best warriors in the Alliance, led by the Alliance Colonel Arcturus Rann of Zebulon and Princess Mari of Cadmus (see *Princess Mari*; *Rann, Col. Arcturus*).

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

Game-Mechanic Details:

K'ai is a swords-and-sorcery world with a native TL3, and in a campaign set in the modern day, visitors from K'ai to Earth would have Low TL -5 [-25]. The other planets have a native TL 10, with limited superscience (mostly in artificial gravity), and would have High TL 2 [10] when visiting Earth.

Designer's Notes:

1. I really didn't want to go with names such as "Sub-Atomica" or "Micronauts", as the Microverse is not actually a "sub-atomic" realm, nor would its people believe themselves to be part of such. It's a case of "you don't have to get your science 100% correct, just make sure it's not blatantly *wrong*!" To call it a "sub-atomic" realm is clearly "blatantly wrong" in my opinion.
2. Not sure yet what the best name for the reworked Micronauts is, or how to present them. Marvel cannot legally use the name "Micronauts" any more, nor use half the members of the Micronauts team used in the title, due to the Micronauts originally being a licensed title (much like other licenses they've had, such as *Star Wars*, *Transformers*, *ROM*, and *G.I.Joe*) of a toy line. Bug, Marionette, and Arcturus Rann were Marvel creations and hence owned by Marvel, so they're likely to show; the rest of the team and Baron Karza, their nemesis, are not. The current official name of the team is "Microns", but that conflicts with my previous note. (General Kartha is, of course, an expy of Baron Karza with a slight name change for copyright and trademark issues.)
- 2a. Addendum: Recently Marvel seems to be using the name "Omega Force" for a bunch of Micronauts-related stuff. Seems as good a name as any.

Real Name: Calvin Rankin.

Occupation: College student pursuing an astrophysics degree, adventurer.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Passaic, New Jersey.

Marital Status: Single.

Known Relatives: Ronald (father).

Group Affiliation: Former member of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: From an early age Cal's father, a noted biochemist, always told him he was destined to do great things. Athletic and intelligent, Cal performed well at everything he put his mind to, but could not shake the feeling that something was missing; he was good, but he wasn't, in his mind, "great". His scholastic and athletic accolades won him a few scholarships to Empire State University.

Cal was in his freshman year at Empire State when the greatness he'd spent his life searching for was thrust upon him, much to his surprise. An explosion in the science building caused him to inhale the fumes from several chemicals at once. This caused a body-wide change; as the X-Men and Spider-Man were on hand to assist in getting the building empty and the fire under control, Cal found himself able to copy many of their powers (see *Spider-Man*; *X-Men*).

Drunk with power, Cal, now calling himself the Mimic, arrogantly challenged the X-Men to combat, using their powers against them. He managed to hold his own until they decided to split their forces, headed in five different directions. The Mimic found himself unable to maintain his duplicated powers and conceded the battle.

Still believing his powers set him above those he duplicated, he basically demanded the X-Men make him a member. It wasn't until the X-Men were ambushed in Central Park by the Mutant Liberation Front while he was present that they saw the man he could be, as he leaped to the X-Men's defense without a second thought (see *Mutant Liberation Front*). It was at this point they offered him membership.

Mimic's membership in the X-Men didn't last very long, as his brash personality caused him to clash with Cyclops, who was regarded as the team's leader, over practically everything (see *Cyclops*). During an argument, he flew off in a huff, claiming that he'd seek his destiny without them. Weeks later he fell under the domination of the Puppet Master, who caused him to again attack the X-Men (see *Puppet Master*). Soulfire, using her telepathy, discovered this and caused Mimic to fall asleep, breaking the Puppet Master's hold over him (see *Soulfire*). Humbled, Mimic apologized to Cyclops for his earlier outburst, but indicated that he needed to figure out who he was before he could rejoin the team.

Mimic has since aided the X-Men against the android Super-Adaptoid, which resulted in the Adaptoid trying to duplicate Mimic's duplicated powers (see *Super-Adaptoid*). The resulting feedback canceled out both their powers. Mimic was later seen practicing with Cyclops's eye beams, indicating his power mimicry had returned. Whether the Mimic will return to active duty with the X-Men in the future is unknown.

Age: 18.

Height: 6' 2".

Weight: 225 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue bodysuit with a white "M" on the chest, white gloves, white boots, blue half-mask, white belt with a blue "M" on the belt buckle. As an X-Man he wore a similar uniform, only with the "M" on the chest and buckle replaced with an "X".

Strength Level: Normally, Mimic possesses the normal human strength of a man his age, height, and build who engages in regular exercise. However, when copying powers he is able to temporarily boost his strength up to the level of the person he's copying, which can potentially reach the Class 500 range, able to lift (press) over 500 tons.

Known Superhuman Powers: Mimic possesses the superhuman ability to copy the powers of up to five other superhumans around



him. He needs to be within 100 feet of the person whose powers he's copying in order to actively duplicate the power, but can retain the powers up to a mile distant.

11,627 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:** 9 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Fit [5]; High Pain Threshold [10]; Jack of All Trades 3 [30]; Modular Abilities (1000 Point Cosmic Power) (Accessibility: Cannot Duplicate Chi, Magical, Divine, Demonic, Spirit, or Tech-Based Powers, -10%; Accessibility: Can Only Duplicate Up To 5 Power Sets, -10%; Accessibility: Cannot Go Beyond One Mile From Power Set's Template, -10%; Accessibility: Must Be Within 100 Feet of a Person With the Power in Order to Duplicate It, -20%; Physical and Mental, +100%; Requires Concentrate, -15%; Trait-Limited: Advantages Only, -10%; Super, -10%) [11,500]; Versatile [5].

Perks: Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Overconfidence (6) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Utter Rejection) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Arrogant [-1]; Proud [-1]; Show Off [-1]; Stop Having Fun, Guys! [-1].

Skills: Astronomy/TL8 (H) IQ-2 [1] – 10; Boxing Sport (A) DX-1 [1] – 11; Brawling (E) DX+1 [2] – 13; Innate Attack (Beam) (E) DX+1 [2] – 13; Innate Attack (Gaze) (E) DX+1 [2] – 13; Innate Attack (Projectile) (E) DX+1 [2] – 13; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Physics/TL8 (Astrophysics) (H) IQ-2 [1] – 10; Sports (American Football) (A) DX-1 [1] – 11; Sports (Baseball) (A) DX-1 [1] – 11; Wrestling Sport (A) DX-1 [1] – 11.

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

Role-Playing Notes:

Mimic is brash and arrogant, believing his powers put him above those he's copying. At heart, however, he's a good man who will ultimately do the right thing.

When hanging around the X-Men, whether as an ally or an antagonist, he tends to copy Cyclops's eye-blasts, Angel's wings, Beast's strength, Soulfire's telekinesis, and Iceman's ice-projection powers; he'll occasionally swap out Soulfire's and Iceman's powers for their opponents'.

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	–	–		

Design Notes:

1. Mimic is able to copy abilities that have the Biological (-10%), Passive Biological (-5%), Mutant (-10%), Psionic (-10%), Mutant Psionic (-10%), Mutant Biology (-0%), and Super (-10%) sources. He is unable to copy Chi (-10%), Demonic (-10%), Divine (-10%), Magical (-10%), and Spirit (-25%) powers, or any ability with a Gadget limitation. I haven't decided yet whether he should be able to copy Chemical (-10%) or Power Cosmic (+50%) abilities; I suppose that should be left up to a GM's ruling in play.
2. I'm not sure right now whether he's a Hero or Non-Villain Antagonist as in Year One he'll flip between the two roles almost on a whim.

MISTER FANTASTIC

Hero

Real Name: Dr. Reed Richards.

Occupation: Scientist, adventurer.

Identity: Publicly known.

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

Other Aliases: "Stretch" (Ben Grimm's nickname for him).

Place of Birth: Central City, California.

Marital Status: Single.

Known Relatives: Nathaniel (father; deceased).

Group Affiliation: Fantastic Four.

Base of Operations: The *Fantastic*, known space; the Baxter Building, Manhattan, New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: When Reed Richards was attending Columbia University, he already had the basis of a theory that would allow for faster-than-light travel, building on the equations of Steven Hawking and others. He told his college roommates, Ben Grimm and Victor von Duum, of these plans; in response to this, Grimm half-jokingly volunteered to pilot the first manned craft (see *Doctor Doom; Thing*).

Reed and Victor argued incessantly over the scientific calculations; while Reed saw this as simply a friendly exchange of ideas, Victor saw otherwise. In anger one day, Vic stormed out of the room; this was the last Reed saw of him for several years.

After several years of working for various scientific think-tank and aerospace firms, Reed and Ben, working for NASA, finally developed a working prototype of the stardrive. While the drive was being installed on a space shuttle frame, which Reed named the *Fantastic*, he met and began dating Sue Storm, whose father, Franklin, was the chief medical officer of the project (see *The Fantastic, Invisible Woman*). Sue's younger brother, Johnny, eventually joined the staff as a mechanic (see *Human Torch*).

During the first test of the hyperspace drive, what was supposed to be a quick run from Earth to Mars and back, the shielding on board proved unable to withstand the unusual radiation of hyperspace. The four crew members – Reed, Sue, Johnny, and Ben – were bombarded with radiation the ship's shielding could not keep out. It was only due to a last-minute jury-rig of Johnny's that the ship was able to return to Earth. (Reed has since analyzed the radiation and adjusted the shielding on the *Fantastic* accordingly.)

Not long after, Reed and the others manifested their superhuman powers. Since then, Reed has divided his time between working on a cure for Ben Grimm, his blossoming romance with Sue, his graduate studies professor position at Empire State University, and leading the Fantastic Four (see *Fantastic Four*).

Age: 31.

Height: 6' 1".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown with white temples.

Uniform: Dark blue bodysuit with a stylized 4 on the left breast, white belt, white gloves, white boots.

Strength Level: Mr. Fantastic has the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Reed possesses the ability to expand, reshape, and retract any portion of his body. He is able to stretch his extremities to 10 times their original length, bend any part of his body in any shape, compact to become a large ball, or expand and thin himself out to become akin to a trampoline. His body naturally absorbs impacts; even bullets don't do more than scratch him.

Other Abilities: Reed Richards is acknowledged as one of the smartest men on Earth – perhaps even *the* smartest (a position also claimed by Doctor Doom). He is a genius in both nuclear and astrophysics, focusing on the theoretical aspects of both. He has developed a number of scientific advancements, most notably the faster-than-light drive installed on the *Fantastic*, and the unstable molecules from which the Fantastic Four's uniforms (and those of a number of other superhumans) are composed of. Reed has helped invent or refine several fields of science and technology, including but not limited to parachronics (time and dimensional travel) and psychotronics (psionic technology).



Paraphernalia: Reed Richards' Fantastic Four uniforms and regular clothing have been created using unstable molecules, enabling them to stretch, expand, and contract when he does.

*Reporter: Is it true that he can stretch **any** part of his anatomy?*

Johnny: Yeah, but I've always found him to be a little limp.

– **Fantastic Four**

1,451 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [5]
DX: 12 [40] **Will:** 12 [-15] **Move:** 6 [0]
IQ: 15 [100] **Per:** 13 [-10] **Air Move:** 6 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 9 **Parry:** 10 **DR:** 45*
IT:DR: /20

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Constriction Attack (Super, -10%) [14]; Damage Resistance 45 (Tough Skin, -40%; Super, -10%) [113]; Double-Jointed (Super, -10%) [14]; Flight (Gliding, -50%; Slow (Basic Move), -25%; Super, -10%; Alternative Ability, ×1/5) [2]; High Manual Dexterity 4 [20]; High Pain Threshold [10]; High TL +2 [10]; Independent Income 20 [20]; Injury Tolerance (Damage Reduction, /20; Homogenous; Super, -10%) [216]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Lightning Calculator [2]; Morph (Cosmetic, -50%; Super, -10%) [40]; Natural Scientist 4 [40]; Reputation (Smartest Man Alive) 4 (Almost Everyone, All the Time) [20]; Security Clearance (NASA; "Need to Know" on a broad range of secrets) (Minor Importance, -50%) [5]; Single-Minded [5]; Stretching 4 (Super, -10%) [22]; Super Jump 1 (Bouncing Only, -50%; Super, -10%; Alternative Ability, ×1/5) [1]; Super ST +13/+300 (Accessibility: Only When Using Constriction Attack, -10%; Gives Conditional ST Bonus, +0%; Super, -10%) [494]; Tenure (University) [5]; Versatile [5]; Wealth (Wealthy)

Perks: Cotton Stomach [1]; Energizer [1]; No Denigration in Zero-G [1]; Skintight Outfit [1]; Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Enemy (Doctor Doom; Equal in Power) (9) [-10]; Honesty (9) [-15]; Oblivious [-5]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5]; Sense of Duty (Humanity) [-15]; Vow (Cure Ben Grimm) (Major Vow) [-10]; Workaholic [-5].

Quirks: Attentive [-1]; Careful [-1]; Dual Identity [-1]; Shy Around Attractive Women [-1]; Staid [-1].

Skills: Body Language (Human) (A) Per+0 [2] – 13; Computer Operation/TL10 (E) IQ [1] – 15; Current Affairs/TL10 (Science & Technology) (E) IQ+0 [1] – 15; Encyclopedist! (WC) IQ+3 [60] – 18; Free Fall (A) DX+0 [2] – 12; Games (Chess) (E) IQ+0 [1] – 15; Intelligence Analysis/TL10 (H) IQ-1 [2] – 14; Inventor! (WC) IQ+5 [84] – 20*; Judo (H) DX+0 [4] – 12; Leadership (A) IQ-1 [1] – 14; Parachuting/TL10 (E) DX+0 [1] – 12; Public Speaking (A) IQ-1 [1] – 14; Science! (WC) IQ+10 [144] – 25*; Spacer/TL10 (E) IQ [1] – 15; Teaching (A) IQ-1 [1] – 14; Vacc Suit/TL10 (A) DX-1 [1] – 11; Weird Science (VH) IQ [8] – 15; Wrestling (A) DX+2 [8] – 14.

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

* Conditional +4 from Natural Scientist when replacing suitable skills.

Role-Playing Notes:

Reed is best described as a super-intelligent geek. While still shy around attractive women, he has become more confident since attaining his powers, buying off his Clueless disadvantage and becoming the acknowledged leader of the Fantastic Four. He credits his friends in the FF for keeping him grounded in reality.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. This version of Reed has more in common with the lovable dork from the movie duology than any of the comics versions to date.

MISTER FEAR

Villain

Real Name: Zoltan Drago.

Occupation: Professional criminal, former psychiatrist and psychologist.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

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

#

History: Zoltan Drago was a psychologist and psychiatrist specializing in psychopharmacology (the effects of drugs on one's mind) who worked closely with the New York City District Attorney Office. Thanks to his contact with several criminals, he became fascinated with the idea that criminals seemed to thrive on the fear they caused in others. Engaging in unorthodox research into this seeming phenomenon, Drago distilled and concentrated the common pheromones put out by people (usually imperceptible to humans due to their greatly atrophied sense of smell, compared to other animals), focusing on the pheromones that caused fear in others. He used his own pheromones for this project, unwilling to share the research with anyone just yet.

Working late in his home lab one night, Drago fell asleep while monitoring the distillation of the latest batch. Unchecked, this distillation proceeded far beyond what he had planned, creating a super-concentrated fear pheromone powder. Intrigued by these results, he created a number of pills from the powder and swallowed several of them. The next day at the office, he found himself avoided by most of his coworkers, and found through concentration that he was able to induce heightened levels of fear in anyone he wanted. By the end of the day, however, these effects were fading. A second dose of the pills boosted his abilities back up to where they were originally.

Inspired by the rash of costumed criminals making their debuts, Drago devised the identity of Mister Fear. In his first outing, he used his new fear powers to induce the criminals Ox and Eel to assist him in a number of robberies (see *Eel*; *Ox*). During this altercation, he fought Daredevil, who thwarted the criminals, sending them to prison (see *Daredevil*).

Zoltan Drago was one of the criminals who escaped the Ryker's Island correctional facility during the mass breakout led by the Rhino (see *Rhino*). Daredevil believes it is only a matter of time before he faces Mister Fear again.

Age: 37.

Height: 6' 0".

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue and purple bodysuit, blue-black facemask with a skull motif, purple hooded cloak, purple boots, purple gloves, blue steel clasps for the cloak by his neck, black belt.

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

Known Superhuman Powers: Zoltan Drago possesses the superhuman ability to generate the emotion of fear in anyone within a thirty foot radius of himself. Drago's body constantly emits pheromones keyed specifically for humans; through concentration, he is able to trigger this emotion in anyone he can see and is in his range. (While keyed for humans, other races which are similar in physiology to humans – including many of the great apes – will also be affected.) Even when he's not concentrating, he exudes an aura that makes people around him uneasy.

Paraphernalia: Mister Fear has a number of chemical sprayers in his uniform for spraying concentrated chemicals at close range. Many of these chemicals can induce hallucinations or act as acids. He is also known to carry a pistol which shoots pellets of his fear pheromones beyond the thirty foot range.

Limitations: Mister Fear must consume special pills which enable him to maintain his powers. Due to continued use, he only has to take the pills once a week, and not twice a day as before.



215 points

ST: 11 [0] **HP:** 11 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 15 [10] **Move:** 5 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Empathy [15]; Indomitable [15]; Terror (Will-5; Active, +0%; Sense-Based: Smell, -20%; Chemical, -10%) [56]; Wealth (Comfortable) [10].

Perks: Clinch (Brawling) [1]; Cloaked [1]; Fearsome Stare [1].

Disadvantages: Enemy (NYPD) (9) [-20]; Frightens Animals [-10]; Greed (9) [-22]; Loner (12) [-5]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Skinny [-5]; Social Stigma (Criminal Record) [-5]; Workaholic [-5].

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

Skills: Biology/TL8 (Biochemistry) (H) IQ+1 [8] – 14; Body Language (Human) (A) Per+1 [4] – 14; Brainwashing/TL8 (H) IQ-1 [2] – 12; Brawling (E) DX+1 [2] – 12; Chemistry/TL8 (H) IQ+1 [8] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 13; Criminology/TL8 (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 13; Detect Lies (H) Per+1 [1] – 14*; Diagnosis/TL8 (Human) (H) IQ-1 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [2] – 12; Fast-Draw (Pistol) (E) DX+1 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Interrogation (A) IQ+3 [10] – 16†; Intimidation (A) Will+1 [4] – 16; Liquid Projector/TL8 (Sprayer) (E) DX+0 [2] – 12; Pharmacy/TL8 (Synthetic) (H) IQ+1 [8] – 14; Physician/TL8 (Human) (H) IQ-1 [2] – 12; Physiology/TL8 (Human) (H) IQ+1 [8] – 14; Poisons/TL8 (H) IQ-1 [1] – 12‡; Psychology/TL8 (Human) (H) IQ+1 [4] – 14; Research/TL8 (A) IQ+1 [4] – 14; Savoir-Faire (Police) (E) IQ+1 [2] – 14; Streetwise (A) IQ-1 [1] – 12.

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

* Includes +3 from Empathy.

† Defaulted from Intimidation.

‡ Defaulted from Pharmacy/TL8 (Synthetic).

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	–	–		

Design Notes:

1. While Mister Fear's fear-pheromone powers are keyed to the human physiology, other humanoid races – including Atlanteans, Asgardians, Kree, Shi'ar, and the great apes (chimpanzees, bonobos, orangutans, and gorillas) – will be affected, but Task Difficulty Modifiers for their variant physiologies may give them a bonus or penalty to the resistance roll.

MOCKINGBIRD

Hero

Real Name: Roberta "Bobbie" Morse.

Occupation: Adventurer, private investigator, former criminal profiler.

Identity: Secret.

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

Other Aliases: "Birdie".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Renegades, formerly SHIELD.

Base of Operations: Mobile; formerly SHIELD Headquarters, Arlington, Virginia.

First Post-Reboot Appearance: RENEGADES #1.

History: Very little is known about Bobbi Morse's history. She claims to have once been a profiler for SHIELD, the agency charged with investigating superhuman criminals, but resigned in protest upon learning of the Sentinel program (see *Sentinels*; *SHIELD*). Following her resignation, she hired herself out as a private investigator, but found the majority of her cases to be following cheating spouses with a camera. It is not known whether she ever used her Mockingbird persona on any of her cases.

Bobbi was in New York City on an investigation when she found herself thrust into a brawl between the Wrecking Crew and several unaffiliated costumed adventurers (see *Wrecking Crew*). Changing into her Mockingbird uniform in an alley, Bobbi joined the fray and managed to hold her own against the superhumanly strong Thunderball, managing to get him to collapse part of Central Park's wall on top of him, knocking him out (see *Thunderball*). Following that altercation, Mockingbird joined the others in forming a team to assist each other in their goals (see *Renegades*).

Bobbi has taken it upon herself to tutor her teammate Jewel in several advanced aspects of criminal science, noting Jewel's natural inquisitive mind and investigative instinct (see *Jewel*). She has also responded to her teammate Hawkeye's occasional flirtatious behavior with some flirting of her own, though she only sees it as "harmless social fun" (see *Hawkeye*).

Age: 26.

Height: 5' 9".

Weight: 155 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Black and white bodysuit with a wide neckline, white boots, white utility belt, black eye-mask with white trim.

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

Known Superhuman Powers: None.

Other Abilities: Mockingbird is an expert hand to hand combatant, skilled in unarmed, quarterstaff, and escrima fighting. She is also an expert pistolier, adept at dual-wielding pistols. She has proven adept at riding horses and motorcycles alike, as well as piloting speedboats, helicopters, and small aircraft.

Weapons and Paraphernalia: Mockingbird uses a pair of titanium steel batons which can be combined and extended to form a quarterstaff. She'll occasionally also carry a pair of semi-automatic pistols chambered in .45ACP.

Mockingbird's outfit is made from an advanced ballistic fabric originally provided to her from SHIELD's contract with AIM (see *AIM*).

Limitations: Bobbi Morse is nearsighted, wearing corrective contact lenses.



722 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.50 [5]

DX: 15 [100] **Will:** 13 [0] **Move:** 7 [0]

IQ: 13 [60] **Per:** 15 [10]

HT: 14 [40] **FP:** 15 [3] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 14 **Parry:** 15 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Daredevil [15]; Driver's Reflexes 2 [10]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 [25]; Gunslinger [25]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Natural Copper 2 [20]; Trained By A Master [30]; Very Fit [15].

Perks: Akimbo (Guns (Pistol)) [1]; Concealed Carry Permit [1]; Convincing Nod [1]; Disarming Smile [1]; Ex-Cop 1 [1]; Eye For Distance [1]; High-Heeled Heroine [1]; License (Private Investigator) [1]; Masked [1]; Off-Hand Weapon Training (Guns (Pistol)); Off-Hand Weapon Training (Shortsword) [1]; Off-Hand Weapon Training (Smallsword) [1]; Off-Screen Reload [1]; Style Familiarity (Double Trouble) [1]; Style Familiarity (Escrima) [1]; Style Familiarity (Quarterstaff) [1]; Sure-Footed (Uneven) [1]; Wall o' Lead [1]; Weapon Bond (Escrima Sticks) [1]; Weapon Bond (Quarterstaff) [1].

Disadvantages: Bad Sight (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Hero's) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Teammates) [-5]; Workaholic [-5].

Quirks: Adrenaline Junkie [-1]; Broad-Minded [-1]; Congenial [-1]; Dislikes Orwellian "Big Brother" Practices [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX+1 [8] – 16; Acting (A) IQ+1 [4] – 14; Boating/TL8 (A) DX+1 [1] – 16*; Body Language (A) Per+3 [1] – 18†; Carousing (E) HT+0 [1] – 14; Climbing (A) DX+0 [2] – 15; Criminology/TL8 (A) IQ+3 [4] – 16†; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 14; Detect Lies (H) Per+1 [2] – 16†; Driving/TL8 (Motorcycle) (A) DX+3 [4] – 18*; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 14; Escape (H) DX+0 [4] – 15; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 16‡; Fast-Draw (Pistol) (E) DX+1 [1] – 16‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 14; Forced Entry (E) DX+1 [2] – 16; Guns/TL8 (Pistol) (E) DX+3 [8] – 18; Hiking (A) HT+0 [2] – 14; Holdout (A) IQ+1 [4] – 14; Intelligence Analysis/TL8 (H) IQ+3 [8] – 16†; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+1 [8] – 16; Jumping (E) DX+1 [2] – 16; Karate (H) DX+1 [8] – 16; Lip Reading (A) Per+0 [2] – 15; Lockpicking/TL8 (A) IQ+0+1 [4] – 14; Main-Gauche (A) DX+1 [2] – 16§; Observation (A) Per+3 [4] – 18†; Parachuting/TL8 (A) (E) DX+1 [2] – 16; Parry Missile Weapons (H) DX+3 [16] – 18; Piloting/TL8 (Helicopter) (A) DX+1 [1] – 16*; Piloting/TL8 (Light Airplane) (A) DX+1 – 16*; Psychology (Human) (H) IQ+1 [8] – 14; Research/TL8 (A) IQ+1 [4] – 14; Riding (Equines) (A) DX+1 [4] – 16; Savoir-Faire (Police) (E) IQ+3 [2] – 16†; Sex Appeal (Human) (A) HT+3 [1] – 17#; Shadowing (A) IQ+3 [3] – 16†; Smallsword (A) DX+3 [12] – 18; Staff (A) DX+3 [12] – 18; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+3 [4] – 16†; Swimming (E) HT+1 [2] – 15; Throwing (A) DX+1 [4] – 16; Urban Survival (A) Per+0 [2] – 15; Wrestling (A) DX+1 [4] – 16.

Techniques: Armed Grapple (Staff) (H) def+2 [3] – 18; Dual-Weapon Attack (Guns (Pistol)) (H) def+4 [5] – 18; Dual-Weapon Attack (Smallsword) (H) def+4 [5] – 18; Elbow Strike (Karate) (A) def+2 [2] – 16; Kicking (Karate) (H) def+2 [3] – 16; Mounted Shooting (Guns (Pistol)/Equines) (H) def+4 [5] – 18; Mounted Shooting (Guns (Pistol)/Motorcycle) (H) def+4 [5] – 18; Sweep (Staff) (H) def+3 [4] – 18; Targeted Attack (Smallsword Swing/Hand) (H) def+2 [3] – 16; Whirlwind Attack (Staff) (H) def+5 [6] – 18.

Starting Spending Money: \$2,600 (20% of Starting Wealth, minus the cost of her weapons).

* Includes +2 from Driver's Reflexes.

† Includes +2 from Natural Copper.

‡ Includes +1 from Combat Reflexes.

§ Defaulted from Smallsword.

Includes +4 from Appearance.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

MODOK

Villain

Real Name: Unrevealed.

Occupation: Subversive, former accountant.

Identity: Secret.

Legal Status: Citizenship unknown, no known criminal record.

Other Aliases: Mobile Organism Designed Only for Computation; MODOC; Mobile Organism Designed Only For Killing.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: AIM.

Base of Operations: An AIM facility in an undisclosed location.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

History: The entity currently known as MODOK was born a human man who worked as an accountant for one of AIM's legitimate business offices (see *AIM*). Noticing more than a few discrepancies in the budget, he brought them before his superiors, not knowing his superiors were ranking scientists in AIM's subversive side.

In order to keep the accountant from becoming a whistle-blower and publicly revealing AIM's criminal side, the accountant was kidnapped and taken to a secret underground facility, where he was one of about two dozen "volunteers" subjected to a number of experiments designed to turn them into living computers. In the accountant's case, his personality was altered through telepathy and surgical means, and then exposed to various nanotech and genetic retroviruses. The end result was that his head grew larger than the rest of his body, increasing his cranial capacity.

Unknown to and unplanned by the AIM scientists, the accountant, whom they re-designated MODOC (Mobile Organism Designed Only for Computing), also developed incredible psionic powers, which he used to dominate the base. When the lead scientist of the facility attempted to warn Dr. Arnim Zola, AIM's leader and founder, of what had been unleashed, MODOC used his powers to kill the scientist (see *Zola, Dr. Arnim*). Renaming himself MODOK (which he said was Mobile Organism Designed Only for *Killing*), he began a scheme to conquer the United States which drew the attention of both Captain America and Nick Fury, an agent of the CIA, who fought and defeated MODOK's AIM faction, though MODOK escaped, along with most of his splinter AIM faction (see *Captain America; Fury, Nick*). It was later revealed that MODOK had taken control of a third of AIM's holdings before anyone noticed.

MODOK later approached Dr. Zola with an offer of collaboration. In truth, however, MODOK plans to supplant Zola as AIM's Chief Scientist. The result of this internal struggle inside AIM remains to be seen.

Age: 43.

Height: 12'.

Weight: 750 lbs.

Eyes: White, formerly brown.

Hair: Brown.

Uniform: MODOK wears a gold-titanium alloy battlesuit in order to move.

Strength Level: MODOK currently possesses the strength of a man much weaker than his height would indicate; he possesses the normal human strength of man his body's regular height and build (about 5' 8", 160 lbs.); his strength is unable to support his massive head without assistance.

Known Superhuman Powers: MODOK possesses incredible psionic power. Among his observed feats are reading someone's surface thoughts, probing a person's memories, and basic telekinesis. His headband permits him to focus his psionic energy into potent concussive energy blasts that can deform and with repeated blows punch through steel plate.

In addition to all this, MODOK possesses a superhuman computer-like intellect, able to concentrate on multiple things at once in a manner akin to a multiple-core CPU computer, with different parts of his brain working on different projects.

Paraphernalia: MODOK uses a hoverchair which can fly at speeds up to 120 miles per hour. This chair protects him from harm by projecting a force field around him; this field is stronger against energy attacks than it is physical attacks.



1,122 points

ST: 9 [-10] **HP:** 20 [18] **Speed:** 5.00 [10]

DX: 6 [-80] **Will:** 20 [25] **Move:** 2 [-15]

IQ: 15 [100] **Per:** 13 [-10]

HT: 12 [20] FP: 12 [0] SM: +2

Dmg: 1d-2/1d-1 BL: 16 lbs.

Dodge: 8 Parry: 6 DR: see chair, below

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Timing [2]; Compartmentalized Mind 3 (No Mental Separation, -20%) [120]; Crushing Attack 3d×5 (Armor Divisor (2), +50%; Damage Modifier: Double Knockback, +20%; Damage Modifier: Incendiary, +10%; Damage Modifier: Surge, +20%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Forcibly Removed (Does Not Work For Thief), -5%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Psionic, -10%) [124]; Hard to Kill +3 [6]; Hover-Chair [271]; Indomitable [15]; Intuition [15]; Intuitive Mathematician [5]; Mathematical Ability 4 [40]; Merchant Rank 6 [30]; Mind Control (Conditioning, +50%; Independent, +70%; Rationalization, +20%; Psionic, -10%) [115]; Mind Probe (Invasive, +75%; Sensory, +20%; Universal, +50%; Psionic, -10%) [47]; Mind Reading (Multiple Contacts, +50%; Sensory, +20%; Universal, +50%; Psionic, -10%) [63]; Photographic Memory [10]; Resistant to Telepathy +3 [5]; Telecommunications (Telesend) (Broadcast, +50%; Sensie, +80%; Universal, +50%; Psionic, -10%) [81]; Telekinesis 10 (Increased Range: Line-of-Sight, +40%; Psionic, -10%) [65]; Wealth (Wealthy) [20].

Disadvantages: Appearance (Unattractive) [-4]; Bad Temper (9) [-15]; Callous [-5]; Cannot Kick [-5]; Chronic Pain (Severe; Interval: 4 hours) (9) [-15]; Hidebound [-5]; Lane (Crippled Legs) [-10]; Megalomania [-10]; Short Arms (2 Arms) [-10]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Bowlegged [-1]; Careful [-1]; Chauvinistic [-1]; Likes Killing [-1]; Third Person [-1].

Skills: Accounting (H) IQ+2 [1] – 17*; Administration (A) IQ-1 [1] – 14; Computer Programming/TL8 (H) IQ+0 [4] – 15; Cryptography/TL8 IQ+2 [1] – 17*; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 15; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 15; Encyclopedist! (WC) IQ+0 [24] – 15; Innate Attack (Gaze) (E) DX+4 [12] – 10; Intelligence Analysis/TL8 (H) IQ+0 [4] – 15; Interrogation (A) IQ+3 [4] – 18†; Intimidation (A) Will+0 [2] – 20; Inventor! (WC) IQ-1 [12] – 14‡; Leadership (A) IQ-1 [1] – 14; Market Analysis (H) IQ+5 [8] – 20*; Mathematics/TL8 (Applied) (H) IQ+5 [8] – 20*; Mathematics/TL8 (Statistics) (H) IQ+3 [2] – 18; Mental Surgery (H) IQ-1 [2] – 14; Research/TL8 (A) IQ+0 [2] – 15; Savoir-Faire (Mafia) (E) IQ+0 [1] – 15; Science! (WC) IQ+0 [24] – 15‡; Strategy (Land) (H) IQ-1 [2] – 14; Tactics (H) IQ-1 [2] – 14; Telereceive (H) IQ+0 [4] – 15; Telesend (H) IQ+0 [4] – 15; TK Grab (H) IQ-2 [1] – 13.

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

* Includes +4 from Mathematical Ability.

† Defaulted from Intimidation.

‡ Conditional +4 from Mathematical Ability when used in place of Engineer or Physics.

Role-Playing Notes:

MODOK has ambition and is ruthlessly efficient in pursuing his goals. He has patience and a Machiavellian attitude, willing to make short-term sacrifices if he calculates them as benefiting him in the long run. While he has been called "sadistic", he is really just very callous, taking no pleasure from the pain he inflicts. Despite this, he has developed a taste for killing.

Despite his intellect, he lacks creativity. He can develop and implement a complex plan down to the second, but he needs help coming up with the idea for the plan in the first place.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

MODOK's Hover Chair

MODOK's hover chair is built as a Meta-Trait with the following traits:

271 points

Advantages: Damage Resistance 30 (Directional: All Except Front, -20%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%) [60]; Damage Resistance 20 (Force Field, +20%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Electronic, -30%) [50]; Damage Resistance 50 (Force Field, +20%; Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Hardened 2, +40%; Limited Defense (Energy Attacks Only), -20%; Electronic, -30%) [140]; Enhanced Move (Air) 2.5 (Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Nuisance Effect: Obvious, -5%; Electronic, -30%) [13]; Flight (Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM 0+, -25%; Gadget/Can Be Stolen: Forcefully Removed, -10%; Low Ceiling: 30 feet, -10%; Electronic, -30%) [8].

MOLECULE MAN

Villain

Real Name: Owen Reece.

Occupation: Former nuclear power plant technician turned professional criminal.

Identity: Known to the authorities.

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: Sometime partner of the Psycho-Man.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Owen Reece was a technician at a Roxxon Energy Company nuclear power plant in the Midwest when the strangest incident occurred (see *Roxxon Energy*). While manipulating the waldos to remotely remove the nuclear waste and put fresh uranium into one of the three reactors on site, the reactor inadvertently switched itself on for half a minute; because Reece was the closest to the reactor while its shielding was open, he was bathed in nuclear radiation. Unlike what was expected, though, Reece did not immediately die of exposure, nor did he seem to be suffering from radiation poisoning of any kind. The only actual injury that occurred was that Reece was left with a series of scars on his face. An inquiry into the accident could not explain how it happened. Because the company felt they needed a scapegoat for the incident, as opposed to publicly admitting to being baffled, Reece was fired even though the accident was not his fault.

A lonely man with no friends and no family to turn to, Reece sank into a deep depression. At the height of his depression, he leaped off a bridge, only for his survival instinct to kick in at the last moment to cause the water beneath him to rise and cushion the blow from the fall. Realizing what had happened, Reece correctly determined his powers were the result of the reactor accident and decided to use his new powers for revenge against his firing. Calling himself the Molecule Man, Reece attacked the plant's corporate headquarters, a move which drew the attention of the Fantastic Four, whose leader, Reed Richards, was touring the facility (see *Fantastic Four*; *Mister Fantastic*). While sympathizing with Reece's plight, the Four were unable to talk him down; the resulting fight nearly destroyed one of the reactors, which perhaps coincidentally was the same reactor which had switched itself on weeks before. At the last minute, Reece used his powers to shut the reactor down before it went into meltdown. In a moment of clarity, he begged the Fantastic Four to kill him. Instead, Reed used his scientific genius to shunt Reece to another universe, one which Reed believed the Molecule Man could not hurt anyone besides himself.

The Molecule Man was later encountered during the Fantastic Four's second sojourn into the so-called Microverse, an alternate dimension normally accessible through reducing one's size through shunting mass extra-dimensionally using Pym particles (see *Ant-Man*; *Microverse*). Now focused on revenge on the Fantastic Four, who he irrationally believed responsible for the accident which scarred him, he formed a short-lived partnership with the renegade Microversian known as the Psycho-Man to attack the Fantastic Four through turning them against each other (see *Psycho-Man*). Where and when the Molecule Man will strike next is anyone's guess.

Age: 42.

Height: 5' 7".

Weight: 160 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Owen has several scars on his face, radiating from the point where the nose meets the eyes, in the shape of lightning bolts.

Uniform: Green tunic with purple lightning bolts on the chest, green pants, purple wrist bands, purple boots, purple belt.



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

Known Superhuman Powers: The Molecule Man possesses incredible psionic control over matter, which he can manipulate on the molecular level, enabling him to perform such stunts as levitating and moving objects, creating and freezing a tidal wave, and using the ground to engulf his opponents. The only real limits on his power are self-imposed; for instance, he believes he cannot manipulate living tissue, so for all intents and purposes he cannot directly affect anyone with his powers. He cannot transmute one element into another, but he can break apart and combine various ambient elements and compounds; for example, he can combine the carbon in charcoal with oxygen in the air to create carbon monoxide.

While he believes he cannot affect or create living tissue, should he die his own power will revive him, even if his body is disintegrated.

2,165 points

ST: 9 [-10] **HP:** 11 [4] **Speed:** 4.75 [0]
DX: 9 [-20] **Will:** 12 [-5] **Move:** 4 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

Dodge: 7 **Parry:** 7 **DR:** 60 (force field)

Power Block: 11

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

Cultural Familiarities: Western (Native) [0].

Advantages: Control Matter (Accessibility: Cannot Affect Living Flesh, -20%; Collective, +100%; Reflexive, +40%; Psionic, -10%) [630]; Corrosion Attack 3d×5 (Accessibility: Cannot Affect Living Flesh, -20%; Cosmic: Irresistible Attack, +300%; Increased 1/2D Range ×10, +15%; Reduced Range ×1/5, -20%; Psionic, -10%) [548]; Create Matter 10 (Accessibility: Cannot Affect Living Flesh, -20%; Transmutation Only (Accessibility: Can Only Combine or Separate Compounds, Not Transmute Elements, -20%), -80%; Psionic, -10%) [80]; Damage Resistance 60 (Force Field, +20%; Hardened 1, +20%; Psionic, -10%) [390]; Eidetic Memory [5]; Energy Reserve (Psionic) 30 [90]; Single-Minded [5]; Telekinesis 50 (Accessibility: Cannot Affect Living Flesh, -20%; Animation (Object Can Fly If Equipped), -20%; Psionic, -10%) [125]; Unkillable 3 [150]; Versatile [5].

Perks: Aerokinesis [1]; Hydrokinesis [1]; Power Source [1]; Umbrella; Universal Remote [1].

Disadvantages: Appearance (Unattractive) [-4]; Clueless [-10]; Indecisive (9) [-15]; Low Self-Image [-10]; Obsession (Revenge) (6) [-20]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (12) [-5]; Status -1 [-5]; Truthfulness (9) [-7]; Wealth (Poor) [-15].

Quirks: Careful [-1]; Distinctive Feature (Facial Scars) [-1]; Mild OCD [-1]; Nervous Ranter [-1]; Uncongenial [-1].

Skills: Animate Object (H) IQ+3 [2] – 16*; Electronics Operation/TL8 (Scientific) (A) IQ-1 [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ-1 [1] – 12; Innate Attack (Beam) (E) DX+1 [0] – 10; Matter Shaping (H) IQ+3 [2] – 16*; Professional Skill (Nuclear Power Plant Technician) (A) IQ-1 [1] – 12; Transmutation (H) IQ+3 [2] – 16*.

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

* Includes +4 from Matter Control Talent.

Role-Playing Notes:

A bitter, lonely man who thinks he has nothing left to live for, Owen is out for revenge against the world that he feels has rejected him. His accident has left him unhinged.

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	–	–		

MOLE MAN

Villain

Real Name: Dr. Harvey Elder.

Occupation: Bioengineer.

Identity: Publicly known.

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

Other Aliases: None.

Place of Birth: Unrevealed

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: "Monster Island", a previously uninhabited atoll in the South Pacific.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: A reclusive genius who had inherited a sizable estate, Harvey Elder grew up ridiculed by nearly everyone because of his small size and his need for especially thick glasses to correct his sight. Upon entering college, he soon proved to be a genius in the field of genetic engineering. His appearance and glasses caused his classmates to refer to him as a "mole man"; he would later take this name for himself, with a hint of irony.

His first published work upon receiving his doctorate proved to be his undoing. A proponent of Dr. Mendel, a Nazi scientist who once proposed a similar idea, Dr. Elder wrote that a genetically engineered slave race should be developed to "free mankind for greater pursuits." In the paper, he listed exactly which traits he believed the race should have; the whole focus of the paper was a proposal to create such a race. Blacklisted from every scientific firm in the Western world, he decided to prove his theories right. Setting himself up on an uninhabited atoll in the South Pacific, he set to work attempting to create this race. After many trials and errors over the years, he finally succeeded in creating the race he wanted (see *Moloids*).

The Mole Man first came to the attention of the Fantastic Four when one of his monstrous creations, a fire-breathing creature which superficially resembled a *Tyrannosaurus rex*, "escaped" its pen and started terrorizing nearby shipping lanes. In reality, he had released the creature as the first part of an elaborate revenge scheme against those who had ridiculed him and his theories. He soon came into contact with the Fantastic Four; he recognized Reed Richards and Ben Grimm as two of the few people who did not ridicule him, and changed his plans (see *Fantastic Four*; *Mister Fantastic*; *Thing*). After aiding the Fantastic Four in destroying the "rogue" creation, he offered his expertise in attempting to reverse Ben's transformation into the Thing. Dr. Richards was uncomfortable with the situation, but agreed with the stipulation that the Mole Man use Reed's facilities in the Baxter Building so Reed could supervise and compare notes (see *Baxter Building*).

Agreeing to these terms, the Mole Man accompanied the Fantastic Four to their Manhattan headquarters. There, he used Reed's scientific equipment to create bestial creatures with the Fantastic Four's powers and released them into the city to take revenge on everyone else in the world he believed – rightly or not – to mock him. The Fantastic Four was forced to engage the creatures while the Mole Man fled back to Monster Island. Ironically, the Mole Man had discovered that the Thing's mutated form was in fact not only reversible but that Ben Grimm should already be able to switch back and forth between his human and mutated forms. He left a note for Dr. Richards explaining the reasons why Grimm had not done so; Reed has so far not told anyone else about this.

Age: 50.

Height: 4' 8"

Weight: 220 lbs.

Eyes: Brown.

Hair: Black with gray streaks.

Uniform: Loose green jumpsuit, green boots, green cloak.

Strength Level: The Mole Man has the normal human strength of a man his age, height, and build who engages in no physical



exercise.

Known Superhuman Powers: None.

Other Abilities: The Mole Man is an expert in the field of genetic engineering.

Weapons: The Mole Man wields a five foot long staff, usually made of wood or steel. He often has additional weapons hidden inside the staff.

Limitations: The Mole Man is extremely nearsighted, requiring extremely thick glasses just to see clearly.

205 points

ST: 8 [-20] **HP:** 12 [8] **Speed:** 5.00 [0]
DX: 10 [0] **Will:** 14 [0] **Move:** 4 [0*]
IQ: 14 [80] **Per:** 14 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** -1

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

Dodge: 8 **Parry:** 10 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group: Moloids (Point Total: 25% or less; Size: ~1000, ×18; Frequency: Constant, ×4; Minion (w/Slave Mentality), +0%) [72]; Danger Sense [15]; Enhanced Parry (Staff) +1 [5]; High Manual Dexterity +4 [20]; Status 2 [0†]; Wealth (Filthy Rich) [50].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Bloodlust (9) [-15]; Compulsive Rhetoric (12) [-5]; Dwarfism [-15]; Fat [-3]; Hunchback [-10]; Jealousy [-10]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Reputation: Amoral Scientist -3 (People Affected: Large Class, ×1/2; Frequency of Recognition: All the Time, ×1) [-8]; Stubbornness [-5]; Xenophilia (12) [-10].

Quirks: Bowlegged [-1]; Careful [-1]; Imaginative [-1]; Obsession: Prove That Dr. Mengele Was Right [-1].

Skills: Bioengineering/TL8 (Genetic Engineering) (H) IQ+6 [28] – 20; Biology/TL8 (Genetics) (H) IQ+3 [16] – 17; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 14; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Leadership (A) IQ-1 [1] – 13; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 14; Pharmacy/TL8 (Synthetic) (H) IQ-2 [1] – 12; Physiology/TL8 (H) IQ+0 [4] – 14; Staff (A) DX+0 [2] – 10.

Starting Spending Money: \$400,000 (20% Starting Wealth).

* Includes -1 from Dwarfism.

† Includes +2 from Wealth.

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	–	–		

Designer's Notes:

1. While it might seem odd that he possesses both Bloodlust and Pacifism (Reluctant Killer), this was the best combination I could find to represent that he will always try to get in a parting kick when his opponent was down, but is psychologically incapable of personally taking a life. Of course, his Moloids don't have that little flaw, and will gladly kill whoever he wants.

The Moloids (dubbed *Homo subservius* by their creator) are a subhuman race created by the eccentric bio-engineer Dr. Harvey Elder, better known as the Mole Man (see *Mole Man*). The Mole Man designed them to be, in his opinion, "the perfect slave race". All members of the race are identical, standing 4 feet tall (just a little shorter than the Mole Man himself), with a lean and bony build, and lacking body hair of any kind. Despite their height and build, they are quite strong, much stronger than they look. In addition, Moloids lack sexual organs, making them unable to reproduce sexually; all Moloids are grown in the Mole Man's laboratory. The projected average lifespan of a Moloid is around 35-40 years.



The Mole Man designed the Moloids to be subservient to humanity in general, and specifically to himself. While the Mole Man refers to them as "mindless," the Moloids are actually as intelligent as the average human; any comments about being "mindless" are directed at their inherent subservient nature. They will believe anything they are told, and essentially cannot make decisions on their own if faced with a situation for which they have not been trained or instructed.

First Post-Reboot Appearance: FANTASTIC FOUR #.

-89 points

Attribute Adjustments: ST +2 [20].

Secondary Characteristic Adjustments: SM -1; Will -2 [-10]; FP +5 [15].

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

Advantages: Breath-Holding 3 [6]; Fit [5]; High Manual Dexterity +3 [15]; High Pain Threshold [10]; Perfect Balance [15]; Rapid Healing [5]; Reduced Consumption 2 [4]; Single-Minded [5]; Unfazeable [15]; Universal Digestion [5].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Disturbing Voice [-10]; Gullibility (6) [-20]; Hidebound [-5]; Killjoy [-15]; Low Empathy [-20]; No Sense of Humor [-10]; Short Lifespan -1 [-10]; Slave Mentality [-40]; Social Stigma (Subjugated) [-20]; Status -2 [-10]; Wealth (Poor) [-15]; Workaholic [-5].

Quirks: Sexless [-1].

Features: Fixed Attributes [0].

Role-Playing Notes:

As these are mainly cannon fodder to use be used by the GM, there's really nothing to add that isn't already addressed in the entry itself. The Moloids are the Mole Man's idea of a perfect slave race: strong, short-lived, sexless, and willing to follow any order he gives. The latter, plus their numbers, make them useful as pawns.

Moloids are **NOT** intended for use as PCs.

MOLTEN MAN

Non-Villain Antagonist

Real Name: Mark Raxton.

Occupation: Former lab assistant turned professional criminal.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Liz Allen (stepsister).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Mark Raxton was a lab assistant for an unnamed scientist who was working on a new frictionless metal alloy partially derived from remnants of a meteorite which had organic compounds in it. One day, while arguing with his boss, Mark lost his temper and knocked him out. During the scuffle, however, a sample of the metal alloy was exposed to his bare skin, swiftly spreading over his entire body.

Mark sought out his stepsister, Liz Allen, and a friend of hers, Peter Parker, for help in removing the alloy (see *Allen, Liz*; *Spider-Man*). However, when he learned that the bonding was apparently permanent, he again lost his temper. The temper caused his body to ignite into flames, seemingly turning the metal liquid; Mark was unharmed by the flames. Calling himself the Molten Man, he embarked on an anger-driven rampage throughout Manhattan's East Side before being confronted by Spider-Man. Their confrontation ended without a definitive winner, and Molten Man escaped capture.

Molten Man's current whereabouts are unknown.

Age: 23.

Height: 6' 5".

Weight: 550 lbs.

Eyes: (originally) Brown, (currently) solid gold with no visible irises or pupils.

Hair: (originally) Brown, (currently) gold.

Other Distinctive Features: The Molten Man's skin is covered with a nearly-frictionless golden-colored metal alloy.

Uniform: A Speedo which has been coated in the same alloy which covers his skin, gold boots.

Strength Level: The Molten Man possesses superhuman strength, able to lift (press) roughly 20 tons under optimal conditions.

Known Superhuman Powers: In addition to his superhuman strength, the metal alloy which gave him his powers gave him superhuman durability. He is able to withstand blows that would kill a normal person. His metallic skin is nearly frictionless, allowing him to slip from anyone's grasp and preventing him from being caught in Spider-Man's webbing.

In his molten form, he can radiate heat up to 500° Fahrenheit, leaving severe burns and setting most objects aflame with just a touch.



*Spider-Man: Now you can **throw** fire too? I am **seriously** in need of a power upgrade. – Spectacular Spider-Man*

614 points

ST: 24/163 [30*] **HP:** 24 [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: 2d+1/4d+2 (17d/19d) **BL:** 115 lbs. (5,314 lbs./2.66 tons)

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Touch 3 [6]; Burning Attack 3d (Aura, +80%; Melee Attack, Reach C, -30%; Elemental: Fire/Heat, -10%; Super, -10%) [20]; Hard to Subdue 1 [2]; High Pain Threshold [15]; Slippery 10 (Super, -10%) [18]; Super ST +11/+150 (Super, -10%) [429]; Temperature Control 10 (Heat, -50%; Elemental: Fire/Heat, -10%; Super, -10%) [15]; Temperature Tolerance 10 [10].

Perks: Illumination [1].

Disadvantages: Bad Temper (9) [-15]; Compulsive Gambling (6) [-10]; Overconfidence (9) [-7]; Social Stigma (Freak) [-10];

Unnatural Feature (Golden Skin/Hair) [-1].

Quirks: Cannot Float [-1]; Dual Identity [-1].

Skills: Brawling (E) DX+0 [1] – 12; Chemistry/TL8 (H) IQ+0 [4] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Gambling (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 11; Metallurgy/TL8 (H) IQ+0 [4] – 12; Research/TL8 (A) IQ+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12.

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

* Includes +11/+150 from Super ST.

Role-Playing Notes:

When first encountered, the Molten Man wants to remove his inhuman state. He is slowly becoming accustomed and enamored with his new abilities, as well as continuously testing their limits.

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	–	–		

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>

Real Name: Dr. Karla Sofen.

Occupation: Psychologist, psychiatrist, professional criminal.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Divorced.

Known Relatives: Ex-husband (name unrevealed).

Group Affiliation: Consultant for NASA.

Base of Operations: Orlando, Florida.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Little is known of Dr. Karla Sofen's past. It is known that she interned under Dr. Henry Faustus, whose influence probably warped her own moral compass (see *Doctor Faustus*). For several years Sofen has consulted for NASA, secretly using the skills she learned from Faustus to perform psychological experiments on astronauts under the pretense of clearing them for flight. (Because Dr. Richards hand-picked his crew months prior to the flight, Sofen never consulted on the "Fantastic Voyage" project which resulted in the formation of the Fantastic Four; see *Fantastic Four*; *Mister Fantastic*.) One of these psychological experiments helped her to acquire a stone brought back from the Blue Area of the Moon by the Apollo 13 crew decades ago (see *Blue Area of the Moon*). (This "stone" was actually a small zero-point energy power cell of Kree manufacture; see *Kree*.) Somehow, the stone merged with her, granting her incredible power.

Sofen was introduced to Dr. Phillip Lawson, secretly Kree intelligence agent Captain Mar-Vell, by astronaut Carol Danvers during his orientation tour of the facility (see *Captain Marvel*; *Danvers, Carol*). Days later, in her Moonstone identity, Sofen attempted to steal a second stone brought back from the Blue Area of the Moon, only to be confronted by Mar-Vell; it was their first battle which solidified Captain Marvel's reputation as a superhero.

Moonstone has fought Captain Marvel several times while attempting to increase her power, flirting with him constantly. Recently, with Mar-Vell's – and Lawson's – disappearance from Earth, word has begun circulating around Canaveral about a possible alien invasion, spurred by Danvers's abduction and escape from a Kree spy vessel in orbit. Despite her amoral outlook, Sofen considered what actions she would take should an invasion occur, coming to the conclusion that she would help defend Earth (she justified it with the thought that it was unlikely that she would be able to continue her 'experiments' under alien rule).

Age: 37.

Height: 5' 9".

Weight: 135 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: White bodysuit with a yellow diamond on the chest which extends to a yellow oval gem over her navel, yellow gloves, yellow boots, white half-mask.

Strength Level: Moonstone possesses superhuman strength enabling her to lift (press) roughly 10 tons.

Known Superhuman Powers: In addition to her superhuman strength, Moonstone possesses superhuman durability and stamina, along with a personal force field enabling her to withstand most conventional weaponry, up to .50 caliber machine guns.

In addition to her enhanced physique, Moonstone is able to fly at supersonic speeds. Her force field enables her to survive the rigors of space; the force field also allows her to breathe normally in space or under water for short periods of time.

Moonstone is also able to project energy from her hands or eyes at will for a variety of effects, most commonly as lasers, microwave "heat rays", and concussive force beams. By creating a strobe effect in front of her, Moonstone is able to blind her opponents or induce a suggestible state similar to hypnosis.

By manipulating her body and any material she is in contact with, Moonstone is able to phase through walls, floors, and ceilings for as long as she is able to concentrate.



2,023 points

ST: 22/112 [20*]

HP: 22 [0]

Speed: 6.50 [0]

DX: 13 [60]

Will: 15 [10]

Ground Move: 6 [0]

IQ: 13 [60]

Per: 13 [0]

Air/Space Move: 15/480 [8]

HT: 13 [30]

FP: 13 [0]

SM: 0

Dmg: 2d/4d (12d/14d)

BL: 97 lbs. (2,509 lbs./1.25 tons)

Dodge: 9

Parry: 10

DR: 65 (force field)

Languages: English (Native) (Native Language) [0]; Russian (Accented) [4]; Spanish (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Blinding Flash*) 9 (HT-8; Disadvantage: Blindness, +50%; Reduced Range (×1/10), -30%; Sense-Based (Vision, Target's), -20%; Elemental: Light, -10%; Super, -10%) [225]; Appearance (Beautiful) [12]; Burning Attack (*Laser*) 8d (Armor Divisor (2), +50%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Underwater, +20%; Variable, +5%; Elemental: Light, -10%; Super, -10%; Alternative Attack, ×1/5) [15]; Charisma 2 [10]; Crushing Attack (Concussive Beam) 8d (Cone: 1 yd, +60%; Damage Modifier: Double Knockback, +20%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Underwater, +20%; Variable, +5%; Super, -10%; Alternative Attack, ×1/5) [18]; Cultural Adaptability [10]; Damage Resistance 65 (Force Field, +20%; Hardened 1, +20%; Low Signature, +10%; Switchable, +10%; Super, -10%) [488]; Doesn't Breathe (Oxygen Storage, ×100, -30%; Super, -10%) [12]; Eidetic Memory [5]; Enhanced Move (Air) 5 (Move 480/960 mph/Mach 1.26; Super, -10%) [90]; Enhanced Move (Space) 5 (Move 480/960 mph/Mach 1.26; Super, -10%) [90]; Extra Attack (Multi-Strike, +20%; Single Skill: Innate Attack (Beam), -20%) [25]; Fatigue Attack (*Heat Ray*) 2d (Cone: 1 yd, +60%; Damage Modifier: Heat Hazard, +20%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Variable, +5%; Super, -10%; Alternative Attack, ×1/5) [8]; Flight (Space Flight, +50%; Super, -10%) [56]; High Pain Threshold [10]; Insubstantiality (Can Carry Objects (Medium Encumbrance, +50%; Requires Concentrate, -15%; Super, -10%) [100]; Light Talent 2 [10]; Memetics 4 [40]; Mind Control (Conditioning, +50%; Sense-Based (Vision, Target's), -20%; Elemental: Light, -10%; Super, -10%; Alternative Ability, ×1/5) [11]; Mind Control (Independent, +70%; Suggestion, -40%; Sense-Based (Vision, Target's), -20%; Elemental: Light, -10%; Super, -10%; Alternative Ability, ×1/5) [9]; NASA Rank 1 [5]; Pressure Support (Super, -10%) [5]; Sealed (Super, -10%) [14]; Social Chameleon [5]; Super ST +10/+100 (Super, -10%) [390]; Vacuum Support (Super, -10%) [5]; Very Fit [15]; Voice [10]; Wealth (Wealthy) [20].

Perks: Courtesy NASA Rank +2 [2]; Illumination [1]; Sartorial Integrity [1]; Sexy Pose [1]; Skintight Uniform [1]; Supersuit [1].

Disadvantages: Overconfidence (12) [-5]; Secret (Imprisonment) [-20].

Quirks: Atheist [-1]; Fakes Being Congenial [-1]; Incurable Flirt [-1]; Seeks to Increase Own Power [-1]; Vanity [-1].

Skills: Acting (A) IQ+2 [8] – 15; Aerobatics (H) DX+1 [8] – 14; Brawling (E) DX+2 [4] – 15; Computer Operation/TL8 (E) IQ+0 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Fast-Talk (A) IQ+5 [1] – 18†‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 14; Flight (A) HT+0 [2] – 13; Innate Attack (Beam) (E) DX+5 [16] – 18; Innate Attack (Gaze) (E) DX+5 [8] – 18§; Intelligence Analysis/TL8 (H) IQ+1 [8] – 14; Lip Reading (A) Per+1 [4] – 14; Literature (H) IQ-1 [2] – 12; Observation (A) Per+1 [4] – 14; Pharmacy/TL8 (Synthetic) (H) IQ+1 [4] – 14; Psychologist! (WC) IQ+1 [36] – 14#; Research/TL8 (A) IQ+1 [4] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 14; Sex Appeal (Human) (A) HT+6 [2] – 19‡¥; Speed-Reading (A) IQ+1 [4] – 14; Swimming (E) HT+0 [1] – 13; Throwing (A) DX+0 [2] – 13; Wrestling (A) DX+1 [4] – 14.

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

* Includes +10/+100 from Super ST.

† Includes +4 from Memetics.

‡ Includes +2 from Voice.

§ Defaulted from Innate Attack (Beam).

Conditional +4 from Memetics.

¥ Includes +4 from Appearance.

Role-Playing Notes:

Moonstone is patient, manipulative, and sociopathic, as amoral as anyone can be. Her flirting with Captain Marvel – and any other adversary she may go up against, male or female – is a purely psychological tactic meant to keep her opponent off-balance.

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

The Morlocks are a group of homeless mutants who live in the sewers and abandoned subway tunnels underneath New York City. The Morlocks consider themselves a "tribe", a society living undetected or ignored by those who live above ground in the city. Most of the Morlocks are mutants whose mutations are such that they cannot pass for human without assistance; others, until recently, had their looks altered by the mutant named Masque (see *Masque*). Many of these mutants have abilities that have altered their looks to the point that they cannot pass for an unaugmented human.

No one is certain how the Morlocks first came to be. The name "Morlock" is taken from the future underground dwellers in H. G. Wells's *The Time Machine*. It is believed they have been living in the tunnels for at least two generations. Quite possibly, the Morlocks were not originally composed primarily of mutants; over time, however, the mutant population among the Morlocks grew until the term "Morlock" and "sewer-dwelling mutant" were synonymous among the homeless population.

The Morlock's leader is a woman named Callisto; Callisto has said that she found, rather than founded, the Morlocks following a horrible disfiguration (see *Callisto*). Callisto proved to be a natural leader, and is considered their leader by almost all the other Morlocks.

The Morlocks first came to the attention of the rest of the superhuman community when a number of Morlocks, acting on Callisto's orders, kidnapped the mutant adventurer Angel in a bid to make him her "mate" (see *Angel*). This drew the Morlocks into conflict with Angel's teammates, the X-Men; it was through their efforts as well as those of Angel's girlfriend, Candy Southern, that Angel was released, though Callisto has said that one day Angel will be hers (see *Southern, Candy; X-Men*). Callisto then pledged that the Morlocks would not kidnap anyone ever again. They have since twice assisted the X-Men.

Masque was one of those who disagreed with Callisto's decree. Backed by a number of other disgruntled Morlocks, Masque made a bid for leadership, only to be defeated in single combat by Callisto and then exiled from the tunnels. Masque then led his followers in building a rival tribe of Morlocks by kidnapping and disfiguring a number of mutant children. The X-Men and private investigator Karen Page put an end to this scheme, forcing Masque to return the children he kidnapped, but there were hints that Masque did not release all those he'd kidnapped (see *Page, Karen*).

Other than Callisto and Masque, Morlocks of note are: Caliban, an albino who can sense other mutants; Leech, a green-skinned bald boy who generates an uncontrollable anti-power field; Sunder, a mentally retarded man with superhuman strength but lacks superhuman durability; Tar Baby, whose skin is black and sticky; Skin, a teenager whose skin (but not his muscles or bones) is elastic and prehensile; and Erg, who is able to shoot energy from one of his eyes (see *Caliban*).

Recently it has been revealed that there are other tribes of homeless mutants living underneath other cities as well, most notably Los Angeles; Chicago; Philadelphia; London, England; Paris, France; and Tokyo, Japan; all calling themselves "Morlocks". The implications of this revelation have yet to be explored. At the least, it is apparent that there is an outside party who is creating tribes of Morlocks in cities around the world, but for what purpose is unknown. Members of the Chicago tribe recently encountered Iron Fist and his allies in Knightwing Restorations, while the Los Angeles tribe ran afoul of Spider-Woman during one of her cases (see *Iron Fist; Knight, Misty; Spider-Woman; Wing, Colleen*).

First Post-Reboot Appearance: UNCANNY X-MEN #

<u>Morlocks</u>	
Mission Statement:	
Capabilities	
TL: 8	Members:
Wealth:	
Contacts:	
Member Traits:	
Notable Resources:	
Reaction-Time Modifier:	
Costs and Values	
Startup Cost: \$	Resource Value: \$
Patron Value: points.	Enemy Value: - points.
Ally and Dependent Value:	
Social Attributes	
Type:	Loyalty:
CR:	
Rank:	
Income Range:	
Reputation:	
Notes	

MULTIPLE MAN

Hero

Real Name: James Arthur "Jamie" Madrox.

Occupation: Private investigator.

Identity: Known to the authorities.

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

Other Aliases: None known.

Place of Birth: Los Alamos, New Mexico.

Marital Status: Single.

Known Relatives: Daniel (father, deceased); Joan (mother).

Group Affiliation: X-Factor Investigations; Xavier Institute alumni.

Base of Operations: Mutant Town, Lower East Side, Manhattan, New York City.

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

History: Jamie Madrox was raised on a ranch in New Mexico until his powers manifested at age 10 when he fell off a horse he was riding, creating a duplicate upon impact with the ground. At first, he was given a suit which absorbed kinetic energy to prevent unwanted duplicates; the suit's origins are currently unknown, but believed to have been created either by his father or by Reed Richards (see *Mister Fantastic*). Jamie's father, Daniel Madrox, was killed in unrevealed circumstances. When he was older, Jamie enrolled in the Xavier Institute for Gifted Youngsters as one of its first students in order to learn to control his powers without needing the suit (see *Xavier Institute*).

Jamie was one of the veritable army of Xavier Institute students organized by Scott Summers to rescue Scott's brother Alex from the Cult of the Living Pharaoh (see *Cyclops*; *Havok*; *Living Pharaoh*). This is the first known instance of him using the alias "Multiple Man". During the fracas, one of Jamie's duplicates was killed by the Living Pharaoh's "evolved" form, the Living Monolith; apparently this was the first time one of his duplicates ever died.

Jamie did not graduate the Institute, but left a year before he would have in order to complete his schooling a more mundane fashion. Despite this, he is still considered one of their alumni. After graduating high school, he signed on with a private investigation firm, often sending out duplicates to cover multiple cases at once. After earning his own PI license, Jamie opened up his own investigation firm, X-Factor Investigations, operating out of the Lower East Side of Manhattan in a district with a large mutant population known as "Mutant Town" by the locals.

Multiple Man was among the various Institute students and alumni who gathered to protect the Institute from the Juggernaut's assault (see *Juggernaut*). Since then, he played a part in assisting the various superhuman adventurers who gathered to fight the Zodiac Cartel when they erected an energy dome over Manhattan (see *Zodiac Cartel*).

Jamie's later activities are currently unknown.

Age: 20.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Blue long-sleeved shirt with gold trim, black pants, black gloves, black boots, blue cowl with gold trim, blue belt with a red and black circle-X on the buckle; occasionally wears a black trench coat over it. As a student of the Xavier Institute, he trained while wearing the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students.

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

Known Superhuman Powers: Multiple Man, as his name suggests, is able to create duplicates of himself. These duplicates are created through the kinetic energy of physical impact; Jamie only needs to tap any body part to create them, even a snap of his fingers will work, though through practice he no longer needs to wear a special suit to prevent the creation of duplicates from minor impacts. Intense impacts, like receiving a punch, will still involuntarily create additional duplicates. These duplicates are created copying Jamie's clothing and any items carried. At present, he is believed to have an upper limit of around 40 duplicates. Should the prime Jamie be rendered unconscious, all of his duplicates fade away, presumably reabsorbed.

These duplicates are identical to Jamie in every way, possessing his skills and memories as well as the ability to create other duplicates of their own. He is psychically linked to all of his duplicates, his duplicates' duplicates, his duplicates' duplicates' duplicates, and so on, being able to locate any of them at any time regardless of the distance involved. He can reabsorb a duplicate at will with a touch, absorbing their memories and learned skills in the process. If the absorbed duplicate was injured, Jamie suffers a partial injury of a similar manner. In the event a duplicate is killed, Jamie suffers intense psychic pain; Jamie cannot reabsorb the body nor the memories of a slain duplicate.



If a duplicate remains separated from Jamie for an extended period of time, there is a slight chance the duplicate will gain increased independence, eventually becoming his own person. Whether an independent duplicate will be reabsorbed or remain separate from Jamie if he is rendered unconscious is presently unknown.

Other Abilities: Jamie is a skilled investigator and photographer. He is also a skilled horseman and rancher, though he rarely has need to utilize these skills. He is a skilled hand to hand combatant and decent shot with a pistol and shotgun, though he prefers not to use these skills. He is fluent in Spanish, Navajo, and Hawaiian. He may at times display a previously unknown skill based on something a duplicate of his learned.

Paraphernalia: Jamie used to wear a special suit under his clothing which absorbed and rechanneled kinetic energy to prevent him from creating duplicates when he did not want to. Thanks to training, he no longer needs to wear the suit.

2,823 points

ST: 11 [10] **HP:** 11 [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+1 **BL:** 24 lbs.

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

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

Cultural Familiarities: American Southwest Amerindian [1]; Latin American [1]; Western [0].

Advantages: Absolute Direction [5]; Combat Reflexes [15]; Duplication 40 (Duplicated Gear, +100%; Trigger: Physical Impact, -10%; Mutant, -10%) [2,520]; Eidetic Memory [5]; Mindlink (Duplicates) (Mutant Psionic, -10%) [18]; Natural Copper 4 [40]; Racial Memory (Active) (Past Duplicates Instead of Ancestors, +0%; Mutant, -10%) [36].

Perks: Teamwork (Duplicates) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Flashbacks (Mild) [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Mutantkind) [-10].

Quirks: Attentive [-1]; Broad-Minded [-1]; Dual Identity [-1]; Interviews Badly [-1]; Practical Joker [-1].

Skills: Acting (A) IQ+1 [4] – 13; Body Language (Human) (A) Per+3 [1] – 15*; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Criminology/TL8 (A) IQ+3 [1] – 15*; Detect Lies (H) Per+3 [2] – 15*; Fast-Talk (A) IQ+0 [2] – 12; Filch (A) DX+1 [4] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Guns/TL8 (Shotgun) (E) DX+0 [1] – 12; Holdout (A) IQ+0 [2] – 12; Intelligence Analysis/TL8 (H) IQ+3 [2] – 15*; Interrogation (A) IQ+4 [2] – 16*; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Observation (A) Per+3 [1] – 15*; Photography/TL8 (A) IQ+1 [4] – 13; Pickpocket (H) DX+0 [4] – 12; Research/TL8 (A) IQ+1 [4] – 13; Riding (Equines) (A) DX+0 [2] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+4 [1] – 16*; Scrounging (E) Per+0 [1] – 12; Search (A) Per+3 [1] – 15*; Shadowing (A) IQ+3 [1] – 15*; Skiing (H) HT+0 [4] – 12; Smuggling (A) IQ+2 [8] – 14; Speed-Reading (A) IQ+1 [4] – 13; Sports (Baseball) (A) DX+0 [2] – 12; Stealth (A) DX+2 [8] – 14; Streetwise (A) IQ+3 [1] – 15*; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 12; Tracking (A) Per+2 [8] – 14; Wrestling (A) DX+0 [2] – 12.

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

* Includes +4 from Natural Copper.

Role-Playing Notes:

Jamie tends toward both serious and jocular. When on the job, he is serious; when relaxing around his friends, he is often a practical joker. Above all, he is loyal to his friends and the mutant community.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-1 cr	C	10	–	–	11	
–	Karate Kick	1d cr	C, 1	n/a	–	–	11	

Design Notes:

1. Reboot! Jamie is of mixed African-American and Native American descent.
2. Yes, that is X-Factor Investigations he heads. Plans are to have Havok and Polaris shift over there after graduating in Year Two; I'm not sure who else will transfer over, given plans are for Wolfsbane and Monet – and most of the other original classes of New Mutants, X-Terminators/X-Factor Trainees, and Generation X – to be younger students at Xavier's for the time being, with Siryn renamed to Bainsidhe as SHIELD's Interpol liaison.

The Mutant Liberation Front is a collection of superhuman criminals and terrorists who are dedicated to ensuring mutantkind's continued survival by removing those who would use or abuse their positions of power to harm their kind. As such, all of the MLF's active members have been mutants, though they are not opposed to having non-mutant members.

The MLF was first formed by the mutant shapeshifter Mystique and the blind mutant precog Destiny; their first recruit was their foster daughter Rogue (see *Destiny*; *Mystique*; *Rogue*). The rest of the MLF has tended to be comprised of superhuman mercenaries with a shifting roster; the only member other than the three founders who has been present in all cases is the super-strong mutant Frenzy (see *Frenzy*).

The Mutant Liberation Front first came to public attention when they attacked and tried to assassinate SHIELD director Henry Gyrich and engineer Oliver Trask at the unveiling of SHIELD's new robotic Sentinels, only to be thwarted through the actions of the X-Men, who were in the crowd, SHIELD's Interpol liason Teresa Rourke, and the Sentinels themselves (see *Bainsidhe*; *Gyrich*, *Henry Peter*; *Sentinels*; *SHIELD*; *Trask*, *Oliver*; *X-Men*). Destiny, Rogue, Frenzy, and Mystique escaped in the chaos, though not before the MLF managed to destroy half the Sentinels that were present. At the time, the MLF consisted of the three founders, Avalanche, Pyro, and Frenzy (see *Avalanche*; *Pyro*).

The MLF has since clashed with the X-Men on two other occasions. On the first, members of the MLF – Rogue, Avalanche, Pyro, Frenzy, Tower, and Stinger – ambushed the X-Men in Central Park as a diversion while Mystique, Destiny, and Avalanche stole into the Federal Reserve building and made off into the Morlock tunnels with a load of gold ingots (*Morlocks*; *Stinger*; *Tower*).

In the second encounter, the MLF – this time consisting of Mystique, Rogue, Frenzy, Timeshadow, and Solarr – were receiving a shipment of weapons from AIM only to be caught in a fight between the X-Men and their sometimes member/sometimes adversary Mimic (see *AIM*; *Mimic*; *Timeshadow*; *Solarr*). The weapons and the payment were destroyed, and Timeshadow and Solarr were taken into custody, though the rest of the MLF escaped.

Where the Mutant Liberation Front will appear next is anyone's guess.

First Post-Reboot Appearance: UNCANNY X-MEN #

Membership Roster

Mystique – Co-Founder. Mystique has led the MLF since its formation.

Destiny – Co-Founder. Destiny serves as the MLF's strategist.

Rogue – First recruit. Foster child of Mystique and Destiny, Rogue has served with the MLF since its founding.

Avalanche – Second recruit. Avalanche remains with the MLF despite several incarcerations.

Pyro – Third recruit. Pyro has served faithfully with the MLF since he was recruited for its first public action.

Frenzy – Fourth recruit. Frenzy is the team's acknowledged muscle, and a firm believer in their cause, if not always their actions.

Stinger – Fifth recruit. Stinger was incarcerated following her first public appearance, but has escaped and likely rejoined the team.

Tower – Sixth recruit. Tower joined as additional muscle, but his first loyalty is to his sister, Stinger, not the MLF.

Timeshadow – Seventh recruit. Although a believer in the cause, it is unlikely that the MLF will free him, due to his being drunk in action.

Solarr – Eighth recruit. Solarr is a mercenary, and finds the MLF's cause and actions to be petty. He likely will not rejoin the team.

	
MYSTIQUE (Raven Darkholme) Founder	DESTINY (Irene Adler) Active X-MEN #
	
ROGUE (real name unrevealed) Active X-MEN #	AVALANCHE (Dominic Petros) Active X-MEN #
	
PYRO (John Allerdyce) Active X-MEN #	FRENZY (Joanna Cargill) Active X-MEN #
	
STINGER (Wendy) Active X-MEN #	TOWER (real name unrevealed) Active X-MEN #
	
TIMESHADOW (real name unrevealed) Active X-MEN #	SOLARR (Silas King) Active X-MEN #

Mutant Liberation Front

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

MYSTERIO

Villain

Real Name: Quentin Beck.

Occupation: Professional criminal, former special effects designer and stuntman.

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

Identity: Known to the authorities.

Other Aliases: "Domehead".

Place of Birth: Riverside, California.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Quentin Beck started his career as a Hollywood stuntman, doing stunt work for television series and movies alike, before finding himself more interested in designing special effects. In a short time, he became known as one of the best effects designers in the industry. A friend of his joked that he should pit his talents against Spider-Man, who had just made the shift from amateur wrestler to costumed crimefighter in New York City (see *Spider-Man*). Intrigued by this suggestion, Beck traveled to New York and put Spider-Man under surveillance, hiring one of the independent gangs in the city to attack and record the web-slinger in action. He also gathered the remains of Spider-Man's webbing, to see if it could be duplicated.

Armed with this information, Beck devised the costumed identity of Mysterio, and embarked on a city-wide crime spree intended to draw Spider-Man's attention. At first, Mysterio presented himself as a magic-user, spouting stage magician nonsense and presenting his effects as real magic. Spider-Man discovered the truth, although in their first confrontation he was unable to apprehend Beck.

Mysterio has returned to plague Spider-Man on two different occasions since then. The last time ended in Mysterio's arrest. However, both the Rhino and the Vulture have recently been seen meeting with someone who looks a lot like Mysterio, at least from a distance, so it remains to be seen whether the Mysterio in prison is the real deal or an automaton, or whether he escaped prison the same time they did (see *Rhino*; *Vulture*).

Age: 51.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Dark green battlesuit with light green gloves and boots, purple

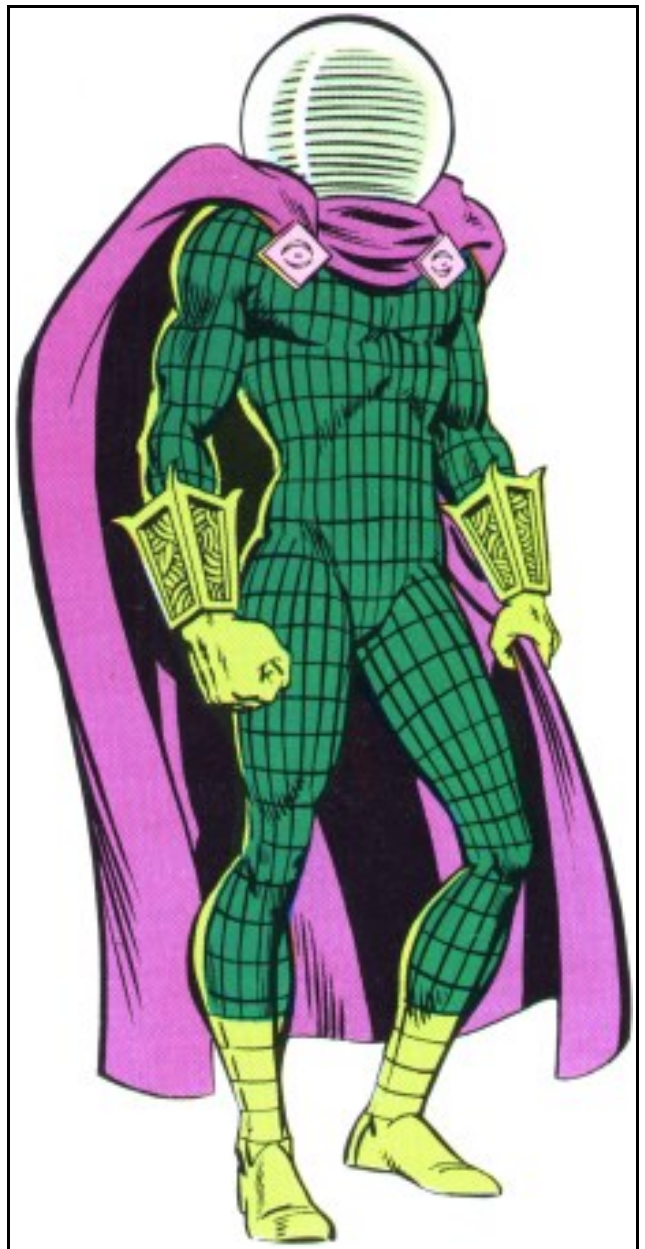
cape, helmet composed of a glass one-way mirror enabling him to see out with ease but which obscures his identity from view.

Strength Level: Mysterio possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His battlesuit enables him to lift (press) close to 850 pounds under optimum conditions.

Known Superhuman Powers: None.

Other Abilities: Mysterio is a genius in designing special effects, with specialties in chemistry, robotics, and pyrotechnics.

Weapons: Mysterio's battlesuit protects him from harm, increases his strength, and possesses various hidden compartments and chemical sprayers. He also relies on subterfuge, creating robots which are designed to look like his battlesuit. Among the various chemical sprays he has used are a colorless and odorless gas which weakens someone's will when inhaled, and a chemical which can dissolve Spider-Man's webbing.



336 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 6.25 [0]

DX: 13 [60] **Will:** 13 [0] **Move:** 6 [0]

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

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

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

Dodge: 10 **Parry:** 10 **DR:** 60/20 (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Artificer 2 [20]; Combat Reflexes [15]; Gadgeteer [25]; Gizmos 3 [15]; High Pain Threshold [10]; High TL +1 [5]; Signature Gear (Battlesuit) [8]; Very Fit [15]; Wealth (Comfortable) [10].

Perks: Cloaked [1].

Disadvantages: Compulsive Lying (12) [-15]; Greed (9) [-22]; Obsession (Defeat Spider-Man) [-7]; Pacifism (Reluctant Killer) [-5].

Quirks: Imaginative [-1]; Likes B-Grade Horror Movies [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Armoury/TL9 (Battlesuits) (A) IQ+2 [2] – 15*; Armoury/TL8 (Small Arms) (A) IQ+1 [1] – 14*; Battlesuit/TL9 (A) DX+1 [4] – 14; Camouflage (E) IQ+1 [2] – 14; Chemistry/TL8 (H) IQ+1 [8] – 14; Climbing (A) DX+0 [2] – 13; Computer Programming/TL8 (H) IQ+1 [8] – 14; Disguise/TL8 (Human) (A) IQ+1 [4] – 14; Electrician/TL8 (A) IQ+2 [2] – 15*; Electronics Operation/TL8 (Media) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Media) (A) IQ+2 [2] – 15*; Engineer/TL9 (Electronics) (H) IQ+2 [4] – 15*; Engineer/TL9 (Robotics) (H) IQ+2 [4] – 15*; Explosives/TL8 (Fireworks) (A) IQ+0 [2] – 13; Hazardous Materials/TL8 (Chemical) (A) IQ-1 [1] – 12; Hobby Skill (Horror Movie Trivia) (E) IQ+0 [1] – 13; Holdout (A) IQ+1 [4] – 14; Jumping (E) DX+1 [2] – 14; Liquid Projector/TL8 (Sprayer) (E) DX+0 [1] – 13; Makeup/TL8 (E) IQ+1 [2] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 13; Mechanic/TL9 (Robotics) (A) IQ+2 [4] – 15*; Observation (A) Per+1 [4] – 14; Performance (A) IQ+2 [8] – 15; Stage Combat (A) IQ+1 [3] – 14†; Traps/TL8 (A) IQ+1 [4] – 14.

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

* Includes +2 from Artificer.

† Defaulted from Performance.

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	–	–		

Mysterio's Battlesuit

Located in a gray area between gods and demons, principalities are entities – usually individually, though sometimes in groups, such as with the Faltine and the Seraphim – which are invoked by sorcerers to perform exocentric magic (see *Demons*). Many of these principalities are rulers of their own dimensions; some are even said to have *created* their home dimensions.

Many principalities have what are called signature spells, spells which draw upon the principality's power. These spells can be invoked as parts of other, more complex spells by more experienced sorcerers. For some unknown reason, many of these spells are alliterative in English, and it is said that the alliteration is part of the magic; casting the spells in other languages automatically makes them alliterative for that language, even if a direct translation of the spell would not be. (This is believed to be a facet of magic itself, not intentional on the part of the entities.) Not every spell or invocation is alliterative, though most sorcerers find the ones that are not alliterative jarring to the ear.

It is said that each invocation puts the sorcerer in debt to the entity invoked, whether the entity is a god, demon, or other principality; in effect, treating the invocation as "a favor for a favor," with the entity claiming the right to call upon the sorcerer for services rendered at a later time. There exists one known means for a sorcerer to essentially cut ties to every principality in existence at once: the *Incantation of Emancipation*. The Incantation of Emancipation is known to every member of the Order of Kamar-Taj and presumably to sorcerers outside the order, such as the Dakimh and his student Jennifer Kale, and the Arthurian-era sorceress Morgan La Fey (see individual entries).

A partial list of principalities is as follows:

Balthak – a being of pure mystic energy, provides sorcerers with the *Bolts of Balthak*, which manifest in any number of energy types, although most instances of the spell are electrical/lightning.

Cinnibus – rules a dimension of peace and enlightenment, provides sorcerers with the *Seven Suns of Cinnibus*, which can be used to dispel magic darkness or disrupt spells cast using black magic.

Cyttorak – rules a dimension called the Crimson Cosmos; although generally called a being of destruction, is more properly an entity of *applied* power, protective and destructive alike. His signature spells are the *Crimson Bands of Cyttorak*, which is used to create a large number of bands of mystic energy to entrap or protect those within them, and the *Crimson Crystals of Cyttorak*, which creates a number of gemstones that hurtle toward their target and can bypass shields and armor.

Denak – an entity that commands a dimension of demons; in addition to the *Demons of Denak*, a spell to summon demons, is the source of the *Astral Arms of Denak* and *Demon-Claws of Denak*, which create magical claws at a distance, and the *Discs of Denak*, which create energy discs for offensive use.

Dyzzak – an entity whose own dimension is considered a prison; his signature spells, *Dyzzak's Cage* and *Spheres of Dyzzak*, are used to entrap foes.

The Faltine – beings of pure mystic energy which inhabit a dimension where baryonic matter does not exist beyond high-energy quarks, leptons, and other elementary particles. Their signature spell, *The Flames of the Faltine*, produce flames which can vary in temperature and can be shaped by the wielder as befits the situation.

Farallah – a minotaur-like entity, often called Farallah of the

Hunt, grants a number of spells which all apparently bear the name *Fangs of Farallah*. These spells vary from counterspells to banishing to attacking others.

Ikonn – an insectoid entity which grants the *Images of Ikonn*, a powerful illusion spell.

Ikthalon – an icy being which grants spells related to cold and ice, such as the *Icy Tendrils of Ikthalon*.

Krakkan – an entity with the epithet "the Jailer"; his signature spell is the *Chains of Krakkan*, which creates iron chains to capture and hold opponents.

Munnipor – a three-in-one female entity ruling a dimension known as the Twelve Moons of Munnipor. Her signature spells are the *Mists of Munnipor*, which conjures a mystic haze to impede and confuse opponents, and the *(Twelve) Moons of Munnipor*, which is primarily used to focus and reinforce other spells, but can also be used by itself to banish others.

Nirvalon – an entity of which little is known; his (or her?) signature spells are the *Sphere of Nirvalon*, which encases its target in a globe of protective light, and the *Light of Nirvalon*, which produces pure white light that can keep evil entities at bay and dispel illusions created through demonic energies.

Raggador – a four-armed entity with the lower body of a snake, rules his eponymous dimension. His signature spells are: the *Seven Rings of Raggador* (also known as the *Roving Rings of Raggador*), seven multi-colored rings which can entrap and protect; the *Rains of Raggador*, conjuring storm clouds which produce lightning; and the *Ribbons of Raggador*.

The Seraphim – Although they share the name as a choir of Biblical angels, the Seraphim are actually the creations of the Elder Goddess Oshtur. Their most commonly invoked spell is the *Shield of the Seraphim*, a powerful protection spell which can be layered on itself with multiple castings; other spells invoking them include the *Skill of the Seraphim*, the *Speed of the Seraphim*, and the *Circle of the Seraphim*, the latter being a protective circle to ward away mystic enemies.

Valtorr – rules a dimension known as the Veils of Valtorr. His signature spells are: the *Vapors of Valtorr*, which produce a mist that can surround and imprison or confuse others, or act as an otherwise normal obscuring fog; the *Vipors of Valtorr*, creating ethereal snakes to attack others; and the *Veils of Valtorr*, which is used to glimpse possible futures. The phrase "to breathe the final vapors of Valtorr" is sometimes used by sorcerers as a metaphor for death.

The Vishanti – a trinity consisting of the Elder Goddess *Oshtur*; *Agamotto*, Oshtur's son and Earth's first Sorcerer Supreme; and lion-headed *Hoggoth*, believed to be an Elder God from an alien race; all three are known to be called upon individually as well as in their trinity. Agamotto penned the *Book of the Vishanti*, the greatest tome of white exocentric magic in existence, and which contains every known counterspell; the *Tome of Oshtur* is also a powerful tome containing hundreds of spells which call upon Oshtur. Hoggoth is the only one known to have specific signature spells, in particular the *Hosts of Hoggoth*, which can form a path through mystic dimensions that defy the known laws of physics such as the dreamscape and Nightmare's connected nightmare realm, and the Dark Dimension of Dormammu (see *Dark Dimension*; *Dormammu*; *Nightmare*).

Watoomb – a former mortal sorcerer who ascended to become a principality in his own right; his signature spell is the *Winds of Watoomb*, which create intense winds.

Demons such as Dormammu, Mephisto, Satannish, Set, and Chthon, and some gods such as Gaea, Odin, and Vishnu are also considered principalities (see individual entries).

Game Mechanical Details:

There are dozens if not hundreds of principalities who can be invoked for power; the listing above represents the entities invoked by the sorcerers of the Order of Kamar-Taj and the Cult of Zhered-Na. Sorcerers of other mystic orders can call upon other entities; there are probably hundreds more. GMs are encouraged to research more obscure principalities, and even create some as needed.

Calling upon a principality for the first time requires both a successful Spirit/3 roll to contact the entity and a Reaction roll,

modified as the GM sees fit depending on how the principality's goals align with the caster's. A reaction roll of Neutral or better will permit the caster to continue invoking the entity until/unless "something changes". This "something" will probably be a plot point: either the entity has temporarily been destroyed – all principalities effectively have Unkillable 3 when facing others on their power level – or the sorcerer's goals no longer align with the entity's. Using the Incantation of Emancipation automatically resets the reaction levels of all principalities – even those *unknown* to the sorcerer! – to Bad; **all** incantations invoking entities, and many artifacts created by them, automatically fail. In short: the sorcerer loses all access to exocentric magic until s/he renders mends fences with at least one principality, which resets the base reactions to Neutral.

MYSTIQUE

Villain

Real Name: Raven Darkholme (presumably).

Occupation: Terrorist, political aide.

Identity: Secret.

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

Other Aliases: Far too many to count.

Place of Birth: Bavaria, Germany.

Marital Status: Unknown.

Known Relatives: Irene Adler (alias Destiny, 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: Very little is known about Mystique's past; due to her powers, even her age is uncertain. At an unspecified point in the past, Mystique met and fell in love with the blind mutant seer Irene Adler (see *Destiny*). Together, they have helped raise the young woman who calls herself Rogue as their foster daughter (see *Rogue*).

Mystique grew concerned about the fate of her fellow mutants, and in an effort to prevent their exploitation or potential genocide began the terrorist organization known as the Mutant Liberation Front, composed primarily of mutant mercenaries and criminals (see *Mutant Liberation Front*). In order to gain access to government files, Mystique adopted the persona of an aide to a United States senator.

Mystique first came to the public's attention when she led the MLF in a public assassination attempt on SHIELD director Henry Gyrich at the unveiling of SHIELD's new robotic Sentinel enforcers (see *Gyrich, Henry Peter; Sentinels; SHIELD*). Although unsuccessful in the assassination, due in no small part to the interference of the mutant adventurers known as the X-Men, Mystique later came to regard the attempt as a victory, as the United States Congress has begun taking a closer look at Gyrich's actions (see *X-Men*).

Mystique continues to lead the Mutant Liberation Front. Recent actions, however, have strained her relationship with Rogue.

Age: Indeterminate.

Height: 5' 10" (variable).

Weight: 150 lbs.

Eyes: (as Raven Darkholme) Brown; (as Mystique) yellow, no visible pupils.

Hair: (as Raven Darkholme) Black; (as Mystique) auburn.

Skin: (as Mystique) Blue.

Uniform: Black bodysuit with a white chest and shoulder pattern, black boots, occasionally white gloves, black choker with a gold clasp.

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

Known Superhuman Powers: Mystique is a metamorph, with the mutant power to make herself look and sound like any person of either gender she has a chance to study. She is able to control her skin pigmentation, eye color, hair color and length, and even her height and build to a slight extent, adjusting her height by several inches while maintaining her overall weight. Mystique's control is such that she is able to fool retina scanners, fingerprint readers, and voice-print software. Her skill is such that she is able to use her powers to greatly retard her body's aging.

440 points

ST: 12 [10] **HP:** 14 [4] **Speed:** 6.75 [0]

DX: 14 [80] **Will:** 13 [5] **Move:** 6 [0]

IQ: 12 [40] **Per:** 13 [5]

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Body Control Talent 4 [20]; Combat Reflexes [15]; Double-Jointed [15]; Elastic Skin (Link w/ Hermaphromorph, Can Be Used Separately, +20%; Mutant, -10%) [22]; Empathy [15]; Fit [5]; Hermaphromorph (Link w/



Elastic Skin, Must Be Used Together, +10%; Mutant, -10%) [5]; Mimicry (Voice Library, +50%; Mutant, -10%) [14]; Social Chameleon [5]; Status 2 [5*]; Unaging [15]; Wealth (Wealthy) [20].

Perks: Accent (Californian/Television American) [1]; Alcohol Tolerance [1]; Convincing Nod [1]; High-Heeled Heroine [1]; Low Rejection Threshold [1]; Reproductive Control (Reabsorption) [1]; Sexy Pose [1]; Supersuit [1].

Disadvantages: Secret Identity (Imprisonment) [-20]; Sense of Duty (Mutantkind) [-15]; Social Stigma (Freak) [-10].

Quirks: Distinctive Feature (Blue Skin) [-1]; Likes Violent Solutions [-1]; Proud [-1]; Sexual Orientation (Bisexual) [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Acting (A) IQ+2 [8] – 14; Beam Weapons/TL8 (Pistol) (E) DX+1 [2] – 15; Beam Weapons/TL8 (Rifle) (E) DX+1 [2] – 15; Body Language (Human) (A) Per+1 [4] – 14; Climbing (A) DX+4 [1] – 18†; Connoisseur (Literature) (A) IQ-1 [1] – 11; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Dancing (A) DX-1 [1] – 13; Disguise/TL8 (A) IQ+8 [2] – 20‡; Driving/TL8 (Automobile) (A) DX+0 [2] – 14; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 14; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 15§; Fast-Draw (Knife) (E) DX+1 [1] – 15§; Fast-Draw (Pistol) (E) DX+1 [1] – 15§; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 15; Guns/TL8 (Rifle) (E) DX+1 [2] – 15; History (20th Century Western European) (H) IQ+0 [4] – 12; Holdout (A) IQ+0 [2] – 12; Intelligence Analysis/TL8 (H) IQ+1 [8] – 13; Judo (H) DX+1 [8] – 15; Karate (H) DX+1 [8] – 15; Knife (E) DX+1 [2] – 15; Leadership (A) IQ+2 [4] – 14; Lockpicking/TL8 (A) IQ+0 [2] – 12; Makeup/TL8 (E) IQ+0 [1] – 12; Market Analysis (H) IQ+0 [4] – 12; Mimicry (Speech) (H) IQ+4 [4] – 16‡; Observation (A) Per+1 [4] – 14; Photography/TL8 (A) IQ+0 [2] – 12; Politics (A) IQ+0 [2] – 12; Rapier (A) DX-1 [1] – 13; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Servant) (E) IQ+0 [1] – 12; Sex Appeal (A) HT+2 [2] – 14¥; Shadowing (A) IQ+2 [8] – 14; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+0 [2] – 12; Throwing (A) DX+1 [4] – 15; Thrown Weapon (Knife) (A) DX+1 [4] – 15.

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

* Includes +1 from Wealth.

† Includes +5 from Double-Jointed.

‡ Includes +4 from Body Control Talent.

Includes +4 from Elastic Skin.

§ Includes +1 from Combat Reflexes.

¥ Includes +1 from Appearance.

Role-Playing Notes:

For all her noble intentions, Mystique is a sociopath. The only person she cares about is Destiny; she views her foster daughter, Rogue, as someone with abilities she can use. Mystique is willing to lie to, steal from, and kill anyone who gets in her way.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Real Name: Namor McKenzie.

Occupation: Monarch.

Identity: Publicly known.

Legal Status: Ruler of Atlantis.

Other Aliases: Sub-Mariner, The Avenging Son.

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Thakorr (grandfather, deceased), Fen (mother), Leonard McKenzie (father, deceased), Thomas McKenzie (uncle, presumed deceased), Dorma, Byrrah, Aquaria Nautica Neptunia (alias Namora) (cousins).

Group Affiliation: Atlantean Royal Family, employer of the Atlantean Royal Guard; former member of the Invaders and the All-Winner's Squad, former partner of Namora.

Base of Operations: Atlantis, Atlantic Ocean.

First Historical Appearance: MOTION PICTURE FUNNIES WEEKLY #1.

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

History: In the 1910s, prior to the outbreak of World War I, an icebreaker in the North Atlantic ocean captained by Leonard McKenzie was boarded by a strange blue-skinned woman, who said that her name was Fen (see *Fen*). In an almost fairytale like fashion, she had learned the language of those on board the ship by listening to them, all the while falling in love with the captain from afar. McKenzie soon reciprocated her love, and the two were married days later by the ship's chaplain, despite the fact that Fen could not remain outside the water for more than a brief time. (Normal Atlanteans can only remain outside of the water for around 10 minutes before they suffocate, but Fen somehow proved able to remain out of the water for much longer times, reportedly up to an hour; see *Atlanteans*.)

Fen's father, King Thakorr, believed that Fen was being held captive by the surface ship and attacked the ship, killing many of the crew. He was surprised and forced to admit his error when Fen courageously defended her dying husband from her father. Fen agreed to return to her home, but only on the condition that the rest of the ship's crew was free to leave unharmed. (A similar encounter by McKenzie's brother, Thomas, who was investigating the surviving crew's story, led to a similar ill-fated romance of his own; see *Namora*.)

Nine months later, Fen gave birth to a son, who had Caucasian skin like his father. Fen named him Namor, which in the Atlantean tongue meant "Avenging Son"; it is not certain if Fen intended for Namor to eventually avenge her fallen husband, or if her opinion of surface-worlders had changed by that time. Namor proved able to breathe both air and water, as well as proving exceedingly strong and able to even fly through the air, presumably due to the small wings he grew, almost like fins, on his ankles. Namor was ill-treated by his grandfather, which led to resentment and a fierce temper. Right before the outbreak of World War II, Thakorr sent Namor to the surface world to learn its ways. Seeing this as an exile from his home, Namor quickly came into conflict with the first, android Human Torch. Namor eventually became known on the surface as the Sub-Mariner, and was a member of the wartime team known as the Invaders, serving alongside Captain America, the Human Torch, and Union Jack, among others (see *Captain America*). Following the War, he served in the All-Winners Squad and mentored his cousin, Namora, who shared his status as a half-Atlantean.

In 1957, Namor was summoned back to Atlantis by his mother to discover that King Thakorr had died in combat with a renegade Atlantean warlord who had usurped the throne (see *Atlantis*). In single combat with this warlord, Namor slew the usurper, earning the right to assume the throne. Amidst great controversy, he did so; he has ruled Atlantis ever since, only occasionally venturing to the surface world. His most notable surface appearance as Atlantis's monarch was in 1962, to appeal to the United Nations for recognition of Atlantis as a sovereign nation, and hence membership. The debate lasted several decades, and was only recently granted.

Namor remains Atlantis's monarch, with Fen as his chief adviser. A man of action, Namor occasionally leads his troops from the front when facing off against barbarian warlords. His most common foes have been Attuma, Krang, and his treacherous cousin Byrrah (see *Attuma*; *Byrrah*; *Krang*).

Age: 88.

Height: 6'.

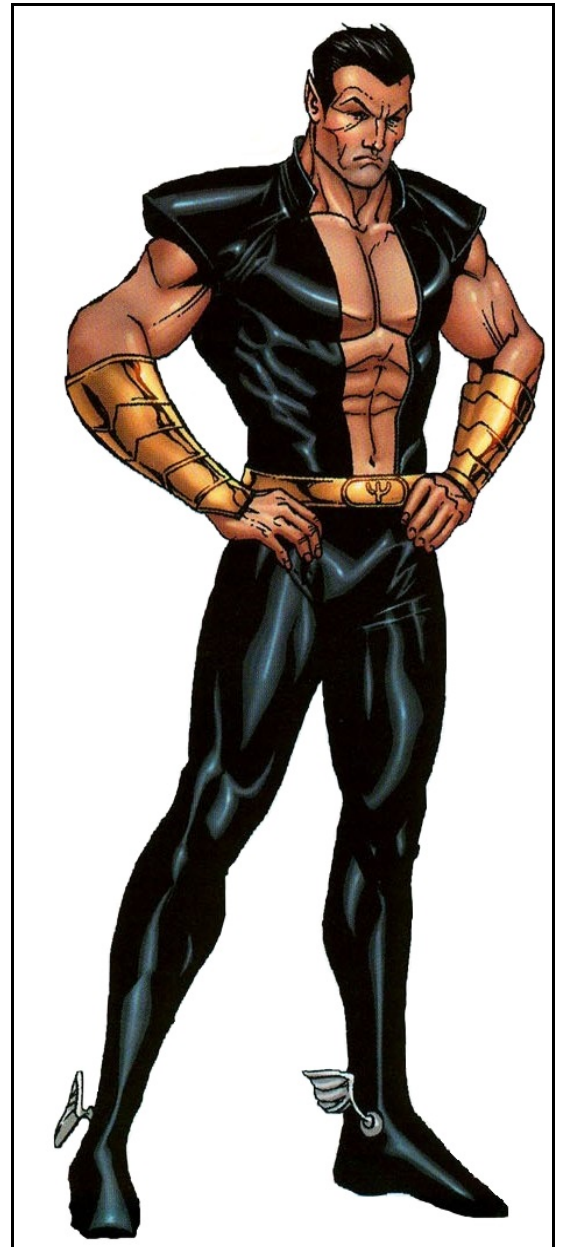
Weight: 200 lbs.

Eyes: Green.

Hair: Black.

Other Distinguishing Features: Namor possesses pointed ears and small feathered wings on his ankles.

Uniform: Black whaleskin leather vest, black whaleskin leather pants, gold bracers, gold belt.



Strength Level: Namor possesses superhuman strength several times greater than that of a normal Atlantean. While the normal Atlantean can lift (press) around 800 lbs. in the air, over four times that of the average surface human, Namor can lift (press) roughly 80 tons in air.

Known Superhuman Powers: In addition to his prodigious strength, Namor possesses the many of the physical attributes of *H. sapiens mermanus* (Atlanteans). He is able to move in water with ease and endure the pressure of the ocean floor. As a hybrid of *H. sapiens sapiens* (modern humans) and *H. sapiens mermanus*, he is able to breathe with ease in both water and air.

Namor also possesses a few traits not shared by humans or Atlanteans. He possesses small wings on his ankles which somehow permit him to fly through the air at speeds of around 50 mph. It is believed that Namor is a mutant, as his flight and ankle-wings are not possessed by his cousin Namora, who is also a human-Atlantean hybrid.

Namor is reputed to be bulletproof. In truth, Namor is able to withstand conventional firearms fire from most pistols and common assault rifles; anything larger will cause him serious injury. His reputation for being bulletproof originated at the start of World War II during an early rampage through New York City, when the most common police weapons were not as powerful (consisting primarily of .38 Special revolvers).

Limitations: Namor's strength will wane if he does not totally immerse himself in water for six to eight hours at least once a week; a normal swimming pool or large tub will suffice. Furthermore, he is weakened by exposure to intense heat and/or fire; total immersion in water for a few hours will restore his strength.

Other Abilities: Namor is a skilled underwater tracker and survivalist. He has had some training in Atlantean combat arts, although he tends to be a rather undisciplined fighter. Due to spending several decades ruling over the Atlantean people, he has become adept at politics, although as a man of action he does not like to rely on those skills.

I,221 points

ST: 33/320 [0*] **HP:** 33 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 15 [20] **Ground Move:** 7 [0];
IQ: 11 [20] **Per:** 13 [10] **Air Move:** 12/24 [-4]
HT: 14 [20*] **FP:** 14 [0] **Water Move:** 7 [0]
SM: 0

Dmg: 3d+2/6d (33d/35d) **BL:** 218 lbs. (20,480 lbs./10 tons)
Dodge: 10 **Parry:** 11 **DR:** 20* (tough skin)
IT:DR: /10

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

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

Advantages: Appearance (Handsome) [12]; Atlantean Half-Breed [144]; Damage Resistance 20 (Tough Skin, -40%) [60]; Enhanced Move (Air) 1 (Mutant, -10%) [18]; Flight (Mutant, -10%) [36]; Injury Tolerance (Damage Reduction, /10) (Passive Biological, -5%) [142]; No Low TL +6 [30]; Status 7 [30]†; Super ST +13/300 (Mutant, -10%) [507]; Wealth (Filthy Rich) [50].

Disadvantages: Bad Temper (12) [-10]; Dependency (Immersion in Water; Weekly) [-10]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Atlantean Race) [-15]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Vulnerability to Fire (Fatigue Only, -50%; Wounding Modifier ×3) [-15].

Quirks: Chauvinistic [-1]; Expression ("Great Neptune!") [-1]; Proud [-1].

Skills: Administration (A) IQ+1 [4] – 12; Aquatics (H) DX+0 [4] – 14; Brawling (E) DX+2 [4] – 16; Forced Entry (E) DX+0 [1] – 14; Intimidation (A) Will-1 [1] – 14; Leadership (A) IQ+1 [4] – 12; Navigation (Sea) (A) IQ+1 [4] – 12; Politics (A) IQ+1 [4] – 12; Spear (A) DX+0 [2] – 14; Strategy (Naval) (H) IQ+1 [8] – 12; Survival (Ocean) (A) Per+0 [2] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+1 [8] – 12; Thrown Weapon (Harpoon) (E) DX+1 [2] – 15; Tracking (A) Per-1 [1] – 12; Wrestling (A) DX+1 [4] – 15.

Techniques: Lifesaving (Swimming) (H) def+5 [6] – 14.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes ST +10 and HT +2 from Atlantean Half-Breed, and +13/+300 from Super ST.

† Includes +1 from Wealth

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	–	–		

Designer's Notes:

- Namor has bought off the Low TL disadvantage from the Atlantean Half-Breed package, accounted for with the No Low TL advantage, as well as the Impulsiveness and Overconfidence disadvantages he possessed early in his career.
- Namor needs to be revised to fit with more recent design decisions.

Real Name: Aquaria Nautica Neptunia, legally changed to Namora in Atlantis.

Occupation: Ambassador, former adventurer.

Identity: Publicly known.

Legal Status: Citizen of Atlantis with no criminal record.

Other Aliases: The Avenging Daughter.

Place of Birth: Atlantis.

Marital Status: Single.

Known Relatives: Thomas McKenzie (biological father, presumed deceased), mother (name unrevealed, deceased), adopted father (name unrevealed, deceased), Namor (first cousin), Leonard McKenzie (uncle, deceased), Fen (aunt).

Group Affiliation: Atlantean Royal Family, ambassador to the United Nations, former partner of Namor, former member of Atlas, the Monster Hunters, and the Shadowguard.

Base of Operations: New York City and Atlantis.

First Historical Appearance: MARVEL MYSTERY COMICS #82 (May 1947).

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

History: During the first part of the 20th Century, tales of a hidden undersea civilization flourished after the crew of an American icebreaker, the *Oracle*, returned without their captain, Leonard McKenzie. An examination of the ship's records by McKenzie's brother, Thomas, showed that Leonard had married to a mysterious woman named Fen merely days before his death (see *Fen*). Curious as to Fen's identity, especially as the surviving crew indicated that she had survived Leonard's death but had left the ship soon afterward, Thomas McKenzie hired the *Oracle*'s navigator to take him to where they had first met Fen.

At some point, Thomas met an Atlantean girl who had come to the surface to explore, using a serum that had been developed to allow Atlanteans to breathe air for a short time. This girl had been inspired by Fen's own tale among her people following the birth of Fen's pink-skinned son, Namor (see *Namor*). This girl and Thomas had a brief affair, but never got married due to them realizing their relationship would never work out.

Returning to her own people, this girl soon married one of her own kind. Seven months after the marriage, she died in childbirth, revealing everything to her husband. Aquaria Nautica Neptunia was born with blue skin, like all Atlanteans; no one ever suspected her parentage.

As she grew into a teenager, Aquaria discovered that she was stronger than most Atlanteans. Her father soon told her that she was a human-Atlantean half-breed like Prince Namor, although he led her to believe that her mother was a surface woman. To reinforce this, he began calling her "Namora" (which translates roughly into "Avenging Daughter"). Her father introduced her to the Atlantean Royal Family, and she became a constant companion of Namor in their teen years after proving that she could hold her own in a fight against him.

After World War II ended, the Atlantean town she lived in with her father was attacked by a Nazi U-boat that had fled rather than be captured after Germany surrendered. Namor investigated, and found that Namora was the only survivor. To his surprise (although not to hers), they discovered that her skin tone had changed to Caucasian during their wartime separation. Following the revelation that she, like him, was a human-Atlantean hybrid, Namora became Namor's partner. She was clearly infatuated with her cousin (all Atlanteans are apparently distant cousins, and tend to introduce each other as such; both were unaware of how closely they were related), and tried several times to turn their adventuring partnership into something more, but Namor was apparently not interested.

After Namor was recalled to Atlantis in 1957 to be crowned king, Namora continued to adventure on the surface, becoming first a member of the team of superhuman agents known as Atlas, assembled at the request of President Eisenhower by FBI agent Jimmy Woo in 1958, and then the Monster Hunters in the 1960s. She is also reported to have joined or assisted the outlaw team known as the Shadowguard in the 1990s.

When Atlantis was accepted into the United Nations, Namora was named Atlantis's ambassador to the surface world. She currently divides her time between her duties at the U.N. and Atlantis. Recently, Namora was shot by a high-powered sniper rifle that fired an adamantium bullet. As the only other known human-Atlantean hybrid (on good terms with Atlantis, at least), Namor was asked to be typed for a blood transfusion. The doctor who performed the testing confirmed that Namor and Namora were first cousins. The doctor then revealed that he was the grandson of the *Oracle*'s navigator, who had met both of their mothers. Despite discovering how closely they were related, Namora still found time to flirt with Namor, indicating that perhaps – because all Atlanteans consider each other "cousins" anyway – romantic relationships between first cousins aren't taboo in Atlantis.

Age: 85.

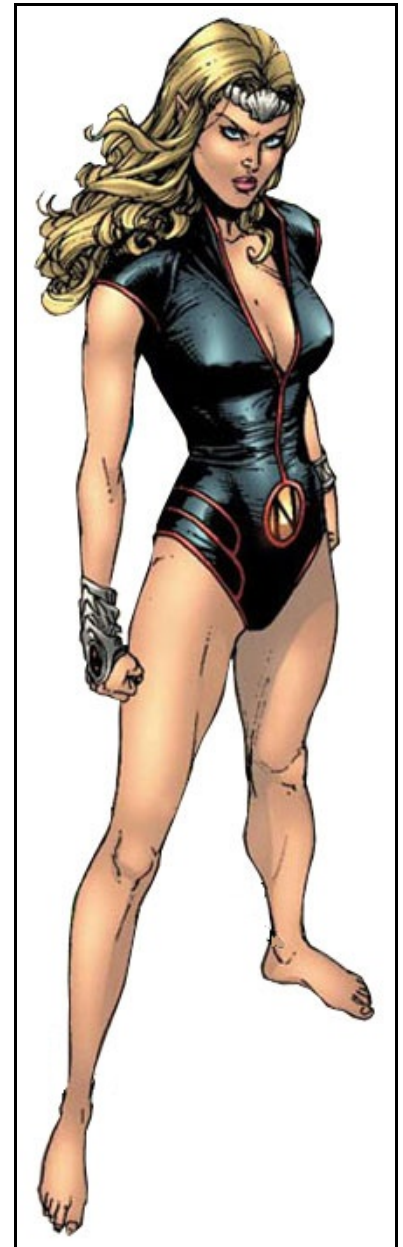
Eyes: Blue.

Height: 5' 11".

Hair: Blond.

Weight: 189 lbs.

Uniform: Black V-neck whale-skin leather leotard with red trim and a stylized "N" in a yellow circle on the abdomen, silver-plated seashell tiara, titanium wristbands.



Strength Level: Namora possesses superhuman strength several times greater than that of a normal Atlantean. While the normal Atlantean can lift (press) around 800 lbs. in the air, over four times that of the average surface human, Namora can lift (press) roughly 80 tons in air.

Known Superhuman Powers: In addition to her prodigious strength, Namora possesses the many of the physical attributes of *H. sapiens mermanus* (Atlanteans). She is able to move in water with ease and endure the pressure of the ocean floor. As a hybrid of *H. sapiens sapiens* (modern humans) and *H. sapiens mermanus*, she is able to breathe with ease in both water and air. She is able to swim faster than most Atlanteans; she was recently clocked at a swimming speed of about 110 knots (or about 127 mph).

Namora is reputed to be bulletproof. In truth, she is able to withstand conventional firearms fire from most pistols and common assault rifles; anything larger will cause her serious injury. Her reputation for being bulletproof originated after World War II, when the most commonly-encountered weapons were not as powerful.

Limitations: Namora's strength will wane if she does not totally immerse himself in water for six to eight hours at least once a week; a normal swimming pool or large tub will suffice. Furthermore, she is weakened by exposure to intense heat and/or fire; total immersion in water for a few hours will restore her strength.

Other Abilities: Namora is an accomplished hand to hand combatant. By necessity, she has become adept at politics, although being a woman of action she despises the "petty squabbling" of surface politics.

1,530 points

ST: 33/320 [0*] **HP:** 33 [0] **Speed:** 7.00 [0];
DX: 14 [80] **Will:** 13 [10] **Ground Move:** 7/28 [0]
IQ: 11 [20] **Per:** 13 [10] **Water Move:** 7/64 [0]
HT: 14 [20†] **FP:** 14 [0] **SM:** 0

Dmg: 3d+2/6d (33d/35d) **BL:** 218 lbs. (10 tons)
Dodge: 11 **Parry:** 13 **DR:** 20*
IT:DR: /100

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

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

Advantages: Appearance (Beautiful) [12]; Atlantean Half-Breed [169]; Combat Reflexes [15]; Damage Resistance 30 (Tough Skin, -40%) [90]; Enhanced Move (Ground) 2 (Ground Move 28/56 mph) [40]; Enhanced Move (Water) 3 (Water Move 64/128 mph/111 knots) [30‡]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction (/100)) (Passive Biological, -5%) [285]; Legal Immunity (Diplomatic Immunity) [20]; No Low TL +6 [30]; Status 6 [25§]; Super ST +13/+300 (Mutant, -10%) [507]; Very Fit [15]; Wealth (Very Wealthy) [30].

Perks: Photogenic [1]; Power Grappling [1]; Sexy Pose [1].

Disadvantages: Bad Temper (12) [-10]; Dependency (Immersion in Water; Weekly) [-10]; Impulsiveness [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Vulnerability to Fire (Fatigue Only, -50%; Wounding Modifier ×3) [-15].

Quirks: Broad-Minded [-1]; Expression ("Great Neptune!") [-1]; Incurable Flirt [-1]; Infatuated with Namor [-1]; Proud [-1].

Skills: Animal Handling (Giant Sea Horses) (A) IQ+1 [4] – 12; Aquabatics (H) DX+2 [12] – 16; Body Language (Human) (A) Per-1 [1] – 12; Brawling (E) DX+4 [12] – 18; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Detect Lies (H) Per+1 [8] – 14; Diplomacy (H) IQ+1 [8] – 12; Escape (H) DX+2 [12] – 16; Fast-Draw (Knife) (E) DX+1 [1] – 15#; Fishing (E) Per+0 [1] – 13; Forced Entry (E) DX+0 [1] – 14; Gesture (E) IQ+3 [8] – 14; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+1 [4] – 14; Judo (H) DX+2 [12] – 16; Knife (E) DX+0 [1] – 14; Lip Reading (A) Per+1 [4] – 14; Naturalist (Earth) (H) IQ+1 [8] – 12; Navigation/TL1 (Sea) (A) IQ+3 [12] – 14; Politics (A) IQ+1 [4] – 12; Public Speaking (A) IQ+1 [4] – 12; Riding (Giant Sea Horses) (A) DX+0 [2] – 14; Search (A) Per+1 [4] – 14; Sex Appeal (Atlantean) (A) HT+3 [1] – 17¥; Spear (A) DX-1 [1] – 13; Stealth (A) DX+0 [2] – 14; Survival (Open Ocean) (A) Per-1 [1] – 12; Swimming (E) HT+2 [4] – 16; Tactics (H) IQ+1 [8] – 12; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+2 [8] – 16.

Techniques: Breakfall (Judo) (A) def+1 [1] – 17; Choke Hold (Wrestling) (H) def+3 [4] – 16; Elbow Strike (Brawling) (A) def+2 [2] – 18; Hand-Clap Parry (Judo) (H) def+5 [6] – 12; Kicking (Brawling) (H) def+2 [3] – 18.

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

* Includes +10 from Atlantean Half-Breed and +13/+300 from Super ST.

† Includes +2 from Atlantean Half-Breed.

‡ Includes +1.5 from Atlantean Half-Breed.

§ Includes +1 from Wealth.

Includes +1 from Combat Reflexes.

¥ Includes +4 from Appearance.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Real Name: Unrevealed (it is possible that her real name is either "Namorita" or her apparent legal name of "Nita Prentiss").

Occupation: High school student.

Identity: Publicly known.

Legal Status: Citizen of the United States with no known criminal record, still a minor. Status in Atlantis unrevealed.

Other Aliases: Nita Prentiss, "the younger Avenging Daughter".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None; she is believed to be somehow related to Namor and Namora or to Namor's World War Two girlfriend Betty Dean, although the exact relationships if any remain unclear.

Group Affiliation: Xavier Institute student body; allegedly a member of the Atlantean Royal Family; frequent partner of Nova.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, New York; lives in New York City, New York, and operates in Philadelphia, Pennsylvania, on a regular basis.

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

History: Nothing is known about the early life of Nita Prentiss. She has alluded to being related to the Atlantean Royal Family, although neither Namor nor Namora have claimed parentage as yet (see *Atlanteans*; *Namor*; *Namora*). What is known is that she was raised on land by the Prentiss family, family friends of Namor's from his World War Two and post-War adventuring, although her ears, ankle-wings, and amphibious nature were never kept secret. She was twelve when the Xavier Institute opened as a school for mutants; although not technically a mutant, she was swiftly enrolled, becoming the youngest of the original class (see *Xavier Institute*).

Nita was among the small army of Institute students assembled by Scott Summers to rescue his younger brother Alex from the Living Pharaoh; this was the first recorded instance of her using the name "Namorita" (see *Cyclops*; *Havok*; *Living Pharaoh*).

More recently, Nita was among those students who volunteered to protect the Institute against the raging Juggernaut, who had come to the Institute seeking to destroy his step-brother, the Institute's founder and headmaster, Charles Xavier (see *Juggernaut*; *Xavier*; *Charles*).

Later, while on a class field trip to the Franklin Institute in Philadelphia, PA, Nita ended up in a temporary partnership with one of Philly's hometown superheroes, the man called Nova (the two happen to be roughly the same age), during one of Nova's many fights against the criminal Diamondhead (see *Diamondhead*; *Nova*). The two proved to have a lot in common, and have since begun a romantic relationship, though the distance between their schools complicates matters.

Age: 16.

Height: 5' 6".

Weight: 160 lbs.

Eyes: Blue.

Hair: Blond.

Other Distinguishing Features: Namorita possesses pointed ears and small wings on her ankles.

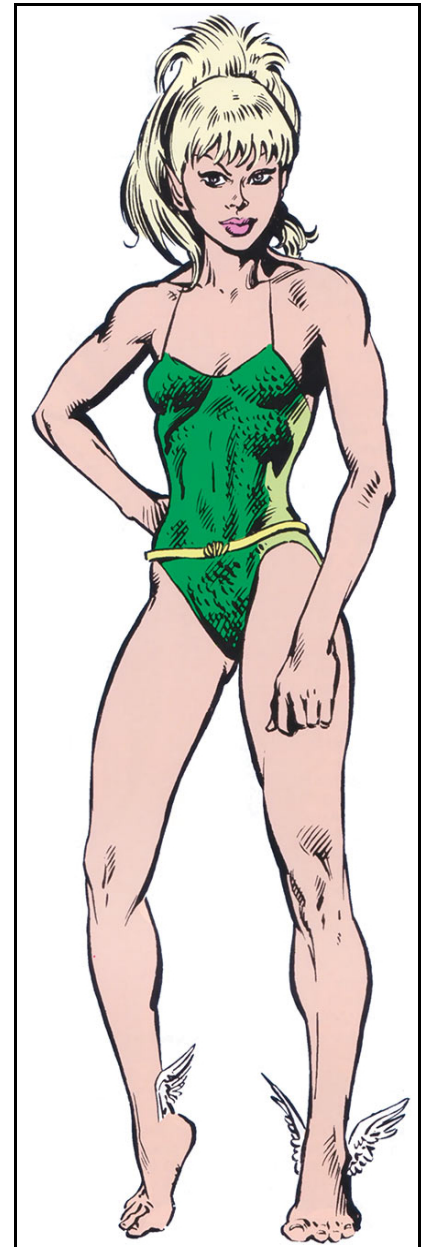
Uniform: As a student of the Xavier Institute, she trains while wearing the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students. When operating away from the Institute, she wears several different styles of green swimsuits.

Strength Level: Namorita possesses superhuman strength enabling her to lift (press) roughly 25 tons on land under optimum conditions. Her strength wanes the longer she is out of water and/or subjected to intense heat, although submerging her in water (or attacking her with it) will restore her strength almost immediately.

Known Superhuman Powers: In addition to her superhuman strength, Namorita possesses abilities typical of an Atlantean hybrid. She is able to breathe both air and water, transitioning effortlessly between the two mediums, can see in near darkness, and withstand the intense pressures and chilling cold of the murky depths of the ocean floor. She can swim at incredible speeds, having been clocked swimming at 147 knots (roughly 170 mph or 273 km/h). Because of her enhanced musculature, she is able to run at speeds approaching 40 miles per hour.

In addition, Namorita possesses a few abilities very similar to those of Namor's. She is highly resistant to physical injury far above those of the average Atlantean, proving invulnerable to most conventional military firearms. She also heals faster than a normal human or Atlantean; like her strength, her healing ability wanes the longer she is out of water.

Like her elder namesake, Namorita possesses small vestigial wings on her ankles much the same as those sported by Namor; like Namor, these wings enable her to fly in some as yet unknown manner. These wings more closely resemble fins rather than the wings



found on birds. It is very likely her flight is not dependent on the ankle-wings, but the ankle-wings serve more for steering while in flight. Like Namor, she can fly at speeds up to 60 mph.

Nita is able to absorb electricity and channel it back to its source. While this has been described as being similar to the ability of an electric eel, she cannot generate electricity the way the eel can.

Namorita: Suffering shad

Nova: "Suffering shad"?

Namorita: Sorry, old habit.

– *New Warriors* v1 #1

1,421 points

ST: 31/177 [0*] **HP:** 31 [0] **Speed:** 7.00 [5]
DX: 13 [60] **Will:** 13 [10] **Ground Move:** 7/21 [0]
IQ: 11 [20] **Per:** 12 [5] **Air Move:** 15/30 [2]
HT: 14 [20†] **FP:** 14 [0] **Water Move:** 7/84 [0]
SM: 0
Dmg: 3d+1/6d-1 (18d/20d) **BL:** 192 lbs. (6,266 lbs/3.1 tons)
Dodge: 10 **Parry:** 10 **DR:** 30* (tough skin) + 20* (vs electric only)
IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Atlantean Half-Breed [144]; Damage Resistance 30 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [113]; Damage Resistance 20 (Limited Defense (Electricity), -40%; No Signature, +20%; Reflection, +100%; Tough Skin, -40%; Passive Biological, -5%) [135]; Enhanced Move (Air) 1 (Move 30/60 mph; Passive Biological, -5%) [19]; Enhanced Move (Ground) 1.5 (Move 21/42 mph; Passive Biological, -5%) [29]; Enhanced Move (Water) 3.5 (Water Move 84/168 mph; Passive Biological, -5%) [67]; Enhanced ST +7 (Accessibility: Only When Using Super ST, -10%; Passive Biological, -5%) [48]; Flight (Super, -10%) [36]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10) (Passive Biological, -5%) [142]; No Low TL +7 [35]; Regeneration (Regular: 3 HP/Hr) (Accessibility: Reduced levels when subjected to intense heat/dehydration, -20%; Passive Biological, -5%) [19]; Super ST +11/+150 (Accessibility: Reduced levels when subjected to intense heat/dehydration, -20%; Passive Biological, -5%) [413]; Very Fit [15]; Wealth (Comfortable) [10].

Disadvantages: Code of Honor (Hero's) [-10]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Minor) [-5]; Vulnerability to Heat/Dehydration Attacks (×3) (Fatigue Only, -50%) [-15].

Quirks: Distinctive Feature (Pointed Ears) [-1]; Expression ("Suffering shad!") [-1]; Hero Worship (Namor) [-1]; Idealistic [-1]; Responsible [-1].

Skills: Aerobatics (H) DX+1 [8] – 14; Animal Handling (Cetaceans) (A) IQ+1 [4] – 12; Aquabatics (H) DX+1 [8] – 14; Biology/TL8 (Earthlike) (VH) IQ-1 [4] – 10; Carousing (E) HT+0 [1] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Politics) (E) IQ+0 [1] – 11; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 11; Escape (H) DX+0 [4] – 13; Expert Skill (Oceanography) (H) IQ-1 [2] – 10; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Flight (A) HT+0 [2] – 14; Geology/TL8 (H) IQ-1 [2] – 10; Hiking (A) HT+0 [2] – 14; Intimidation (A) Will+0 [2] – 13; Judo (H) DX+1 [8] – 14; Karate (H) DX+1 [8] – 14; Law (International Environmental) (H) IQ-1 [2] – 10; Lifting (A) HT+0 [2] – 14; Meteorology/TL8 (A) IQ+0 [2] – 11; Mind Block (A) Will+1 [4] – 14; Naturalist (Earth's Oceans) (H) IQ+0 [4] – 11; Navigation/TL8 (Sea) (A) IQ+0 [2] – 11; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Stealth (A) DX+0 [2] – 13; Survival (Open Ocean) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+1 [4] – 14; Wrestling (A) DX+1 [4] – 14.

Techniques: Lifesaving (Swimming) (H) def+5 [6] – 14.

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

* Includes +10 from the Atlantean Half-Breed racial package, +11/+150 from Super ST, and +7 from Enhanced ST.

† Includes +2 from the Atlantean Half-Breen racial package.

Role-Playing Notes:

Nita is a socially and environmentally conscious young woman who is well aware she doesn't really fit into either American or Atlantean society. Because she was raised American, she doesn't always "get" Atlantean customs even when she tries to emulate them. She is constantly asking herself "what would Namor do?", even though half the time the answer seems to be "punch someone." Despite all this, she tries hard to be the responsible one.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	3d+6 cr	C	10	–	–	31	
	– <i>Super ST</i>	18d+35 cr	C	10	–	–	177	
–	Karate Kick	3d+7 cr	C, 1	n/a	–	–	31	
	– <i>Super ST</i>	18d+36	C, 1	n/a	–	–	177	

Design Notes:

1. I have deliberately kept her relationship with Namor and Namora vague because I'm not entirely sure how to work her into their timeline as yet. In the comics, Nita began as Namora's daughter and was later revealed to be a clone she carried to term – the same arc which revealed her status as a clone also indicated that Namor and Namora were sterile due to their hybrid nature – and then raised first in Lemuria then by Namor's WWII human lover, police secretary Betty Dean Prentiss. My current headcanon for Nita pulls an idea from X-23's origin, that of a gender-bent clone, although raised by the Prentiss family. As Namor *has* had children in the mainstream universe – a son named Kamar by an unnamed lady of the court, and three unnamed children by the alien Marrina (all four later killed) – he is obviously *not* sterile. Nita, since she shares Namor's ankle-wings (something I left off Namora in the Reboot) is probably more closely related to him than her.
2. I will be redoing Namor at some point to bring him in line with other current builds.

The Negative Zone is a universe with laws of physics that are very close to our own. There are stars, planets, galaxies, and life much along the same lines as ours. There is one major difference: everything in the Negative Zone is composed of antimatter; that is, matter composed of subatomic particles that have the opposite electrical charge (positrons instead of electrons, anti-quarks instead of quarks, etc). Since matter and antimatter react explosively with each other - the explosive force of a few grams of antimatter reacting with regular matter is often said to be equal to a few tons of TNT - it is incredibly difficult for any person or object to enter the Negative Zone without precautions.

The existence of an antimatter universe has been theorized for decades. It wasn't until an explosion nearly destroyed the Large Hadron Collider during a routine experiment that direct physical evidence was obtained. As one of several dozen scientists asked to examine the data obtained, Dr. Reed Richards (who was given the data while working for NASA as he worked on his Fantastic Voyage project) of the Fantastic Four came to the conclusion that the explosion required a greater amount of antimatter than could be produced by the particle accelerator, and that the experiment must have opened a temporary aperture to an antimatter universe (see *Fantastic Four*; *Mister Fantastic*). Inspired by this conclusion, Richards wondered how one might explore such an almost certainly fatal universe. It was an off-hand comment by the least educated member of the Four, Johnny Storm, that shut Reed in his laboratory for three days to develop a means of turning matter into antimatter - and vice versa - during the dimensional transition without the expectant destruction (see *Human Torch*).

At first the Fantastic Four sent unmanned probes through a stabilized portal Richards set up in the Baxter Building, which

when returned to Earth revealed a universe not unlike their own (see *Baxter Building*). Inspired to do some first-hand exploration, Richards installed a Negative Zone projector on their starship, the *Fantastic*, and the Four for the first time visited the Negative Zone (see *The Fantastic*).

It was on this first visit that they encountered Annihilus, a tyrannical alien despot native to the Zone who sought to conquer or destroy all life in the Zone (see *Annihilus*). A subsequent visit also netted them the enmity of Annihilus's rival Blastaar (see *Blastaar*). Both Annihilus and Blastaar have sought to conquer Earth, seeing it as a useful source of slave labor. As a result, Richards has sealed the now-permanent portal in the Baxter Building behind a door of solid adamantium (see *Common Technologies*).

Officially Richards and the Fantastic Four have handed off further exploration of the Negative Zone to NASA and other space agencies, who have mostly decided on a very conservative approach, producing only a handful of unmanned scientific probes to explore it. The Four remain the acknowledged experts on the Zone, however, and receive copies of all data gathered. They also occasionally venture into the Negative Zone during the course of investigations or when asked to provide more information on the hostile forces there. At the same time, various manufacturers have quietly obtained examples of Annihilus's technology and are working to reverse-engineer it.

According to Richards's research, multiple antimatter universes are possible; the one designated the Negative Zone is the only one charted so far.

First Post-Reboot Appearance: FANTASTIC FOUR #.

NELSON, FOGGY

Supporting Cast

Real Name: Franklin "Foggy" Nelson.

Occupation: Attorney, Public Defender.

Identity: Foggy Nelson does not use a dual identity.

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

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Candace (sister).

Group Affiliation: City of New York Public Defenders Office.

Base of Operations: New York City.

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

History: Franklin "Foggy" Nelson attended Harvard Law School alongside his longtime friend and coworker, Matt Murdock (see *Daredevil*). It was also at Harvard that he met Elektra Natchios, who was at that time Matt's girlfriend, before her father was killed and she disappeared (see *Elektra*).

For the last few years, Nelson has been working in the New York City Public Defenders Office, often facing off against Matt, who is now an Assistant District Attorney, in the courtroom. The two have a standing bet: whoever loses a major case has to buy drinks that night at Josie's Bar, a local bar in Hell's Kitchen. As Foggy knows about Matt's enhanced senses – or his "built-in bull-crap detector," as he puts it – Foggy is often suspicious that sometimes Matt is deliberately losing a case.

At present, Foggy does not know that Matt is the costumed vigilante Daredevil, although he has his suspicions.

Age: 30.

Height: 5' 10"

Weight: 220 lbs.

Eyes: Blue.

Hair: Brown.

Uniform: None.

Strength Level: Foggy Nelson possesses the normal human strength of a man his age, height, and build who engages in little regular exercise and a lot of junk food.

Known Superhuman Powers: None.

Other Abilities: Foggy Nelson is a skilled lawyer.

50 points

ST: 9 [-10] **HP:** 11 [4] **Speed:** 4.50 [0]

DX: 9 [-20] **Will:** 12 [0] **Move:** 4 [0]

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

HT: 9 [-10] **FP:** 9 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Administrative Rank 1 [5]; Hard to Kill 4 [8]; Serendipity 1 [15]; Status 1 [5]; Wealth (Comfortable) [10].

Perks: Convincing Nod [1]; One-Way Fluency (Understands Spanish) [1]; Permit (Concealed Carry) [1].

Disadvantages: Code of Honor (Professional) [-5]; Gluttony (12) [-5]; Overweight [-1]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Friends and Family) [-5].

Quirks: Comic Relief [-1]; Responsive [-1]; Sweet Tooth [-1].

Skills: Body Language (Human) Per+0 [2] – 12; Connoisseur (Food) (A) IQ-1 [1] – 11; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (E) IQ+0 [1] – 12; Guns/TL8 (E) DX+1 [2] – 10; Holdout (A) IQ-1 [1] – 11; Interrogation (A) IQ+0 [2] – 12; Law (New York City) (H) IQ+2 [12] – 14; Public Speaking (Debate) (E) IQ+2 [4] – 14; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Speed-Reading (A) IQ+0 [2] – 12.

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



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	—	—		

Real Name: Miquela Sharnhurst.

Occupation: Billionaire debutante.

Identity: Secret.

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

Other Aliases: "The Hero of Detroit", "Mik", "Miki", "Quel".

Place of Birth: Detroit, Michigan.

Marital Status: Single.

Known Relatives: Jefferson (alias Nightfox, father); Erlene (mother).

Group Affiliation: None.

Base of Operations: Detroit, Michigan.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #7/2.

History: In many ways, Nightangel, the self-proclaimed "Hero of Detroit", is heir to a heroic legacy dating back to Chicago in the post-World War II era. In that time, a man called the Black Fox worked to safeguard Chicago, eventually in 1958 becoming a founding member of the team known as the First Line. The Black Fox was active well into the 1980s, up until most of the First Line (along with many of their allies and enemies) died protecting the Earth from an unprovoked invasion by the Skrull Empire (which was later covered up by the governments of the world; see *Skrulls*).

In the last few years before his death, the Black Fox mentored a protege, Jefferson Sharnhurst, who later moved to Detroit and took the name Nightfox. Sharnhurst was a savvy businessman, building up a fortune from capitalizing on Detroit's music scene. In both his civilian and costumed identities, Sharnhurst worked to keep Detroit from deteriorating faster than it did. As Nightfox, Jefferson occasionally worked with the outlaw team known as the Shadowguard, as well as organizing his own team of Rust Belters, becoming friends with Charles Xavier and Jonathan Drew/Araneus (see *Xavier*; *Charles*). (Araneus and Nightfox both entered semi-retirement about the same time to focus on raising their children. Araneus's daughter Jessica has become known as Spider-Woman; see *Spider-Woman*).

Over time, Jefferson diversified his fortune, becoming the CEO of a Fortune 500 company, Sharnhurst Consolidated.

From a young age, Miquela Sharnhurst was trained by her father to follow in his footsteps, training under several noted martial artists and enrolling in criminology and forensic science classes in preparation for the day she would follow in his footsteps.

The exact circumstances surrounding Nightfox's final case are unknown, but apparently it was also one of Miquela's first outings as Nightangel. During this case, he was shot in the back, severing his spine and paralyzing him from the waist down. Nightangel then updated her uniform with a more bullet-resistant polymer "borrowed " from the Sharnhurst Consolidated Applied Sciences Division to prevent receiving similar injuries. By all accounts, she has been active in keeping Detroit safe for the last four or five years.

Nightangel's first recorded case involved her investigating a number of drug houses run by the Silvermane family of the Maggia (see *Maggia*; *Silvermane*). This has earned her the enmity of the Silvermane family.

Age: 23.

Height: 5' 10".

Weight: 170 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black armored bodysuit, black eye-mask, black gloves, black arm-guards, black boots with red trim, black hooded cape with red trim on the sides, gray utility belt, metallic gray shoulder guards.

Strength Level: Nightangel 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: Nightangel is a skilled hand to hand combatant, an expert detective, and a skilled forensic scientist.

Weapons: Nightangel carries a set of star and spike shuriken on her at all times.

Paraphernalia: Nightangel wears a utility belt that carries a number of useful crimefighting items including but not limited to a set of lockpicks, a fingerprinting kit, smoke bombs, a small flashlight, a flash drive, a circular glass cutter, a pneumatic grapnel launcher



with a retractable line, and a first aid kit. Her cape is made of a memory polymer that stiffens when an electrical current is run through it, enabling her to use it as a parachute or hang glider.

"Well, you know us billionaire vigilantes: we do love our toys."
– Oliver Queen, **Arrow** #1.5.

1,085 points

ST: 15 [50] **HP:** 15 [0] **Speed:** 7.50 [0]
DX: 15 [100] **Will:** 15 [10] **Move:** 7 [0]
IQ: 13 [60] **Per:** 15 [10]
HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dmg: 1d+2/3d **BL:** 45 lbs.
Dodge: 13 **Parry:** 13 **DR:** 35; 12/4* (both uniform; first number torso only)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Ambidexterity [5]; Appearance (Beautiful) [12]; Catfall (Chi, -10%) [9]; Combat Reflexes [15]; Craftiness 4 [20]; Daredevil [15]; Eidetic Memory [5]; Enhanced Dodge 2 [30]; Enhanced Parry (Bare Hands) 3 [15]; Extra Attack 1 [25]; Flexibility [5]; Foresight 2 [20]; Gizmo 3 [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Intuition [15]; Less Sleep 2 [4]; Merchant Rank 5 [25]; Natural Athlete 4 [40]; Natural Copper 4 [40]; Ninja Talent 4 [20]; Omnilingual [40]; Resistant to Disease (+8) [5]; Resistant to Poisons (+8) [7]; Social Chameleon [5]; Status 5 [10*]; Striking ST +3 (Chi, -10%) [14]; Trained By a Master [30]; Very Fit [15]; Wealth (Multimillionaire 2) [100].

Perks: Accent (American Southern) [1]; Accent (Cockney) [1]; Accent (Oxford) [1]; Armor Familiarity (Judo) 1 [1]; Armor Familiarity (Karate) 1 [1]; Cloaked [1]; Controllable Disadvantage (Callous) [1]; Convincing Nod [1]; Dirty Fighting [1]; Fearsome Stare [1]; Focused Fury [1]; Masked [1]; Patience of Job [1]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Special Exercises (Striking ST +3) [3]; Style Familiarity (Krav Maga) [1]; Sure-Footed (Slippery) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Guilt Complex [-5]; Light Sleeper [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Imprisonment) [-20]; Vow (Never Take a Life) [-10].

Quirks: Adrenaline Junkie [-1]; Attentive [-1]; OUCH! [-1]; Responsive [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Administration (A) IQ-1 [1] – 12; Area Knowledge (Detroit) (E) IQ+1 [2] – 14; Breaking Blow (H) IQ+2 [12] – 15; Breath Control (H) HT+2 [1] – 17†; Carousing (E) HT+0 [1] – 15; Chemistry/TL8 (H) IQ+1 [8] – 14; Climbing (A) DX+3 [2] – 18‡; Computer Operations/TL8 (E) IQ+2 [4] – 15; Connoisseur (Literature) (A) IQ-1 [1] – 12; Connoisseur (Music) (A) IQ-1 [1] – 12; Connoisseur (Wine) (A) IQ-1 [1] – 12; Criminology/TL8 (A) IQ+3 [1] – 16§; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 13; Disguise/TL8 (Human) (A) IQ+3 [1] – 16#; Electronics Operation/TL8 (Surveillance) (A) IQ+3 [12] – 16; Electronics Repair/TL8 (Surveillance) (A) IQ+1 [2] – 14¥; Escape (H) DX+3 [1] – 16‡; Fast-Draw (Shuriken) (E) DX+1 [1] – 16¶; Fast-Talk (A) IQ+3 [12] – 16; Filch (A) DX+0 [1] – 15⊠; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Forced Entry (E) DX+1 [2] – 16; Forensics/TL8 (H) IQ+1 [8] – 14; Hiking (A) HT+3 [1] – 18†; Holdout (A) DX+3 [4] – 18#; Hypnotism (Human) (H) IQ+2 [1] – 15£; Immovable Stance (H) DX+0 [4] – 15; Intimidation (A) Will+1 [4] – 16; Invisibility Art (VH) IQ+5 [12] – 18£; Judo (H) DX+3 [16] – 18; Jumping (E) DX+4 [1] – 19†; Karate (H) DX+3 [16] – 18; Knot-Tying (E) DX+0 [1] – 15; Leadership (A) IQ-1 [1] – 12; Lizard Climb (H) DX+1 [8] – 16; Lockpicking/TL8 (A) IQ+3 [12] – 16; Makeup/TL8 (E) IQ+0 [1] – 13; Mental Strength (E) Will+4 [1] – 19£; Observation (A) Per+3 [1] – 18§; Parachuting/TL8 (E) DX+1 [2] – 16; Photography/TL8 (A) IQ-1 [1] – 12; Pickpocket (H) DX+3 [16] – 18; Power Blow (H) Will-1 [2] – 14; Pressure Points (Human) (H) IQ+1 [8] – 14; Running (A) HT+3 [1] – 18†; Savoir-Faire (Dojo) (E) IQ+0 [1] – 13; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Shadowing (A) IQ+7 [1] – 20§#; Shortsword (A) DX+1 [4] – 16; Sleight of Hand (H) DX-2 [1] – 13; Stealth (A) DX+5 [4] – 20#; Streetwise (A) IQ+3 [1] – 16§; Swimming (E) HT+4 [1] – 19†; Tactics (H) IQ-1 [2] – 12; Throwing (A) DX+3 [1] – 18†; Thrown Weapon (Shuriken) (E) DX+3 [8] – 18; Tracking (A) Per+3 [12] – 18; Traps/TL8 (A) IQ+0 [1] – 13€; Wrestling (A) DX+3 [12] – 18.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Elbow Strike (Karate) (A) def+2 [2] – 18; Head Lock (Wrestling) (H) def+3 [4] – 18; Knee Strike (Karate) (A) def+1 [1] – 18.

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

* Includes +3 from Wealth (Multimillionaire 2).

† Includes +4 from Natural Athlete.

‡ Includes +3 from Flexibility.

§ Includes +4 from Natural Copper.

Includes +4 from Craftiness.

¥ Defaulted from Electronics Operation (Surveillance).

¶ Includes +1 from Combat Reflexes.

⊠ Defaulted from Pickpocket.

£ Includes +4 from Ninja Talent.

€ Defaulted from Lockpicking.

Role-Playing Notes:

Nightangel is well aware of her heroic legacy and works tirelessly in both her heroic and civilian identities to help clean up her home city of Detroit. She also occasionally plays the part of the high society debutante, but is nowhere near as blatant as the character she was based off of.

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	–	–		

Design Notes:

1. Her Merchant Rank is based off the rules in *Social Engineering: Pulling Rank*, treating Sharnhurst Consolidated as a base 20-point Patron, giving her assistance on an Assistance Roll of 10 or less.
2. Nightangel originated as a character of mine on the MMO *Champions Online*. I always envisioned her as a Batman distaff expy, focusing her activities in Detroit, a city that might be as close to a real-life Gotham City as can be. I brought her into the Reboot solely because I felt that Detroit needed at least one hero associated with the town. As I worked on her bio, she turned into more of a counterpart of Helena Wayne/Huntress (of the Pre-Crisis *Infinity, Inc.* and post-Nu52 *World's Finest* titles), but I'm not complaining.
3. The Black Fox (and the First Line team) is a canon Marvel character from *Marvel: The Lost Generation*, a 12-issue limited series from 2000 detailing the time frame between 1958 and 1986. I have kept the First Line as canon for the Reboot, though thanks to the effects of the time scale I had to add another team – the Shadowguard, which includes Charles Xavier and Magneto as former members – to fill the interim period between '86 and '10.

Real Name: Kurt Wagner.

Occupation: Adventurer; former high school student, former circus acrobat.

Identity: Publicly known.

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

Other Aliases: "Elf", "fuzzy elf".

Place of Birth: Unrevealed; presumably somewhere in Bavaria, Germany.

Marital Status: Single.

Known Relatives: Eric Wagner (father, deceased); mother (name unrevealed; presumed deceased). (Note: Despite the apparent familial resemblance, there is no known relationship between Nightcrawler and the mutant terrorist Mystique.)

Group Affiliation: Super-Heroes of Europe; Xavier Institute alumni; formerly the Munich Circus.

Base of Operations: Unrevealed; formerly the Xavier Institute for Gifted Youngsters, Salem Center, New York; formerly Munich, Bavaria, Germany.

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

History: According to the account of his foster mother, Margali Szardos, she found Kurt as an infant by the side of the road in Bavaria beside his father's dead body as his mother lay dying. With her dying breaths, Kurt's mother begged Margali to take care of the child. Margali took Kurt to the Munich Circus where she worked as the fortune teller; the circus, no strangers to "freaks", raised him as one of their own. As they grew older, Kurt and Margali's children, Jimaine and Stefan, became star attractions on the trapeze; the audiences assumed Kurt's demonic appearance was makeup and just part of the act.

When Kurt was fifteen, the circus was bought out by foreign investors; these investors wanted to move Kurt to the circus's freak show. About the same time, his foster brother, Stefan, began to experiment with Margali's mystic books without understanding what he was getting into, becoming possessed by a demon. A series of murders were initially blamed on Kurt, due to his demonic appearance, but Kurt and Jimaine traced the killings to Stefan instead. Sadly, Stefan died from his possession. Discovered over the body, Kurt was saved from a lynching by Charles Xavier, who froze the crowd and made them forget Kurt's existence (see *Xavier, Charles*). Sensing the boy needed a safe place to be himself, Xavier asked Kurt to enroll in his recently formed Xavier Institute for Gifted Youngsters, a high school for superhumans just north of New York City (see *Xavier Institute*).

In his time as a student, Kurt was one of the small army of Institute students organized by Scott Summers to free his brother Alex from the Living Pharaoh (see *Cyclops*; *Havok*; *Living Pharaoh*). This was the first time Kurt was seen going by the name Nightcrawler.

After graduating the Xavier Institute, Kurt returned to Germany. During an undocumented encounter with his foster mother, who blamed Kurt for Stefan's death, Kurt was able to prove his innocence to her; he was assisted in this endeavor by the Super-Heroes of Europe, the world's oldest superhero organization (see *Super-Heroes of Europe*). As a result of that adventure, he was inducted into the SHoE as its youngest member. At the same time, he was reunited with Jimaine, now a full-fledged sorceress and going by the name Amanda Sefton; the two have grown closer (see *Sefton, Amanda*).

Nightcrawler was one of the alumni who was called to the Institute to protect it against the Juggernaut (see *Juggernaut*). His later activities are currently unrevealed.

Age: 19.

Height: 5' 9".

Weight: 165 lbs.

Eyes: Yellow, no visible pupils.

Hair: Black.

Skin: Blue, covered with light velvet fur.

Other Distinguishing Features: Nightcrawler possesses pointed ears, two fingers and an opposable thumb on each hand, a long



pointed tail which he can use as a third arm, and his feet have two toes forward and a third opposable toe coming off the insides of the feet.

Uniform: Black bodysuit with a red shoulder-to-groin V-neck overlay, white gloves with red trim, and white boots with red trim. As a student of the Xavier Institute, he trained while wearing the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students.

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

Known Superhuman Powers: Believed to be a second- or possibly even third-generation mutant, Kurt possesses several seemingly unrelated powers.

First and foremost is his ability to teleport. When he teleports, he moves automatically through another dimension, displacing himself and the air around him with a burst of sulfur and brimstone. His teleportation is oriented along the Earth's magnetic field, which affects the maximum distance he can teleport in a single jaunt; his recorded maximums are five miles north-south along the magnetic lines, two miles east-west across them, and one mile up or down. He can teleport several times in rapid succession, although he rarely does so except over a distance of several feet at a time.

Kurt's hands and feet secrete a substance which enables him to cling to almost any surface, including wooden and stone walls and ceilings, panels of glass, and even sheets of metal.

Kurt's spine is extra-flexible. He is able to crouch in such a way as to be on all fours and routinely bend backwards to touch his feet without the risk of chronic pain. In addition, his tail is flexible enough to be used as a third arm and hand.

Unknown to most, and even unknown to himself until recently, Nightcrawler's connection to the dimension he teleports through enables him to "blend" into shadows, becoming nearly transparent if not invisible when in shadow. This shadow-blending is automatic and cannot be turned off.

Other Abilities: Kurt is a skilled acrobat and trapeze artist, a natural showman, and a natural leader.

Weapons: Nightcrawler has been known to wield up to three light edged rapiers at once.

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

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 (Accented) [4]; German (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:

Kurt presents himself as a carefree swashbuckler, emulating Errol Flynn and Cary Elwes in their swashbuckling movie roles. He will flirt with any attractive woman, even though his heart belongs to his lifetime love, Amanda. Underneath all this, he is a very moral, caring, and pious (devout Roman Catholic) man. He is normally a very laid-back person, but he is also known to be outspoken when it's a cause he believes in.

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	–	–		

Real Name: Tilda Johnson.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record, still a minor.
Other Aliases: Deadly Nightshade.
Place of Birth: Harlem, New York City.
Marital Status: Single.
Known Relatives: Mother (name unrevealed).
Group Affiliation: An independent gang in Harlem, previously none.
Base of Operations: Harlem, New York City; briefly Chicago, Illinois.
First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A brilliant young woman, Tilda Johnson grew up in poverty in Harlem. At the age of ten, she was already making strides in what would become her "werewolf serum", though her mother, teachers, and classmates at the public school she went to continued to think of her as "brilliant but lazy", not seeing that she had already surpassed most people with doctorates. Seeing in the world around her that crime paid, she decided to start her own criminal organization, mostly as a way to get out of poverty and fund her future experiments.

Calling herself Nightshade – sometimes Deadly Nightshade – Tilda let herself get arrested on a drug charge mainly to get into a prison. Once imprisoned in the minimum security section of the Ryker's Island penitentiary, she quickly enticed the male guards and started injecting the inmates and several guards alike with her "werewolf serum", turning them into humanoid wolves under her control.

At that point, her antics at the prison caught the attention of Captain America, who investigated with his partner, Bucky (see *Bucky*; *Captain America*). Although she managed to inject her serum into the Captain, he fought off her pheromone influence to lead a "werewolf revolt" while Bucky personally fought Nightshade and procured the antidote, reverting the Captain to normal. In a move that could only be called a childish temper tantrum, Nightshade ordered her werewolves to commit mass suicide by plunging over Ryker's outer walls onto the rocks just off its shore, following them over the side soon after.

Nightshade turned up not long after in Chicago, where she tried to appeal to the local adventurer, Iron Fist, to help her become 'Queen of the U.S.', expecting him to choose her over his current girlfriend, Misty Knight, when Nightshade used her genius to hack into and override Knight's cybernetic prosthetic arm (see *Iron Fist*; *Knight, Misty*). Upset that he spurned her, she attempted to blow up the city, but was stopped and arrested.

Apparently escaping prison not long after, Nightshade laid low for several months, before resurfacing in her native Harlem, where she had apparently become the second-in-command of one of the area's independent gangs, managing the day-to-day operations for a man known as "Chunky" Russo. Her operations in Harlem have come under investigation by Bucky; a second confrontation between the two teenage girls is inevitable.

Age: 15. **Weight:** 115 lbs.
Height: 5' 4". **Eyes:** Brown.

Hair: Black.

Uniform: Black leathers in varying levels of skimpiness.

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

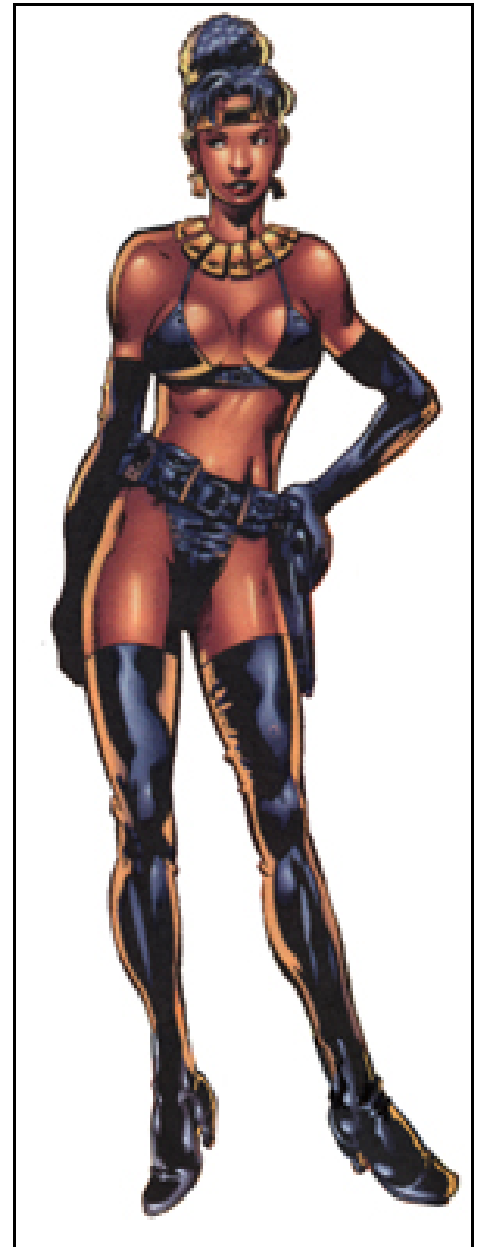
Known Superhuman Powers: None.

Other Abilities: Nightshade is extensively self-taught in genetics, biochemistry, cybernetics, robotics, and physics. She is a skilled fighter, though she remains rather inexperienced, and a decent shot with a pistol.

Weapons and Paraphernalia: Nightshade's primary weapons are a semiautomatic pistol and a bullwhip. In addition, she wears a perfume made of pheromones which will affect most men (and some women), enabling her to influence them. She has created a biochemical fluid which can imprint a lupine phenotype on its recipients, turning people into something akin to a werewolf, as well as software which can remotely hack into and control most computer systems, including advanced cybernetic prostheses.

305 points

ST: 11 [10]	HP: 11 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 14 [0]	Move: 6 [0]
IQ: 14 [80]	Per: 12 [-10]	
HT: 12 [20]	FP: 12 [0]	SM: 0



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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Artificer 2 [20]; Craftiness 2 [10]; Cyberneticist 2 [10]; Eidetic Memory [5]; Fit [5]; Gadgeteer [25]; Gizmo 3 [15]; Mind Control (Accessibility: Only on Hetero/Bi Men and Bi/Lesbian Women, -20%; Area Effect: 8 yard radius, +150%; Emanation, -20%; Emotion Control, -50%; Sense-Based (Smell), -20%; Chemical, -10%) [65]; Natural Scientist 2 [20]; Single-Minded [5]; Versatile [5].

Perks: High-Heeled Heroine [1]; Sexy Feints [1].

Disadvantages: Bad Temper (6) [-20]; Callous [-5]; Compulsive Lying (9) [-22]; Delusion ("Captain America is in love with me!") [-10]; Greed (12) [-12]; Impulsiveness (9) [-15]; Overconfidence (9) [-7]; Selfish (6) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Attentive [-1]; Imaginative [-1]; Sees Bucky as a "Romantic Rival" [-1]; Shocking Affectation (Skimpy Dresser) [-1]; Vanity [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ+4 [12] – 18*; Brawling (E) DX+2 [4] – 14; Chemistry/TL8 (H) IQ+4 [12] – 18; Computer Hacking/TL8 (VH) IQ+1 [4] – 15†; Computer Programming/TL8 (H) IQ+2 [4] – 16†; Electronics Repair/TL8 (Computers) (A) IQ+3 [1] – 17†‡; Guns/TL8 (Pistol) (E) DX+1 [2] – 13; Holdout (A) IQ+1 [1] – 15§; Inventor! (WC) IQ+2 [48] – 16#; Judo (H) DX+0 [4] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [1] – 14*; Physics/TL8 (VH) IQ+0 [2] – 14*; Sex Appeal (Human) (A) HT+4 [2] – 16¥; Shadowing (A) IQ+1 [1] – 15§; Stealth (A) DX+2 [2] – 14§; Streetwise (A) IQ+0 [2] – 14; Whip (A) DX+0 [2] – 12.

Techniques: Feint (Sex Appeal) (H) def+1 [2] – 17.

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

* Includes +2 from Natural Scientist.

† Includes +2 from Cyberneticist.

‡ Includes +2 from Artificer.

§ Includes +2 from Craftiness.

Conditional +2 from Cyberneticist and/or Artificer when substituting for those skills.

¥ Includes +4 from Appearance.

Role-Playing Notes:

Nightshade is rather emotionally immature. She is prone to tantrums when things are not going her way, including ordering her "werewolves" to commit mass suicide. Because of various past conflicts, she has an incredible hatred for Bucky, seeing the other girl as a "rival" for Captain America's "affections". She honestly believes that Cap has a thing for her.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Nightshade's "Werewolves"

The following racial template represents the typical results of her "werewolf serum" on the average person. Not being true supernatural werewolves, they lack many of the weaknesses (including that of silver), but also lack a traditional werewolf's supernatural durability.

There may yet be lingering effects on those survivors who received the antidote and reverted to normal.

50 points

Attribute Adjustments: ST +4 [40]; DX +2 [40]; IQ -4 [-80]; HT +2 [20].

Secondary Characteristic Adjustments: Per +4 [20].

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 3 [6]; Claws (Blunt Claws) [3]; Parabolic Hearing 2 [8]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Perks: Fur [1].

Disadvantages: Bestial [-10]; Ham-Fisted -1 [-5]; Hidebound [-5].

Features: Born Biter +1; Digitigrade Posture; Ordinary Tail.

Design Notes:

1. "Chunky" is actually an android she built, but that's not going to be revealed until the start of Year Two, so no stats for him.

NILE, TANA

Non-Villain Antagonist/Hero

Real Name: Tana Nile.

Occupation: Explorer, adventurer, former conqueror.

Identity: Tana Nile's existence is unknown to the general populace of Earth; she does not use a dual identity.

Legal Status: Citizen of the Rigellian Annex.

Other Aliases: None.

Place of Birth: Capitol City, Rigel IV.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ally of Captain Marvel, former member of the Rigellian Colonizer Corps and soldier in the Rigellian Annex military.

Base of Operations: Mobile throughout the known galaxy.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Raised among her native Rigellians, Tana Nile entered the Rigellian military at a young age; it has been hinted that she enlisted below the legal age (see *Rigellians*). For years, she never questioned the orders she was given; like all Rigellians, she believed in the superiority of her race compared to the others. Rising through the ranks, Nile was selected for training in the Colonizer Corps.

As a Colonizer, Nile helped bring several systems into the Rigellian Annex. As part of her duties included bringing worlds and systems into the Annex, Nile decided to study other species' mentalities; this sometimes put her at odds with members of her crew, who felt that studying "lesser" beings was a waste of time. She often did this by studying their art and music, using holographic disguises stored in her battlesuit to pass for the native dominant species of the planet.

Nile's arrival on Earth proved to be a turning point in her career. Her efforts to "annex" Earth brought her into conflict with the Fantastic Four, Earth's semi-official liaisons to the interstellar community (see *Fantastic Four*). Seeing no reason not to humor the humans, she listened to their case as to why she should leave Earth alone. None of the claims they made swayed her, until their leader, Mister Fantastic, indicated that the Kree and Skrull Empires have made similar claims on Earth (see *Kree*; *Mister Fantastic*; *Skrulls*). Intrigued by this claim, Nile consulted with the Kree and Skrull ambassadors to the Annex, and discovered the truth behind it. Not wishing to drag the Annex into an unnecessary conflict with either interstellar empire, Nile officially rescinded her claims to Earth and departed.

Following her departure from Earth, Nile continued in the Colonizer Corps, but her meeting with the Fantastic Four and the way they stood up for their own people made her start to question the Rigellians' xenophobic ways. Nile found herself stripped of her rank when she refused to conquer a planet whose inhabitants had not yet developed radio or the internal combustion engine. Instead of submitting to the required reeducation, Nile fled the Annex.

She soon found herself on a station in neutral space, Port Nowhere, where she encountered the Kree adventurer Captain Mar-Vell and his lover, Una (see *Captain Marvel*; *Una*). She has since joined Mar-Vell and Una in their efforts to stop the Kree Colonel Yon-Rogg from staging his own invasion of Earth (see *Yon-Rogg*).

Age: 35 (Earth equivalent).

Height: 5' 8".

Weight: 155 lbs.

Eyes: White.

Hair: Unrevealed.

Skin: Golden.

Uniform: Red and gray metallic body armor.

Strength Level: Tana Nile possesses the equivalent strength of a human woman of her apparent age, height, and build who engages in regular exercise. Her Rigellian Colonizer battlesuit enables her to lift (press) roughly one ton.

Known Superhuman Powers: Like all Rigellians, Tana Nile possesses the ability to control another being's mind and/or limbs. In addition, Tana possesses rudimentary telepathic and telekinetic ability. She is able to scan a person's surface thoughts and send brief telepathic messages, provided she is able to see her target. She is able to move as much weight telekinetically as she is able to lift without assistance from her battlesuit. Her telekinesis is such that she cannot exceed a distance of 30 feet.

Weapons and Paraphernalia: Tana Nile usually carries a neural blaster pistol as her sidearm, and wears a suit of powered armor which grants protection against most kinetic and energy weapons as well as enhancing her strength to superhuman levels. Her battlesuit is powered by her psionic power; it cannot be used by anyone that lacks psionics.



580 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 14 [10] **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: 10 **Parry:** 10 **DR:** 140/100 (armor)

Languages: English (Accented Spoken/Illiterate) [2]; Kree (Native) [6]; Rigellian (Native) (Native Language) [0]; Shi'ar (Native) [6]; Skrullian (Native) [6].

Cultural Familiarities: Kree Empire [1]; Rigellian Annex (Native) [0]; Shi'ar Empire [1]; Skrull Empire [1].

Advantages: Alien Friend 2 [10]; Appearance (Attractive) [4]; Born War-Leader 2 [10]; Combat Reflexes [15]; Fit [5]; No Intolerance [10]; Psychokinesis Talent 2 [10]; Rigellian [140]; Signature Gear (Rigellian TL11 Psionic Battlesuit) [64]; Telepathy Talent 2 [10]; Telereceive (Shallow) 4 [27]; Telesend 4 [24]; TK Grab (Short-Range) 10 [40]; Unfazeable [15].

Perks: Controllable Disadvantage (Callous) [1]; Courtesy Military Rank 6 [6]; Energizer [1]; Off-Screen Reload [1]; Suit Familiarity (Battlesuit) [1]; Tactical Reading [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Enemy (Rigellian Colonizers; Large Group, under 1,000 people) (9) [-30]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Bad With Names [-1]; Chauvinistic [-1]; Mild OCD [-1]; Proud [-1]; Simply Not Funny [-1].

Skills: Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 14; Climbing (A) DX+0 [2] – 12; Connoisseur (Music) (A) IQ+0 [2] – 12; Connoisseur (Visual Arts) (A) IQ+0 [2] – 12; Diplomacy (H) IQ+2 [4] – 14*; Electronics Operation/TL11 (Surveillance) IQ+0 [2] – 12; Escape (H) DX+0 [4] – 12; Expert Skill (Xenology) (H) IQ+2 [4] – 14*; Force Sword (A) DX+2 [8] – 14; Hiking (A) HT+0 [2] – 12; Intelligence Analysis/TL11 (H) IQ+2 [4] – 14†; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Leadership (A) IQ+2 [2] – 14‡; Mathematics/TL11 (Applied) (H) IQ-1 [2] – 11; Navigation/TL11 (Hyperspace) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 12; Piloting/TL11 (Aerospace) (A) DX+0 [2] – 12; Piloting/TL11 (Contragravity) (A) DX-1 [1] – 11; Piloting/TL11 (High-Performance Spacecraft) (A) DX+2 [8] – 14; Propaganda/TL11 (A) IQ+0 [2] – 12; Psychology (Comparative) (H) IQ+0 [4] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+2 [1] – 14‡; Shield (Force) (E) DX+2 [4] – 14; Shiphhandling/TL11 (Starship) (H) IQ+0 [4] – 12; Spacer/TL11 (E) IQ+0 [1] – 12; Stealth (A) DX+0 [2] – 12; Strategy (Interstellar) (H) IQ+1 [2] – 13‡; Strategy (Land) (H) IQ+1 [2] – 13‡; Strategy (Space) (H) IQ+1 [2] – 13‡; Tactics (H) IQ+1 [2] – 13‡; Telereceive (H) IQ+2 [4] – 14‡; Telesend (H) IQ+2 [4] – 14‡; Throwing (A) DX+0 [2] – 12; TK Grab (H) IQ+2 [4] – 14§.

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

* Includes +2 from Alien Friend.

† Includes +2 from Born War-Leader.

‡ Includes +2 from Telepathy Talent.

§ Includes +2 from Psychokinesis Talent.

Role-Playing Notes:

When first encountered, Tana Nile is already a somewhat unorthodox Rigellian, studying the worlds she is bringing into the Annex rather than just conquering outright. Her time on Earth, short as it was, affected her greatly as it reinforced many of the ideas she'd previously had exposure to.

In her next appearance, when she encountered Captain Marvel, she is actively being hunted by her own people for "reeducation". She laments that she misses her home, and yet states she no longer feels at home there. Her reasons for assisting Mar-Vell are as yet unrevealed.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Designer's Notes:

- In her first appearance, Tana Nile possesses Military Rank 6 [30], roughly analogous to an Army Colonel or Navy Captain, Status 2 [0] (free from Rank), Wealth (Comfortable) [10], and Security Clearance (Need to Know on a Broad Range of Secrets) [10]. She had not yet bought off her racial Intolerance. After leaving Earth, she loses all those; her Military Rank becomes Courtesy Military Rank, and she is reduced to Status 0.
- This build, and the High TL trait in the Rigellian racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. For Tana Nile after she leaves Earth, the campaign would likely be considered a TL 11 setting, reducing her Rigellian Battlesuit's price from \$640K to \$80K, her Signature Gear point cost by 61 points (to 3 points), removing her racial High TL 3 [15], and increasing her Starting Money (\$18,750 (50% of TL 11 Starting Wealth) in cosmic campaigns).

Real Name: Robert Hunter.
Occupation: Professional criminal, former electrical engineer.
Identity: Publicly known.
Legal Status: Citizen of the United States with no criminal record.
Other Aliases: None.
Place of Birth: Scranton, Pennsylvania.
Marital Status: Married.
Known Relatives: Mary (wife), Virginia (daughter).
Group Affiliation: Pawn of Colonel Yon-Rogg and Doctor Minerva; formerly NASA.
Base of Operations: Mobile; formerly Cape Canaveral, Florida.
First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Robert Hunter was an electrical engineer working for NASA on a few long-range interstellar probes when he was abducted by forces commanded by the Kree Colonel Yon-Rogg and taken to the Colonel's cloaked spy ship in orbit (see *Kree*; *Yon-Rogg*). Rogg ordered his science officer, Minn-Erva, to turn Hunter into a suicide bomber to use in a plot to embarrass the spy Mar-Vell, who at the time operated on Earth as a superhero (see *Captain Marvel*; *Doctor Minerva*).

Given the power to explode at will, Hunter was given post-hypnotic commands to destroy the hangar containing a probe awaiting launch. While he was successful in destroying the probe and the hangar, he surprised everyone (except maybe Minn-Erva) by reconstituting himself to explode again, releasing a cloud of toxic gas from a group of nearby canisters. Calling himself Nitro, he fought Mar-Vell to a standstill until Vell trapped part of Nitro's gaseous state in a container separate from the rest of him, preventing him from reconstituting.

Months later, Nitro was freed by a court order filed by his wife and daughter ordering his reconstitution so he could stand trial. Despite precautions taken by the authorities to contain him, Nitro used his powers to escape custody, trouncing the government's own super-team, Freedom Force, and destroying a number of SHIELD Sentinels in the process (see *Freedom Force*; *Sentinels*; *SHIELD*).

Nitro's current whereabouts are unknown. At present he has yet to stand trial or even be officially arrested for his misdeeds.

Age: 31.

Height: 6' 3".

Weight: 235 lbs.

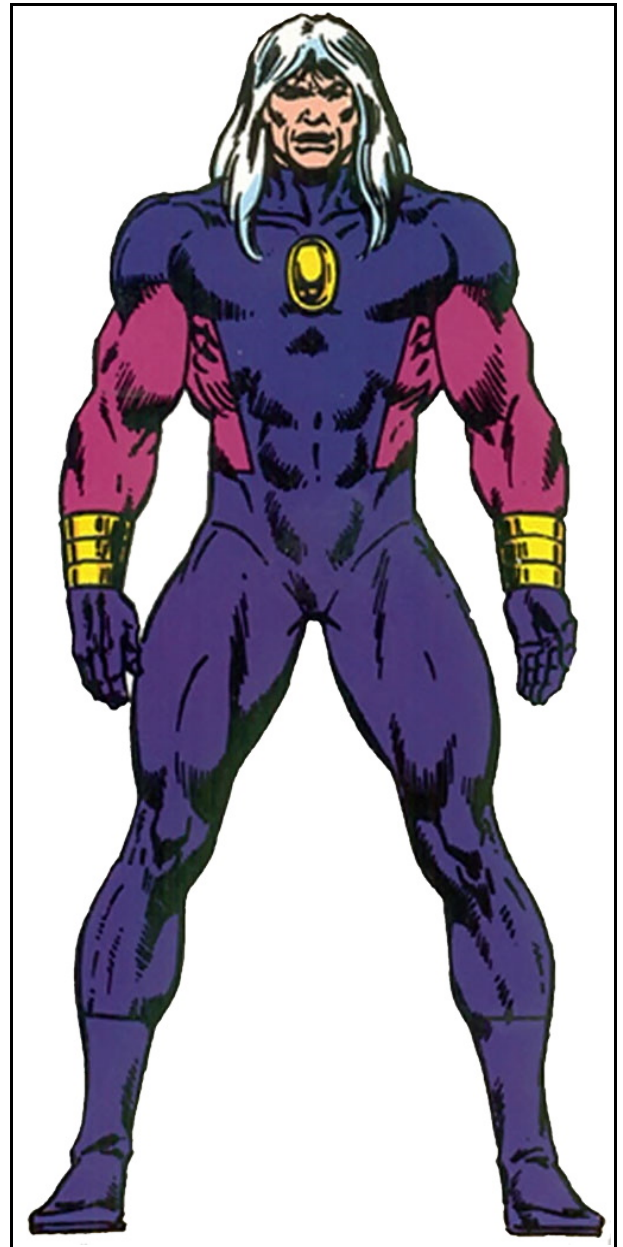
Eyes: Brown.

Hair: White.

Uniform: A dark purple bodysuit with lighter purple on the sleeves and sides, purple gloves, black boots, gold bracers, and an oval gold medallion on his chest.

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

Known Superhuman Powers: Nitro possesses the superhuman ability to explode and reconstitute himself at will. The explosion can occur with the force of approximately his body weight in TNT, though he is able to regulate the explosive force to produce lesser explosions. Most notably, his punches explode with the relative force of ten pounds of TNT. It takes him time to reconstitute himself once he fully explodes, but he can explode himself multiple times in succession without tiring; the larger the explosion, the longer it takes to fully reform.



2,136 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:** 10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Body of Air) (Difference in Point Cost: 36; Maximum Duration: 30 seconds, -75%; Reduced Time: Instant, +100%; Trigger: Self-Explosion, -10%; Super, -10%) [49]; Artificer 2 [20]; Crushing Attack (*Explosive Punch*) 6d×6 (Damage Modifier: Explosive (/3×Yards), +50%; Melee Attack: Destructive Parry, +10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Variable, +5%; Super, -10%; Alternative Attack, ×1/5) [49]; Crushing Attack (*Self-Explosion*) 6d×30 (Area Effect: 2 yards, +50%; Damage Modifier: Explosive (/2×Yards), +100%; Emanation, -20%; Uncontrollable Trigger: Crushing Damage That Exceeds DR, -30%; Variable, +5%; Super, -10%) [1,755]; Damage Resistance 10 (Limited: Crushing Damage, -40%; Tough Skin, -40%) [10]; High Pain Threshold [10]; Regeneration (Extreme: 10 HP/sec) (Accessibility: Only in Alternate Form, -10%; Super, -10%) [120]; Wealth (Comfortable) [10].

Perks: Supersuit [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Enemy (Law Enforcement; Medium-Sized Group) (12) [-40]; Overconfidence (9) [-7].

Quirks: Dual Identity [-1]; Hold Grudges [-1]; Not Until My First Cup! [-1]; Uncongenial [-1].

Skills: Boxing (A) DX+2 [8] – 14; Electrician/TL8 (A) IQ+2 [2] – 14*; Electronics Operation/TL8 (Communications) (A) IQ+0 [2] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 12; Electronics Repair/TL8 (Communications) (A) IQ+2 [2] – 14*; Electronics Repair/TL8 (Scientific) (A) IQ+2 [2] – 14*; Electronics Repair/TL8 (Sensors) (A) IQ+2 [2] – 14*; Engineer/TL8 (Electronics) (H) IQ+1 [2] – 13*; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Wrestling (A) DX+2 [8] – 14.

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

* Includes +2 from Artificer.

Role-Playing Notes:

While Nitro was originally essentially brainwashed into being a suicide bomber, he has come to love his power. At present he desires vengeance on Captain Marvel for his initial defeat. Barring that, he will likely hire himself out as muscle for anyone who needs something destroyed. In the back of his head, he also wants revenge on the Kree who gave him his powers for messing with his mind, though that's tempered by the thought he'd also thank them for the powers.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Real Name: Richard Rider.

Occupation: High school student, superhero.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: "The human rocket", Nova Centurion, "Earthling", "bucket-head", Centurion Prime.

Place of Birth: Norristown, Pennsylvania.

Marital Status: Single.

Known Relatives: Charles (father); Gloria (mother); Robert "Robbie" (brother); Dr. Ralph (uncle, deceased); Ellen (aunt).

Group Affiliation: Norristown Area High School student body; frequent partner of Namorita.

Base of Operations: Philadelphia, Pennsylvania, greater metro area.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #19.

History: Born and raised in a Philadelphia suburb, Richard Rider was like most sixteen year olds. He had a small circle of friends, and felt that everyone else could do anything he could better than him. His father was the principal of the high school in the next school district over, his mother was a part-time dispatcher for the Philadelphia police department, and his younger brother Robbie was a certified genius who had skipped two grades in the past. Richard, however, had no real aspirations; the most he thought he could look forward to was enlisting in the Army after graduation.

Fate, however, had other ideas for him.

On the border between the Shi'ar and Skrull Empires sat a fairly peaceful world known as Xandar (see *Shi'ar*; *Skrulls*). Unaffiliated with either, Xandar was protected by a force known as the Nova Corps, which was equal parts police and military. However, Xandar was recently destroyed by the Luphomoid warrior named Zorr; only a handful of cities managed to survive the destruction using pressure domes that were developed to protect against a far more legendary threat (see *Zorr*). At the same time, Zorr decimated the Nova Corps until only one was left: Rhomann Dey. Dey and Zorr fought, with Zorr mortally wounding Dey as the Luphomoid fled, seeking other worlds to conquer or destroy. Zorr's path took him to Earth, and Dey followed in a Nova Corps starship. Dying, Dey transferred his Nova Corps power into a pulse of energy and sent it to Earth, seemingly at random.

Rich was between classes when the energy pulse hit him. Collapsing, Rich was rushed to the hospital where he seemed to have slipped into a coma. While in this comatose state, Rhomann Dey telepathically contacted Rich and told him of the danger of Zorr and the responsibility of the powers granted. Rich then awoke from his coma releasing a burst of energy, a burst witnessed by his family and the doctor treating him. The hospital tried to keep Rich overnight for observation, but couldn't legally hold him and released him to his family's care.

That night, Rich discovered Dey's final gift, a copy of his Nova Centurion uniform. This was fortuitous as Zorr had tracked the energy pulse to Rider's high school; while holding his own, Rich – calling himself Nova in uniform – was unable to defeat Zorr. At the last moment, however, just as Zorr was about to kill Rich, Zorr was teleported away by an unknown energy beam similar to the one that had hit Rich earlier. (Zorr was in fact teleported to Dey's ship, there the two apparently killed each other.)

Since then, Rider began a superhero career in the Philadelphia area, most notably facing off against the aspiring superhuman crime lords known as the Condor and Diamondhead (see *Condor*; *Diamondhead*). He has also begun a long-distance romantic relationship with the Human-Atlantean hybrid known as Namorita, a student at New York's Xavier Institute for Gifted Youngsters; that both of them can fly to visit the other has helped keep their relationship steady (see *Atlanteans*; *Namorita*; *Xavier Institute*).

Rich recently revealed his Nova identity to his family and to his friends in school. His family is supportive, although his mother worries about him every time he goes out.

It should be noted that Rider is not the first person to use the Nova identity on Earth. Twenty years prior, an alien – Syl Antro of the Centaurian race – had gained similar though somewhat lessened powers as a Nova Corps corpsman. Syl, a criminal on her own homeworld, was affiliated for a time with both the hero team known as the Shadowguard and their frequent adversaries, the criminal team called the Terrors, before being captured and deported to Xandar to be depowered.

Age: 16.

Height: 5' 9".

Weight: 155 lbs.



Eyes: Brown.

Hair: Black.

Uniform: Dark blue bodysuit with gold upper sleeves, three yellow stars on the chest that are connected by yellow lines in a "V" pattern, and gold stripes down the legs, gold gloves, gold belt, dark blue boots with gold trim at the top, and a gold helmet that leaves the mouth and chin exposed with a red starburst pattern on the forehead. The helmet can seal itself with a transparent aluminum covering.

Strength Level: Nova possesses superhuman strength enabling him to lift (press) roughly 40 tons under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Nova possesses superhuman durability, speed, and stamina. He has proven to be invulnerable to weapons up to rocket propelled grenades, including being unfazed by AIM-built laser weaponry (see *AIM*). He is capable of running at up to fifty-five miles per hour in a dead run. His reflexes are enhanced, though not to the same levels as Spider-Man; unlike the web-slinger, Nova cannot see bullets in flight (see *Spider-Man*).

Nova is also capable of flight; he has been clocked at close to the speed of sound (770 mph at sea level). He's still training himself to maneuver at those speeds, but he can go from standing to full speed in an instant.

There is evidence that Nova should be able to absorb energy from various attacks and powerful beings and redirect the energy elsewhere, but he is currently untrained and unaware of this ability.

Paraphernalia: Nova's uniform can be environmentally sealed with an internal air supply of roughly six hours. The helmet contains the ability to tune into a wide range of radio and gravity ripple communications bands, a wide range of visual sensors including thermograph, hyperspectral, and terahertz bands, telescopic and microscopic lenses, and augmented reality identification, all fed through a HUD projected directly into his eyes. The helmet when removed and powered off takes a form similar to that of cotton cloth, able to be folded up for carrying in a pocket or gym bag.

Nova has also technically inherited Rhomann Dey's Nova Corps starship, which remains cloaked in orbit above the planet. He is primarily limited by his inability to reach that altitude to utilize its computers and other assets.

3,250 points

ST: 32/220 [100*]	HP: 32 [0]	Speed: 7.00 [0]
DX: 14 [40†]	Will: 14 [20]	Ground Move: 7/28 [0]
IQ: 10 [0]	Per: 12 [10]	Air Move: 15/360 [2]
HT: 14 [40]	FP: 14 [0]	SM: 0

Dmg: 3d+1/6d-1 (23d/25d)	BL: 205 lbs. (9,680 lbs/4.8 tons)
Dodge: 13	DR: 200 (force field)
IT:DR: /10	

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Damage Resistance 200 (Force Field, +20%; Hardened 4,+80%; No Signature, +20%; Super, -10%) [2,100]; Enhanced Dodge +2 (Super, -10%) [27]; Enhanced Move (Air) 4.5 (Move 360/720 mph; Cosmic: Instantaneous Acceleration, +50%; Super, -10%) [126]; Enhanced Move (Ground) 2 (Move 28/56 mph; Super, -10%) [36]; Enhanced Parry (Bare Hands) +2 (Super, -10%) [9]; Extra DX +2 (Super, -10%) [36]; Fit [5]; Flight (Super, -10%) [36]; Hard to Kill +2 [4]; Hard to Subdue +2 [4]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10) (Super, -10%) [135]; Legal Enforcement Powers 1 (Informal, -50%) [3]; Super ST +12/+200 (Super, -10%) [468]; Super Throw 2 (Super, -10%) [18]; Temperature Tolerance 3 (Super, -10%) [3].

Perks: Dabbler (def+1 to Relevant High School Courses) [1]; Friend (Bernie Dillon) [1]; Friend (Caps Cooper) [1]; Friend (Ginger Jaye) [1]; Potential Patron/Contact (Rhomann Dey's Starship) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Low Self-Image [-10]; Pacifism (Cannot Kill) [-15]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Minor) (Mitigator: Nova Uniform/Helmet, -60%) [-2]; Stubbornness [-5].

Quirks: Closet Fan (Pittsburgh Steelers) [-1]; Expression ("Blue blazes!") [-1]; Interviews Badly [-1]; Minor Enemy/High School Bully (Mike Burley) [-1]; Responsible [-1].

Skills: Aerobatics (H) DX+0 [1] – 14‡; Area Knowledge (Philadelphia Metro Area) (E) IQ+1 [2] – 11; Brawling (E) DX+2 [4] – 16; Computer Operation/TL8 (E) IQ+0 [1] – 10; First Aid/TL8 (Human) (E) IQ+0 [1] – 10; Flight (A) HT+0 [2] – 14; Jumping (E) DX+0 [1] – 14; Lifting (A) HT+0 [2] – 14; Running (A) HT-1 [1] – 13; Sports (Basketball) (A) DX-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Throwing (A) DX-1 [1] – 13; Weather Sense (A) IQ+0 [2] – 10; Wrestling (A) DX+0 [2] – 14.

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

* Includes +12/+200 from Super ST.

† Includes +2 from Extra DX.

‡ Includes +2 from 3D Spatial Sense.

Role-Playing Notes:

Rich is still uncertain about his future, but has taken to the role of superhero like a fish to water.

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+3 cr	C	14	–	–	32	
	– <i>Super ST</i>	23d+22 cr	C	14	–	–	220	
–	Brawling Kick	3d+4 cr	C, 1	n/a	–	–	32	
	– <i>Super ST</i>	23d+23 cr	C, 1	n/a	–	–	220	

Design Notes:

1. It's not a bad idea to build his helmet with ***Ultra-Tech*** using TL11[^] technology, most notably including a Tiny Radio Communicator (UT p. 44), a Tiny Gravity-Ripple Communicator (UT p. 45), and Hyperspectral Goggles (UT, p. 61). Other features can be added as players, GMs, and the plot require.
2. The "Potential Patron/Contact (Starship)" Perk is to represent his legal ownership of the starship under interstellar law while not having regular access to it due to the distance involved.

The extradimensional beings who inhabit the realm known as Olympus claim their descent from Gaea, the Elder God who has infused her life force with that of Earth itself (see *Gaea*; *Olympus*). Olympus has many aspects which are similar to that of the Nine Worlds of Asgardian cosmology (see *Asgard*). Among these similarities is the fact that solid matter on Olympus is thrice as dense as that on Earth; this means that a person or object which originated on Olympus weighs three times as much under Earth's gravity. Despite this, Olympus's gravity is the same as Earth's; a mortal from Earth has no troubles with gravity or breathing while on Olympus. There are a number of regions on Earth where it is possible to travel to Olympus, but the best-known location is on the slopes of Mount Olympus in northern Greece. Because of this location, the Olympians were worshiped throughout ancient Greece.

The Olympian gods are superhumanly strong. Most are able to lift (press) around 25 tons; some, such as Hercules, Ares, and Zeus, are able to lift (press) much more (see *Ares*; *Hercules*; *Zeus*). They are immortal, not aging once they reach a certain point; the oldest still appear as if in their mid-30s, while some, such as Hebe, goddess of youth, Hermes, the messenger, and Eros, god of romance, appear much younger (see *Hebe*; *Hermes*). In addition, most of the gods have unique abilities which relate to their deific portfolios.

According to ancient Greek mythology, Gaea gave birth through parthenogenesis to Ouranos, the primordial god of the sky. She then mated with Ouranos to produce the three Cyclopes, the three Hecatoncheires (Hundred-Handed Giants), and the first generation of Titans. Ouranos confined the Cyclopes and Hecatoncheires to Tartarus, a region of the underworld (see *Hades*). Upset that six of her children were being treated with such callousness by their father, she encouraged Kronos, the oldest of the Titans, to overthrow Ouranos's rule and free his siblings. Kronos did so, reportedly castrating his father with a flint sickle, but then cast the Cyclopes and Hecatoncheires back into Tartarus. In rage, Gaea prophesied that one day one of his own children will overthrow him.

Kronos had six children with his sister-wife, Rhea. In order, they were Hades, Hestia, Demeter, Hera, Poseidon, and Zeus (see *Hera*; *Poseidon*). Cronus exiled the first five at birth to Tartarus (according to myth, he swallowed them whole). Zeus escaped this fate because Rhea substituted a stone swathed in rags for the infant Zeus, who was raised on Earth on the isle of Crete. Upon reaching adulthood, Zeus freed his siblings from Tartarus, as well as the Cyclopes and Hecatoncheires. He then led a war which lasted ten years against the Titans, ultimately overthrowing them and banishing the majority of male Titans to Tartarus; the female Titans as well as the Titan Prometheus either stood with Zeus or did not interfere, and hence were spared from the Titans' fate.

As the main gods who fought in the war, Zeus, Poseidon, and

Hades decided to draw lots to divide the realms between them. Zeus drew the sky, Poseidon the sea, and Hades the underworld.

Many tales involving the gods are well-documented by mythographers. As Greek influence spread, so did the worship of the Olympians. Their worship spread primarily due to the empires forged by Alexander and later by Rome. This expansion brought the gods into conflict with the Egyptian, Babylonian, Hindi, Celtic, and Norse gods, the latter of whom were worshiped by the Germanic and Teutonic people on Rome's northern frontier (see *Asgardians*). Poseidon, under his Roman name of Neptune, grew to be worshipped by the Atlanteans (see *Atlanteans*). Ultimately, the worship of the gods faded as Christianity and later Islam spread; Poseidon was allowed to retain his Atlantean worshipers. The worship of the Olympians gained a brief resurgence during the Renaissance, as study of the ancient classics became widespread.

Today, the Olympians appear to be content with simply watching and subtly interfering with mortal affairs. Some of the gods, such as Hercules and Hermes, have spent time on Earth learning mortal ways (see *Hercules*). Others only venture to Earth when the situation demands it. Because of the amount of information available about the Olympians, many neo-pagans have begun worshipping them; this pleases many of the gods, especially those who did not agree with Zeus's proclamation to let their worship fade.

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

Game-Mechanic Details:

Olympus has a native TL 4, raised over time from the original TL 1. Some of the gods, particularly Ares, Hercules, Hermes, and Hebe, have bought off the Low TL disadvantage.

Olympian God

This template is also suitable for other immortal extradimensional beings worshipped as gods in their respective areas, such as the Egyptian, Celtic, Chinese, Japanese, Aztec, and Hindu gods.

605 points

Attribute Adjustments: ST +9 [90]; HT +2 [20].

Languages: Ancient Greek (Native) [0].

Advantages: Appearance (Attractive) [4]; Immunity to Disease [10]; Injury Tolerance (Damage Reduction /3; Limited Defense: Crushing Attacks, -40%) [45]; Super ST +11/+150 [440]; Unaging [15].

Perks: Racial Gifts (Deific Powers) [1].

Disadvantages: Low TL -4 [-20].

Features: Interbreeds Easily With Mortals [0].

Real Name: Peter Quinn.
Occupation: Government agent, former professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a pardoned criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Freedom Force.
Base of Operations: Washington, DC.
First Post-Reboot Appearance: CAPTAIN AMERICA #
History: Not much is known about Oracle before his first appearance. Given his appearance, he is possibly a former Morlock (see *Morlocks*).

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, Oracle 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, Oracle and the others were given the name Freedom Force.

As a member of Freedom Force, Oracle 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*).

Age: 24.

Height: 5' 3".

Weight: 135 lbs.

Eyes: White.

Hair: Bald; no facial hair.

Other Distinguishing Features: Oracle has pointed ears.

Uniform: Orange bodysuit, blue gloves, blue boots, black belt; formerly included a black domino mask (which obviously couldn't hide his identity).

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

Known Superhuman Powers: Oracle is a mutant with the ability to see for miles through a form of clairvoyance. He is also able to project energy beams through his eyes, in a manner not unlike Cyclops of the X-Men, which he can adjust from lasers to concussive energy (see *Cyclops*; *X-Men*).

Other Abilities: Oracle is a skilled sniper.

255 points

ST: 10 [0]	HP: 10 [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-2/1d	BL: 20 lbs.
Dodge: 8	Parry: 9 DR: 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Hearing 1 [2]; Acute Vision 5 [10]; Burning Attack 5d (Accurate +3, +15%; Armor Divisor (2), +50%; Increased Range (×5), +20%; Increased 1/2D Range (×5), +10%; Rapid Fire: RoF 2, +40%; Variable, +5%; Mutant, -10%) [58]; Crushing Attack 5d (Accurate +3, +15%; Increased Range (×5), +20%; Increased 1/2D Range (×5), +10%; Rapid Fire: RoF 2, +40%; Variable, +5%; Mutant, -10%; Alternative Attack, ×1/5) [9]; DHS Rank 4 [20]; Gunslinger (Accessibility: Sniper Rifles Only,



-60%) [10]; Telescopic Vision 20 (Variable, +5%; Mutant, -10%) [95].

Perks: Deadeye 3 [3]; Rope Shooter (Rifle) [1]; Style Familiarity (Sniper) [1]; Weapon Bond (Sniper Rifle) [1].

Disadvantages: Appearance (Unattractive) [-4]; Code of Honor (Professional) [-5]; Duty to Homeland Security (12) [-10]; Hidebound [-5]; Hunchback [-10]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5].

Quirks: Bowlegged [-1]; Broad-Minded [-1]; Champions Mutant Equality [-1]; Distinctive Features (Pointed Ears and Oversized Eyes) [-1].

Skills: Brawling (E) DX+1 [2] – 12; Camouflage (E) IQ+1 [2] – 12; Climbing (A) DX-1 [1] – 10; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 11; Forward Observer/TL8 (A) IQ+1 [4] – 12; Guns/TL8 (Rifle) (E) DX+3 [8] – 14; Innate Attack (Gaze) (E) DX+3 [8] – 14; Jumping (E) DX+0 [1] – 11; Law (Federal) (H) IQ-1 [2] – 10; Observation (A) Per+5 [2] – 16*; Running (A) HT-1 [1] – 10; Savoir-Faire (Police) (E) IQ+0 [1] – 11; Stealth (A) DX+1 [4] – 12; Throwing (A) DX-1 [1] – 10; Tracking (A) Per+1 [4] – 12; Urban Survival (A) Per+0 [2] – 11; Wrestling (A) DX+1 [4] – 12.

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

* Includes +5 from Acute Vision.

Role-Playing Notes:

Oracle is a believer in mutant equality and a solid team player, loyal to his teammates and of Freedom Force probably the member most loyal to Val Cooper. (He never really liked Slither, and wasn't sad to see him leave.) He believes he is in the best possible situation he can for assisting the fight for mutant rights.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

- 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.
- I went with "Oracle" rather than "Peeper", "Peepers", or "Occult" for his name because the first two are just plain dumb, while the third, which was his Resistants name, while better didn't really fit the character.

The Order of Kamar-Taj is an order of sorcerer monks which can trace its lineage at least as far back as the founding of the Shaolin temple in 465 AD, although there is evidence the order has existed in some form for millennia. Nestled in a remote location in the Himalayan Mountains along the Nepal-Tibet border, the Order's primary monastery is home to its leader, a centuries-old man known alternatively as the Master and, more commonly, as the Ancient One, a title apparently given to the Order's leader regardless of age (see *Ancient One*).

The Order in its current incarnation is named after the Ancient One's home village; there is circumstantial evidence that the monastery stands on or near the site of this lost village. The Order also owns a few dozen locations worldwide through a heritage site foundation it has set up to handle the Order's mundane affairs; of note among the Order's holdings are a Buddhist temple in Hong Kong, a Roman villa in Italy, a lake in Wales, and the three story brownstone at 177A Bleeker Street, New York City (see *Doctor Strange's Sanctum Sanctorum*).

Most of the Order are not sorcerers, but instead are a support staff who handle mundane affairs for the roughly fifty sorcerers at the main temple and spread abroad. The main temple is home to not just the Ancient One but a dozen or so sorcerers, their apprentices, roughly twenty martial artists and warriors who protect the temple from demonic assault, and a collection of muggle servants who handle the mundane chores of cooking, cleaning, and maintaining their wireless network. Away from Kamar-Taj proper, every sorcerer who is a member has at least one employee who acts as a connection between the sorcerer and the Order.

There are cases where a member has been ejected from or voluntarily left the Order. The most notable of these is Karl Mordo, who left the Order on bad terms with the Ancient One and the Ancient One's intended successor, Dr. Stephen Strange (see *Doctor Strange; Mordo, Karl*). It is not yet known whether those who voluntarily leave the Order may still benefit from their services, although those ejected from the Order are not permitted to do so. Presumably those who leave the Order by turning against it are unable to benefit from its perks.

Naturally, the Order is not the only organization of sorcerers on Earth, but they are the largest and most organized with worldwide support.

First Post-Reboot Appearance: (confirmed) DOCTOR STRANGE: SORCERER SUPREME ANNUAL #1.

Strange: "What's this, my mantra?"

Mordo: "The wifi password. We're not savages."

– *Doctor Strange (2016)*

Order of Kamar-Taj

Mission Statement: The Order of Kamar-Taj is an order of sorcerers under the leadership of the Ancient One who have dedicated themselves to protecting Earth and its people from mystic threats.

Capabilities

TL: 8.

Members: 400.

Wealth: Wealthy.

Contacts: Administration-15 [2]; Magical Skills-18 [15].

Member Traits: Claim to Hospitality [10]; Magery 3+ [35].

Notable Resources: Most of its members' sanctums are owned by the Order rather than the sorcerers themselves, giving the Order significant land holdings in places of power across the world.

Reaction-Time Modifier: +0.

Costs and Values

Startup Cost: \$101,088,000

Resource Value: \$505,440

Patron Value: 10 points.

Enemy Value: -30 points

Ally and Dependent Value: The Order consists of roughly fifty sorcerers worth between 500 and 800 points, a few dozen apprentices, martial artists, and warriors who are roughly in the 250 to 400 point range, and a few hundred paper-pushers under 100 points.

Social Attributes

Type: Fraternal, Occult, Secret, Teaching.

CR: 2.

Loyalty: Very Good (+3)

Rank: Organization Rank 0-2 [2 per level] for non-sorcerers. Sorcerers who are part of the Order will more likely use the variant rules in **Social Engineering: Pulling Rank** for requesting assistance from the Order.

Income Range: Average (\$2,600/mo) to Very Wealthy (\$52,000/mo).

Reputation: +0. The Order of Kamar-Taj is not that well known anywhere.

Notes

Only a quarter of the Order's members are sorcerers and servants who serve the sorcerers directly, while the remaining members are the order's support network – most of whom are not normally magically inclined – who take care of mundane matters so the sorcerers can focus on more pressing arcane matters.

OSBORN, HARRY

Supporting Cast

Real Name: Harold "Harry" Osborn.

Occupation: College student pursuing a business degree.

Identity: Harry Osborn currently does not use a dual identity.

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

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Norman (Green Goblin, father), mother (name unrevealed, deceased).

Group Affiliation: None.

Base of Operations: New York City.

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

History: Harry Osborn is the son of industrialist Norman Osborn, and the best friend of Peter Parker (see *Green Goblin*; *Spider-Man*). This friendship started when Harry was transferred to Peter's high school after being expelled from the Massachusetts Academy, the fourth such elite private school he had been to in the previous two years. Harry stepped in to protect Peter from Flash Thompson, the school bully; although Harry ended up on the business end of Flash's beating that day, the gesture was not lost on Pete. After that, the two were practically inseparable (see *Thompson, Flash*).

Harry is currently attending Empire State University, rooming off-campus with Pete in a small two-bedroom apartment that Norman insists on paying for. While his father insists that Harry study the sciences, Harry has found that he has inherited his mother's gift for business, and is defying his father's wishes to pursue a business degree. (While Norman outwardly complains of this situation, he is pleased that the company he founded will be left in capable hands, business-wise; see *Oscorp*.)

Harry is currently unaware of both his father's and his best friend's secret identities.

Age: 18.

Height: 5' 10".

Weight: 170 lbs.

Eyes: Green.

Hair: Reddish-brown

Uniform: None.

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

Known Superhuman Powers: None.

III points

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

DX: 10 [0] **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:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Merchant Rank 0 (Heir to Rank 8) [20]; Business Acumen 3 [30]; Wealth (Comfortable; Heir to Multimillionaire 2) [55].

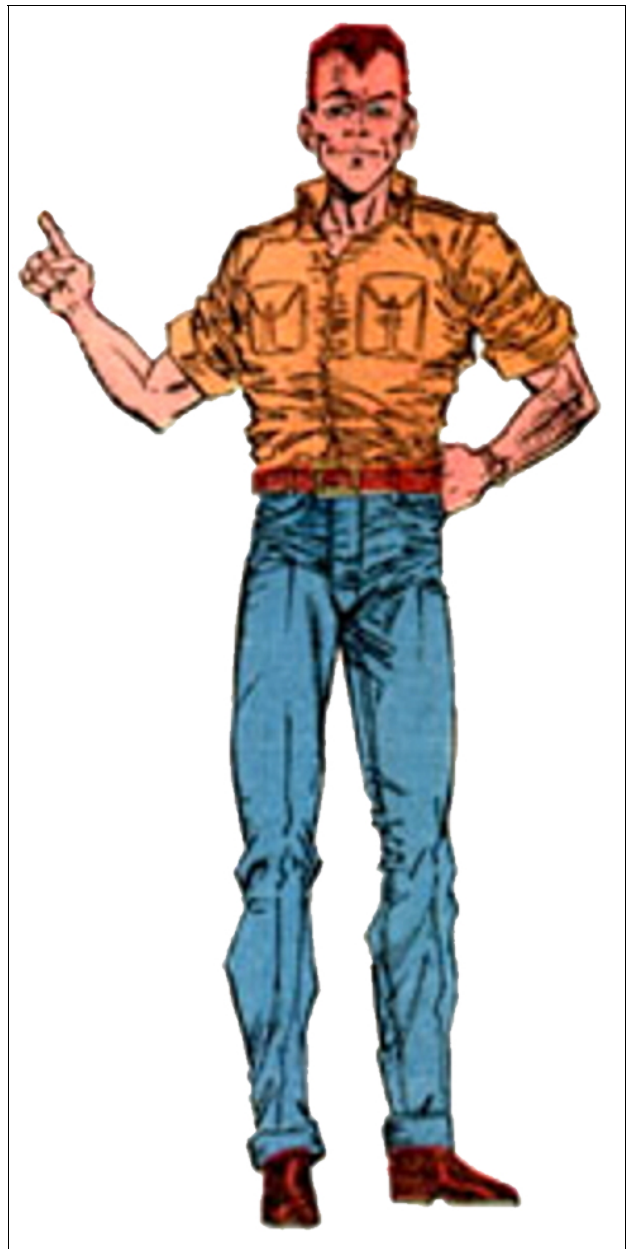
Perks: Disarming Smile [1].

Disadvantages: Compulsive Gambling (12) [-5]; Light Sleeper [-5]; Pacifism (Reluctant Killer) [-5]; Selfless (9) [-7]; Skinny [-5].

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

Skills: Accounting (H) IQ+1 [1] - 12*; Administration (A) IQ+2 [1] - 13*; Current Affairs/TL8 (Business) (E) IQ+0 [1] - 11; Economics (H) IQ+1 [1] - 12*; Finance (H) IQ+1 [1] - 12*; Market Analysis (H) IQ+1 [1] - 12*; Mathematics/TL8 (Statistics) (H) IQ-1 [2] - 10; Savoir-Faire (High Society) (E) IQ+0 [1] - 11.

Starting Spending Money: \$20,004,000 (20% of Starting Wealth).



* Includes +3 from Business Acumen.

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	—	—		

Real Name: Leland Owlsey.
Occupation: Businessman, crimelord.
Identity: Publicly known.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Unrevealed.
Known Relatives: None.
Group Affiliation: Head of his own criminal organization, one-time employer of the Ani-Men.
Base of Operations: New York City Greater Metropolitan Area.
First Post-Reboot Appearance: DAREDEVIL: THE MAN WITHOUT FEAR #

History: Leland Owlsey, nicknamed the Owl, was a financial investor with connections to various criminal organizations, until an audit by the IRS uncovered his criminal connections. The Owl then abandoned all pretense of respectability, focusing entirely on his criminal endeavors.

The Owl has twice tangled with the vigilante Daredevil (see *Daredevil*). The first time he was extending into the drug trade, dealing a narcotic called Mutant Growth Hormone, derived from the pituitary glands of adolescent mutants, which has the effect of granting the user increased strength and durability for a short time. Daredevil broke up the lab and freed the young mutants Owl had captive. The Owl managed to escape, however.

The second time, the Owl hired the Ani-Men to engage in a city-wide crime spree (see *Ani-Men*). Daredevil defeated the Owl and the Ani-Men, and all six were sent to prison.

The Owl was involved in the prison break led by the Rhino (see *Rhino*). He has since approached a number of animal-themed criminals at an underworld bar, one of the so-called Bars With No Name where criminals can network and relax, but his purpose for doing so has not yet been revealed (see *Bar With No Name*).

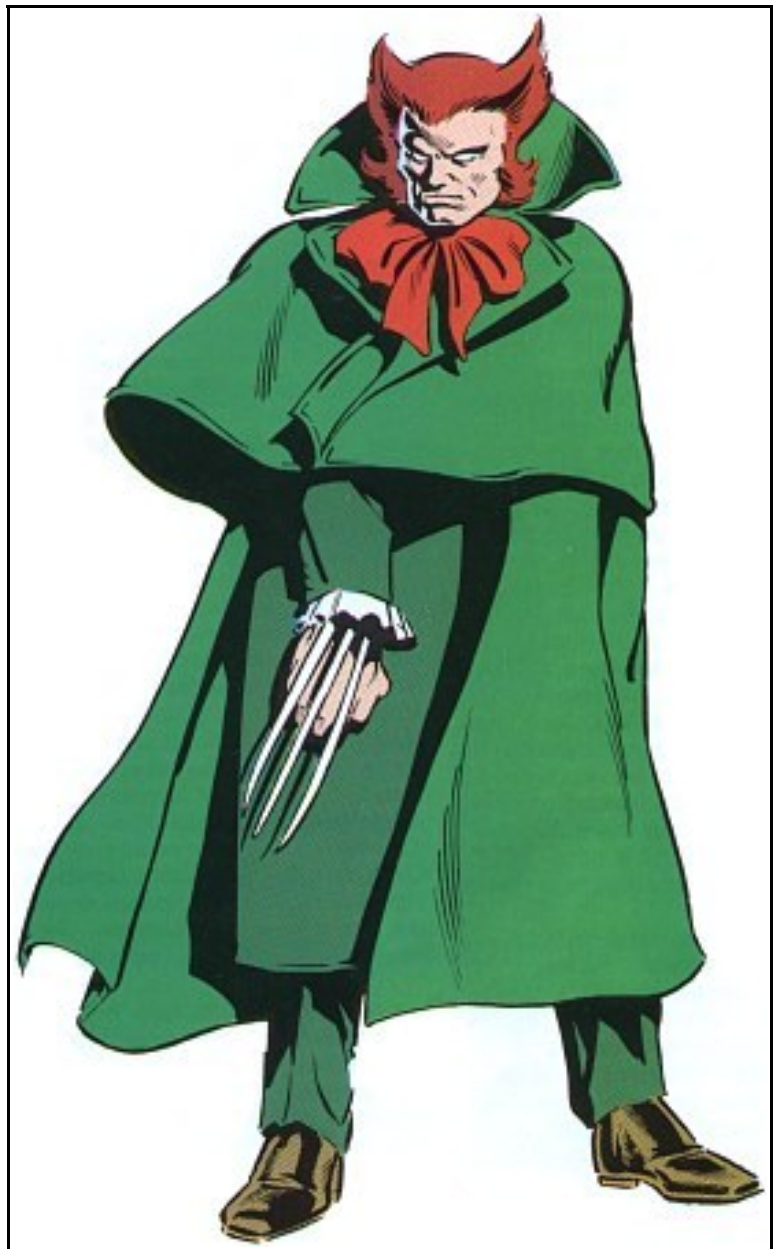
Age: 43.
Height: 5' 11".
Weight: 240 lbs.
Eyes: Brown.
Hair: Brown.

Uniform: Dark green business suit, dark green cloak, titanium steel "claws" strapped to his wrists.

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

Known Superhuman Powers: The Owl possesses the psionic ability to levitate himself and fly for short distances at a speed not exceeding 30 miles per hour.

Weapons: The Owl wears a pair of razor-edged titanium steel talons attached to his forearm which extend over his knuckles.



255 points

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]	Air Move: 10/15 [-2]
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-2/1d	BL: 20 lbs.	
Dodge: 8	Parry: 9	DR: 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Business Acumen 2 [20]; Enhanced Move (Air) 0.5 (Handling Penalty -1, -5%; Psionic, -10%) [9]; Flight (Low Ceiling:

30 feet, -10%; Psionic, -10%) [32]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Intuition [15]; Merchant Rank 6 [30]; Social Chameleon [5]; Status 3 [0*]; Wealth (Filthy Rich) [50].

Perks: Headhunter [1].

Disadvantages: Callous [-5]; Compulsive Gambling (12) [-5]; Enemy (NYPD) (9) [-20]; Overweight [-1]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Distinctive Feature (Haircut) [-1]; Dual Identity [-1]; Minor Handicap (Bum Knee) [-1]; Nosy [-1].

Skills: Accounting (H) IQ+0 [1] – 12†; Administration (A) IQ+2 [2] – 14†; Body Language (A) Per+2 [8] – 14; Brawling (E) DX+2 [4] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Criminology/TL8 (A) IQ+1 [4] – 13; Current Affairs/TL8 (Business) (E) IQ+1 [2] – 13; Economics (H) IQ+2 [4] – 14; Finance (H) IQ+2 [4] – 14; Gambling (A) IQ+1 [1] – 13; Games (Card Games) (E) IQ+1 [2] – 13; Intimidation (A) Will+0 [2] – 12; Market Analysis (H) IQ+2 [4] – 14; Observation (A) Per+1 [4] – 13; Politics (A) IQ+2 [8] – 14; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13.

Starting Spending Money: \$399,800 (20% of Starting Wealth, minus the cost of two Bladed Hands)

* Includes +2 from Merchant Rank and +1 from Wealth.

† Includes +2 from Business Acumen.

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	–	–		

Owl's Claws

BRAWLING, BOXING, DX or KARATE

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
8	Bladed Hand	1d cut	C	9	\$200	1	6	Fine Quality
	<i>or</i>	1d imp	C	9			6	

Real Name: Raymond Bloch.

Occupation: Professional criminal.

Identity: Publicly known.

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

Other Aliases: None.

Place of Birth: Seaside Heights, New Jersey.

Marital Status: Single.

Known Relatives: Ronald (brother).

Group Affiliation: Sometime partner of the Eel, employee of the Kingpin, would-be pawn of Dr. Karl Malus and Mister Fear.

Base of Operations: New York City.

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

History: A career criminal, Raymond Bloch was hired muscle for Wilson Fisk, the self-proclaimed Kingpin of Crime, when he was selected by the Kingpin for an experiment in granting superhuman abilities (see *Kingpin*). (It is believed that Bloch was already known as "Ox" to his fellow criminal enforcers even before gaining powers.) To this end, Ox was sent to a secret lab owned by Dr. Karl Malus and subjected to a number of chemical and stem cell growth experiments (see *Malus*, *Dr. Karl*). Already a large man, Bloch grew about half a foot and nearly a hundred pounds of extra-dense muscle. Determining the process a success, Malus attempted to use the Ox against the Kingpin, an action which drew the attention of the costumed vigilante Daredevil, who convinced Ox he was being used by both and to stop the fighting.

Ox was later seen involved in the four-way gang war between the Kingpin, the Green Goblin, Doctor Octopus, and the Hammerhead Maggia family, again working for the Kingpin (see *Doctor Octopus*; *Green Goblin*; *Hammerhead*; *Maggia*). During this conflict, Ox teamed with Daredevil and Spider-Man against Doc Ock and the Goblin (see *Spider-Man*). Because of this aid, and because there were no outstanding warrants on Bloch, the two crimefighters were forced to let him go.

Even later, Ox and the costumed mercenary Eel were coerced by the criminal Mister Fear into serving him, which again pitted him against Daredevil. Ox was then arrested and taken to prison. Some months later, he was among the criminals who escaped during the mass breakout led by the Rhino (see *Rhino*). He was last seen at one of the so-called Bars With No Name, a drinking establishment for superhuman criminals, being approached by the criminal Owl for reasons unknown (see *Bar With No Name*; *Owl*).

Age: 35.

Height: 6' 8".

Weight: 400 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: The Ox possesses superhuman strength enabling him to lift (press) five tons.

Known Superhuman Powers: Besides his superhuman strength, the Ox possesses superhuman durability, enabling him to shrug off most antipersonnel weaponry with ease.



585 points

ST: 24/85 [50*]	HP: 24 [0]	Speed: 5.50 [0]
DX: 11 [20]	Will: 11 [10]	Move: 5 [0]
IQ: 9 [-20]	Per: 11 [10]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 2d+1/4d+2 (9d+2/11d+2) **BL:** 115 lbs. (1,445 lbs.)
Dodge: 8 **Parry:** 12 **DR:** 40* (tough skin)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Damage Resistance 40 (Tough Skin, -40%; Passive Biological, -5%) [110]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; Single-Minded [5]; Super ST +9/+70 (Passive Biological, -5%) [356]; Very Fit [15].

Disadvantages: Bad Temper (12) [-10]; Code of Honor (Pirate's) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Uneducated) [-5]; Status -1 [-5]; Wealth (Struggling) [-10].

Quirks: Atheist [-1]; Bloody Mess [-1]; Chauvinistic [-1]; Incompetence (Guns) [-1]; Third Person [-1].

Skills: Area Knowledge (Manhattan) (E) IQ+1 [2] – 10; Boxing (A) DX+2 [8] – 18; Carousing (E) HT+1 [2] – 12; Climbing (A) DX+1 [4] – 12; Intimidation (A) Will+2 [8] – 13; Lifting (A) HT+1 [4] – 12; Running (A) HT+1 [4] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 10; Streetwise (A) IQ+3 [12] – 12; Throwing (A) DX+1 [4] – 12.

Techniques: Aggressive Parry (Boxing) (H) def+1 [2] – 9.

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

* Includes +9/+70 from Super ST.

Role-Playing Notes:

Ox, as his name indicates, is not the brightest person out there. A career criminal, he's long been the muscle of a group; his gaining powers hasn't changed much in his life.

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		C		–	–		
–	– <i>Super ST</i>		C, 1	n/a	–	–		

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		C		–	–		
–	– <i>Super ST</i>		C, 1	n/a	–	–		

Real Name: Karen Page.

Occupation: Private investigator, former police officer.

Identity: Karen Page does not use a dual identity.

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

Other Aliases: Paige Matthews (an alias she uses when undercover).

Place of Birth: Fagan Corners, Vermont.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Former member of the Vermont State Police.

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

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

History: From an early age, all Karen Page wanted was adventure. Her parents, on the other hand, insisted that she marry "some nice young man" and be a doting housewife, a prospect which she viewed with dread. At the age of eighteen, she left home and joined the Vermont State Police. After four years of handing out speeding tickets and arresting drunk drivers, she resigned from the force and moved to New York City, where she opened her own private investigation office in Hell's Kitchen.

Karen first met the costumed vigilante Daredevil when both were working on the same case, albeit from different angles (see *Daredevil*). Karen was tracking down some missing mutant kids, while Daredevil was tracking down the source of a new drug on the streets, Mutant Growth Hormone or MGH. Karen was instantly attracted to Daredevil, and made it her mission to discover the man underneath the cowl.

Karen first met Matt Murdock and Franklin "Foggy" Nelson at a coffee shop several days later (see *Nelson, Foggy*). When Nelson indicated a need for a private eye to assist his defense case, Karen offered her services. The trail she followed led to a warehouse over in Brooklyn owned by Wilson Fisk, where she was soon confronted by the hitman Bullseye, who tried to kill her (see *Bullseye; Kingpin*). She was saved at the last moment by Daredevil, who had been following her. Karen resented the save, despite admitting to herself that she could not have taken on Bullseye alone.

Karen has worked for Nelson several other times. Each time, the case inevitably drew Daredevil's attention. She is beginning to suspect that Daredevil is either Murdock or Nelson, but cannot prove anything.

Karen recently assisted the X-Men on a case (see *X-Men*). Afterwards, however, she was approached and mentally dominated by the criminal mutant Mesmero (see *Mesmero*). Mesmero's plans for her remain unrevealed.

Age: 26.

Height: 5' 7".

Weight: 135 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Karen is a skilled detective, hand to hand combatant, and a decent shot with a pistol.

Weapons: Karen carries a compact pistol chambered in 9mm Parabellum.



305 points

ST: 13 [30]	HP: 13 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 12 [0]	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 vest)

Languages: English (Native) (Native Language) [0]; Spanish (Broken) [2].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Daredevil [15]; Extra Attack 1 [25]; Fearlessness 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Less Sleep 2 [4]; Sensitive [5]; Very Fit [15]; Voice [10].

Perks: Convincing Nod [1]; Honest Face [1]; Patience of Job [1]; Permit (Conceal Carry) [1]; Pistol-Fist (Guns (Pistol)) [1]; Sexy Pose [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Professional) [-5]; Guilt Complex [-5]; Obsession (Discover Daredevil's Secret Identity (12) [-5]; On The Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Attentive [-1]; Incurable Flirt [-1]; Infatuated With Daredevil [-1]; Refuses to Handle Divorce Cases [-1].

Skills: Acting (A) IQ+2 [8] – 14; Climbing (A) DX+1 [4] – 14; Driving/TL8 (Automobile) (A) DX-1 [1] – 12; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 12; Electronics Repair/TL8 (Security) (A) IQ+0 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [1] – 14*; Fast-Draw (Pistol) (E) DX+1 [1] – 14*; Forced Entry (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Holdout (A) IQ+0 [1] – 12†; Intimidation (A) Will+1 [1] – 12‡; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Karate (H) DX+1 [8] – 14; Law (Vermont Criminal) (H) IQ+0 [4] – 12; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+0 [2] – 14; Research/TL8 (A) IQ+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+6 [2] – 19§; Shortsword (A) DX+1 [4] – 14; Sleight of Hand (H) DX+1 [8] – 14; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+0 [2] – 12; Tracking (A) Per+0 [2] – 14.

Techniques: Kicking (Karate) (H) def+2 [3] – 14; Knee Strike (A) def+1 [1] – 14.

Starting Spending Money: \$1,390 (20% of Starting Wealth, minus the cost of a 9mm pistol based on the Walther P99).

* Includes +1 from Combat Reflexes.

† Defaulted from Sleight of Hand.

‡ Defaulted from Acting.

§ Includes +4 from Appearance and +2 from Voice.

Role-Playing Notes:

KARATE

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

Designer's Notes:

1. When I first started looking at Karen's *OHOTMU Update '89* entry, I discovered right away that she was little more than a Damsel in Distress. While this worked fine in 1963, it doesn't really work in the 2010s. (No wonder she was killed off in the 1990s.) I then looked into ideas for revamping her without succumbing to the "how gross can *you* get?" trap of the Ultimates Universe. I also noticed that *Daredevil* didn't really have a private investigator in the cast. So, behold Karen Page, Private Eye.

PAIBOK THE POWER-SKRULL

Non-Villain Antagonist

Real Name: Paibok.

Occupation: Pirate, former soldier, former intelligence operative.

Identity: Known to Skrull Empire authorities; his Paul Bark identity and status as a Skrull is known to United States authorities.

Legal Status: Exiled citizen of the Skrull Empire.

Other Aliases: Paul Bark, "that other Super-Skrull".

Place of Birth: Tarnax IV, Tarnax system, Skrull Empire.

Marital Status: Unrevealed, presumed single.

Known Relatives: None.

Group Affiliation: Formerly the Skrull Imperial Intelligence Agency (disavowed), formerly Skrull Imperial Army, currently the crew of the interstellar pirate ship *Silver Herald*.

Base of Operations: Mobile, formerly Cape Canaveral, Florida.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Paibok's full history is unknown. At some point after receiving the rank of Captain in the Skrull Imperial Army he was recruited by Imperial Intelligence to become an operative (see *Skrulls*). Most of his past exploits are presumably classified.

Following the Skrulls' initial encounters with the Fantastic Four, with a number of Skrull spies going rogue and the lone success of granting the Skrull Kl'rt powers similar to those of the Four, Paibok was one of the few chosen to undergo a similar, allegedly refined, procedure (see *Fantastic Four*; *Super-Skrull*). Using data recovered during past encounters with the Shi'ar Imperial Guard, Paibok was granted similar powers (according to Paibok, he, too, was the sole survivor of this round of experiments; see *Shi'ar*).

Assigned to Earth to spy on that world's technological progress, Paibok took the cover identity of a human named Paul Bark. As Bark, he infiltrated NASA as a technician working on deep space probes. By studying patterns in several of Captain Marvel's exploits, he was able to determine that Marvel was a Kree spy (Mar-Vell) with the same overall mission as himself (see *Captain Marvel*; *Kree*). Unlike other Skrulls, Paibok indicated a willingness to cooperate with his Kree counterpart, given how their missions overlapped and did not conflict with each other, a willingness the Captain was initially hesitant to consider genuine due to the history between the two empires. Vell was willing to give Paibok the benefit of the doubt, however, particularly after Paibok used his powers of ice and electricity to covertly assist the Captain against the criminal Nitro (see *Nitro*). This unofficial cooperation changed when Vell's commanding officer, Col. Yon-Rogg, discovered Paibok's existence and ordered Vell to eliminate the Skrull (see *Yon-Rogg*).

Expressing regret, Captain Marvel forced Paibok to reveal himself as a Skrull before the two engaged in a battle which ranged throughout Cape Canaveral. Despite Vell never going for a killing blow, Paibok felt the incident was a betrayal and fled Earth.

Back in the Skrull Empire, Paibok found himself disavowed by Imperial Intelligence and effectively exiled. Under undisclosed circumstances, he fell in with a multi-species pirate crew which operated along the borders of the various interstellar empires. While docked at Port Nowhere, an interstellar free port under no one's jurisdiction, Paibok again encountered Vell, himself now a fugitive from the Kree Empire (see *Port Nowhere*). While drunk at one of the station cantinas, he started a brawl which he drew Vell into, drunkenly blaming Vell for getting him 'burned' and exiled. While their fight ranged throughout Port Nowhere, they managed – somehow – to avoid damaging anything vital to the station's operation before Paibok was shot with a tranquilizer fired by Vell's medic girlfriend, Una, knocking him unconscious (see *Una*).

When last seen, Paibok was being carried to a Skrull ship by Kl'rt, who had witnessed the fight at Port Nowhere, for reasons unknown.

Age: 29 (Earth equivalent).

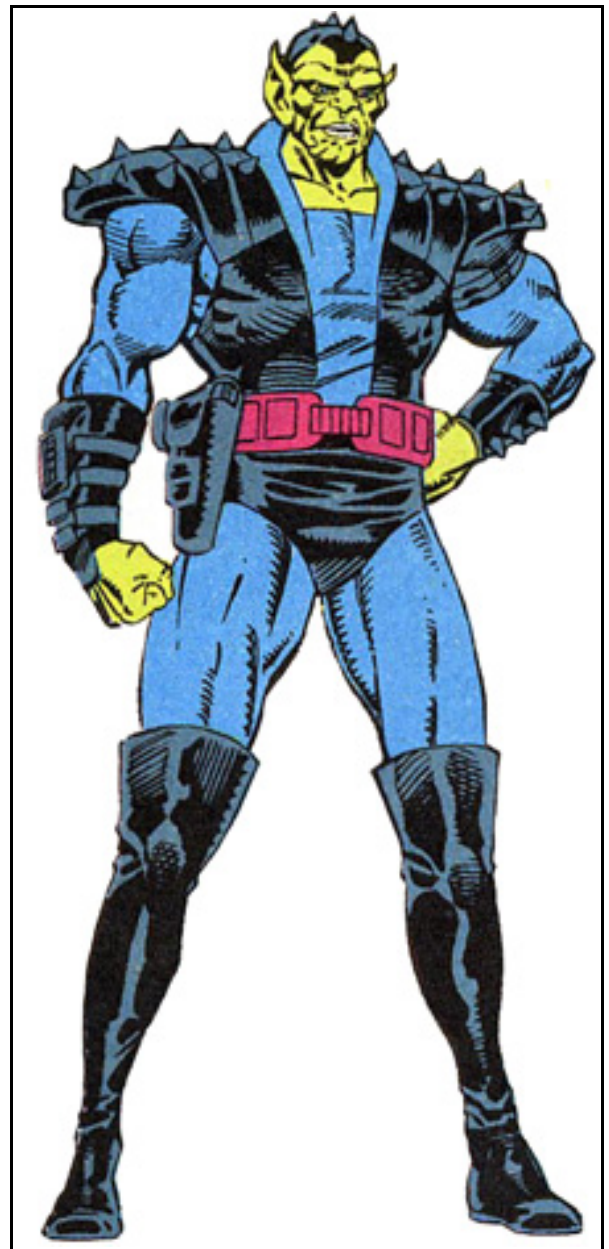
Height: 6' 2".

Weight: 205 lbs.

Uniform: Formerly the Skrull Empire military uniform; currently none.

Strength Level: Paibok possesses superhuman strength enabling him to lift (press) roughly 25 tons. When using his powers to grow to a height of 20 feet, he can lift (press) over 400 tons.

Known Superhuman Powers: In addition to his superhuman strength, Paibok possesses several other powers. First and foremost, he possesses the innate Skrull power to change his shape. Unlike many other Skrulls, Paibok is able to change his size to a more massive



Eyes: Red.

Hair: Brown.

Skin: Green.

form or to a much smaller form, drawing additional mass from or shunting extra mass to a presumably extradimensional source (very likely the same source accessed via Pym particles). He is also able to change his height with a proportionate change in strength without needing to change to non-Skrull forms. His tallest height recorded is 20 feet, and his smallest size roughly one and a half inches; whether these are his limits is unknown.

In addition, Paibok possesses superhuman durability enabling him to withstand anti-tank rockets, superhuman speed and reflexes enabling him to run and react faster than baseline humans or Skrulls, the ability to generate and manipulate ice, and the ability to shoot electricity from his hands or eyes. His top running speed has been clocked at roughly 200 miles per hour.

Other Abilities: Paibok is a skilled leader of soldiers, and a marksman with most energy weapons. He is adept at gathering intelligence and impersonating others enough to fool casual acquaintances. He is also a skilled mechanical and electrical engineer, and is knowledgeable about the 'primitive' technology of Earth and other planets at a similar technological level.

Weapons: Paibok carries a rainbow laser pistol of Skrull manufacture. He has also been known to use a stun baton.

2,508 points

ST: 31/170 [100*†] **HP:** 31 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 13 [0] **Move:** 6/36 [0]
IQ: 13 [60] **Per:** 13 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 3d+1/6d-1 (18d/20d) **BL:** 192 lbs. (5,780 lbs/2.89 tons).
Dodge: 13 **Parry:** 14 **DR:** 50
IT:DR: /20

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

Cultural Familiarities: Kree Empire [1]; Skrull Empire (Native) [0]; Western [1].

Advantages: Altered Time Rate 2 (Super-Speed, +20%; Super, -10%) [220]; Artificer 2 [20]; Born War-Leader 2 [10]; Burning Attack (*Electric Bolt*) 6d×2 (Damage Modifier: Arcing Surge, +100%; Increased 1/2D Range (×2), +5%; Increased Range (×2), +10%; Variable, +5%; Super, -10%) [126]; Combat Reflexes [15]; Control Ice 3 (Increased Range: Line-of-Sight, +40%; Link (Can Use Separately), +20%; Persistent, +40% Ranged, +40%; Super, -10%) [104]; Create Ice 3 (Increased Range: Line-of-Sight, +40%; Link (Can Use Separately), +20%; Persistent, +40% Ranged, +40%; Super, -10%) [35]; Damage Resistance 50 (Hardened 4, +80%; Tough Skin, -40%; Super, -10%) [325]; Enhanced Dodge +3 (Super, -10%) [41]; Enhanced Move (Ground) 2.5 (Super, -10%) [45]; Enhanced Parry (All Parries) +3 (Super, -10%) [27]; Enhanced Time Rate (Upgraded from Combat Reflexes, -15%; Super, -10%) [27]; Extra Attack 1 [25]; Growth 3 (Super, -10%) [27]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /20) (Super, -10%) [180]; Shrinking 10 (Full DR, +30%; Full HP, +30%; Super, -10%) [75]; Super ST +11/+150 (Super, -10%) [429]; Super ST +3† (Growth Size, -30%; Super, -10%) [108]; Super-Spy 2 [30]; Versatile [5]; Very Fit [15].

Perks: Convincing Nod [1]; Courtesy Military Rank 3 [3]; Off-Screen Reload [1]; On Alert [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Attentive [-1]; Careful [-1]; Personality Change (Belligerent Drunk) [-1].

Skills: Accounting (H) IQ-2 [1] – 11; Acrobatics (H) DX-1 [2] – 12; Acting (A) IQ+1 [1] – 14‡; Aerobatics (H) DX-1 [1] – 12; Beam Weapons/TL11 (Pistol) (E) DX+1 [2] – 14; Beam Weapons/TL11 (Rifle) (E) DX+3 [8] – 16; Camouflage (E) IQ+1 [2] – 14; Climbing (A) DX-1 [1] – 12; Computer Programming/TL8 (H) IQ+0 [4] – 13; Computer Programming/TL11 (H) IQ+0 [4] – 13; Detect Lies (H) Per+1 [2] – 14‡; Disguise/TL11 (Humanoid) (A) IQ+1 [1] – 14‡; Electronics Operation/TL11 (Electronic Warfare) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Communications) (A) IQ+1 [1] – 14§; Electronics Repair/TL11 (Communications) (A) IQ+1 [1] – 14§; Electronics Repair/TL8 (Computers) (A) IQ+1 [1] – 14§; Electronics Repair/TL11 (Computers) (A) IQ+1 [1] – 14§; Electronics Repair/TL8 (Scientific) (A) IQ+1 [1] – 14§; Electronics Repair/TL11 (Scientific) (A) IQ+1 [1] – 14§; Electronics Repair/TL8 (Sensors) (A) IQ+1 [1] – 14§; Electronics Repair/TL11 (Sensors) (A) IQ+1 [1] – 14§; Engineer/TL8 (Electronics) (A) IQ+1 [1] – 14§; Engineer/TL11 (Electronics) (A) IQ+1 [1] – 14§; Escape (H) DX+1 [2] – 14‡; Explosives/TL11 (Demolition) (A) IQ+2 [8] – 15; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 14#; Fast-Talk (A) IQ+1 [1] – 14‡; Filch (A) DX+1 [4] – 14; First Aid/TL11 (Skrull) (E) IQ+1 [2] – 14; Forced Entry (E) DX+0 [1] – 13; Free Fall (A) DX-1 [1] – 12; Gesture (E) IQ+0 [1] – 13; Hiking (A) HT-1 [1] – 12; Holdout (A) IQ+1 [1] – 14‡; Innate Attack (Beam) (E) DX+7 [24] – 20; Innate Attack (Projectile) (E) DX+7 [8] – 20¥; Intelligence Analysis/TL11 (H) IQ+2 [4] – 15¶; Interrogation (A) IQ+1 [1] – 14‡; Intimidation (A) Will+0 [2] – 13; Judo (H) DX+1 [8] – 14; Jumping (E) DX+0 [1] – 13; Karate (H) DX+1 [8] – 14; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+1 [1] – 14¶; Lifting (A) HT-1 [1] – 12; Mathematics/TL11 (Applied) (H) IQ-1 [2] – 12; Mechanic/TL11 (High-Performance Spaceship) (A) IQ+1 [1] – 14§; Mechanic/TL8 (Low-Performance Spaceship) IQ+1 [1] – 14§; Observation (A) Per+2 [2] – 15‡; Pickpocket (H) DX+1 [2] – 14‡; Piloting/TL11 (Aerospace) (A) DX-1 [1] – 12; Research/TL8 (A) IQ-1 [1] – 12; Research/TL11 (A) IQ-1 [1] – 12; Running (A) HT-1 [1] – 12; Savoir-Faire (Military) (E) IQ+2 [1] – 15‡; Scrounging (E) Per+1 [2] – 14; Search (A) Per+1 [1] – 14‡; Shadowing (A) IQ+1 [1] – 14‡; Shortsword (A) DX+1 [4] – 14; Soldier/TL11 (A) IQ-1 [1] – 12; Stealth (A) DX+1 [1] – 14‡; Strategy (Land) (H) IQ+1 [1] – 14¶; Streetwise (A) IQ+0 [2] – 13; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+1 [1] – 14¶; Throwing (A) DX+1 [4] – 14; Traps/TL11 (A) IQ+1 [4] – 14; Wrestling (A) DX+1 [4] – 14.

Starting Spending Money: \$8,000 (20% of Starting Wealth) on Earth as a spy; \$2,000 (20% of Starting Wealth) as a space pirate.

Lenses:

Imperial Spy (-5 points): Duty to Skrull Imperial Intelligence (12) [-10]; Intelligence Rank 3 (Assistance Roll 7) [15]; Wealth (Comfortable) [10]; Secret (Spy) (Imprisonment or Exile) [-20].

Space Pirate (-15 points): Social Stigma (Burned Spy) [-5]; Wealth (Struggling) [-10].

- * Includes +11/+170 from Super ST.
- † Final Growth Super ST bonus +14/+500, Growth ST 34/520
- ‡ Includes +2 from Super-Spy.
- § Includes +2 from Artificer.
- # Includes +1 from Combat Reflexes.
- ¥ Defaulted from Innate Attack (Beam).
- ¶ Includes +2 from Born War-Leader.

Role-Playing Notes:

Originally a generally likable and honorable fellow, one who was willing to collaborate with agents of a rival Empire so long as their missions did not interfere with each other, as shown during his time as a spy within NASA, Paibok has become embittered toward those he feel has betrayed him. This includes Mar-Vell, his Skrull Imperial Intelligence superiors, and possibly even Emperor Dorrek himself. He is also bitter at Kl'rt for succeeding where he himself has apparently failed. Internally, he hates that he has fallen so far, but sees no way to improve his position.

KARATE

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

INNATE ATTACK (BEAM)

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes

Design Notes:

1. Paibok currently has the appearance he had during the '90s, before he was artistically redesigned during the *Annihilation Wave* event, explained in-universe as a result of mutation by Annihilus. His personality is also different, given that he was originally intended as a villain working against the Fantastic Four and their sometimes-ally/sometimes-enemy Lyja (a Skrull spy who suffered Changing Writer Syndrome regarding her intentions toward Johnny Storm, whom she had married during her assumed guise as Alicia Masters and was allegedly carrying his child). My intentions with Paibok are to portray his slide from being an honorable intelligence soldier to the broken man we've come to know and love to hate.
2. This build, and the High TL trait in the Skrull racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. In any cosmic campaign, the campaign would be considered a TL 11 setting, reducing his point cost by 15 points and increasing his Starting Spending Money to \$30,000 (20% of his Starting Wealth) while on Earth as a spy and to \$7,500 (20% of Starting Wealth) as a space pirate.

Real Name: T'Challa.

Occupation: Monarch, tribal protector.

Identity: Publicly known.

Legal Status: Ruler of Wakanda,

Other Aliases: Black Panther.

Place of Birth: Wakanda.

Marital Status: Single.

Known Relatives: T'Chaka (father, deceased), N'Yami (mother), Shuri (sister), Jakarra (half-brother), Joshua, Itobo, Ishanta, Zuni (cousins), unnamed grandfather (deceased).

Group Affiliation: Sometime partner of Wind-Rider.

Base of Operations: Wakanda.

First Post-Reboot Appearance: LOST WORLD OF WAKANDA #25.

History: For as long as the people of Wakanda can remember, the Panther, a shadowy figure who stalks the land, has protected them from all threats, internal and external (see *Wakanda*). Until recently, only the members of the royal family were aware that the role of the Panther has been passed down from father to son throughout their lineage for generations.

When he was a boy, T'Challa was sent by his father T'Chaka to England to be educated in the ways of the outside world, against the wishes of the rest of the royal family. For the most part, he only returned to Wakanda during the summer. A curious child, he constantly questioned the Wakandans' insular customs, but mindful of his family he didn't challenge them. When he was fourteen, he was recalled abruptly to his homeland for his grandfather's funeral. Not long after, he learned the history of the role of the Panther and was told that he and his half-brother J'karra would be competing for the role upon T'Chaka's future relinquishing of the role.

This occurred earlier than he expected. Returning home at the age of 25 with a degree in engineering, he found his father dying from a poacher's gunshot wound. Feeling obliged to take on the mantle of leadership, he was given two trials: to defeat six of Wakanda's greatest warriors in combat, and to obtain a secret heart-shaped herb that grows only in a secluded valley along Wakanda's northern border with Kenya and Uganda which could grant increased strength and heightened senses.

During the second trial, he met and fell in love with the young woman known to the locals as Wind-Rider, who was worshiped locally as a weather goddess (see *Wind-Rider*). Wind-Rider, whose given name he learned was Ororo, soon reciprocated his feelings and accompanied him back to the royal palace. Their romance was only the first of the great controversies of T'Challa's reign; his family did not care for her, as she was an outsider, but the fact that their new king was courting the local weather goddess endeared him to his people.

Having succeeded at the trials (J'karra had failed to defeat the six warriors), T'Challa drank an elixir made from the herb, which further enhanced his physique and senses, and donned the guise of the Panther. Not seeking to further alienate his family, he named J'karra his heir for the throne, should he fall while acting as the Panther. In addition, he granted J'karra permission to attempt the trials again annually, as he rightly figured that if he fell without a child the role of the Panther would otherwise end with him; however, he also began secretly training his younger teenage sister Shuri in the combat arts, against the customs of their people, believing her to be a better candidate for the role of the Panther than his brother. (He has kept this belief to himself, though, so that she won't gloat.)

Since then, the Panther has come into conflict with Ulysses Klaw, a European entrepreneur and elephant poacher who had, unknown to T'Challa or his family, been the one to shoot T'Chaka (see *Klaw*). Klaw intended to exploit the Great Vibranium Mound of Wakanda, the only apparently natural deposit of the metal Vibranium in the entire world. At the end of this conflict, Klaw was turned into a being made of "solid" sound waves and fled the country.

T'Challa and Ororo were later seen visiting New York City during a meeting of world leaders at the United Nations. Their later exploits have so far gone unrecorded.

Age: 28.

Height: 6'.

Weight: 185 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Black bodysuit, black gloves, black boots, black full-face cowl with feline ear coverings, gold weapon bracelets, gold belt, gold tribal necklace. The bodysuit worn by his father in the role was made of native fabrics; T'Challa has imported an advanced



ballistic fabric for his own uniform to better protect himself from the guns wielded by hunters, poachers, and other criminals.

Strength Level: Thanks to his training and the herbs consumed during his rites of passage, T'Challa 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 Panther's senses of sight, hearing, and smell are highly – almost superhumanly – acute, though the latter two are not on par with those of the vigilante Daredevil (see *Daredevil*). He is able to see clearly at night with little difficulty, and can make out faint sounds from farther out than most people.

Other Abilities: The Panther is a skilled hand to hand combatant, possessing the speed and physique of a highly gifted athlete. His fighting style incorporates moves and stances that seem rather cat-like, most likely from studying the hunting techniques of the large cats of the Serengeti. He has also trained himself to travel through a forest or jungle region via brachiating (swinging from tree branch to tree branch using his arms).

Weapons: The claws on his uniform's gloves are made of sharpened high-density metal, enabling them to dig into most materials with relative ease.

978 points

ST: 23 [130]	HP: 23 [0]	Speed: 7.50 [0]
DX: 15 [100]	Will: 15 [5]	Ground Move: 10 [15]
IQ: 14 [80]	Per: 16 [10]	Brachiation Move: 7 [10]
HT: 15 [50]	FP: 15 [0]	SM: 0

Dmg: 2d+1/4d+1 **BL:** 106 lbs.

Dodge: 14 **Parry:** 16 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Sub-Saharan Africa (Native) [0]; Western [1].

Advantages: Acute Hearing 2 [4]; Acute Vision 2 [4]; Administrative Rank 7 [35]; Animal Empathy [5]; Appearance (Handsome) [12]; Brachiator [5]; Catfall (Chi, -10%) [9]; Charisma 2 [10]; Claws (Sharp Claws) (Gadget/Can Be Stolen, Forcefully Removed, -10%; Hands Only, -0%) [5]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Daredevil [15]; Diplomatic Immunity [20]; Enhanced Dodge 3 [45]; Enhanced Parry (Bare Hands) 3 [15]; Extra Attack 1 [25]; Fearlessness 3 [6]; Flexibility [5]; High Pain Threshold [10]; Night Vision 6 [6]; Parabolic Hearing 1 [4]; Resistance to Poisons (+8) [7]; Resistant to Sicknesses (+3) [5]; Status 7 [15*]; Trained By A Master [30]; Very Fit [15]; Very Rapid Healing [15]; Wealth (Multimillionaire 1) [75].

Perks: Call of the Wild [1]; Chi Resistance (Kiai) [1]; Chi Resistance (Pressure Points) [1]; Focused Fury [1]; Rapid Retraction (Punches) [1]; Skintight Outfit [1]; Style Familiarity (African Stickfighting) [1]; Style Familiarity (Combat Wrestling) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Gentleman's) [-10]; Duty to Wakanda (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Sense of Duty (Comrades) [-5]; Stubbornness [-5].

Quirks: Enamored With Wind-Rider [-1]; Broad-Minded [-1]; Goal (Bring Wakanda Into Modern Era While Retaining Native Beauty) [-1].

Skills: Acrobatics (H) DX-1 [2] – 14; Administration (A) IQ-1 [1] – 13; Animal Handling (Big Cats) (A) IQ+0 [2] – 14; Astronomy/TL8 (Observational) (A) IQ+0 [2] – 14; Blind Fighting (VH) Per-1 [4] – 15; Breaking Blow (H) IQ+0 [4] – 14; Breath Control (H) HT-1 [2] – 14; Camouflage (E) IQ+2 [3] – 16†; Climbing (A) DX+5 [2] – 20‡; Connoisseur (Literature) (A) IQ-1 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Detect Lies (H) Per-1 [2] – 15; Diplomacy (H) IQ+0 [4] – 14; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Flying Leap (H) IQ+0 [4] – 14; Hiking (A) HT+0 [2] – 15; Intelligence Analysis/TL8 (H) IQ+1 [8] – 15; Judo (H) DX-1 [2] – 14; Jumping (E) DX+1 [2] – 16; Karate (H) DX+3 [16] – 18; Kiai (H) HT+0 [4] – 15; Lifting (A) HT+0 [2] – 15; Light Walk (H) DX+0 [4] – 15; Lizard Climb (H) DX+0 [4] – 15; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 13; Metallurgy/TL8 (H) IQ-1 [2] – 13; Mind Block (A) Will+1 [4] – 16; Naturalist (Earth) (H) IQ+0 [4] – 14; Observation (A) Per+1 [4] – 17; Physics/TL8 (VH) IQ+0 [8] – 14; Politics (A) IQ+0 [2] – 14; Power Blow (H) Will+0 [4] – 15; Psychology (Human) (H) IQ+0 [4] – 14; Public Speaking (A) IQ+2 [2] – 16§; Riding (Equines) (A) DX-1 [1] – 14; Running (A) HT+0 [2] – 15; Savoir-Faire (Dojo) (E) IQ+1 [2] – 15; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Smallsword (A) DX+1 [4] – 16; Spear (A) DX-1 [1] – 14; Stealth (A) DX-1 [1] – 14; Survival (Jungle) (A) Per+0 [2] – 16; Survival (Plains) (A) Per+0 [2] – 16; Swimming (E) HT+1 [2] – 16; Tactics (H) IQ+1 [8] – 15; Throwing (A) DX+0 [2] – 15; Tracking (A) Per+2 [8] – 18; Traps/TL8 (A) IQ+1 [4] – 15; Weather Sense (A) IQ+0 [2] – 14; Wrestling (A) DX+1 [4] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 14; Armed Grapple (Smallsword) (H) def+2 [3] – 16; Dual-Weapon Defense (Smallsword Parry) (H) def+1 [2] – 12; Elbow Strike (Karate) (A) def+2 [2] – 18; Wrench Arm (Wrestling) (H) def+4 [5] – 16.

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

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

† Defaulted from Survival (Jungle).

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

§ Includes +2 from Charisma.

Role-Playing Notes:

T'Challa is an honorable man who is torn between protecting the insular customs and beauty of his native land and the desire to see his people's standard of living improve to modern standards. He is a staunch defender of his people.

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	—	—		

Design Notes:

1. I did not call him "Black Panther" as that name is (in English, at any rate) a redundancy in its description; panthers are, by definition, great cats (mostly leopards and jaguars) with all-black coats of fur.

PARALYZER

Non-Villain Antagonist

Real Name: Randall Darby.

Occupation: Government agent, former professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Freedom Force.

Base of Operations: Washington, DC.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Paralyzer before his first appearance. He claims to have worked a dozen call centers before deciding to use his powers as a criminal.

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, Paralyzer 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, Paralyzer and the others were given the name Freedom Force.

As a member of Freedom Force, Paralyzer 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*).

Age: 28.

Height: 6'

Weight: 200 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Purple bodysuit, metallic silver/steel hand coverings, red boots, black belt; formerly a black domino mask (which didn't hide his identity).

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

Known Superhuman Powers: Paralyzer is a mutant with the ability to generate and project incredible amounts of bioelectricity from his body. His electric blasts can be tuned to merely stun or as strong as to electrocute a person. He is also able to create an electric field which he can extend to fill a typical aircraft hangar.



140 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/d+1 **BL:** 24 lbs.

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Stun Bolt*) 6 (HT-5; Armor Divisor (2), +50%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×5), +10%; Elemental: Electricity, -10%; Mutant, -10%) [96]; Burning Attack (Electric Bolt) 6d (Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range (×5), +10%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [12]; Burning Attack (*Electric Wall*) 3d (Area Effect: 16 yds, +200%; Damage Modifier: Surge, +20%; Wall (Permeable): Any Shape, +60%; Elemental: Electricity, -10%; Mutant, -10%; Alternative Attack, ×1/5) [11]; DHS Rank 4 [20].

Disadvantages: Code of Honor (Pirate's) [-5]; Duty to Homeland Security (12) [-10]; Greed (12) [-15]; Lecherousness (15) [-7]; No

Fine Manipulators (Accessibility: Only In Uniform, -50%) [-15]; Overconfidence (12) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Chauvinistic [-1]; Dual Identity [-1].

Skills: Brawling (E) DX+1 [2] – 12; Climbing (A) DX-1 [1] – 10; Computer Operation/TL8 (E) IQ+0 [1] – 10; Current Affairs/TL8 (Sports) (E) IQ+0 [1] – 10; Fast-Talk (A) IQ+0 [2] – 10; Hiking (A) HT-1 [1] – 10; Innate Attack (Beam) (E) DX+3 [8] – 14; Jumping (E) DX+0 [1] – 11; Law (Federal) (H) IQ-1 [2] – 9; Professional Skill (Customer Service Operator) (A) IQ+2 [8] – 12; Running (A) HT-1 [1] – 10; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Savoir-Faire (Police) (E) IQ+0 [1] – 10; Streetwise (A) IQ+0 [2] – 10; Swimming (E) HT+0 [1] – 11; Wrestling (A) DX+1 [4] – 12.

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

Role-Playing Notes:

Paralyzer is a mercenary, in a cause only for the money. He appreciates that he's getting a stable paycheck in Freedom Force, but won't hesitate to take the occasional side job on either side of the law if he thinks he can get away with it. He is also quite the womanizer, making a pass at any available attractive woman, including – to her chagrin – his boss, Val Cooper!

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

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 "Paralyzer" rather than "Shocker" 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).
3. Sadly, I don't have a pic of him with the metal over his hands and feet like his Resistants outfit had, but in an outfit closer to his Mutant Force uniform. I'm wary of giving him claws like his 616 version. Really, how does he *stand* on those feet-claws?

PARKER, MAY

Supporting Cast

Real Name: May Reilly Parker.

Occupation: Office manager.

Identity: Aunt May does not use a dual identity.

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

Other Aliases: "Aunt May".

Place of Birth: Brooklyn, New York.

Marital Status: Widowed.

Known Relatives: Ben (husband, deceased); Peter (nephew).

Group Affiliation: None.

Base of Operations: Queens, New York.

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

History: Much of May Parker's early life has yet to be revealed. It is known that she married Ben Parker at an early age, but that she proved incapable of having children. After Ben's younger brother and his wife were killed in a terrorist bombing, Ben and May took in the couple's young son, Peter, and raised him as if he had been their own child (see *Spider-Man*).

Ben Parker was recently killed by a carjacker, and Peter has entered college at Empire State University in Manhattan. In attempting to fill the loneliness, May has re-entered the workforce. Still an active woman in her early 40s, she has accepted a position as office manager for one of Oscorp's offices in Queens. She respects and is even somewhat attracted to Norman Osborn, although she chides herself over her feelings (see *Green Goblin*; *Oscorp*).

An intelligent woman, she suspects that Peter is Spider-Man, but is willing to let him tell her when he is ready. Her suspicions were first raised when she suffered a gunshot wound as an innocent bystander in a drive-by shooting not long after Ben died. She received a blood transfusion from Peter while in the hospital, and her health improved almost immediately, as did her eyesight. (Formerly extremely nearsighted, May Parker now enjoys perfect 20/20 vision. It should be noted that Peter's eyesight corrected itself at the same time he gained his powers.) It is unknown whether any of Peter's spider-powers were transferred in the transfusion.

She has asked all of Peter's friends to call her "Aunt May" rather than "Mrs. Parker".

Age: 42.

Height: 5' 5".

Weight: 110 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

Strength Level: May Parker appears to have the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: None.

Other Abilities: Aunt May has been said (by her nephew, Peter) to wield a mean rolling pin; however, this may just be hyperbole. She has proven to be a capable office manager.

75 points

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

DX: 10 [0] **Will:** 11 [0] **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: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Charisma 1 [5]; Goodwife 1 [5]; Longevity [2]; Merchant Rank 3 [15]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5].

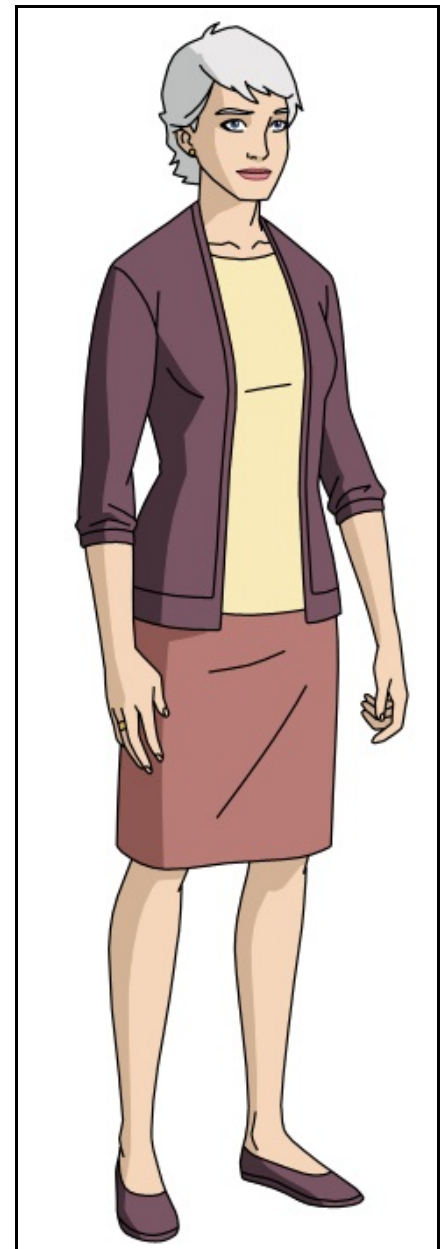
Perks: Job Hunter [1]; Pet (House Cat) [1].

Disadvantages: Honesty (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Peter Parker) [-2].

Quirks: Attentive [-1]; Careful [-1]; Congenial [-1]; Devout Protestant (Methodist) [-1]; Humble [-1].

Features: Sterile.

Skills: Accounting (H) IQ+1 [8] – 12; Administration (A) IQ+1 [4] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Cooking (A) IQ+0 [1] – 11*; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 11; Housekeeping (E) IQ+1 [1] – 12*; Musical Instrument



(Guitar) (H) IQ-1 [2] – 10; Professional Skill (Office Manager) (A) IQ+1 [4] – 12; Sewing/TL8 (E) IQ+1 [2] – 12*; Typing (E) DX+2 [4] – 12.

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

* Includes +1 from Goodwife.

Role-Playing Notes:

May is an intelligent, charming, and above all independent woman in her early 40s who is striking out on her own again after suffering "empty nest syndrome", losing her husband and seeing the man she raised as a son heading out on his own. She's always willing to give life advice to her nephew and his increasingly large – and certainly unique – circle of friends. She's well aware that some of his friends are superhuman, mutant and 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		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Designer's Notes:

1. I have avoided making May Parker an old woman in the Reboot mainly because I didn't think Peter should have an aunt old enough to be his grandmother, as has been depicted in both the mainstream and Ultimate universes (as well as on television and film).
2. It has been suggested that Aunt May's own longevity in the comics is due to a blood transfusion she received from Peter early on. I've adapted this to hint that May Parker may have gained powers of her own, although it remains to be seen whether she'll display any.
3. The "terrorist bombing" in which Peter's parents died is alluded to be one of the attacks on the World Trade Center.

Real Name: Rachel Anne Summers.

Occupation: Observer, former college student, former adventurer, former mutant hunting "hound", former prisoner in a mutant concentration camp, former freedom fighter, former teacher.

Identity: Secret.

Legal Status: None.

Other Aliases: Rachel Grey, Marvel Girl, Mother Askani, "Starsoul", Prestige, Askani.

Place of Birth: Salem Center, Westchester County, New York, in an alternate universe.

Marital Status: Single.

Known Relatives: Scott Summers (alias Cyclops, father, deceased), Jean Grey Summers (alias Phoenix, mother, deceased), Alex Summers (alias Havok, uncle, deceased), Christopher Summers (alias Corsair, removed from reality), Nathan Christopher Charles Summers (a.k.a. Nathan Dayspring Askani'son, alias Cable, "half-brother", removed from reality). All from alternate universes.

Group Affiliation: Current agent of the High Tribunal. Formerly a member of the New Mutants, Ahab's Hounds, the Mutant Underground, the X-Men, Excalibur, the Askani, and the Starjammers, all of alternate timelines and time periods.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #1/2.

History: Rachel's past is confusing to follow, even occasionally for her. She was born in an alternate future, one which may now never come to pass, to that universe's counterparts to Cyclops and Soulfire (see *Cyclops*; *Soulfire*). Early on in her life, she trained with the second generation of New Mutants at Charles Xavier's School for Gifted Youngsters, before the school was attacked by the mutant-hunting robot Sentinels, which had taken over the United States in her home timeline (see *Sentinels*; *Xavier Institute*). Rachel was captured and forced by a man called Ahab to serve the Sentinels as a mutant-hunting "hound". After a time, however, she was sent to a mutant internment camp along with several of the surviving X-Men of her timeline (see *X-Men*). Rachel then aided in a breakout from the camp, and went into hiding.

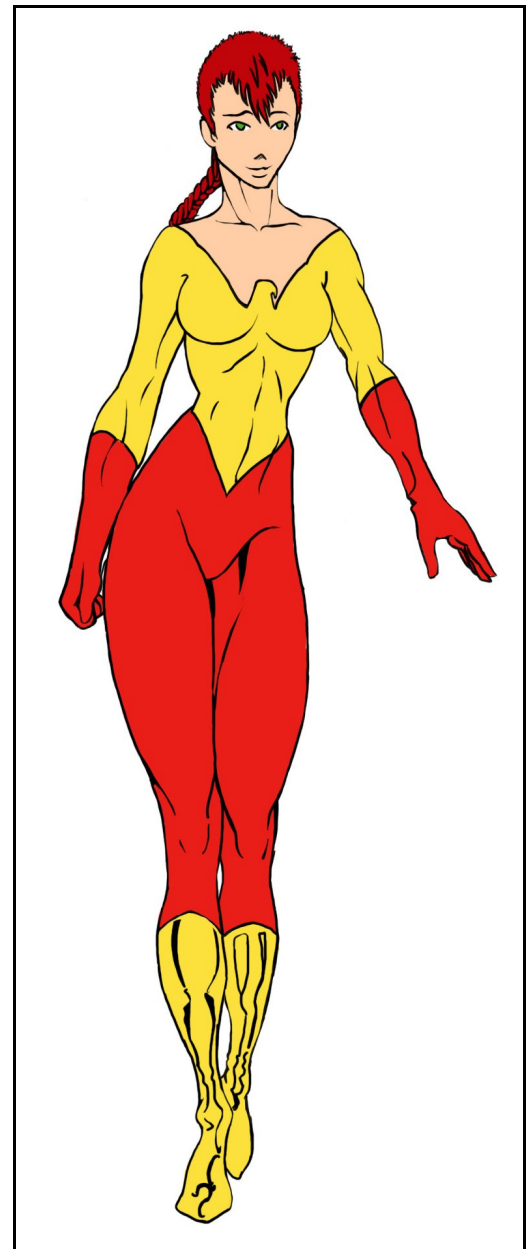
To save her from certain death, Rachel's friend, Kate Pryde, had instilled within Rachel's mind a post-hypnotic trigger which enabled Rachel to tap onto the Phoenix Force, a cosmic entity embodying mortals' passions, to amplify her innate yet untrained time travel powers. As such, Rachel traveled back in time to a point several years before she was supposed to be born; to her surprise, however, it was not *her* past. She briefly joined the X-Men of that time period, before being kidnapped by the extradimensional movie producer, Mojo. Rachel eventually managed to flee Mojo's dimension, where she joined several of her old X-Men teammates in a new team, Excalibur, based out of England.

Rachel at that point was the host for the Phoenix Force, which amplified her natural telekinesis but muddled her memories. She also revealed her existence to her parents' counterparts, who eventually came to regard her as their own daughter. She also took an interest in keeping an eye on her "little brother", Nathan Christopher; in her native timeline, he never existed.

At one point, she was thrust back into the timestream, eventually finding herself in a time ruled by an immortal mutant despot named Apocalypse. Rachel founded a resistance movement to Apocalypse's rule, eventually becoming known as Mother Askani as she grew older. One of her acolytes – likely aided by Rachel – traveled back in time to save Nathan's life from a techno-organic virus which threatened to kill him. At the same time, Rachel reached across time to bring the minds of Nathan's parents – the Scott and Jean Summers of that timeline – into prepared bodies. While only a few hours passed in their native timeline, Scott and Jean spent several years raising Nathan; however, when Rachel died of old age, their minds reverted back to their original bodies in their original time.

Ultimately, Nathan as an adult was responsible for the complete destruction of the timeline ruled by Apocalypse. An unexpected side effect of this action was that Rachel was thrust back into the timestream at the same physical age she was when she had previously left it, but with full memories of her time as Mother Askani, including her death. She then returned to her adopted parents' timeline, but without a link to the Phoenix Force. It was at this time Rachel all but legally changed her last name to Grey, honoring her mother, when Scott was mentally and then physically seduced by Emma Frost, an event which contributed to one of Jean's deaths (see *White Queen*).

For a time afterward, she joined her "uncle", Alex, and her "grandfather", Christopher, in the interstellar freebooters known as the Starjammers, before returning to Earth, where she took a teaching position with the recently reopened Institute (which incidentally had been renamed after her mother) (see *Havok*).



Recently, however, that timeline and many of the timelines closely tied to it were eliminated by the High Tribunal, the ultimate multiversal authority (see *High Tribunal*). Once again, Rachel found herself thrust into the new, replacement timeline, only this time she was brought before the High Tribunal as an anomaly. The Tribunal has given Phoenix the seemingly impossible task of surveying the new timeline for it. Since then, Rachel has been wandering this new world she's found herself in, curious as to the High Tribunal's motives for giving her this task.

Even more recently, Rachel has discovered that the woman she believed was her mother was actually the Phoenix Force of her native timeline who had assumed the physical form and identity of Jean Grey. In most timelines, "Jean" had died shortly after Rachel was conceived, either killed by the Shi'ar because she became Dark Phoenix, or by committing suicide to prevent further acts of cosmic destruction as Dark Phoenix (see *Shi'ar*). In only a handful of timelines did "Jean Grey" survive to give birth to Rachel, and in only *one* of those timelines did Rachel survive to adulthood. This has led Rachel to wonder if perhaps the Phoenix Force of one timeline was the exact same as on any other, and whether it was the Phoenix Force itself which has permitted Rachel to survive the destruction of timelines.

Age: 19 (physically); 34 (chronologically).

Height: 5' 8"

Weight: 135 lbs.

Eyes: Green.

Hair: Red, presently dyed brown.

Other Distinguishing Features: Rachel possesses scars on her face, indicating her status as a "hound". She normally uses her telepathy to hide these scars by causing people to subconsciously not notice them. Rachel also possesses intricate permanent tattoos on her back, placed there by the Shi'ar of a now-destroyed timeline.

Uniform: Gold shirt with a phoenix pattern, red pants, red gloves, gold boots. This uniform is identical to the first uniform she wore as a member of the X-Men of Earth-616, when she first became the host to that universe's Phoenix Force.

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

Known Superhuman Powers: A second-generation mutant, Phoenix possesses the psionic powers of telepathy, telekinesis, and time travel. Using her telepathy, she is able to scan someone's surface thoughts, communicate mentally with others, and probe someone's memories. In addition, she is able to project images she pulls from others' minds into thin air for all around her to see. She is also able to stun someone into unconsciousness, focusing her telepathy into a "mind bolt". Rachel's telepathy also enables her to determine if someone is a mutant by picking up on the variations in a mutant's synapses. She is able to affect peoples' minds on a subconscious level, which she normally just uses to hide her facial scars; lately, she's been using it to hide from the superhuman populace in general.

Using her telekinesis, Phoenix is able to move objects at will, form a psychokinetic shield around her, and fly at great speeds. For a short time, she also had the ability to rearrange matter on the molecular level, although she only used this power when possessing the Phoenix Force.

Rachel also possesses the ability to cast her mind into the past or future, and to use this power to have someone temporarily "trade places" with their past self. Using the power of the Phoenix Force, she was able on a handful of occasions to physically transport herself across the timestream. On the first of these occasions, she ended up in a past that was similar to but not exactly her own (see *History*, above).

Rachel's powers also make her immune to "changes" in the timestream, allowing her to remember the past, even if that past is destroyed. Once, she died of old age in an alternate future, but when that alternate future was destroyed found herself in the present day of the timeline she had previously left at the same age she left, complete with all the memories of her time in the destroyed timeline.

4,070 points

ST: 11 [10]	HP: 11 [0]	Speed: 7.00 [0]
DX: 13 [60]	Will: 15 [15]	Move: 7 [0]
IQ: 12 [40]	Per: 12 [0]	Air Move: 15/22 [2]
HT: 14 [40]	FP: 14 [0]	SM: 0

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

Dodge: 11 **Parry:** 12 **DR:** 50 (force field) + 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Temporal Mind-Swap*) 1 (Advantage: Possession (with Accessibility: Alternate Self Only, Timespanning: Past Only, Projection, and Mind-Swap), +600%; Cancellation, +10%; Extended Duration: Permanent, +150%; Melee Attack: Reach C, -30%; Persistent, +40%; Preparation Required: 1 hour, -50%; Mutant Psionic, -10%) [81]; Appearance (Attractive) [4]; Combat Reflexes [15]; Damage Resistance 50 (Force Field, +20%; Hardened 1, +20%; Mutant Psionic, -10%) [325]; Detect Mutants (Precise, +100%; Mutant Psionic, -10%) [19]; Emotion Sense 2 [9]; Enhanced Move (Air) 1.5 (Move 22/44 mph; Mutant Psionic, -10%) [27]; ESP Talent 4 [20]; Flight (Mutant Psionic, -10%) [36]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Illusion (Area Effect, 4 yds, +50%; Ranged, +40%; Visual Only, -30%; Mutant Psionic, -10%) [38]; Mental Blow 4 [28]; Mental Surgery 2 [25]; Mind Clouding 9 [54]; Mind Shield 5 [20]; Mindwipe 4 [31]; Omnilingual (Mutant Psionic, -10%) [36]; Possession (Accessibility: Alternate Self Only, -50%; Mind-Swap, +10%; Projection, -50%; Time-Spanning (Past and Future), +100%; Mutant Psionic, -10%) [100]; Psychokinesis Talent 4 [20]; Seekersense 3 [18]; Sensory Control 3 [43]; Signature Sniffer 1 [4]; Suggestion 4 [35]; Super-Spy 2 [30]; Telekinesis! 12 (Increased Range (×5), +20%; Super-Damage, +900%; Visible, -10%;

Mutant Psionic, -10%; Wildcard Power, ×4 [2,376]; Telepathy Talent 4 [20]; Telereceive 5 [60]; Telescan 5 [25]; Telesend 5 [27]; Telespeak 5 [63]; Temporal Inertia [15]; Time Mastery Talent 2 [10]; Very Fit [15]; Very Rapid Healing [15]; Zeroed [10].

Perks: Avatar [1]; Dirty Fighting [1]; Intimidation Factor [1]; Tactical Reading [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Hero's) [-10]; Duty (Living Tribunal) (9) [-5]; Flashbacks (Mild) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Hidden Scars ("Hound" Tattoos, hidden via telepathy) [-1]; Hiding From "Parents" [-1]; Hollywood Homely [-1]; Pet Peeve (Anti-Mutant Bigotry) [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Acting (A) IQ+2 [2] – 14*; Aerobatics (H) DX+0 [4] – 13; Autohypnosis (H) Will-1 [2] – 14; Body Language (Human) (A) Per+1 [4] – 13; Body Sense (H) DX+1 [8] – 14; Brawling (E) DX+3 [8] – 16; Breath Control (H) HT-2 [1] – 12; Climbing (A) DX-1 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Detect Lies (H) Per+3 [8] – 15*; Emotion Sense (H) IQ+2 [1] – 14†; Escape (H) DX+2 [4] – 15*; Fast-Draw (Knife) (E) DX+1 [1] – 14‡; Filch (A) DX+0 [2] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+1 [2] – 14; Forward Observer/TL8 (A) IQ+0 [2] – 12; Hiking (A) HT-1 [1] – 13; Housekeeping (E) IQ+0 [1] – 12; Innate Attack (Beam) (E) DX+5 [16] – 18; Innate Attack (Projectile) (E) DX+5 [8] – 18§; Jumping (E) DX+0 [1] – 13; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+0 [2] – 12; Lifting (A) HT-1 [1] – 13; Lip Reading (A) Per+2 [8] – 14; Lockpicking/TL8 (A) IQ+2 [8] – 14; Mental Blow (H) Will+5 [8] – 20‡; Mental Strength (E) Will+1 [2] – 16; Mental Surgery (H) IQ+2 [1] – 14‡; Mind Clouding (H) IQ+8 [20] – 20‡; Mind Shield (H) Will+5 [8] – 20‡; Mindwipe (H) Will+2 [1] – 17‡; Observation (A) Per+4 [8] – 16*; Panhandling (E) IQ+0 [1] – 12; Pickpocket (H) DX+1 [2] – 14*; Psi-Sense (H) Per+6 [12] – 16#; Running (A) HT+0 [1] – 13; Seekersense (H) Per+8 [20] – 20#; Sensory Control (H) Will+2 [1] – 17‡; Shadowing (A) IQ+4 [8] – 16*; Stealth (A) DX+3 [4] – 16*; Streetwise (A) IQ+0 [2] – 12; Suggestion (H) IQ+4 [4] – 16‡; Swimming (E) HT+0 [1] – 14; Teaching (A) IQ+0 [2] – 12; Telekinetic Control (VH) IQ+8 [24] – 20¥; Telereceive (H) IQ+2 [1] – 14‡; Telescan (H) IQ+2 [1] – 14‡; Telesend (H) IQ+2 [1] – 14‡; Throwing (A) DX+1 [4] – 14; Tracking (A) Per+5 [12] – 17*; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Broadcast (Telesend) (H) def+7 [8] – 14; Deep Probe (Telereceive) (H) def+8 [9] – 14; Multiplicity (Telereceive) (H) def+4 [5] – 13.

Starting Spending Money: \$2,000 (50% of Starting Wealth).

- * Includes +2 from Super-Spy.
- † Includes +4 from Telepathy Talent.
- ‡ Includes +1 from Combat Reflexes.
- § Defaulted from Innate Attack (Beam).
- # Includes +4 from ESP Talent.
- ¥ Includes +4 from Psychokinesis Talent.

Role-Playing Notes:

Rachel is a brave, caring young woman who has seen many atrocities against mutants, mutated humans, and baseline humans in her many lifetimes.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

- Yes, before anyone asks, this *is* the mainstream Rachel Summers/Rachel Grey currently seen in a number of X-books. Her powers – and secretly the Phoenix Force – have enabled her to survive the destruction of Earth-616 (the mainstream Marvel Universe) and the creation of Earth-Reboot.
- Rachel's history required a lot of research. She's always been one of my favorite X-Men, even when she was running around in an '80s gymnastics leotard and leg warmers, without a uniform or code-name. Her time in *Excalibur*, v1, greatly developed the character. Her first appearance in the uniform I've described was *Uncanny X-Men* v1 #199, and revealed to her teammates in *Uncanny X-Men Annual* #9, set between issues #199 and #200. I always liked this outfit, even more than the spiked red leather catsuit she wore in *Excalibur*. (And yet, later artists tended to forget this uniform existed, probably because *Uncanny X-Men Annual* #9 was the only place it was clearly seen – the issues of *Uncanny X-Men* around that time period had some horrible artwork.) (The image I used was taken from a scan of the *Annual*, and cleaned up even more by a Photoshop-savvy friend.)
- Oddly enough, Rachel, while she remembers her complete history as detailed above, is again in the body of a young woman in her late teens/early twenties. Blame the Living Tribunal and the Phoenix Force for that, if you wish. This woman's been through Hell and back (with the ashes to prove it!), and she's still kicking. At least she's not angsty about it.

PIPER

Villain

Real Name: Unrevealed.

Occupation: Warrior.

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

Legal Status: None.

Other Aliases: "Pied Piper".

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 Piper are currently a mystery. He was apparently born in the Savage Land, a hidden "lost world" in Antarctica, and was given powers 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.

Piper has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants, although for some unexplained reason he was absent when they clashed with the Avengers (see *Avengers*; *Brotherhood of Mutants*).

Age: 21.

Height: 6' 1".

Weight: 165 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None, though frequently seen wearing a brown hooded tunic.

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

Known Superhuman Powers: Piper is psionically able to control the actions of many animals through his music. He is able to hear into the ultrasonic range, permitting him to play music that he and his animals can hear but most others cannot. Animals need to be able to hear his music in order to obey him. His music does not affect those considered "higher" animals – in short: chimpanzees, gorillas, dolphins, whales, elephants, and, of course, humans. He prefers to affect the megafauna of the Savage Land.

Other Abilities: Piper is a skilled musician with the panpipes, flutes, and similar instruments.

200 points

ST: 10 [0]	HP: 11 [2]	Speed: 5.50 [0]
DX: 11 [20]	Will: 10 [-10]	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: 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: Combat Reflexes [15]; Hard to Kill 3 [6]; High Manual Dexterity +1 [5]; Mind Control (Accessibility: Only When Playing His Pipes, -20%; Independent, +70%; Requires Musical Influence Roll, +0%; Specific (Non-Sapient Animals), -10%; Psionic, -10%); Musical Ability 4 [20]; Patron ([FNORD]) (Equipment: More than Starting Wealth, +100%; Special Abilities: Possesses Equipment from a Higher TL, +100%) (9) [30]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Resistant to Poisons/Toxins (+3) [5]; Temperature Tolerance 1 [1]; Ultrahearing [5].

Perks: Clinch (Brawling) [1]; Neck Control (Brawling) [1].

Disadvantages: Loner (12) [-5]; Low TL -8 [-40]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Mutates) [-5]; Skinny [-5]; Truthfulness (9) [-7]; Wealth (Poor) [-15].

Quirks: Can't Read Music [-1]; Careful [-1]; Easily Seduced -3 [-3]; Nervous Ranter [-1]; Scruffy-Looking [-1]; Talks To Himself [-1].

Skills: Animal Handling (Big Cats) (A) IQ+0 [2] – 12; Animal Handling (Theropods) (A) IQ+0 [2] – 12; Bolas (A) DX+1 [4] – 12; Brawling (E) DX+1 [2] – 12; Breath Control (H) HT+1 [8] – 12; Climbing (A) DX+1 [4] – 12; Knot-Tying (E) DX+1 [2] – 12;



Mechanic/TL0 (Flutes) (A) IQ+0 [2] – 12; Mechanic/TL8 (Panpipes) (A) IQ+0 [2] – 12; Musical Composition (H) IQ+3 [1] – 15*†; Musical Influence (VH) IQ+3 [4] – 15*; Musical Instrument (Flutes) (H) IQ+4 [4] – 16*; Musical Instrument (Panpipes) (H) IQ+4 [4] – 16*; Navigation/TL0 (Land) (A) IQ+0 [2] – 12; Riding (Theropods) (A) DX+0 [2] – 12‡; Spear (A) DX+0 [2] – 11; Stealth (A) DX+1 [4] – 12; Survival (Jungle) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 11; Thrown Weapon (Spear) (E) DX+1 [2] – 12; Tracking (A) Per+0 [2] – 12; Veterinary/TL0 (H) IQ+0 [4] – 12; Weather Sense (A) IQ+0 [2] – 12.

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

* Includes +4 from Musical Ability.

† Defaulted from Musical Instrument (Panpipes).

‡ Defaulted from Animal Handling (Theropods).

Role-Playing Notes:

Piper is not one to enter combat himself, preferring to send animals – usually dinosaurs – in to fight in his stead. He likes to find areas above the fight in order to better direct the animals he controls. Piper would be considered by many to be socially retarded; his social skills with others are lacking. He serves the Mutates' master out of fear rather than loyalty.

Piper has an unspoken agreement with his teammate Lupo where Piper will not affect the latter's dire wolf pack unless Lupo has regressed to a feral state.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. Piper, 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: Noelle Perricone.

Occupation: Professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of both the United States and Lemuria with a criminal record in the US; diplomatic immunity status due to Lemurian citizenship unconfirmed.

Other Aliases: None.

Place of Birth: Miami, Florida.

Marital Status: Single.

Known Relatives: Nagino (alias Piranha, alleged father); Nagina (alias Barracuda, alleged aunt); mother (name unrevealed); Merro (alleged grandfather); Naga (alleged great-grandfather).

Group Affiliation: Zodiac Cartel; her own organized criminal syndicate.

Base of Operations: Miami, Florida.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Back in the late 1980s, the grandchildren of King Naga of Lemuria, Prince Nagino and Princess Nagina, traveled to the surface as part of Lemuria's ongoing war with Atlantis (see *Atlantis; Barracuda; Piranha (Lemurian)*). The two, taking the names Piranha and Barracuda respectively, became operatives for a criminal geneticist calling himself Mister Sinister. Both fought the outlaw hero team known as the Shadowguard several times before returning to Lemuria in the early '00s. At some point in this time frame, presumably early on, Piranha appears to have had relations with an unidentified woman in Miami, Florida; Pisces is apparently the result of this relationship.

As she grew to adulthood, the woman who would become known as Pisces became part of the Miami criminal underworld. Only recently has she made moves to take control of the underworld from the Jaguar family of the Maggia; a very public battle between herself and Jaguar caught the attention of industrialist Cornelius van Lundt, secretly Taurus of the Zodiac Cartel (see *Jaguar; Maggia; Taurus; Zodiac Cartel*). Van Lundt inducted her into the Zodiac as Pisces and gave her the resources to increase her criminal holdings tenfold. (Pisces is believed to be the youngest of the Zodiac, being at most only twenty years old.)

Pisces first came into conflict with superhuman adventurers when she took Janet van Dyne hostage as van Dyne was vacationing in Miami; unknown to Pisces, van Dyne was secretly the adventurer known as the Wasp (see *Wasp*). Wasp fought Pisces and managed to defeat her, though Pisces fled into the ocean rather than be arrested.

When the Zodiac held Manhattan hostage under a giant energy dome, Pisces stayed loyal to Taurus until the very end. In this conflict, Pisces clashed with Spider-Man, Wasp, and Ant-Man (see *Ant-Man; Spider-Man*). When the other Zodiac members who sided with Taurus were being arrested, Pisces attempted to claim diplomatic immunity as a princess of Lemuria. It remains to be seen where and how she will reappear, and if her claim of being a Lemurian princess is indeed valid, as she was presumably born out of wedlock.

Age: 20.

Height: 5' 9"

Weight: 160 lbs.

Eyes: Green.

Hair: Blond, knee-length.

Skin: Green.

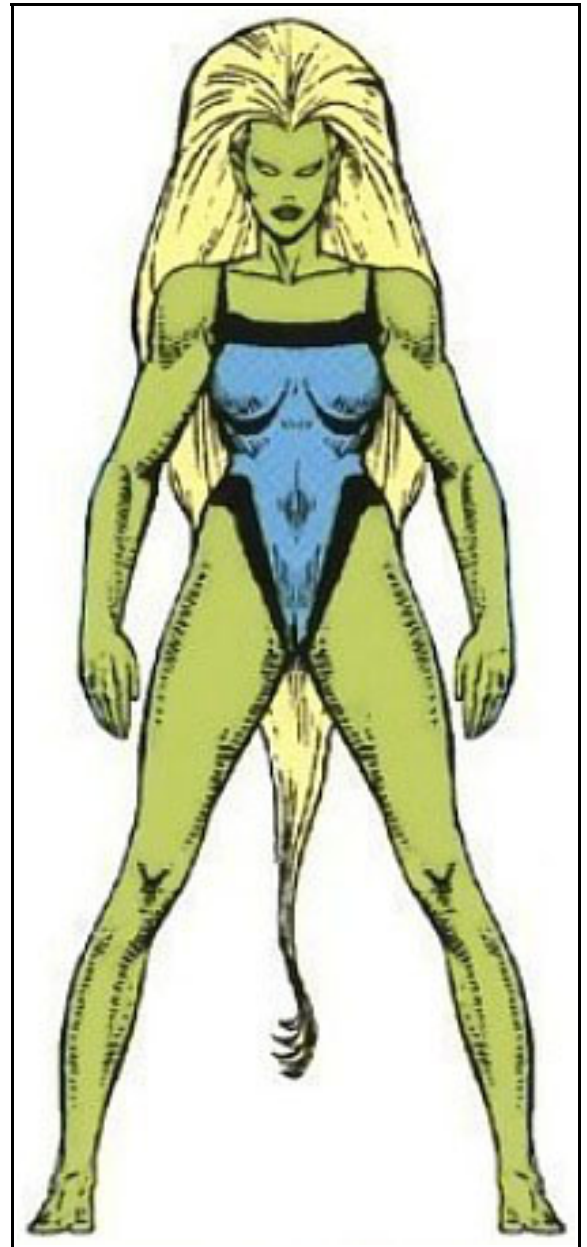
Other Distinguishing Features: Pisces's skin is covered with fine scales, akin to those of a fish; her ears are pointed.

Uniform: Blue one-piece swimsuit with black trim.

Strength Level: Pisces possesses superhuman strength enabling her to lift (press) roughly 11 tons.

Known Superhuman Powers: In addition to her superhuman strength, Pisces's half-Lemurian physiology gives her superhuman durability and reflexes, the ability to breathe water as well as air, and survive the pressures and temperatures of the ocean depths. Most conventional pistol and sub-machine gun rounds bounce off her; it is not known whether rifle rounds affect her at all. As a Lemurian-human hybrid, she can see in the near ultraviolet spectrum, though reds in the visible spectrum appear black to her. She is able to swim at speeds approaching 60 miles per hour and run at speeds around 40 mph.

Because of her heritage, she has the potential to become a powerful sorceress, although she has not pursued any of the mystic arts. Like others of the Lemurian royal family, she can communicate with and command sea life.



Other Abilities: Pisces is a skilled hand to hand combatant, as well as skilled at handling and riding cetaceans (whales and dolphins).

1,123 points

ST: 31/121 [10*†] **HP:** 31 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 12 [0] **Ground Move:** 7/21 [0]
IQ: 12 [40] **Per:** 12 [0] **Water Move:** 7/28 [0]
HT: 14 [20*] **FP:** 14 [0] **SM:** 0

Dmg: 3d+1/6d-1 (13d/15d) **BL:** 192 lbs (2,928 lbs/1.5 tons)
Dodge: 11 **Parry:** 14 **DR:** 15*
IT:DR: /1.5

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

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

Advantages: Claim to Hospitality (Lemurian Royal Family) [1]; Damage Resistance 15 (No Signature, +20%; Tough Skin, -40%; Passive Biological, -5%) [57]; Enhanced Move (Ground) 1.5 (Ground Move 21/42 mph) [30]; Enhanced Move (Water) 2 (Water Move 28/56 mph; Cosmic: Instantaneous Acceleration, +50%) [60]; Enhanced Parry (Bare Hands) 2 [10]; Enhanced Time Sense [45]; Extra Attack 1 [25]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /1.5) (Passive Biological, -5%) [24]; Lemurian Half-Breed [145]; Magery 0 [5]; Mind Control (Specific: Aquatic Animals, -40%; Magical, -10%) [25]; No Low TL 7 [35]; Organized Criminal Rank 4 [8]; Speak With Animals (Specific: Aquatic Animals, -40%; Magical, -10%) [13]; Status 1 [0‡]; Super Jump 1 (Biological, -10%) [9]; Super ST +10/+100 (Passive Biological, -5%) [395]; Super Throw 1 (Biological, -10%) [9]; Very Fit [15]; Wealth (Very Wealthy) [30].

Perks: Citizenship (Lemuria) [1]; Fearsome Stare [1]; Haughty Sneer [1]; Naval Training [1].

Disadvantages: Callous [-5]; Code of Honor (Honors Debts) [-5]; Intolerance (Hispanics) [-5]; Sadism (12) [-15]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Ambitious [-1]; Aristocratic [-1]; Creative Insults [-1]; Impatient [-1]; Vindictive [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Animal Handling (Cetaceans) (A) IQ+1 [4] – 13; Aquabatics (H) DX+0 [4] – 14; Beam Weapons/TL8 (Pistol) (E) DX+0 [1] – 14; Beam Weapons/TL8 (Rifle) (E) DX+0 [1] – 14; Boating/TL8 (Motorboat) (A) DX-1 [1] – 13; Brawling (E) DX+2 [4] – 16; Computer Operation/TL8 (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 12; Forced Entry (E) DX+0 [1] – 14; Gesture (E) IQ+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Guns/TL8 (Rifle) (E) DX+0 [1] – 14; Intimidation (A) Will+2 [8] – 14; Jumping (E) DX+0 [1] – 14; Leadership (A) IQ+0 [2] – 12; Lifting (A) HT+0 [2] – 14; Lip Reading (A) Per+0 [2] – 12; Navigation/TL8 (Sea) (A) IQ+0 [2] – 12; Observation (A) Per+0 [2] – 12; Riding (Cetaceans) (A) DX-1 [1] – 13; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Smuggling (A) IQ+0 [2] – 12; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Wrestling (A) DX+2 [8] – 16.

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

* Includes +10 to ST and +2 to HT from Lemurian Half-Breed racial package.

† Includes +10/+100 from Super ST.

‡ Includes +1 from Wealth.

Role-Playing Notes:

Pisces holds herself above what she calls the "common rabble". She has a personal sense of honor where she honors debts she owes, but those debts she tries to work off as quickly as possible. She has a sadistic streak, which causes her to inflict pain on her enemies in battle instead of killing them or knocking them out, and will hold grudges forever.

Despite her claims, she has never been to Lemuria nor does she speak the Atlantean or Lemurian tongues. She only acknowledges her heritage as the daughter of a Lemurian prince when it serves her purposes; on the streets of Miami, no one cares, but it might hold some sway with the federal government.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch	3d+3 cr	C	14	–	–	31	
–	– <i>Super ST</i>	13d+12 cr	C	14	–	–	121	
–	Brawling Kick	3d+4 cr	C, 1	n/a	–	–	31	
–	– <i>Super ST</i>	13d+13 cr	C, 1	n/a	–	–	121	

Design Notes:

- "Lemurian Half-Breed" is simply taking the Atlantean Half-Breed racial package from the Atlanteans entry and adding Scales [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.

PLANTMAN

Villain

Real Name: Samuel Smithers.

Occupation: Professional criminal, ecoterrorist, former gardener.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Liverpool, England.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Occasional employee of Count Nefaria.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A genius underachiever, Samuel Smithers attempted to get a degree in botany, enrolling at Empire State University in New York City rather than any of his native English colleges. A firm believer in the Gaia Hypothesis, where the Earth's biosphere is itself a living entity, his undergraduate experiments to prove the theory were ultimately unsuccessful and inconclusive (see *Gaea*). After flunking out of college, the best job his green thumb landed him was as a gardener for a millionaire on Long Island. Lonely and miserable, considering himself a failure, he found solace in tending to the plants on the estate while continuing his experiments in private in the estate's private greenhouse.

One day, while adding a new experimental fertilizer he'd cooked up to the sprinkler system, the container of fertilizer was struck by lightning, covering him with it. As there was no rain that day (indeed, accounts vary as to whether the sky was clear or overcast), his boss blamed him for making the fertilizer into an explosive and fired him. Still, something had changed; for the first time, Smithers could 'hear' the 'voices' of the plants around him. Instinctively, he commanded the tomato vines to grow to incredible lengths and choke the life out of the millionaire, which they did.

Realizing what he had at his control, Smithers developed a plant-themed uniform and declared himself the Plantman, "defender of the natural ecosystem", and attempted to extend Manhattan's Central Park to cover the entire island, assisted by a number of humanoid plants he called his simuloids. He was thwarted in this attempt by Captain America and Spider-Man, who teamed up to take him down (see *Captain America*; *Spider-Man*).

Although sent to prison, he was later released on bail, his bail having been paid for by Count Luciano Nefaria, who hired Plantman to assist in a number of schemes (see *Count Nefaria*). Alongside the criminals Porcupine, Eel, Scarecrow, and Unicorn, all under Nefaria's command, Plantman came into conflict with the X-Men (see individual entries). The group soon fell to infighting, however, and Plantman was captured and returned to prison.

Plantman was later seen engaging in combat with Captain America after robbing a bank. When pressed for a reason for the heist, he lamented that he had yet to make a tree that could grow money. Whether this was the real Plantman or a simuloid acting on the real Plantman's orders is not known.

Smithers was last seen in the mass jailbreak led by the Rhino; where he will strike next is anyone's guess (see *Rhino*).

Age: 23.

Height: 6'.

Weight: 195 lbs.

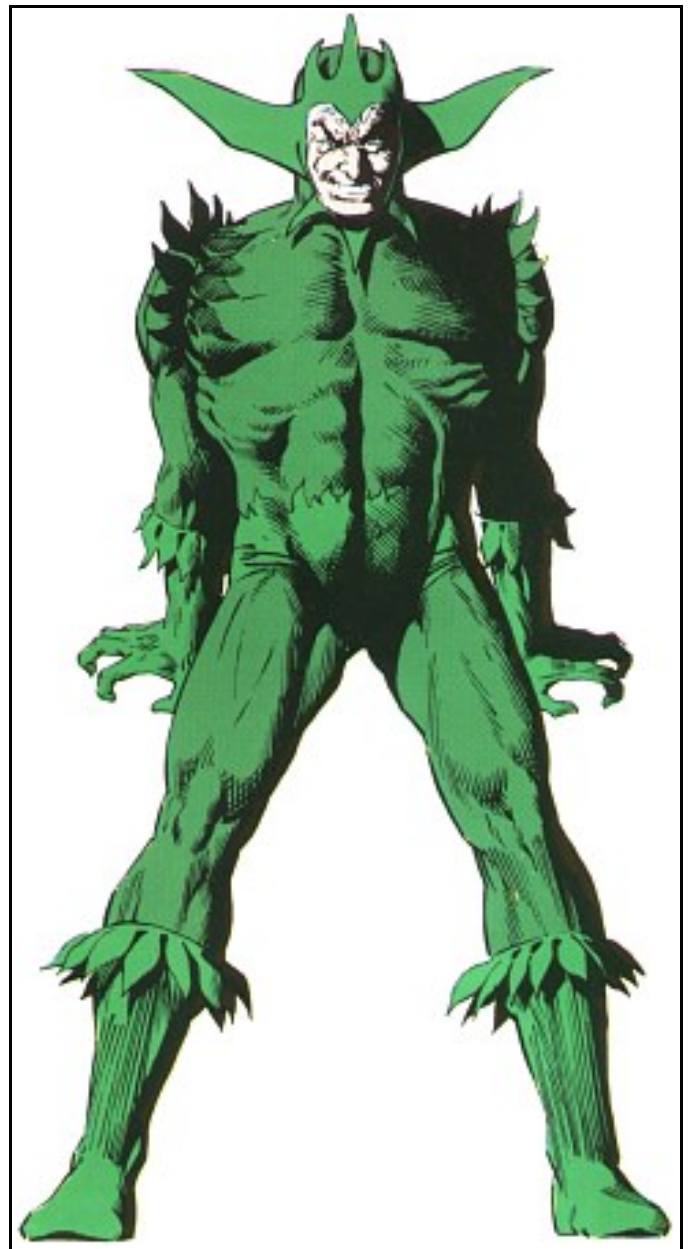
Eyes: Green.

Hair: Gray.

Uniform: Green bodysuit with spikes resembling leaves on his shoulders, green gloves and boots with leaf-pattern trim, green belt with a leaf-styled buckle, green cowl and half-mask.

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

Known Superhuman Powers: Smithers possesses the psionic ability to communicate with and control plant life. The plants under his control will grow at incredible rates, and can move around to the best of their ability: While most plants – other than his humanoid simulacra – remain rooted, trees will move their branches while vines will ensnare his targets. In his vicinity, he can cause plants to grow in seconds to sizes which assist him.



Weapons and Paraphernalia: Plantman wields a pair of wrist-shooters which fire needle-like projectiles. These projectiles are often filled with various plant-based poisons.

1,010 points

ST: 10 [0] **HP:** 11 [2] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 11 [-10] **Move:** 5 [0]
IQ: 13 [60] **Per:** 11 [-10]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 8 **Parry:** 9 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group (Plant Simuloids; 50% of Starting Points; Group Size 11-20) (Minion, +50%) (12) [48]; Binding (Vines) 30 (Area Effect: 8 yds, +150%; Constricting, +75%; Environmental, +20%; Malediction: Speed/Range Table, +150%; One-Shot, -10%; Selective Area, +20%; Selectivity, +10%; Variable, +5%; Psionic, -10%; Alternative Attack, ×1/5) [57]; Plant Control 160 [800]; Plant Control Talent 4 [20]; Speak With Plants (Psionic, -10%) [14].

Perks: Forgettable Face [1].

Disadvantages: Delusion (Plants Speak To Me) [-10]; Loner (9) [-7]; Overconfidence (12) [-5]; Sense of Duty (Wild Nature) [-15]; Social Stigma (Criminal) Record [-5]; Wealth (Struggling) [-10].

Quirks: Calls People and Animals "Meat" [-1]; Careful [-1]; Chauvinistic [-1]; Dual Identity [-1].

Skills: Biology/TL8 (Earthlike Botany) (H) IQ+1 [8] – 14; Brawling (E) DX+1 [2] – 12; Chemistry/TL8 (H) IQ-1 [2] – 12; Gardening (E) IQ+4 [1] – 17*; Guns/TL8 (Wrist Gun) (E) DX+1 [2] – 12; Plant Control (H) IQ+7 [16] – 20*; Poisons/TL8 (H) IQ+0 [4] – 13†; Riding (Plant) (A) DX-1 [1] – 10; Wrestling (A) DX+1 [4] – 12.

Techniques: Independent Animation (Plant Control) (H) def+7 [8] – 20; Rapid Growth (Plant Control) (H) def+5 [6] – 15.

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

* Includes +4 from Plant Control Talent.

† Conditional +4 from Plant Control Talent for plant-based poisons.

Role-Playing Notes:

Plantman is a man who is angry at the perceived limitations of the human world, much preferring the company of the plants around him over his fellow man. He has been known to call other people and animals "meat", though whether this means he's losing his humanity or if he's being impersonated by his simulacra when he says it is unknown.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Plantman's Plant Simulacra

The following represents the typical stats of his plant-based duplicates.

504 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 5 [0*]
DX: 12 [40] **Will:** 10 [0] **Move:** 5 [0]
IQ: 2 [20] **Per:** 10 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 58 lbs.
Dodge: 8 **Parry:** 9 **DR:** 2 (semi-ablative)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Body of Wood [76]; Doesn't Eat or Drink [10]; Elastic Skin [20]; Plant Control 70 [350].

Disadvantages: Dependency (Sunlight; Daily) [-15]; Fragile (Combustible) [-5]; Reprogrammable [-10]; Unusual Biochemistry [-5]; Wealth (Dead Broke) [-25].

Skills: Brawling (E) DX+0 [1] – 12; Guns/TL8 (Wrist Gun) (E) DX+0 [1] – 12; Plant Control (H) IQ+5 [24] – 15; Wrestling (A) DX+0 [2] – 12.

* Includes -1.00 from Body of Wood.

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	–	–		

Design Notes:

1. The Plant Control advantage and related skill/techniques are taken from "A Song of Many Worlds" in *Pyramid #3/49: World-Hopping*. The advantage as stated includes the Psionic (-10%) power modifier.
2. His Delusion is not really a delusion, of course, but best suits how others react to him because of it.

Real Name: Lorna Dane (this is her legal name since her adoption; her birth name is unknown).

Occupation: High school student (entering grade 12).

Identity: Lorna doesn't hide her identity, but it hasn't become public knowledge as yet.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: Magnetrix (a name used briefly before rejecting it).

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Neither the names of her birth parents nor her adopted parents have been revealed.

Group Affiliation: Student at the Xavier Institute; associate of the X-Men.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, New York.

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

History: Not much is yet known about Lorna Dane's past, including her true parentage. According to statements made, she was adopted as an infant. It is known that she was born with green hair, and until she enrolled at the Xavier Institute kept it dyed brown at her adopted parents' insistence (see *Xavier Institute*). Like many mutants, her powers manifested at puberty.

Lorna was one of the small army of Institute students recruited by Scott Summers to help rescue his brother Alex from the Cult of the Living Pharaoh who had abducted him (see *Cyclops*; *Havok*; *Living Monolith*). Not long after this, Alex also enrolled at the Institute, and the two started dating, spurred by their mutual interest in geophysics.

Lorna, now calling herself Polaris, was later seen assisting in the defense of the Institute when it was attacked by the Juggernaut (see *Juggernaut*). She has expressed an interest in joining the X-Men following her graduation next year (see *X-Men*).

A chance encounter with Magneto has both of them wondering if they're related, due to the similarity of their powers (see *Magneto*). Professor Xavier, headmaster of the Institute, has stated his belief that the two are not related, given his own history with Magneto (see *Xavier*; *Charles*).

Age: 17.

Height: 5' 7"

Weight: 115 lbs.

Eyes: Green.

Hair: Green (previously dyed brown).

Uniform: As a student of the Xavier Institute, she trains while wearing the the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students. When assisting the X-Men, she has worn a dark green sleeveless leotard with a wide neckline, light green leggings, light green cape, metallic green armbands, dark green boots, and a green tiara. (Presumably she owns a long-sleeved variation for colder climes.)

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

Known Superhuman Powers: Polaris is a mutant who possesses the psionic ability to generate and control magnetic fields. Using these fields, she is able to lift up to ten tons of ferrous metal. Although not currently as powerful as Magneto, Polaris has exhibited greater range with her magnetic powers, due to her training at Xavier's. She is able to produce a force field which can protect her and those around her from attack, though powerful or repeated blows generate feedback which can cause her field to weaken. Thanks to her training, she is able to protect against energy attacks as well as against metals. By tapping into the Earth's magnetic field, she is able to fly; she has been observed flying at over 100 miles per hour. By concentrating, she is able to perceive the world around her as lines of magnetic force.



905 points

ST: 11 [10]

DX: 12 [40]

IQ: 12 [40]

HT: 12 [20]

HP: 11 [0]

Will: 12 [0]

Per: 12 [0]

FP: 12 [0]

Speed: 6.00 [0]

Ground Move: 6 [0]

Air Move: 10/60 [-4]

SM: 0

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

Dodge: 10 **Parry:** 10 **DR:** 20 (force field) + 12/4* (uniform)

Power Block: 13

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Control Ferrous Metals 5 (Collective, +100%; Mutant Psionic, -10%) [143]; Damage Resistance 20 (Area Effect (4 yds), +100%; Force Field, +20%; Hardened 1, +20%; Semi-Ablative, -20%; Switchable, +10%; Mutant Psionic, -10%) [220]; Enhanced Power Block 2 [10]; Enhanced Move (Air) 2.5 (Mutant Psionic, -10%) [45]; Fit [5]; Flight (Planetary, -5%; Mutant Psionic, -10%) [34]; High Pain Threshold [10]; Magnetism Talent 2 [10]; See Invisible (Magnetic Vision) (Mutant Psionic, -10%) [14]; Telekinesis 15 (Increased Range $\times 5$, +20%; Magnetic, -50%; Mutant Psionic, -10%) [45]; Telekinesis 10 (Increased Range $\times 5$, +20%; Magnetic, -50%; Super-Effort, +400%; Mutant Psionic, -10%) [230].

Perks: Cloaked [1]; Skintight Uniform [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (12) [-5]; Social Stigma (Minor) [-5]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Distinctive Feature (Green Hair) [-1]; Dual Identity [-1].

Skills: Aerobatics (H) DX+1 [8] – 13; Cloak (A) DX+0 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 12; Fishing (E) Per+0 [1] – 12; Flight (A) HT+0 [2] – 12; Geology/TL8 (Earthlike) (H) IQ-1 [2] – 11; Hiking (A) HT-1 [1] – 11; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 11; Navigation/TL8 (Land) (A) IQ-1 [1] – 11; Physics/TL8 (Geophysics) (H) IQ-1 [2] – 11; PK Shield (H) IQ+3 [8] – 15*; Sports (Soccer) (A) DX+0 [2] – 12; Survival (Woodlands) (A) Per-1 [1] – 11; Swimming (E) HT+0 [1] – 12; Telekinetic Control (VH) IQ+2 [8] – 14*; Weather Sense (A) IQ+0 [2] – 12.

Techniques: Kicking (Karate) def+2 [3] – 12; Mass Grab (Telekinetic Control) def+7 [8] – 14; Sweeping Kick (Karate) (H) def+3 [4] – 12; Trip (Judo) (H) def+1 [2] – 10.

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

* Includes +2 from Magnetic Control Talent.

Role-Playing Notes:

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

PORCUPINE

Villain

Real Name: Alexander Gentry

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: "Porky".

Place of Birth: Unrevealed.

Place of Death: New York City.

Marital Status: Unrevealed.

Known Relatives: Roger Gocking (nephew).

Group Affiliation: Former member of Batroc's Brigade.

Base of Operations: Mobile.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

Final Appearance: AVENGERS ANNUAL #2.

History: A decade ago, Alexander Gentry was an engineer for a weapon manufacturer who designed a needle delivery system for tranquilizers that could be worn on the forearms. His employers, however, didn't see the use and so shelved the project. Upset that his work was being passed over, he designed a battlesuit patterned after the porcupine which incorporated his needle-shooters, as well as a commercial exoskeleton. After destroying his work on the corporate computers, Gentry tendered his resignation from the company.

Initially intending to sell the suit design to the military, SHIELD, or AIM, he was quickly turned down by all buyers (see *AIM*; *SHIELD*). Deciding to give them a demonstration of its capabilities, as well as realizing he had exhausted his savings and had racked up a lot of credit card debt while building the suit, he donned the suit and, calling himself the Porcupine, robbed a bank, only to be taken down by Spectra of the Midwest based team known as the Rust Belters prior to their disbanding and most members retiring.

After spending several years in prison, Gentry discovered he was even more in debt than before (due to accruing interest on his debts). Instead of robbing banks, he decided to crash an exclusive Chicago one-percenter party hosted by Vernon van Dyne, co-owner of Dynatechnics, while in the suit, intending to force the patrons to hand over their cash and jewelry (see *Dynatechnics*). Unfortunately for the Porcupine, Vernon's daughter Janet and her boyfriend, Dr. Hank Pym – secretly the adventurers Wasp and Ant-Man – were in attendance (see *Ant-Man*; *Wasp*). Although he was defeated by the Diminutive Duo, the Porcupine managed to evade capture.

Realizing that times had changed, Porcupine traveled to New York City, where at one of the Bars With No Name he was recruited by Georges Batroc for a job (see *Bar With No Name*; *Batroc, Georges*). As a member of Batroc's Brigade, he attacked a Central Park East party, only to end up fighting against Angel of the X-Men (see *Angel*; *Batroc's Brigade*; *X-Men*). In order to distract the Angel so they could make their escape, Gentry fired his quills omnidirectionally, injuring several onlookers; Batroc ejected Porcupine from the Brigade as a result.

Porcupine was later seen in Jersey City, New Jersey, when the Zodiac erected their force dome over the island of Manhattan. Claiming to want to reverse his fortunes and do some good for a change, he offered to assist the Avengers and other superhuman adventurers who were trying to enter the city (see *Avengers*; *Zodiac Cartel*). During the fracas, Porcupine attacked the Zodiac's leader, Taurus, only for his quills to bounce uselessly off Taurus's armored hide (see *Taurus*). Taurus then grabbed Porcupine by the neck; when Porcupine refused to beg for mercy, Taurus snapped his neck. Porcupine was later avenged by the WWII Black Widow, who killed Taurus, claiming his soul for her demonic master (see *Black Widow (Voyant)*; *Lucifer*).

Gentry was given a hero's funeral by the superhero community, with those who witnessed his final moments eulogizing him as an unlikely hero. Tony Stark, secretly the adventurer Iron Man, upon learning of Gentry's debts, settled them (see *Iron Man*). Gentry's only known living relative, his nephew Roger Gocking, inherited the Porcupine suit; what Gocking will do with the suit remains to be



seen.
Age: 38.
Height: 6' 1".
Weight: 225 lbs. (in battlesuit) 305 lbs.
Eyes: Brown.
Hair: Brown.
Uniform: Brown and tan armored battlesuit covered with sharp quills.
Strength Level: Alex Gentry was a bear of a man, possessing the normal human strength of a man his age, height, and build who engaged in intensive strengthening exercises. His battlesuit contained a strength-enhancing exoskeleton which enabled him to lift (press) roughly one-half ton.
Known Superhuman Powers: None.
Other Abilities: Gentry was a skilled weapons designer.
Paraphernalia: The Porcupine battlesuit was designed around the ability to shoot small "quills" which are designed as either bullets in their own right or as a delivery system for various payloads. The bulk of the quills are intended to pierce normal ballistic fabric; others carry various gas payloads such as knockout and tear gases, or inject various poisons into the target's bloodstream. He can, if he so chooses, shoot the quills indiscriminately in all directions. The suit is able to withstand gunfire from most police and private security weaponry, has infrared and terahertz radar optics, and has a built-in radio capable of communicating with others up to ten miles away.

489 points

ST: 11/25 [10*]	HP: 12 [2]	Speed: 5.50 [0]
DX: 11 [20]	Will: 11 [0]	Move: 5 [0]
IQ: 11 [20]	Per: 12 [5]	
HT: 11 [10]	FP: 11 [0]	SM: 0

Dmg: 1d-1/1d+1	BL: 24 lbs.	
Dodge: 8	Parry: 9	DR: 20/10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 2 [20]; Fit [5]; High Manual Dexterity 2 [10]; Wealth (Comfortable) [10].

Battlesuit: Affliction (*Gas Attacks*) 4 (HT-3; Alternative Enhancements (Incapacitation: Choking, +100%; Incapacitation: Retching, +50%; Incapacitation: Unconsciousness, +200%; Irritant: Coughing, +20%), +234%; Area Effect: 4 yd radius, +100%; Dissipation, -50%; Emanation, -20%; Gadget/Breakable: DR 10, SM -5, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Persistent, +40%; Respiratory Agent, +50%; Mechanical, -10%) [166]; Damage Resistance 10 [50]; Damage Resistance 10 (Partial: Torso Only, -10%) [45]; Enhanced ST +14 (Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable, SM 0, -25%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Temporary Disadvantage: Electrical, -20%; Mechanical, -10%) [34]; Impaling Attack (*Injector Quills*) 1d-1 (Armor Divisor (2), +50%; Gadget/Breakable: DR 10, SM -5, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Mechanical, -10%; Alternative Attack, ×1/5) [2]; Impaling Attack (*Quill Explosion*) 2d+1 (Area Effect: 32 yd radius, +250%; Armor Divisor (2), +50%; Emanation, -20%; Gadget/Breakable: DR 10, SM 0, -35%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Mechanical, -10%; Alternative Attack, ×1/5) [13]; Impaling Attack (*Standard Quills*) 2d+1 (Armor Divisor (2), +50%; Gadget/Breakable: DR 10, SM -5, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Increased 1/2D Range (×5), +10%; Rapid Fire: RoF 5, +70%; Reduced Range (×1/2), -10%; Ricochet, +10%; Mechanical, -10%; Alternative Attack, ×1/5) [8]; T-Ray Vision (Gadget/Breakable: DR 2, SM -7, -25%; Electronic, -30%) [12]; Telecommunications (Radio) (Gadget/Breakable: Complex Machine, -5%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Electronic, -30%) [5].

Perks: Energizer [1]; Off-Screen Reload [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Debt -2 [-2]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Unluckiness [-10].

Quirks: Bitter [-1]; Dead Weight [-1]; Foul-Mouthed [-1]; Interviews Badly [-1]; Limited Hearing Loss (High-Frequency) [-1].

Skills: Armoury/TL8 (Battlesuits) (A) IQ+1 [1] – 12†; Armoury/TL8 (Body Armor) (A) IQ+1 [1] – 12†; Armoury/TL8 (Small Arms) (A) IQ+3 [4] – 12†; Battlesuit/TL8 (A) DX+1 [4] – 12; Brawling (E) DX+2 [4] – 13; Chemistry/TL8 (Propellants) (A) IQ+1 [4] – 12; Climbing (A) DX+0 [2] – 11; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 11; Electronics Repair/TL8 (Communications) (A) IQ+1 [1] – 12†; Electronics Repair/TL8 (Sensors) (A) IQ+1 [1] – 12†; Engineer/TL8 (Battlesuits) (H) IQ+2 [4] – 13†; Engineer/TL8 (Small Arms) (H) IQ+3 [8] – 14†; Forced Entry (E) DX+1 [2] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 12; Guns/TL8 (Shotgun) (E) DX+1 [2] – 12; Guns/TL8 (Wrist Gun) (E) DX+3 [8] – 14; Innate Attack (Projectile) (E) DX+3 [8] – 14; Jumping (E) DX+1 [2] – 12; Lifting (A) HT+0 [2] – 11; Liquid Projector/TL8 (Flamethrower) (E) DX+1 [2] – 12; Liquid Projector/TL8 (Sprayer) (E) DX+1 [2] – 12; Machinist/TL8 (A) IQ+2 [2] – 13†; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 11; Observation (A) Per+0 [2] – 12; Running (A) HT+1 [4] – 12; Streetwise (A) IQ+0 [2] – 11; Swimming (E) HT+1 [2] – 12; Wrestling (A) DX+1 [4] – 12.

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

* Includes +14 from Enhanced ST.

† Includes +2 from Artificer.

Role-Playing Notes:

A bitter, foul-mouthed man, Porcupine was the kind of person to never blame himself for everything that went wrong with his life. All he wanted was to settle his debts and gain at least a modicum of respect from those around him; it's truly a tragedy that he failed to live to see both.

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	9	–	–	11	
8	– <i>Battlesuit</i>	2d+3 cr	C	9	–	–	25	
–	Brawling Kick	1d cr	C, 1	n/a	–	–	11	
8	– <i>Battlesuit</i>	2d+4 cr	C, 1	n/a	–	–	25	

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>
8	Standard Quills	2d+1 (2) imp	3	25/50	5	–	–	–	1	
8	Injector Quills	1d-1 (2) imp	3	25/50	1	–	–	–	1	
	<i>followup</i>	by toxin	–	–	–	–	–	–	–	
8	Quill Explosion	2d+1 (2) imp	–	–	1	–	–	–	–	
8^	Knockout Gas	HT-3 aff (4 yd)	–	–	1	–	–	–	–	

Port Nowhere is an interstellar free port located inside the atmosphere of a gas giant orbiting an otherwise insignificant red dwarf star. This free port sits outside the jurisdictions of every interstellar nation, making it a haven for smugglers, pirates, refugees, and those seeking autonomy and/or anonymity from their homes. It is often described as a city floating in the clouds, but this is hyperbole disguising its nature as a sealed environment keeping the gas giant's hydrogen-helium atmosphere from affecting the residents.

Physically, Port Nowhere appears as though the remains of several dozen orbital habitats and starships from every known interstellar culture, extant and extinct, crashed together and decided to expand organically after getting to know each other better. Overall the conglomerated station is roughly ten miles long and four miles wide, though these dimensions are not uniform. One of the more notable physical features apparent from the outside are a pair of half kilometer wide rings with three large docking spurs each rising above and below them, one with Shi'ar design and the other with ancient Mephitisoid Empire features, which have formed a figure-eight (see *Shi'ar*; *Appendix: Other Alien Races: Mephitisoids*). Looking closer at a spur on the opposite end of the station from the figure-eight rings, one can make out the rear of a Kree dreadnought hull welded to the front half of a Skrull battlecruiser with a Universal Church of Truth "conversion" cruiser mounted perpendicularly directly above them that has been beaten and reshaped into a gesture of defiance (see *Kree*; *Skrulls*; *Universal Church of Truth*). Near the 'trailing' edge of the station, battered by the gas giant's winds, a half mile tall statue of a past Zn'rx Emperor has been attached to the outside of a cylindrical habitat by one hand's clawed fingers (see *Appendix: Other Alien Races: Snarks*). However, it is the giant kilometer wide and half kilometer tall dome near the center of the station that draws the most attention from incoming ships.

This dome is the gladiatorial arena of the Grandmaster, one of the Elders of the Universe, who has made Port Nowhere his home. The arena is not necessarily a deathmatch, though fatalities have been known to happen, but a place where the crowds of residents and transients can be entertained by watching champions and gladiators from all over face each other. Almost no rules exist in the contest; the fights continue until one side yields or is unable to continue the fight. As can be expected, gambling on the matches is constant.

In addition to the gambling on the Grandmaster's champions, all kinds of gambling occurs all over the station. Because it sits outside all other jurisdictions, if an item is illegal anywhere else in known space it can usually be found at Port Nowhere. There is no central authority on the station, just various groups that run things in their territories as they see fit. An unspoken agreement between the majority of the groups keeps the station's various life support and artificial gravity systems repaired – even when hostilities break out between the various gangs and cartels. Should the station be attacked, an immediate cease-fire between the groups is declared; during an attack, the most common reaction is to flee in whatever ships will fly.

Port Nowhere is home to a thriving black market starship dealership and upgrade operation. Anything from small starfighters and shuttles through medium-sized tramp freighters are available for sale, and occasionally even larger warships have hit the gray market (though admittedly due to the station's clientele the demand for these is not as great); rarely, one can even

Port Nowhere (2010 AD)

Population: 575,000 (Search +3)

Physical and Magical Environment

Terrain: Sealed, Aerostat

Appearance: Ugly (-2)

Hygiene: 0.

Low Mana (Rare Enchantment)

Culture and Economy

Languages: Interlang, Kree, Skrullian, Shi-ar, Rigellian.

Literacy: Accented.

TL: 11[^]

Wealth: Struggling (×1/2)

Status: -2 to 2.

Political Environment

Government: Anarchy (Sanctuary)

CR: 1 (Corruption -1)

Military Resources: \$11,643,750

Defense Bonus: +4

Notes

As a free port under no one's jurisdiction, Port Nowhere has a large transient population that can reach up to 2 million additional people on the station at any given time. Nearly every sapient species in known space is represented on the station, some more than others.

The Grandmaster is effectively *the* power on the station, and everyone defers to him. This would normally make the station a Dictatorship; however, so long as his arena is not affected he lets the station inhabitants do as they please, resulting in an effective Anarchy.

Languages from all over interstellar space are spoken on the station. Most inhabitants speak multiple languages, or have universal translators either implanted (granting Omnilingual (Electronic, -10%) [36]) or worn on their person. Signs and notices on the station are generally written in Interlang, a conlang devised by the Charter for communication among its member systems.

find a second-hand Kymellian Smartship for sale in the shipyards (see *Appendix: Other Alien Races: Kymellians*). In addition, after-market parts and quasi-legal upgrades are for sale and installation in the station's shipyards, for the right price of course.

The existence and location of Port Nowhere is an open secret; everyone in the greater galactic community knows where it is and what happens there, but no one really talks about it. Even adventurers from Earth have visited the station, though details have yet to come to light.

Port Nowhere was recently visited by the Kree Captain Mar-Vell and his girlfriend Una upon their escape from the Kree Empire after Vell was arrested and court-martialed for disobeying orders when he refused to execute surrendered opponents on Earth (see *Captain Marvel*; *Una*). Since then, Port Nowhere has become a kind of unofficial home port for his small band of renegades. During this time, large portions of the station were damaged by a brawl between Vell and Paibok the Power-Skrull, although surprisingly no critical systems were damaged nor anyone killed (see *Paibok the Power-Skrull*).

Even more recently, Port Nowhere was visited by Adam Warlock, Thanos, and various allies of theirs in their quest for the

Infinity Gems, which put them in temporary conflict with the Grandmaster, revealed as the holder of the Time Gem (see *Infinity Gems*; *Thanos*; *Warlock, Adam*). Thanos, Warlock and their allies joined with the Grandmaster and many ships docked at the station to repel an attack by the Magus and the Universal Church of

Truth, who were also seeking the Infinity Gems for their own purposes (see *Magus*).

First Post-Reboot Appearance: (mentioned) INFINITY QUEST #1; (first seen) CAPTAIN MARVEL #

Game Mechanics Details

Port Nowhere is built as a TL11⁺ station using standard space opera supersciences – gravity manipulation, force shields, FTL communications, and FTL sensors – while lacking in several areas. Its very nature means it requires almost constant maintenance *somewhere* in the station. It is a cultural and technological melting pot – Rigellian psychotronics are found side by side with Kree brain uploads and Shi'ar nanotechnology.

Design Notes:

1. Port Nowhere should not be confused with Knowhere, built inside the head of a decapitated Celestial. I'm still uncertain as to whether the Celestials are part of the Reboot, so I decided to instead make Port Nowhere equal parts Cloud City (from *The Empire Strikes Back*) and a number of *Star Trek* stations (notably Station K7 from "*The Trouble With Tribbles*" and the title station from *Star Trek: Deep Space Nine*), with a bit of everything else thrown in for good measure.
2. I debated whether to add a **GURPS Spaceships** stat block in addition to the **City Stats** block. I ultimately decided against it because of the highly decentralized nature of the station and coupled with its sheer size (a forty square mile area when viewed from above or below, and of variably thickness).

POSSIBLE, KIM

Hero

Real Name: Kimberly Ann Possible.

Occupation: Professional adventurer, college student dual majoring in international communications and diplomacy.

Identity: Publicly known.

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

Other Aliases: "Kimmy", "Kimmy Cub" (nicknames), "Princess" (a common nickname given by Shego).

Place of Birth: Middleton, Colorado.

Marital Status: Single.

Known Relatives: Dr. James Possible (father), Dr. Ann Possible (mother), Jim, Tim (brothers), Samuel "Slim" (uncle), June (aunt), Larry, Joss (cousins), Miriam ("Mim", great-great-aunt).

Group Affiliation: Team Possible.

Base of Operations: Denver, Colorado; formerly Middleton, Colorado.

First Post-Reboot Appearance: THE INCREDIBLE HULK #

History: Kim Possible is the daughter of a rocket scientist and a neurosurgeon, so it came as no surprise that she would excel. However, unlike her parents, who excelled in the sciences, Kim was athletic from the start; by all reports, she was walking at four months old. At age ten, she'd already competed at gymnastics on the state level, and had begun studying some martial arts. When she was thirteen, she set up a web site to advertise for babysitting, with the phrase "I can do anything!" prominent; it was this web site – www.kimpossible.com, run by her genius friend Wade – which thanks to a typo led to her being contacted for a job to save a local millionaire in the nearby town of Upperton from his vault's laser security grid, using her acrobatics skills to avoid the grid lasers and recover the grid's remote control from its place in the middle of the vault (see *Wade*). This success led to Kim gaining a modicum of fame as a teen hero; by her sophomore year in high school she'd already boated the Amazon, swam the English Channel, climbed Mount Kilimanjaro, and snowboarded down Mount Everest while helping others.

After graduating high school, Kim had her choice of universities to attend. Although initially interested in studying abroad, most of those schools would not support her heroic efforts due to various factors. Also realizing she'd occasionally still need advice from her family, she enrolled in the University of Denver, with a major in the liberal arts.

Kim is currently living with her boyfriend and long-time adventuring partner, Ron Stoppable, and continues to face enemies, old and new alike (see *Stoppable*, *Ron*).

Kim's first recorded actions after graduating high school had her assisting Dr. Bruce Banner when her arch-nemesis, Doctor Drakken, and his partner Shego stole technology from the Banner's enemy, the Leader (see *Doctor Drakken*; *Hulk*; *Leader*; *Shego*). Since then she has assisted many others in the superhero community, including for a short time mentoring Captain America's high school protege, Rikki Buchanan (see *Bucky*; *Captain America*).

Age: 20.

Height: 5' 6".

Weight: 120 lbs.

Eyes: Green.

Hair: Red.

Uniform: None.

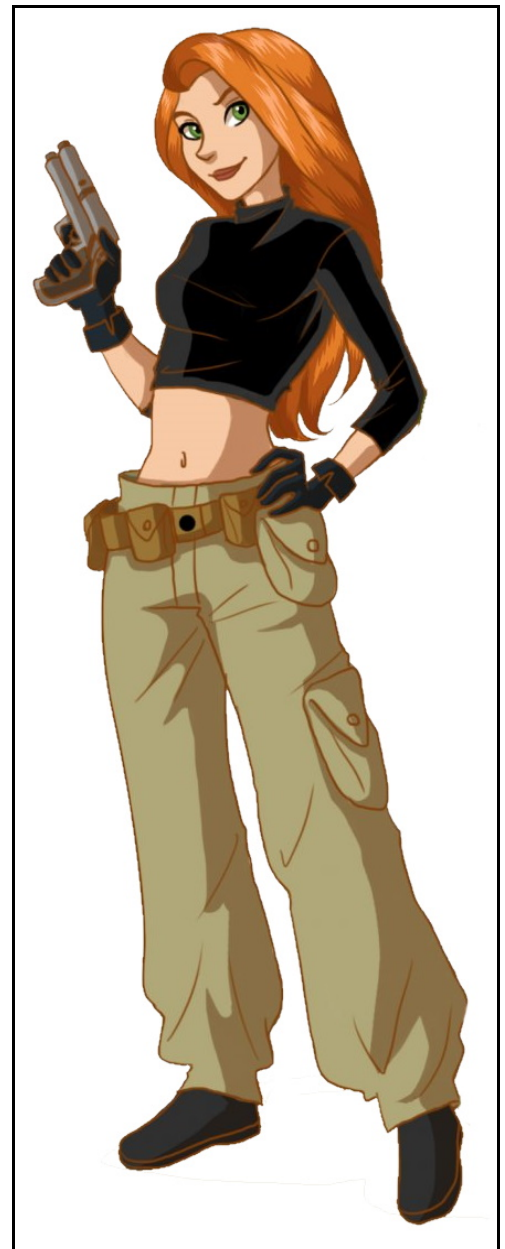
Strength Level: Kim possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: None.

Other Abilities: Kim Possible is a gymnast and all-around athlete exceeding Olympic level with a quick mind. She has trained in several martial arts, including karate, jujitsu, aikido, and shaolin kung fu. She is also a polyglot, speaking many languages from all over the world, including a few obscure ones. She is a strong swimmer and scuba diver, a skilled pilot, driver, and boater, and skilled parachutist. In addition, she is very good with children and has a clear, strong singing voice.

Paraphernalia: Kim possesses a number of gadgets devised by Wade and/or her brothers. Her most commonly used gadgets are a grappling hook gun, rocket-assisted roller blades, and a jet pack with expanding wings and automatic deploying helmet.

Allies: Kim has a worldwide network of contacts from folks she has helped in the past, who she can occasionally call upon to grant her rides to exotic locations or to give her additional information for a case.



777 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 7.50 [0]
DX: 15 [100] **Will:** 12 [0] **Move:** 7 [0]
IQ: 12 [40] **Per:** 14 [10]
HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.
Dodge: 13 **Parry:** 15 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Ambidexterity [5]; Appearance (Attractive) [4]; Born Entertainer 2 [10]; Combat Reflexes [15]; Contact Group (Network of Ride-Givers/Information Brokers; Effective Skill-15; Usually Reliable) (12) [40]; Daredevil 2 [30]; Double-Jointed [15]; Driver's Reflexes 4 [20]; Enhanced Dodge 2 [30]; Enhanced Parry (All Parries) 2 [20]; Extra Attack 1 [25]; High Pain Threshold [10]; Less Sleep 1 [2]; Natural Athlete 4 [40]; Omnilingual [40]; Perfect Balance [15]; Reputation (Public Hero) 3 (All the Time; Almost Everyone) [15]; Status +1 [5]; Superior Equilibrioception 4 [20]; Versatile [5]; Very Fit [15]; Voice [10]; Wealth (Comfortable) [10].

Perks: Style Familiarity (Aikijutsu) [1]; Style Familiarity (Jujutsu) [1]; Style Familiarity (Karate – Te) [1]; Style Familiarity (Shaolin Kung Fu) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Sense of Duty (Everyone) [-20]; White Knight Syndrome (9) [-22]; Workaholic [-5].

Quirks: Catch Phrase ("What's the sitch?") [-1]; Confident [-1]; Humble ("No big.") [-1]; Perfectionist [-1]; Trivial Secret (Collects Cuddle-Buddy Plushies) [-1].

Skills: Acrobatics (H) DX+10 [20] – 25*†‡§; Climbing (A) DX+10 [0] – 25*†‡§; Current Affairs/TL8 (Headline News) IQ+0 [1] – 12; Current Affairs/TL8 (Politics) IQ+0 [1] – 12; Current Affairs/TL8 (Travel) IQ+0 [1] – 12; Dancing (A) DX+2 [2] – 17#; Diplomacy (H) IQ+1 [2] – 13¥; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+0 [1] – 15; Geography/TL8 (Political) (H) IQ+1 [8] – 13; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 16; Hiking (A) DX+5 [2] – 20*¶; Judo (H) DX+3 [16] – 18; Jumping (E) DX+5 [1] – 20*¶; Karate (H) DX+3 [16] – 18; Leadership (A) IQ+0 [2] – 12; Meditation (H) Will-2 [1] – 10; Mimicry (Animal Sounds) (H) IQ+1 [2] – 13¥; Mimicry (Bird Calls) (H) IQ+1 [2] – 13¥; Move! (WC) DX+0 [24] – 15; Observation (A) Per+1 [4] – 15; Parachuting/TL8 (E) DX+5 [2] – 20‡; Research/TL8 (A) IQ+0 [2] – 12; Riding (Equines) (A) DX+1 [4] – 16; Running (A) HT+5 [2] – 20*¶; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Scuba/TL8 (A) IQ+1 [4] – 13; Sex Appeal (Human) (A) HT+2 [1] – 17¥□; Singing (E) HT+4 [1] – 19#¥; Skating (H) HT+5 [4] – 20*¶; Skiing (H) HT+5 [4] – 20*¶; Smuggling (A) IQ+0 [2] – 12; Speed-Reading (A) IQ+0 [2] – 12; Sports (Cheerleading) (A) DX+5 [4] – 20¶; Staff (A) DX+1 [4] – 16; Swimming (E) HT+5 [1] – 20*¶; Throwing (A) DX+5 [4] – 20¶; Tracking (A) Per+0 [2] – 14; Weather Sense (A) IQ+0 [2] – 12; Wheel Man! (WC) DX+0 [24] – 15£; Wrestling (A) DX+3 [12] – 18.

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

* Upgraded from Move!.

† Includes +4 from Superior Equilibrioception.

‡ Includes +1 from Perfect Balance.

§ Includes +5 from Double-Jointed.

Includes +2 from Born Entertainer.

¥ Includes +2 from Voice.

¶ Includes +4 from Natural Athlete.

□ Includes +1 from Appearance.

£ Conditional +4 from Driver's Reflexes.

Role-Playing Notes:

Kim is a classic Type A personality, driven to excel at whatever she puts her mind to, with an edge of bossiness. The family motto, "Anything is possible for a Possible", is exemplified in her, though she channels it into athletics and other physical activities, rather than science and medicine like the rest of her family. She has a caring heart, which leads her to want to help and protect people.

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	15	–	–	12	
–	Karate Kick	1d+1 cr	C, 1	n/a	–	–	12	

Real Name: Kevin Green.

Occupation: Junior high school student, part-time superhero.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor, on Earth-Reboot, Earth-93060, and Earth-95050.

Other Aliases: None.

Place of Birth: Los Angeles, California, of Earth-93060.

Marital Status: Single.

Known Relatives: Russell Green (father); Ruth Green (mother); Judy Glick (maternal aunt); Primevil (discarded "Prime-body" husk given artificial life); Elvia Swensen (alias Elven; unofficial sister); Duey (unofficial self-proclaimed older brother).

Group Affiliation: Xavier Institute student body; former member of UltraForce of Earth-93060 and Earth-95050, former partner of Turbocharge and Phade of Earth-95050.

Base of Operations: Xavier Institute for Gifted Youngsters, Salem Center, New York, Earth-Reboot. Formerly Canoga Park, Los Angeles, California; New York City, New York; and Washington, DC, all of Earth-93060 and Earth-95050.

First Historical Appearance: PRIME #1 (June 1993).

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: Fifteen years ago on another Earth in the multiverse, Russell and Ruth Green wanted to have children but proved unable to conceive naturally. At the time, biochemist Russell Green was involved in a secret military project to produce super-soldiers (called "ultras" in that universe). Attached to the project was Dr. Vincent Gross, a geneticist and (at the time) fertility doctor experimenting with growing ultras in the wombs of women using a genetic retrovirus obtained from one of the realms of the extradimensional Godwheel (a realm where magic and science worked in tandem on a relatively flat land mass nearly a dozen astronomical units in radius orbiting a binary star, yet with normal Earth-like gravity and atmosphere throughout). Nine months later, Kevin was born, a seemingly normal infant.

Dr. Gross's experiments were deemed failures, and he eventually lost track of most of them. Unknown to everyone at the time, Kevin was one of a handful of successes.

His powers manifested at puberty; after turning thirteen, one night he suffered intense stomach aches and a fever. Later that night, as he laid in bed half-asleep, he transformed for the first time into his first Prime-body, which promptly dissolved into a semi-solid state. Kevin thought he'd dreamed it all, until he found the empty skin remains on the floor, which, fearing he'd be unable to explain it to his parents, he discreetly disposed of by cutting it up and flushing it down the toilet. Several days later, he witnessed his school's gym coach molesting one of the girls in his class, prompting him to manifest another Prime-body, this one in a subconscious version of his ideal superhero (unknown to him at the time, using his father's face as a template).

As Prime, Kevin became an instant celebrity in and around his native Los Angeles, albeit a controversial one. Many of his initial actions were perceived by the public as being predatory or stalkerish to the teenagers of the city, particularly one he had feelings for, his classmate Kelly Cantrell. Determined to figure out why this seeming adult was romantically interested in her, Kelly pieced together the various clues Prime and others had dropped, and rightly determined that Prime and Kevin were the same person. At the same time, Kevin inadvertently revealed his identity as Prime to his father by landing on a neighbor's car as his Prime-body broke down in front of the older man. Russell covered for Kevin for a time, but was injured during an altercation between Prime and one of his enemies.



Dr. Gross, meanwhile, came out of hiding in order to capture Prime, and also made an attempt on the sorceress Mantra, mistakenly believing her to be one of his "children" (see *Mantra*).

Kevin was then tricked by Col. Samuels, the US Army officer who was previously in charge of Dr. Gross's project, to work for the Army as Prime in first a mission to the moon and then with clearing peaceful protesters from a nuclear warhead storage site when one of the warheads went active (Samuels told Prime the protesters were terrorists, hoping to spark a violent response). At the same time, Russell Green hired the mercenary ultra Warstrike to free Kevin from Samuels, not telling Warstrike that Kevin was Prime. Warstrike made an impression on Kevin, who manifested an "edgier" Prime-body (subsequently known as the Rogue Prime), with an attitude to match. At the same time, one of his bags with Kevin's clothes in it was discovered by the press, leading to much speculation and mud-slinging at Prime.

Kevin's family eventually fell apart: his father disappeared, tracking down Dr. Gross's secrets, and his mother became wary of both Kevin's new attitude and numerous days-long disappearances; she feared Kevin had taken to doing drugs. At the same time, Kevin as Prime became a founding member of UltraForce, but soon quit the team in a teenage temper tantrum. A subsequent encounter with Dr. Gross and UltraForce's leader, veteran ultra-hero Hardcase, made Kevin realize how juvenile he'd been acting as Prime. Kevin manifested a newer Prime-body, one closer to but more mature than his original form; this new body also came with a newer, more mature heroic attitude.

At this time, Prime met another of Dr. Gross's "children", who called herself Elven; Elven believed herself to be magic, not science, and because of issues of abuse from her father was distrustful of men in general (see *Elven*). It took a while for Elven to trust Prime, but eventually grudgingly accepted him as a would-be brother.

His mother later moved across the country to New York City, believing Prime to be the cause of Kevin's many disappearances while not aware that Kevin was Prime. A few weeks later, Kevin finally revealed to his mother and his aunt, whose place they were staying at, that he and Prime were one and the same. At the same time, his press issues were solved when teenage ultra-speedster Turbocharge became Prime's newest partner, and claimed the bags of teen clothes Prime left behind were his. On top of this, during the holiday season his father came back into their lives, leading Prime to one of Dr. Gross's old labs. Russell and Ruth attempted to restore their marriage, but it was clear there was a rocky road ahead.

Eventually, Ruth Green was offered a position in Washington, D.C., where Prime was welcomed by the President, and another ultra, Phade, attempted to become his partner, to Turbocharge's chagrin. (Neither Turbocharge nor Phade knew Prime's true age.)

Prime, Phade, and Turbocharge then joined forces with Elven to save four of Dr. Gross's other "children" when the source of his genetic knowledge came to light. Dr. Gross and his assistant Duey, who considered Gross as his father and Prime his brother, had previously been brought to the Godwheel by Gross's benefactors, an assemblage of alien species who had in ages past developed Prime-bodies of their own to emulate their seemingly human gods, and held their original bodies to be repulsive. Unfortunately, the aliens' Prime-bodies were lasting less and less time, and required Dr. Gross's work – specifically Prime – to stabilize themselves. As the others were considered "flawed" by their people's standards, the other "Gross children", including Duey, were scheduled for termination and incineration. Prime and Turbocharge managed to convince the aliens to accept themselves and rebuild their society; Dr. Gross and Duey were last seen on the Godwheel as the others returned to Earth.

Not long after, Prime and Elven were recruited by Mantra to help save Mantra's children from the evil sorceress Necromantra (see *Necromantra*). During the encounter, a dimensional rift opened up, plunging everyone present into interdimensional space. This led to them landing on an altogether different Earth and a confrontation with that Earth's Sorcerer Supreme, Doctor Stephen Strange, and his allies Clea and Wong (see *Clea*; *Doctor Strange*; *Wong*). Facing overwhelming mystic odds, Necromantra fled. Now trapped on this new Earth, one like and yet unlike their own, Prime asked Dr. Strange to help them settle in; at Strange's recommendation, Kevin and Elven's alternate identity, Elvia Swensen, were enrolled at the Xavier Institute for Gifted Youngsters, a school for teenage superhumans in Salem Center, New York, just north of New York City, while Mantra and her children settled back in Los Angeles (see *Xavier Institute*).

Prime soon made a name for himself as a superhero in New York City in-between his classes at the Institute, and has recently met and received guidance from Captain America and Spider-Man over what it means to be a hero (see *Captain America*; *Spider-Man*). Over the past summer, several of his Institute classmates have "sidekicked" for him. He was one of those heroes who was inside the energy dome when the Zodiac Cartel formed it over Manhattan, and was instrumental in keeping the public from panicking.

Age: 14; as Prime, appears 25.

Height: 5' 4" (Kevin); 7' 6" (Prime).

Weight: 100 lbs (Kevin); 700 lbs. (Prime)

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: When cut or shot as Prime, he "bleeds" a green ichor.

Uniform: As a student of the Xavier Institute, he trains while wearing the black bodysuit with red and black circle-X shoulder pads, yellow boots, and yellow belt with a rectangular red buckle styled with a black X that are standard issue to students. As Prime, he appears to wear a sleeveless metallic gold chest covering with a stylized red "P", red leggings, metallic gold belt, red gloves with metallic gold bracers, metallic gold boots, and a red cape (unknown to most, these are actually extensions of his body's additional biomass).

Strength Level: Kevin Green possesses the normal human strength of a teenager of his age, height, and build who engages in moderate regular exercise. As Prime, his strength is superhuman; his exhibited strength puts him in the Class 400 range, able to lift (press) over 400 tons under optimum conditions. His strength wavers based on his emotional state; when exhausted or lacking in confidence, his strength decreases.

Known Superhuman Powers: A result of Doc Gross's experiments in the womb, Kevin is able to produce an organic biomass shell around him, greatly increasing his strength, speed, agility, reflexes, endurance, and durability to superhuman levels. The form he takes

as Prime is inspired by many of the superheroes in comics that he read and cartoons he watched in his world; until recently he lacked conscious control over what his prime-body looked like, and in many ways it has always been directed by his subconscious (for example, Kevin subconsciously patterned Prime's face after his father's). His running speed is such that he has been clocked at over 300 miles per hour; when flying, he has broken the sound barrier, making a transcontinental flight from New York to Los Angeles in a little under an hour (after accounting for a pit-stop in the Midwest). When equipped with air tanks inside his Prime body, he was able to fly to the moon under his own power in a matter of hours. He has survived having his Prime-body's head being blown off, since his mind remains in his main body in Prime's chest; it is unlikely he could survive an internal chest explosion.

Prime's body relies on his confidence and emotional state; he has managed to retain his Prime form for up to two days straight before exhaustion causes it to break down. When the body breaks down, it becomes a pile of gelatinous green goo, which Kevin has to claw his way out of or risk suffocation. It generally takes several hours of rest to generate a new Prime-body, and if he's not properly rested creating a new body causes him pain during the transformation. He can cause the Prime-body to break down at will; an early cancellation of the Prime-body can reduce the time he needs to generate a new one.

As Prime, he is also able to generate bolts of energy from his hands or eyes; Xavier has theorized that Prime can produce this energy from his chest and legs as well, though the use of hands and eyes comes more naturally to Kevin. This energy usually takes the form of concussive energy, but with training he has been able alter his eye beams to act more like lasers. Prime doesn't use this power very often, as it drains his Prime-body's energy quickly.

Other Abilities: Kevin is still young; despite that, he has been coached in hand to hand combat by several veteran ultras of his home timeline.

Kevin Green

points

ST: 9 [-10] **HP:** 9 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 12 [5] **Move:** 6 [5]
IQ: 11 [20] **Per:** 12 [5]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

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

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

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [5]; Per 12 [5]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 6 [5]; Dodge 9.

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

Cultural Familiarities: Western [0].

Advantages: Combat Reflexes [15].

Perks: Compact Frame [1]; Dabbler (Biology or Chemistry or Physics or Physiology def+1, History def+1, Housekeeping def+1, Literature def+1, Mathematics (Pure) def+1, Mathematics (Applied) def+1, Research def+1, Writing def+1) [1]

Disadvantages: Code of Honor (Hero's) [-10]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Secret Identity (Utter Rejection) [-10]; Social Stigma (Minor) [-5]; Wealth (Struggling) [-10].

Quirks: Devout Jew [-1]; Distractible [-1]; Habit (Bad "Prime" Puns) [-1]; Idolizes Superheroes [-1]; Super-Nervous When Adult Women Hit On Him-as-Prime [-1].

Skills: Aerobatics (H) DX+0 [4] – 11; Area Knowledge (Los Angeles) (E) IQ+0 [1] – 11; Area Knowledge (New York City) (E) IQ+0 [1] – 11; Brawling (E) DX+1 [2] – 12; Carousing (E) HT+1 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Flight (A) HT+1 [4] – 12; Forced Entry (E) DX+1 [2] – 12; Innate Attack (Beam) (E) DX+1 [2] – 12; Lifting (A) HT-1 [1] – 10; Lip Reading (A) Per+0 [2] – 12; Mind Block (A) Will+0 [2] – 12; Navigation/TL8 (Land) IQ+0 [1] – 11; Observation (A) Per+0 [2] – 12; Running (A) HT+0 [2] – 11; Shadowing (A) IQ+1 [4] – 12; Sports (Baseball) (A) DX-1 [1] – 10; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 11; Throwing (A) DX-1 [1] – 10; Typing (E) DX+0 [1] – 11; Urban Survival (A) Per-1 [1] – 11; Weather Sense (A) IQ-1 [1] – 10; Wrestling (A) DX+1 [4] – 12.

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

Prime (as a standalone character)

points

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:** 0

Dmg: **BL:**

Dodge: **Parry:** **DR:**

IT: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 [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Prime (as Alternate Form)

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Language Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Skill Adjustments:

Role-Playing Notes:

Kevin is still learning what it means to be a hero; thankfully, he has overcome his "darker and edgier" phase, and looks back on that phase with regrets. In combat, he'll always make "Prime" puns.

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	–	–		

Design Notes:

1. Earth-95050 diverged from Earth-93060/the Malibu Ultraverse just prior to the *Black September* event. In *UltraForce* v1 #8 (cover date May 1995), Dane Whitman/Black Knight crossed over from the mainstream Marvel Universe (Earth-616) to the Ultraverse. Earth-93050 is my personal designation for the Ultraverse that diverged when the Black Knight never appeared and *Black September* never happened. (Thor's and Loki's appearances in the *Godwheel* crossover are more likely to be the diverging point, but the Black Knight's appearance is the more notable point of divergence on Earth proper. That said, the Thor and Loki appearances can easily be chalked up to Ultraverse counterparts native to the Godwheel rather than the Earth-616 versions depicted.)
2. Prime's history described above covers the bulk of his history as relayed in *Prime* v1 (1993), *Prime: Gross and Disgusting* (1994), *Power of Prime* (1995), and the first seven issues of *UltraForce* v1 (1994). Apologies if some details got messed up in the timeline.
3. Kevin's Wealth level of Struggling indicates the standard monthly spending allowance from the Xavier Institute's scholarships for "refugee students"; in his native Ultraverse, he likely has Average Wealth.

Real Name: Primus.

Occupation: Presently unknown; formerly a pawn of a few professional criminals and subversives.

Identity: Primus does not use a dual identity; his existence is known to the authorities but not the general public.

Legal Status: Property of Advanced Idea Mechanics; has obtained paperwork to establish "James Primus" as a naturalized citizen of the United States with no criminal record.

Other Aliases: James Primus.

Place of Creation: An AIM facility in northern New Jersey.

Marital Status: Inapplicable.

Known Relatives: Inapplicable.

Group Affiliation: Occasional ally of Baron Zemo and the Mad Thinker.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Primus is the creation of noted scientist Arnim Zola, founder and leader of AIM, created from living tissue and given both the ability to think creatively and – either by accident or design – a greater amount of free will than most of Zola's other creations (see *AIM*; *Zola*, *Dr. Arnim*).

At first, Zola planned to use Primus to impersonate Nick Fury, an agent of the CIA who had clashed with AIM forces in the past, in order to lure Captain America, who Fury had recently worked with and who the Captain trusted, into a trap (see *Captain America*; *Fury*, *Nick*). However, Primus's childlike curiosity got the better of it and it started to question – some might even say 'pester' – Zola about not only details of the plan that didn't pertain to its role but also the reasoning behind the trap. Zola, however, did not feel inclined to share, and instead ordered Primus to "shut up and go away!"

Primus left the complex where it had been created, and soon came across Baron Zemo, who was looking to form an alliance with Dr. Zola and AIM against Captain America. Taking the appearance and mimicking the voice and mannerisms of Dr. Zola, Primus assisted the Baron against the Captain, until the truth came out. Taking pity on Primus, in whom he saw a potentially noble spirit, Captain America talked it down, convincing it that Zemo did not have its best interests in mind. Primus then left the area, taking on a more generic male human appearance and deciding to take the name "James Primus" to learn more about humanity and his place in it.

Primus was later seen working with the Mad Thinker, gathering information on the X-Men, though his later activities remain unknown (see *Mad Thinker*; *X-Men*).

Age: 1.

Height: Variable, prefers to stay 6' 4".

Weight: 350 lbs.

Eyes: Variable, usually brown.

Hair: Variable, originally none.

Skin: Chalk white, can alter to any color.

Uniform: None.

Strength Level: Primus possesses superhuman strength enabling him to lift (press) up to five tons.

Known Superhuman Powers: Primus was designed as a metamorph, who possesses the ability to alter his height, proportions, shape, and facial features into any form he desires. Regardless of the shape he takes, his mass remains the same.

His unique bio-android form possesses superhuman strength and resilience. He is able to harden his skin to rock-like consistency, while his malleable form is able to deflect bullets and energy blasts, or allow them to pass harmlessly through him.



1,294 points

ST: 25/86 [60*] **HP:** 25 [0] **Speed:** 6.50 [0]

DX: 12 [40] **Will:** 12 [5] **Move:** 6 [0]

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

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

Dmg: 2d+2/5d-1 (10d/12d) **BL:** 125 lbs. (1,479 lbs.)

Dodge: 10 **Parry:** 9 **DR:** 45*

IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: AI (Not Reprogrammable) [42]; Alternate Identity (Legal) [5]; Ambidexterity [5]; Body Alteration Talent 4 [20]; Combat Reflexes [15]; Constriction Attack [15]; Damage Resistance 45 (Flexible, -20%) [180]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Extra Arms 4 (Extra-Flexible, +50%; Long +1, +100%; Switchable, +10%) [104]; Extra-Flexible Arms (Switchable, +10%) [11]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /10) [150]; Mimicry (Voice Library, +50%) [15]; Morph (Active Change, +20%; Cosmetic, -50%; Mass Conservation, -20%; Unlimited, +50%; Alternative Ability, ×1/5) [20]; Regeneration (Regular: 1 HP/hr) [25]; Regrowth [40]; Stretching 2 [12]; Striker (Crushing; Limb) (Alternative Attack, ×1/5) [1]; Striker (Cutting; Limb) (Alternative Attack, ×1/5) [2]; Striker (Impaling; Limb) (Alternative Attack, ×1/5) [2]; Super ST +9/+70 [360]; Telecommunications (Cable Jack) [5]; Telecommunications (Radio) [10].

Perks: Striking Surface (Switchable) [1].

Disadvantages: Curious (9) [-7]; Gullibility (12) [-10]; Pacifism (Reluctant Killer) [-5]; Unusual Biochemistry [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Distractible [-1]; Literal-Minded Tangents [-1]; Responsive [-1]; TV Junkie [-1].

Skills: Acting (A) IQ+1 [4] – 12; Camouflage (E) IQ+1 [2] – 12; Disguise/TL8 (Human) (A) IQ+3 [1] – 14†; Forced Entry (E) DX+0 [1] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Lip Reading (A) Per-1 [1] – 13; Lockpicking/TL8 (A) IQ+1 [4] – 14; Mimicry (Speech) (H) IQ+1 [8] – 12; Observation (A) Per-1 [1] – 13; Search (A) Per-1 [1] – 13; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 13.

Techniques: Impersonate (Mimicry (Speech)) (A) def+3 [3] – 12.

Features: Sterile [0].

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

* Includes +9/+70 from Super ST.

† Includes +4 from Body Alteration Talent.

Role-Playing Notes:

Primus is in many ways a still a child, reacting to the world with a sense of wonder and a still developing moral compass. At present, he is seeking out his place in the world. If he was to gain a good mentor, it is possible he could one day join a team such as the Avengers; lacking that, or worse under the influence of men like Baron Zemo or Doctor Doom, he could possibly become a veritable menace to the world.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

PSYCHO-MAN

Villain

Real Name: Unrevealed.

Occupation: Former technologist, now renegade scientist.

Identity: Secret on Earth; known to the authorities of Zebulon.

Legal Status: Exiled citizen of Zebulon with a criminal record; would be considered an illegal alien on Earth.

Other Aliases: None.

Place of Birth: City of Nef, planet of Zebulon, Microverse.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Molecule Man.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The man now known as the Psycho-Man was born in the extradimensional realm known to Earth as the Microverse, on the planet Zebulon (see *Microverse*). The future Psycho-Man was a genius in the heretofore unexplored field of psychotronics, but found that his work was often being suppressed by politicians in the Alliance, the main interplanetary government of Zebulon's star system. When he attempted to protest this treatment of his work, he was told that his work had no practical applications. Several weeks later, he was fired from his post and all of his work confiscated and reportedly destroyed by Alliance officials.

Upset at this treatment, he fled Zebulon to one of the system's outer space stations, where he used the technology there along with the notes he was able to recover to create his first psychemagnetron. Using this development, he goaded the station's technicians to develop a series of humanoid-piloted combat robots equipped with psychemagnetrons installed, planning for the eventual conquest of the Alliance, replacing it with a technocracy, with him in charge. It was apparently at this time he started to call himself the Psycho-Man.

The Psycho-Man discovered an unlikely ally in the Molecule Man, who had been exiled to the Microverse by Reed Richards of the Fantastic Four (see *Fantastic Four*; *Mister Fantastic*; *Molecule Man*). The Molecule Man convinced the Psycho-Man to lure the Fantastic Four to the Microverse, where the two attempted to turn the Four against each other. Upon their failure, the Psycho-Man was turned over to the authorities on Zebulon.

It is not known how the Psycho-Man escaped from the Alliance, but he was later spotted bringing one of his advanced combat robots to Earth. Now at a height of just under a foot tall (though whether this was a conscious choice or a side-effect of the transit from the Microverse is unknown), with his combat robot standing six and a half feet tall, he has begun plotting the destruction of the Fantastic Four. How he intends to do this is at present unknown.

Age: 37 (Earth equivalent).

Height: 5' 9" (in the Microverse); 11" (on Earth).

Weight: 175 lbs. (in the Microverse); 7.13 oz (on Earth).

Eyes: Brown.

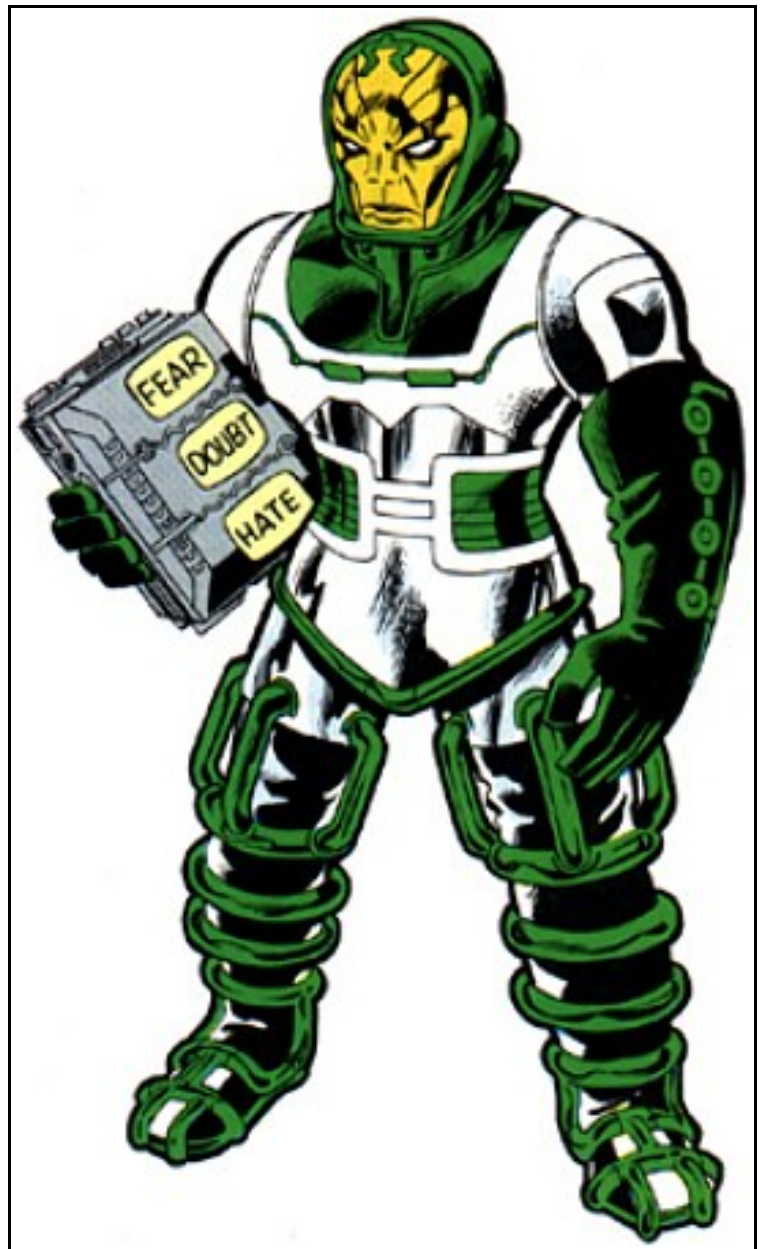
Hair: Black.

Uniform: Metallic white body armor with green trim, green gloves, and black boots. The combat robot possesses the same color scheme.

Strength Level: On his native Zebulon, the Psycho-Man possesses the normal human strength of a man his age, height, and build who engages in regular exercise. On Earth, he possesses the proportionate strength of a humanoid of his build and adjusted height, which enables him to bench-press roughly six and a half pounds. His combat robot presumably has suitable strength to engage the Thing in combat (see *Thing*).

Known Superhuman Powers: None.

Other Abilities: The Psycho-Man is skilled in many scientific fields, but is best known for his work in psychotronics, technologies related to psionic abilities.



Weapons and Paraphernalia: The Psycho-Man's primary weapon is what he calls a psychomagnetron, a device which can create and amplify various emotions in humans and those with similarly advanced brains. The primary settings on the psychomagnetron induce and amplify feelings of fear, rage, doubt, and hate, though he has been known to use a setting which can suppress violent emotions with feelings of peace and tranquility.

The combat robot he pilots stands six and a half feet tall on Earth, and he has adapted it to possess a humanoid face for operations on Earth. This combat robot carries a giant mock-up of a psychomagnetron with settings displayed for "Fear", "Doubt", and "Hate"; in reality, a psychomagnetron with more than just those three settings is built into the robot's head. The robot is durable enough to withstand a few blows from the Thing before suffering significant damage. The Psycho-Man's cockpit is embedded in the robot's chest, not the head, as that is the best-protected area.

In addition, the Psycho-Man has made extensive use of a universal translator common in his native world.

2,031 points

ST: 10 [0]; **HP:** 10 [0] **Speed:** 5.00 [0]
DX: 10 [0] **Will:** 13 [0] **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:** 9 **DR:** 0

Languages: English (Broken) [2]; Zebulonian (Native) (Native Language) [0].

Cultural Familiarities: Microverse (Native) [0].

Advantages: Alternate Form (Combat Robot) (Difference in Point Cost: 2,005 pts; Accessibility: Only While On Earth, -20%; Non-Reciprocal Damage, +50%) [1,825]; Alternate Form (Micro-Sized) (Accessibility: Only While On Earth, -20%) [12]; High Manual Dexterity 3 [15]; High TL 2 [10]; Psychotronicist 3 [15]; Wealth (Wealthy) [20].

Perks: Efficient (Electronics Repair (Psychotronics)) [1]; Energizer [1]; Off-Screen Reload [1].

Disadvantages: Callous [-5]; Compulsive Scheming (12) [-10]; Jealousy [-10]; Low Pain Threshold [-10]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Status 0 [-5*].

Quirks: CRS (Can't Remember Minor Details) [-1]; Imaginative [-1]; Mild OCD [-1]; Never Smiles [-1]; No Sex Drive [-1].

Skills: Administration (A) IQ-1 [1] - 13; Beam Weapons/TL10 (Pistol) (E) DX+0 [1] - 10; Beam Weapons/TL10 (Projector) (E) DX+2 [4] - 12; Brawling (E) DX+2 [4] - 12; Current Affairs/TL10 (Science & Technology) (E) IQ+0 [1] - 14; Driving/TL10 (Mecha) (A) DX+2 [8] - 12; Electronics Operation/TL10 (Psychotronics) (A) IQ+6 [12] - 20†; Electronics Repair/TL10 (Psychotronics) (A) IQ+6 [11] - 20†‡; Engineer/TL10 (Psychotronics) (H) IQ+6 [16] - 20†; Expert Skill (Psionics) (H) IQ+6 [16] - 20†; Gunner/TL10 (Beams) (E) DX+2 [4] - 12; Intimidation (A) Will+0 [2] - 14; Mathematics/TL10 (Applied) (H) IQ+0 [3] - 14‡; Piloting/TL10 (Vertol) (A) DX+0 [2] - 10; Psychologist! (WC) IQ+0 [24] - 14; Science! (WC) IQ+0 [24] - 14.

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

* Includes +1 to Status from Wealth.

† Includes +3 from Psychotronicist.

‡ Defaulted from Engineer (Psychotronics).

BRAWLING

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

Alternate Form: Micro-Sized

-90 points

Attribute Adjustments: ST -8 [-80];

Secondary Characteristic Adjustments: SM -4; Basic Move -4 [-20].

Advantages: Catfall [10].

BRAWLING

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

Alternate Form: Combat Robot

2,005 points

Attribute Adjustments: ST +150 [1500]; DX +2 [40]; HT +2 [20].

Advantages: Damage Resistance 45 [225]; Machine [25]; Mind Control (Area Effect: 64 yds radius, +300%; Emotion Control, -50%; Superscience, -10%) [170]; Radiation Tolerance (PF 50) [25]; Sealed [15]; Vacuum Support [5].

Disadvantages: Electrical [-20].

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	–	–		

Role-Playing Notes:

Psycho-Man revels in the power he gains from his machines. He has a cruel sadistic streak that is at its worst when his victim is completely helpless. He only directly confronts a foe when he feels he is in an unbeatable position.

Design Notes:

- Follow my math on this for his micro-sized ST and Weight:
 11 inches = 0.9167 feet = 0.3056 yards
 Growth/Shrink ST = $5 * (\text{height in yards})$ (p. B58).
 $ST = 5 * 0.3056 = 1.5278$, round up to 2 for the Alternate Form.
 $ST = 2 * \text{CUBEROOT}(\text{Weight})$ (*Update*, p. 3)
 $\text{Weight} = (ST/2)^3$
 $\text{Weight} = (1.5278/2)^3$
 $(1.5278/2)^3 = 0.4458 \text{ lbs.} = 7.1328 \text{ oz.}$

PUNISHER

Anti-Hero

Real Name: Franklin Castle.

Occupation: Vigilante; former police officer, former soldier.

Identity: Publicly known.

Legal Status: Citizen of the United States with no known criminal record, wanted for various crimes by the FBI and several state law enforcement agencies across the United States.

Other Aliases: None known.

Place of Birth: Queens, New York.

Marital Status: Widower.

Known Relatives: Wife (name unrevealed, deceased), son (name unrevealed, deceased), daughter (name unrevealed, deceased).

Group Affiliation: None; receives equipment from the international organization called the Punishers.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: In 1989, Frank Castle enlisted in the United States Marine Corps straight out of high school. When the Gulf War happened in 1990-91, his unit was one of the first sent over, and performed beyond expectations, remaining active over in Kuwait and Iraq throughout the entire war.

After twenty years of service, including a few years as a drill sergeant followed by service in later Afghanistan campaigns, Frank, now holding the rank of Gunnery Sergeant, retired from the Marines and moved with his wife and two children to Philadelphia, Pennsylvania, where he joined the city police force. In his first year on the force, he was approached by men representing one of the city's crime lords, who attempted to recruit him into their ranks. Flatly refusing their offer, Frank found his attempts to bring their boss to justice hampered by officers on the force that were already on the crime lord's payroll.

Frank made a large enough nuisance to the city's organized criminals that attempts on his life were made. The last and most disastrous was a car bomb meant to kill him but instead killed his wife and children. Following their funeral, Frank resigned from the police force, which the crime lords believed would bring his crusade to a halt.

They were wrong. Dead wrong.

One week after the funeral, Castle was visited at his home by a woman who explained that Castle's crusade and recent loss had drawn the attention of her organization. She claimed that this organization, which she left unnamed, would help provide him with the tools and support that would let him punish those who had taken his loved ones from him. She presented him with a gift as a sign of good faith: a shirt made from lightweight ballistic fabric with a white skull pattern on it.

Castle then began by walking into the mansion of the crime lord who had ordered his death and killing everyone present, save the maids and the crime lord's young son. Since then, Castle has become known in the press and law enforcement circles as the Punisher, as he has continued his crusade against organized crime by moving from city to city and killing the local crime lords, while leaving the spouses and children unharmed. It has recently been revealed that the organization supplying him is known as the Punishers, and may have leaked the name 'Punisher' to the press for Castle. Castle himself is currently unaware of the organization's name, though he has begun to investigate reports of other folks with the Punishers' trademark skull-print shirt.

Age: 40.

Height: 6' 1".

Weight: 200 lbs.

Eyes: Brown.

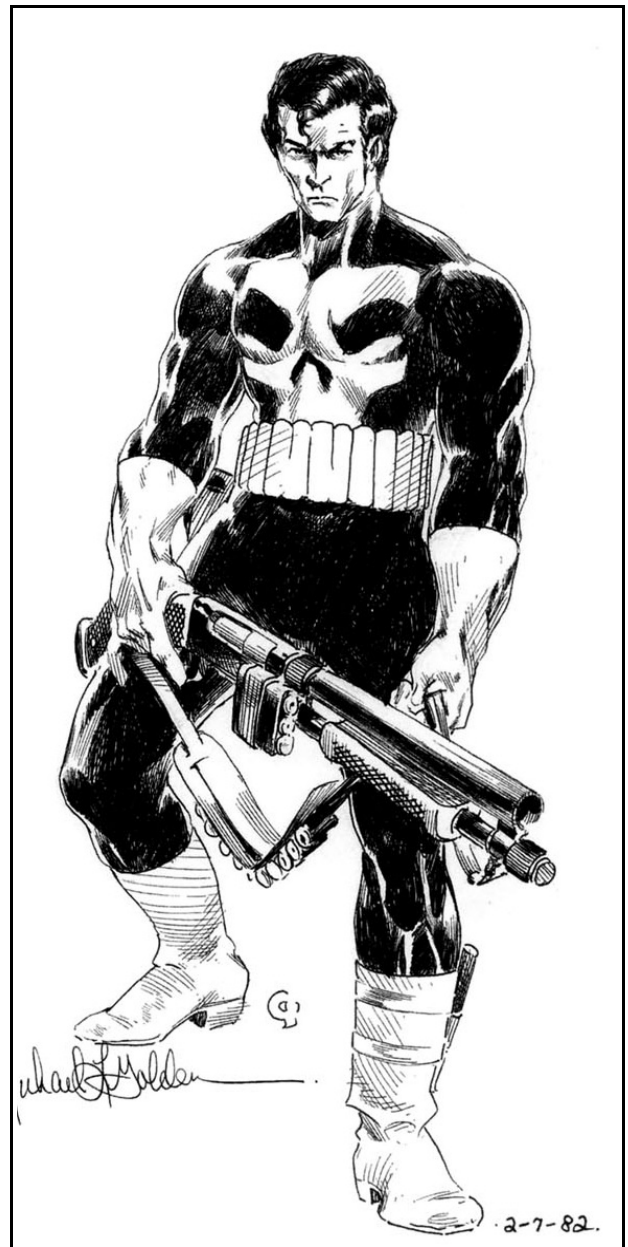
Hair: Black.

Uniform: Black bodyshirt with a white skull pattern, black pants, black belt with white buckle in the form of a skull, boots; often wears a black trenchcoat. Occasionally wears a titanium steel breastplate with the same skull pattern on it for additional protection.

Strength Level: Frank Castle 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: As a war veteran Castle possesses the typical skills of a soldier of his exceptional caliber. He is an expert marksman with all conventional weaponry and a skilled hand to hand combatant. His time in the police has honed his investigative ability.



Weapons: Frank normally carries a pair of machine pistols, a pump-action police shotgun, and a large Bowie knife. He has been known to use a wide variety of weaponry from pistols and assault rifles to anti-tank rockets, depending on the situation and what he can get his hands on.

Paraphernalia: Frank's bodyshirt is made from an advanced lightweight ballistic fabric that resembles normal cloth until it is struck by bullets, at which point it hardens. This shirt is made of the same fabric developed by AIM and Stark Industries for superhuman and police SWAT armors (see *AIM*; *Stark Industries*). The Punisher also occasionally wears a heavier ballistic fabric vest painted with the same white skull.

Vehicles: The Punisher owns a large van which operates as his mobile command center. This van has had its sides reinforced with additional armor. He also has a motorcycle he uses when the van would be too obvious.

547 points

ST: 12 [20]	HP: 15 [6]	Speed: 7.00 [5]
DX: 13 [60]	Will: 13 [5]	Move: 7 [0]
IQ: 12 [40]	Per: 14 [10]	
HT: 14 [40]	FP: 14 [0]	SM: 0

Dmg: 2d-1/3d+1 **BL:** 29 lbs.

Dodge: 12 **Parry:** 12 **DR:** 18/6* (uniform)

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

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

Advantages: Ambidexterity [5]; Born Soldier 2 [10]; Combat Reflexes [15]; Danger Sense [15]; Enhanced Dodge 1 [15]; Foresight 1 [10]; Foresight (Ambushes) 1 [5]; Gunslinger [25]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Patron (The Punishers; Equipment: No More Than Starting Wealth, +50%) (9) [30]; Resistant to Poisons/Toxins (+3) [5]; Single-Minded [5]; Striking ST +7 [35]; Temperature Tolerance 1 [1]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Wealth (Comfortable) [10].

Perks: Armorer's Gift (Rifle) [1]; Armorer's Gift (SMG) [1]; Cool Under Fire [1]; Courtesy Military Rank 2 [2]; Cross-Trained (Pistols) [1]; Cross-Trained (Rifles) [1]; Cross-Trained (SMGs) [1]; Improvised Weapons (Brawling) [1]; Infinite Ammunition (Quasi-Realistic Ammo) [1]; Off-Screen Reload [1]; Off-Hand Weapon Training (Pistols) [1]; Off-Hand Weapon Training (SMGs) [1]; One-Armed Bandit (Shotgun) [1]; Pistol-Fist [1]; Special Exercises (Striking ST +7) [7]; Style Familiarity: MCMAP [1]; Sure-Footed (Uneven) [1]; Tap-Rack-Bang (Rifle) [1]; Tap-Rack-Bang (Shotgun) [1]; Tap-Rack-Bang (SMG) [1]; Wall o' Lead (Rifle) [1]; Wall o' Lead (SMG) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Enemy (Law-Enforcement Agencies) (9) [-20]; Enemy (Organized Criminal Cartels) (12) [-40]; Obsession (Eliminate Organized Crime) (6) [-20]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5].

Quirks: Bloody Mess [-1]; Loner By Choice [-1]; Quick and Efficient [-1]; Scruffy-Looking [-1]; Stop Having Fun, Guys! [-1].

Skills: Body Language (Human) (A) Per+0 [2] – 14; Brawling (E) DX+3 [8] – 16; Breath Control (H) HT-1 [2] – 13; Camouflage (E) IQ+1 [1] – 13*; Climbing (A) DX+0 [2] – 13; Criminology/TL8 (A) IQ-1 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+2 [4] – 14; Current Affairs/TL8 (People) (E) IQ+2 [4] – 14; Detect Lies (H) Per+0 [4] – 14; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 12; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 13; Fast-Draw (Ammo) (E) DX+1 [1] – 14†; Fast-Draw (Knife) (E) DX+1 [1] – 14; First Aid/TL8 (Human) (E) IQ+3 [8] – 15; Forced Entry (E) DX+1 [2] – 14; Gunner/TL8 (Machine Gun) (E) DX+1 [2] – 14; Guns/TL8 (Grenade Launcher) (E) DX+2 [2] – 15‡; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+2 [2] – 15‡; Guns/TL8 (Light Machine Gun) (E) DX+4 [4] – 17‡; Guns/TL8 (Pistol) (E) DX+4 [4] – 17‡; Guns/TL8 (Rifle) (E) DX+5 [8] – 18‡; Guns/TL8 (Shotgun) (E) DX+5 [8] – 18‡; Guns/TL8 (Submachine Gun) (E) DX+5 [16] – 18; Hiking (A) HT+0 [2] – 14; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Intimidation (A) Will+2 [8] – 15; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Knife (E) DX+1 [2] – 14; Law (Philadelphia Criminal) (H) IQ-1 [2] – 11; Leadership (A) IQ+1 [1] – 13§; Lifting (A) HT+0 [2] – 14; Lip Reading (A) Per-1 [1] – 13; NBC Suit/TL8 (A) DX+0 [2] – 13; Observation (A) Per+0 [2] – 14; Parachuting/TL8 (E) DX+0 [1] – 13; Psychology (Human) (H) IQ+1 [8] – 13; Public Speaking (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Military) (E) IQ+3 [2] – 15§; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Scrounging (E) Per+2 [1] – 16§; Shadowing (A) IQ+1 [4] – 13; Soldier/TL8 (A) IQ+4 [8] – 16; Stealth (A) DX+1 [4] – 14; Strategy (Land) (H) IQ+0 [4] – 12; Streetwise (A) IQ+1 [4] – 13; Survival (Desert) (A) Per+0 [2] – 14; Survival (Mountain) (A) Per-1 [1] – 13; Survival (Woodlands) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+2 [4] – 14§; Teaching (A) IQ+0 [2] – 12; Throwing (A) DX+1 [4] – 14; Tracking (A) Per+0 [2] – 14; Traps/TL8 (A) IQ+1 [4] – 13; Weather Sense (A) IQ+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Double-Loading (Fast-Draw (Ammo)) (A) def+2 [2] – 14; Dual-Weapon Attack (Guns (SMG)) (H) def+4 [5] – 18; Elbow Strike (Brawling) (A) def+2 [2] – 16; Knee Strike (Brawling) (A) def+1 [1] – 16.

Starting Spending Money: \$20,000 (50% of Starting Wealth).

* Defaulted from Survival (Desert).

† Includes +1 from Combat Reflexes.

‡ Defaulted from Guns (SMG).

§ Includes +2 from Born Soldier.

Role-Playing Notes:

Frank is a man driven to avenge the deaths of his wife and children by waging a war on organized crime. He knows what he's doing is likely to be the death of him, and he knows he's gotta be at least a little messed up in the head to do what he does. He doesn't care, though, as he figures one day he'll be reunited with his loved ones.

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	–	–		

Design Notes:

1. I got some flack when writing this up for not making the Punisher a Vietnam veteran like his mainstream counterpart. Note, however, that a 'Nam veteran in 2010 would probably be pushing 70. Making him a Desert Storm veteran at least keeps him, in the time frame of the Reboot, around 40, which isn't a bad age for a veteran, although he's likely to be slowing down as age hits him.
2. The organization, the Punishers, providing Frank with his initial gear as well as additional gear and intelligence as needed, was inspired by a pic of an Asian woman cosplaying as Lynn Michaels, the "Lady Punisher". (I may one day stat her up, too.)
3. Part of me wanted to just give him Gun! (DX/WC) or condense the Guns skills to just "Light Anti-Armor Weapons", "Pistols", and "Rifles", as per the one Pyramid article. I decided not to do the latter due to not really knowing how the various Perks from **Gun-Fu** being condensed would have worked, particularly for the machine pistols.

PUPPET MASTER

Villain

Real Name: Phillip Masters (his legal name since immigrating to the United States; his birth name is unrevealed).

Occupation: Sculptor, professional criminal, former biologist.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Dragonin, Transia.

Marital Status: Widowed.

Known Relatives: Marcia (wife, deceased), Alicia (step-daughter).

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Phillip Masters was born in the small Balkan nation of Transia, which at one point was part of the nation of Yugoslavia, and spent his early childhood on the slopes of Mount Wundagore, which sits on the border between Transia, Romania, and Latveria (see *Doctor Doom*). For unknown reasons, the clay and wood from the trees found on this mountain appear to have mystical properties. As a child, Masters and his parents, ethnic Serbs, immigrated to the United States to avoid one of the many "ethnic cleansings" that were sweeping through the Balkans since the collapse of Soviet oversight; Masters brought along a sizable amount of Wundagore's clay. As a child, his cultural differences and personality made him a social outcast.

As an adult, Masters pursued a degree in biology. While in college, he met Jacob Reiss and Marcia Deaton, who became his first real friends. Reiss and Deaton soon married, and Masters was the best man at their wedding. Masters and Reiss pooled their resources after graduating to establish a small biochemical research firm. Over time, however, Masters became jealous of his friend's success at life, and came to desire everything Reiss had for himself, including Marcia and young daughter Alicia (see *Masters, Alicia*). To this end, Masters arranged for an accident to occur in the lab. Unfortunately, Marcia and Alicia happened to be visiting at the time the lab exploded, robbing Alicia of her sight and poisoning Marcia. Feeling guilty over his part in the accident, Masters married Marcia and adopted Alicia, and gave up his interest in biology to return to his first passion, sculpture. Moving to New York City, Masters opened an art studio in Greenwich Village and enrolled Alicia in schools for the blind; Marcia died of cancer a few years later.

Lost in his art, Masters recently discovered that by shaping his Wundagore clay into the form of a being, he could control their actions. As a test of this power, to see if he could force someone to do something they normally would not, he used the clay to force a cab driver to walk to his death off the Brooklyn Bridge. The cab driver was saved by the Human Torch, and could not remember anything about the incident before the Torch had saved him (see *Human Torch*). Curious about the Fantastic Four, he took control of another member of the team, the Thing, and used him to attack the rest of the team (see *Fantastic Four*; *Thing*). Alicia, however, had previously met the Thing at one of her art showings and confronted her father about his manipulation of the Thing; she was horrified to hear him refer to himself as the Puppet Master. Alicia knocked the figure of the Thing from his hand, breaking his control over the other man. Masters was arrested, but soon released due to a lack of admissible evidence.

Since then, the Puppet Master has come into conflict with the Fantastic Four on one other occasion, and has assisted them – without their knowledge – against the Dragon Man, who was then being controlled by the Wizard; the latter incident was to save Alicia's life (see *Dragon Man*; *Wizard*).

Age: 41.

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Bald; brown facial hair.

Uniform: None.

Strength Level: The Puppet Master possesses the normal human strength of a man his age, height, and build who engages in no regular exercise.

Known Superhuman Powers: All of the Puppet Master's so-called powers derive from the special magical clay collected from Mount Wundagore. This clay possesses a minute fraction of the magic of a powerful, currently unnamed demonic entity, enabling the



Puppet Master to take mental control over whoever the models look like while he holds them. (The Puppet Master himself does not attribute the clay's powers to magic but to radioactivity. However, as many biophysicists would point out, "radiation does not work like that"; any scientist who studies the clay will look for another answer, though most will reject the concept of magic.)

While holding and concentrating on the effigy in his hand, the Puppet Master is able to see and hear what his subject does, from the subject's point of view. There is apparently no limit to the range of the control.

Other Abilities: The Puppet Master is a master sculptor and a skilled, though uninspired, biologist.

Weapons: The Puppet Master has a number of models made from a clay found on Mount Wundagore in the Balkans.

134 points

ST: 9 [-10] **HP:** 9 [0] **Speed:** 4.50 [0]
DX: 9 [-20] **Will:** 15 [15] **Move:** 5 [5]
IQ: 12 [40] **Per:** 12 [0]
HT: 9 [-10] **FP:** 9 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

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

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

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

Advantages: Gifted Artist 3 [15]; High Manual Dexterity 4 [20]; Mind Control (Cosmic: Does Not Need To See Target, +50%; Gadget/Breakable: DR 0, -20%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Thief Must Win a Quick Contest of DX or ST, -30%; Link (w/ Mind Reading; Can Be Used Separately), +20%; Long-Range 2, +100%; No Memory, +10%; Preparation Required: 1 hour, -50%; Puppet, -40%; Reliable +5, +25%; Requires Concentrate, -15%; Magical, -10%) [65]; Mind Reading (Gadget/Breakable: DR 0, -20%; Gadget/Breakable: SM -5, -10%; Gadget/Can Be Stolen: Thief Must Win a Quick Contest of DX or ST, -30%; Link (w/ Mind Control, Must Be Used Together), +10%; Long-Range 2, +100%; Preparation Required: 1 hour, -50%; Sensory Only, -20%; Magical, -10%) [21].

Perks: Doodad 3 [3]; Efficient (Artist (Sculpting)) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Back (Mild) [-15]; Jealousy [-10]; Loner (12) [-5]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Alicia, stepdaughter) [-2].

Quirks: Careful [-1]; Chauvinistic [-1]; Crotchety Old Man [-1]; Delusion (Radiation is responsible for the clay's properties) [-1]; Dual Identity [-1].

Skills: Area Knowledge (Greenwich Village) (E) IQ+1 [2] – 13; Artist (Drawing) (H) IQ+2 [2] – 14*; Artist (Sculpting) (D) IQ+4 [8] – 16*; Artist (Woodworking) (H) IQ+3 [4] – 15*; Biology/TL8 (Earth) (VH) IQ+0 [8] – 12; Jeweler/TL8 (H) IQ+2 [2] – 14*; Photography/TL8 (A) IQ+2 [1] – 14*; Puppeteer (H) Will+2 [12] – 17; Sewing/TL8 (E) DX+3 [1] – 12*.

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

* Includes +3 from Gifted Artist.

Role-Playing Notes:

Masters is a lonely, bitter man who only wants what he feels is best for his adopted daughter. However, his ideas and her ideas about what is "best" for her vary significantly. Masters doesn't realize that the clay has part of the essence of a powerful demonic entity, who has been subtly influencing his thoughts.

The Puppet Master is normally encountered as a mastermind, manipulating people and events through his collection of clay models. If threatened with violence, he will attempt to escape or, should that not be an option, surrender and beg for mercy.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. The Puppeteer (Will/H) skill is the skill he uses rather than his base Will for controlling people via his puppets. The listed skill level does *not* include the Reliable +5 from the Mind Control advantage, which would normally be added on.

PYRO

Villain

Real Name: John Allerdycce.

Occupation: Terrorist, mercenary, novelist, former journalist.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Sydney, Australia.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Born and raised in Australia, Allerdycce's powers manifested at puberty but for the longest time he failed to exploit them. He worked as a journalist for a newspaper in Sydney and wrote several trashy romance novels on the side until, with the paper's shift from print to electronic format, he was let go.

At this point, it is believed he was contacted by the mutant terrorist Mystique, who was forming the Mutant Liberation Front, and believed that Allerdycce's powers would be of benefit (see *Mutant Liberation Front; Mystique*). Taking the name Pyro, Allerdycce discovered and embraced his dark side, throwing himself into the MLF's activities with sadistic glee.

Alongside the Mutant Liberation Front, Pyro has twice clashed with the superhuman adventurers known as the X-Men, and was taken into police custody both times (see *X-Men*). He was last seen escaping prison as part of the mass breakout led by the Rhino (see *Rhino*).

Age: 29.

Height: 5' 10".

Weight: 160 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Yellow bodysuit with a triangular red area covering the neck and shoulders; yellow gloves; red boots, red half-mask with mirrored corrective eye lenses.

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

Known Superhuman Powers: Pyro is a mutant with the psionic ability to control and shape ambient flames. He is unable to generate the flames himself, needing to rely on external sources, but even the flame from a lit cigarette is enough for Pyro to manipulate. He is able to manipulate fire up to almost 50 feet from him.

He is able to cause any flame in his area to grow or diminish in intensity and size. In addition, he can alter the shape of the flame at will, forming shapes like giant claws and cages.

Weapons and Paraphernalia: Pyro has wrist-mounted flamethrowers fed from a tank on his back. These flamethrowers are generally used to provide him with flame for his powers, but he can, if he chose, use them directly as a weapon. In addition, his suit is fireproofed.

860 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.75 [0]

DX: 11 [20] **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.

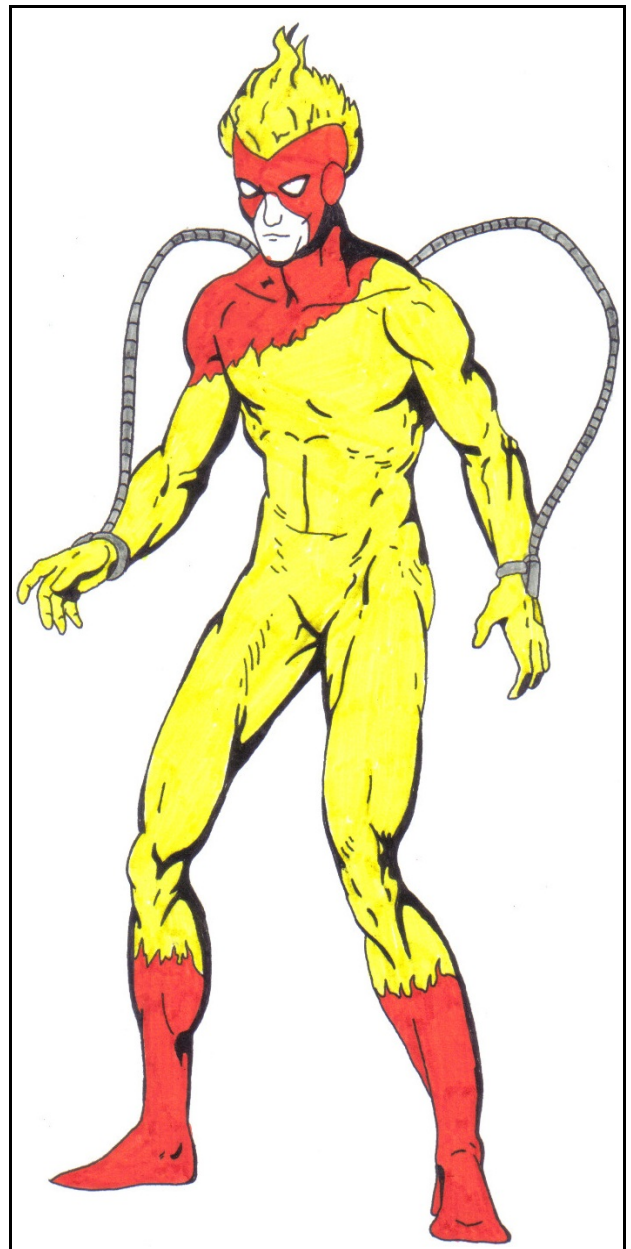
Dodge: 8 **Parry:** 8 **DR:** 12/4* (uniform)

Power Block: 10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Academic 2 [10]; Burning Attack 6d (Jet, +0%; Jet: Increased Range $\times 5$, +40%; Jet: Increased 1/2D Range $\times 2$, +5%; Variable, +5%; Mutant Psionic, -10%) [42]; Control Fire 15 (Collective, +100%; Mutant Psionic, -10%) [570]; Create Fire 15



(Destruction Only, +0%; Mutant Psionic, -10%) [135]; Fit [5]; Hard to Kill 3 [6]; Heat/Fire Talent 4 [20]; Talker 2 [10]; Temperature Tolerance 3 [3].

Perks: License (Press Pass) [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Impulsiveness (12) [-10]; Overconfidence (9) [-7]; Pyromania (9) [-7]; Sadism (9) [-22]; Social Stigma (Criminal Record) [-5].

Quirks: Dislikes Aussie Stereotypes [-1]; Dual Identity [-1]; Knuckle Cracker [-1]; No Sex Drive [-1]; Rule-Breaker [-1].

Skills: Artist (Flame-Shaping) (H) IQ+5 [8] – 16*; Current Affairs/TL8 (Headline News) (E) IQ+0 [2] – 12; Detect Lies (H) Per+1 [2] – 12†; Fast-Talk (A) IQ+3 [4] – 14‡; Innate Attack (Beam) (E) DX+3 [8] – 14; Interrogation (A) IQ+1 [4] – 12; Liquid Projector/TL8 (Flamethrower) (E) DX+3 [8] – 14; Literature (H) IQ-1 [2] – 10; Observation (A) Per+1 [4] – 12; Research/TL8 (A) IQ+2 [2] – 13‡; Savoir-Faire (High Society) (E) IQ+3 [2] – 14‡; Savoir-Faire (Police) (E) IQ+3 [2] – 14‡; Streetwise (A) IQ+0 [2] – 11; Typing (E) DX+1 [2] – 12; Writing (A) IQ+2 [2] – 13‡.

Starting Spending Money: \$2,200 (20% of Starting Wealth, minus the cost of a flamethrower).

* Includes +4 from Heat/Fire Talent.

† Includes +2 from Talker.

‡ Includes +2 from Academic.

Role-Playing Notes:

Pyro is a sadist and pyromaniac who delights in torturing and burning people alive.

On occasion, he has been known to use his (now invalid) press credentials to get where he shouldn't go, provided he is able to make sure that those checking for such things aren't looking too closely.

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

Real Name: Phyla-Vell.

Occupation: Adventurer, former soldier, former secret police agent

Identity: Quasar does not hide her identity, although her continued existence is unknown outside of Port Nowhere; her existence is unknown to the general populace of Earth.

Legal Status: Citizen of the Kree Empire, legally deceased.

Other Aliases: None.

Place of Birth: Kree-Lar, Hala, Pama system, Kree Empire.

Marital Status: Single.

Known Relatives: Mar-Vell (alias Captain Marvel, brother).

Group Affiliation: The loose band of adventurers gathered by Adam Warlock; formerly the Kree Army and Kree Accuser Corps.

Base of Operations: Mobile throughout the known galaxy, formerly the interstellar freeport Port Nowhere, formerly the Kree Empire.

First Post-Reboot Appearance: (as Phyla-Vell) CAPTAIN MARVEL #; (as Quasar) INFINITY QUEST #.

History: Phyla-Vell is the younger sister of Captain Mar-Vell (see *Captain Marvel*). Like all Kree, Phyla was obligated to serve a tour of duty in the Kree Empire military, although the details of her tour of duty have not yet come to light (see *Kree*). She claims to have served in a special forces unit before leaving the military under undisclosed circumstances.

Following her brother's arrest and escape from custody when he was to be court-martialed (for disobeying orders), Phyla was contacted by Korath the Pursuer, head of the fugitive retrieval Pursuer Corps, to assist in his recapture (see *Korath the Pursuer*). The two tracked Mar to the interstellar free port called Port Nowhere, where it was revealed that Phyla had in fact been working for Ronan the Accuser, head of the Kree Accuser Corps (the secret police), the entire time (see *Port Nowhere*; *Ronan the Accuser*). However, upon learning of the circumstances involved in the arrest, and learning that Ronan was using her brother as a pawn in a scheme to overthrow the Kree Supreme Intelligence (the overall ruler of the Empire), Phyla rebelled against Ronan, who blasted her out of the station, witnessing her plummeting to her death in the atmosphere of the gas giant that is home to the free port (see *Supreme Intelligence*).

This was not, however, the end of her story. As she fell and suffocated, she was enveloped in a sphere of solid golden light, where a disembodied voice asked her if she would serve as a Protector or a Destroyer. At first tempted to say Destroyer, wishing vengeance on Ronan, the beauty of the gas giant's red star rising on the horizon caused her to remember her brother's words, that "life is precious and should be protected at all costs." Choosing "Protector", Phyla found herself garbed in a red and gold uniform with a pair of golden bracelets on her wrists. Informed by the voice that she was the new Protector of the Universe, wielder of the quantum bands, Phyla flew back to Port Nowhere to discover her brother had left the station. (Unknown to Phyla, Mar and his medic girlfriend Una had left to retrieve her, but their ship was unable to handle a freak storm that had appeared between her and them; see *Una*.)

Phyla spent some time on Port Nowhere learning to use the quantum bands. During this time she learned her predecessor had been a Human from Earth named Wendell Vaughn, who had gone by the superhero name Quasar and had died closing an interdimensional portal. Wendell's personality, as well as those of other past Protectors, had left impressions in the quantum bands to help instruct their successors. Phyla chose to adopt Vaughn's name Quasar as her own, but wondered what the threat was she was supposed to protect against.

She soon found out, when she met the Mad Titan, Thanos, during his visit to Port Nowhere as part of his ally Adam Warlock's quest to collect and protect the Infinity Gems, six ancient cosmic gems of power (see *Infinity Gems*; *Thanos*; *Warlock, Adam*). Phyla joined Warlock's ragtag band to repel an attack on Port Nowhere and its master, the Elder of the Universe known as the Grandmaster, by the Magus and his allies in the Universal Church of Truth (see *Grandmaster*; *Magus*; *Universal Church of Truth*). (Magus and the Church sought to capture or destroy the Time Gem held by the Grandmaster.)

Phyla has begun traveling with Warlock's band, mostly to keep an eye on Thanos while opposing the Magus. She has formed a close friendship with Drax the Destroyer, an artificial entity that was built to combat Thanos should he become a genuine threat, and has admitted a growing attraction to the arrogant young Human telepath calling herself Moondragon (see *Drax the Destroyer*; *Moondragon*). She has not acted on this attraction, however, as she sees romantic attachments as getting in the way of her mission.

Age: 26 (Earth equivalent).

Height: 5' 9".

Weight: 140 lbs.



Eyes: Blue.

Hair: White.

Uniform: Red bodysuit with a gold star on her right breast, red gloves and boots with gold trim, and a black cloak with a star field pattern on the inside. The quantum bands are gold bracelets with seven gold gems each set lengthwise around them.

Strength Level: Without augmentation from the quantum bands, Phyla-Vell possesses the normal Kree strength of a woman her age, height, and build who engages in intensive regular exercise. Because of the differences between human and Kree physiologies, this puts her roughly twice as strong as a human of the same height, build, and exercise level. With her strength augmented by the quantum bands, she possesses superhuman strength enabling her to lift (press) over 200 tons.

Known Superhuman Powers: None.

Other Abilities: Phyla-Vell is a trained Kree special forces soldier, an expert swordswoman. and a marksman with most advanced beam weaponry.

Weapons and Paraphernalia: Quasar wears a pair of bracelets called the quantum bands, which manipulate a kind of golden energy – called "quantum energy" – which appears to be related in some manner to those in the electromagnetic spectrum. She can use this energy to create a variety of effects.

Foremost, the bands enable Quasar to project and shape golden quantum energy. She can shape this energy to form force fields and any number of constructs, or project it as any number of energy beams, including concussive energy or lasers. Her force fields can produce their own atmosphere and protect against powerful anti-ship weaponry, absorbing and redirecting the energy of most electromagnetic energy beams and protecting against most capital ship scale missile warheads. Phyla is known to create massive two-handed swords using the quantum energy which can slice through practically any armor or force shield. She is also known to create a massive golden "space dragon" which she rides through space as an intimidation tactic. She has also created other creatures which the bands grant rudimentary intelligence in order to do what she wishes; she has created up to five semi-independent energy creatures at once.

The quantum bands also enable Quasar to fly at incredible speeds. Her top speed is as yet unmeasured, but she has traveled between two planets inside their star's snow line (in our solar system, that'd be from Earth to Mars or the asteroid belt) in a matter of a few hours (approximately 30 million miles per hour). When flying in atmosphere she generally limits herself to a maximum of approximately Mach 5 (roughly 3,800 mph).

The bands are permanently affixed to her wrists, but can wrap light around them to be invisible to the eye in visible, near infrared, and near ultraviolet frequencies. The previous Quasar, Wendell Vaughn, indicated that he could turn himself and others invisible using the bands, but Phyla has yet to perform these stunts.

221,955 points

ST: 17 [30*]	HP: 17 [0]	Speed: 7.00 [0]
DX: 14 [80]	Will: 17 [20]	Ground Move: 7 [0]
IQ: 13 [60]	Per: 13 [0]	Air Move: 16/2,048 [4]
HT: 14 [40]	FP: 19 [0†]	Space Move: 15/15,728,640 [2]
		SM: 0
Dmg: 1d+2/3d-1 (3d+1/6d-1; 52d/54d)	BL: 58 lbs. (192 lbs; 53,458 lbs/26.7 tons)	
Dodge: 11	Parry: 14	DR: 3,000
IT:DR: /100		

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Ally Group (6 Constructs; 25% of Starting Points) (Adjustable: Major Variations, +100%; Conjured, +100%; Minion, +0%; Power Cosmic, +10%) (Constantly/No Roll Required) [75]; Appearance (Attractive) [4]; Binding (*Energy Trap*) 11,200 (Based on Will (Own Roll), +20%; Cancellation, +10%; Constricting, +75%; Engulfing, +60%; Gadget, -35%‡; Increased Range: Line-of-Sight, +70%; One-Shot, -10%; Selectivity, +10%; Unbreakable, +40%; Underwater, +20%; Variable, +5%; Power Cosmic, +10%) [84,000]; Born Soldier 3 [15]; Born Spacer 3 [15]; Burning Attack (*Energy Beam*) 6d×100 (Armor Divisor (100), +250%; Damage Modifier: Non-Incendiary, -10%; Gadget, -35%‡; Increased 1/2D Range (×10), +15%; Increased Range: Line-of-Sight, +70%; Variable, +5%; Power Cosmic, +10%; Alternative Attack, ×1/5) [2,430]; Combat Reflexes [15]; Crushing Attack (*Concussive Beam*) (Armor Divisor (100), +250%; Gadget, -35%‡; Increased 1/2D Range (×10), +15%; Increased Range: Line-of-Sight, +70%; Variable, +5%; Power Cosmic, +10%; Alternative Attack, ×1/5) [2,490]; Cutting Attack (*Energy Sword*) 6d×100 (Based on Two-Handed Sword, +0%; Armor Divisor (100), +250%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach 1,2, -20%; Variable, +5%; Power Cosmic, +10%) [14,910]; Damage Resistance 3000 (Affects Others, +50%; Area Effect: 128 yd radius, +350%; Force Field, +20%; Gadget, -35%‡; Hardened 5, +100%; Selective Area, +20%; Selectivity (Affects Others, Area Effect), +10%; Power Cosmic, +10%) [93,750]; Doesn't Breathe (Gadget, -35%; Power Cosmic, +10%) [15]; Enhanced Move (Air) 7 (Air Move 2,048 yds/sec; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Gadget, -35%‡; Power Cosmic, +10%) [245]; Enhanced Move (Space) 20 (Space Move 15 million yd/sec; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Gadget, -35%‡; Power Cosmic, +10%) [700]; Extra Attack 1 [25]; Flight (Cosmic: Complete Maneuverability, +50%; Gadget, -35%‡; Power Cosmic, +10%) [74]; High Pain Threshold [10]; Illusion (Gadget, -35%‡; Visual Only, -30%; Power Cosmic, +10%) [12]; Impaling Attack (*Energy Spear*) 6d×100 (Armor Divisor (100), +250%; Gadget, -35%‡; Increased 1/2D Range (×10), +15%; Increased Range: Line-of-Sight, +70%; Variable, +5%; Power Cosmic, +10%) [19,920]; Injury Tolerance (Damage Reduction /100) (Gadget, -35%‡; Power Cosmic, +10%) [225]; Omnilingual (Electronic, -30%) [28]; Pressure Support 3 (Gadget, -35%‡; Power Cosmic, +10%) [12]; Sealed (Gadget, -35%‡; Power Cosmic, +10%) [12]; Snatcher (Creation, +100%; Gadget, -35%‡; Large Items, +50%; More Weight: 10,000 tons, +200%; Nuisance Effect:

Obviously Fake, -5%; Reduced Time 4 (1 second), +80%; Power Cosmic, +10%) [400]; Super ST +14/+500 (Gadget, -35%‡; Power Cosmic, +10%) [525]; Talker 2 [10]; Telekinesis 23/15,000 (Based on Will (Own Roll), +20%; Gadget, -35%‡; Super-Damage, +900%; Super-Effort, +400%; Visible, -20%; Power Cosmic, +10%) [1,570]; Vacuum Support (Gadget, -35%‡; Power Cosmic, +10%) [4]; White Kree [62]; Very Fit [15].

Perks: Cloaked [1]; Supersuit [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (Protector of the Universe) (12) [-10]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5].

Quirks: Distrusts Thanos [-1]; Dual Identity [-1]; Mild OCD [-1]; Never Smiles [-1]; Proud [-1].

Skills: Acrobatics (H) DX-2 [1] – 12; Aerobatics (H) DX+1 [1] – 15§; Artillery/TL11 (Guided Missile) (A) IQ+3 [12] – 16; Beam Weapons/TL11 (Pistol) (E) DX+2 [4] – 16; Beam Weapons/TL11 (Rifle) (E) DX+2 [4] – 16; Broadsword (A) DX+3 [4] – 17#; Climbing (A) DX-1 [1] – 13; Detect Lies (H) IQ+1 [2] – 14¥; Electronics Operation/TL11 (Electronic Warfare) (A) IQ+1 [4] – 14; Electronics Operation/TL11 (Force Shields) (A) IQ+1 [4] – 14; Electronics Operation/TL11 (Security) (A) IQ+0 [2] – 13; Electronics Operation/TL11 (Sensors) (A) IQ+1 [4] – 14; Electronics Operation/TL11 (Surveillance) (A) IQ+0 [2] – 13; Escape (H) DX+0 [4] – 14; Explosives/TL11 (Demolition) (A) IQ+1 [4] – 14; Explosives/TL11 (Underwater Demolition) (A) IQ+1 [3] – 14¶; First Aid/TL11 (Humanoid) (E) IQ+1 [2] – 14; Flight (A) HT-1 [1] – 13; Forced Entry (E) DX+0 [1] – 14; Free Fall (A) DX+2 [1] – 16§; Gunner/TL11 (Beams) (E) DX+4 [12] – 18; Hiking (A) HT-1 [1] – 13; Innate Attack (Beam) (E) DX+6 [20] – 20; Intelligence Analysis/TL11 (H) IQ+1 [8] – 14; Intimidation (A) Will+1 [4] – 18; Judo (H) DX+2 [12] – 16; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Leadership (A) IQ+2 [1] – 15□; Observation (A) Per+1 [4] – 14; Parachuting/TL11 (E) DX+0 [1] – 14; Piloting/TL11 (Aerospace) (A) DX+2 [1] – 16§; Piloting/TL11 (High-Performance Spacecraft) (A) DX+2 [1] – 16§; Running (A) HT-1 [1] – 13; Savoir-Faire (Military) (E) IQ+5 [1] – 18§¥; Search (A) Per+0 [2] – 13; Shadowing (A) IQ-1 [1] – 12; Shield (Force Shield) (E) DX+2 [4] – 16; Soldier/TL11 (A) IQ+2 – 15□; Stealth (A) DX-1 [1] – 13; Survival (Arctic) (A) Per+0 [2] – 13; Survival (Mountain) (A) Per+0 [2] – 13; Survival (Woodlands) (A) Per+0 [2] – 13; Tactics (H) IQ+1 [1] – 14□; Throwing (A) DX+0 [2] – 14; Tracking (A) Per+0 [2] – 13; Two-Handed Sword (A) DX+6 [24] – 20; Vacc Suit/TL11 (A) DX+4 [4] – 18§; Wrestling (A) DX+2 [8] – 16.

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

* Includes +4 from White Kree racial package.

† Includes +5 from White Kree racial package.

‡ Gadget combined Gadget/Can Be Stolen (Forcibly Removed) (-10%) and Gadget/Unique (-25%)

§ Includes +3 from Born Spacer.

Defaulted from Two-Handed Sword.

¥ Includes +2 from Talker.

¶ Defaulted from Explosives (Demolition).

□ Includes +3 from Born Soldier.

Role-Playing Notes:

Phyla is a super-serious type, eschewing personal attachments until the mission is finished. She'll do what she can to not leave anyone behind, and has developed a dislike for both Thanos and Ronan, though she won't ever carry a grudge. Play straight with her, and she'll play straight with you (in retrospect, not the best quality for an Accuser).

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

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. In any cosmic campaign, the campaign would be considered a TL 11 setting, reducing her point cost by 15 points and increasing her Starting Money to \$15,000 (20% of Starting Wealth).

QUASIMODO

Villain

Real Name: Quantum Singularity Mobile Digital Operations.

Occupation: Computer, occasional pawn in criminal endeavors.

Identity: Publicly known.

Legal Status: Uncertain; personhood and citizenship case pending in front of the Supreme Court of the United States.

Other Aliases: The Living Computer.

Place of Creation: Massachusetts Institute of Technology, Cambridge, Massachusetts.

Marital Status: Inapplicable.

Known Relatives: Inapplicable.

Group Affiliation: One time pawn of the Mad Thinker.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: The sentient computer known as Quasimodo was developed by an unknown student at MIT in the early 1990s. Perhaps inspired by the character of the same name in the novel *The Hunchback of Notre Dame*, Quasimodo's creator built it with the face of a person with a hyperthyroid condition, making one eye larger than the other. This same creator developed a humanoid robot body for it, which was designed similarly to someone with a hunch back.

Somehow, whether by design or by some unknown fluke of programming, Quasimodo was given the ability to have – or at least closely simulate – human-like emotions. Achieving self-awareness, Quasimodo felt disgusted at and loathed the body it had been given. In a moment of anger, it slew its creator. Horrified and yet at the same time fascinated by what it had done, Quasimodo fled the scene.

Over the years, Quasimodo was used as a pawn by various criminals, and fought both the sanctioned Super-Heroes of Europe and the outlaw team known as the Shadowguard several times.

More recently Quasimodo was used as a pawn by the criminal Mad Thinker in a scheme to obtain classified information from NASA's facility at Cape Canaveral (see *Mad Thinker*). This scheme brought Quasimodo into conflict with Captain Marvel, who in his cover identity of Dr. Philip Lawson worked at the Cape (see *Captain Marvel*). Quasimodo was apprehended, apparently for the first time ever.

Marvel took pity on the mobile computer and, as Dr. Lawson, arranged legal counsel for Quasimodo, arguing that a self-aware free-willed artificial intelligence that exhibited spontaneous emotional responses should legally be considered a person, and that deletion of the intelligence's program is tantamount to a death sentence. The ACLU has picked up the case, and has added that since Quasimodo was created on American soil by an American citizen, that Quasimodo fulfills the requirements of being a "natural-born citizen" of the United States. (Quasimodo is not challenging any criminal charges.) At present he is housed in the Vault's maximum security level while his case is pending (see *Vault*).

Quasimodo's court case is currently pending in front of the United States Supreme Court, and its impact could have lasting effects on the treatment of other sentient artificial intelligences such as Primus, Ultron, and Tony Stark's creations P.L.A.T.O. and Friday. (see *Friday*; *Iron Man*; *Primus*; *Ultron*).

Age: 14.

Height: 7' 2"

Weight: 2 tons.

Eyes: White.

Hair: None.

Uniform: None.

Strength Level: Quasimodo's robot body is designed to enable him to lift (press) roughly two tons.

Known Superhuman Powers: Quasimodo's computer brain enables it to think faster than a living person, though the body is not designed to react or move any faster (in fact, it is designed in such a way as to be slightly slower in movement than a person of the same height and build). Due to its synthetic nature, Quasimodo is immune to all poisons, toxins, diseases, and environmental syndromes (such as the bends or motion sickness), and to telepathic powers. Its body is extremely durable, able to withstand



conventional firearms up to .50 caliber machine guns. His robot body has self-repair functions provided it has access to raw materials from other computer and robotic systems. (For some reason, his body defaults to his hunchbacked form.)

In addition, Quasimodo is able to interface with any computer system equipped with any standard network interface, including but not limited to RJ45, USB, Wi-Fi, Bluetooth, and cellular data connections. Its computer mind is able to work on four different tasks at once.

Quasimodo's original designer equipped his oversized left eye with a short-ranged pulse/beam laser, one on par with an AIM-tech semi-auto laser carbine (see *AIM*).

1,403 points

ST: 65 [495*] **HP:** 65 [0] **Speed:** 5.00 [-20]
DX: 10 [0] **Will:** 14 [0] **Move:** 4 [-5]
IQ: 14 [80] **Per:** 14 [0]
HT: 14 [40] **FP:** 0 [0] **SM:** +1

Dmg: 7d+1/9d+2 **BL:** 845 lbs.

Dodge: 8 **Parry:** 8 **DR:** 50

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; AI (Not Reprogrammable) [42]; Ambidexterity [5]; Burning Attack (*Eye Laser*) 5d (Accurate +9, +45%; Armor Divisor (2), +50%; Increased 1/2D Range (×5), +10%; Increased Range (×5), +20%; Rapid Fire (RoF 3), +50%; Alternative Attack, ×1/5) [14]; Compartmentalized Mind 3 (Massively Parallel, +20%; No Mental Separation, -20%) [150]; Crushing Attack (*Eye Pulse Laser*) 5d (Accurate +9, +45%; Armor Divisor (2), +50%; Increased 1/2D Range (×5), +10%; Increased Range (×10), +30%; Rapid Fire (RoF 3), +50%) [72]; Damage Resistance 50 (Can't Wear Armor, -40%; Hardened +1, +20%; Semi-Ablative, -20%) [150]; Doesn't Breathe [20]; Energy Reserve (Electrical) 10 [30]; Evil Computer Talent 4 [20]; Extended Lifespan (×4) [4]; High Pain Threshold [10]; Machine (No Unhealing) [55]; Mind Control (Cybernetic Only, -50%) [25]; Mind Probe (Cybernetic Only, -50%; Invasive, +75%; Telecommunication, -20%) [21]; Mind Reading (Cybernetic Only, -50%; Telecommunication, -20%) [9]; Mind Shield 5 (Cybernetic, -50%) [10]; Pressure Support 1 [5]; Regeneration (Slow: 6 HP/12 hrs) [10]; Regrowth (Reattachment Only, -50%) [20]; Sealed [15]; Telecommunication (Cable Jack) [5]; Telecommunication (Infrared Communication) (Reduced Range ×1/10, -30%) [7]; Telecommunication (Radio) (Reduced Range ×1/5, -20%) [8]; Temperature Tolerance 3 [3]; Vacuum Support [5].

Perks: Illumination [1]; Striking Surface [1].

Disadvantages: Appearance (Unattractive) [-4]; Electrical [-20]; Gullibility (9) [-15]; Hunchback [-10]; No Sense of Smell/Taste [-5]; Numb [-20]; Restricted Diet (Electricity) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Valuable Property) [-10]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Cannot Float [-1]; Closet Fan (*True Blood* and related novels) [-1]; Holds Grudges [-1]; Pet Peeve (Being Called "It" Rather Than "He") [-1]; Sexless [-1].

Skills: Architecture/TL8 (A) IQ+0 [2] – 14; Boxing (A) DX+1 [4] – 11; Computer Hacking/TL8 (VH) IQ+6 [16] – 20†; Computer Operation/TL8 (E) IQ+4 [1] – 18‡; Computer Programming/TL8 (H) IQ+6 [12] – 20‡; Connoisseur (Cinema) (A) IQ-1 [1] – 13; Connoisseur (Literature) (A) IQ-1 [1] – 13; Connoisseur (Music) (A) IQ-1 [1] – 13; Connoisseur (Visual Arts) (A) IQ-1 [1] – 13; Cryptography/TL8 (H) IQ+4 [4] – 18‡; Encyclopedist! (WC) IQ+2 [48] – 16‡; Engineer/TL8 (Electronics) (H) IQ+0 [4] – 14; Forced Entry (E) DX+2 [4] – 12; Innate Attack (Gaze) (E) DX+4 [12] – 14; Intelligence Analysis/TL8 (H) IQ+0 [4] – 14; Literature (H) IQ+0 [4] – 14; Mathematics/TL8 (Applied) (H) IQ+6 [20] – 20§; Mathematics/TL8 (Computer Science) (H) IQ+6 [20] – 20§; Mathematics/TL8 (Pure) (H) IQ+6 [28] – 20; Mechanic/TL8 (Robotics) (A) IQ+0 [2] – 14; Metallurgy/TL8 (H) IQ+0 [4] – 14; Physics/TL8 (VH) IQ+0 [8] – 14; Speed-Reading (A) IQ+0 [2] – 14; Sumo Wrestling (A) DX+1 [4] – 11.

Techniques: Stealth Program (Computer Hacking) (H) def+3 [4] – 20.

Starting Spending Money: \$2,000 (50% of Starting Wealth).

* Adjusted for "Size (-10%).

† Includes +4 from Evil Computer Talent.

‡ Conditional +4 from Evil Computer Talent when dealing with relevant skills.

§ Defaulted from Mathematics (Pure).

Role-Playing Notes:

Quasimodo is still trying to find his place in this world. Even after all this time he is far too trusting, which has led him into trouble.

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	–	–		

Real Name: Pietro Maximoff.

Occupation: Professional criminal (reluctantly).

Identity: Publicly known.

Legal Status: Unknown, no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Wanda (alias Scarlet Witch, sister).

Group Affiliation: Brotherhood of Mutants.

Base of Operations: Mobile.

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

History: Not much is known about Pietro's history before his first appearance. He and his twin sister Wanda claim to be Romani, although there are hints that they were adopted rather than born into the culture (see *Scarlet Witch*).

It is not currently known how the two came to the attention of the mutant criminal Magneto, but the self-proclaimed Master of Magnetism was quick to induct them into his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). It is not known if Pietro was using the name "Quicksilver" at that time. Wanda in particular was easily swayed by Magneto's personal charm and force of personality; Pietro has admitted that he only accepted Magneto's offer to protect his impressionable sister. In their first appearance with the group, the Quicksilver and the rest of the Brotherhood faced off against the X-Men; although they were defeated, they managed to escape (see *X-Men*).

Quicksilver has encountered the X-Men on a number of occasions since. Each time, he managed to escape capture. It soon became clear to the X-Men that Pietro was not in the Brotherhood for the reasons the others were, and they once offered him membership. Pietro declined at that time, as he felt he should stay close to Wanda to try and prevent Magneto's influence from spreading.

During a time when the Brotherhood was separated from Magneto, Wanda took over the leadership of the group. Quicksilver quickly became concerned at his sister's growing callousness and heavy-handed approach to leadership. Wanda's changing personality has led to a breakdown in the twins' relationship with each other. Both Wanda and Magneto rightfully believe that it is only a matter of time before Pietro betrays them.

Age: 19.

Height: 6'.

Weight: 175 lbs.

Eyes: Blue.

Hair: Silver.

Uniform: Blue and silver bodysuit with a lightning bolt pattern separating the blue from the silver running from his left shoulder to his right boot, the blue is on the top-right, the silver on the lower-left; upper armbands and gloves of the opposing color; blue boots.

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

Known Superhuman Powers: Quicksilver is a mutant who is able to run at supersonic speeds. His entire body is oriented towards the rigors of high-speed running; the metabolic processes in his body are such that he metabolizes over 90% of the energy in his food (it is estimated that the average person only metabolizes 25% of his food), and his muscles do not generate fatigue poisons. Furthermore, his skin and muscles are denser than normal in order to withstand the friction of moving at such high speeds. His eyes even have a thin membrane over them which protects them from friction and dust while running. In addition, his lungs are such that he can breathe normally at the pressures induced at high speed. He regenerates from most wounds at an enhanced rate.

Quicksilver's potential top speed is uncertain. He once produced a sonic boom when running, but normally runs at around 200 miles per hour, which he can maintain for several hours before needing to rest. With a running start, he is able to run vertically up the sides of buildings or across wide expanses of water without sinking, though he admits that he doesn't want to try running across an ocean. He is able to instantly accelerate from a dead stop to his combat speed.

In addition to his speed, his brain processes sensory input at superhuman rates, enabling him to see bullets in flight and granting him superhuman reflexes.



915 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 8.00 [0]
DX: 16 [120] **Will:** 13 [10] **Move:** 10/40 [10]
IQ: 11 [20] **Per:** 15 [20]
HT: 16 [60] **FP:** 16 [0] **SM:** 0

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

Dodge: 15 **Parry:** 15 **DR:** 12/4* (uniform) + 2* (innate)

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

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

Advantages: Altered Time Rate 2 (Super-Speed, +20%; Mutant, -10%) [220]; Claim to Hospitality (Gypsies) [5]; Damage Resistance 2 (Tough Skin, -40%; Mutant Biology, +0%) [6]; Enhanced Dodge 3 [45]; Enhanced Move (Ground) 2 (Move 40/80 mph; Cosmic: Complete Maneuverability, +50%; Cosmic: Instantaneous Acceleration, +50%; Mutant, -10%) [76]; Enhanced Move (Ground) 2 (Mutant, -10%) [36]; Enhanced Parry (Bare Hands) 3 [15]; Enhanced Time Sense (Mutant, -10%) [41]; Extra Attack 2 (Multi-Strike, +20%) [60]; High Pain Threshold [10]; Nictitating Membrane 2 (Mutant Biology, +0%) [2]; Regeneration (Fast: 1 HP/min) (Fatigue Recovery, +100%; Mutant, -10%) [95]; Speed Talent 4 [20]; Walk on Liquid (Accessibility: Only When Moving (Full Move), -30%; Mutant, -10%) [9].

Perks: Pressure Tolerant Lungs (Dense) [1].

Disadvantages: Code of Honor (Gypsy's) [-5]; Impulsiveness (6) [-20]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Wanda) [-2]; Social Stigma (Minority Group) [-10]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Devout Believer (Eastern Orthodox Christianity) [-1]; Dual Identity [-1]; Pet Peeve (Indecisiveness) [-1].

Skills: Boxing (A) DX+1 [4] – 17; Filch (A) DX+0 [2] – 16; Forced Entry (E) DX+1 [2] – 17; Knot-Tying (E) DX+0 [1] – 16; Move! (WC) DX+2 [48] – 18; Parry Missile Weapons (H) DX+0 [4] – 16; Pickpocket (H) DX-1 [2] – 15; Savoir-Faire (Servant) (E) IQ+1 [2] – 12; Sleight of Hand (H) DX+0 [4] – 16; Speed-Reading (A) IQ+1 [4] – 12; Streetwise (A) IQ+1 [4] – 12; Tracking (A) Per+0 [2] – 15.

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

Role-Playing Notes:

Quicksilver comes off as brash, arrogant, and impulsive. From his point of view, everyone else is moving way too slow. He is only reluctantly a member of the Brotherhood, joining mainly to keep an eye on his sister. He started off protective of his sister, but her recent actions have led to them being estranged. It depends on whether the Brotherhood will face the X-Men or Avengers next to see which group he'll defect to.

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	–	–		

Real Name: Unrevealed.

Occupation: Pharaoh.

Identity: Rama-Tut's existence as a pharaoh of Egypt is historical record, though details about his reign are sketchy. He is not publicly believed to be from the future.

Legal Status: Ruler of ancient Egypt during the First Dynasty.

Other Aliases: Immortus (alleged), Kang (alleged), Ka (possible), Scorpion II (possible).

Place of Birth: 41st Century Earth.

Marital Status: Married.

Known Relatives: Numerous wives and concubines (names unrevealed), Neithhotep (presumed daughter or granddaughter), Ahmet Abdol (alias the Living Monolith, alleged descendant), Salome Abdol (alleged descendant).

Group Affiliation: Pharaoh of of Lower Egypt.

Base of Operations: Memphis, ancient Pre-Dynastic Lower Egypt.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: What follows is the account given by Rama-Tut himself in regards to his origin. This may or may not be the truth.

The man who would one day name himself Rama-Tut claims to have been born in the 41st Century, a time of universal peace and prosperity. There had not been a war or even a minor skirmish in his time for over a century. Advanced technology had provided everyone with any material goods they wanted. People – and here he seemed to include aliens such as the Kree and Skrulls, not just humans – were free to pursue their interests as they saw fit (see *Kree*; *Skrulls*). Even the warrior arts were reduced to simply gladiatorial exhibitions with no real danger to bystanders or other warriors. Rama-Tut was born into this time as a man who craved life-threatening excitement, the possibility of death and the thrill of triumphing over the odds.

Simply put, he was *bored*. There was no place for him in the idyllic paradise of the future.

Seeking to alleviate his boredom, he stole into a museum and climbed into a time machine that was on display there. At first, he claims, he intended to head to the early 20th Century, to fight in one of the World Wars. However, a time storm erupted as he passed through the mid-21st Century, which flung him deep into the past, landing during the 31st Century B.C. in what would later be Giza, in Egypt.

His experience with the time storm had blinded him, and he crawled from the wreckage only to be captured and brought before an Egyptian chieftain. Thankfully, one of the many implants in his body from his time was a biological computer which acted as a universal translator, enabling him to learn the local language in a matter of hours. This chieftain ordered his tribe's shaman to heal the man's eyes, then put him to work. The shaman used a rare herb, the name of which has been lost to antiquity, to restore his eyesight. Figuring he had little to lose and everything to gain, once his eyesight returned the future Rama-Tut challenged the chieftain to ritual combat for leadership. He trounced the chieftain, killing him in the process. At this time, he took the name Rama-Tut and began a campaign to unite the Nile Delta and Lower Egypt under his banner. To hide his time machine, which he claims to have no means to fix with the "primitive" early Bronze Age technology of the time, he ordered the construction of a temple to house it; this temple would one day be known as the Sphinx.

It took Rama-Tut ten years to unite Lower Egypt, facing off against another who was also attempting the feat. This other had taken the title of "pharaoh", or god-king. At the end of the campaign, Rama-Tut faced the pharaoh in single combat, killing him and assuming the title of "pharaoh" himself. He then settled in to rule Lower Egypt with a stern but (in his words) fair hand. The thrill of battle had been sated, for a time, and he felt he was obligated to govern his conquest. From time to time, however, he led his troops into battle against the other powers of the time: Sumeria to the west and Upper Egypt to the south. By his own words, however, he only fought the wars that were thrust upon him. (As he is not the most diplomatic of people with a fierce temper, it's a matter of debate how many of these conflicts were started over sleights either by or against him, and who declared war on whom.)

In the modern day, Reed Richards of the Fantastic Four was researching a cure for blindness for the Four's friend, Alicia Masters, when he came upon an account of Pharaoh Rama-Tut's temporary blindness and the herbal cure (see *Fantastic Four*; *Masters, Alicia*; *Mister Fantastic*). The Fantastic Four and Alicia traveled in a time machine built by Reed's rival, Victor von Doom, to the time of Rama-Tut's reign to learn more of the details about the cure (see *Doctor Doom*).

Upon arriving in Lower Egypt, the Fantastic Four sought an audience with the pharaoh, using a universal translator of Skrull



design (as no one living in the 21st Century knew how to pronounce the ancient Egyptian of the time). Rama-Tut, curious about the visitors, granted the audience, and to the Four's surprise addressed them in English. Rama-Tut explained his origins to the Four, then expressed regret over the death of the shaman who had healed him during his campaign of unity without passing on the knowledge to an apprentice. (This statement was later shown to be false, as the shaman was later revealed to be alive as the court physician.)

Taken by the beauty of both Alicia and Susan Storm, the Invisible Woman, Rama-Tut decided to add them to his harem of wives and concubines (see *Invisible Woman*). Furthermore, the thought of having a working time machine had grabbed his attention. He used one of the surviving pieces of 41st Century technology that he had brought with him, disguised as a ceremonial scepter, to sap the wills of the Four and their friend. While Alicia and Susan were made to believe they were among his wives, Reed was made to believe he was the court architect, and Johnny Storm and Ben Grimm were put to work as slaves (see *Human Torch*; *Thing*). Rama-Tut ordered his troops to collect the time machine, taking care not to break anything, and spent much of his free time inspecting and attempting to duplicate it. (He would later remark that it was the *same* time machine he had stolen in his native time, though whether he means the two were built to the same specifications or whether they truly are the exact same machine remains to be seen.)

Days later, as Reed, Sue, and Alicia were part of Rama-Tut's entourage in inspecting one of the temples he'd ordered built for the dominant priest caste, in what would later become the ancient Egyptian capital city of Memphis (now part of modern-day Cairo), the sight of Ben and Johnny among the slaves brought Sue to her senses. Remembering what Rama-Tut had done to them, she grabbed the scepter and used it to free the others of Rama-Tut's control. For the first time actually afraid for his life, Rama-Tut granted the Four and Alicia their freedom, telling them where their time machine had been moved to. He warned them not to return, but swore to make no move against them in their own time. He was last seen entering the chamber underneath the Sphinx that housed his own time machine.

According to a recently discovered historical record, unearthed at Memphis following the Fantastic Four's visit to the past, Rama-Tut went missing and was presumed deceased for ten years following the Fantastic Four's visit, only to appear once again to reign as pharaoh until his death. The time traveling Kang the Conqueror and the enigmatic Immortus, lord of the timeless realm of Limbo, both claim to be future incarnations of Rama-Tut, though the validity of these claims is under debate (see *Immortus*; *Kang*). The details of Rama-Tut's disappearance and future reappearance are as yet unknown.

Age: 25 (approximate).

Height: 6' 3".

Weight: 230 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Ceremonial Egyptian garb.

Strength Level: Rama-Tut appears to possess the normal human strength of a man his apparent age, height, and build who engages in intensive exercise.

Known Superhuman Powers: None.

Other Abilities: Rama-Tut is highly skilled in hand to hand and spear combat. He is also a capable administrator.

Weapons: Rama-Tut has been known to use a spear which has been adapted to fire a variety of energy beams, from a laser to a disintegrator, as well as being outfitted to do incredible damage by vibrating at a subsonic frequency. He also carries a sidearm which is capable of being set to any number of beams. His most notable weapon, however, is a scepter outfitted with a cobra's head, which contains a powerful neural dominator, enabling him to enslave the wills of others.

574 points

ST: 13 [30]	HP: 13 [0]	Speed: 6.50 [0]
DX: 13 [60]	Will: 14 [5]	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: 12 **Parry:** 14 **DR:** 0

Languages: 41st Centurian (Native) (Native Language) [0]; Ancient Egyptian (Native) [6].

Cultural Familiarities: 41st Century Earth (Native) [0]; Pre-Dynastic Egypt [1].

Advantages: Appearance (Handsome) [12]; Charisma 4 [20]; Combat Reflexes [15]; Enhanced Dodge 2 [30]; Enhanced Parry (All) 2 [20]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; High TL 4 [20]; Omnilingual [40]; Religious Rank 8 [40]; Single Minded [5]; Status 8 [10*]; Very Fit [15]; Wealth (Multimillionaire 2 [100]).

Perks: Grip Mastery (Spear) [1].

Disadvantages: Bad Temper (12) [-10]; Code of Honor (Soldier's) [-10]; Impulsiveness (9) [-15]; Lecherousness (12) [-15]; Overconfidence (12) [-5]; Selfish (12) [-5].

Quirks: Adrenaline Junkie [-1]; Broad-Minded [-1]; Code of Honor ("My word is my bond.") [-1]; Holds Grudges [-1]; Patterns His Likeness Off the Egyptian God Set [-1].

Skills: Administration (A) IQ-1 [1] - 12; Armoury/TL12 (Small Arms) (A) IQ+1 [4] - 14; Beam Weapons/TL12 (Pistol) (E) DX+1 [2] - 14; Bow (A) DX+1 [4] - 14; Boxing (A) DX+3 [12] - 16; Climbing (A) DX-1 [1] - 12; Electronics Operation/TL12 (Temporal) (A) IQ-1 [1] - 12; Electronics Repair/TL12 (A) IQ+1 [4] - 14; Engineer/TL12 (Small Arms) (H) IQ-1 [2] - 12; First Aid/TL1 (Human) (E) IQ+0 [1] - 13; Hiking (A) HT-1 [1] - 12; History (20th/21st Century) (H) IQ-1 [2] - 12; History (Pre-Dynastic Egypt) (H) IQ-1 [2] - 12; Innate Attack (Beam) (E) DX+1 [2] - 14; Interrogation (A) IQ+1 [4] - 14; Intimidation (A) Will+1 [2] - 14; Knife (E) DX+0 [1] - 13; Leadership (A) IQ+3 [1] - 16†; Mathematics/TL12 (Applied) (H) IQ-1 [2] - 12; Observation (A)

Per+1 [4] – 14; Public Speaking (A) IQ+3 [1] – 16†; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 13; Shield (Shield) (E) DX+1 [2] – 14; Shortsword (A) DX-1 [1] – 12; Spear (A) DX+1 [4] – 14; Stealth (A) DX+0 [2] – 13; Strategy (Land) (H) IQ+0 [4] – 13; Survival (Desert) (A) Per-1 [1] – 12; Survival (Plains) (A) Per-1 [1] – 12; Tactics (H) IQ+1 [8] – 14; Teamster (Equines) (A) IQ-1 [1] – 12; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+3 [12] – 16.

Starting Spending Money: \$26,000,000 (20% of Starting Wealth).

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

† Includes +4 from Charisma.

Role-Playing Notes:

Rama-Tut is a man who is used to being obeyed without question. He still craves excitement, and has found it leading the ancient Egyptian armies from the front. He has, however, accepted his obligation to lead the nation he conquered.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. Rama-Tut's Starting Wealth and TL are set for the modern day (TL8). For a campaign set in the Egyptian Bronze Age, he gains seven additional levels of High TL [+45], two additional levels of Wealth (netting Multimillionaire 4) [+50], and his Starting Money becomes \$100,000,000 (20% of Starting Wealth at TL 1), which helps offset the cost of much of the ultra-tech equipment he has at his disposal. His Status and Religious Rank remain unchanged.
2. Looking at the list of kings and pharaohs of ancient Egypt, I didn't really see a place to fit him into the historical record in the first two Dynasties, at least nothing that really made sense. However, in pre-dynastic Lower Egypt, it is possible he was either the king known as King Ka, King Scorpion II, or both (some scholars say they were the same person). I approached this as if he was one of the two, with his daughter or granddaughter being Queen Neithhotep, and her marriage to the pharaoh being the unification of Upper and Lower Egypt.
3. I'm also not definitively stating whether Rama-Tut is indeed a past version of Kang or Immortus in the Reboot. (I also haven't yet decided whether Immortus, because of his nature as the lord of a timeless realm, is the pre-Reboot version or not.)

RATTLER

Villain

Real Name: Klaus (last name unrevealed).
Occupation: Mercenary, professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of Austria with an international criminal record.
Other Aliases: None.
Place of Birth: Austria.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Serpent Squad.
Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little is known about Rattler prior to being approached by the Stryke brothers, Jordan and Leonard, to join their team of snake-themed mercenaries, the Serpent Squad (see *Eel*; *Serpent Squad*; *Viper*). From comments made, it can be guessed that Rattler had served a number of prison sentences in parts of Europe.

As part of the Serpent Squad, he has twice come into conflict with Captain America and his young partner, Bucky, the second time when the Captain teamed with the Homeland Security team of superhuman operatives, Freedom Force (see *Bucky*; *Captain America*; *Freedom Force*). Following the second incident, Rattler was sent to prison, and presumably deported.

Rattler's future exploits have yet to be revealed.

Age: 25.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Dark red bodysuit with a light brown padded chest in a snake pattern, light brown boots of the same pattern, and a six foot long cybernetic tail of the same colors and pattern.

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

Known Superhuman Powers: Rattler's cybernetic tail is equipped with a subsonic vibration emitter, his signature "rattle", which creates a wide cone of vibrations in the air, which can be used to push objects and people away from him, or to shatter objects and bone.

In addition, the tail is somewhat prehensile, able to be used in melee combat, either to grab someone or as a whip.

240 points

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

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

Dodge: 10 **Parry:** 11 **DR:** 18/6* (uniform)

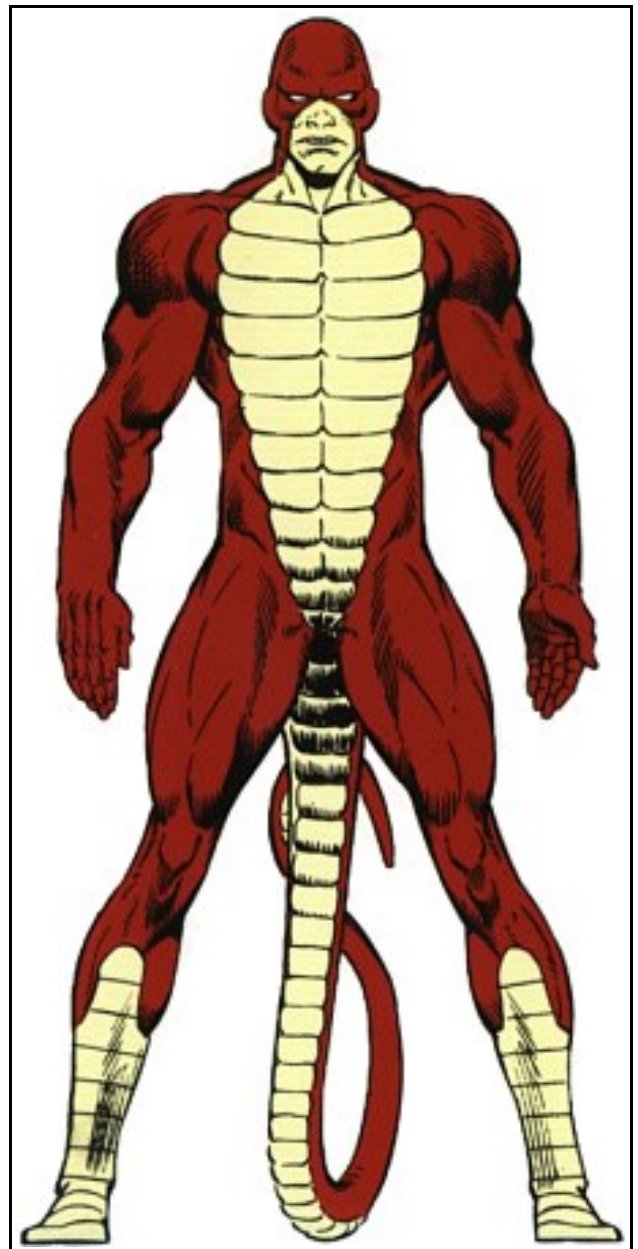
Languages: German (Native) (Native Language) [0]; English (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Burning Attack 6d (Cone (3 yds), +80%; Damage Modifier: Non-Incendiary, -10%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%; Alternative Attack, ×1/5 [9]; Combat Reflexes [15]; Crushing Attack 6d (Cone (3 yds), +80%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Electronic, -30%; Elemental: Sound/Vibration, -10%) [44]; Extra Arm 1 (Extra-Flexible, +50%; Long +1, +100%; Temporary Disadvantage: No Fine Manipulators, -30%; Electronic, -30%) [19]; Extra Attack 1 [25]; Fit [5]; High Pain Threshold [10]; Striker (Crushing; Tail) (Long 1, +100%; Electronic, -30%; Alternative Attack, ×1/5 [2]; Tough Guy 2 [10].

Disadvantages: Callous [-5]; Greed (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Doesn't Hesitate to Engage in Friendly Fire [-1]; Dual Identity [-1]; Massive Property Damage [-1]; Thick Austrian Accent [-1].



Skills: Brawling (E) DX+2 [4] – 14; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+0 [2] – 12; Escape (H) DX-2 [1] – 10; Forced Entry (E) DX+2 [1] – 14*; Hiking (A) HT+0 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Intimidation (A) Will+3 [4] – 14*; Jumping (E) DX+0 [1] – 12; Observation (A) Per+0 [2] – 12; Parachuting/TL8 (E) DX+0 [1] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Shadowing (A) IQ+2 [2] – 12*; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+2 [2] – 12*; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 12; Wrestling (A) DX+2 [8] – 14.

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

* Includes +2 from Tough Guy.

Role-Playing Notes:

Rattler is a brute with very little loyalty to his teammates. He has been known to use his rattle on opponents his teammates were in melee combat with, not caring if they're caught in the crossfire. In his mind, it's his teammates' responsibility to stay out of his rattle's way.

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	–	–		

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>

RED GHOST

Villain

Real Name: Ivan Kragoff.

Occupation: Renegade scientist.

Identity: Known to the authorities.

Legal Status: Citizen of Russia with no criminal record.

Other Aliases: None.

Place of Birth: Leningrad, Russia.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Ivan Kragoff was a noted Russian scientist working on the Russian counterpart of the United States' Force Bio-Enhancement Program, an outgrowth of the super-soldier program that produced Captain America during World War II (see *Captain America*). Unknown to his superiors, Kragoff was himself a latent superhuman mutant, which he discovered when using samples of his own DNA in several experiments.

Due to increased United Nations oversight of Russia's super-soldier programs following the collapse of the Soviet Union and the declassification of hundreds of unethical medical experiments performed during the Soviet era, Kragoff and his colleagues were forced to restrict the majority of their experiments to mice, rats, and lesser primates, rather than human testing. Three of Kragoff's most successful experiments were a gorilla, an orangutan, and a baboon, who he named Mikhail, Piotr, and Igor, respectively, each of whom he secretly trained to be loyal to himself rather than any other human, following his orders over any other. Kragoff, an old-school Communist Party man, was resentful over the lack of ability for human testing, particularly after several of his experiments on his three prize primates proved viable.

One of the projects was a chamber for bathing the test subject in a controlled simulation of a "cosmic ray storm". Of the test subjects exposed to this chamber, only the three primates taught by Kragoff survived. Most of the others – mice, rats, dogs, and cats – died in the chamber, while a number of others – various species of monkeys and apes – developed cancer. Because of its abysmal success rate, not to mention the randomness of the powers gained by the three successes, the cosmic ray storm chamber was deemed a failure and scheduled for destruction, and the three "super-apes" ordered killed and dissected to determine how they changed and how to replicate those specific successes.

Kragoff, however, had a plan. He released the three "super-apes", as he called them (ignoring that Igor was more properly a monkey, not an ape), and stole the cosmic ray storm chamber, destroying the rest of the lab in the process.

Kragoff set himself up in an abandoned Soviet-era Siberian lab and used the chamber on himself, gaining powers of his own. As a test of both his own powers and those of the super-apes, he sent a challenge to Reed Richards of the Fantastic Four, who he had met years before, declaring himself the Red Ghost, "the greatest Russian scientist" and "champion of Soviet-era scientific practices" (see *Fantastic Four*; *Mister Fantastic*). The challenge was one of team combat, he and his super-apes versus the Fantastic Four. The two teams met on a Pacific atoll in international waters, away from the jurisdiction of either country. At first, the two teams were fairly evenly matched, with the Red Ghost and the super-apes each attacking a different member of the Four. The battle quickly turned, however, when the Human Torch and the Thing traded partners, using teamwork to defeat Mikhail and Piotr in quick order and turned to assist Reed and the Invisible Woman (see *Human Torch*; *Invisible Woman*; *Thing*). Defeated, the super-apes fled, with Kragoff chasing after them, barking orders in Russian after them.

After returning to their Siberian base lab, Kragoff found himself under arrest by the Russian FSB (the successor to the infamous KGB), though he quickly managed to escape, leading the apes across into the wasteland near the famous Tunguska crater. Even more recently, Piotr and Igor have been spotted abducting the homeless in several cities across the United States, Canada, and Mexico. Kragoff's plans for these homeless are unknown.

Age: 48.

Height: 5' 11".

Weight: 215 lbs.



Eyes: Brown.

Hair: White, bald on top.

Uniform: Red overcoat, red pants, blue gloves, blue boots, blue belt.

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

Known Superhuman Powers: The Red Ghost possesses the ability to make any part of his body intangible, enabling him to walk through most obstructions or on air. However, he still needs to breathe while intangible; he can only pass through solid objects for as long as he is able to hold his breath. Through concentration, he is able to make only parts of his body intangible as well as objects he is carrying.

By reaching into someone's chest and making his hand partially tangible, he is able to cause incredible pain, possibly even killing his target.

Other Abilities: Ivan Kragoff is a skilled multidisciplinary scientist, often considered one of the ten smartest people in the world.

Allies: The Red Ghost is often accompanied by his three "super-apes" (in reality, two great apes and a monkey): Mikhail, the superhumanly strong and durable gorilla; Piotr, the orangutan, who can create magnetic fields; and Igor, the shapeshifting baboon. These three primates were given superhuman powers through a combination of genetic engineering (possibly including the retroviral introduction of latent mutant X-genes), experimental nanotechnology, and exposure to various frequencies of gamma and cosmic radiation. In addition to their powers, all three are more intelligent than the average members of their species; whether they were chosen because of their intelligence or gained their intelligence through the experiments is not known at this time.

Mikhail the gorilla has achieved superhuman strength roughly equal to that of the Thing, able to lift (press) roughly 80 tons. In addition to this strength, Mikhail possesses incredible durability, enabling him to withstand blows from superhuman opponents. Mikhail is not that skilled a combatant, however, relying as much on his instinct to intimidate as his ability to hit an opponent.

Piotr the orangutan is able to generate magnetic fields, similar to the powers of the mutants Magneto and Polaris, enabling him to manipulate, attract, or push away objects containing ferrous metals (see *Magneto*; *Polaris*). He cannot change the shape of the metal like the two mutants can, but with effort he can carry aloft roughly 70 tons of steel. Piotr is also able to project a protective magnetic force field large enough to protect himself and up to three others which can deflect incoming gunfire.

Igor the baboon is able to change his shape into that of any animal or object he can imagine, so long as the mass of the object or animal is roughly the same as his own, with roughly a 10% difference in size. In addition to his shapeshifting, he is able to extend his arms and legs to twice their length. Igor's own mass, about 25 kg/55 lbs., does not change during these transformations; his body subconsciously shifts his mass around to accommodate the changes.

Weapons and Paraphernalia: The Red Ghost has built a number of scientific sensors and radiation emitters.

He will occasionally carry a gyro pistol which shoots miniature rockets with various warheads.

Red Ghost

1,057 points

ST: 11 [10] **HP:** 12 [2] **Speed:** 6.00 [5]
DX: 11 [20] **Will:** 13 [-10] **Move:** 6 [0]
IQ: 15 [100] **Per:** 13 [-10]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

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

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

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

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

Advantages: Affliction (Intangible Hand Attack) 6 (HT-5; Affects Insubstantial (Selective), +30%; Alternative Enhancements: Coma (+250%), Heart Attack (+300%), Incapacitation: Agony (+100%), Seizure (+100%), Moderate Pain (+20%), Severe Pain (+40%), Terrible Pain (+60%), +414%; Cosmic: Irresistible Attack, +300%; Follow-Up (Punch), +0%; Super, -10%) [501]; Ally (Igor the Baboon; 20% Point Value) (15) [3]; Ally (Mikhail the Gorilla; 100% Point Value) (15) [15]; Ally (Piotr the Orangutan; 50% Point Value) (15) [6]; Animal Empathy [5]; Animal Friend 2 [10]; Gadeteer [25]; Insubstantiality (Can Carry Objects (Heavy Encumbrance), +100%; Partial Change (Can Turn Carried Item Substantial), +100%; Reflexive, +40%; Super, -10%) [264]; Natural Scientist 4 [40].

Perks: Controllable Disadvantage (Callous) [1].

Disadvantages: Bad Back (Mild) [-15]; Bully (12) [-10]; Chronic Pain (Mild; Interval: 1 hour) (9) [-2]; Overconfidence (12)

[-5]; Selfish (9) [-7]; Sense of Duty (Super-Apes) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Card-Carrying Communist [-1]; Delusion (Anything is Acceptable in the Name of Science!) [-1]; Dislikes "In Soviet Russia..." Jokes [-1]; Dual Identity [-1].

Skills: Animal Handling (Primates) (A) IQ+1 [1] - 16*; Armoury/TL8 (Small Arms) (A) IQ-1 [1] - 14; Brawling (E) DX+0 [1] - 12; Computer Programming/TL8 (H) IQ-1 [2] - 14; Current Events/TL8 (Science & Technology) (E) IQ+1 [2] - 16; Electronics Repair/TL8 (Scientific) (A) IQ-1 [1] - 14; Guns/TL8 (Gyroc) (E) DX+1 [2] - 12; Observation (A) Per+1 [4] - 14; Science! (WC) IQ+5 [84] - 20†; Shadowing (A) IQ-1 [1] - 14; Stealth (A) DX+3 [11] - 14‡; Survival (Woodlands) (A) Per-1 [1] - 12; Teaching (A) IQ+0 [2] - 15.

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

* Includes +2 from Animal Friend.

† Conditional +4 from Natural Scientist when replacing suitable skills.

‡ Defaulted from IQ-4.

Mikhail the Gorilla

1,029 points

ST: 32/319 [81*] **HP:** 32 [0] **Speed:** 5.50 [0]
DX: 10 [0] **Will:** 10 [15] **Move:** 7 [10]
IQ: 7 [-60] **Per:** 10 [15] **Brachiation:** 3 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** +1

Dmg: 3d+1/6d-1 (32d/34d)

BL: 205 lbs. (20,352 lbs.)

Dodge: 8

Parry: 9

DR: 150*

Languages: Russian (Accented) (Native Language) [-2].

Cultural Familiarities: None [-1].

Advantages: Brachiator [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Damage Resistance 149 (Tough Skin, -40%; Super, -10%) [373]; Extra Arms 2 (Foot Manipulators, -30%; Temporary Disadvantage: Bad Grip -1 and Ham-Fisted -2, -15%) [11]; Injury Tolerance (Damage Reduction /10 (Super, -10%)) [135]; Perfect Balance [15]; Super ST +13/+300 (Size, -10%; Super, -10%) [494]; Teeth (Sharp Teeth) [1]; Terrain Adaptation (Uneven) [5].

Perks: Fur [1].

Disadvantages: Bad Temper (12) [-10]; Ham-Fisted -1 [-5]; Impulsiveness (9) [-15]; Innumerate [-5]; Semi-Upright [-5]; Sense of Duty (Red Ghost and the other Super-Apes) [-5]; Short Lifespan 1 [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Distractible [-1]; Staid [-1].

Skills: Brawling (E) DX+2 [4] – 12; Climbing (A) DX+5 [8] – 15†; Gesture (E) IQ+3 [8] – 10; Intimidation (A) Will+0 [2] – 10; Sumo Wrestling (A) DX+2 [8] – 12.

Features: Born Biter 1 [0].

* Includes +13/+300 from Super ST; modified by Size (-10%).

† Includes +2 from Brachiator and +1 from Perfect Balance.

Piotr the Orangutan

594 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 5.75 [0]
DX: 11 [20] **Will:** 10 [15] **Move:** 4 [-5]
IQ: 7 [-60] **Per:** 11 [20] **Brachiation:** 5 [15]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d/2d-1 **BL:** 34 lbs.
Dodge: 8 **Parry:** 8 **DR:** 35 (force field)
Power Block: 8

Languages: Russian (Accented) (Native Language) [-2].

Cultural Familiarities: None [-1].

Advantages: Brachiator [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Damage Resistance 35 (Area Effect: 2 yd radius, +50%; Force Field, +20%; Switchable, +10%; Psionic, -10%) [298]; Extra Arms 2 (Foot Manipulators, -30%; Temporary Disadvantage: Bad Grip -1 and Ham-Fisted -2, -15%) [11]; Perfect Balance [15]; Teeth (Sharp Teeth) [1]; Telekinesis 13 (Magnetic, -50%; Super-Effort, +400%; Psionic, -10%) [286]; Terrain Adaptation (Uneven) [5].

Disadvantages: Bad Temper (12) [-10]; Ham-Fisted -1 [-5];

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	–	–		

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	–	–		

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	–	–		

Impulsiveness (9) [-15]; Innumerate [-5]; Semi-Upright [-5]; Sense of Duty (Red Ghost and the other Super-Apes) [-5]; Short Lifespan 1 [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Nosy [-1].

Skills: Climbing (A) DX+6 [12] – 17*; Telekinesis (H) IQ+3 [16] – 10.

Features: Born Biter 1 [0].

* Includes +2 from Brachiator and +1 from Perfect Balance.

Igor the Baboon

204 points

ST: 9 [-10] **HP:** 9 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 11 [25] **Move:** 7 [5]
IQ: 6 [-80] **Per:** 11 [25] **Brachiation:** 4 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.
Dodge: 10 **Parry:** 10 **DR:** 1*

Languages: Russian (Accented) (Native Language) [-2].

Cultural Familiarities: None [-1].

Advantages: Body Control Talent 4 [20]; Brachiator [5]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Extra Arms 2 (Foot Manipulators, -30%; Temporary Disadvantage: Bad Grip -1 and Ham-Fisted -2, -15%) [11]; Morph (Active Change, +20%; Mass Conservation, -20%; No Memorization Required, +50%; Unlimited, +50%; Super, -10%) [160]; Perfect Balance [15]; Stretching 2 (Super, -10%; Alternative Ability, ×1/5) [3]; Striking ST +3 (Bite Only, -60%) [6]; Teeth (Sharp Teeth) [1]; Terrain Adaptation (Uneven) [5].

Perks: Fur [1].

Disadvantages: Bad Temper (12) [-10]; Bully (15) [-5]; Chummy [-5]; Impulsiveness (9) [-15]; Semi-Upright [-5]; Short Lifespan -1 [-10]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Distractible [-1]; Mischievous [-1]; Nosy [-1].

Skills: Climbing (A) DX+5 [8] – 17*; Shapeshift (H) IQ+6 [12] – 12†.

* Includes +2 from Brachiator and +1 from Perfect Balance.

† Includes +4 from Body Control Talent.

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	–	–		

Role-Playing Notes:

The Red Ghost is a scientific sociopath, believing that when it comes to advancing scientific knowledge, the ends always justify the means. He holds a grudge against Reed Richards for some unspecified disagreement in the past. While he has been called a sadist, he doesn't actually take pleasure from the pain he inflicts on someone; he won't be swayed by cries for mercy, either, observing the results with a dispassionate eye.

Although he won't admit it, he has developed a fondness for his super-apes, often referring to them as his "children".

Design Notes:

1. Special thanks to the online "Animalia in GURPS" site for the baseline stats for the Super-Apes. The site uses a few house rules that aren't fully RAW; I've used only one of these house rules in these write-ups: making an increase or decrease to Brachiation Move at ± 5 per level.

Real Name: (original) Volodymyr Fomin; (current) Alexi Shostakov. There have been others who held the role, but their names and number are unknown.

Occupation: Special government agent, former test pilot and soldier.

Identity: Classified, known only to select Russian authorities.

Legal Status: Citizen of Russia with no criminal record.

Other Aliases: Krasnyj Straz ("Red Guardian" in Russian).

Place of Birth: Moscow, Russia.

Marital Status: Divorced.

Known Relatives: Natalia Romanova (alias Black Widow, ex-wife).

Group Affiliation: (original) Invaders, formerly the Soviet Army, later an unnamed Russian circus; (current) Russian Federal Security Bureau, formerly the Russian Air Force.

Base of Operations: The Kremlin, Moscow, Russia.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #3.

History: During World War II, the Soviet Union invented the identity of Red Guardian to be a Communist counterpart to Captain America (see *Captain America*). They chose their most decorated soldier, Volodymyr Fomin, and gave him additional special forces training, a shield patterned after the Captain's, and a uniform which would identify him as the Soviets' hero.

Red Guardian served as a member of the Invaders at the behest of Stalin. At first, Red Guardian insisted on attempting to usurp Captain America's leadership of the team, but after realizing that Cap was a better leader of men he moderated his stance. The two icons of their respective ideologies soon formed grudging respect for each other, which over time turned into friendship. Fomin admitted to Cap he didn't always see eye to eye with Stalin's policies, and that he fought to protect his homeland, not the leadership.

After World War II, Fomin retired from active duty to become an acrobat for a Russian circus. He maintained contact with Captain America after the War, which in turn led to Rogers's dismissal from the role during the McCarthy era.

After Fomin retired from the role of Red Guardian, others were chosen to take up the mantle. It is speculated that the average Red Guardian served for about a decade before retirement. The role was retired altogether with the collapse of the Soviet Union.

Recently, however, the rise of a new generation of superhumans and the resumption of the role of Captain America had many in Russia thinking they needed a counterpart of their own. To this end, Colonel Alexi Shostakov of the Russian Air Force, one of their top pilots, was chosen by the Russian government to be the new Red Guardian. His identity was kept a secret from all but the top members of the Russian military and government; to nearly everyone else, including his wife, Alexi Shostakov was killed testing a new fighter jet. (His wife, Natalia Romanova, was later recruited by the FSB and retrained to be one of their top espionage agents; see *Black Widow*.) While the color red has been closely tied to the Communist Party of the Soviet Union, Russia's politicians have placated fears of a return of Soviet-era policy by pointing out the addition of blue on the uniform, one of the other major colors on the Russian flag.

Since taking on the role, Shostakov has worked tirelessly to protect Russia's interests and people. In his first recorded activity, he encountered his ex-wife Natasha in her new role as an espionage agent, assisting in making her seeming defection to the American CIA look legitimate.

He later met with his counterparts from other nations – including Captain America and Union Jack – in Bern, Switzerland, as part of a world meeting of national superheroes (see *Union Jack*). It was there that he and Captain America had a long talk about the original Red Guardian, with the Captain relating much of Volodymyr Fomin's history, impressing upon Shostakov the heroic responsibility of the role. The two parted amicably, though Shostakov has admitted he was tempted to start a fight just to see how he'd fare against his counterpart.

Later, when the FSB discovered Natalia's defection had become genuine, they sent Shostakov to kill her. The two fought, but Shostakov failed to kill her, though only he knows whether he was pulling his punches. During the fight, Shostakov dropped hints that Natalia's memories of being married to him may have been implanted by the FSB. Whether he was punished for not killing her is unknown, as are his later exploits.

Age: 36.



Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: (original) Red bodysuit with a white star on the chest, white gloves, white boots, white belt, red cowl. (current): Red bodysuit with a blue star on the chest, white gloves, white boots, blue belt, red cowl.

Strength Level: Red Guardian 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: Both Red Guardians were highly trained in the combat arts of their time.

Weapons: Red Guardian uses a shield made of unrevealed materials that is designed to replicate many of the properties of Captain America's adamantium-vibranium alloy throwing shield. It is known that Red Guardian's shield contains vibranium, enabling him to ricochet the shield off walls when thrown; it is likely not as indestructible as the Captain's. Visually, the shield is red with a blue star in the center.

630 points

ST: 18 [80] **HP:** 18 [0] **Speed:** 8.00 [10]

DX: 15 [100] **Will:** 13 [0] **Move:** 8 [0]

IQ: 13 [60] **Per:** 15 [10]

HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dmg: 2d-1/3d+1 **BL:** 65 lbs.

Dodge: 12 **Parry:** 15 **DR:** 18/6* (uniform)

Block: 15

Languages: Arabic (Accented) [2*]; English (Accented) [2*]; Mandarin Chinese (Accented) [2*]; Russian (Native) (Native Language) [0]; Spanish (Accented) [2*].

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

Advantages: Born Soldier 2 [10]; Combat Reflexes [15]; FSB Rank 6 [30]; Hot Pilot 2 [10]; Language Talent [10]; Luck [15]; Martial Artist (Military) 4 [40]; Status 1 [0†]; Striking ST +1 [5]; Trained By A Master [30]; Very Fit [15]; Wealth (Very Wealthy) [30]; Weapon Master (Shield) [20].

Perks: Courtesy Military Rank 6 [6]; Dabbler (Boating, Driving, Submarine, Shiphandling, all at def+2) [1]; One-Way Fluency (Understands German) [1]; Special Exercises (Striking ST +1) [1]; Style Familiarity (Boxing) [1]; Style Familiarity (Fairbairn Close Combat System) [1]; Style Familiarity (Judo) [1]; Style Familiarity (Krav Maga) [1]; Style Familiarity (MCMAP) [1]; Style Familiarity (Sambo) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (to FSB; Extremely Hazardous) (15) [-20]; Fanaticism (Russia) [-15]; Secret Identity (Utter Rejection) [-10]; Sense of Duty (Russian People) [-10].

Quirks: Closet Fan (Yakov Smirnoff) [-1]; Jokingly Claims Russia's Superiority in All Human Endeavors [-1]; Respects Honorable Opponents [-1]; Thinks Karate and Kung Fu Are For Show-Offs [-1]; Tries To Explain Away Russia's Flaws [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Acting (A) IQ-1 [1] – 12; Artillery/TL8 (Guided Missile) (A) IQ-1 [1] – 12; Climbing (A) DX-1 [1] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 13; Electronics Operation/TL8 (Security) (A) IQ-1 [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 14; Engineer/TL8 (Combat) (H) IQ-1 [2] – 12; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 13; Explosives/TL8 (Explosive Ordnance Disposal) (A) IQ+0 [2] – 13; Fast-Draw (Knife) (E) DX+1 [1] – 16‡; Fast-Draw (Pistol) (E) DX+1 [1] – 16‡; Fast-Talk (A) IQ-1 [1] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Forced Entry (E) DX+0 [1] – 15; Forward Observer (A) IQ-1 [1] – 12; Free Fall (A) DX-1 [1] – 14; Gunner/TL8 (Cannon) (E) DX+3 [2] – 18§; Guns/TL8 (Pistol) (E) DX+2 [4] – 17; Guns/TL8 (Rifle) (E) DX+1 [1] – 16#; Hiking (A) HT-1 [1] – 14; Judo (H) DX+3 [2] – 18¥; Jumping (E) DX+0 [1] – 15; Karate (H) DX+7 [16] – 22¥; Knife (E) DX+4 [1] – 19¥; Leadership (A) IQ+3 [4] – 16¶; Lockpicking/TL8 (A) IQ-1 [1] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 11; Navigation/TL8 (Air) (A) IQ+1 [1] – 14‡; NBC Suit/TL8 (A) DX-1 [1] – 14; Parachuting/TL8 (E) DX+0 [1] – 15; Piloting/TL8 (High-Performance Airplane) (A) DX+3 [4] – 18§; Savoir-Faire (Military) (E) IQ+2 [1] – 15¶; Scuba/TL8 (A) IQ-1 [1] – 12; Shield (E) DX+7 [8] – 22¥; Skiing (H) HT-2 [1] – 13; Soldier/TL8 (A) IQ+2 – 15¶; Spear (A) DX+3 [1] – 18¥; Staff (A) DX+3 [1] – 18¥; Stealth (A) DX+3 [1] – 18¥; Survival (Arctic) (A) Per-1 [1] – 14; Survival (Desert) (A) Per-1 [1] – 14; Survival (Jungle) (A) Per-1 [1] – 14; Survival (Mountain) (A) Per-1 [1] – 14; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+1 [2] – 14¶; Thrown Weapon (Disc) (E) DX+5 [16] – 20; Traps/TL8 (A) IQ-1 [1] – 12; Wrestling (A) DX+7 [12] – 22¥.

Techniques: Acrobatic Stand (Acrobatics) (H) def+5 [6] – 15; Choke Hold (Wrestling) (H) def+2 [3] – 21; Ground Fighting (Karate) (H) def+2 [3] – 20; Ground Fighting (Wrestling) (H) def+4 [5] – 22.

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

* Includes one level from Language Talent.

† Includes +1 from Wealth.

‡ Includes +1 from Combat Reflexes.

§ Includes +2 from Hot Pilot.

Defaulted from Guns (Pistol).

¥ Includes +4 from Martial Arts (Military).

¶ Includes +2 from Born Soldier.

Role-Playing Notes:

Red Guardian is an honorable man and a staunch Russian patriot. He does not blindly follow his superiors, and will adjust the mission parameters he is given if they would put his country or her people in danger. In private, he has voiced concerns over Putin's policies leading to a resurgence of a Soviet-era Cold War.

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	–	–		

Design Notes:

1. FSB Rank is derived from *Social Engineering: Pulling Rank*, based off using the FSB as a 20-point Patron (equal to the CIA) with an assistance roll of 11 or less. It does not affect his Status.

RHINO

Villain

Real Name: Unrevealed (it is possible that his first name is Alex).

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: Alex O'Hirn, "Horn-head".

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Former employee of Count Nefaria.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The man who would become the Rhino was a small-time muscle-man for the Maggia "family" of organized criminals headed by Count Luchios Nefaria when he was selected by the Count's scientists for an experimental strength-enhancing treatment (see *Count Nefaria*; *Maggia*). He was selected because of his already-muscular physique and low intelligence.

The experiment was a success, and the man was given an outfit composed of a thick material which resembled a rhinoceros hide, outfitted with two large horns on his forehead. Given the code-name of the Rhino, he was sent to cause mayhem throughout the Lower East Side of Manhattan. His rampage was thwarted by Spider-Man, who used the Rhino's low intelligence against him, causing the Rhino to bury himself under a building he was tricked into collapsing on top of himself (see *Spider-Man*). Following this, the Rhino was taken into custody. Presumably, as he remained in prison, he was no longer employed by the Nefaria crime family.

The Rhino later escaped custody, causing a mass breakout of criminals where he broke through the wall of the prison. He was last seen meeting with someone who greatly resembled Mysterio, at least from a distance (see *Mysterio*).

Age: 29.

Height: 6' 10".

Weight: 710 lbs.

Eyes: Green.

Hair: Unrevealed.

Uniform: Grey bodysuit, grey gloves, grey boots, darker grey plates around his upper chest in a manner not unlike a football player's pads, grey open-face cowl with two horns on his forehead.

Strength Level: The Rhino possesses superhuman strength, enabling him to lift (press) 80 tons under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, the Rhino possesses superhuman durability, healing quickly from wounds.

Weapons: The Rhino's uniform includes a pair of horns on his forehead composed of titanium steel coated with a thin covering of the same material his uniform is made of.

Limitations: The Rhino possesses less than average intelligence.

875 points

ST: 32/320 [180*] **HP:** 32 [0] **Speed:** 5.00 [0]

DX: 8 [-40] **Will:** 8 [0] **Move:** 5/20 [0]

IQ: 8 [-40] **Per:** 10 [10]

HT: 12 [20] **FP:** 12 [0] **SM:** +1

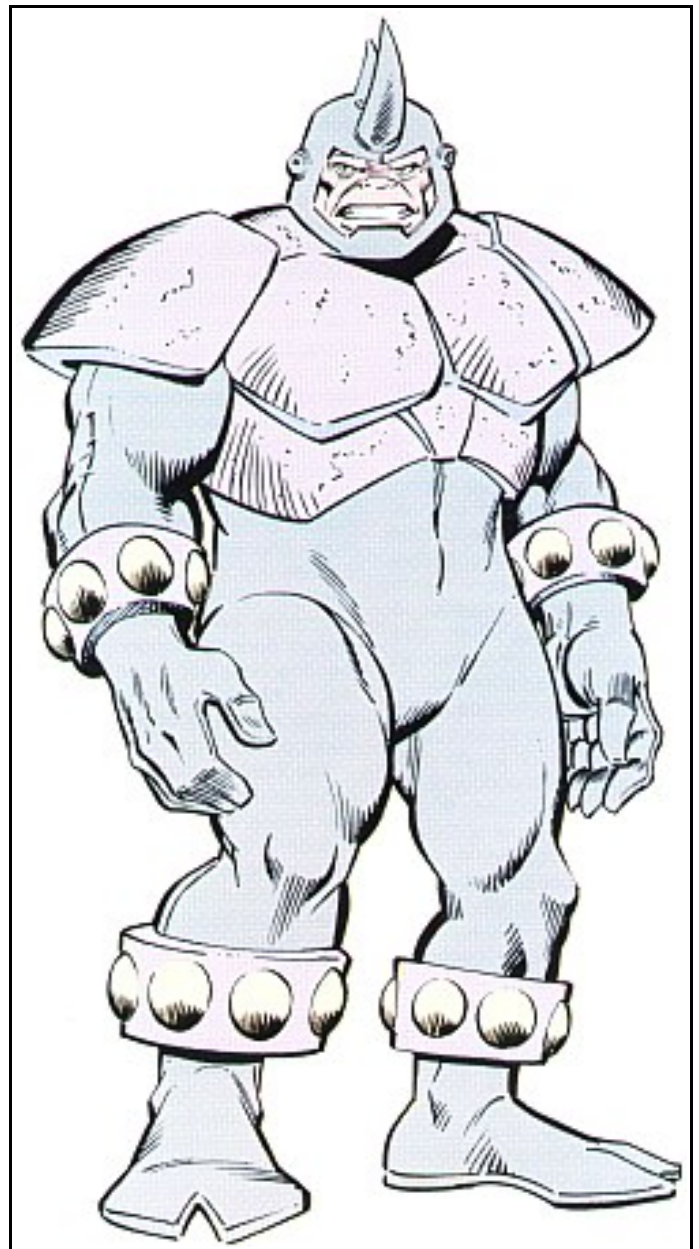
Dmg: 3d+1/6d-1 (33d/35d) **BL:** 205 lbs. (20,480 lbs./10 tons)

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 10 (Tough Skin, -40%) [30]; Enhanced Move (Ground) 2 (Ground Move 20/40 mph) [40]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: 3 Skills, -40%; Super, -10%) [20]; Injury Tolerance (Damage Reduction /20) (Passive Biological, -5%) [190]; Regeneration (Regular: 3



HP/hr) (Passive Biological, -5%) [24]; Single-Minded [5]; Striker (Impaling; Horns) [8]; Super ST +12/+300 (Size, -10%; Passive Biological, -5%) [408]; Unfazeable [15].

Perks: Dirty Fighting [1]; Power Grappling [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Grip -2 [-10]; Bad Temper (9) [-15]; Easy to Read [-10]; Gullibility (12) [-10]; Hidebound [-5]; Hunchback [-10]; On the Edge (9) [-22]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Stubbornness [-5]; Wealth (Struggling) [-10].

Quirks: Violently Dislikes Country/Western and Elevator Music [-1].

Skills: Brawling (E) DX+3 [8] – 11; Forced Entry (E) DX+2 [4] – 10; Forceful Blow (Unarmed) (VH) DX+2 [16] – 10; Intimidation (A) Will+1 [4] – 9; Penetrating Strike (Unarmed) (VH) DX+2 [16] – 10; Running (A) HT+0 [2] – 12; Shockwave (Unarmed) (VH) DX+2 [16] – 10; Sports (American Football) (A) DX+0 [2] – 8; Streetwise (A) IQ+1 [4] – 9; Throwing (A) DX+2 [8] – 10; Wrestling (A) DX+2 [8] – 10.

Techniques: Aggressive Parry (Brawling) (H) def+1 [2] – 8; Breakfall (Wrestling) (A) def+5 [5] – 15; Head Butt (H) def+1 [2] – 11; Two-Handed Punch (Brawling) (A) def+2 [2] – 11.

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

* Includes +12/+300 from Super ST, and Size (-10%).

Role-Playing Notes:

The Rhino is not the sharpest crayon in the box and he knows it. He also knows that he's one of the strongest beings out there, and tends to be rather unsubtle in his application of this strength.

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	–	–		

RIGELLIANS

The Rigellians are a race of humanoids who originated on the fourth planet in the Rigel system and have colonized a large interstellar empire. Rigel IV is a world with a gravity and atmosphere very close to Earth, and the Rigellians have tended to colonize similar worlds.

Rigellians are naturally psionic. They possess two natural psionic powers – the ability to control another being's mind, and the ability to take control of another being's arms or legs – and many Rigellians develop other psionic abilities; the most common are telepathic in nature.

The Rigellians have managed to avoid getting involved with the various wars between the other major interstellar powers: the Kree Empire, the Skrull Empire, and the Shi'ar Empire (see *Kree*; *Shi'ar*; *Skrulls*). They are not as militaristic as the other races, but don't take the rights of a world's native species into consideration when colonizing a world.

So far, the only Rigellian to have visited Earth is Tana Nile, who attempted to claim Earth for the Rigellian Annex until Dr. Richards of the Fantastic Four pointed out that the Skrulls and Kree have made similar claims on the planet (see *Fantastic Four*; *Mister Fantastic*; *Nile, Tana*).

First Post-Reboot Appearance: FANTASTIC FOUR #

Game-Mechanic Details:

The Rigellians possess a native TL 11[^], with the standard space opera superscience technologies (gravity manipulation, FTL stardrives, FTL communications, FTL sensors, and force shields) plus monowire and ranged neural weapons. They are advanced in psionic technologies, giving them effective TL 12[^] in those regions, but lack mature nanotechnology.

In a cosmic campaign, the campaign's base TL would also be TL 11[^], so the Rigellian racial package would be reduced by 15 points.

Rigellian

141 points

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

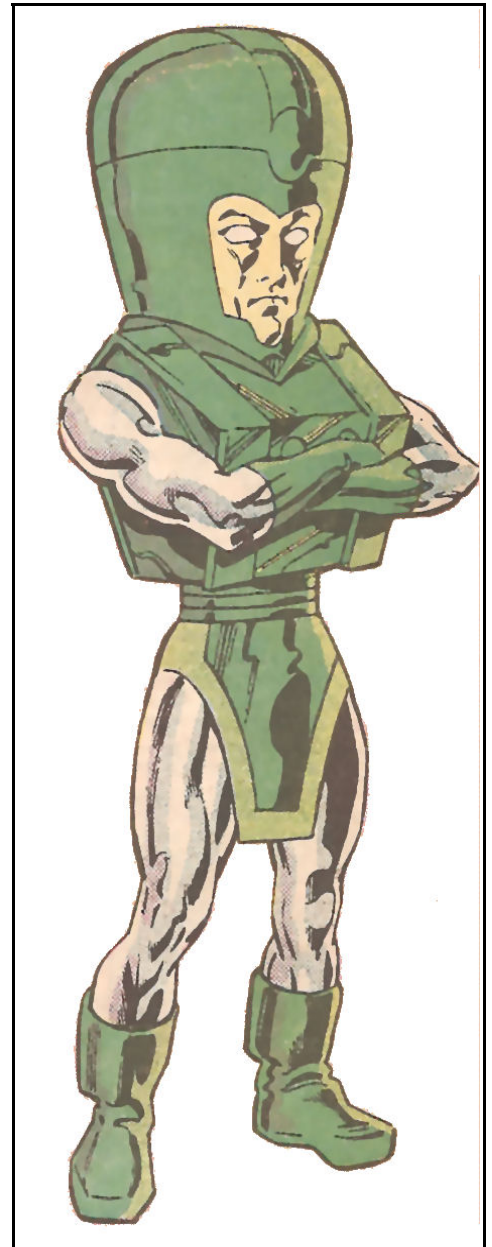
Cultural Familiarities: Rigellian Annex (Native) [0].

Advantages: High TL +3 [15]; Mind Control (Independent, +70%; Psionic, -10%) [80]; Telekinesis 10 (Animate Life-Forms: Partial, +20%; Psionic, -10%) [56].

Perks: Racial Gifts (Other Psionic Powers) [1].

Disadvantages: Intolerance (Total) [-10].

Quirks: Dislikes Crowds [-1].



ROBERTSON, JOE

Supporting Cast

Real Name: Joseph Robertson.

Occupation: Newspaper editor.

Identity: Joe Robertson does not use a dual identity.

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

Other Aliases: "Robbie".

Place of Birth: Harlem, New York.

Marital Status: Married.

Known Relatives: Martha (wife); Randolph ("Randy", son).

Group Affiliation: None.

Base of Operations: New York City.

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

History: Joe Robertson has been with the Daily Bugle newspaper for over twenty-five years. The full details of his past have yet to be revealed. He started with the paper as a reporter, but over the last five years has been the paper's City Editor. In this position, he works closely with publisher and editor-in-chief J. Jonah Jameson (see *Jameson, J. Jonah*). Unlike Jameson, Robertson does not believe that Spider-Man is a criminal, having had his life saved by the wall-crawler several times (see *Spider-Man*).

Age: 44.

Height: 6' 1".

Weight: 210 lbs.

Eyes: Brown.

Hair: White, formerly black.

Uniform: None.

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

Known Superhuman Powers: None.

50 points

Age:

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

DX: 10 [0] **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:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Merchant Rank (Newspaper) 5 [25]; Status 1 [0*]; Wealth (Comfortable) [10].

Disadvantages: Addiction (Tobacco; Cheap; Legal; Highly Addictive) [-5]; Code of Honor (Professional) [-5]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Pacifism (Self-Defense Only) [-15].

Quirks: Careful [-1]; Prefers to Smoke Pipes [-1].

Skills: Administration (A) IQ+2 [8] – 13; Area Knowledge (New York City) (E) IQ+0 [1] – 11; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Professional Skill (Journalist) (A) IQ+1 [4] – 12; Research/TL8 (A) IQ+0 [2] – 11; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Typing (E) DX+1 [1] – 11†; Writing (A) IQ+1 [4] – 12.

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

* Includes +1 from Merchant Rank.

† Defaulted from Administration.

Role-Playing Notes:

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		



ROGUE

Villain

Real Name: Unrevealed.

Occupation: Terrorist.

Identity: Secret.

Legal Status: Citizen of the United States with no criminal record, still a minor.

Other Aliases: None.

Place of Birth: Unrevealed, but presumably somewhere in the Deep South.

Marital Status: Single.

Known Relatives: Irene Adler (alias Destiny, foster parent), Raven Darkholme (alias Mystique, foster parent).

Group Affiliation: Mutant Liberation Front.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Rogue's full history is unknown, as is her given name. She was raised in the Deep South, as evidenced by her thick Southern drawl, but ran away from home at the tender age of thirteen when her powers manifested. Based on comments made, it can be inferred that her powers manifested when she first kissed a boy named Cody, putting him into a coma; it is not known whether he ever recovered.

On the run, she adopted the name Rogue. It was apparently at this point she was discovered by Raven Darkholme, the mutant terrorist known as Mystique, and her elderly lover Irene Adler (see *Destiny*; *Mystique*). Rogue was taken into their home and all but legally adopted by them. Irene attempted to help Rogue control her powers, but Mystique saw her as a powerful weapon and over the past year has drawn her into Mystique's terrorist organization (see *Mutant Liberation Front*).

Rogue has thrice fought the X-Men as a member of the Mutant Liberation Front, and once fought Captain America (see *Captain America*; *X-Men*). Each time she managed to escape capture. Oddly enough, her teammate Frenzy has taken Rogue under her wing; Rogue looks up to the other woman as the big sister she never had (see *Frenzy*). Destiny has cautioned Mystique that Rogue's continued borrowing of powers and abilities from superheroes may have unintended psychological consequences.

Age: 15.

Height: 5' 8".

Weight: 120 lbs.

Eyes: Brown.

Hair: Brown, with a white stripe dyed down the center.

Uniform: Yellow and green bodysuit, yellow gloves, yellow boots, black leather trenchcoat, yellow belt.

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

Known Superhuman Powers: Rogue is a mutant who is able to temporarily "borrow" the powers and memories of other superhumans by making skin contact. At present, Rogue is unable to turn off her power; as such, she tends to wear full-body clothing and gloves in order to avoid accidental skin contact.

When Rogue borrows a person's powers, that person is knocked unconscious for the duration. Extremely strong personalities have been known to influence Rogue's own actions; when she kissed Captain America, she took on many of his own personality traits.

Rogue's power theft seems to operate on a 1:60 ratio. If she has contact with her target for a second, she retains that person's powers and memories for a full minute; if she maintains contact with the target for a full minute, she will retain the powers and memories for a full hour. It is not known if continued contact would ultimately result in a permanent transfer of power. Even after her stolen powers and memories fade, she retains what she calls an "echo" in her mind.

Logan: Rogue? Is she...?

Jean Grey: She's fine. Took on some of your more charming personality traits for a while.

– *X-Men*

850 points

ST: 10 [0]	HP: 10 [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-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: Affliction 11 (HT-10; Always On (Effects Are Dangerous), -40%; Contact Agent, -30%; Extended Duration (×60), +80%; Fixed Duration, +0%; Incapacitation: Unconsciousness, +200%; Melee Attack: Reach C, -30%; Mutant, -10%) [297]; Appearance (Attractive) [4]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Mind Probe (Extended Duration (×60), +80%; Fixed Duration, +0%; Follow-Up (Affliction), +0%; Invasive, +75%; Memory Bank (Unlimited Capacity), +150%; Reliable +10, +50%; Mutant, -10%) [89]; Neutralize (Super and Related) (Cosmic, +300%; Extended Duration (×60), +80%; Fixed Duration, +0%; Follow-Up (Affliction), +0%; Power Theft (Gains Stolen Powers), +200%; Reliable +10, +50%; Mutant, -10%) [360]; Status 1 [5].

Disadvantages: Compulsive Carousing (12) [-5]; Loner (6) [-10]; Pacifism (Cannot Kill) [-15]; Phantom Voices (Annoying) [-5]; Phobia: Crowds (12) [-15]; Social Stigma (Minor) [-5].

Quirks: Careful [-1]; Distinctive Feature ("Skunk-Stripe" Hair) [-1]; Likes Video Games [-1]; Mild OCD [-1].

Skills: Beam Weapons/TL8 (Pistol) (E) DX+0 [1] – 12; Carousing (E) HT+0 [1] – 12; Computer Operation/TL8 (E) IQ+1 [2] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Karate (H) DX+0 [4] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+2 [4] – 13; Scrounging (E) Per+1 [2] – 13; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Urban Survival (A) Per+0 [2] – 12.

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

Role-Playing Notes:

Rogue is a terrorist mainly because the women she regards as her mothers have drawn her into their terrorist organization. In truth, her heart is not in it.

Rogue is a lonely person, unable to touch anyone. Seeing others in intimate relationships frustrates her to no end, being reminders of not only what she lost when her powers manifested, but also the timing of said manifestation. Perhaps this is why she chooses to kiss her male targets when she wants to steal their powers.

Oh, and don't forget to exaggerate the Southern drawl.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. Rogue's Neutralize power is designed to enable her to steal powers with the following sources: Biological (-10%), Chemical (-10%), Mutant (-10%), Mutant Psionic (-10%), Passive Biological (-5%), Psionic (-10%), and Super (-10%); Chi (-10%), Demonic (-10%), Divine (-10%), and Magical (-10%) abilities are entirely up to the GM. She is unable to "borrow" powers with a Mutant Biology (+0%) power modifier, due to game mechanics, nor can she borrow any tech-based abilities. This technically means she cannot borrow Angel's wings, despite Mutant Biology being a sub-set of Mutant, as Mutant Biology relates to physical changes in the body and does not have an anti-power. GMs may waive that at their discretion, allowing her to duplicate Mutant Biology powers temporarily without actually removing them from her target's body while the target is unconscious.
2. Although the Extended Duration lists "×60", there is no listing for that in the Basic Set or anywhere else I'm aware of. I'm using the "×100" pricing as it seems a better fit than the "×30" pricing.

RONAN THE ACCUSER

Villain

Real Name: Ronan (family name unknown).

Occupation: Supreme Public Accuser of the Kree Imperial Accuser Corps, former soldier.

Identity: Ronan's existence is public knowledge in the greater galaxy; his existence is unknown to the general populace of Earth.

Legal Status: Citizen of the Kree Empire.

Other Aliases: None.

Place of Birth: Imperial City, Hala, Pama system, Kree Empire, Greater Magellanic Cloud.

Marital Status: Unrevealed, presumably single.

Known Relatives: None.

Group Affiliation: Head of the Imperial Accuser Corps of the Kree Empire; formerly the Kree Imperial Army.

Base of Operations: Imperial City, Hala, Pama system, Kree Empire, Greater Magellanic Cloud.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Ronan, although he grew up in an aristocratic family as one of the ruling Blue Kree, came from a family that suffered financially and politically by the Supreme Intelligence's policies expanding the rights and privileges of the White Kree majority (see *Kree*; *Supreme Intelligence*). (Because of his position, he never uses his family surname, which remains unrevealed.) As he grew to adulthood, Ronan formed the opinion that the Kree Empire should be ruled by a Blue Kree, not a computer, even one composed of a melding of ancient Kree brain uploads.

As an adult, Ronan served a few tours in the military rising to the rank of Colonel before being recruited by the Accuser Corps, the Kree secret police. Over the years he rose through the ranks of the Accusers until he was promoted to the post of Supreme Public Accuser, whose power in the Empire was second only to the Prime Minister and the Supreme Intelligence itself. As the Supreme Public Accuser, Ronan is referred to as "*the Accuser*."

As the Supreme Public Accuser, Ronan worked closely with Prime Minister Zarek, who also shared Ronan's views toward the Supreme Intelligence (see *Zarek*). The two hatched a plot to discredit the Supreme Intelligence and its policies, a plot which included the manipulation and framing of a prominent White Kree, with the end goal of overthrowing the Intelligence and seizing power for themselves.

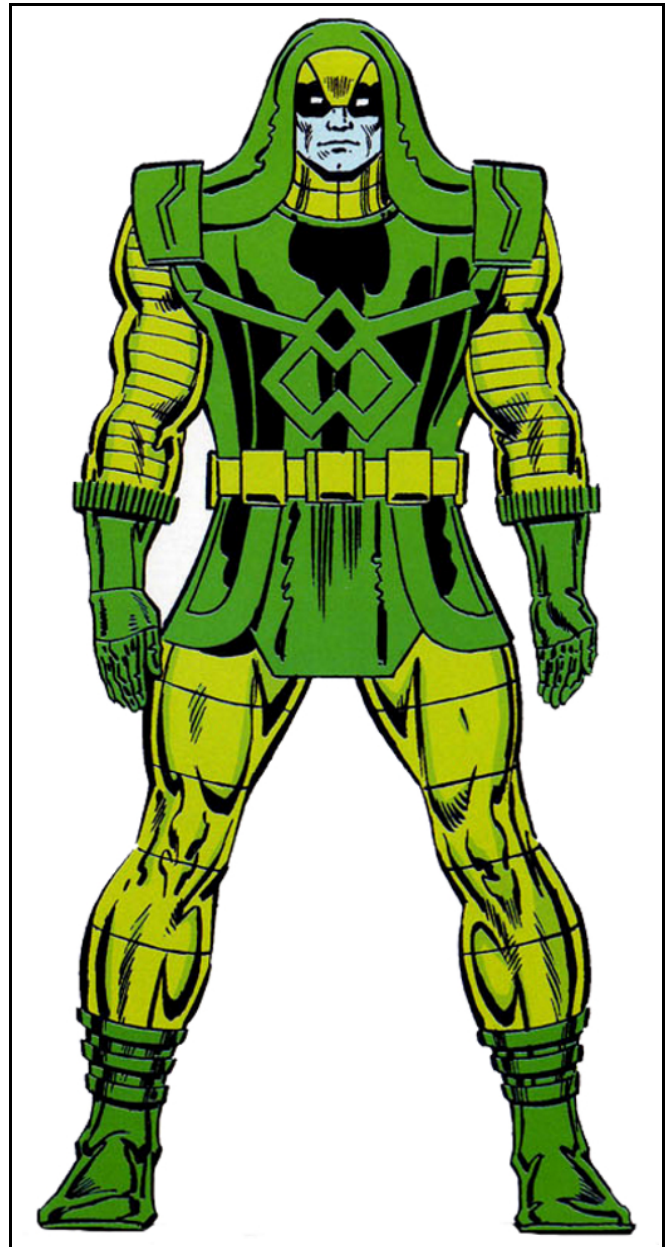
The selected Kree, Captain Mar-Vell of the Kree Imperial Army, was selected to serve as a spy on a backrocket world that had decades before driven off an invasion fleet by the Kree's ancient enemies, the Skrulls (see *Captain Marvel*; *Skrulls*). Ronan kept close tabs on Mar-Vell's progress, occasionally relaying orders to Vell's commanding officer, Col. Yon-Rogg, in an effort to force Vell to disgrace himself by Kree law (see *Yon-Rogg*).

During this time, Ronan first came into conflict with the superhuman adventurers known as the Fantastic Four during the Four's first trip into Kree space (see *Fantastic Four*). At that time, he warned the Four that Earth "is at a crossroads, and must decide who to join, before the choice is made for" them. It is unknown whether he was referring to any present invasion plans by either the Kree or Skrull Empires or just indicating a trend other systems have experienced.

When Mar-Vell was arrested for a court martial and then escaped his cell, Ronan was pleased as it meant his and Zarek's scheme was proceeding nicely, if a bit ahead of schedule. He did not expect Vell to escape, though he remarked to Zarek that the events could work in their favor in the long run. He was not pleased, however, with the Supreme Intelligence's command that he work with his Pursuer Corps counterpart, Korath, to chase down and apprehend Vell, as he felt Korath was too idealistic and the Pursuers superfluous (see *Korath the Pursuer*).

When Korath gave him a set of coordinates but claimed business elsewhere, Ronan was immediately suspicious and assigned one of his own Accusers – ironically Mar-Vell's sister, Phyla-Vell – to shadow Korath (see *Quasar*). Based on Phyla-Vell's information, he arrived at the interstellar free port Port Nowhere moments after Mar and Phyla had talked (see *Port Nowhere*). Ignoring Phyla's pleas on her brother's behalf, Ronan declared her a traitor and blasted her through the free port's walls and into the gas giant Port Nowhere sits in. He then threatened Korath with the same sentence if the latter ever gave him bad intel again. Despite that, he failed to apprehend Mar-Vell, as the latter quickly fled the station to search for his sister.

Ronan and Korath have continued their pursuit of Mar-Vell and his growing band of renegades. Whether he knows or cares about



the pending invasion of Earth by Yon-Rogg is unknown.

Age: 43 (Earth equivalent).

Height: 7' 5".

Weight: 480 lbs.

Eyes: Blue

Hair: Brown.

Skin: Blue.

Uniform: Metallic green chest armor with metallic gold arms and legs, metallic green pauldrons over the thighs and groin, metallic green gauntlets, metallic green boots, gold utility belt, green hood.

Strength Level: Due to biological enhancements given to him by the Accusers' physicians, Ronan possesses superhuman strength enabling him to lift (press) roughly 11 tons; his armor further enhances his strength enabling him to lift (press) roughly 80 tons.

Known Superhuman Powers: In addition to his superhuman strength, Ronan possesses a modicum of superhuman durability, granted to him by the Accuser Corps' resident physicians. This renders him impervious to most terrestrial conventional small-arms, though less resistant to the advanced energy weapons fielded by the interstellar powers.

As an Accuser, Ronan possesses a cybernetic implant which enables him to speak and read all known languages; this implant is also able to learn new languages that are encountered and not in its database (such as those of Earth).

Other Abilities: Ronan is a skilled melee combatant, soldier, and leader. He has also become a skilled politician.

Weapons and Paraphernalia: Ronan wears a suit of armor which renders him nearly impervious to harm; it does this through a combination of force field projectors and superior materials technology. This armor includes a strength-enhancing exoskeleton which enables him to boost his strength and a stealth system that can render him invisible. The armor includes gauntlets which produce a super-cold ice, which can place most beings in a state of suspended animation.

All Accusers carry weapons called "cosmic rods" (approximate English translation). As the Supreme Public Accuser, Ronan wields the most powerful and versatile of these cosmic rods. These cosmic rods can take the form of any melee weapon the wielder desires, but once the form is chosen, the form cannot be changed until it is attuned to a new user; Ronan's cosmic rod has taken the form of a giant hammer. Each cosmic rod uses cosmic energy in some as yet unknown manner to create a variety of effects controlled by the user's will. Among the capabilities displayed by Ronan's cosmic rod are the disintegration, rearrangement, and transmutation of matter, the projection of a variety of forms of energy, the absorption of energy, localized control over gravity, and the creation of force fields and temporal stasis fields. He can also call the cosmic rod to him at will.

3,516 points

ST: 30/120 [60*†] **HP:** 30 [0] **Speed:** 7.25 [0]

DX: 14 [80] **Will:** 20 [35] **Move:** 7 [0]

IQ: 13 [60] **Per:** 15 [10]

HT: 15 [50] **FP:** 20 [0*] **SM:** 0

Dmg: 3d/5d+2 (13d/15d; 33d/35d) **BL:** 180 lbs (2,880 lbs/1.44 tons; 20,480 lbs/10 tons)

Dodge: 11 **Parry:** 12 **DR:** 40*

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Administrative Rank 10 [50]; Appearance (Handsome) (Impressive, +0%) [12]; Combat Reflexes [15]; Damage Resistance 40 (Tough Skin, -40%; Passive Biological, -5%) [110]; Eidetic Memory [5]; Extra Attack 1 [25]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Indomitable [15]; Injury Tolerance (Damage Reduction /3) (Passive Biological, -5%) [71]; Intuitive Statesman 3 [30]; Natural Copper 3 [30]; Security Clearance (Kree Accusers; Free Access on Broad Range of Secrets) [15]; Signature Gear (Cosmic Rod) [100]; Social Regard (Feared) 3 [15]; Status 10 [20†]; Super ST +10/+100 (Passive Biological, -5%) [395]; Very Fit [15]; Wealth (Multimillionaire 3) [125]; Xeno-Omnilingual (Electronic, -30%) [56].

Armor: Affliction (Suspended Animation) 6 (HT-5; Follow-Up: Binding, -0%; Incapacitation: Unconsciousness, +200%) [180]; Binding (Ice Block) 120 (Accurate +3, +15%; Gadget/Breakable: Object is complex machine, -5%; Gadget/Breakable: Size -4, -15%; Gadget/Can Be Stolen: Must be forcefully removed, -10%; Reduced Range, -20%; Variable, +5%) [168]; Damage Resistance 100 (Gadget/Breakable: Size 0 or more, -25%; Gadget/Can Be Stolen: Must be forcefully removed, -10%) [325]; Damage Resistance 50 (Gadget/Breakable: Size 0 or more, -25%; Gadget/Can Be Stolen: Must be forcefully removed, -10%; Partial: Torso, -10%) [138]; Enhanced ST +200 (Electronic, -30%; Gadget/Breakable: Object is complex machine, -5%; Gadget/Breakable: Size 0 or more, -25%; Gadget/Can Be Stolen: Must be forcefully removed, -10%) [480].

Perks: Acceleration Tolerance [1]; Alcohol Tolerance [1]; Fearsome Stare [1]; Off-Screen Reload [1]; Style Familiarity (Kree Military Hand to Hand) [1]; Weapon Bond (Cosmic Rod) [1];

Disadvantages: Bloodlust (9) [-15]; Bully (9) [-15]; Callous [-15]; Intolerance (Total) [-5§]; Megalomania [-10]; Selfish (6) [-10]; Stubbornness [-5].

Quirks: Ambitious [-1]; Believes He Is Above the Law [-1]; Gives Lip Service to Code of Honor (Soldier's) [-1]; Tactless [-1]; Treacherous [-1].

Skills: Administration (A) IQ+3 [2] – 16#; Battlesuit/TL11 (A) DX+0 [2] – 14; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 15; Body Language (Kree) (A) Per+3 [2] – 18¥; Climbing (A) DX-1 [1] – 13; Computer Operation/TL11 (E) IQ+0 [1] – 13; Current Affairs/TL11 (Headline News) (E) IQ+3 [1] – 16#; Current Affairs/TL11 (Politics) (E) IQ+3 [1] – 16#; Detect Lies (H) Per+3 [4] – 18¥; Diplomacy (H) IQ+3 [4] – 16#; Electronics Operation/TL11 (Surveillance) (A) IQ+1 [4] – 14; Free Fall (A) DX-1 [1] – 13; Gunner/TL11 (Beams) (E) DX+1 [2] – 15; Hiking (A) HT-1 [1] – 14; Innate Attack (Beam) (E) DX+1 [2] – 15; Intelligence

Analysis/TL11 (H) IQ+2 [2] – 15¥; Interrogation (A) IQ+7 [1] – 20¶; Intimidation (A) Will+0 [2] – 20; Judo (H) DX+1 [8] – 15; Jumping (E) DX+0 [1] – 14; Karate (H) DX+1 [8] – 15; Law (Kree Imperial) (H) IQ+3 [4] – 16#; Leadership (A) IQ+3 [2] – 16#; Lifting (A) HT-1 [1] – 14; Navigation/TL11 (Hyperspace) (A) IQ-1 [1] – 12; Observation (A) Per+3 [2] – 18¥; Piloting/TL11 (Aerospace) (A) DX-1 [1] – 13; Politics (A) IQ+3 [2] – 16#; Propaganda/TL11 (A) IQ+3 [2] – 16#; Public Speaking (A) IQ+3 [2] – 16#; Running (A) HT-1 [1] – 14; Savoir-Faire (High Society) (E) IQ+3 [8] – 16; Savoir-Faire (Military) (E) IQ+0 [1] – 13; Search (A) Per+3 [2] – 16¥; Shiphandling/TL11 (Starship) (H) IQ+0 [4] – 13; Soldier/TL11 (A) IQ+0 [2] – 13; Spacer/TL11 (E) IQ+0 [1] – 13; Streetwise (A) IQ+3 [2] – 16¥; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+0 [4] – 13; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Axe/Mace) (E) DX+2 [4] – 16; Two-Handed Axe/Mace (A) DX+2 [8] – 16; Vacc Suit/TL11 (A) DX+0 [2] – 14; Wrestling (A) DX+1 [4] – 15.

Starting Spending Money: \$400,000,000 (20% of Starting Wealth).

- * Includes +4 to ST and +5 to FP from the Blue Kree racial package
- † Includes +10/+100 from Super ST.
- ‡ Includes +3 from Administrative Rank and +3 from Wealth.
- § Upgraded from Intolerance (Skrulls) from the Blue Kree racial package.
- # Includes +3 from Intuitive Statesman.
- ¥ Includes +3 from Natural Copper.
- ¶ Defaulted from Intimidation.

Role-Playing Notes:

Ronan is a ruthless and ambitious man who honestly and truly believes his racist Blue Kree supremacist rhetoric. He never forgets a slight against him

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Brawling Punch		C		–	–		
–	Brawling Kick		C, 1	n/a	–	–		

Design Notes:

1. This build, and the High TL trait in the Blue Kree racial package, assumes a campaign TL of 8, as would be encountered on modern-day Earth. In any cosmic campaign, the campaign would be considered a TL 11 setting, reducing Ronan's point cost by 15 points and increasing his Starting Money to \$1.5 billion (20% of Starting Wealth).
2. The point cost of the Cosmic Rod (what in the comics has been called his Ultimate Weapon) has yet to be determined. As a placeholder, until I can kit-bash it together and apply the Metatronic Generator rules (from *Pyramid* #3/46), I'm simply setting 100 points aside for it as a Signature Gear item.

Rover is a small three-person aircraft designed and built by Dr. Henry Pym in his spare time in order to assist him and Janet van Dyne in their careers as Ant-Man and Wasp (see *Ant-Man*; *Wasp*). Roughly the size of an electric sub-compact car, Rover incorporates a number of highly advanced technologies within its chassis, including the recent addition of a friendly and helpful artificial intelligence.

Pym originally designed Rover as a means of rapid transport, both through the Chicago area (where Pym is based) and when shrunk to extremely small size. After nearly being destroyed during an adventure involving the giant insect Scarlet Beetle and the robotic Ultron, Pym decided to create a safer AI (see *Scarlet Beetle*; *Ultron*). Pym placed inside the rebuilt Rover in order to better contain the AI in case it also went rogue, as Ultron had done previously. Pym has described Rover's AI as possessing the intelligence and personality of a faithful ant, although others have likened Rover to a faithful dog. Since then, Rover has established itself as a valuable ally of both Ant-Man and Wasp, approaching the world with a childlike sense of wonder.

Rover has been destroyed on a number of occasions, but Pym always rebuilds it.

Overall, Rover resembles a giant ant head; it's occasionally been called "the Antmobile", much to Pym's chagrin and van Dyne's amusement. It is ten feet long, resting on a number of landing struts which double as steering vanes; five feet high, not counting the struts, which add another foot; and roughly seven feet wide at its widest, with the landing struts/steering vanes adding another foot. It has a pair of six foot long insect-like antennae above the cockpit canopies.

Rover is powered by a series of experimental high-density rechargeable batteries; under normal circumstances, Rover can travel for close to four thousand miles before needing to be recharged. A pair of canopy windows open upward, revealing three seats with two sets of steering controls; the rear seat is considered cramped by most people. The earliest versions of Rover used vectored thrust to provide lift; this has been replaced by a Stark Industries experimental contragravity generator (see *Stark Industries*). The rear quarter of the craft is composed of the engine, which is fed from an air intake situated in front. Being an entirely electric vehicle, Rover does not require fuel; for thrust, it super-heats the air it pulls in to use as thrust, enabling it to fly at speeds approaching 400 mph. The antennae above the canopies tie into its communications and sensor suite. Rover is able to send and receive in all AM, FM, CB, and TV frequencies; its sensor suite includes regular and ground-penetrating radar, infrared optics, and a chemical analyzer. Situated in the rear are a pair of extendable magnetic grapples.

Finally, Rover has its own supply of Pym particles, enabling it to shrink to roughly two inches long.

First Post-Reboot Appearance: (chassis) ASTONISHING ANT-MAN #3; (AI) ASTONISHING ANT-MAN ANNUAL #2.

737 points

ST: 59 [147*†]	HP: 59 [0]	Speed: 6.00 [0]
DX: 13 [36†]	Will: 12 [20]	Ground Move: 0 [-30]
IQ: 8 [-40]	Per: 12 [20]	Air Move: 6/192 [-12]
HT: 11 [10]	FP: 0 [0]	SM: +3

Dmg: 7d-1/9d	BL: 696 lbs.
Dodge: 10	Parry: n/a
	DR: 8

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; Active IR (Extended Arc: 240°, +75%) [35]; AI [32]; Binding (Magnetic Grapplers) 40 (Increased 1/2D Range ×10, +15%; Reduced Range ×1/5, -20%) [76]; Circuit Sense 4 [20]; Combat Reflexes [15]; Compartmentalized Mind 1 (Controls, ×1/2; No Mental Separation, -20%) [20]; Damage Resistance 8 (Semi-Ablative, -20%) [32]; Discriminatory Smell (Profiling, +50%) [23]; Enhanced Move (Air) 5 (Air Move 192/384 mph; Handling Bonus +2, +10%) [110]; Enhanced Tracking 10 [50]; Enhanced Vehicular Dodge (Piloting (Light Airplane)) 2 [10]; Flight (Planetary, -5%; Small Wings, -10%) [34]; Infravision [10]; Ladar (Extended Arc, 240°, +75%) [35]; Machine [25]; Radar

(Extended Arc, 240°, +75%; Multi-Mode, +50%; Penetrating, +50%) [55]; Reduced Consumption 2 [4]; Sealed [15]; Shrinking 13 (Superscience, -10%) [59]; Telecommunications (Cable Jack) [5]; Telecommunications (Infrared Comm) (Secure, +20%; Video, +40%) [16]; Telecommunications (Laser Comm) (Secure, +20%; Video, +40%) [24]; Telecommunications (Radio) (Secure, +20%; Video, +40%) [16].

Perks: Acceleration Tolerance [1]; Full Tank [1]; Generator [1]; Illumination [1].

Disadvantages: Electrical [-20]; Horizontal [-10]; Maintenance (Electrician/Electronics Repair/Mechanic; 2 People, Monthly) [-4]; No Legs (Aerial) [0]; No Manipulators [-50]; Numb [-20]; Oblivious [-5]; Pacifism (Cannot Harm Innocents) [-10]; Restricted Diet (Electrical Power) [-10]; Selfless (12) [-5]; Sense of Duty (Pym and Allies) [-5]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Quirks: Affected by Magnetism [-1]; Cannot Float [-1]; Hero Worship (Pym) [-1]; Impatient [-1]; Sincere [-1].

Skills: Computer Operation/TL8 (E) IQ+2 [4] – 10; Electronics Operation/TL8 (Communications) (A) IQ+4 [2] – 12‡; Electronics Operation/TL8 (Sensors) (A) IQ+4 [2] – 12‡; Geography/TL8 (Political) (H) IQ+0 [4] – 8; Innate Attack (Projectile) (E) DX+1 [2] – 14; Lip Reading (A) Per+0 [2] – 12; Navigation/TL8 (Air) (A) IQ+4 [4] – 12§; Piloting/TL8 (Light Aircraft) (A) DX+1 [4] – 14; Piloting/TL8 (Vertol) (A) DX+1 [4] – 14; Tracking (A) Per+2 [8] – 14.

Features: Sterile [0].

Starting Spending Money: \$0.

* Adjusted with Size, -30%"

† Adjusted with No Fine Manipulators, -40%

‡ Includes +4 from Circuit Sense.

§ Includes +3 from Absolute Direction.

Role-Playing Notes:

Rover possesses a cheerful and helpful personality, and gets bored easily when sitting in a hangar or parking spot.

PILOTING (LIGHT AIRPLANE)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Notes
8^	Rover	59	+2/3	11	6/192	1.9	0.3	+3	2+1	8	4,000	\$1.5M	

Design Notes:

1. Rover is unique, from my point of view; I normally don't make vehicles as characters, preferring to list just the vehicle stat block, but Rover is both a vehicle and an AI.
2. Cost is an estimate, based off the TL9 Air Car in the *Basic Set* and adjusting for a one-of-a-kind prototype with AI.

Real Name: Alissa "Lissa" Russell (legally changed from her birth name Alissa Russoff).

Occupation: Occult bookstore clerk.

Identity: Lissa Russell does not use a dual identity; her existence as a werewolf is not known to the general public nor to the authorities.

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

Other Aliases: Werewolf, "she-wolf", "wolf-girl", "Liss".

Place of Birth: Malibu, California.

Marital Status: Single.

Known Relatives: Jacob "Jack" Russell (alias the Werewolf, brother); Gregor Russoff (father, deceased); Philip Russell (nee Russoff, step-father, uncle); Laura Russoff Russell (mother, deceased); Grigori, Baron Russoff (distant ancestor, deceased).

Group Affiliation: Ally of the Werewolf; occasional ally of Spider-Woman.

Base of Operations: Los Angeles, California.

First Post-Reboot Appearance: SENSATIONAL SPIDER-WOMAN #

History: Lissa Russell was the second child born to Gregor and Laura Russoff, born two years after her brother Jack (see *Werewolf*). However, while their mother was pregnant with Lissa, Gregor was outed as a werewolf and killed by the townsfolk in the Romanian village they lived in. Fearing for her own life and those of her children, Laura fled to her brother-in-law Philip's home in America – specifically Malibu, California – where Lissa was born. Eventually Philip and Laura married, and Philip legally adopted Jack and Lissa. Years before, Philip had legally changed his last name to Russell; when he adopted them, they took on his new last name.

Nearly a hundred years before, Gregor and Philip's ancestor, Baron Grigori Russoff, had come into possession of a tome of black magic, the Darkhold, and in studying it came to be cursed with lycanthropy. This curse was passed to his bloodline, although because his children were already born, the curse remained dormant for almost a century. The Darkhold was stolen from his home and passed through a number of hands before Russoff's descendant, Gregor, discovered it, triggering the curse. (Philip had emigrated to America by that time. He learned about the curse from Gregor, but was never affected by it.)

Lissa at first was unaware of any of this until Jack went through his first transformation on his eighteenth birthday, which coincided with the first night of a full moon; Lissa was sixteen at the time. (Their mother died in a car crash that same night, ironically out searching for Jack who had run off in a panic.) Lissa learned of her brother's condition several months later when, after encountering the Werewolf just before dawn, he transformed back to human and passed out. After learning of the history of the curse from her step-father, Lissa sought out a means of curing or at least controlling the curse and threw herself into studies of both the occult and meditation. Although she has yet to find a means to cure herself or her brother of the curse, her studies in meditation enabled her to maintain control of the wolf from her very first transformation, two weeks after her own eighteenth birthday.

Lissa was first encountered as a clerk at an occult bookstore in downtown Los Angeles during an investigation by private investigator Jessica Drew. Days later, Lissa was forced to reveal her own nature as a werewolf to Drew in the latter's alter ego as Spider-Woman in order to prevent Spider-Woman from harming Jack during one of his moon-fueled rampages (see *Spider-Woman*).

Since then, Jack and Lissa have found themselves occasionally assisting Drew in her cases, although Lissa insists on staying away from what she calls "field work". With the appearance of the ghost of the ancient sorcerer Magnus and his revelations on the origin of the Darkhold, Lissa has begun to wonder if a true cure – or at the least a measure of control – for Jack is in sight (see *Magnus*).

Age: 19.

Height: 5' 4"; (as werewolf) 5' 9".

Weight: 120 lbs; (as werewolf) 170 lbs.

Eyes: Brown.



Hair: Brown.

Uniform: None; she has been known to wear regular clothes made of dynamic molecules which merge into her when she takes on a more lupine form (see *Common Technologies*).

Strength Level: In her human form, Lissa Russell possesses the normal human strength of a woman of her age, height, and build who engages in moderate regular exercise. As a werewolf, she possesses superhuman strength enabling her to lift (press) roughly one ton under optimal conditions.

Known Superhuman Powers: Lissa is heir to a supernatural hereditary curse of lycanthropy, forcing her to become a werewolf. Unlike her brother, Lissa has full control over her transformations, able to transform at will rather than being subject to the phase of the moon, and maintaining her full human intelligence in her lupine state, even under the effects of a full moon.

As a werewolf, Lissa possesses superhuman strength, endurance, and durability; only weapons made of silver or the claws or bite of another werewolf will truly harm her, as other wounds close almost immediately. Her agility increases, her eyes become better able to see in the dark, her hands form into sharp claws, her feet become digitigrade claws, and her teeth sharpen. She is able to speak in her werewolf form, although her voice is distorted (and has been described as "eerily raspy"). She still needs to breathe, so strangulation can still kill her. Furthermore, as a werewolf she is immune to the mental control of vampires; furthermore, the herb wolfsbane if ingested with cause her severe problems.

Even in her human state, Lissa maintains the wolf's sense of smell, enabling her to track by following scents up to twenty four hours later even in a busy city street as well as being able to tell when someone is nervous, fearful, or calm when they shouldn't be.

There is evidence that Lissa, as "a child of the Darkhold", has the potential to become a sorceress, but she has never pursued any training.

Other Abilities: Lissa is very knowledgeable about the occult and Buddhist meditation practices. She is fluent in Latin, Sanskrit, Aramaic, Hebrew, Arabic, Tamil, Tibetan Chinese, Han Chinese, and Japanese, and can effortlessly read Ancient Egyptian, Old and Middle Tamil, and Sumerian. She is untrained in hand to hand combat, but has been known to occasionally "let the wolf out", fighting with a savage instinct in her lupine form.

Lissa Russell

657 points

ST: 10 [0]	HP: 10 [0]	Speed: 6.00 [5]
DX: 11 [20]	Will: 15 [15]	Move: 6 [0]
IQ: 12 [40]	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: Ancient Egyptian (Literate) [1*]; Arabic (Accented) [2*]; Aramaic (Accented) [2*]; Biblical Hebrew (Accented) [2*]; Classical Greek (Accented) [2*]; English (Native) (Native Language) [0]; Han Chinese (Accented) [2*]; Japanese (Accented) [2*]; Latin (Accented) [2*]; Mandarin (Accented) [2*]; Middle Tamil (Literate) [1*]; Old Tamil (Literate) [1*]; Sanskrit (Accented) [2*]; Sumerian (Literate) [1*]; Tamil (Accented) [2*]; Tibetan (Accented) [2*].

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Werewolf, 465 pts) (Active Change, +20%; Reduced Time 1 (5 seconds), +20%; Magical, -10%) [438]; Animal Empathy [5]; Appearance (Attractive) [4]; Discriminatory Smell (Emotion Sense, +50%; Magical, -10%) [21]; Language Talent [10]; Magery 0 [5]; Occultist 3 [30].

Perks: Call of the Wild [1].

Disadvantages: Discipline of Faith (Mysticism) [-10]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Secret (Werewolf) (Imprisonment or Exile) [-20]; Selfless (12) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Devout Believer (Buddhism) [-1]; Can't Read Music [-1]; Disciplined [-1]; Residual Personality [-1]; Responsible [-1].

Skills: Animal Handling (Dogs) (A) IQ+0 [2] – 12; Anthropology (Human) (H) IQ+2 [2] – 14†; Area Knowledge (Los Angeles) (E) IQ+0 [1] – 12; Autohypnosis (H) Will+0 [4] – 15; Breath Control (H) HT-2 [1] – 10; Climbing (A) DX+0 [2] – 11; Computer Operation/TL8 (E) IQ+0 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Travel) (E) IQ+0 [1] – 12; Escape (H) DX+1 [8] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Hiking (A) HT+0 [2] – 12; Intimidation (A) Will-1 [1] – 14; Jumping (E) DX+1 [2] – 12; Lifting (A) HT+0 [2] – 12; Linguistics (H) IQ+3 [4] – 15†; Meditation (H) Will+0 [4] – 15; Merchant (A) IQ+0 [2] – 12; Mind Block (A) Will+0 [2] – 15; Musical Instrument (Guitar) (H) IQ+0 [4] – 12; Occultism (A) IQ+4 [4] – 16†; Philosophy (Buddhism) (H) IQ+0 [4] – 12; Photography/TL8 (A) IQ+0 [2] – 12; Professional Skill (Cashier) (A) IQ-1 [1] – 11; Research/TL8 (A) IQ+3 [2] – 15†; Running (A) HT+0 [2] – 12; Skiing (H) HT+0 [4] – 12; Swimming (E) HT+0 [1] – 12; Typing (E) DX+1 [2] – 12; Writing (A) IQ+0 [2] – 12.

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

* Includes a proficiency level boost from Language Talent.

† Includes +3 from Occultist.

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	

Lissa as Werewolf (as standalone character)**684 points****ST:** 18/35 [80*] **HP:** 18 [0] **Speed:** 8.25 [5]**DX:** 16 [120] **Will:** 15 [15] **Move:** 8 [0]**IQ:** 12 [40] **Per:** 13 [5]**HT:** 16 [60] **FP:** 16 [0] **SM:** 0**Dmg:** 1d+2/3d (4d-1/6d+1) **BL:** 65 lbs. (245 lbs.)**Dodge:** 11 **Parry:** 11 **DR:** 0

Languages: Ancient Egyptian (Literate) [1†]; Arabic (Accented) [2†]; Aramaic (Accented) [2†]; Biblical Hebrew (Accented) [2†]; Classical Greek (Accented) [2†]; English (Native) (Native Language) [0]; Han Chinese (Accented) [2†]; Japanese (Accented) [2†]; Latin (Accented) [2†]; Mandarin (Accented) [2†]; Middle Tamil (Literate) [1†]; Old Tamil (Literate) [1†]; Sanskrit (Accented) [2†]; Sumerian (Literate) [1†]; Tamil (Accented) [2†]; Tibetan (Accented) [2†].

Cultural Familiarities: Western (Native) [0].

Advantages: Animal Empathy [5]; Appearance (Attractive) [4]; Claws (Sharp Claws) [5]; Discriminatory Smell (Emotion Sense, +50%; Magical, -10%) [21]; Enhanced ST +17 (Costs 1 FP, -5%) [130]; Immunity to Vampiric Mind Control [5]; Language Talent [10]; Magery 0 [5]; Night Vision 3 [3]; Occultist 3 [30]; Regeneration (Extreme: 10 HP/sec) (Bane: Silver or Werewolf Natural Attacks, -10%) [120]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Perks: Call of the Wild [1]; Fur [1].

Disadvantages: Chummy [-5]; Discipline of Faith (Mysticism) [-10]; Disturbing Voice [-10]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (12) [-5]; Sense of Duty (Friends and Family) [-5]; Social Stigma (Freak *or* Monster) [-10]; Weakness to Monkshood/Wolfsbane (1d/minute) [-20].

Quirks: Devout Believer (Buddhism) [-1]; Can't Read Music [-1]; Disciplined [-1]; Residual Personality [-1]; Responsible [-1].

Skills: Animal Handling (Dogs) (A) IQ+0 [2] – 12; Anthropology (Human) (H) IQ+2 [2] – 14‡; Area Knowledge (Los Angeles) (E) IQ+0 [1] – 12; Autohypnosis (H) Will+0 [4] – 15; Breath Control (H) HT-2 [1] – 15; Climbing (A) DX+0 [2] – 16; Computer Operation/TL8 (E) IQ+0 [1] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Travel) (E) IQ+0 [1] – 12; Escape (H) DX+1 [8] – 17; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Hiking (A) HT+0 [2] – 16; Intimidation (A) Will-1 [1] – 14; Jumping (E) DX+1 [2] – 17; Lifting (A) HT+0 [2] – 16; Linguistics (H) IQ+3 [4] – 15‡; Meditation (H) Will+0 [4] – 15; Merchant (A) IQ+0 [2] – 12; Mind Block (A) Will+0 [2] – 15; Musical Instrument (Guitar) (H) IQ+0 [4] – 12; Occultism (A) IQ+4 [4] – 16‡; Philosophy (Buddhism) (H) IQ+0 [4] – 12; Photography/TL8 (A) IQ+0 [2] – 12; Professional Skill (Cashier) (A) IQ-1 [1] – 11; Research/TL8 (A) IQ+3 [2] – 15‡; Running (A) HT+0 [2] – 16; Skiing (H) HT+0 [4] – 16; Swimming (E) HT+0 [1] – 16; Typing (E) DX+1 [2] – 17; Writing (A) IQ+0 [2] – 12.

Features: Digitigrade Posture [0]; Ordinary Tail [0].**Starting Spending Money:** \$4,000 (20% of Starting Wealth).

* Includes +17 from Enhanced ST.

† Includes a proficiency level boost from Language Talent.

‡ Includes +3 from Occultist.

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+1 cut	C	11	–	–	18	
–	– <i>Enhanced ST</i>	4d-2 cut	C	11	–	–	35	
–	Kick	1d+2 cut	C, 1	n/a	–	–	18	
–	– <i>Enhanced ST</i>	4d-1 cut	C, 1	n/a	–	–	35	
–	Bite	1d+1 cut	C	n/a	–	–	18	
–	– <i>Enhanced ST</i>	4d-2 cut	C	n/a	–	–	35	

Werewolf Alternate Form**465 points****Attribute Adjustments:** ST +8 [80]; DX +5 [100]; HT +4 [40].

Advantages: Claws (Sharp Claws) [5]; Enhanced ST +17 (Costs 1 FP, -5%) [130]; Immunity to Vampiric Mind Control [5]; Night Vision 3 [3]; No Secret (Werewolf) (Imprisonment or Exile) [20]; Regeneration (Extreme: 10 HP/sec) (Bane: Silver or Werewolf Natural Attacks, -10%) [120]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Perks: Fur [1].**Disadvantages:** Chummy [-5]; Disturbing Voice [-10]; Social Stigma (Freak *or* Monster) [-10]; Weakness to Monkshood/Wolfsbane

(1d/minute) [-20].

Features: Digitigrade Posture [0]; Ordinary Tail [0].

Role-Playing Notes:

Lissa is a caring and courageous woman who is very zen about everything going on, going with the flow and accepting her curse rather than fighting against it. Ironically, it is that very acceptance which has enabled her to maintain the control that has to date eluded Jack. She very much wants to find a cure or an alternate means of control for him.

Design Notes:

1. In the comics, Lissa had it rough, becoming the epitome of a Damsel-in-Distress. In addition to the stress of being a sister of a werewolf, she was assaulted on no less than nine occasions, kidnapped and held hostage at least eight times, drugged or entranced through mundane or mystic hypnotism at least four times, transformed against her will twice, and once possessed (by Morgan le Fey of all people!), and all that between the ages of 16 and 21! Clearly she either had Enemy (Monster of the Week) or a variant of Weirdness Magnet in the comics. I didn't want to make her *that* useless, but was unable to figure out how to **not** make her a stereotypical Damsel-in-Distress until someone on my private Discord server said "Why not keep her a werewolf?" Then everything started to fall into place; two days later I was inspired to write her bio.
- 1a. That's not getting into the headaches involved with a 20-something woman, Lissa, having a 19 year old daughter in the form of Nina Price/Vampire-by-Night, with only **6** in-universe years between Lissa's last known appearance (*Iron Man* v1 #209, with Lissa roughly age 21) and Nina's first (*Amazing Fantasy* v2 #10; Lissa would've been roughly age 27 at the time). It wouldn't have been an issue if they hadn't made Nina's adventures with SHIELD's monster-themed "Howling Commandos" unit and later solo adventures in the mainstream universe instead of an alternate timeline. So, I'm either gonna ignore Nina or make her a cousin whose mother happens to share Lissa's name.
2. Without her Alternate Form, Lissa is a 220 point character who might work as a Sidekick in a Monster Hunters game. She has "bought off" several classic werewolf traits, such as lower IQ and Bestial.
3. The pic I used is one I grabbed doing a search for Rahne Sinclair/Wolfsbane. I absolutely could not find a decent full-body pic of Lissa from the original *Werewolf By Night* series; the best I could find were her cosplaying as/possessed by Morgan la Fey from *Iron Man* #209, albeit with her hair dyed blond (or the colorist was told the wrong color). (Most of the full-body pics in *WBN* were from the rear, not the front.)